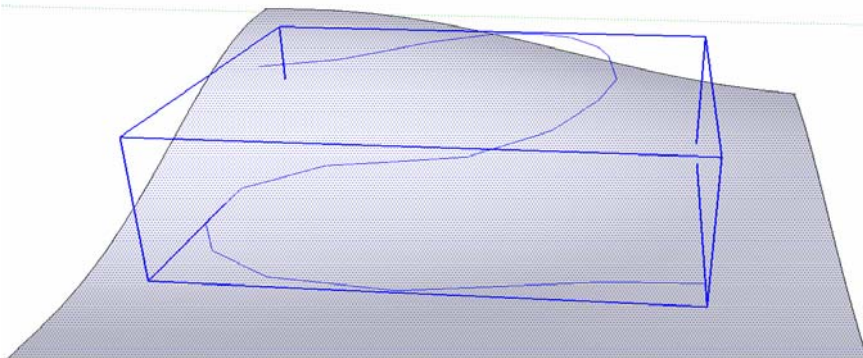


# Instant Road

## QuickStart Road from CenterLine



1. Make a terrain mesh using the Sandbox tools or any other method - a mesh is just a face or one or more connected faces. **The terrain must be current. Either explode the terrain group or double click to open in for editing**
2. Using the Freehand tool, draw a curve within the boundary of the terrain.
3. Select the curve and make it into a group by choosing "**Edit/ Make Group**".
4. Select both the group and the terrain.

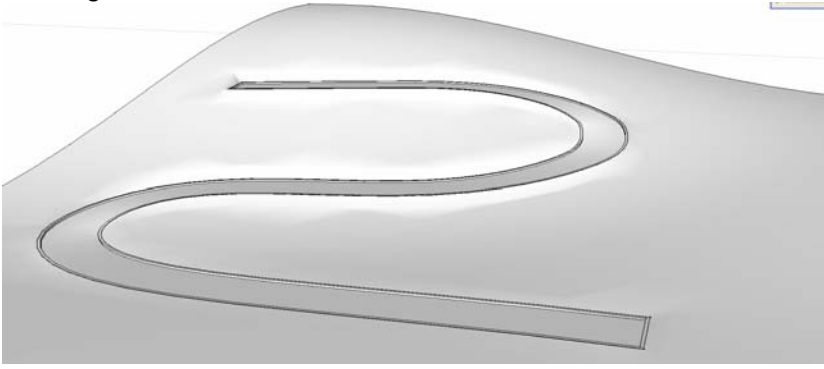


5. Choose "**Plugins/ Instant Road / Road from Centerline**". This menu will pop up:

Make Road from Center Line Edge(s) Important: Save Work before ru... [X]

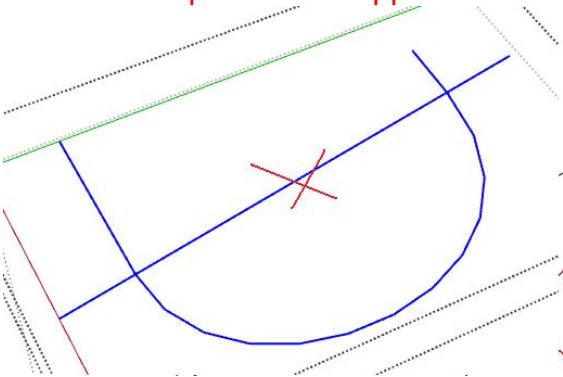
Road Width	<input type="text" value="10'"/>
Shoulder Width	<input type="text" value="3'"/>
Make Curb?	<input type="text" value="yes"/>
Edit Additional Parameters?	<input type="text" value="no"/>
Preview Road Outline?	<input type="text" value="Make Road - no preview"/>

6. Choose "OK" to accept default parameters and generate the road. The script should draw something like this:

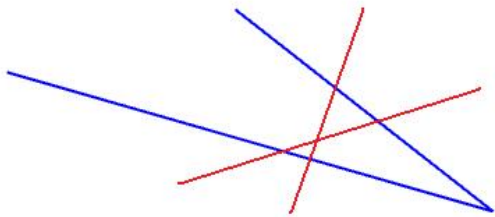


Important notes:

1. Closed loops are not supported. Please see pdf tutorial on how to make closed loops.



2. Do not have sharp corners in your outline or this may stop the script.



2. All of the geometry, road and shoulder must fit within the boundary of the terrain or the script will stop. If you are unsure, make your terrain larger:

