

# Instant Road Nui **Striping Parameters**

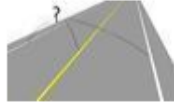
**Number of Lines.** Multi line styles must be much longer than total width of lanes. If encountering problems, using single line style. Striping must fit within outline of road

**MISC. PARAMETERS**

Number of Lines

Center Line Type  Dashed  Solid

Width




## Center Line Type

**MISC. PARAMETERS**

Number of Lines

Center Line Type  Dashed  Solid

Width




**MISC. PARAMETERS**

Number of Lines

Center Line Type  Dashed  Solid

Width



## Dimensions

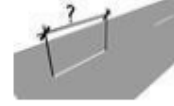
**MISC. PARAMETERS**

Number of Lines

Center Line Type  Dashed  Solid

Width

Dash Length



**MISC. PARAMETERS**


Number of Lines

Center Line Type  Dashed  Solid

Width

Dash Length

Gap Length




**MISC. PARAMETERS**

Number of Lines

Center Line Type  Dashed  Solid

Width



**Lane Divider Type** On either side of center line or center line pair.

**MISC. PARAMETERS**

Number of Lines


Center Line Type  Dashed  Solid

Width

Dash Length

Gap Length

Lane Divider Type  Dashed  Solid




**MISC. PARAMETERS**

Number of Lines

Center Line Type  Dashed  Solid

Width

Lane Divider Type  Dashed  Solid



# Dimensions

**MISC. PARAMETERS**

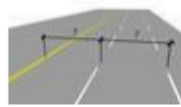
Number of Lines

Center Line Type  Dashed  Solid

Width

Lane Divider Type  Dashed  Solid

Line Spacing  x



**MISC. PARAMETERS**

Number of Lines


Center Line Type  Dashed  Solid

Width

Lane Divider Type  Dashed  Solid

Line Spacing


Width  x



Width

Dash Length  x


Gap Length



Dash Length

Gap Length  x

Height Above Road




## Height Above Road *Striping lines are applied like a tape above the road. This parameter is the height above the road surface.*

Line Spacing

Width

Height Above Road  x




## Smooth *Makes smooth curve for striping*

*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. I prefer this method for striping.*

SMOOTH

Type  Bezier  Spline

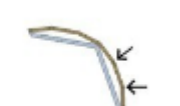
Add Vertices



SMOOTH

Type  Bezier  Spline

Add Vertices  x




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

SMOOTH


Type  Bezier  Spline

Amount  Low  Med  High




Type  Bezier  Spline

Amount  Low  Med  High



Type  Bezier  Spline

Amount  Low  Med  High



Type  Bezier  Spline

Amount  Low  Med  High

