

Crossroads Software

Quick Guide to Sketching in the Laptop Module

Sketch

The Sketch feature in the Laptop Module is a wonderful option that allows you to create a sketch of a collision using a variety of symbols. The sketch itself appears on the collision report when it's printed out.

What is more, the Sketch feature is very easy to learn and use. It simply requires selecting an intersection type and then selecting and placing the proper symbols on the intersection diagram.

To access the Sketch window, click on the **Sketch** button on page 1 of the Traffic Collision Report form.

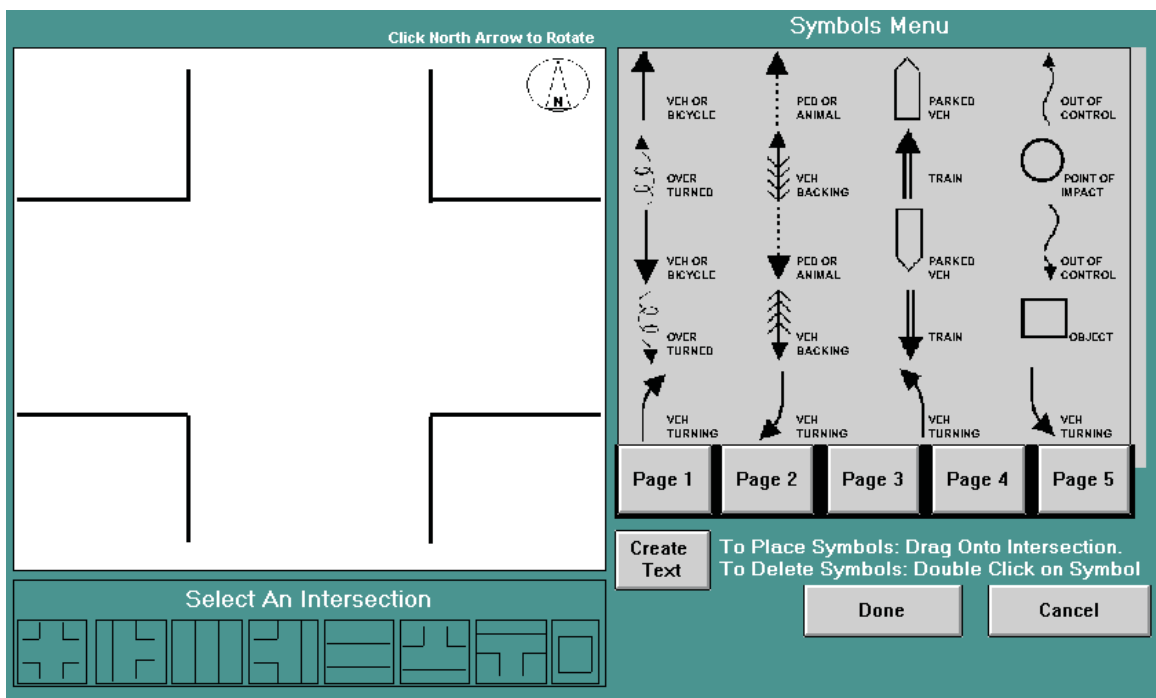


Fig. 1
Sketch Screen

The area on the left displays the intersection and also serves as the “sketch pad” for drawing the collision diagram. The area on the right contains all of the collision symbols. To view the symbols and select the one(s) you need, use the buttons labeled **Page 1, Page 2, Page 3, Page 4, and Page 5**. All of the symbols you need are on these five “pages.”

You might want to take a few moments to look through the symbols so you’ll know what you have at your disposal. The symbols show direction and type of travel for individual vehicles (e.g., turning, backing, overturned, parked), specific types of collisions (e.g., head-on sideswipe, broadside, rear-end), objects (e.g., tree, wall), and intersection markings (e.g., lane stripes).

To sketch a collision, simply select a symbol from the Symbols Menu and drag it (with the mouse) to the intersection.

