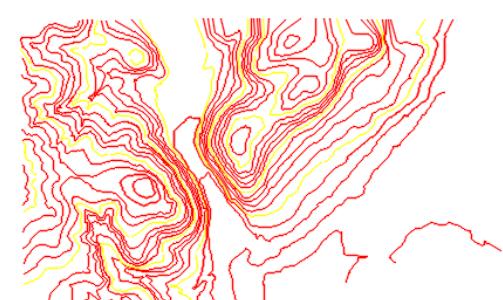
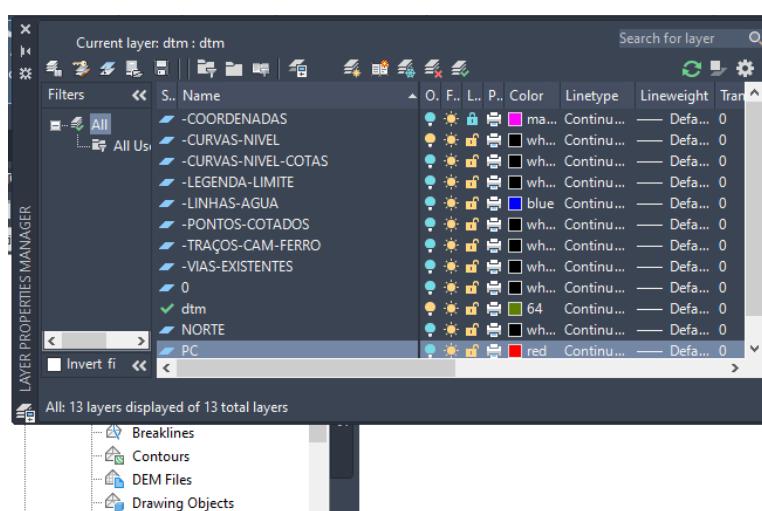
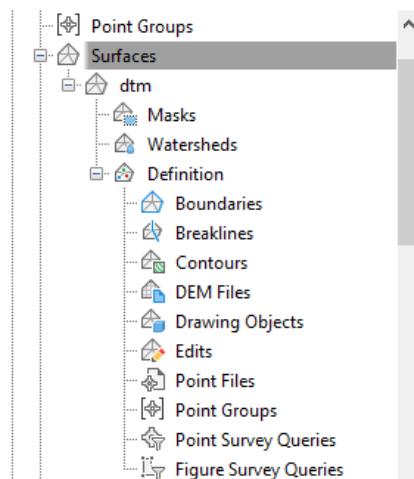
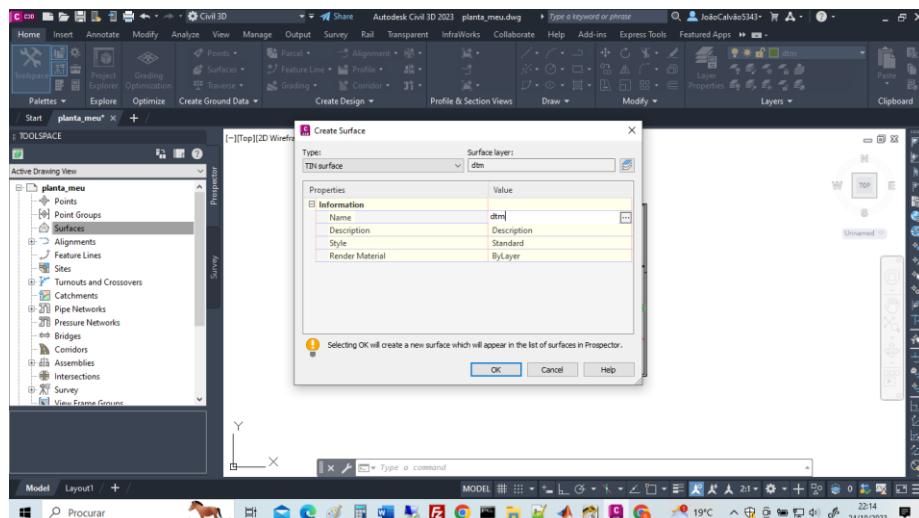
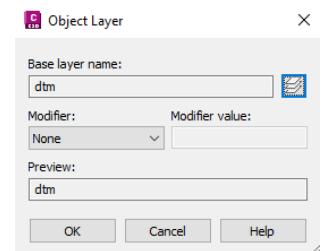
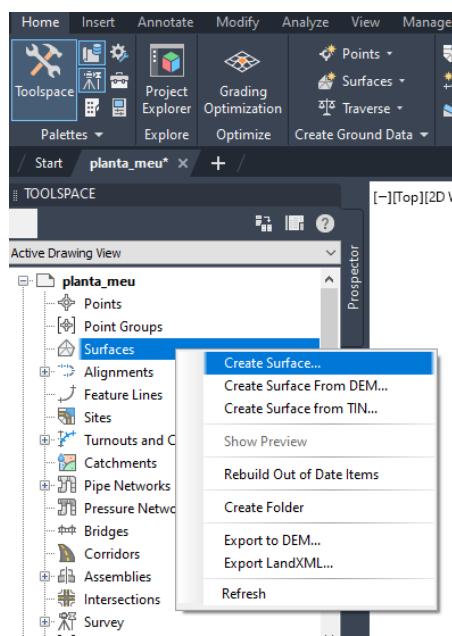
