

# 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 +/-



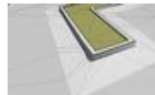
**Merge with Road Surface** Available with Islands or Median. Option to cut island or median into road surface.

### BASIC SETTINGS

Thickness +/-

Merge with Road  Yes  No

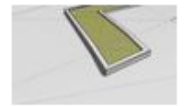
Shoulder Width



### BASIC SETTINGS

Thickness +/-

Merge with Road  Yes  No



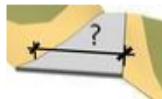
**Dimensions** Recreates input line segments to make all equal length

## STYLE PARAMETERS

### BASIC SETTINGS

Drop to Terrain  Yes  No

Width

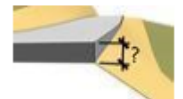


### BASIC SETTINGS

Drop to Terrain  Yes  No

Width

Thickness +/-



## Shoulder

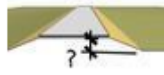
### BASIC SETTINGS

Drop to Terrain  Yes  No

Width

Thickness +/-

Adjust Ht +/-



### BASIC SETTINGS

Drop to Terrain  Yes  No

Width

Thickness +/-

Shoulder Width

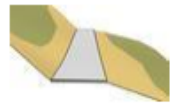


**Variable Shoulder** Variable shoulder is available with Road from Center Line and Road from Face(s.) Works best with simple roads without intersections or loops. Uses "Shoulder Width" parameter as minimum and "Max Shoulder Width" for maximum. Shoulder widths in between are set according to desired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

Shoulder Width

Shoulder Type  Equal  Variable  No

Max Shoulder Width

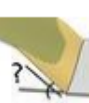


Shoulder Type  Equal  Variable  No

Max Shoulder Width

Max Cut Slope %

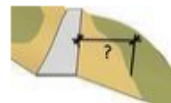
Max Fill Slope %



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

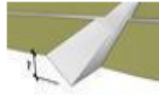


**Swale** Only available for Road from Center Line. Does not work well with Adjust Road Height method

Max Cut Slope %

Max Fill Slope %

Crown or Swale +/-  x ←



**Flatten**

Crown or Swale +/-

FLATTEN ←

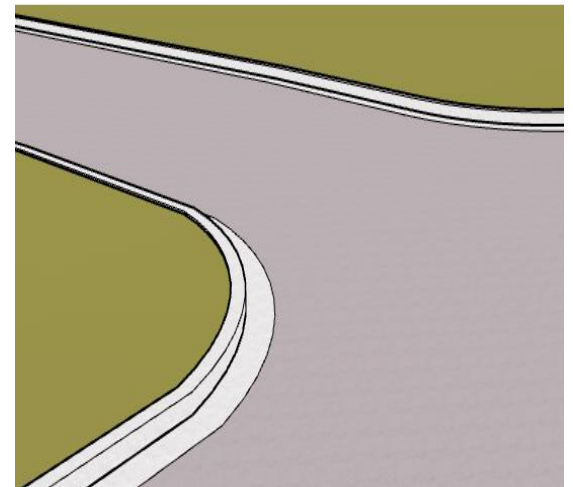
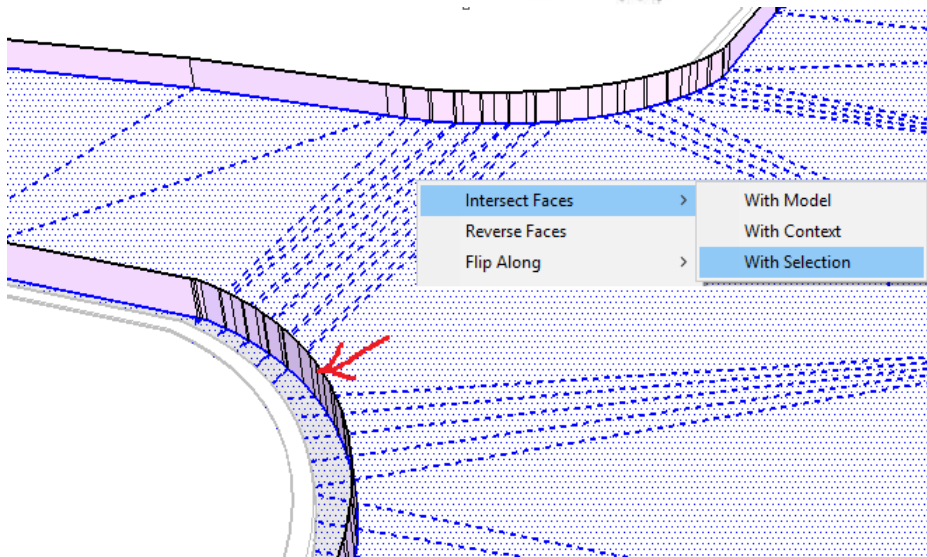
Max Bump Width  x ←



**Border Cutter** Makes a cutting group within the road group. After running the plugin to make the road, you open the road group, select the cutting group and road surface, then click intersect with selection. Erase the cutting group. Then paint the road surface and border/gutter with different textures. Note that if you are using the smooth or adjust height tools, these should be done Before cutting the border.

Border Cutter

Border 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  x ←



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

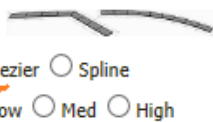


### MODIFY OUTLINE

SMOOTH

Type |  Bezier  Spline

Amount |  Low  Med  High

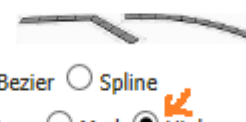


### MODIFY OUTLINE

SMOOTH

Type |  Bezier  Spline

Amount |  Low  Med  High



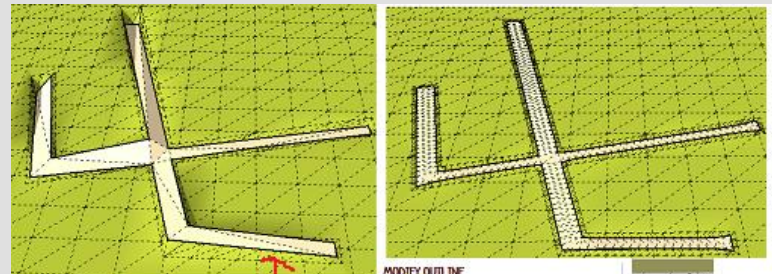
## Modify Outline - Divide

Increase number of road breaks according to Max Segment parameter except that Island or Median method adds breaks at underlying road breaks). NOTE: Unless your terrain mesh is level and flat, long straight road edges will often make an uneven surface. Use the Divide parameter to shorten the segments. But don't make them too short or the plugin will take a long time to run.

**DIVIDE**

Max Segment |  x

CURB



Segments too long

Divided segments make smoother road

**DIVIDE**

Max Segment |  x

## 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 | "/> x

Width | "

**CURB**

Side for Curb |  In  Out  Both

Height | "

Width | "/> x

**CURB**

Side for Curb |  In  Out  Both

Height | "

Width | "

Width (Out) |  x

**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 | "

Width | "

Extend Bottom? |  Yes  No

Additional Depth | "/> x