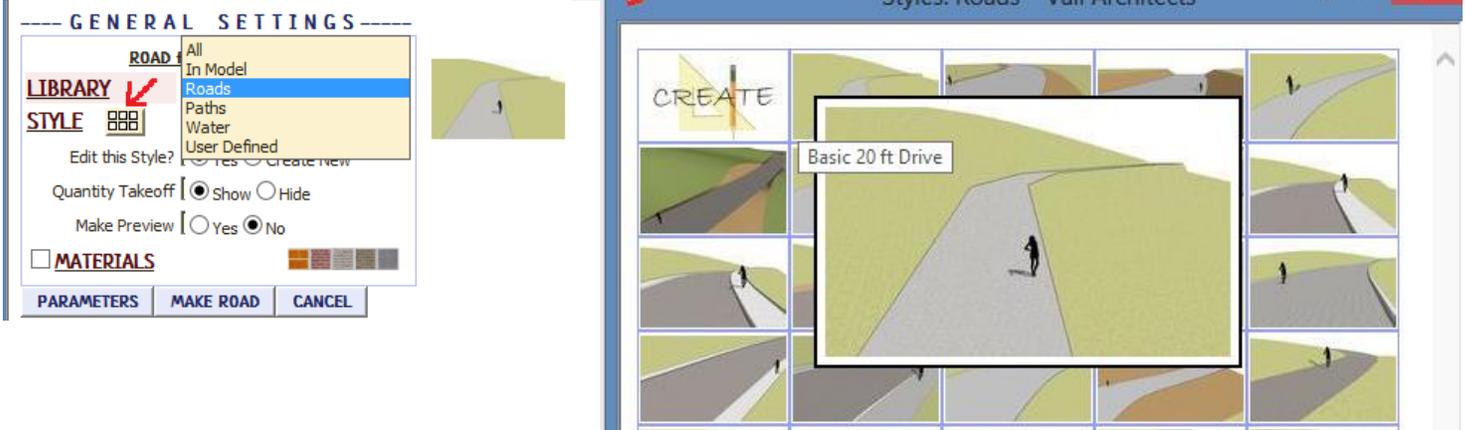


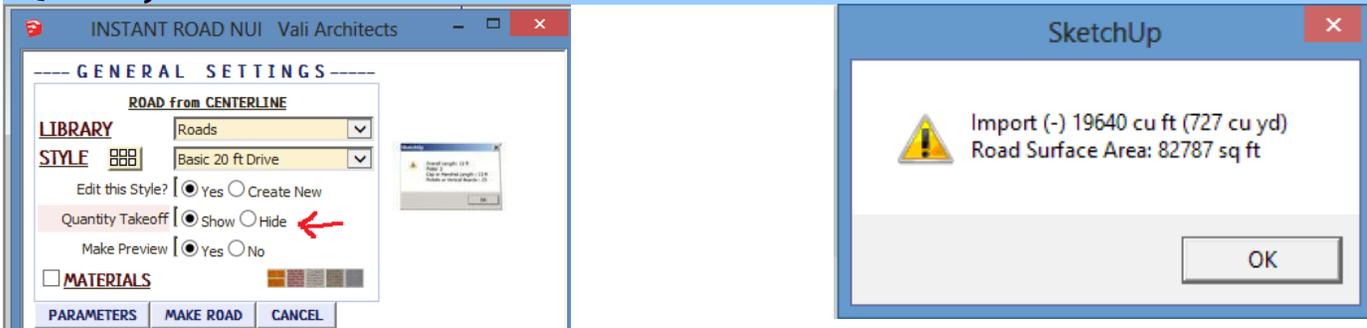
Instant Road Nui General Settings

Style Libraries (See InstantRoadNui-Styles.pdf for more information on styles.)

