

# SetOff.tml

***Quickly creates multiple 3D offsets.***

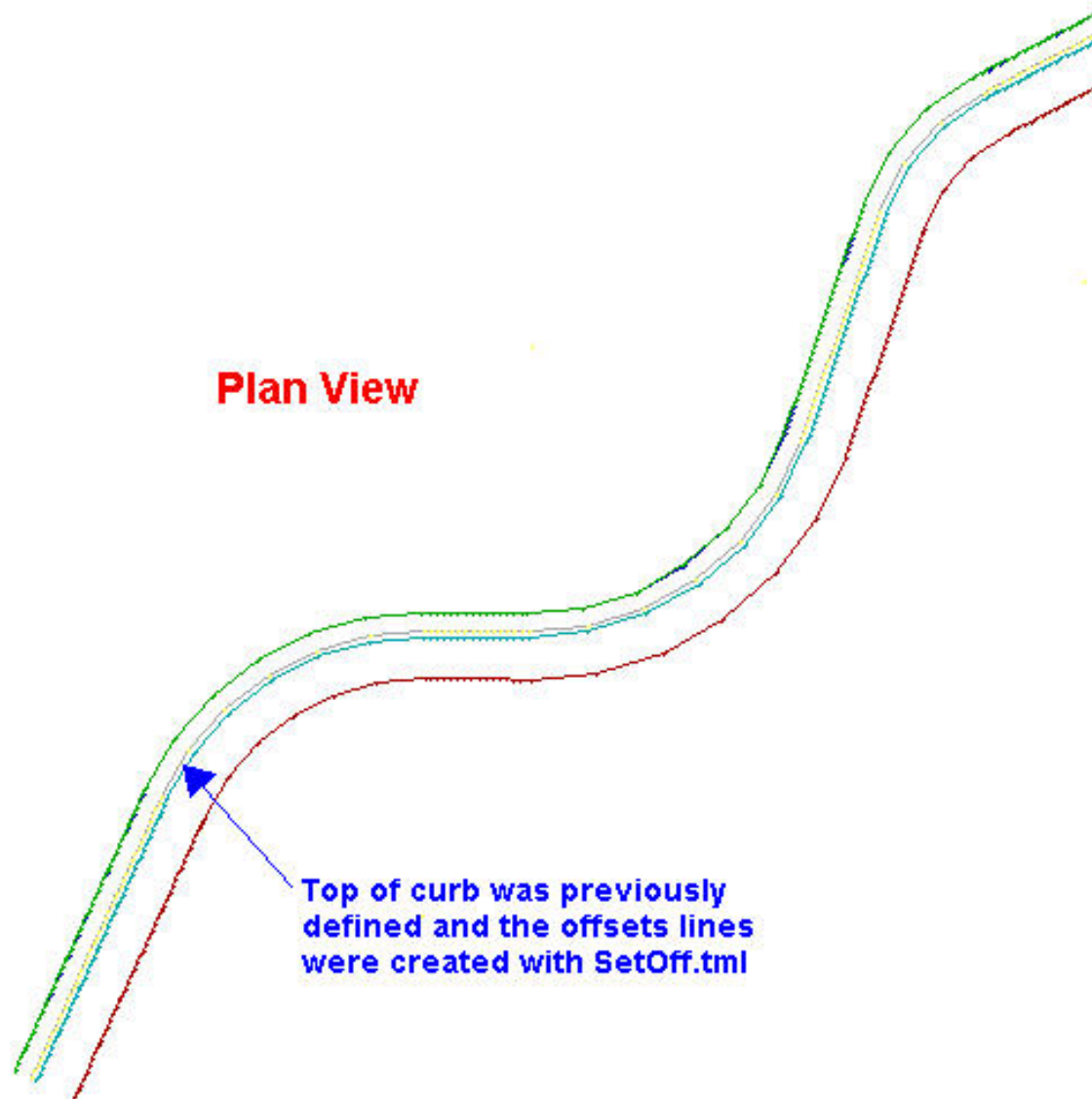
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*SetOff.tml* will:

