QuickTalk – Virtual Profile

Suzanne Brzoznowski





FIVE EASY STEPS

- 1. Navigate to Terrain/Pan, Zoom & Rotate/Virtual Profile
- 2. Click the button to "Graphically Select Line"

Virtual Profile	8
This feature orients a 3D view to produce a profile-like perspective along a specified line.	
Line defining alignment	
O Line connecting specified structure centers	
From structure West Sub \checkmark To structure West Sub \checkmark	
○ Alignment segment ahead of specified PI	
PI# 1 , Alignment# 1 $$	
Line between specified XY coordinates (manually entered or graphically chosen)	
X1 (ft) Y1 (ft) Z1 (ft)	
X2 (ft) Y2 (ft) Z2 (ft) Graphically select line	
Options	
Elevation axis scale factor (aspect ratio)	
Max offset from alignment to display (0 for no limit) (ft) 0	
Create markers showing where TIN intersects alignment and side profiles	
OK Can	cel



- 3. Adjust Snap Settings
- 4. Draw the line (click two points)

Virtual Profile Snap Modes	? 🛛
Survey Points Ground Centerline Ground TIN Surface TIN PI Points Alignment Spotting Constraints	^
Structure Joints Structure Members Axis Structure Members Surface Wire Attachment Points Insulator Attachment Points Wires Marker Balls DXF and Shape Files Annotation Inset View Freehand	
Grid Select All Clear All	×





5. Designate additional settings and click OK







QuickTalk – User Defined Feature Codes

Suzanne Brzoznowski

Y S T E M S Part of Bentley Systems



Terrain/Feature Code Data/Edit...

ature Code Data Edit

Assumptions for interpreting clearances in Survey Point Clearance and Terrain/Clearance commands

Treatment of points that have insufficient vertical clearance but adequate horizontal clearance?

O Not a violation (must infringe on both vertical and horizontal clearance requirements to be a violation)

Recommended when have horizontal clearance requirements entered in table below and have reasonably dense ground point coverage below all wires.

Questionable violations to be indicated by ?? in reports and blue markers in graphics

Recommended when table below doesn't specify horizontal clearance requirements. Also recommended for sparse terrain models like centerline surveys where want to check vertical clearance to centerline ground for all wires regardless of offset.

	Feat.	Feature	Prof	Plan	Line	Aerial	Point	Req	Req	Req	Req	Req	Req	Required	Prof Label	Plan Label	Feature	Active	Inactive ^
	Code	Description	Symbol	Symbol	From	Obst-	is on	Vert	Horiz	Vert	Horiz	Vert	Horiz	Clearance	Feature code,	Feature code,	Group(s)	XYZ	XYZ
					Feature	acle	Ground	Clear	Clear	Clear	Clear	Clear	Clear	Str. Base/Guy	Feature des.,	Feature des.,		Point	Point
					Тор			0kV	0kV	69kV	69kV	230kV	230kV	to Spotting	X,Y,S,O,H,Z,Z+H,	X,Y,S,O,H,Z,Z+H,		Count	Count
					То			(ft)	(ft)	(ft)	(ft)	(ft)	(ft)	Constraint	Point des.	Point des.			
					Bottom									(11)	Comment	Comment			
1	1	PI		A	No	No	Yes	0	0	21	0	0	0	0	0000000000	0000000000		13	0
2	100	GROUND SHOT			No	No	Yes	0	0	21	0	0	0	0	0000000000	0000000000		0	0
3	101	ROCK	0	0	No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		0	0
4	103	ORCHARD GROUND	0	0	No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		0	0
5	199	Interpolated Point	· ·	-	No	No	Yes	0	0	21	0	0	0	0	0000000000	0000000000		21243	0
6	203	TOWER LEG CL		\boxtimes	No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		0	0
7	205	TOWER - CL BASE	\bigcirc	\bigcirc	No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		0	0
8	206	TOWER - CL TOP	×	\boxtimes	Yes	Yes	No	0	0	0	0	0	0	0	0000000000	0000000000		0	0
9	213	POLE - CL BASE	\otimes	\otimes	No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		0	0
10	214	POLE - CL TOP	×	\boxtimes	Yes	Yes	No	0	0	0	0	0	0	0	0000000000	0000000000		0	0
11	223	H-FRAME- LEG BASE CL	\otimes	\otimes	No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		0	0
12	224	H-FRAME- LEG TOP CL	×	×	Yes	Yes	No	0	0	0	0	0	0	0	0000000000	0000000000		0	0
13	225	H-FRAME CL BASE			No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		0	0
14	226	H-FRAME CL TOP	×	×	Yes	Yes	No	0	0	0	0	0	0	0	0000000000	0000000000		0	0
15	233	H-FRAME - LATTICE CL LEG BASE	\boxtimes	\boxtimes	No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		0	0
16	234	H-FRAME - LATTICE CL LEG TOP	×	×	Yes	Yes	No	0	0	0	0	0	0	0	0000000000	0000000000		0	0
17	235	H-FRAME - LATTICE CL BASE			No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		0	0
18	236	H-FRAME - LATTICE CL TOP	×	×	Yes	Yes	No	0	0	0	0	0	0	0	0000000000	0000000000		0	0
19	303	TOWER LEG TL			No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		42	0
20	305	TOWER - TL BASE			No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		8	0
21	306	TOWER - TL TOP	×	×	Yes	Yes	No	0	0	0	0	0	0	0	0000000000	0000000000		8	0
22	313	POLE - FOREIGN BASE	\otimes	\otimes	No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		216	0
23	314	POLE - FOREIGN TOP	×	×	Yes	Yes	No	0	0	0	0	0	0	0	0000000000	0000000000		216	0
24	323	H-FRAME- LEG BASE TL	\otimes	\otimes	No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		2	0
25	324	H-FRAME- LEG TOP TL	×	×	Yes	Yes	No	0	0	0	0	0	0	0	0000000000	0000000000		2	0
26	325	H-FRAME TL BASE			No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		1	0
27	326	H-FRAME TL TOP	×	×	Yes	Yes	No	0	0	0	0	0	0	0	0000000000	0000000000		1	0
28	333	H-FRAME - LATTICE TL LEG BASE	\otimes	\otimes	No	No	Yes	0	0	0	0	0	0	0	0000000000	0000000000		2	0 🗸
										OK.	Cancel				·				



