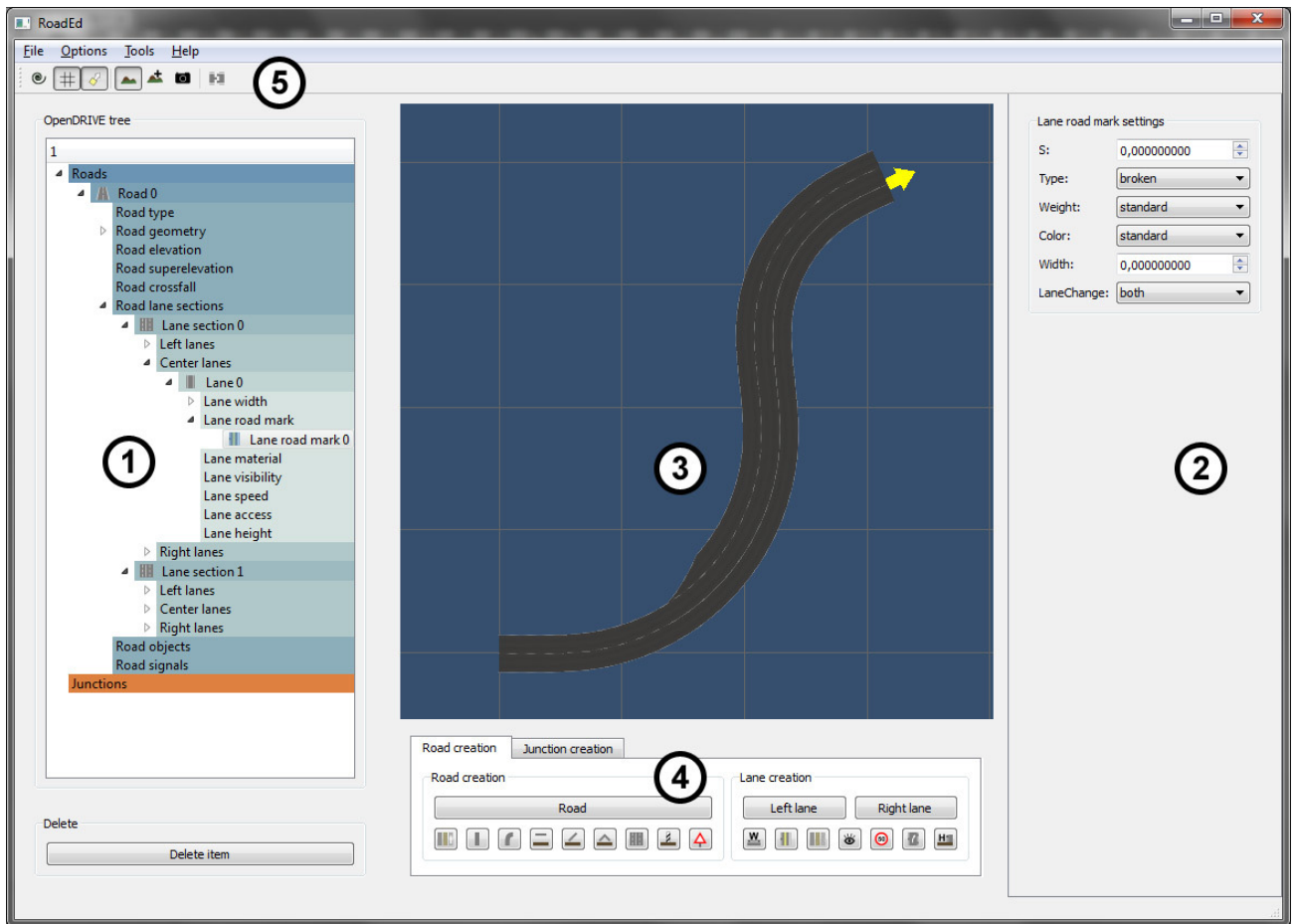


# OpenDRIVE Road Editor User Guide



## 1. Tree view

The tree view represents the hierarchical structure of the OpenDRIVE document and gives the ability to access any of the items in the structure for further modifications.

## 2. Settings panel

The settings panel gives access to all the properties of an item, selected in the tree view (1).

## 3. 3D-view

The 3D-view offers a 3D overview of the generated geometry. It is updated whenever one of the items belonging to the road or a junction is modified, thus providing a real-time representation of the road structure.

Mouse in combination with keyboard is used to navigate the 3D-view. To select an object or a helper, click on the desired object. To deselect it, click on it again, click on something else, or click on an empty space.

Below is a list of controls used to navigate in the 3D view:

- **Space** – The main button that is used to control the camera. In order to switch from selection mode, to camera/navigation mode, just press and hold the Space button while using the mouse;
- **Space + Left mouse button** – Rotate the camera;
- **Space + Right mouse button** – Move the camera in the ground plane;
- **Space + Middle mouse button** – Move the camera vertically, relative to the ground plane.
- **Space + H** – Move the camera to the “Home” position - a top view, revealing the entire road.

## 4. Creation panel

The creation panel holds a set of buttons necessary to add OpenDRIVE elements to the road structure. Depending on the type of item the button creates, they are part either of the Road or Junction group.

Some of the creation buttons are disabled when an item, which can't contain elements of a specific type, is selected. To enable those buttons – a corresponding item or container should be selected in the tree view (1).

Each button (except “Left lane”, “Right lane”, “Road” and “Junction”) works in two modes, depending on the current selection. If, for example, a Road Mark is selected and the “Create Road Mark” button is pressed – the application duplicates the selected road mark, inheriting all of its properties, and inserts it next to the selected item. After the item is created, it is selected to allow for quick modifications of its properties. When the currently selected item is of different type from the one being created – instead of cloning a specific item in the tree, it duplicates the last item in that category and pushes the newly created element to the back of the list.

## 5. Toolbar and menu bar

The main toolbar and menu bar hold a set of buttons used to control a number of settings for the 3D-view and tree view, as well as a few useful functions.

The *Toolbar*:

- **Chord line** button shows or hides the chord line of the road.
- **Show Grid** buttons toggles grid drawing in the 3D-view. Additional settings for the grid could be found in the Options menu. These settings allow specifying the size of the grid and its position in the world, as well as specifying an image to be used as a reference plane for road drawing.
- **Show Helpers** button is used to show or hide small helpers which represent some of the road items in the 3D-view and could be clicked to get fast access to their properties.
- **Show Scenery** – used to show / hide the scenery.
- **Generate Scenery** – displays a *Scenery Generation* dialog that is used to setup and generate the scenery for the current road.
- **Take Screenshot** button is used to take a top-view screenshot of the current road. This is a utility for the scene generation as it provides a help-image for the height-map creation.
- **Connect roads** button opens a dialog and allows to specify two roads that should be connected. Depending on the options, one of the roads is moved in the world to physically connect to the other

road. This function could be used on two roads created separately, or a road that needs to be connected to a junction.

All the tools above are grouped in two separate sub-menus of the *Main Menu: Options* and *Tools*.

Besides that, the *Options* sub-menu also contains the points below:

- **Tree coloring** – enables or disables colored background for the tree view.
- **Delete confirmation** – toggles a confirmation dialog that pops up before an item in the tree is deleted. Turning off the confirmations allows quickly deleting high numbers of items.

## Restrictions

The current version of the road editor allows creating and setting up the main items of the road structure, defined in OpenDRIVE file format, except signals, objects, controllers and surfaces.

Avoid using non-English characters in paths and filenames.