Quantity Manager - Removals

OVERVIEW

Use the D&C Manager to place and compute Removals

Exercise: Placing Clearing and Grubbing cells

1. Open the MicroStation file that you wish to draw removal cells for computation.
2. Invoke the D&C Manager, and open the .ddb file, **english04.ddb** from the standards directory (PW:\ CADDStandards\MnDOTStandards\DOT_GEOPAK\db\)..
3. Browse to the **2101 Clearing and Grubbing**.

4. Highlight **2101502/00010 CLEARING (TREE)**.
5. Utilize the **Design** mode with Place Influence toggled **ON**
6. Place a Clearing and Grubbing cell (tree_clearandgrub) on each of the trees in that you would like to be computed as Clearing and Grubbing.

Note: If you want the cell to represent Clearing only, or both Clearing and Grubbing, use the 2101502/00010 CLEARING (TREE) item. If you want to indicate Grubbing only, use the 2102507/00010 GRUBBING (TREE).

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Exercise: Shaping Clearing and Grubbing Areas

If you would like to compute an area for Clearing and Grubbing, rather than the individual tree, follow the steps below.

1. Highlight **2101501/00010 CLEARING (ACRE)**. Utilize the Design mode with Place Influence toggled ON to place a Clearing and Grubbing shape area.

2. Select the MicroStation Place Shape command and trace the tree line area until you close the shape.

Note: There are other methods of creating these shapes, but the important thing to remember is they **must be shapes** (not linestrings).

Exercise: Computing Clearing and Grubbing cells and areas.

1. Set to the **Compute** mode.
2. Set the Plan Quantity Computation dialog as follows:

- Job: **###**
- Extents: **Boundary Element (Clip)**
- Baseline Reference Chain: **??????**
- Begin Station: **Leave as default**
- End Station: **Leave as default**
- Range: **(toggle ON) 1000**

3. Set up the boundary elements for the areas that you want to compute together, based on Phase or Baseline.
4. Highlight the appropriate category, subcategory or Payitem that you want to compute. If you want to compute multiple (but specific) payitems, you may add them to the collection box.

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5. Complete the dialog as shown below paying particular attention to the baseline and compute extent. In this case the Extent is set to **Boundary Element**.
6. Identify the Boundary Element and select **Compute Quantites.**

7. The Computation Results dialog will appear. Fill in the appropriate boxes and **Export** the data to the QM database.

Exercise: Tabulating Clearing and Grubbing Items

1. Access the QM database using Quantity Manager
2. Highlight the **2101 Clearing and Grubbing** category in the Payitem Tree.
3. Select the **Create Report** tool from the main Quantity Manager menu. (**Tools > Report > Create**).
4. Select the **Quantity by Payitem** report.
5. Set the Report File Name: **QbyP_clrgrb.csv**.
6. Select **Create.**

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Exercise: Condense the data in the report.

1. Copy the files located on S:\mndot8istds\DOT_GEOPAK\qm\report\QM_Combine_Java\ to your project directory.
2. Start the Java application for combining information in the tabulations. Double Click on: **start.bat**
3. Fill in the file name of the CSV filename: **QbyP_clrgrb.csv** and CSV Output Filename: **QbyP_clrgrb_aft.csv**. Toggle **ON** Quantity by Extended Description and select **Process**.

Notice the difference in the Original and Combined tabs.

4. To combine the rest of the items that do not have extended descriptions, reset the CSV Filename: **QbyP_clrgrb_aft.csv** and CSV Output Filename: **QbyP_clrgrb_aft2.csv.**
5. Toggle ON Quantity By Payitem Combined and set the Station Tolerance and Offset Tolerance to **1**. Select **Process**.

Notice the difference in the Original and Combined tabs.

6. Open the file Excel file, QbyP_clrgrb_aft2.csv, and Save As a .xls file.
7. Further editing may be done at this time.

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