

ACO SlabDrain H_SK100

Subassembly Installation and Reference Guide

User Guide for Autodesk AutoCAD Civil 3D files

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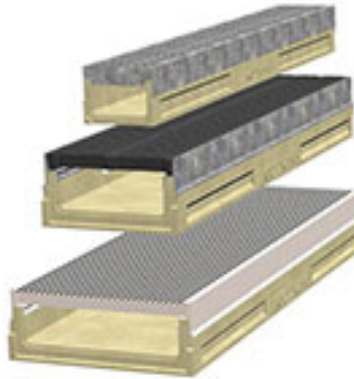
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1. Introduction

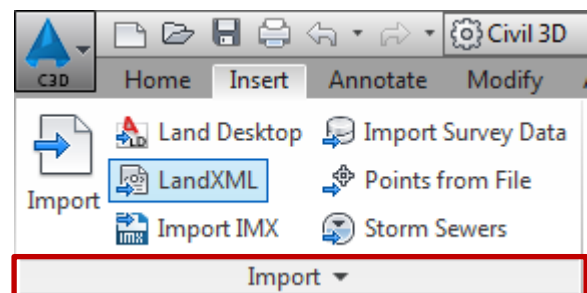
This document describes the installation, configuration and use of the ACO SlabDrain subassembly component for AutoCAD Civil 3D Sub Assembly Composer.



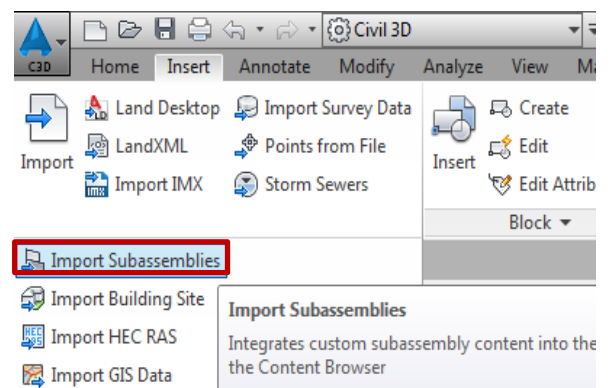
2. Installing the ACO SlabDrain subassembly

The SlabDrain sub-assembly is available as a .pkt file which contains the subassembly .dll file and associated configuration files for installing the subassembly in Civil 3D.

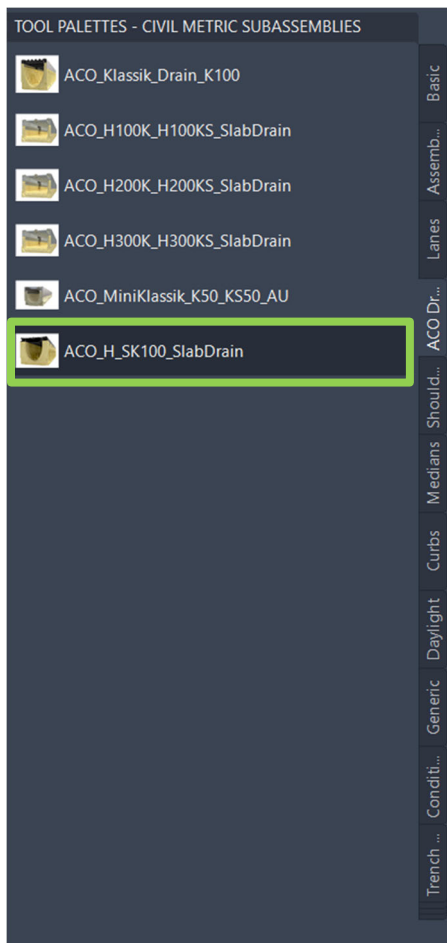
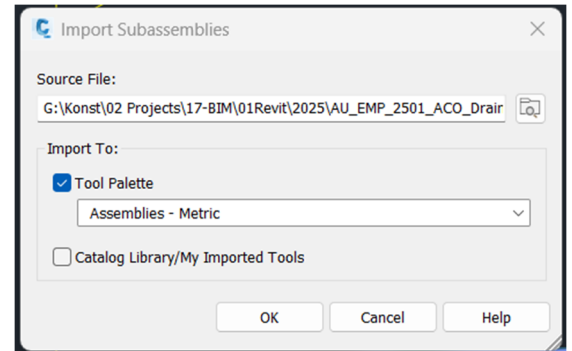
To install the subassembly, click on the Import panel title on the Insert ribbon.



Choose import subassemblies

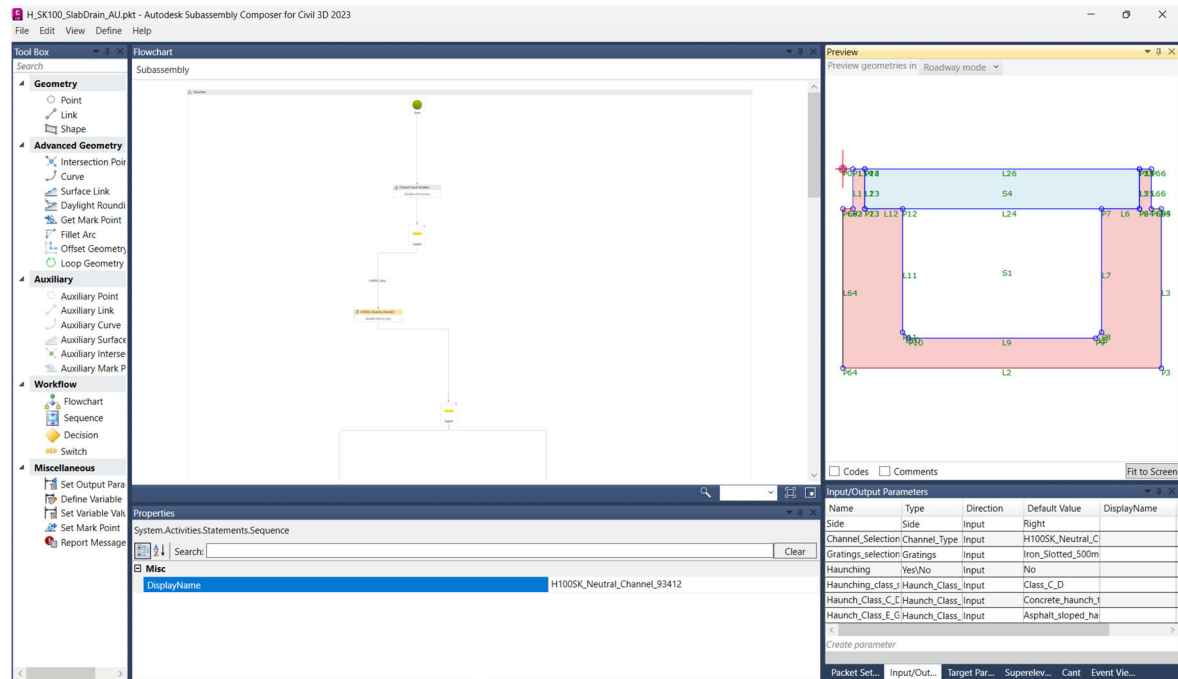


Browse to the location of the ACO SlabDrain H_SK100.pkt file, and choose a tool palette to import to, or create a new palette. The subassembly can also optionally be added to the user Catalog Library. The tool palette in civil 3D will now show the ACO SlabDrain H_SK100 subassembly. Note that by right-clicking in the tool palette, the palette can be customized by creating a separate item for the ACO SlabDrain H_SK100, as shown here.

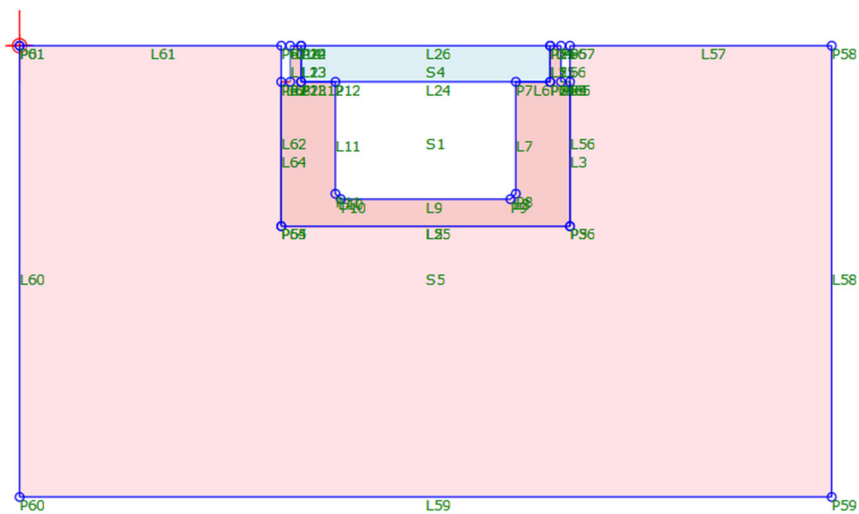


3. Using the ACO SlabDrain H_SK100 subassembly

The ACO SlabDrain H_SK100 subassembly includes Edge rail type H100SK_Neutral_Channel_93412



The subassembly also optionally includes haunching detail.



3.1 User Defined Parameter

Input/Output Parameters			
Name	Type	Direction	Default Value
Side	Side	Input	Right
Channel_Selection	Channel_Type	Input	H100SK_Neutral_Channel_93412
Gratings_selection	Gratings	Input	Iron_Slotted_500mm_96082
Haunching	Yes\No	Input	No
Haunching_class_selection	Haunch_Class_Selection	Input	Class_C_D
Haunch_Class_C_D_selection	Haunch_Class_C_D	Input	Concrete_haunch_to_top_class_C_D
Haunch_Class_E_G_selection	Haunch_Class_E_G	Input	Asphalt_sloped_haunch_class_E_G

All the default value of the parameter can be edited by end-user. User can able to select their required SlabDrain, Grating and Haunch type.

3.2 SlabDrain H_SK100 grating types

Users be able to select their required gratings there are two different variant using the parameter Gratings_Selection user can able to select.

Gratings_selection	Gratings	Input	Iron Slotted 500mm 96082
Haunching	Yes\No	Input	Iron_Intercept_Heelsafe_AntiSlip_500mm_141299
Haunching_class_selection	Haunch_Class_Selection	Input	Iron_Slotted_500mm_96082

3.3 Haunch types

To include Haunching we have provided decision option so user can select yes/or from the parameter Haunching. There are two different classes for haunching C-D and E-G

Haunching	Yes\No	Input	Yes
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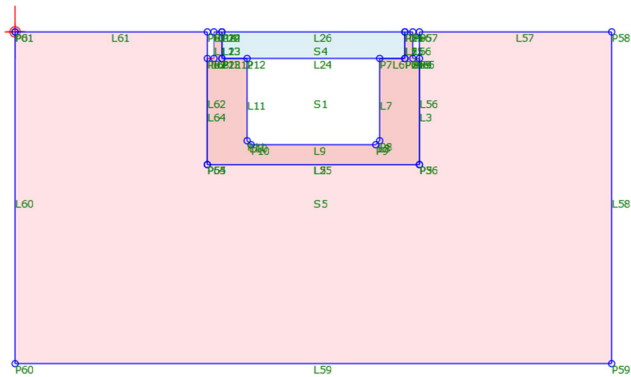
There are two different classes for haunching C-D and E-G it can be decided by user, using Haunch class parameter drop down menu.

Haunching_class_selection	Haunch_Class_Selection	Input	Class C D
Haunch_Class_C_D_selection	Haunch_Class_C_D	Input	Class_C_D
Haunch_Class_E_G_selection	Haunch_Class_E_G	Input	Class_E_G

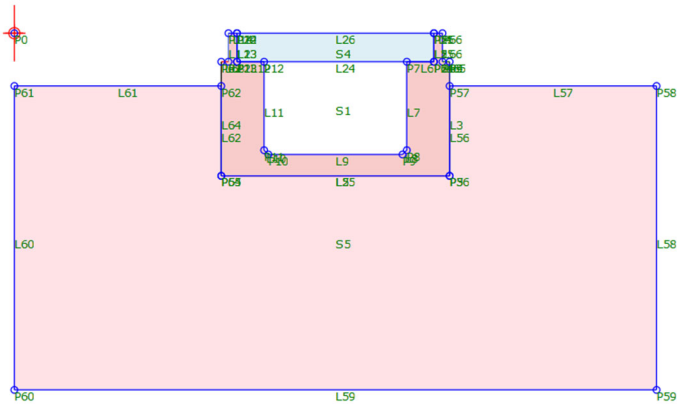
Haunch class C-D which has four type of haunch and E-G which have five types of haunch user can easily select their haunch type with provided parameters.

