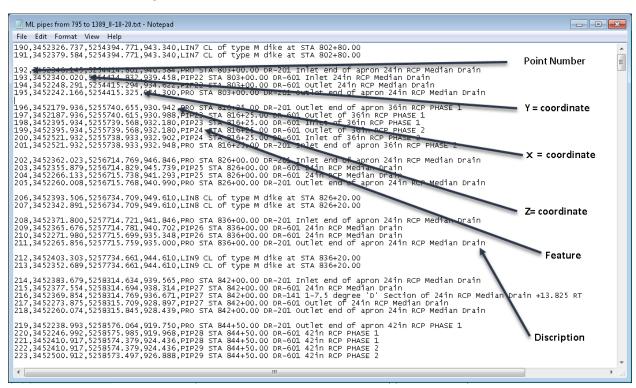
## **ASCII Graphics Import Input File**

Once the invert coordinates of the culverts to be modeled are determined, there are two options to place it. 1<sup>st</sup> is with Civil AccuDraw; 2<sup>nd</sup> is with the ASCII graphics.

The format of the ASCII graphics input file will be covered first. In a Notepad file, make a comma delimited format file. This consists of the point number, Y coordinate, X coordinate, Z coordinate, feature and description.

It should look something like this:



The first number is the point number. This number can start as any number but cannot be repeated in the ASCII file. It is a good idea not to repeat it per project either. This number needs to increase as the file grows.

The Second number is the Y coordinate of the invert.

The third number is the X coordinate of the invert.

The fourth number is the Z coordinate of the invert.

The fifth value is the feature. The feature can map or draw many different lines and/or cells. For this process, the feature will be PIP which is the survey feature for pipes. To make each feature unique, add a number to the feature so that the application knows what features points should be connected.

The first feature will be PIP1, the next one will be PIP2 and so on.

The sixth value is the point description of each point. This value is a little different than the previous values because it is not separated from the other values by a comma. A space between it and the feature is used instead. Also, up to 256 characters can be used to describe the point that will be mapped. For this process describe the point by design station, design standard, indicate inlet or outlet, include size and last the type of structure.

This is an example for a 24 inch RCP median drain at station 803+00.00

193,3452340.020,5254414.832,939.458,PIP22 STA 803+00.00 DR-601 Inlet 24in RCP Median Drain

Once all the invert coordinates are recorded in the ASCII graphics import input file, it should look something like this:

Once the input file is complete then it can be loaded in the application file.

CW04 Loading ASCII Graphics Input File into ORD File.