

# Instant Road Nui Parameters

See Instant Road tutorials for additional information. Basic methods and parameters are the same.

**Drop to Terrain** Available for Road from Center Line and Road from Face(s) methods. Road from Center Line method uses the elevation of the lines to set road elevations. Road from Faces method uses SketchUp text notes with leaders for road elevations. See Instant Road Nui Quick Start


----- STYLE PARAMETERS -----

**BASIC SETTINGS**

Drop to Terrain  Yes  No

Width

Thickness +/-




----- STYLE PARAMETERS -----

**BASIC SETTINGS**

Drop to Terrain  Yes  No

Width

Thickness +/-



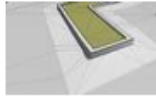
**Merge with Road Surface** Available with Islands or Median. Option to cut island or median into road surface.

**BASIC SETTINGS**

Thickness +/-

Merge with Road  Yes  No

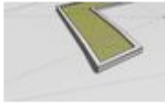
Shoulder Width



**BASIC SETTINGS**

Thickness +/-

Merge with Road  Yes  No



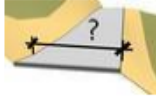
**Dimensions** Recreates input line segments to make all equal length

----- STYLE PARAMETERS -----

**BASIC SETTINGS**

Drop to Terrain  Yes  No

Width




**BASIC SETTINGS**

Drop to Terrain  Yes  No

Width

Thickness +/-



**Shoulder**


**BASIC SETTINGS**

Drop to Terrain  Yes  No

Width

Thickness +/-

Adjust Ht +/-




**BASIC SETTINGS**

Drop to Terrain  Yes  No

Width

Thickness +/-

Shoulder Width




**Variable Shoulder** Variable shoulder is available with Road from Center Line and Road from Face(s.) Works best with simple roads without intersections or loops. Uses "Shoulder Width" parameter as minimum and "Max Shoulder Width" for maximum. Shoulder widths in between are set according to desired cut and fill slopes.

Shoulder Width

Shoulder Type  Equal  Variable  No

Max Shoulder Width




Shoulder Type  Equal  Variable  No

Max Shoulder Width

Max Cut Slope %

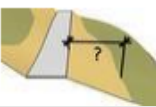
Max Fill Slope %



Shoulder Width

Shoulder Type  Equal  Variable  No

Max Shoulder Width




Shoulder Type  Equal  Variable  No

Max Shoulder Width

Max Cut Slope %

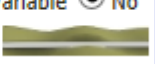
Max Fill Slope %



**No Shoulder** Starting with Version 3.4, it is possible to model the road without merging to a terrain mesh. If desired, the road edge can then be graded using SketchUp Sandbox tools and road edges that the script places in a hidden group.

Shoulder Type  Equal  Variable  No

FLATTEN

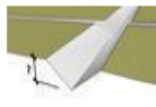


**Swale** Only available for Road from Center Line. Does not work well with Adjust Road Height method

Max Cut Slope %

Max Fill Slope %

Crown or Swale +/-



## Flatten

Crown or Swale +/-

**FLATTEN**

Max Bump Width

## Modify Outline - Smooth Outline

Available for Road from Center Line and Connect Roads with Centerline methods

The Spline parameter makes a smoothed curve that includes all the original vertices. The Add Vertices parameter is the number of added vertices per each line segment

### MODIFY OUTLINE

**SMOOTH**

Type  Bezier  Spline

Add Vertices

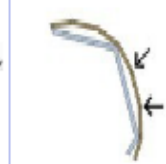


### MODIFY OUTLINE

**SMOOTH**

Type  Bezier  Spline

Add Vertices



The Bezier parameter makes a smoothed curve that will not include all the original vertices

### MODIFY OUTLINE

**SMOOTH**

Type  Bezier  Spline

Amount  Low  Med  High



### MODIFY OUTLINE

**SMOOTH**

Type  Bezier  Spline

Amount  Low  Med  High



### MODIFY OUTLINE

**SMOOTH**

Type  Bezier  Spline

Amount  Low  Med  High



### MODIFY OUTLINE

**SMOOTH**

Type  Bezier  Spline

Amount  Low  Med  High



## Modify Outline - Divide

Increase number of road breaks according to Max Segment parameter except that Island or Median method adds breaks at underlying road breaks

**DIVIDE**

Max Segment

**CURB**

## Curb

**CURB**

Side for Curb  In  Out  Both

Height

**CURB**

Side for Curb  In  Out  Both

Height

**CURB**

Side for Curb  In  Out  Both

Height

**CURB**

Side for Curb  In  Out  Both

Height

Width

Width (Out)

**CURB**

Side for Curb  In  Out  Both

Height

Width

Extend Bottom?  Yes  No

Additional Depth

**CURB**

Side for Curb  In  Out  Both

Height

Width

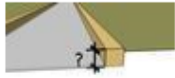
Extend Bottom?  Yes  No

**CURB**

Side for Curb  In  Out  Both

Height  x

Width



**CURB**

Side for Curb  In  Out  Both

Height

Width  x



**CURB**

Side for Curb  In  Out  Both

Height

Width

Extend Bottom?  Yes  No

Additional Depth  x