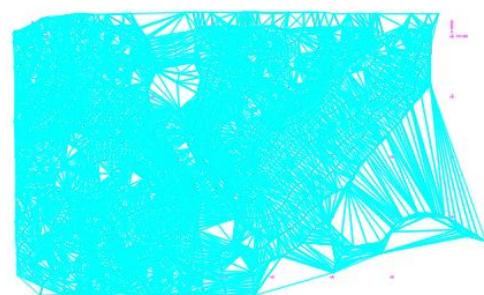
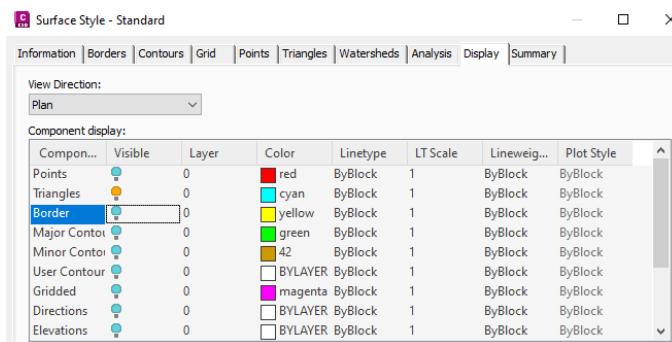
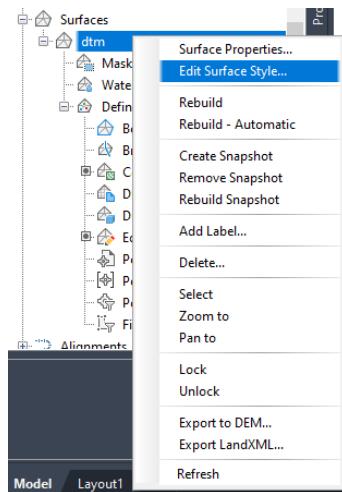
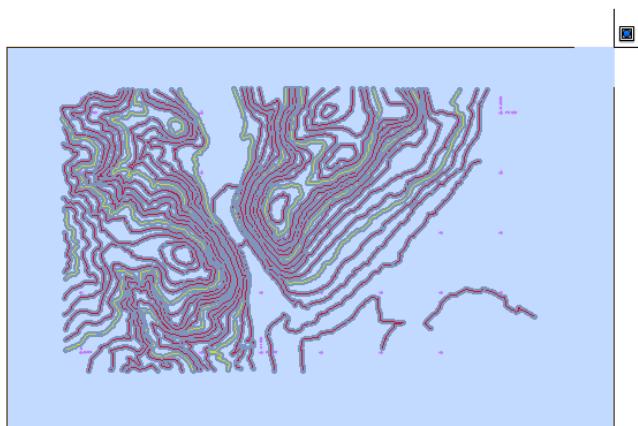
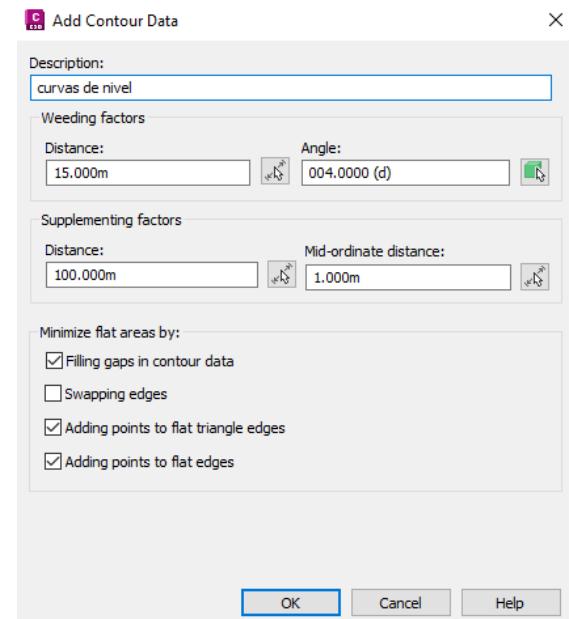
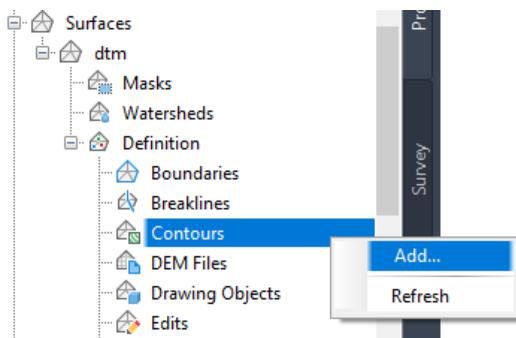
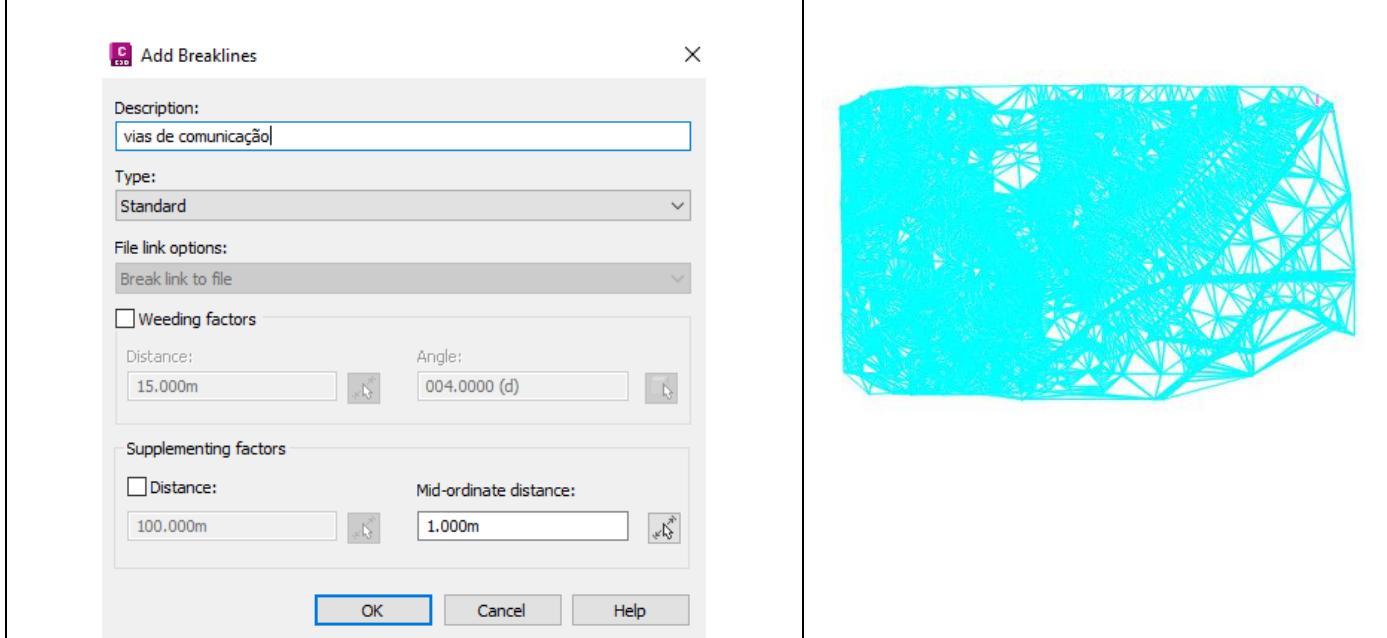
