

MAP BOOKS

Most Civil 3D users are familiar with producing Cross Section Layouts and Plan & Profile Sheets through the software workflows, but many users are unaware that we can also produce Map Books, also known as Legend Plans.

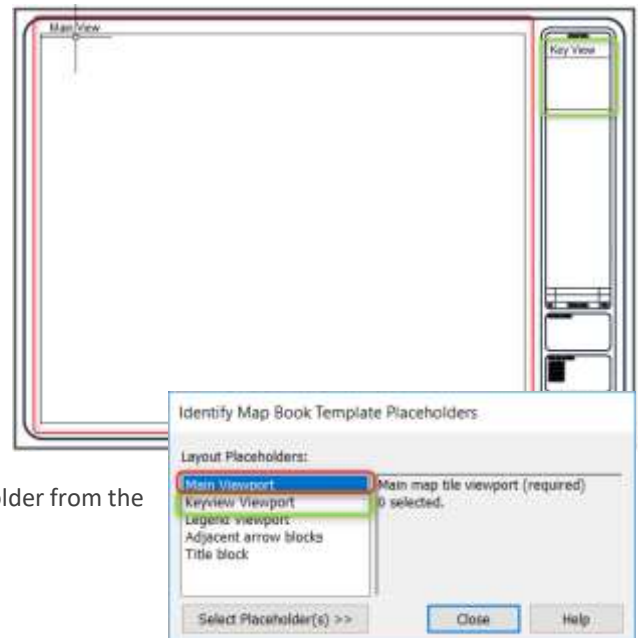
To do so requires the preparation of a Map Book template and use of the Planning and Analysis workspace (Map 3D) within Civils.

I'm starting with the default UKIE 2018 drawing Template on the Layout tab containing the drawing frame. I have added 2 new viewports, one for the **Main View** and the second for the **Key View/Key Plan**.


With the Viewports Created, open the Map Workspace. This can be done using the keyboard command "MAPWSPACE" and selecting 'ON'.

Select the MAP BOOK tab, then select the TOOLS button to identify the Template Space Holders.

Select the Main Viewport and Key View in turn, and select the place holder from the Layout. Once assigned SAVE the template as a .dwt file.



Open the required drawing that a map book is needed for. If your Map workspace has closed use the "MAPSPACE" command again to launch it.

- Click the New  Map Book icon from the top ribbon and work through the dialogue box.
- Select the source material. This is usually the contents of the model space. Name the Map Book (this will be used for the sheet names later).

Source

Map Display

Model Space

Map Book Name:

- Locate your Map Book Template and select the required layout. This template could contain multiple layouts for different paper sizes and scales.
- If you have a title block that has a set of defined attributes, this can be selected from the drop-down list associated with the template.
- Adjust the scaling to suit the drawing and the viewports being used.

Choose a Sheet Template:

Choose a Layout:

Layout Options

Include a Title block (name or file)

Include Adjacent sheet links (name or file)

Scale Factor:

- Define the Upper Left of the Model space to start your tiles.
- Select the number of rows and columns and overlap required.
- Preview the tiles before continuing.



Layer:

Upper Left:

Columns:

Rows:

% overlap of each tile

Skip any empty tiles

Begin with:

Order from:

Start with:

Increment by:

Keep names for skipped tiles

- Set the numbering and order the tiled viewports.

- The last activity is to select the layers for the Key View. I would suggest selecting all the Surface layers, Alignment Lines and Curve along with any Corridors layers. It is best to avoid any labels of text in this view.
- Click GENERATE to complete the wizard and your layouts will be created.