8 23

- 1. Click the Feature Group box for one of the Feature Codes.
- 2. Give your new group a name
- 3. Click the Add Group Button
- 4. View the new Group in the list

New Group will automatically be selected as shown below. Click on the group to deselect it or leave it selected to add the Feature Code to the new group.





Feature Code Data Edit

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	Feat.	Feature	Prof	Plan	Line	Aerial	Point	Req	Req	Req	Req	Req	Req	Required	Prof Label	Plan Label	Feature	Active	11
	Code	Description	Symbol	Symbol	From	Obst-	is on	Vert	Horiz	Vert	Horiz	Vert	Horiz	Clearance	Feature code,	Feature code,	Group(s)	XYZ	
					Feature	acle	Ground	Clear	Clear	Clear	Clear	Clear	Clear	Str. Base/Gu	y Feature des.,	Feature des.,		Point	
					Тор			0kV	0kV	69kV	69kV	230kV	230kV	to Spotting	X,Y,S,O,H,Z,Z+H,	X,Y,S,O,H,Z,Z+H,		Count	
					То			(ft)	(ft)	(ft)	(ft)	(ft)	(ft)	Constraint	Point des.	Point des.			
					Bottom									(ft)	Comment	Comment			
297	2609	DRIVEWAY-COMMERCIAL PAVED (EDGE OF	•	•	No	No	Yes	0	0	0	0	0	0		0 0000000000	0000000000		0	
298	2611	DRIVEWAY-RESIDENTIAL DIRT (EDGE OF	•	•	No	No	Ye: Fo	eature Code Gr	oup Edit					8	0 0000000000	0000000000		0	
299	2612	DRIVEWAY-RESIDENTIAL GRAVEL (EDGE	•	•	No	No	Yes								0 0000000000	0000000000		0	
300	2613	DRIVEWAY-RESIDENTIAL PAVED (EDGE (•	•	No	No	Yes	Crossing Struct	ures						0 0000000000	0000000000		0	
301	2616	HWY-2 LANE (EDGE OF)	•	•	No	No	Yes	Project Structu	res						0 0000000000	0000000000		0	
302	2618	HWY-INTERSTATE OR FREEWAY (EDGE OF)	•	•	No	No	Yes	Project Wires							0 0000000000	0000000000		0	
303	2620	HWY-MAJOR (4 LANES OR MORE) (EDGE (•	•	No	No	Yes	Roads							0 0000000000	0000000000		0	
304	2640	ROAD PAVED	•	•	No	No	Yes	Water Feature	5						0 0000000000	0000000000		18326	
305	2641	ROAD UNPAVED	•	•	No	No	Yes	Railroad Featur	es						0 0000000000	0000000000		0	
306	2642	FIELD ROAD	•	•	No	No	Yes								0 0000000000	0000000000		28901	
307	2643	PAVEMENT EDGE	•	•	No	No	Yes								0 0000000000	0000000000		240	
308	2644	SIDEWALK	•	•	No	No	Yes								0 0000000000	0000000000		89	
309	2645	TRAIL EDGE	•	•	No	No	Yes	Create new grou	p:						0 0000000000	0000000000		0	
310	2650	PARKING ASPHALT EDGE	P	P	No	No	Yes			1			Add Group	P	0 0000000000	0000000000		113	
311	2651	PARKING DECK (EDGE OF)	P	P	No	No	Yes	Edit	Delete			OK	Cancel		0 0000000000	0000000000		0	
312	2652	PARKING GRAVEL EDGE	P	P	No	No	Yes		्य	<u>ज</u>			- Ч		0 0000000000	0000000000		0	
313	2660	RAILROAD CL	₽ X P	% R	No	No	Yes	0	0	0	0	0	0		0 0000000000	0000000000		0	
314	2663	RAILROAD RAILS	×	×	No	No	Yes	0	0	0	0	0	0		0 0000000000	0000000000	Railroad Features	0	
315	2666	RAILROAD SIGNAL LIGHT - BARRIER TOF	\$	\$	Yes	Yes	No	0	0	0	0	0	0		0 0000000000	0000000000	Railroad Features	0	
316	2676	RAILROAD SIGNAL TOP	\$	\$	Yes	Yes	No	0	0	0	0	0	0		0 0000000000	0000000000	Railroad Features	0	
317	2680	LIGHT-RUNWAY END IDENTIFICATION	0	0	Yes	Yes	No	0	0	0	0	0	0		0 0000000000	0000000000		0	
318	3132	VEGETATION	•	•	No	Yes	No	0	0	0	0	0	0		0 0000000000	0000000000		0	
319	3134	BRUSH EDGE	÷	·	No	No	No	0	0	0	0	0	0		0 0000000000	0000000000		0	
320	3136	BUSH		·	No	No	No	0	0	0	0	0	0		0 0000000000	0000000000		0	
321	3138	EDGE OF FLOWER BED - GARDEN		·	No	No	No	0	0	0	0	0	0		0 0000000000	0000000000		0	
322	3140	HEDGE CL	÷	·	No	No	No	0	0	0	0	0	0		0 0000000000	0000000000		0	
323	3142	HEDGE EDGE	÷	•	No	No	No	0	0	0	0	0	0		0 0000000000	0000000000		0	Π.
<		I I		1			1	1	ł						1	1			>



Can be used for display settings or reporting:

- Terrain/Survey Data Display Options...
- "Draw only designated feature codes"