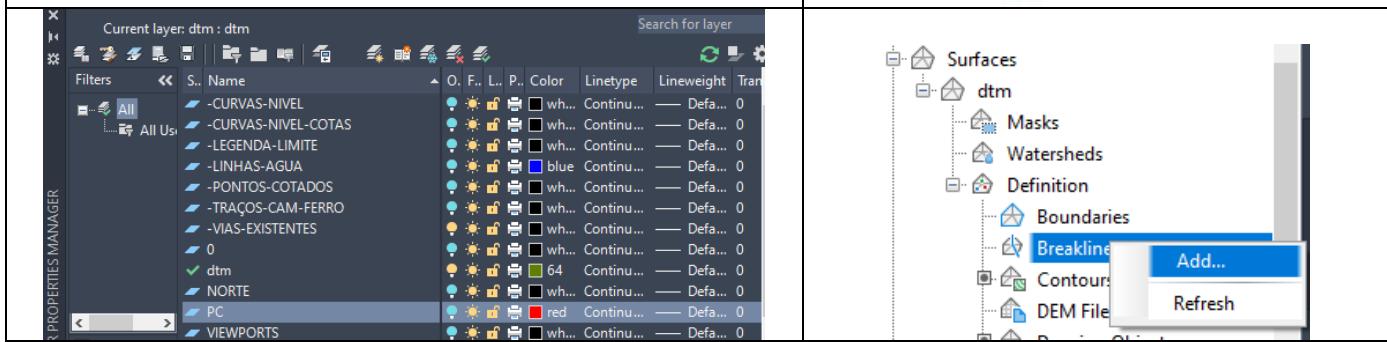
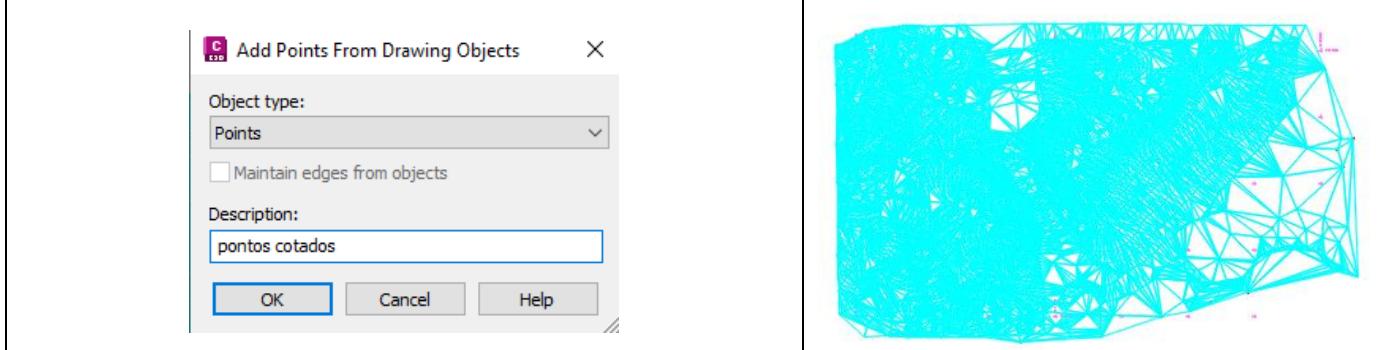
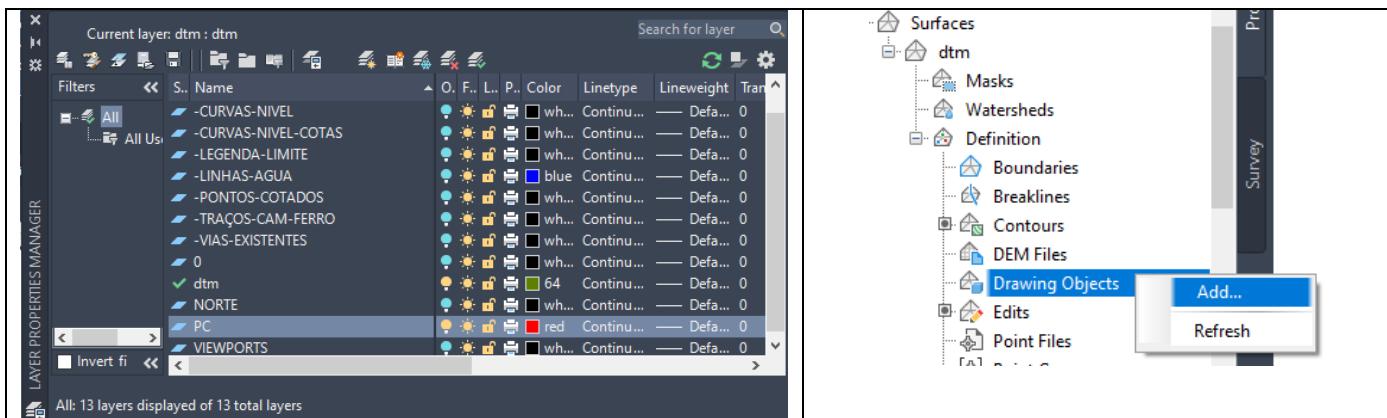


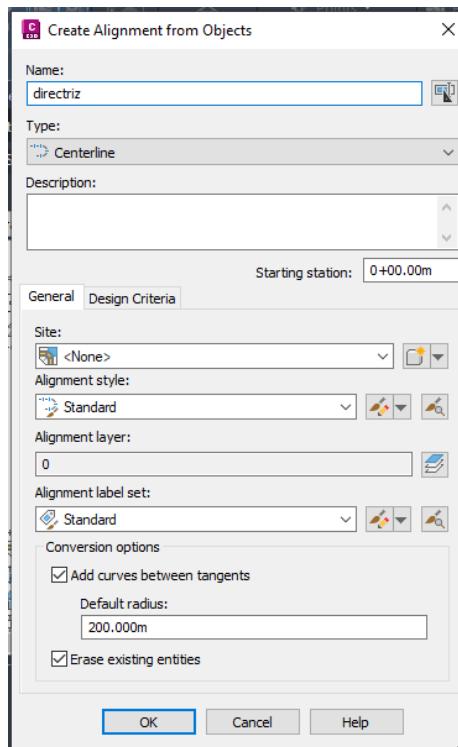
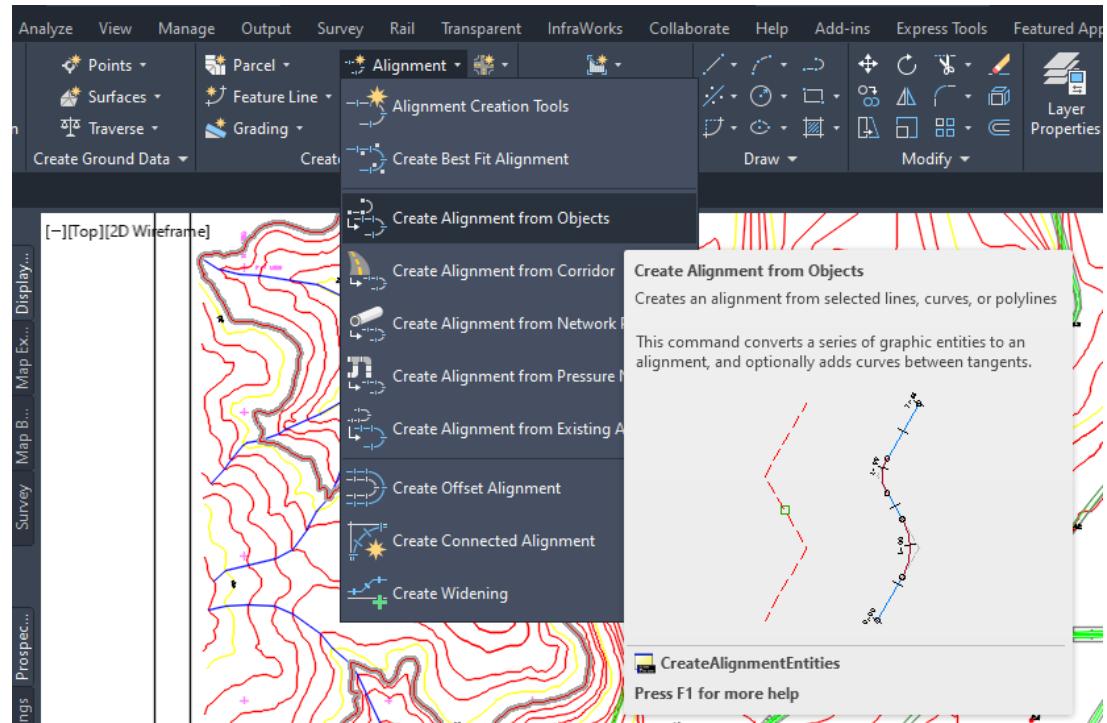
# 1. Gerar o modelo digital do terreno com a