Show Icon menu for style libraries



Quantity Take Off

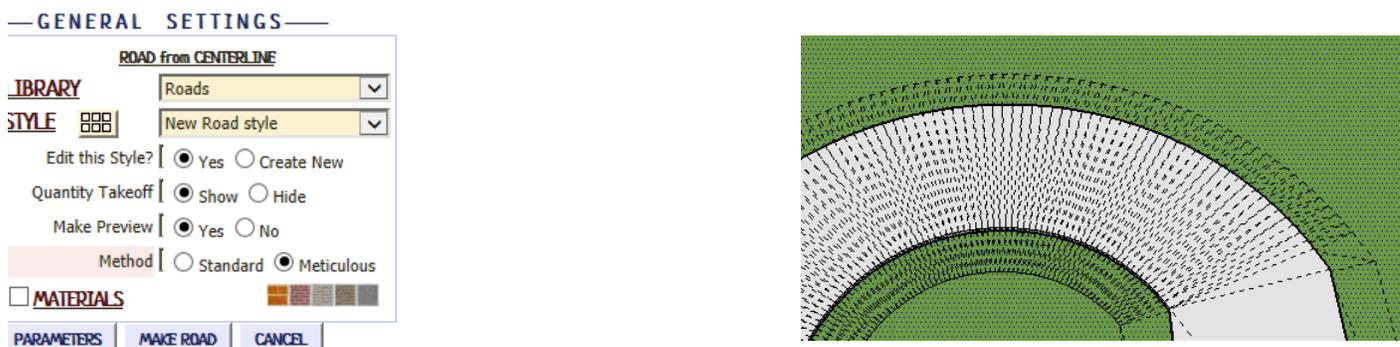


Fix Collisions *Road from Faces* method: New in Version 3. Attempts to fill in shoulder between edges of road outline that are too close for selected shoulder width. (Available for Windows 7 and 8 SketchUp Su8 thru Su2015; Mac Mavericks Su 2013, thru Su2015) Note: simple outlines are best because this method can be slow. If set to "No" the script will run faster but road edges must be separated as in previous versions of Instant Road and Instant Road Nui.

NOTE. Please try the method in version 3.6 instead for this purpose. It is faster and more reliable.



Method for Road from Centerline *Road from Center Line* can have trouble making the road surfaces when there are small segments in the input curve. Use the 'Meticulous' setting to resolve a highly detailed road from centerline input. Note that this method is slower than the Standard method.



Make Preview *Road from Center Line and Connect Roads using Center Line methods have an option to make a preview face showing the road outline instead of imprinting the road on the terrain.*

GENERAL SETTINGS

ROAD from CENTERLINE

LIBRARY: Roads

STYLE: Basic 20 ft Drive

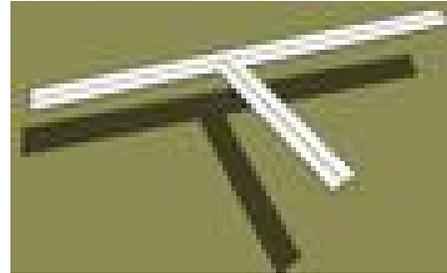
Edit this Style? Yes Create New

Quantity Takeoff Show Hide

Make Preview Yes No

MATERIALS

PARAMETERS MAKE ROAD CANCEL

Materials *Before running the Instant Road Nui, paint the materials that you wish to use on something in the model.*

Road

MATERIALS

Road: Brick_Colored_Red

Projected Texture: yes no

Shoulder: no material

Curb or Sidewalk: no material

Option to project texture:

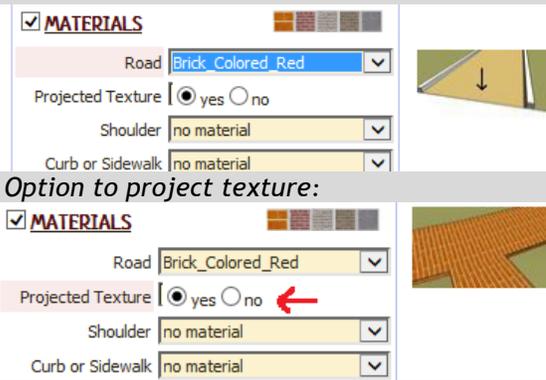
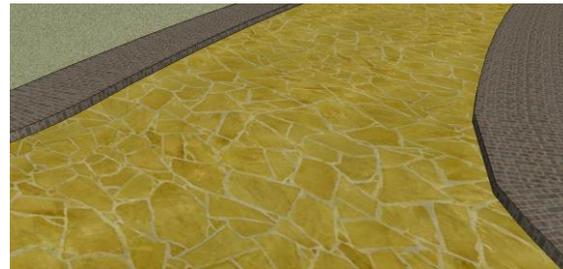
MATERIALS

