

Import ALG to Geometry for Construction

This document will show you the few quick steps to import an alignment as geometry if your dataset includes ALGs. The result will be a geometry that has civil rules (manipulators), that allow it to be edited in the DGN.

Import just a few alignments at a time, that will all use the same feature definition. All the child vertical alignments (profiles) can be imported when you select a parent horizontal alignment name that has a + next to it. You can import alignments from an ALG file into a DGN file that you are already working in, 2D or 3D – or you can create a new DGN for this purpose. You should be working in the 2D Default model. The instructions are the same for OpenSite Designer and OpenRoads Designer.

Steps to Create a Ruled Geometry from an ALG File

1. Run the command **Home>Model Import/Export>Import Geometry> Import Geometry**.
2. Select an ALG file on the **Import Geometry** dialog and click [Open].
3. On the **Import Geometry** window, expand the Alignment group for the project; drill down into the style group (Default or ODOT or something else), and check the box next to every horizontal alignment that you wish to import.
4. Check the box to **Assign Feature Definition** and set “Linear Features” to Alignment\CL_Main.
5. Ensure the **Create Civil Rules** is checked on then click [Import].

The Import Geometry dialog will close, and the geometries will be drawn in the DGN. To import alignments using a different feature definition, run through the steps again. The picture below shows six alignments named “-Line” imported and drawn using the CL_Main feature definition. The Import Geometry dialog has been reopened to import a ramp alignment with only the Designed profile.

