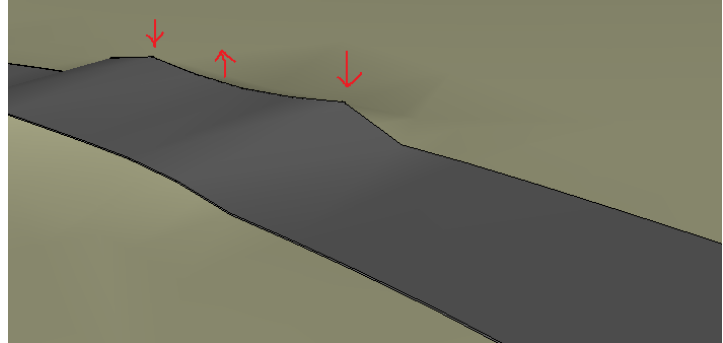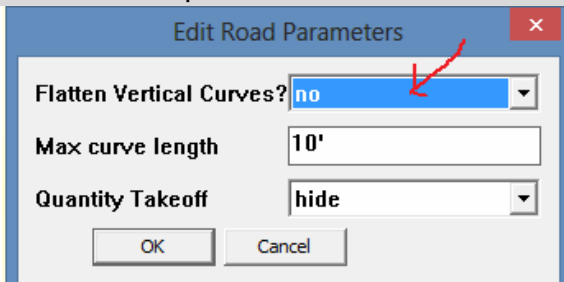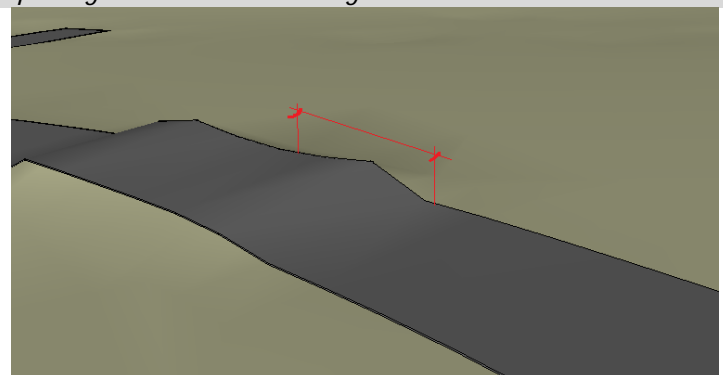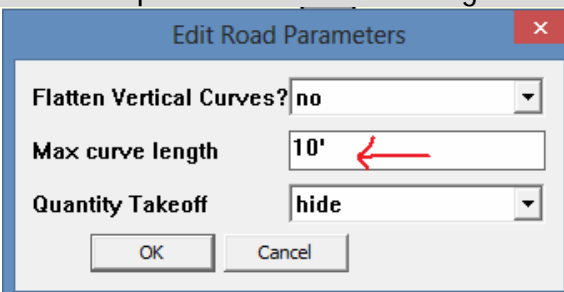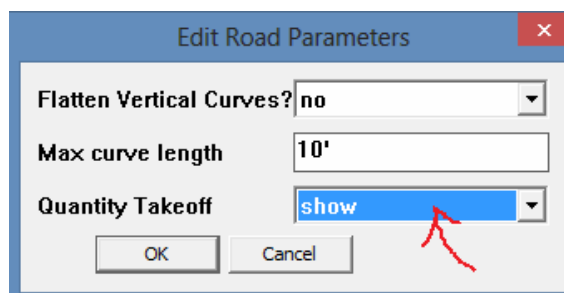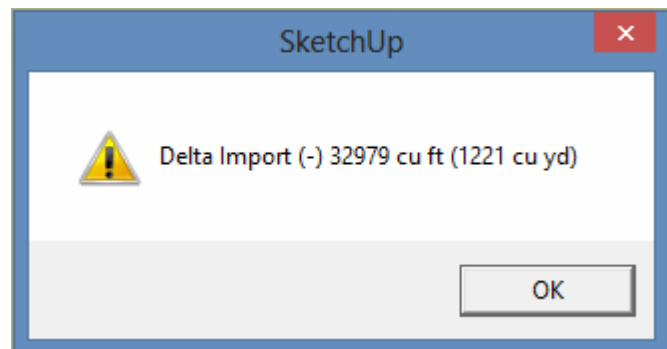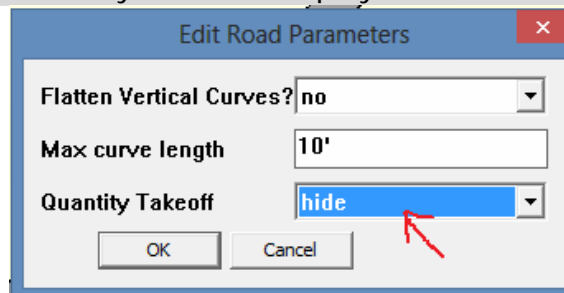# Instant Road Nui *Misc Parameters*