Haunch_Class_C_D_selection	Haunch_Class_C_D	Input	Concrete haunch to top class C D
Haunch_Class_E_G_selection	Haunch_Class_E_G	Input	Pavers_to_edge_class_C_D
< Create parameter		Pavers_haunch_to_top_class_C_D	
		Asphalt_sloped_haunch_class_C_D	
		Asphalt_haunch_to_top_class_C_D	
		Concrete_haunch_to_top_class_C_D	
Packet Settings		Input/Output Parameters	Target Parameters

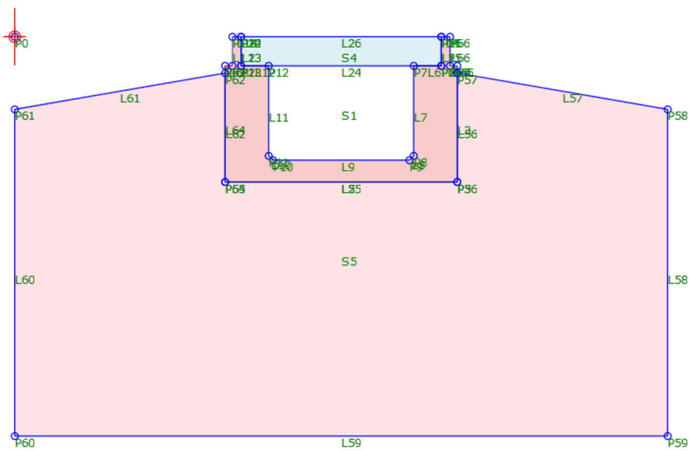
Haunch_Class_E_G_selection	Haunch_Class_E_G	Input	Asphalt sloped haunch class E G
< Create parameter		Pavers_to_edge_class_E_G	
		Pavers_haunch_to_top_class_E_G	
		Asphalt_haunch_to_top_class_E_G	
		Concrete_haunch_to_top_class_E_G	
Packet Settings		Input/Output Parameters	Target Parameters
		Asphalt_sloped_haunch_class_E_G	