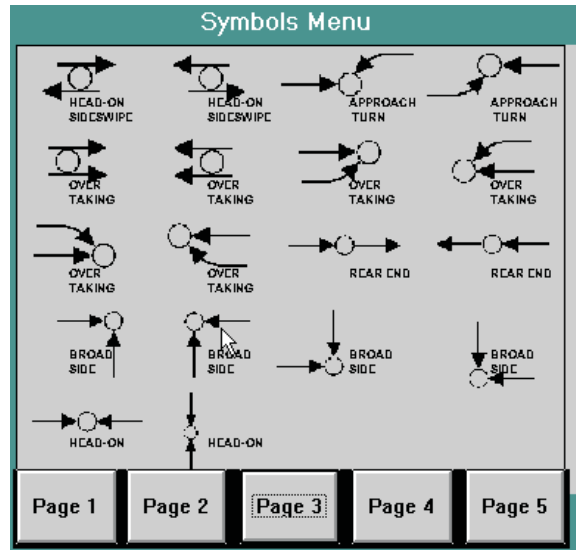


Fig. 2
Select a symbol from the Symbols Menu.

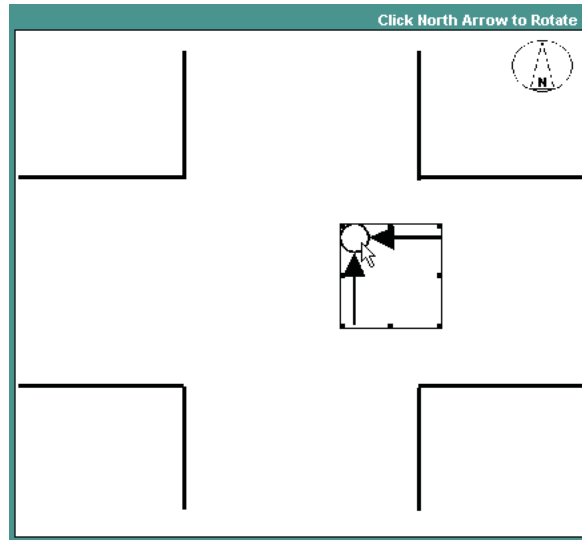


Fig. 3
Then drag the symbol to the intersection.

The symbol you select and drag will have a border around it, signifying that it is a selected object. To remove the border, simply click the mouse anywhere away from the symbol; the border will disappear (Fig. 4).

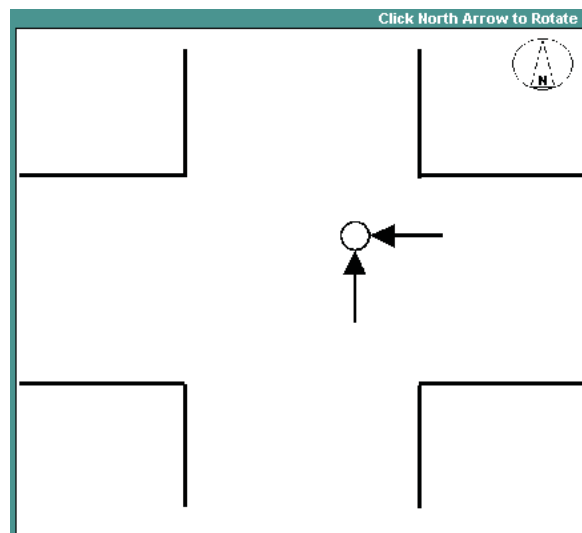


Fig. 4

Please note that, while actually in the process of dragging, the symbols are not visible, due to a limitation in the technology. Just be sure to keep holding the mouse button as you drag, and simply use the mouse cursor as your guide.

As you go through the pages of symbols, you'll probably notice that there are individual elements, such as arrows, object symbols, and point of impact symbols, and there are also collision symbols, such as "Head-on Sideswipe" and "Broadside."