Adjust Road Height and Smooth Road

Flatten Bumps within area of road edit
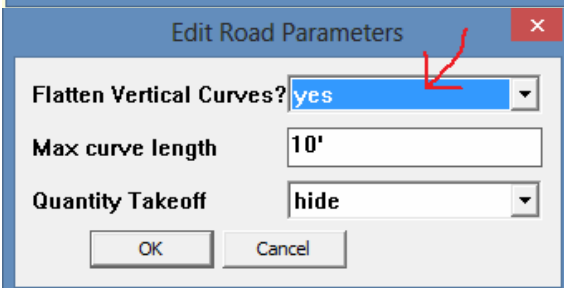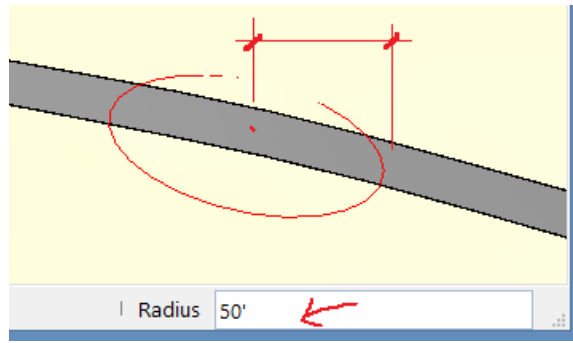

Max Bump or Vertical Curve length to flatten *Bumps larger than this will be ignored*
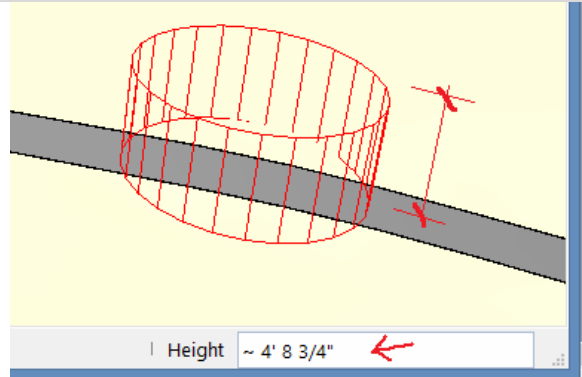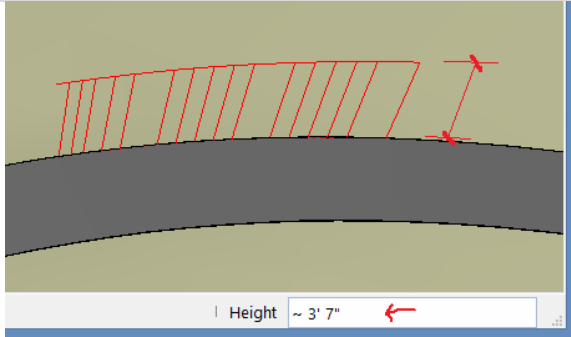

Quantity Take Off display *Shows delta change in import/export for the road object*

SketchUp

Delta Import (-) 32979 cu ft (1221 cu yd)

OK

Size Adjust Height or Smooth *Enter radius in Measurement Value box*
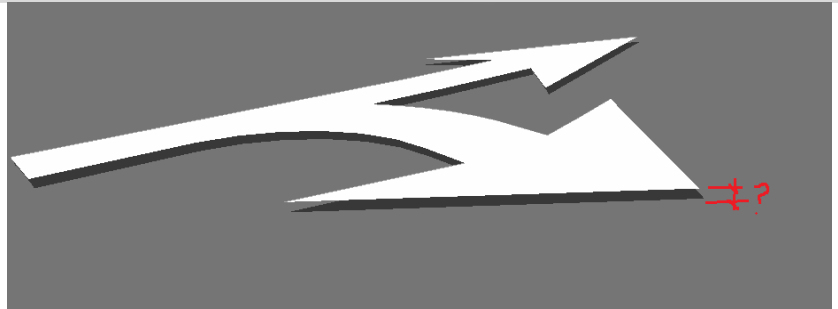
| Radius | 50' |

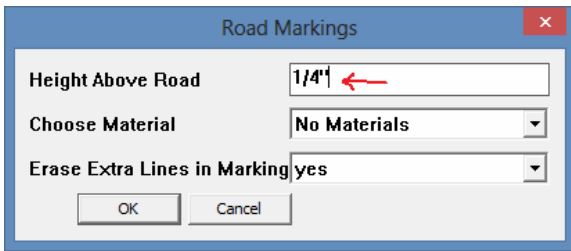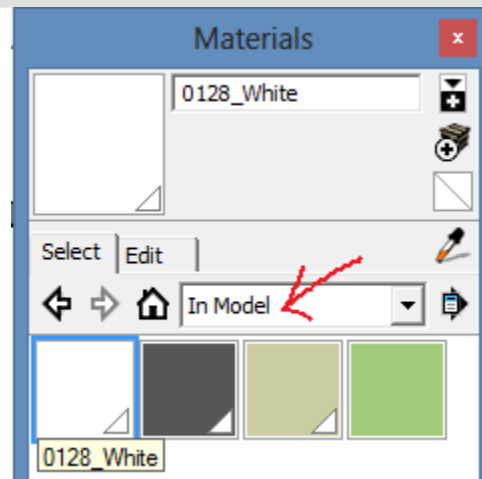## Amount of Height Adjustment *Either pull up or down visually or enter a Measurement Value*