Feature codes are shown in b	.on for that row or drag over a range or rows to toggie state for multiple rows. Tack if they are in use (have either active either active prior inactive survey points referencing them).
Show feature codes for w	ich there are survey points at top (unused feature codes at bottom)
1 PI (13 active point	rs, O inactive points)
199 Interpolated Poir	t (21243 active points, 0 inactive points)
303 TOWER LEG TL (42	active points. 0 inactive points)
305 TOWER - TL BASE	(8 active points, 0 inactive points)
306 TOWER - TL TOP (4	active points, 0 inactive points)
313 POLE - FOREIGN B	ASE (216 active points, 0 inactive points)
314 POLE - FOREIGN TO	DP (216 active points, 0 inactive points)
323 H-FRAME- LEG BASE	TL (2 active points, 0 inactive points)
324 H-FRAME- LEG TOP	TL (2 active points, 0 inactive points)
325 H-FRAME TL BASE	(1 active points, 0 inactive points)
326 H-FRAME TL TOP (active points, 0 inactive points)
333 H-FRAME - LATTIC	TL LEG BASE (2 active points, 0 inactive points)
334 H-FRAME - LATTICE	TL LEG TOP (2 active points, 0 inactive points)
335 H-FRAME - LATTICE	TL BASE (1 active points, 0 inactive points)
336 H-FRAME - LATTICE	TL TOP (1 active points, 0 inactive points)
403 POLE BASE - UNIDE	INTIFIED (6 active points, 0 inactive points)
404 POLE TOP - UNIDER	NTIFIED (6 active points, 0 inactive points)
615 STRUCTURE EXISTI	4G (19377 active points, 0 inactive points)
621 GUY WIRE (691 act	tive points, 0 inactive points)
656 STRUCTURE - SUBST	VATION (598 active points, 0 inactive points)
661 BUS SUBSTATION (2110 active points, 0 inactive points)
752 WIRE UNKNOWN (76	310 active points, 0 inactive points)
785 WIRE DISTRIBUTION	I UNKNOWN (53697 active points, 0 inactive points)
2001 ANTENNA (17 act	ive points, 0 inactive points)
2013 FLAG POLE (1 act	rive points, 0 inactive points)
2023 POLE STREET LAMP	' BASE (2 active points, 0 inactive points)
2024 POLE STREET LAM	OTP (2 active points, 0 inactive points)
2114 FENCE TOP (1343)	2 active points, 0 inactive points)
2115 SUBSTATION FENCE	í TOP (223 active points, 0 inactive points)
2116 GATE (33 active	points, 0 inactive points)
2146 STREETLIGHT TOP	(5 active points, 0 inactive points)
2156 SIGN (TOP) (6 a	tive points, 0 inactive points)
2201 CREEK - CENTER I	INE (15072 active points, 0 inactive points)
2202 CREEK (EDGE OF	- STREAM (4941 active points, 0 inactive points)
2232 LAKE (895 active	points, 0 inactive points)
2233 POND (4671 acti)	/e points, 0 inactive points)
2300 BUILDING BASE (//82 active points, 0 inactive points)
2302 BUILDING (65545	active points, 0 inactive points)
2310 TANK FOUT EDGE	S1 active points, 0 inactive points)
2312 TANK (99 active	points, 0 inderive points)
2360 MISC SIK OK OBJ	CIS (222) active points, 0 inactive points)
2406 SWIMMING POUL E	Ase (333 active points, 0 inactive points)
2413 PEATOROUND (EDG	s or y to z active points, or macrive points)
2640 POAD PAVED (183)	Cartive points, O mattive points)
2642 ETELD ROAD (289)	active points, 0 inactive points)
2643 PAVEMENT EDGE (40 active noints, 0 inactive noints)
2644 SIDEWALK (89 act	ive points, 0 inactive points)
2650 PARKING ASPHALT	EDGE (113 active points, 0 inactive points)
100 GROUND SHOT (0 a	tive points, 0 inactive points)
101 ROCK (0 active of	vints, 0 inactive points)
103 ORCHARD GROUND () active points, 0 inactive points)
203 TOWER LEG CL (0	active points, 0 inactive points
- (

- Lines/Reports/Survey Point Clearances...
- "Feature codes to include:"