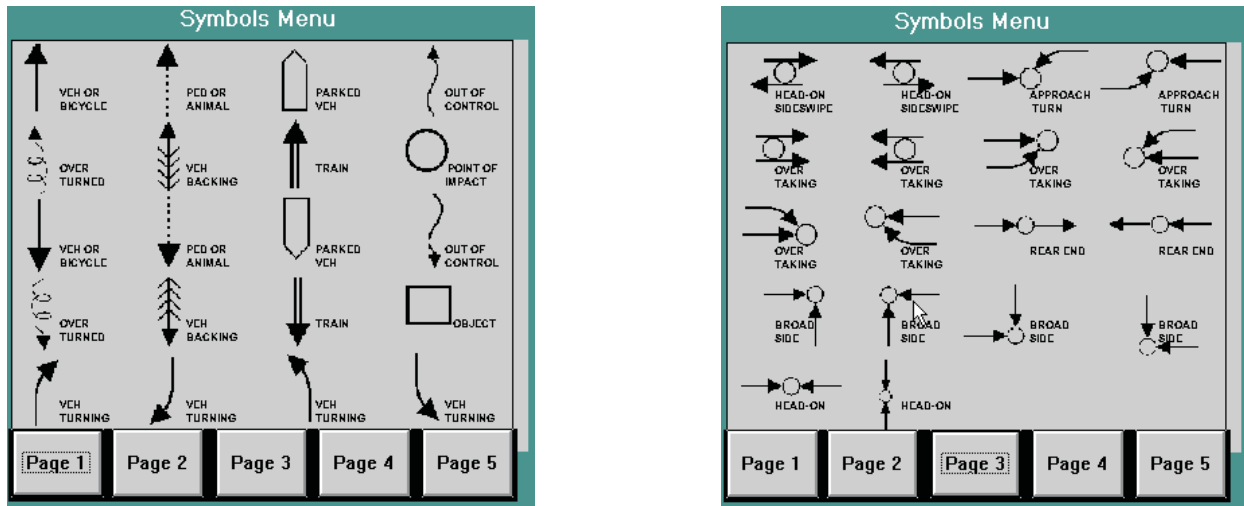


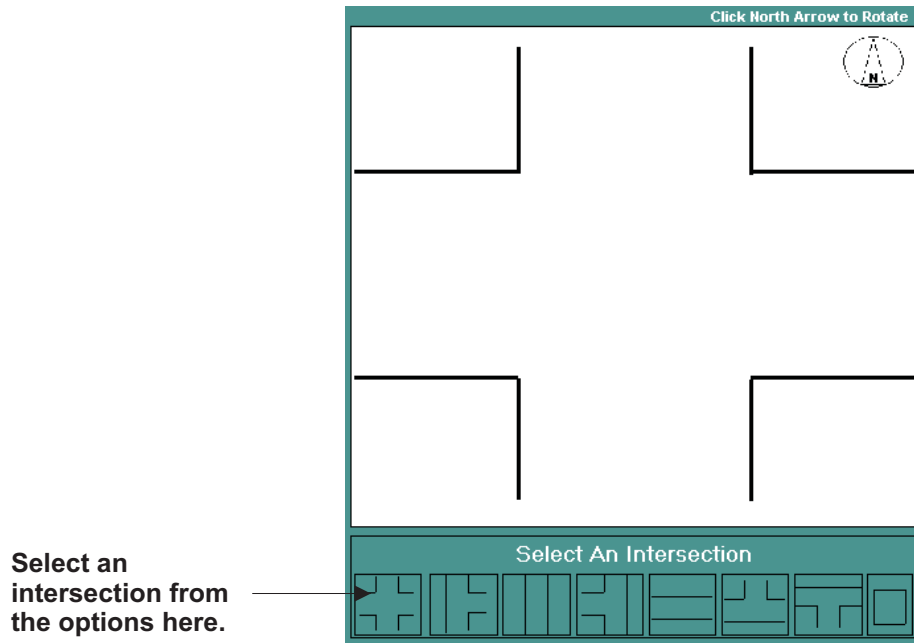
Fig. 5

For conventional collisions that involve two vehicles, you can use the complete collision symbols most of the time. If the collision involved more vehicles or other conditions, use the individual symbols.

Note that there are symbols for various types of vehicle movements, objects, trains, trees, signs, walls, and lane stripes.

By default, the system displays a four-way intersection, but you can change the type of intersection by clicking on the corresponding intersection buttons at the bottom.

See Fig. 6 on the following page.



Select an intersection from the options here.

Fig. 6

Now, notice that there is a compass in the top right corner of the intersection to indicate direction. Not only can you change the type of intersection, you can also change the direction. Simply click on the compass. Each time you click on it, it changes direction, moving clockwise. Continue clicking on it until it reaches its appropriate direction for your particular intersection.



The default setting for the compass.



The compass changes direction when clicked.