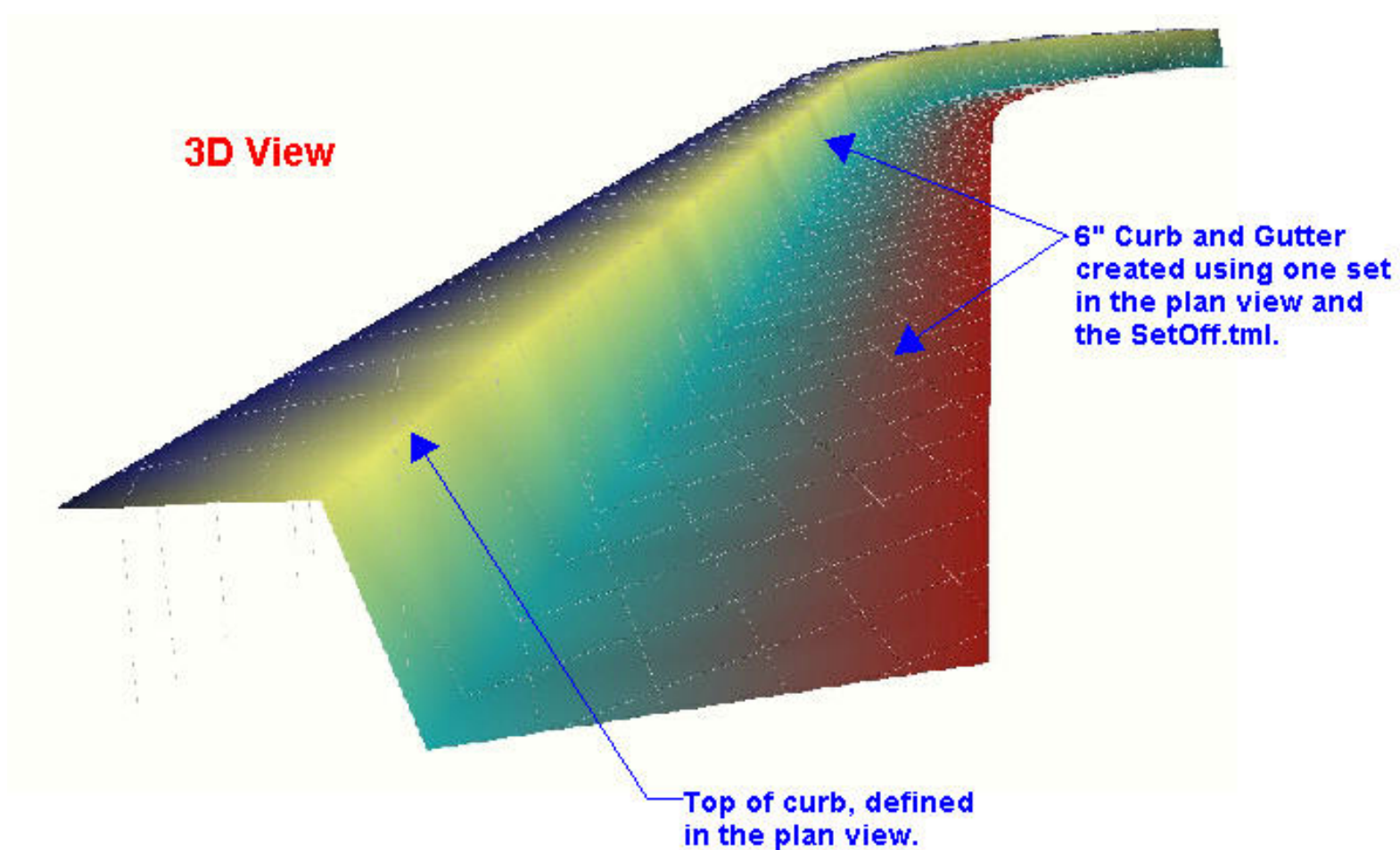
- Quickly create up to nine 3D offset lines
- Allow user to save the group of offsets to be used for different sets (Curb & Gutter, Curb, AC Dike, Sidewalk)
- Create 3D points for DTMs along straight sections and curves

