

This document guides you through running the Traffic Accident program.

# Verifying Windows Temporary Variable

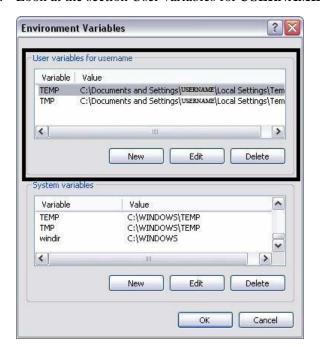
The accident data needs to be placed in the folder specified by the Windows Users Temporary location. To verify the Folder specified by this variable, complete the following steps.

1. Open the *Control Panel* and <D> <D> on System.



2. <D> on the *Advanced* tab and then <D> on the Environmental Variables button.





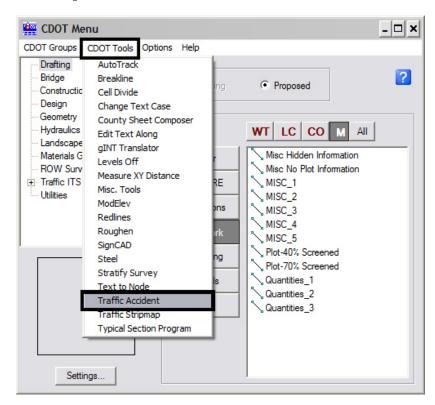
3. Look at the section User variables for *USERNAME*.

**Note:** *USERNAME* is the Windows log-in name used.

**4.** Verify the value for the *TEMP* variable and copy the file *accident.txt* in this folder.

## **Running the Accident Program**

- 1. Open MicroStation and the file that you will be using for the accident report.
  - Note: There are two types of accident displays; intersection and highway. Both types require the text file to be named 'accident.txt' for the program to work. Only one type of data can be processed at one time.
- 2. From the *CDOT Menu*, Select Add On's > Traffic Accident.



3. The *Staff Traffic* tool palette will appear. Select the **Accident** icon and the program will begin processing.



**Note:** Certain settings within this program will cause all of the data within the active dgn model to be deleted prior to displaying the accident report.

## **Creating Intersection Accident Drawing**

The intersection drawings use a legal size sheet border only. No other option is available.

1. When the **Accident** icon is selected, the *Erase previous drawing?* Alert dialog will display. If **Yes** is selected, all of the graphics within the design model will be erased before the accident data is placed in the model.



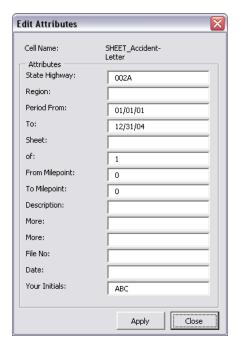
2. If **No** is selected, the graphics in the design model will not be erased and the accident data will be placed in the model along with the existing graphics.



**Note:** The accident data will be placed at the Global Origin (0,0) of the model. If the existing data is to be retained in the file, be sure to move it clear of this location.

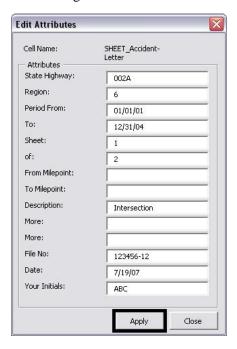
3. Selecting either of the buttons from the above dialog box will cause the program to process the data and create the graphic display.

4. After the sheet graphics are displayed, the *Edit Attributes* dialog box will appear. This is used to fill in the sheet border information.



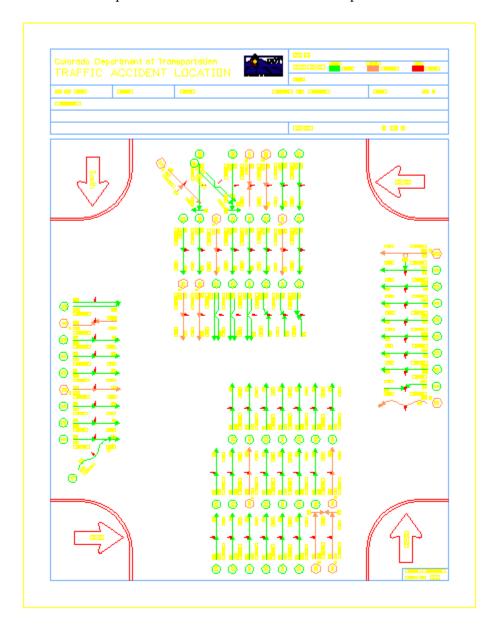
**Note:** Some of the information is filled in automatically, but may be changed as necessary.

