



# Corridor Productivity Pack

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The Corridor Productivity Pack helps you bring your Corridor modeling to the next level and allows for full control on cross sections and quantities, and works where out-of-box solutions fall short. The CPP is a content pack for AutoCAD Civil 3D Corridors and includes Powerful Subassemblies made from Subassembly Composer. The CPP includes both Imperial and Metric versions, as well as MNDOT-specific Subassemblies.

- Built to realistic geometrics
- Customizable Codes for detailed Cross Section and Quantity Takeoff
- Full Targeting capability
- Editable in Subassembly Composer
- Detailed help files

## Included Subassemblies

### *Imperial and Metric Versions of each*

1. Multi Layered Lane
2. Multi Layered Lane With Mark Point
3. General Curb
4. Sidewalk With Boulevard
5. Sidewalk With Boulevard From ROW
6. Link Slope To Surface
7. Link Width And Slope
8. Link Slope With Vertical Deflection
9. Link Slope To Elevation
10. Link to Mark Point
11. Median

### *MNDOT Specific*

12. MNDOT Curb
13. MNDOT Curb With Sidewalk

### *Multi Layered Lane*

This subassembly represents a lane with options to select the number of paving lifts/courses, in addition to Base and SubBase layers. It has fully-customizable Point, Link and Shape Codes as well, allowing complete control over quantities, labeling and display in your Corridor, Assemblies and Cross Sections

### *Multi Layered Lane With Mark Point*

This subassembly represents a lane that connects a MarkPoint Subassembly, controlling for Width and Slope. The subassembly has options to select the number of paving lifts/courses, in addition to Base and SubBase layers. It has fully-customizable Point, Link and Shape Codes as well.



### ***General Curb***

This subassembly creates a cross-sectional representation of a general curb with gutter assembly with the option for an insertion point to be either Flange or Top Back of Curb.

### ***Sidewalk With Boulevard***

This subassembly represents a sidewalk with a base material underneath, as well as inside and outside Boulevards with depths. The Inside and Outside edge of the Sidewalk along with the outside boulevard edge are capable of Corridor Targeting, both Horizontally and Vertically. Point, Link and Shape codes are fully customizable. If the depth of the Boulevards is deeper than the bottom of the base of the Sidewalk, you will need to set the Inside and Outside extensions to 0.00'.

### ***Sidewalk With Boulevard From ROW***

This subassembly represents a sidewalk with a base material underneath, as well as inside and outside Boulevards with depths. This Subassembly builds backwards from the ROW Target line. The user will Target a ROW (or other line), then the Subassembly will build backwards, towards the insertion point. User can add a Target to control inside of Sidewalk. The inside boulevard width and slope will “float”, based on the parameters and Targets assigned to the sidewalk and outside boulevard. Point, Link and Shape codes are fully customizable. If the depth of the Boulevards is deeper than the bottom of the base of the Sidewalk, you will need to set the Inside and Outside extensions to 0.00'.

### ***Link Slope To Surface***

This subassembly creates a cross-sectional representation of a daylight link, taking into consideration the slope and a targeted surface. This subassembly will apply depth creating a closed polygon for Area. When distance is applied, we now have Volume. This volume can be used for quantities.

### ***Link Width And Slope***

This subassembly creates a cross-sectional representation of a link based on Width and Slope. This subassembly will also take into consideration Depth. It will apply a depth to the finish grade surface creating a closed polygon for Area. When a distance is applied, we now have Volume. This volume can be used for quantities later in the design

### ***Link Slope With Vertical Deflection***

This subassembly creates a cross-sectional representation of a generic link that will use a slope for the Delta X and a numeric value for the Delta Y. This subassembly will also take into consideration Depth. It will apply a depth to the finish grade surface creating a closed polygon for Area. When a distance is applied, we now have Volume. This volume can be used for quantities later in the design.

### ***Link Slope to Elevation***

This subassembly creates a cross-sectional representation of a Generic link that will use a slope for the delta X and a specific elevation for the delta Y. This subassembly will also take into consideration Depth.



It will apply a depth to the finish grade surface creating a closed polygon for Area. When a distance is applied, we now have Volume. This volume can be used for quantities

### ***Link To Mark Point***

This subassembly is a basic LinkToMarkedPoint Subassembly with depth, and customizable Codes. It will connect to a matching MarkPoint Subassembly with the same Point Name.

### ***Median***

This subassembly contains two back-facing curbs with a floating median area in between, all with full control on geometry values, and Coding. A maximum width for full median depth can be set so the the median will automatically convert to only a turf section instead of the base and subbase materials carrying all the way through the median.

### ***MNDOT Curb***

This subassembly creates a cross-sectional representation of a one of the four styles of MnDot curb with the approved gutter width.

### ***MNDOT Curb With Sidewalk***

This subassembly creates a cross-sectional representation of a generic Curb and Gutter with a Base and SubBase. This Assembly also includes the ability to add a sidewalk. The width and elevations of the inside boulevard, sidewalk, and outside boulevard can be set using the parameters or by using the Horizontal and Vertical Targets within the Corridor properties. This subassembly will allow the user to calculate the volume of Topsoil required if a depth is applied to the boulevards. Both the inside and outside boulevard slope along with the sidewalks slope can be controlled independently from the others.