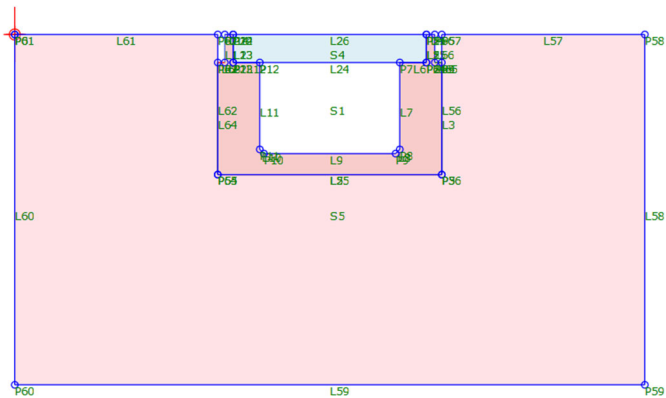
Grass haunch to top



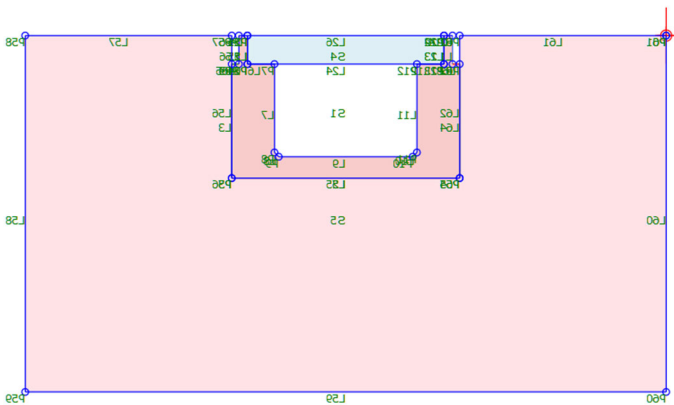
Pavers to edge



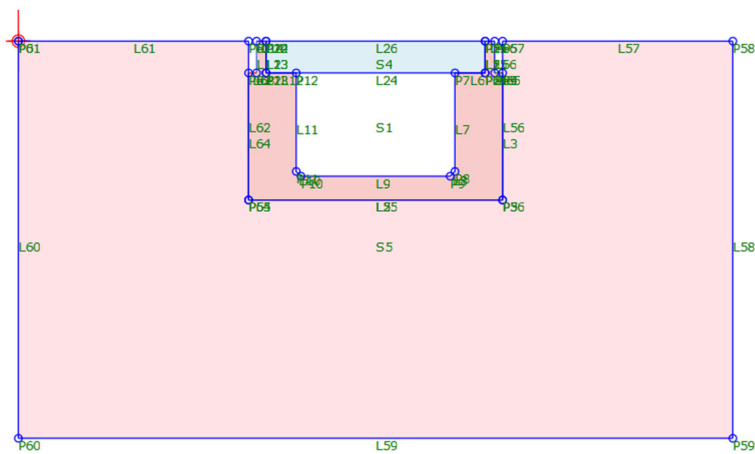
Asphalt sloped haunch



Concrete haunch to top



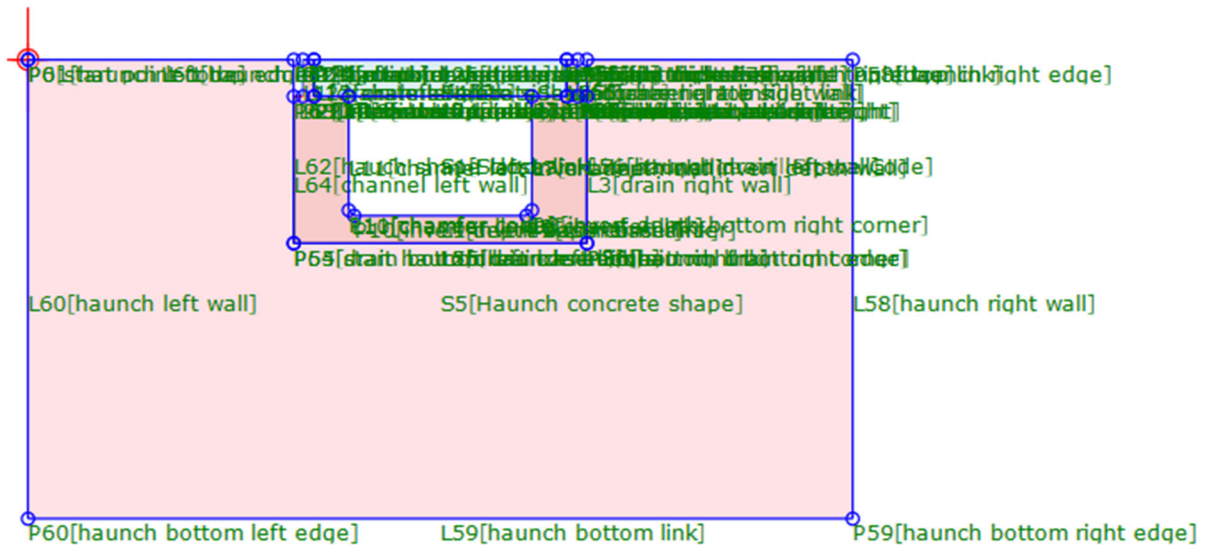
Pavers haunch to top



Asphalt haunch to top

3.4 Point Codes

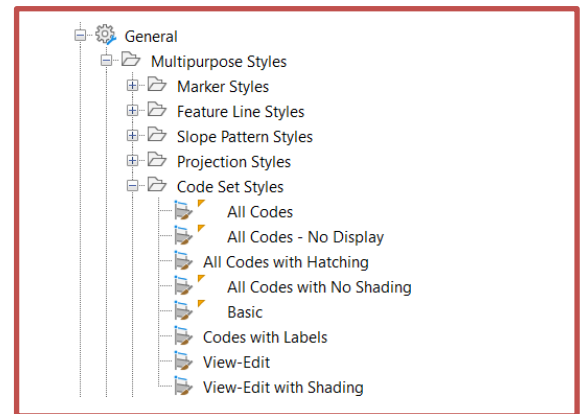
The point codes can be used in the code set styles to generate featurelines at the specific positions on the subassembly. The link codes can be used to display the outline of the subassembly in cross-sections, and also to create surface from the codes. The default values supplied with the subassembly include the standard codes of Top and Formation which are used universally to indicate a Top surface of the corridor model or a Formation surface of the corridor model respectively. The SlabDrain is indicated by the default link code of SlabDrain, and the default shape code of SlabDrain. The grating is indicated by the default link code of edge rail, and the default shape code of edge rail. The haunching is indicated by the default link code of Haunch, and the default shape code of Haunch. All of these codes can be overridden by the user. The shape codes are used to enable hatching to be applied in the cross-section views, and also to enable volumes of materials to be generated.



4. Code Set Styles

Code Set Styles are used to control the appearance and labeling of the individual point, link, and shape components of the subassemblies. The many styles required are grouped into Code Sets. Code Set settings are located in the General collection on the Settings tab of the Tool space.

Different code set styles used in the SlabDrain Code set style template as shown here.



4.1 Import Code Set Styles from one drawing to another

Open the drawing in which SlabDrain Code Set style has to be imported.

- Run command IMPORTSTYLESANDSETTINGS
- Browse to the location of SlabDrain Code Set Style template
- Select Styles as desired, check "Import Settings" toggle and click OK
- Warning will be displaying informing that duplicates styles may be overwritten
- Drawing will import styles and settings from SlabDrain Code Set Style template to this template