

# Areas and axes management

**Create Phasing** 

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- Areas and axes management
- Areas Categories (New in v7)
- Print areas management
- Tasks management
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- Mobile pictograms (v6 features)
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#### **Adding areas**

#### Adding an area by drawing a polygon

Click on the "Create area" button in the Manage Areas/Axes shapes tab:



Then define your polygon's nodes using the mouse left button. A right-click will close the polygon and finish your area creation.

A window appears to associate the shape you just created to an existing area, or to a new area:



🗟 Add an area r	epresentation	×
/	Attach to an area	
i	New area	
	-	ОК

**Beware !** By default the area shape is only attached to the drawing on which it has been drawn. To attach it to other plans, left-click on the area then click on the *Spread* button(here we also associate the area shape to the "Initial situation" drawing:



## Adding axes

## Adding an axis by drawing its segments

Click on the "Create axis" button in the *Manage Areas/Axes shapes* tab:





Then define your axis nodes using the mouse left button. A right-click on the drawing will finish your axis creation.

A window appears to associate the shape you just created to an existing axis, or to a new axis:



Note: if the axis segments are displayed in red, it means that the PK of the points that delimit them are not calculated (or that their value is erroneous in the event of a change of direction of the axis for example):





# Definition of the axis direction

The direction of the axis can be seen at its end arrow, which impacts the calculation of the kilometric points (see below):



To change the direction of the axis, right-click on it and choose one of the options (exclusive) **Show** *start/end arrow* :



If your PKs are no longer consistent, they are displayed in red: repeat the calculation procedure indicated below.

#### Calculating the coordinates of an axis' nodes

Phase Manager can automaticaly calculate the coordinates of the nodes of your axes.

Two cases are possible:

#### 1/ You set a scale for your drawing

You must set the value of one and only one point of your axis, then click on the "Calculate coordinates" button in the *Manage Areas/Axes shapes* tab :





Phase Manager then calculates the coordinates of the other points of your axis:



# -37.49 km

#### 2/ You don't have a scale set for you drawing

ì

You must **set the value of two points** of your axis, then click on the Calculate coordinates button 🗵:

50.80 km

134.96 km





Phase Manager then calculates the coordinates of the other points of your axis:



#### **KML** importation

In the Create phasing interface, select your drawing (here 'Final situation'). Both area shapes "Main facilities" and "Secondary facilities" are already drawn:



	• •	
Drawings Manage Areas/Axes shapes Connected objects Contected and Contec	s s	2
Drawings     Zoom       Final situation-     +       →     +		Visible
▼ Areas I	list	
Main	n facilities	
Seco	ondary facilities	<u>&lt;</u>
Rour	ndabout North	
Rour	ndabout North : Sid	ewalks 1
Rour	ndabout West : Side	walks
	ndabout West	
Wall	I	
	ndabout East	
Rour	ndabout East : Side	valks
Rose	d North Lane	
Road	d South Lane	
	d	
	ndabout road	
Rour	ndabout central pla	eform
	ndabout North : Sid	ewalks 2

It can also be seen in the list of areas in the right panel that areas associated with imported activities have been created, but have no representation on this drawing (the 'Visible' checkbox is missing).

Go to the *Manage Areas/Axes shapes* tab and click on the 'KML' button:

Create phasing							
Drawings	Manage Areas/Axes shapes	Connected objects					
Areas and axes	Print area	Viewing       Show areas       Show areas       Show axes       Show KP					

We'll import here the Tutorial areas source EN.kml that lives in the 'Tutoriel" folder of your software.

In the next window, as it is a KML exported from Phase Manager 4, click on NO:



Note : you would answer YES if the KML was to be exported from Phase Manager 4 in the case of an update of a V4 project to version 5.

All areas have proprely been imported:



	<b>e</b> :	
	Name Visible Catégorie	
	<ul> <li>Areas list</li> </ul>	
	Roundabout North : Sid 🗸	*
	Roundabout North : Sid 🗸	*
	Roundabout North 🗸	*
	Roundabout East : Side 🗸	*
	Roundabout East 🗸	*
	Roundabout West : Side 🗸 🗸	*
Vivil Roundabout North Sidewales 2	Roundabout West 🗸	-
Resultabout und fir all mm	Roundabout road 🗸	-
	Roundabout central pla 🗸	•
Rearrent above Volte : Sarive Proton descut class.	Wall 🗸	*
	Road North Lane 🗸	*
	Road South Lane 🗸	*
	Road 🗸	*
	Tick everything + Axis + Area	

# Common behavior of areas and axes

#### **Graphical move**

Areas and axes can be moved easily with the mouse.

Be careful, after their creation the areas/axes are locked by default, which is observed with the shape of the padlock-shaped button:

- Open: authorized move
- Closed: move is locked





#### Spreading an area/exis to other drawings

To spread a new area/axis on all the drawings, remember to use the *Spread* button which will allow you to choose on which drawings your area/axis will be located.

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## Copy/past an area/axis

To copy/paste an area or axis, simply right-click on the shape and choose *Copy* :



Then right-click in an empty space of the drawing, then click on *Paste*. A dialog window will allow you to define a new area (or axis) or associate the new shape with an existing area (or axis).

**Be careful** : your new area/axis will be superimposed on the original  $\Rightarrow$  it's up to you to move it at your convenience.

#### Modifying the colors and lines of the areas/axes

The *Properties* button allows you to change the colors and line types of your areas/axes :

Areas:

<b>2</b> -	— 🗆 X
Edit:	
One color	#000000 -
	· · · · · · · · · · · · · · · · · · ·
Clip a picture	1 🗘 Clip a picture 💌
Border	Black 💌
Thickness	1.0 💌
	OK Cancel

#### Axes :

2.	— D X
Edit:	
One color	#000000 -
Border	Black -
Thickness	5.0 -
Unit	km 💌
Precision	2 🔹
	OK Cancel

# Using the right side panel

#### Helps you add areas/axes representations



In the right-side pane you can view all the areas/axes of your project as they are added. Areas/axes already associated with a shape have a checkbox "Visible".

- Adjust the visibility of your existing areas/axes when creating new ones in the same place, so as not to overload the interface and be able to locate them easily.
- Also remember to disable the display of areas/axes labels so that you do not inadvertently click on them:

Manage Areas/Axes shapes			Connected objects	
Print area			Viewing	
		8	✓ Show areas ✓ Show axes	Show Areas/Axes names Show KP

## **Reorganize areas in the Areas list**

Once all the areas/axes have been created, you can reorganize them hierarchically. Simply drag and drop into the side panel.

You will get a result as follows:

¢	Ê	$\otimes$	R R					
Name				Visible				
<ul> <li>Areas</li> </ul>	list							
Ma	in facilities			<ul> <li>Image: A set of the set of the</li></ul>				
Sec	ondary faci	lities		<ul> <li>Image: A set of the set of the</li></ul>				
🔻 Rou	undabout N	orth		<ul> <li>Image: A set of the set of the</li></ul>				
R	loundabout	North : Sid	lewalks 1	<ul> <li>Image: A set of the set of the</li></ul>				
R	Roundabout North : Sidewalks 2 🗸 🗸							
🔻 Roundabout West 🖌 🖌								
R	Roundabout West : Sidewalks 🗸 🗸							