Turn Restrictions

Turn Restrictions

In this document we will explain how to create simple and complex turn restrictions. Basically, it is the same process, but complex turn restrictions would give us more freedom to set exact roads which are forbidden to use in some turn process

Before we start, you must enable one option in your Preferences.

- •Go to **Edit\Preferences...** in main menu of the application.
- Find **Configure available plugins** and be sure that
 - turnrestrictions: Version 33780 (local: 33780)

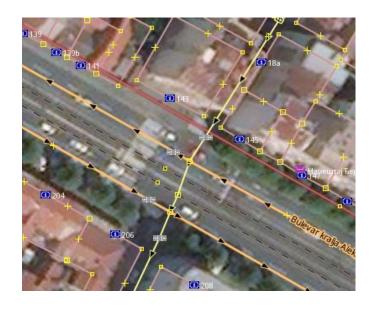
is installed



a.If it is not installed, install by clicking at check box near the icon, and press **Update plugins** b.If necessary, restart application

•On the left menu that is presented in pictures, find An OSM plugin for editing turn restrictions and select option Display and edit list of via-objects in the Basic Editor

• First, find and download region where you must set new turn restriction. For this practice, I will use region that I'm familiar with. It's longest street in Serbia: Bulevar kralja Aleksandra, Belgrade, near house number 206.



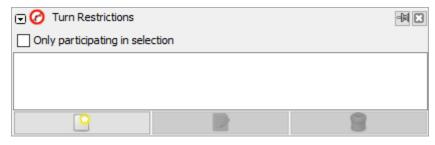
This Aerial Imagery is bad, but if you try you will see that there are two arrows that forces all traffic to go forward:



You can click to node that makes turn restriction.

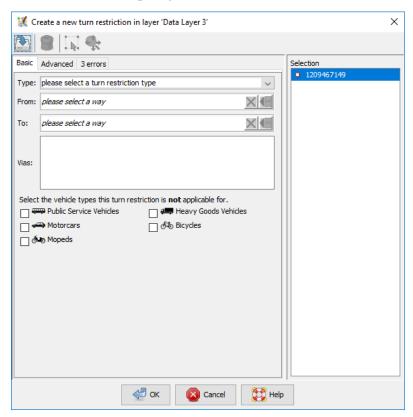


•Now at right side find for Turn Restrictions panel, which looks like this:



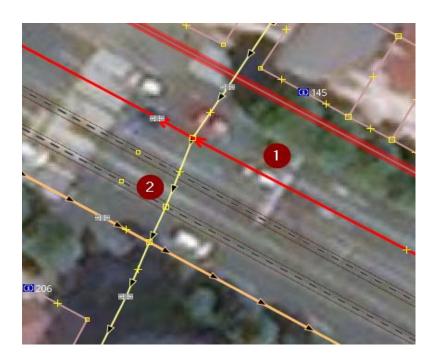
•Now press to Create a new turn restriction button which is only available button at the moment.

New dialog opens



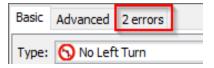
•From dropdown menu Type, select No Left Turn

Now select road 1

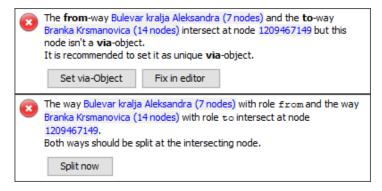


- In Create a new turn restriction window you will see road in Selection list
- Select that road and accept it as road From by pressing button
- Select road 2
- In Create a new turn restriction window you will see road in Selection list
- Select that road and accept it as road **To** by pressing **!** button

You can check whether you have any errors

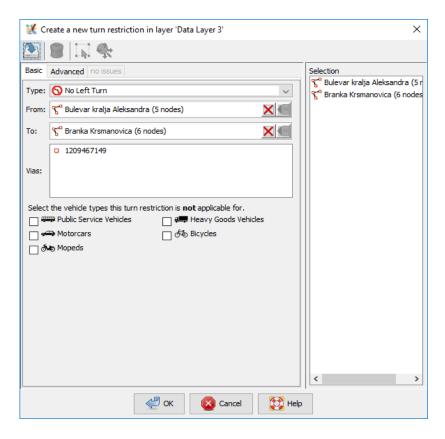


•In our situation we have 2 errors



- •Second error says that road is modeled as one very long line and you have to split it at the crossing point. Fix it by pressing **Split now** button.
- •Now we have only one error. That error says we two roads, but it is not clear to machine thru which road or point it is forbidden to go. Just click **Set via-Object** button.

• No more issues:



- •Confirm Turn restriction by pressing **OK** button.
- •You have created turn restriction, and it is confirmed with this icon:



Complex U-Turn Restriction

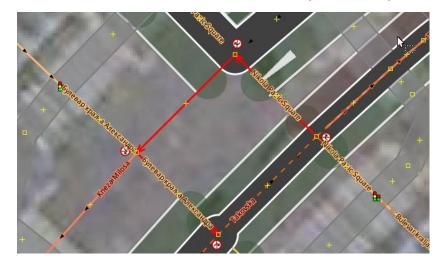
•I have found junction that missing U-Turn Restriction



- Click and select first way (Bulevar kralja Aleksandra)
- •In Create a new turn restriction window you will see road in Selection list
- •Select that road and accept it as road **From** by pressing **!** button
- Select road 6
- •In Create a new turn restriction window you will see road in Selection list

Complex U-Turn Restriction

- Click Create a new turn restriction button
- Select Type: No U-Turn
- Now with **SHIFT** button select rest of the ways that you have to use to make U-Turn



- All three roads are in the list **Selection** right now. Select all of them I drag and drop to **Vias** field.
- Confirm by pressing OK button.