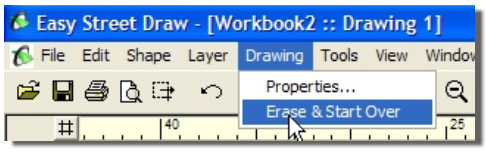
ESD v.4

11 Useful Tips

1 Start your drawing over from scratch

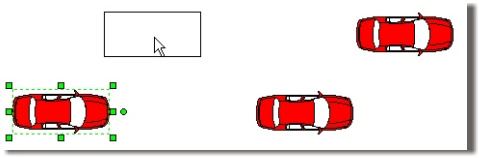
Go to Drawing on the menu, and select Erase and Start Over.



2 Copy a vehicle (or anything) quickly

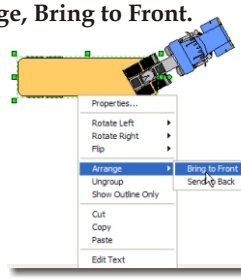
Hold down the CTRL key, then drag the vehicle to a new spot...

...and release the mouse button.



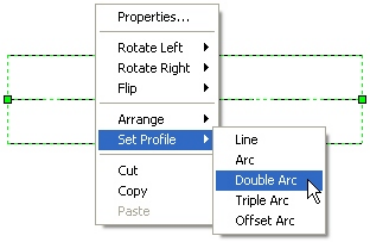
3 Make something appear on top of something else

Right-click on the item. Select Arrange, Bring to Front.



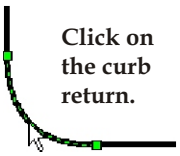
4 Make an S-Curve (or worse)

Right-click on the street. Pick Set Profile, Double (or Triple) Arc.

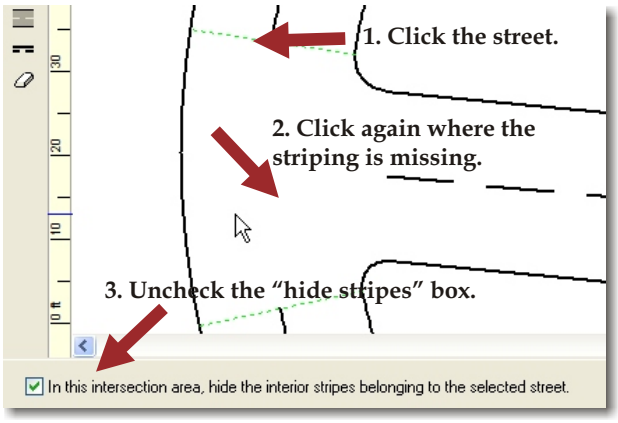


5 Alter a curb return

Click on the curb return.



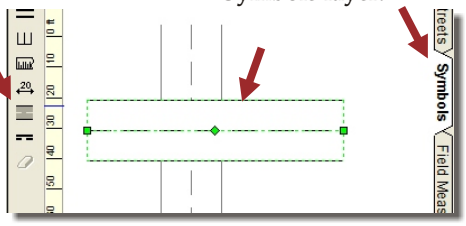
6 Make stripes appear where two streets meet



7 Make an overpass

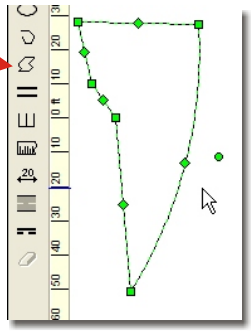
1. Using the Streets tool...

2. ...draw the higher street on the Symbols layer.

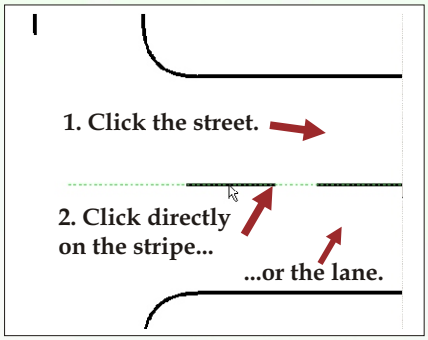


8 Draw an island – or any strange shape

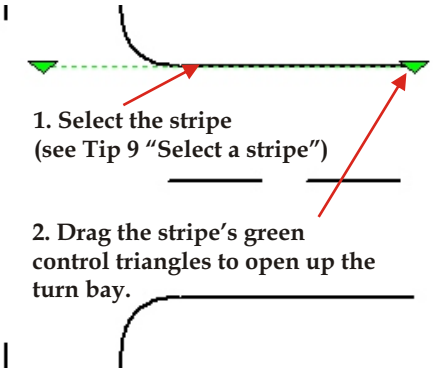
Click the Closed Shape tool. Draw your shape by a series of clicks.



