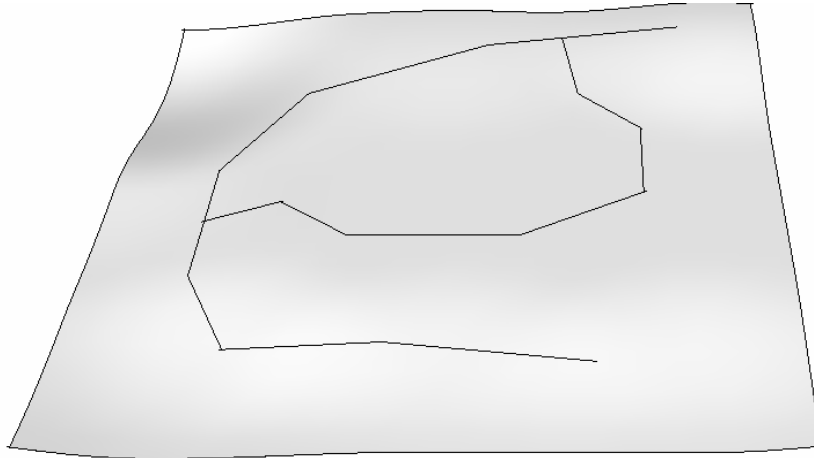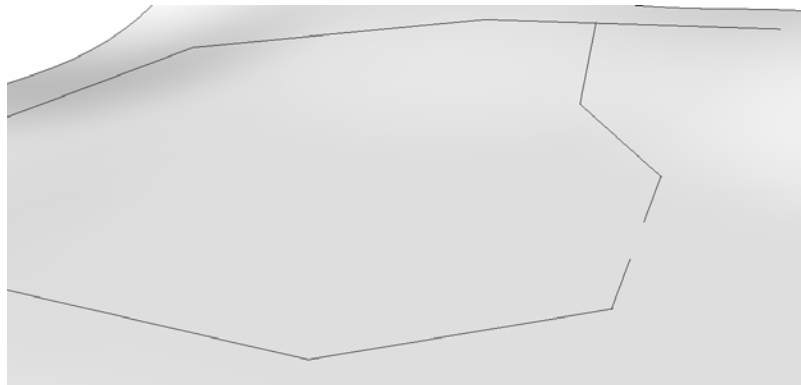# Instant Road

Road with Loop

Roads or medians with closed loops are not directly generated, but may be created by making a splice. In his example I used the 'Road from Centerline' method, but the solution is similar for 'Road from Faces' and 'Make Island or Median'.
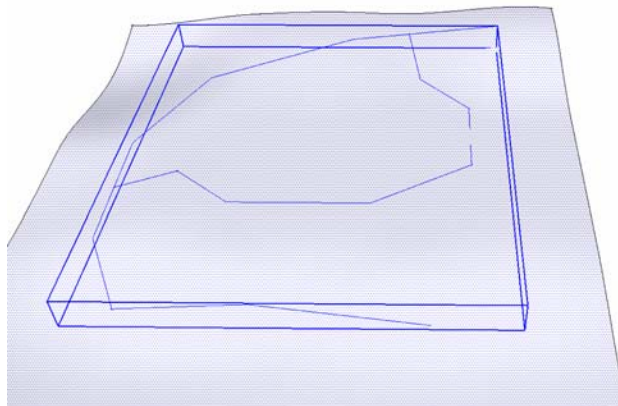

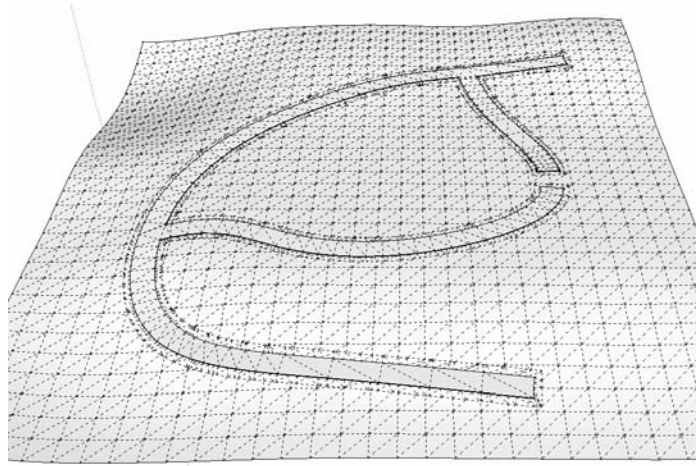1. The geometry shown below won't work because it has a closed loop.

2. Find a part of the loop where the terrain is close to flat and level, and create a gap at that location. The width of the gap must be greater than 2x the shoulder width.
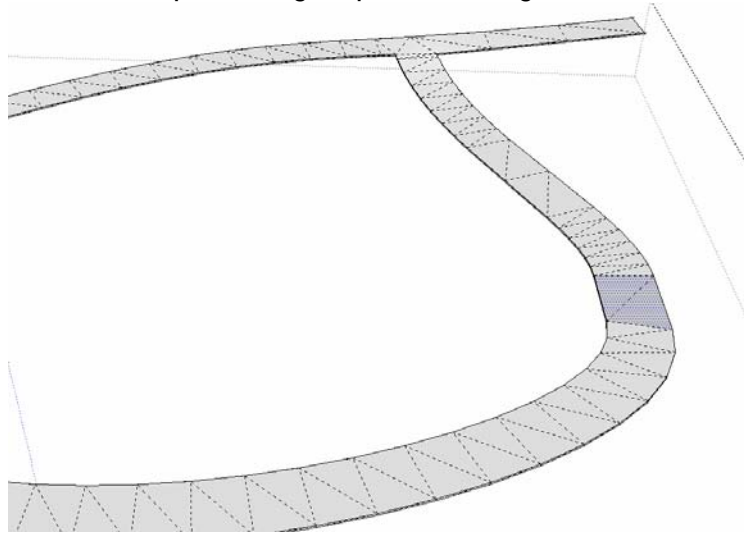

3. Then select the group containing the centerline plus the terrain.

4. Choose "*Plugins/ Instant Road / Road from Centerline*". Then choose "*OK*" to generate the road surface (with missing portion)

5. Double click the road surface to open the group for editing and fill in the missing section.

6. Since I chose a level area to make the splice, no grading of the terrain is necessary. If the splice area was not level, then the grade may be adjusted manually.