**Start with a 3D set in the plan view,  
run *SetOff.tml* and get something like this:**



**Plan View**

**Top of curb was previously defined and the offsets lines were created with SetOff.tml**

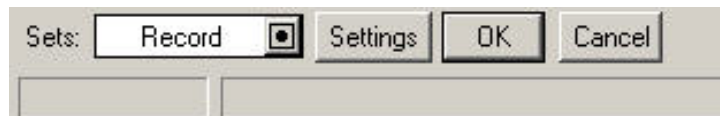


## **How to use SetOff.tml**

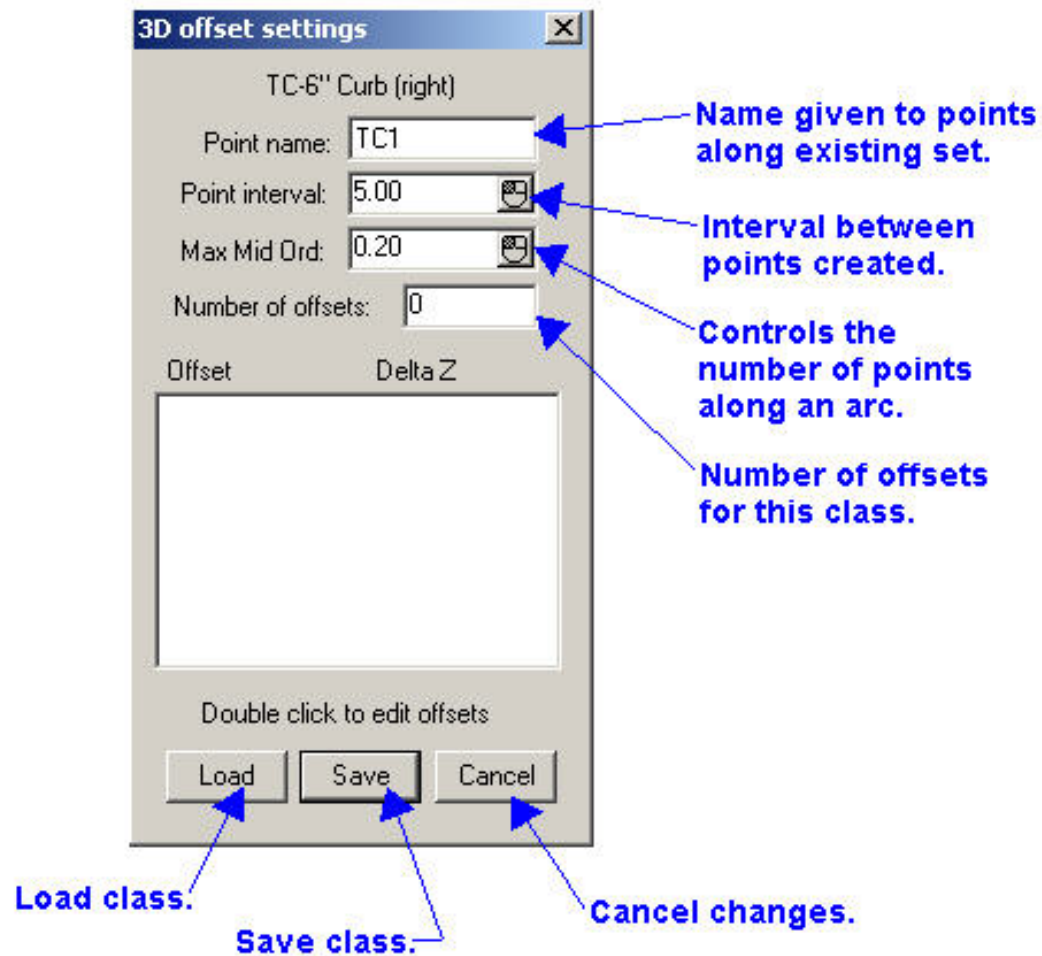
After downloading *SetOff.\** to the *Terramodel installation folder*\Terramodel\tmls folder, open a Terramodel project and type *setoff* at the command line and press the < *enter* > key.