informação gráfica disponível



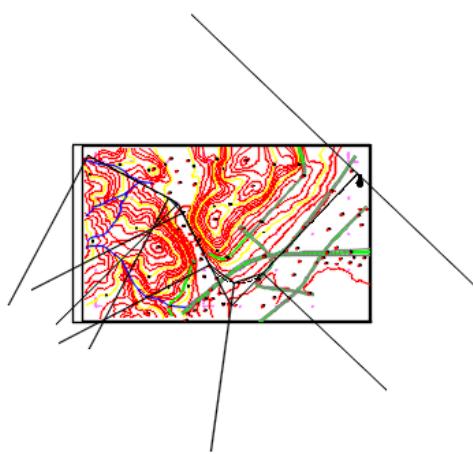
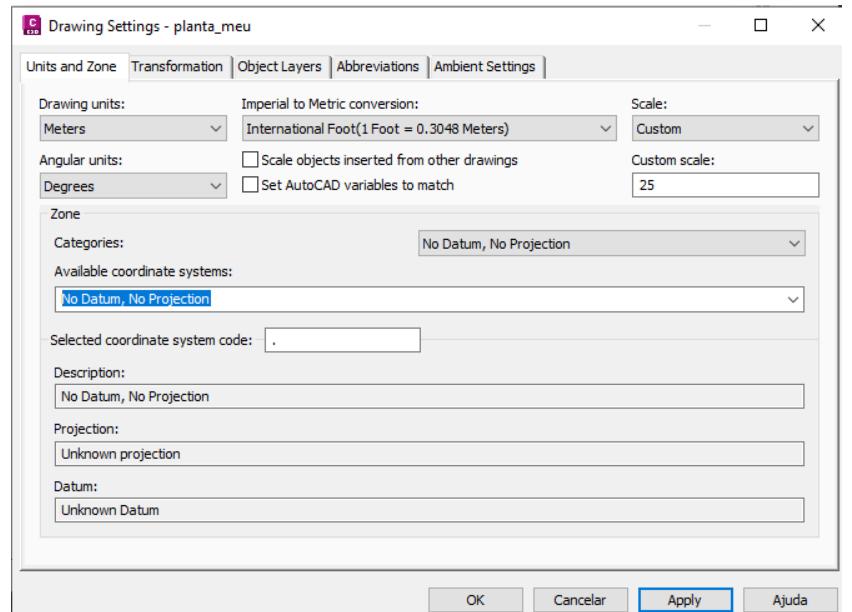
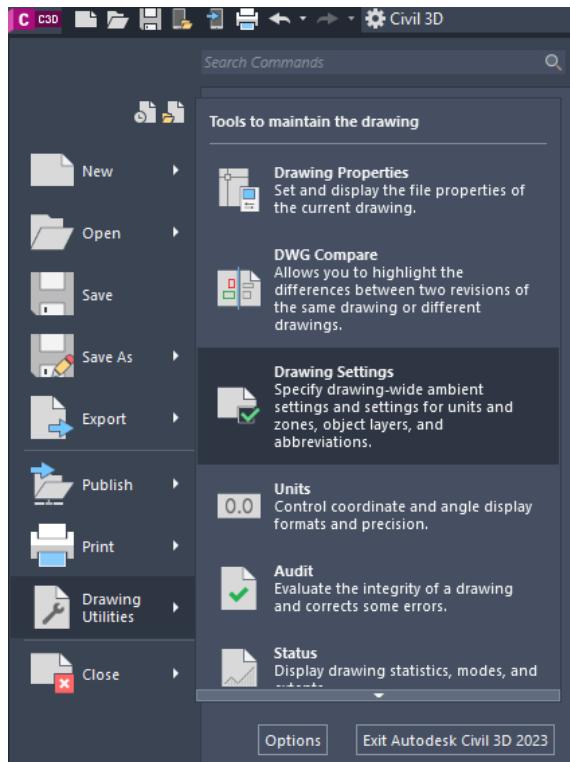
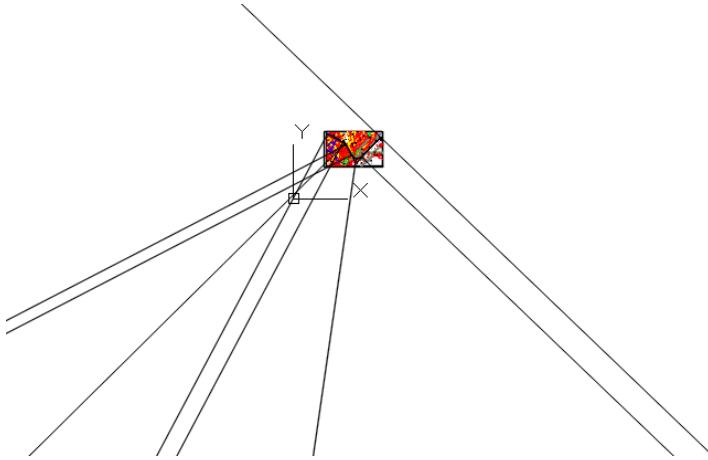




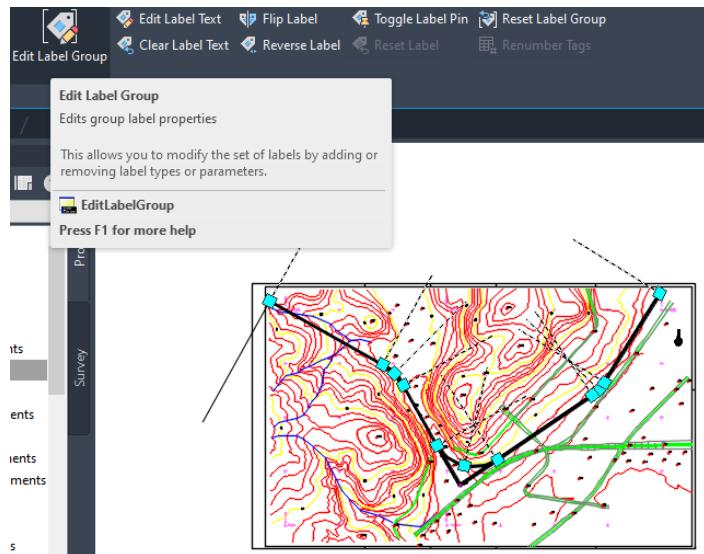