Road: Brick_Colored_Red

Projected Texture: yes no

Shoulder: no material

Curb or Sidewalk: no material

Shoulder

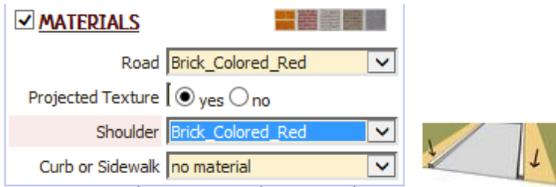
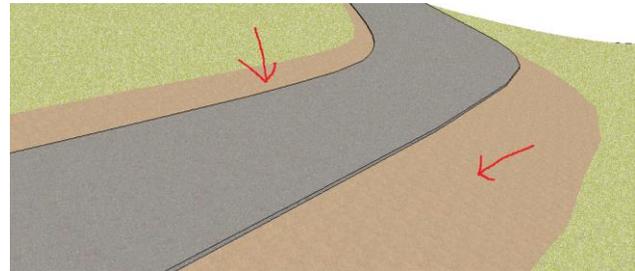
MATERIALS

Road: Brick_Colored_Red

Projected Texture: yes no

Shoulder: Brick_Colored_Red

Curb or Sidewalk: no material

Curb or Sidewalk

MATERIALS

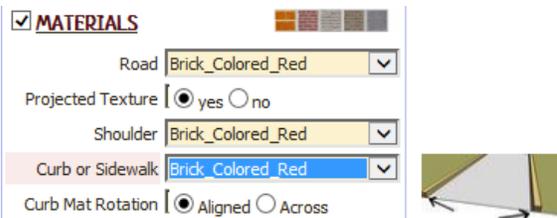
Road: Brick_Colored_Red

Projected Texture: yes no

Shoulder: Brick_Colored_Red

Curb or Sidewalk: Brick_Colored_Red

Curb Mat Rotation: Aligned Across



Orient texture with curb or sidewalk

MATERIALS

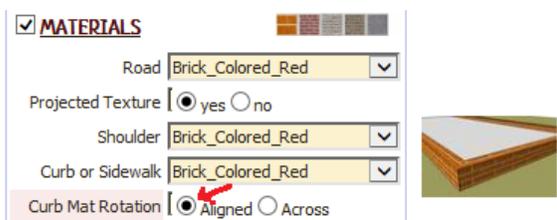
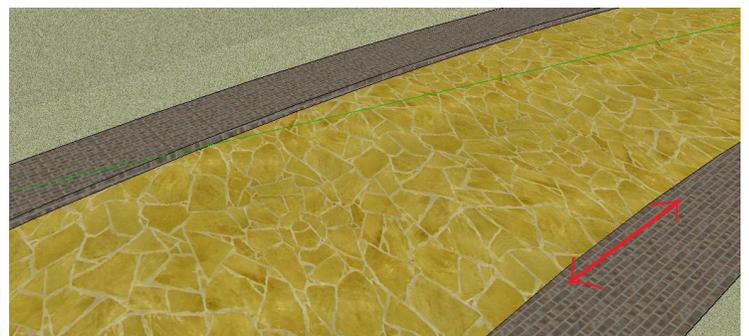
Road: Brick_Colored_Red

Projected Texture: yes no

Shoulder: Brick_Colored_Red

Curb or Sidewalk: Brick_Colored_Red

Curb Mat Rotation: Aligned Across

Orient Texture across curb or sidewalk

MATERIALS

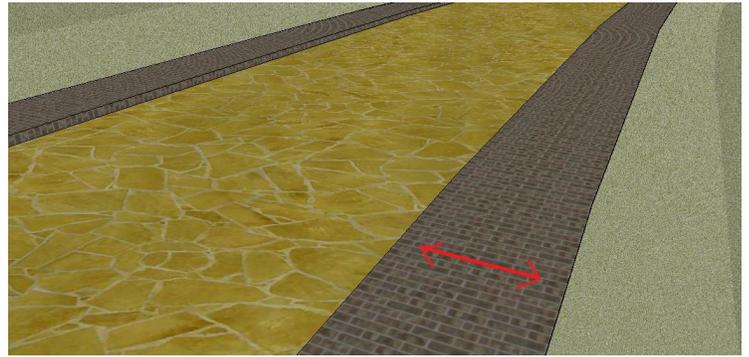
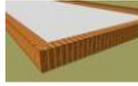
Road: Brick_Colored_Red

Projected Texture: yes no

Shoulder: Brick_Colored_Red

Curb or Sidewalk: Brick_Colored_Red

Curb Mat Rotation: Aligned Across



Style Libraries -Striping (See InstantRoadNui-Styles.pdf for more information on styles.)

