



Productivity Tools for Autodesk Civil 3D

TSS CIVIL 3D BRIEFCASE

PRODUCTIVITY TOOLS FOR AUTODESK CIVIL 3D

The TSS Civil 3D Briefcase is a set of essential productivity plug-ins that will make your work in Civil 3D fast, easy and efficient. These tools will dramatically reduce the number of tedious tasks and help you focus on your engineering challenges.

BENEFITS

- Streamline your everyday tasks
- Reduce the amount of tedious work
- Become more productive
- Do things that are not possible with out-of-the-box Civil 3D

SUPPORT

Topcon Solutions, NW has more than two decades of experience as an Autodesk partner, so we encourage you to tap in to our knowledge base. When it comes to learning, using, customizing, and developing your CAD environment, our staff is here to help make you successful.

Topcon Solutions through their NW locations (formerly PPI Group) offers a team of experienced Autodesk Technical Specialists to support our Briefcase tools, as well as AEC Autodesk software products. As an Autodesk Platinum Partner for 30 years, our team has supported, trained, and consulted with some of the largest AEC firms to improve efficiencies, productivity, and profitability. Supporting your business initiatives is what we do best!

CORRIDORS

CORRIDOR SECTION EDITOR

Allows you to modify corridors by editing the cross sections in section views and enables linear transitions of parameters between two stations.

CORRIDOR SPREADSHEET EDITOR

Corridor Spreadsheet Editor is a powerful corridor editing tool that allows you to edit corridors in an MS Excel like editor. It provides possibilities for various kinds of workflows like editing regions, targets and reconstructing corridors in new drawings.

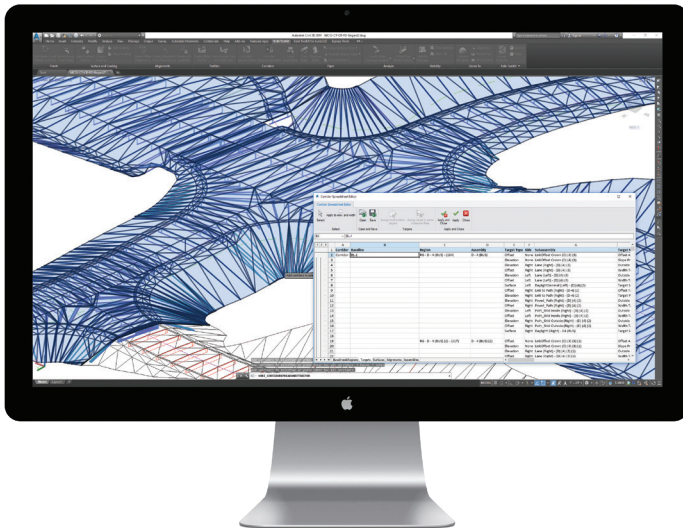
SURFACE AND GRADING

ADD/SUBTRACT SURFACE

The Add/Subtract Surface tool calculates new surface by adding/subtracting elevation values of selected surfaces.

GRADING

This powerful grading functionality lets you design various spatial entities with different grading criteria allowing you to save the templates. Edit the source geometry and review the results in real time.



NAVIGATION AND VISIBILITY

VISIBILITY MANAGER

Manage visibility of all Civil 3D objects on a single panel. Make your working area more transparent by toggling the visibility of features on/off.

SECTION NAVIGATOR

Use this tool to navigate through corridor section views by section navigator panel. Controls allow different ways of browsing through section views. You can also define zoom area to lock navigation to a specific area.

VARIOUS ZOOM TO COMMANDS

Use this tool to perform quick zoom operations by selecting Civil 3D entities. Select profile or section view and zoom to alignment. Select alignment, section view, or sample line, and zoom to profile. Select sample line and zoom to section view.

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Supported platforms: Civil 3D 2015 - Current

ALIGNMENT AND PROFILE

CREATE OFFSET ALIGNMENTS

Select alignment and create multiple offset alignments in a single instance. Choose from predefined sets of offset alignments or create and save new lane configurations yourself.

CREATE ALIGNMENT FROM FEATURE LINE

Create Civil 3D alignment from feature line or 3D polyline element. Create a Civil 3D profile if your feature line / 3D polyline has assigned elevations.

CREATE OFFSET PROFILE

Create a Civil 3D profile offset polyline by defining offset value or through point, feature that Civil 3D doesn't have.

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PIPES

PIPE EDITOR

Enables you to edit multiple pipes. Use the intuitive user interface to define how pipes should behave and apply changes to the whole pipe set.

STRUCTURE EDITOR

Making changes to structure is tedious in Civil 3D. This tool enables you to browse through structures with ease and edit the most important pipe and structure parameters.

CREATE STRUCTURES FROM POINTS

Creates pipe network structures from selected COGO points. This command can be used to automate a pipe network creation process from existing surveyed data.

ANALYSIS

CHECK UTILITY CROSSINGS

Calculates crossings between utility segments (gravity and pressure network pipes), inserts COGO points at crossing locations and marks crossing elevation differences.

PIPE DEPTH ANALYSIS

This tool creates a report of pipe depths. The results are presented in a table or graph.

CONVERT LINES TO PIPES

Converts selected line, polyline or arc entities to Civil 3D pipe objects. Newly created pipes are automatically connected to the existing structures, which are located at the selected entity start/end point or vertices.

CREATE POINTS ON STRUCTURES

This tool creates COGO points on selected structures, setting rim or sump as point elevation.

SWAP MULTIPLE PARTS

This tool allows you to swap multiple structures and multiple pipes at the same time.

POINTS

STATION AND OFFSET

Calculates station and offset of selected points according to selected reference alignments. Enables the creation of report tables with station and offset data.

EXTRACT BLOCKS FROM POINTS

This tool helps you extract blocks that mark Civil 3D COGO points.



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