Fig. 7

A completed collision sketch might look similar to the one in Fig. 8 below:

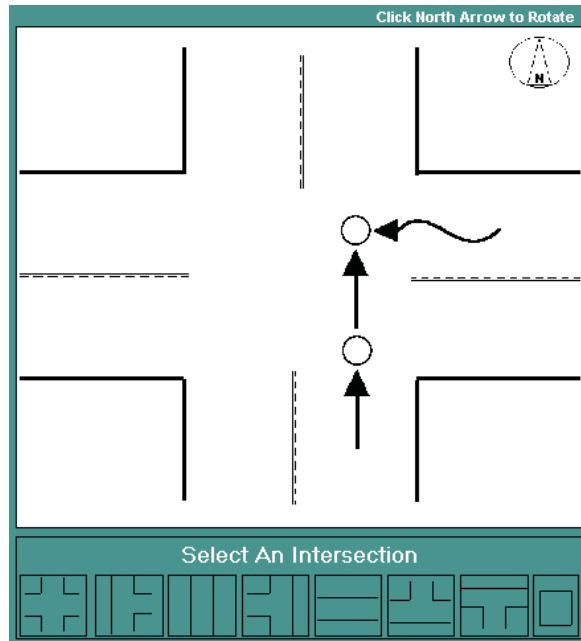


Fig. 8

In sketching a collision, placing symbols is not all that you can do. The Sketch feature also allows text creation to label the symbols. For example, you might have to label the vehicles to correspond with the collision narrative. This way, when looking at the sketch, users can tell which vehicle is “Vehicle 1,” which is “Vehicle 2,” and so on (or whatever term your agency uses in its reports).

To create text, simply click on the Create Text button. A dialog box opens (Fig. 9).

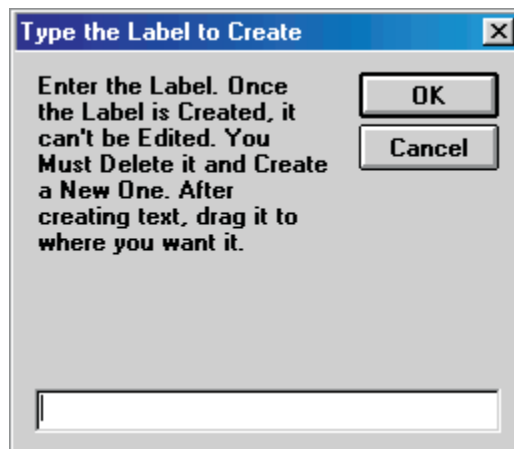


Fig. 9

As the dialog box states, keep in mind that text can't be edited after being created; you will have to delete the text by double-clicking it and then create new text.

Once you type the text, click "OK." The system places the text label on the sketch. Move the text just as you would any other symbol: by clicking and dragging it.

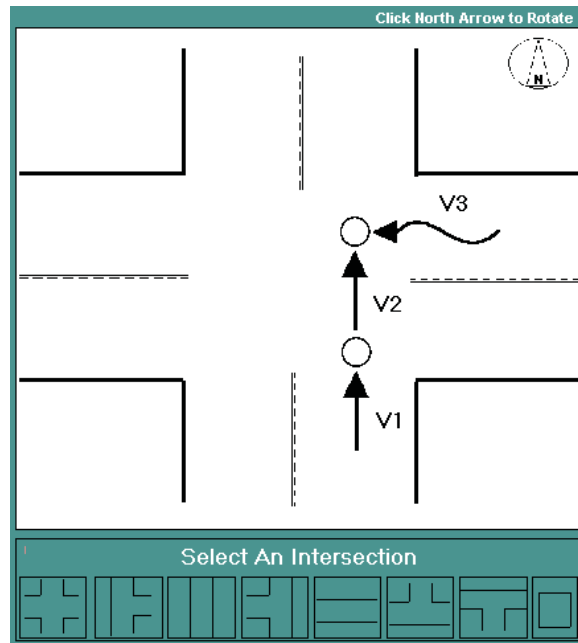


Fig. 10

You might want to use the Create Text feature to label the streets on the intersection diagram. Labeling the streets simply makes the collision sketch more informative. Click the Create Text button, write in the street name, and then position the label at an appropriate place on the sketch.

When The Sketch Is Finished

When you have finished sketching the collision, click the **Done** button at the lower right of the screen. The system inputs the collision and returns you to page one of the Traffic Collision Input Form.

Where does the sketch go? It will show up on page two of the collision report when you preview or print out the report. (You preview and print reports in the Work Collision Reports section of the Laptop Module.)

Of course, like the rest of the collision report, the sketch can be edited after it has been input into the system. To edit it, just click on the **Sketch** button again (provided you are in the same collision report. If you have closed out of the collision report entirely, go to Work Collision Reports, locate the report in the list box, click on it to select it, and hit the **Edit This Report** button). When you are finished editing, click **Done**.