2. Definir a directriz: criar layer directriz; conforme o tipo de estrada, ligar as tangentes com arcos circulares e introduzir clotóides; unir estes elementos numa polyline única (join)
3. Gerar o alinhamento (directriz)



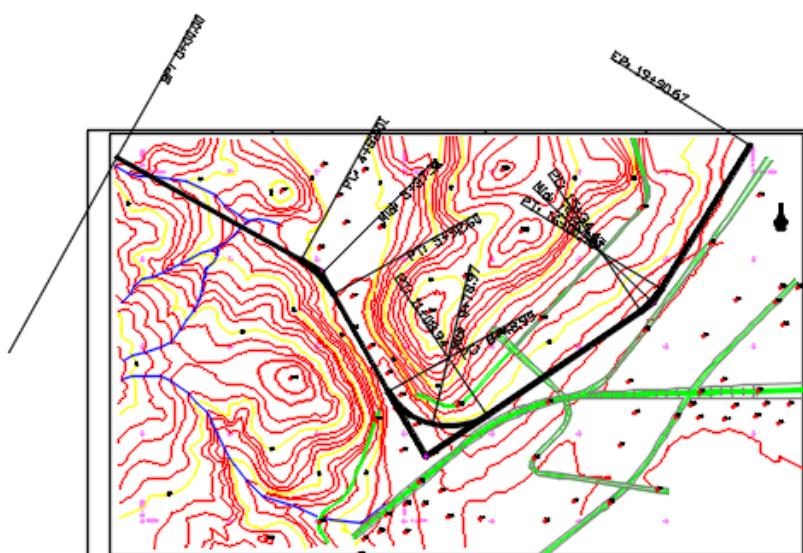
