Unity Maintain and Unity Permit



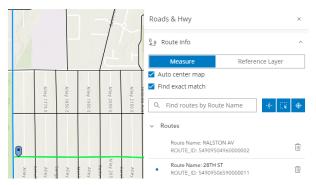
Create an Event Using Roads and Highways

From the **Roads & Highways** map tool, you can create an event. You can then create work orders, inspections, and permits from the event.

- 1. Click Roads & Hwy in the map toolbar.
- Under Route Info, find a route. You can select a route by searching for a route by name or using the options to find a route by a point, area, or your current location. When you find a route by a point, the points snap to the nearby route but can be moved around on the map.

TIP: Select the Auto center map check box to center the map on a selected route. Select the Find exact match check box to find only routes that match your search criteria when you search for a route by name.

 Select a route. If multiple routes appear, the longest route is selected by default.
When a route is selected, it is highlighted on the map to help identify the route.



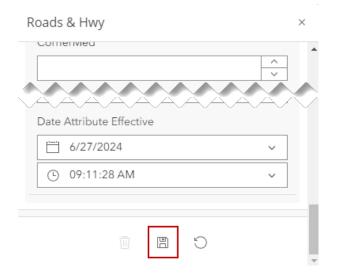
- Select the Measure or Reference Layer tab, and enter the information as needed. Depending on whether you have chosen to create the event using a measurement or the reference layer decides on the fields that appear.
 - On the Measure tab, enter the route start and stop points. If you found using points, the From measurement field automatically populates, but can be changed.

 On the Reference Layer tab, select the reference item beginning and ending points and how much before or after that item you want to offset from.

5. Click Edit Attributes.

The **Event Info** section is automatically populated with information based on what was selected under **Route Info** and cannot be changed. The **Attributes** section, populates fields based on the data provided from the linear referencing server and some field values may populate automatically, but can be updated as needed. Fields that are required include an asterisk (*) next to them and are outlined in red if no information is added to the field before trying to create an event.

6. Add any attribute information for the event and click **Create route event**.



Once the event is created, the type of work activity (i.e., work order, inspection, request, or permit) that needs to be completed can be created based off the event from the **Asset Details** panel. See <u>Asset Details</u> in the Respond Guide for Trimble Unity Maintain and Trimble Unity Permit for more information.