You will see the following:



- Select a set or multiple sets for which you desire to create offsets.
- Select *Settings*. The *3D offset settings* dialog box will appear:



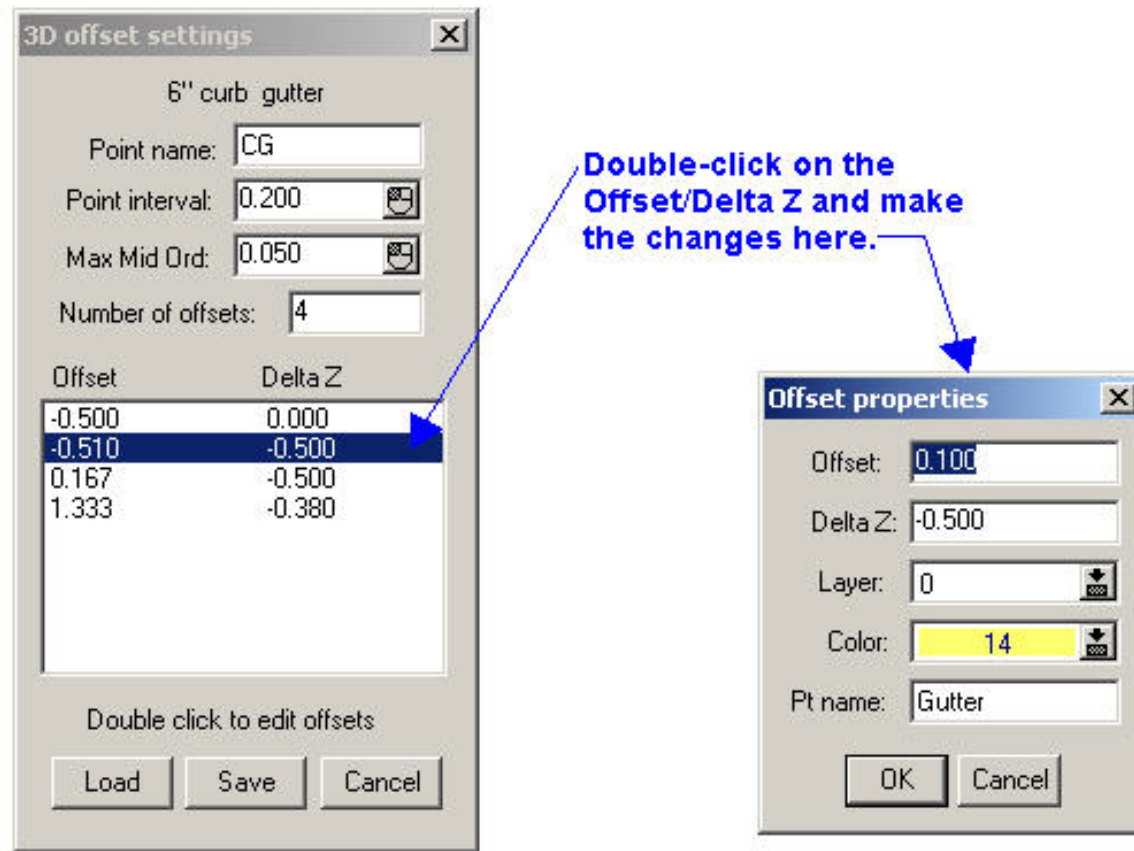
## 3D Offset Settings

**Note:** The original set will be replaced by a set with points at the interval selected here. The offsets created will be from this replacement.