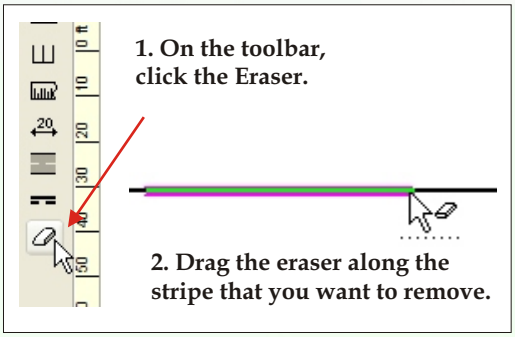
9 Select a stripe or road edge, or a single lane



10 Create a turn bay



11 Make unwanted striping disappear



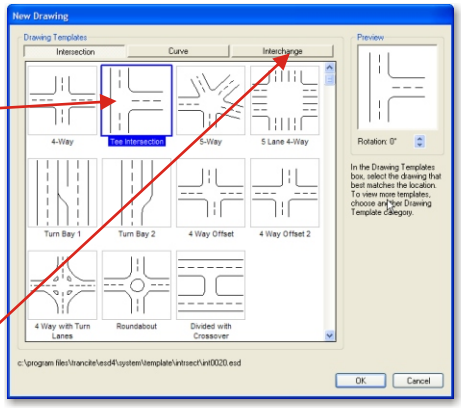
Easy Street Draw® v.4

Getting Started

1 Pick a basic street layout

Select a template that is close to the street layout you need, or just click OK to begin a blank diagram.

There are more templates in the Curve and Interchange groups.

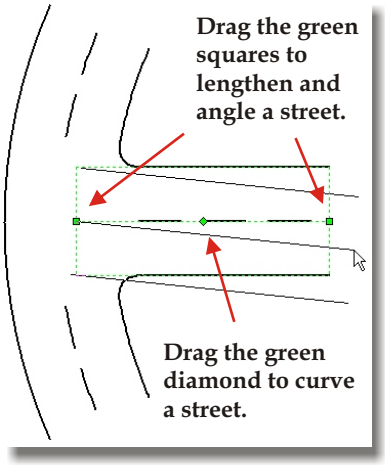


2 Modify the streets as needed

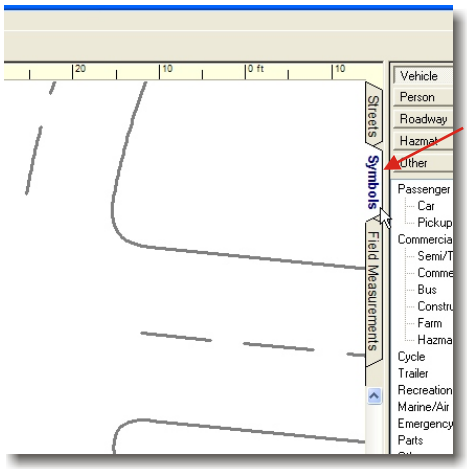
Select the street that you wish to work with by clicking on it.

To name a street, just start typing.

Use the properties bar at the bottom of the screen to change number of lanes, lane width, etc.



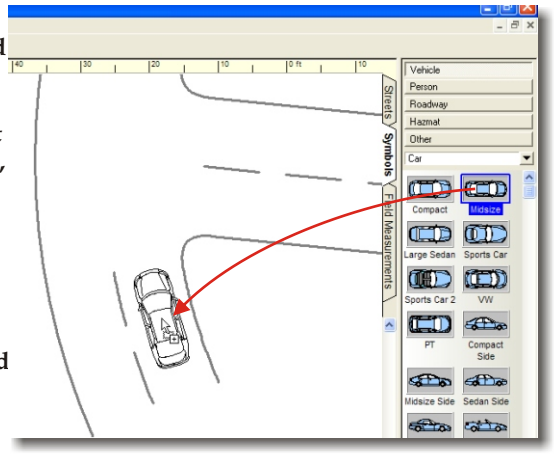
3 Move to the Symbols layer



Your drawing is created on three layers – the Streets layer, the Symbols layer and the Field Measurements layer. Once you have the streets the way you want them, click on the Symbols button to start putting down vehicles, signs, and other objects.

4 Drag on vehicles and objects

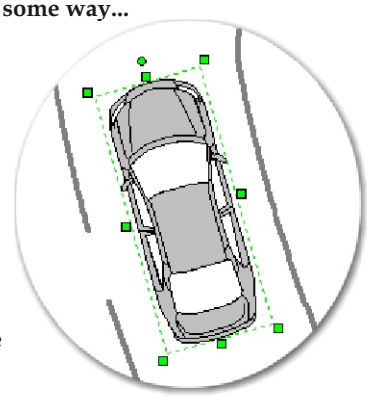
Objects are found at the right. If you want an object, simply drag it onto the crash scene – like this mid-sized sedan.



5 Use the green handles

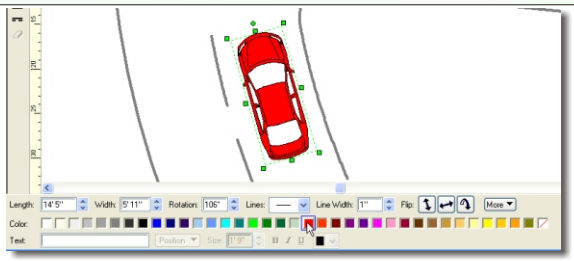
When you select an object, little green symbols appear, called handles. A green handle means you can alter the object in some way...

Use the squares to shrink, enlarge, fatten, or lengthen the sedan.



Use the circle to rotate the sedan.

6 Use the properties bar



Whenever you select an object, keep a close eye on the properties bar at the bottom of the screen. From here, you can make many changes on any object. For example, you can:

- Name the sedan
- Change its color
- Flip it over, or on its side
- ...and much more