| Height | ~ 3' 7" |

| Height | ~ 4' 8 3/4" |

Road Markings

Height above road to place marking decal

Road Markings

Height Above Road	1/4"
Choose Material	No Materials
Erase Extra Lines in Marking	yes

OK   Cancel

Color for decal. *Note: material must already be loaded in model*

Road Markings

Height Above Road	1/4"
Choose Material	0128_White
Erase Extra Lines in Marking	yes

OK   Cancel

Materials

0128_White

Select | Edit

In Model

0128_White
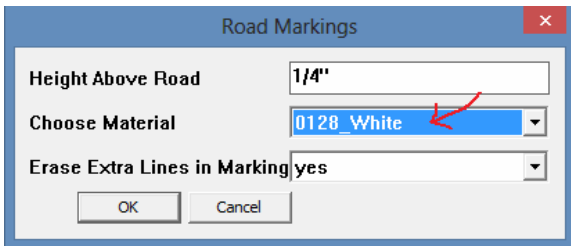
Erase Extra Lines in Marking. *If set to "Yes, lines in the same plane that aren't needed are deleted. However, occasionally some portions of the decal will be erased as well. If so, set this parameter to "No"*
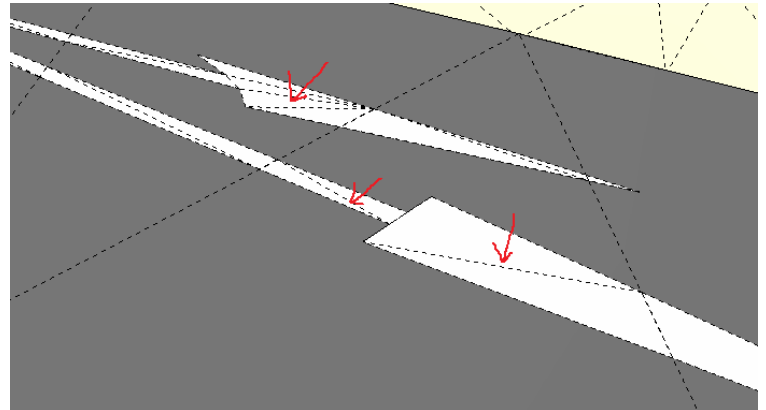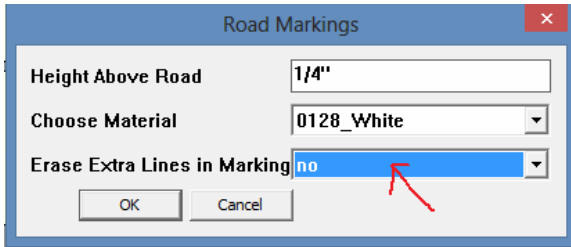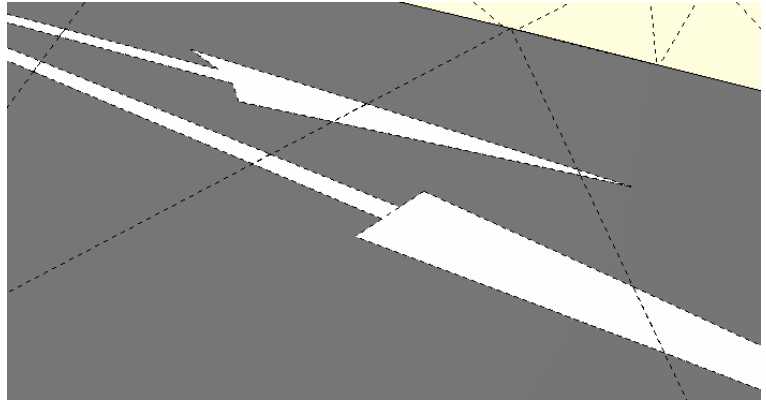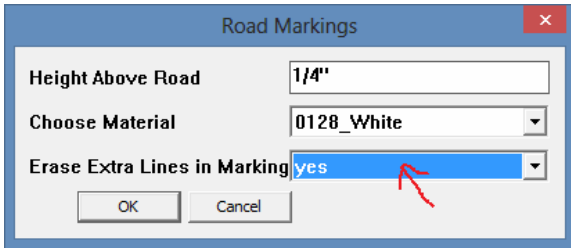
Road Face Outline *Note: will not repair bad outlines with occlusions or self intersections. Used for making a simpler, lower polygon road*