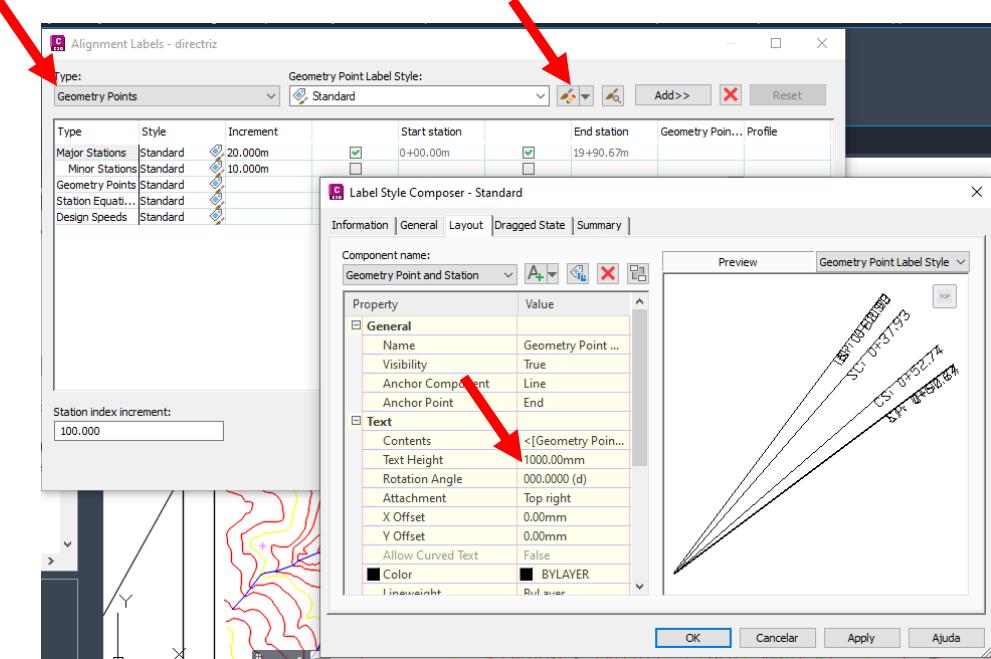
No caso de as linhas ficarem muito grandes, alterar a escala:



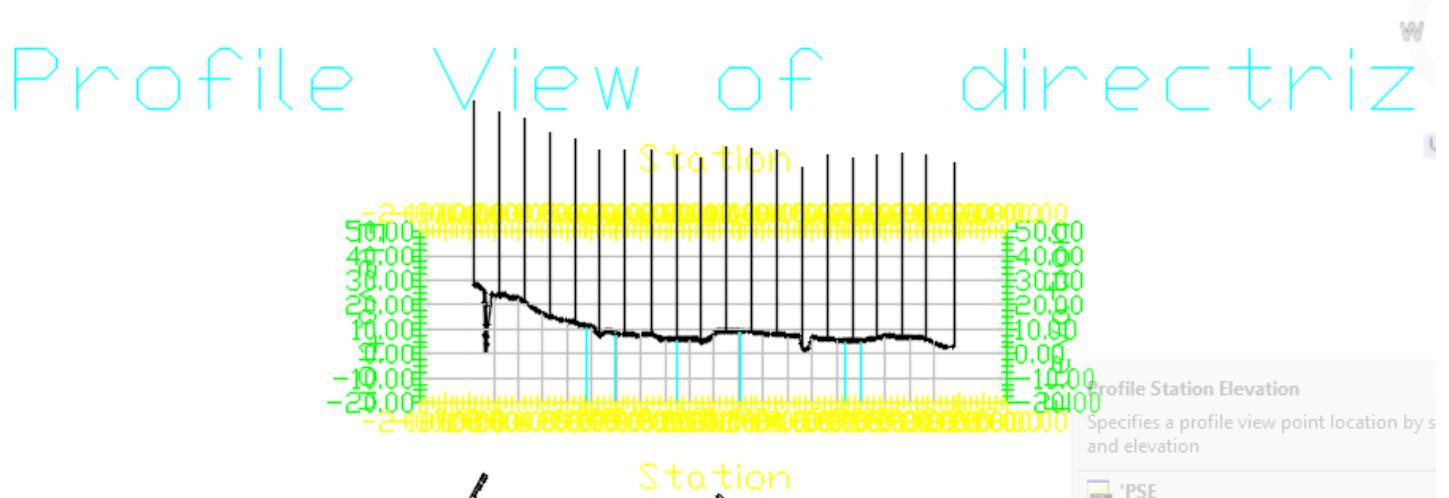
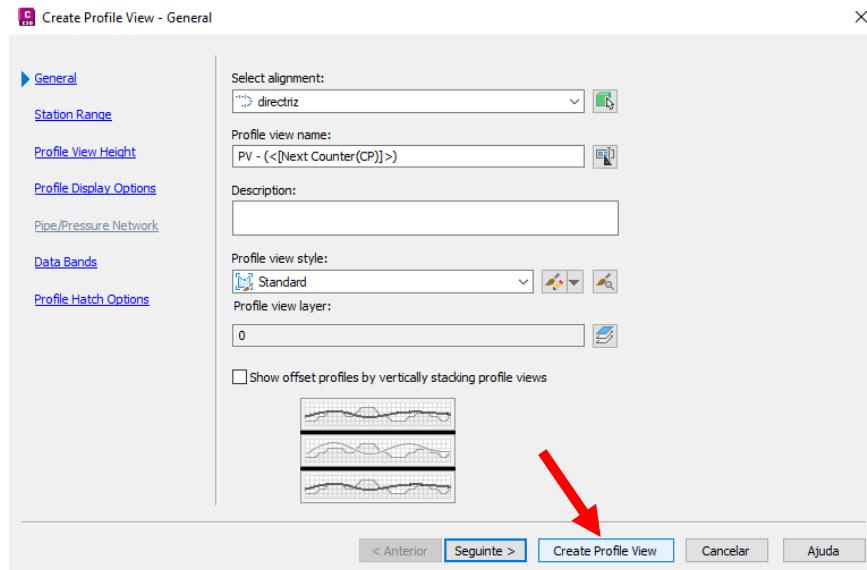
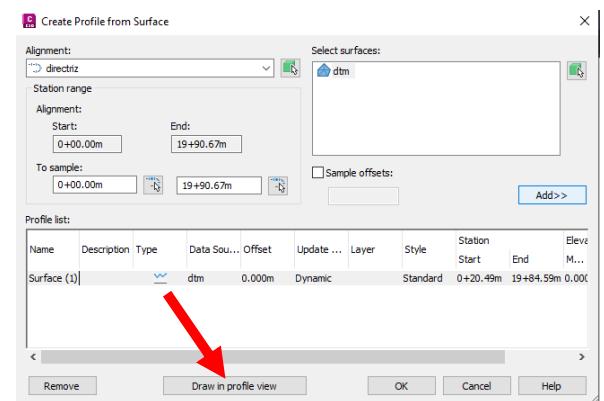
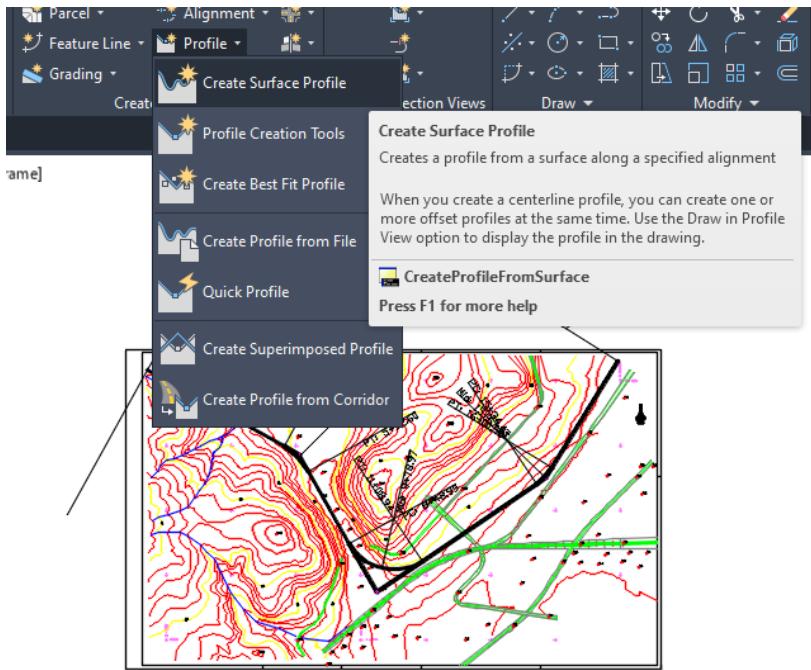