Show feature	e codes for which t	here are survey no	ints at top (unused fea	ture codes at hot	tom)		
Show reaction	e codes for which t	nere are survey po	ints at top (unused ree	itare codes at bot	tomy		
1 PI (13 ad	tive points,	0 inactive po	ints)				
199 Interpo	lated Point (21243 active	points, O inact	ive points)			
303 TOWER L	EG TL (42 act	ive points, 0	inactive points	5)			
305 TOWER -	TL BASE (8 a	ctive points,	0 inactive poir	its)			
306 TOWER -	TL TOP (8 ac	tive points,	0 inactive point	ts)			
313 POLE -	FOREIGN BASE	(216 active p	oints, O inactiv	/e points)			
314 POLE -	FOREIGN TOP (216 active po	ints, 0 inactive	e points)			
323 H-FRAME	- LEG BASE IL	(2 active po	ints, 0 inactive	e points)			
225 H CRAME	TL BASE (1 a	(2 accive poi	0 inactive poir	points)			
326 H-ERAME	TL TOP (1 ac	tive points,	0 inactive point	(LS)			
333 H-FRAME	- LATTICE TI	LEG BASE (2	active points. () inactive pr	ints)		
334 H-ERAME	- LATTICE TO	LEG TOP (2 a	ctive noints 0	inactive not	ntc)		
335 H-FRAME	- LATTICE TI	BASE (1 acti	ve points, 0 in	ctive points)		
336 H-FRAME	- LATTICE TL	TOP (1 activ	e points, 0 inad	tive points)			
403 POLE BA	SE - UNIDENTI	FIED (6 activ	e points, O inad	tive points)			
404 POLE TO	P - UNIDENTIE	IED (6 active	points, 0 inact	tive points)			
615 STRUCTU	RE EXISTING (19377 active	points, 0 inact	ive points)			
621 GUY WIR	E (691 active	points, 0 in	active points)				
656 STRUCTU	RE - SUBSTATI	ON (598 activ	e points, O inad	ctive points)			
661 BUS SUE	STATION (2110	active point	s, O inactive po	oints)			
752 WIRE UN	KNOWN (76810	active points	, O inactive po	ints)			
785 WIRE DI	STRIBUTION UN	IKNOWN (53697	active points, () inactive po	ints)		
2001 ANTENN	A (17 active	points, 0 ina	ctive points)				
2013 FLAG P	OLE (1 active	points, 0 in	active points)				
2023 POLE S	TREET LAMP BA	SE (2 active	points, O inact	ive points)			
2024 POLE S	TREET LAMP TO	P (2 active p	oints, 0 inactiv	/e points)			
2114 FENCE	TOP (13432 ac	tive points,	U inactive point	[5]			
2115 SUBSTA	22 antice TO	P (225 active	points, 0 inaci	tive points)			
2110 GATE (TCHT TOP (S	active points	0 inactive por	inte)			
2156 STGN (TOP) (6 activ	e points. 0 i	nactive points)	incs)			
2201 CREEK	- CENTER THE	(15072 activ	e points, 0 ina	tive points)			
2202 CREEK	(EDGE OF) -	STREAM (4941	active points.	0 inactive p	oints)		
2232 LAKE (895 active po	ints, 0 inact	ive points)		-		
2233 POND (4671 active p	oints, O inac	tive points)				
2300 BUILDI	NG BASE (6782	active point	s, O inactive po	oints)			
2302 BUILDI	NG (65545 act	ive points, O	inactive points	5)			
2310 TANK F	OOT EDGE (51	active points	, O inactive por	ints)			