5. After changes are made to the *Attributes*, <D> Apply.



6. If all of the data fits on a single sheet the process is finished. However, if it does not, a second sheet will be generated and the Edit Attributes dialog box will appear for the second sheet. This process will continue until all of the accident data is displayed. Once the last sheet's Edit Attributes settings are applied, the program is finished.

Below is an example of a finished intersection accident report:



# **Highway Accident Drawing**

The highway accident drawings can be placed on letter, legal or tabloid size paper. However, if a Stripmap is draped on the report, the paper size is locked to legal.

1. When the Accident icon is selected with a highway data file, *The Set Parameters for Rendering of Highway...* dialog box is displayed.



2. Toggle on *Insert an Existing Stripmap for HWY Section* if a Stripmap is to be displayed with the accident data.



3. Enter the *Primary-Increasing Milepost Direction*.



4. Finally, select the Paper Size then <D> Apply.



<u>Note:</u> if *Insert an Existing Stripmap for HWY Section* is toggled on, this field will be automatically set to Legal and will be inactive.

5. The *Erase previous drawing?* Alert dialog appears. If **Yes** is selected, all of the graphics within the design model will be erased before the accident data is placed in the model.



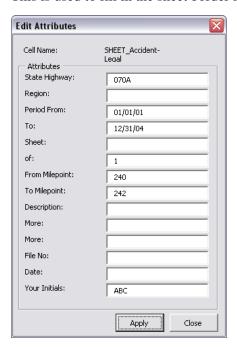
6. If **No** is selected, the graphics in the design model will not be erased and the accident data will be placed in the model along with the existing graphics.



Note: The accident data will be placed at the Global Origin (0,0) of the model. If the existing data is to be retained, be sure to move it clear of this location.

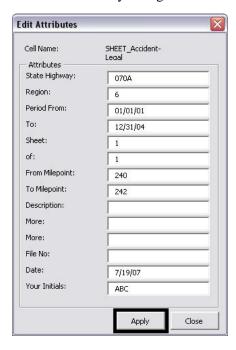
7. Selecting either of the buttons from the above dialog box will cause the program to process the data and create the graphic display.

8. After the graphics have been generated, the *Edit Attributes* dialog box appears. This is used to fill in the sheet border information.

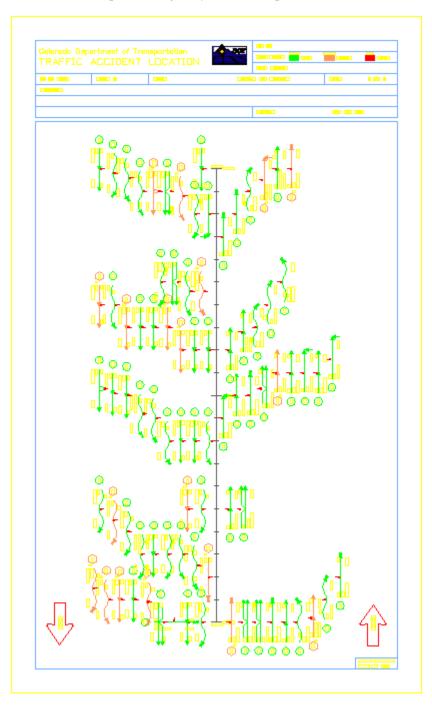


<u>Note:</u> Some of the information is filled in automatically, but may be changed as necessary.

9. After the necessary changes have been made, <D> Apply.



Below is an example of a highway accident report.



Note: The data generated from this program is meant to be printed in color. Since the color yellow does not print well it was intended to be printed black and was reserved for text elements. Please use the following pen color table when printing these sheets:

CDOT-ColorPenTablewithYellowtoBlack.tbl.