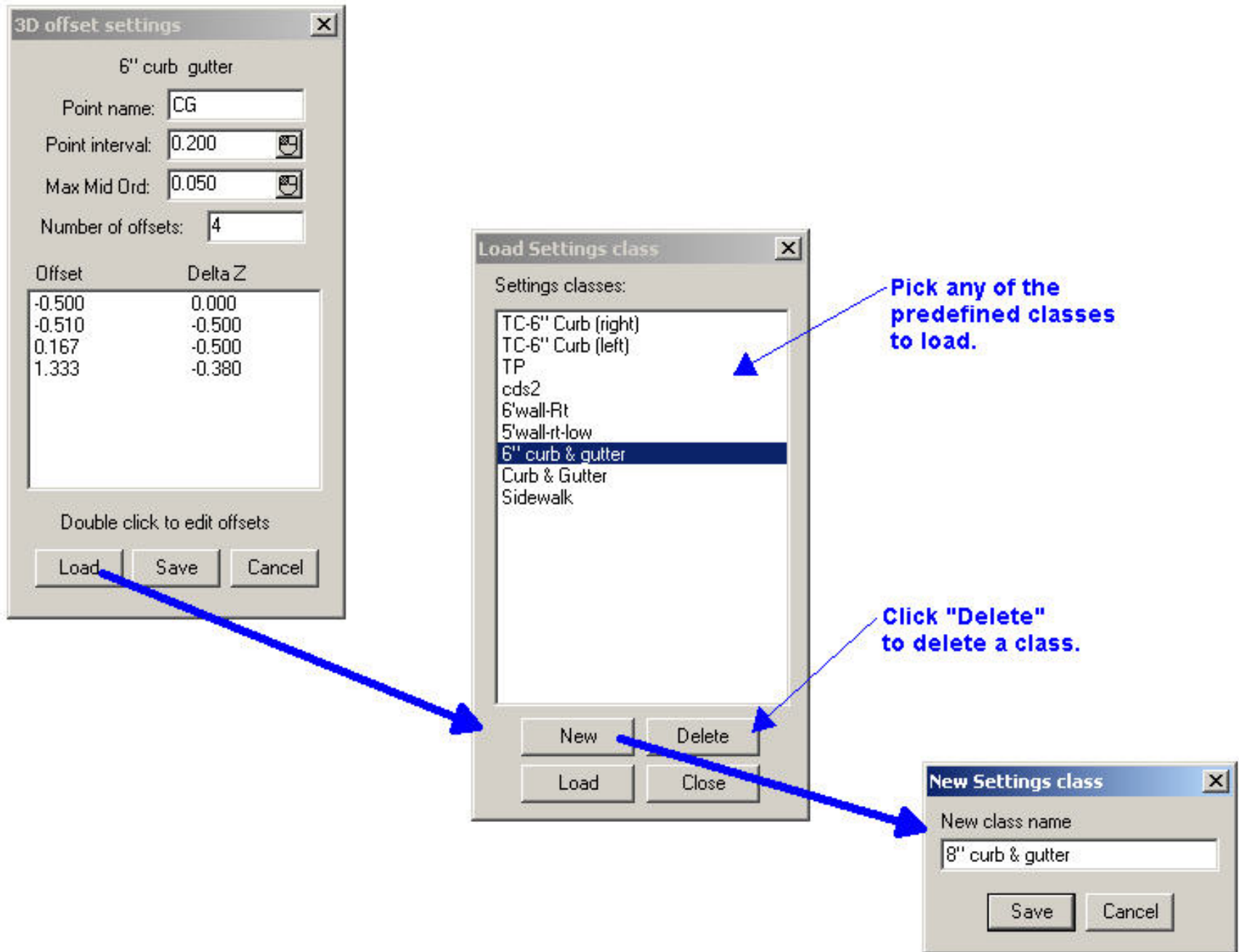
1. **Point name:** Name given to the points along the original set.
2. **Point interval:** Interval between the points created in straight sections. Use the mouse option to pick a distance from the screen.
3. **Maximum middle ordinate:** Determines the distance between points created along an arc. Use the mouse option to pick a distance from the screen.
4. **Number of offsets:** Number of offsets for the set. When this number is decreased, the last offset is removed.
5. **Offset/Delta Z box:** Shows the offset and change in elevation of each offset created. Note: Double-click on the offset value to edit the settings.
6. **Load:** Loads previously saved offset/delta z groups or classes.
7. **Save:** Saves the current offset/delta z group.
8. **Cancel:** Cancels changes.

## Add Offsets

1. Type the number of offsets desired in the *Number of offsets* field.
2. From the list of offsets now appearing in the *offset/delta z box*, double-click on the first.
3. The *Offset properties* dialog will appear.
  - o **Offset:** Offset distance from the original set. Positive values are offsets to the right, negative values are offsets to the left.
  - o **Delta Z:** Change in elevation from the points of the original set.
  - o **Layer:** Layer this offset will be created on. Layer 0 will place the offset line on the layer of the original set.
  - o **Color:** Color of this offset line and points. Color 0 will assign the color of the original set to this offset.
  - o **Point name:** Name assigned to the points created on this offset.
  - o Click **OK** when finished with the changes.
4. Double-click on each offset/delta z and make the necessary changes.



5. Click **Save** to save the changes to the offset settings.
6. Click **Load** to load a predefined group of offsets.
  - o Highlight the desired class and click **Load**.
  - o Click **New** to create a new class.



7. Close out of the dialog boxes after changes are made.
8. Click **OK** to create the offsets.
9. Redraw the screen and the offsets will appear.

## **Programmer's Note:**

With one set and SetOff.tml, you could create a proposed roadway in seconds.