2312 TANK (99 active poi	nts, O inacti	ve points)				
2380 MISC 5	TR OR OBJECTS	(25207 activ	e points, O inad	ctive points)			
2406 SWIMMI	NG POOL EDGE	(333 active p	oints, O inactiv	/e points)			
2415 PLAYGR	OUND (EDGE OF) (62 active	points, 0 inact	tive points)			
2500 BRIDGE	DECK (931 ac	tive points,	U inactive point	(S)			
2640 ROAD P	AVED (18326 a	ctive points,	0 inactive poir	175)			
2042 FIELD	NT EDGE (240	active points,	0 inactive poir	its)			
2643 PAVEME	IK (89 active	accive points	, o mactive po-	incs)			
2650 PARKTA	G ASPHALT EDG	E (113 active	noints 0 inact	tive noints)			
100 GROUND	SHOT (0 activ	e points. 0 i	nactive points)	cive politics)			
101 ROCK (0	active point	s. 0 inactive	points)				
102 0000000	CROUND (0		A - COMPANY				
ITO3 OKCHARI	GROUND (U AL	tive points.	0 inactive point	ts)			



QuickTalk – Moving Span Length Text

Suzanne Brzoznowski

Y S T E M S Part of Bentley Systems



Drafting/Span Length Text Position/Move...

- Click and Drag feature, similar to Structure Text/Move
- Affects all pages where the span label is displayed
- Backward compatible to version 17.55

Drafting/Span Length Text Position/Reset...

- Click on single span label to reset the position
- Will move span label back to default location

Drafting/Span Length Text Position/Reset All...

- Automatically resets all span labels to default position
- Allows the project to be opened by version 17.50 (fixes backward compatibility)



QuickTalk – Batch Edit Str Specific Material

Suzanne Brzoznowski





Structures/Material/Batch Add/Remove Structure-Specific Material

- Add Stock Number
- Quantity
- Item Status
- Description and Unit of Measure will populate automatically if the part in in your parts list.
- Select Add or Remove, and Choose the structures to add your Site Specific Materials

Batch Add/	Remove Site Specific Material					? 🔀
Parts to A	Add Structures					
Quantitie • Add	es in the table will be added/removed	I to site specific material of each stuctu	re selected in the Structures tab.			1
	Stock	Quantity	Item Status	Description	Unit of	
	Number				Measure	
1						
2						- I II
4						
5						- 1
-						- 1



Structures/Material/Batch Edit Structure-Specific Material

This table allows for editing all structure specific materials in a project.

Assembly Editor

? ×

Site specific material for all structures will be replaced with the contents of this table.

	Structure	Stock	Quantity	Item Status	Description	Unit of	- L I
		Number				Measure	
1	25	DAMPER	10	New	Damper	Each	
2	26	DAMPER	4	New	Damper	Each	
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
19							
20							
21							
22							
23							
24							
25							
26							



Cancel