

DESIGN AUTOMATION BULLETIN 2019-01

SUBJECT: Existing Wetlands Linstyle

DATE: October 30, 2019

In an effort to improve the legibility of the “wetlands” linestyle for permitting reviews and construction, the “wetlands” linestyle depicted on the roadway construction plans should **no longer be dithered** with the existing surveyed topographical information.

The “wetlands” linestyle will now be placed on the newly created level RD_EV_EX_Wetlands for all new projects to minimize the amount of manual plotting adjustments. See Attachment. For existing projects, the designer can manually move the wetlands to the new level or add a command script to the project pen table to ensure the linestyle is **not dithered** and is set to a **weight of 2**.

The Cadd Design workspace files (RoadDesignLN.dgnlib and scdotV8.smd) have been updated on the internal network server. Externally, consultants can download the DGN Libraries and Geopak Survey (smd) *.zip files found on the Cadd Design webpage under the Business portion of the Department’s internet website, www.scdot.org.

Effective Immediately

Iris Neal, P.E.
Design Automation Engineer

Effective Date

IFN

Attachment

ec:

John Boylston, Director of Preconstruction
Robbie Isgett, Director of Construction
David Cook, Director of Maintenance
Chad Long, Director of Environmental
Robert Perry, Director of Traffic Engineering
Ladd Gibson, Director of Mega Projects
Michael Barbee, Director of Rights of Way

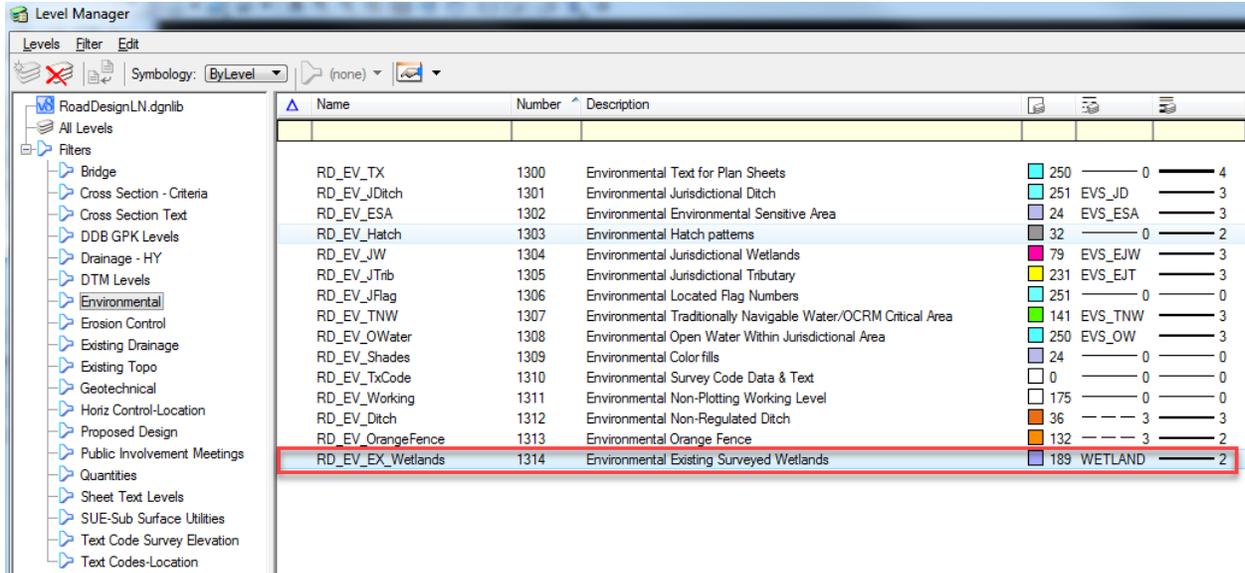
Jennifer Necker, RPG Engineer - Lowcountry
Leah Quattlebaum, RPG Engineer – Pee Dee
Philip Sandel, RPG Engineer – Midlands
Julie Barker, RPG Engineer – Upstate
Chris Gaskins, RPG Engineer – Design Build
Tad Kitowicz, FHWA Operations Engineer
Henry Shumpert, Surveys Manager

File:PC/IFN

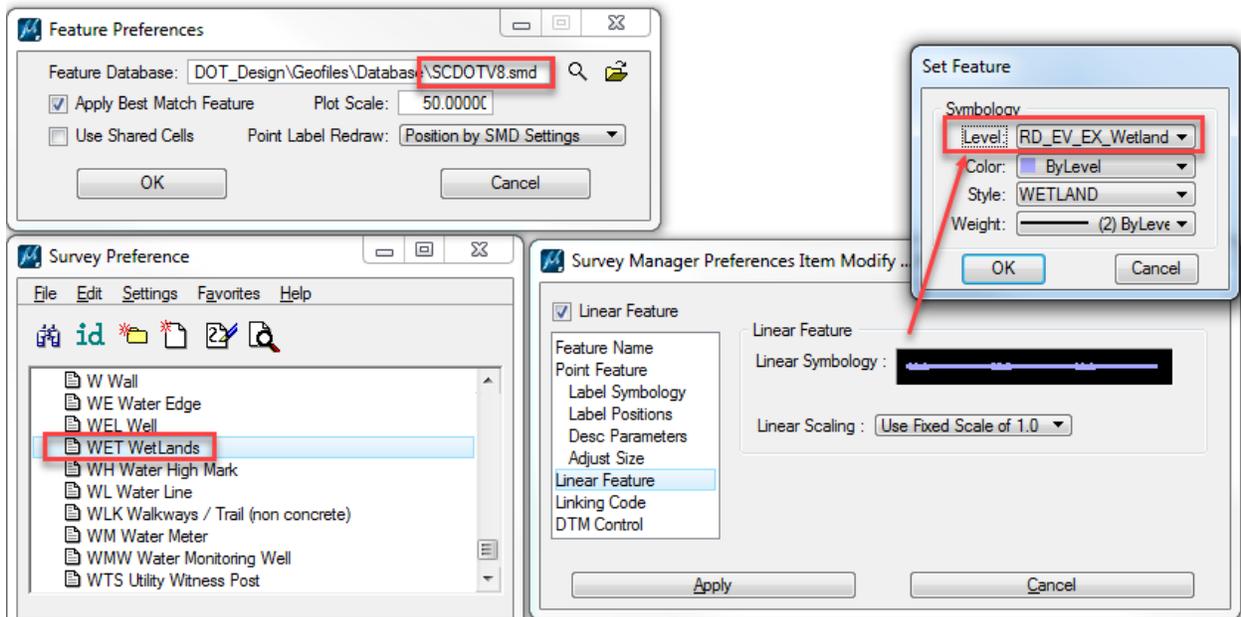


Examples of Existing Wetlands Linestyle

New Level – RD_EV_EX_Wetlands was created to assist designers with simplifying plotting of wetland linestyles without the need for continuous pen table manipulation.



The SMD file was also updated so that new projects will draw the properly coded wetlands lines on the correct level:



Example script for existing pen tables: (add this after any RD_EX* commands)

```

if (level_name == "RD_EX_H2O_WetLd") then
    color = (0,0,0)
    weight = 2
    priority = 1
endif
    
```

