Roadsoft® Roundup

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For Roadsoft help, visit the Roadsoft Manual at https://roadsoft.org/help

Roadsoft Custom Layer Module

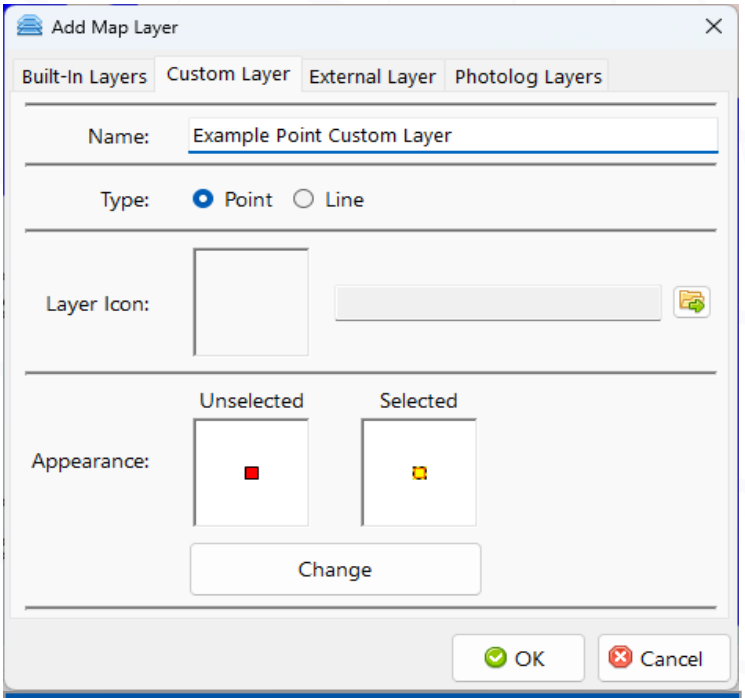
Developers with the Center for Technology & Training are continuously looking for feedback from Roadsoft users to help enhance and improve the software suite. These suggestions have provided the basis for many of the current program features and functionality that have been added over the years. One request that was received was to provide the ability to add custom point and line features and associated data on the map. With the release of Roadsoft 2023.1, this request has become a reality. Roadsoft now has the ability to add custom point and line layer elements with the Custom Layer Module.

The process of adding a custom point or line layer is fairly straightforward and is similar to adding any other layer to Roadsoft. It's worth noting that there is a limit of one point layer and one line layer that can be added, but there isn't a limit on the number of assets that can be added to each of the layers. Custom fields and custom lookups can be created for each asset. Custom layer fields can be filtered and used in legends. There is also an option to add inspections and work orders to custom assets.

Add a Custom Layer

To add a custom point or line layer, follow the steps below.

1. Under the Map Layers window, select the green **Add Map Layer** button.
2. Select **Custom Layer** tab.
3. Enter a Layer Name..
4. Choose Point or Line type.
5. Add a layer icon (optional) - select the folder icon and browse for the icon image.
6. To change how the custom layer assets appear on the map, click the **Change** button.
7. Select the various appearance features, then click the **Apply** button.
8. Click the **Create** button to create the layer.



Adding a new Custom layer is similar to adding other layers to Roadsoft. Select the Custom Layer tab to add either a point or line custom layer.

Add an Asset to a Custom Point Layer

1. Select the custom point layer to make it the current layer.
2. Click the **Add Feature** tab in the Map Tools menu.
3. Select Add Custom point layer name. *The actual point layer name will be based on the name that was used when it was created.*
4. Place the mouse curser in the location to add the asset.
5. If the asset is placed close to an existing road segment, the segment will automatically be selected. Click the **Change Reference Road on Map** button the change the referenced segment if need be.

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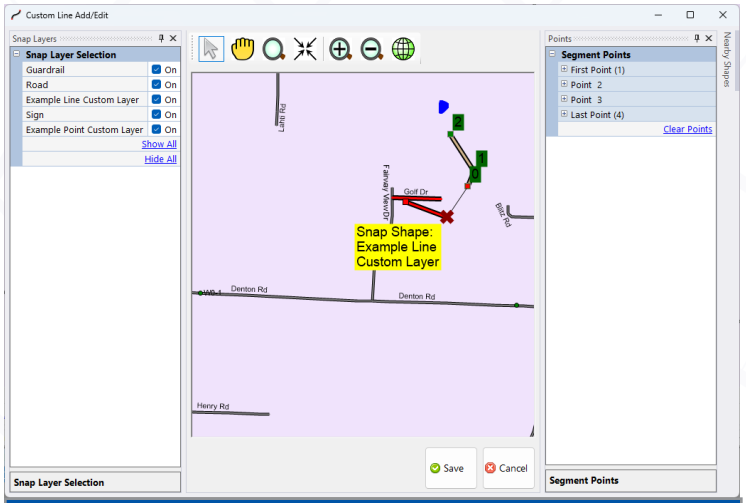

Drawing a Custom line layer allows assets to be placed anywhere on the map. It also allows the user to connect a drawn line to previously drawn lines or points.

6. To add more than one asset, click the **Add & Continue** button and repeat the process.
7. To add a single asset, or to complete the addition of multiple assets, click the **OK** button.
8. The Custom Network module tab will open where more information about the asset can be entered.

Add an Asset to a Custom Line Layer

1. Select the custom line layer under the to make it the current layer.
2. Click the **Add Feature** tab in the Map Tools menu.
3. Select **Add Custom line layer name.** *The actual line layer name will be based on the name that was used when it was created.*
4. Select a road segment to add the asset.
5. Choose to place the asset on the **Left**, **Center**, **Right**, or on **Both Sides** of the road segment.
6. Enter the **Length** and **Reference Distance** of the asset.
7. Select the **Switch Reference Point** button to change the direction of the asset.
8. Click the **Save** button.
9. The Custom Network module tab will open where more information about the asset can be entered.

Draw an Asset on a Custom Line Layer

1. Select the custom line layer under the to make it the current layer.
2. Click the **Add Feature** tab in the Map Tools menu.
3. Select **Draw Custom line layer name**. *The actual line layer name will be based on the name that was used when it was created.*
4. Select a point location to begin drawing the custom line asset.
5. Continue adding points to the line as needed.
6. Lines can be adjusted by selecting and holding the left mouse key and dragging to the correct location. This will add another point to the line and realign it including the new point.
7. Line points can be deleted by double-clicking the point in the **Points** panel, or by clicking the plus symbol next to the point to expand, then select **Delete Point**.
8. All points of the line can be deleted by selecting **Clear Points** in the Points panel.
9. Once the line has been drawn, select the **Save** button.

Edit a Custom Layer Asset

1. Make the custom layer your active layer.
2. Select the asset(s) to edit.
3. Click the **View Module** button in the Map Tools menu.
4. In the Custom Network Module, add, edit, or delete data related to the asset. *It's possible to add custom fields to further define the asset.*
5. To save the data, click the **Save** button.
6. To delete the asset, click the **Delete** button.

Suggestions for further program additions and enhancements are always welcome. Providing an explanation of how the suggestion would improve your workflow is extremely helpful in providing context for CTT staff. Send suggestions to roadsoft@mtu.edu. All of the suggestions that are submitted are added to a list of potential future program enhancements. These suggestions are then presented at the fall Roadsoft User Group (RUG) meeting and are included as part of an annual work plan survey, which gives Roadsoft users an opportunity to vote for and rank potential future program development enhancements. This fall's RUG meeting will be held on September 6, 2023. Visit www.roadsoft.org/training to see all upcoming Roadsoft training events.