## Alterar a dimensão dos textos: seleccionar o alinhamento, Edit Label Group

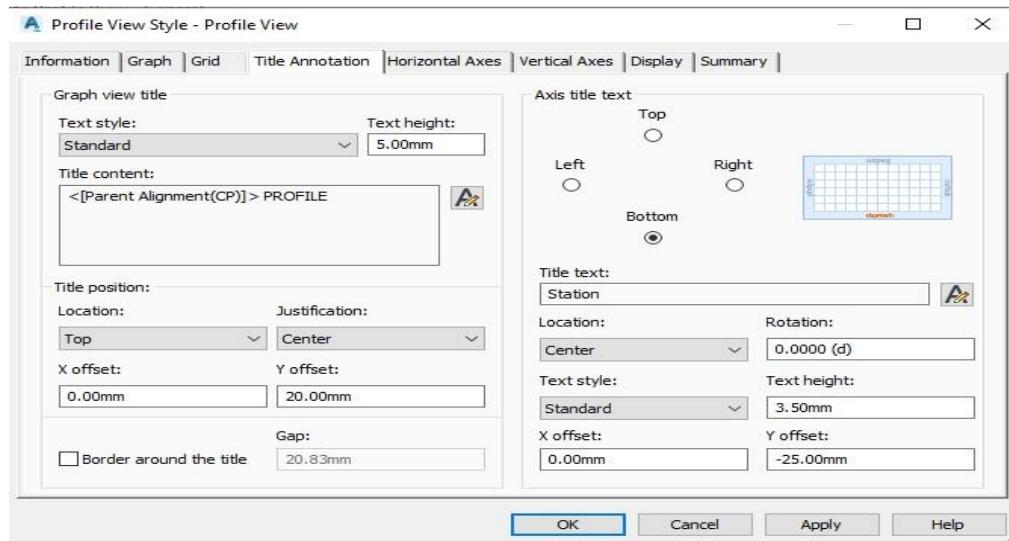
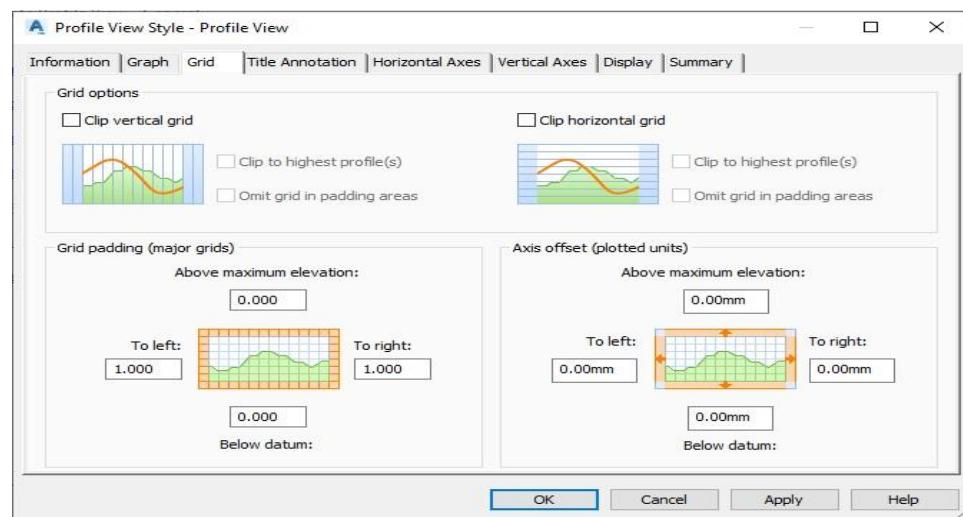
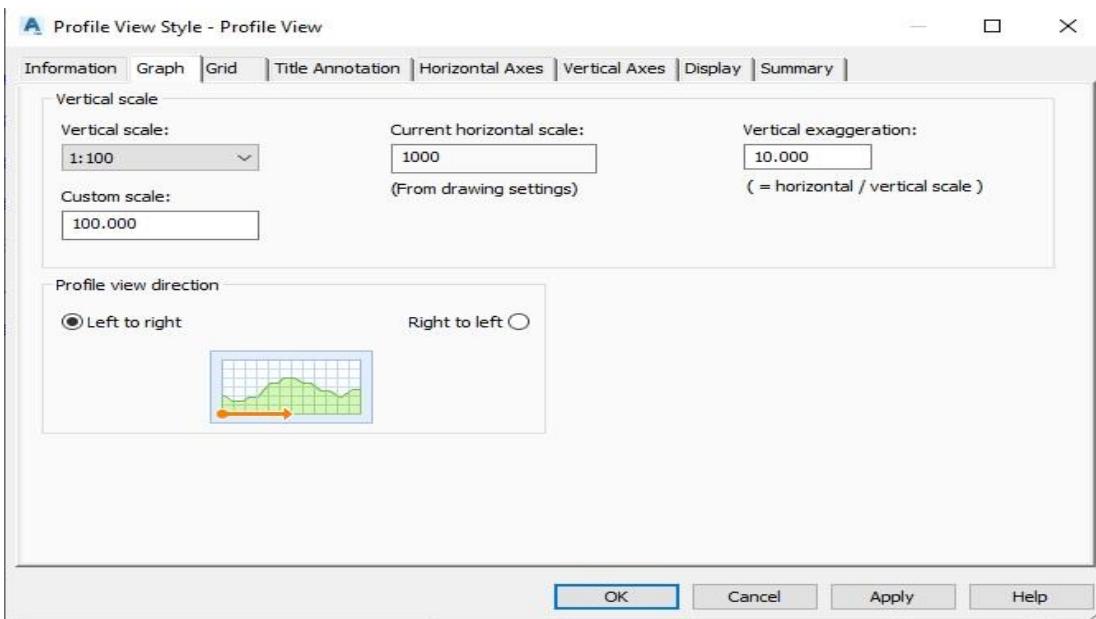


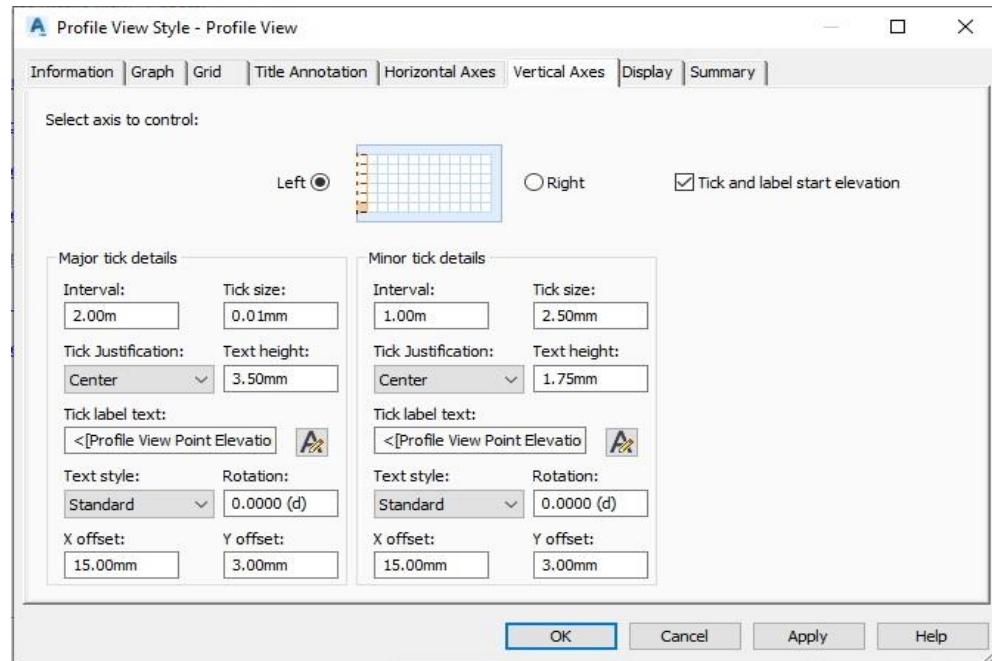
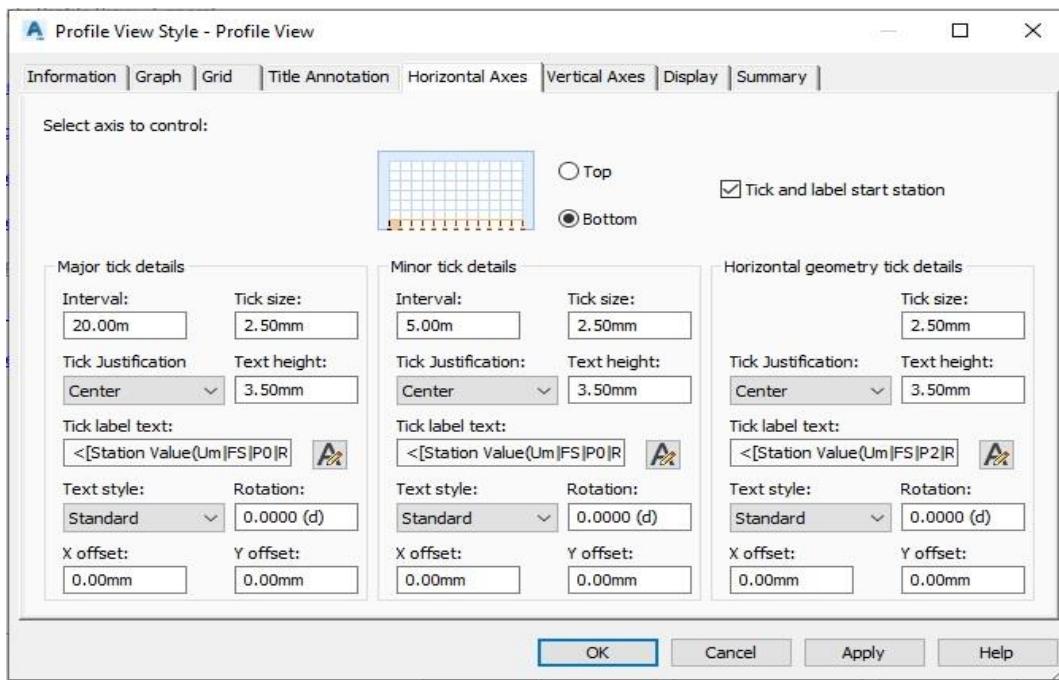
### Type: Geometry Points



#### 4. Gerar o perfil longitudinal do terreno ao longo do alinhamento (directriz)







5. Introduzir trainéis; calcular os declives respectivos; definir desenvolvimentos das curvas verticais e calcular pontos sobre elas.