Show Icon menu for striping library es

INSTANT ROAD NUI STRIPING Vali Architects

--- GENERAL SETTINGS ---

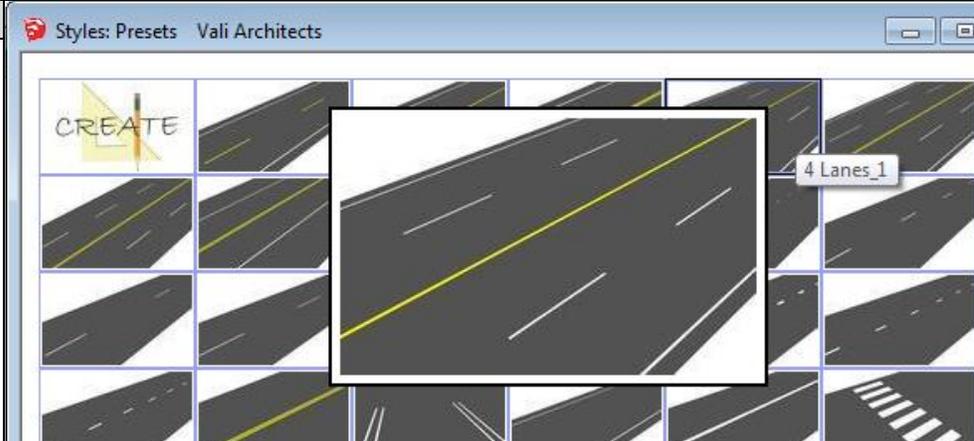
LIBRARY Presets

STYLE 4 Lanes_1

Edit this Style? Yes Create New

Make Preview Yes No

MATERIALS



Make Preview Option to make a preview instead of creating striping decals on the road.

Used to verify that striping fits or use the Sketchup drape tool to imprint the preview on the road.

--- GENERAL SETTINGS ---

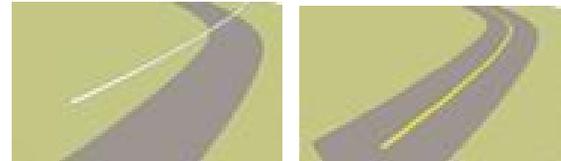
LIBRARY Presets

STYLE Dashed 4_4

Edit this Style? Yes Create New

Make Preview Yes No

MATERIALS



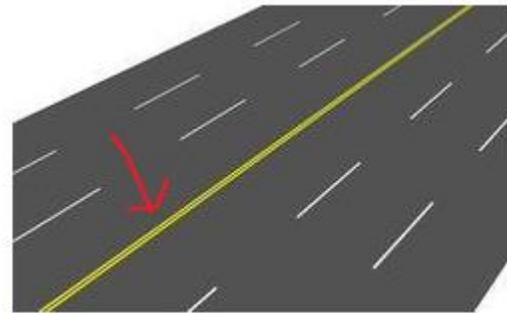
Materials Before running the Instant Road Nui, paint the materials that you wish to use on something in the model.

Striping - Center Lines

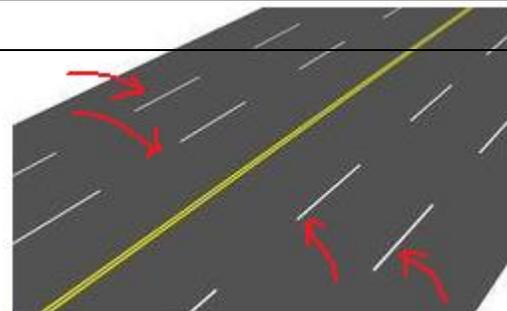
MATERIALS

Center Lines: no material

Lane Dividers: no material



Striping - Lane Dividers



MATERIALS



Center Lines no material

Lane Dividers no material