

Relocate - Quick Reference

Version 5.0.0



Usage

Relocate [-flag] [control_file] [partition]

Optional Flags:

- Q[uiet] = execute without screen messages
- H[elp] = show program syntax and control keys
- C[ontrol] = create/update a default control file
- K[eyCheck] = list unrecognized control file keys
- P[ause] = pause before exiting
- N[oPause] = never pause before exiting
- D[etail] = execute with detailed status messages
- X[ML] = write an XML file with control keys

Purpose

1. Convert trip, activity, plan, and/or vehicle files from an "old" network to the current network.
2. Map "old" activity locations to current activity locations based on the closest coordinate distance. This can be used to move or consolidate trip ends.
3. In converting plan files, the "old" node, link, parking, and processing link values are converted to the current network. This includes an expansion or deletion of links and nodes based on minimum distance paths between the common points in the two networks. This can be used to update or repair plan files after network edits add or remove nodes.

Configuration Keys

REQ? KEY	TYPE	DEFAULT	VALUE RANGES
TITLE	Text		
REPORT_FILE	File		filename[_partition][.prn]
REPORT_FLAG	Bool	FALSE	TRUE/FALSE, YES/NO, 1/0, T/F, Y/N
PROJECT_DIRECTORY	Path		
MODEL_START_TIME	Time	0:00	>= 0 [seconds], 0.0 [hours], 0:00
MODEL_END_TIME	Time	24:00	> [model_start_time]
UNITS_OF_MEASURE	Text	METRIC	METRIC, ENGLISH
RANDOM_NUMBER_SEED	Int.	0	0 = computer clock, > 0 = fixed
MAX_WARNING_MESSAGES	Int.	100000	>= 0
MAX_WARNING_EXIT_FLAG	Bool	TRUE	TRUE/FALSE, YES/NO, 1/0, T/F, Y/N

Configuration Keys

REQ? KEY	TYPE	DEFAULT	VALUE RANGES
MAX_PROBLEM_COUNT	Int.	0	>= 0
NUMBER_OF_THREADS	Int.	1	1..24

System File Keys

REQ? KEY	TYPE	DEFAULT	VALUE RANGES
<input checked="" type="checkbox"/> NODE_FILE	File		[project_directory]filename
<input checked="" type="checkbox"/> LINK_FILE	File		[project_directory]filename
<input checked="" type="checkbox"/> PARKING_FILE	File		[project_directory]filename
<input checked="" type="checkbox"/> LOCATION_FILE	File		[project_directory]filename
SHAPE_FILE	File		[project_directory]filename
ACCESS_FILE	File		[project_directory]filename
VEHICLE_FILE	File		[project_directory]filename.*
TRIP_FILE	File		[project_directory]filename.*
PLAN_FILE	File		[project_directory]filename.*
NEW_SELECTION_FILE	File		[project_directory]filename.*
NEW_VEHICLE_FILE	File		[project_directory]filename.*
NEW_TRIP_FILE	File		[project_directory]filename.*
NEW_PLAN_FILE	File		[project_directory]filename.*

Control Keys

REQ? KEY	TYPE	DEFAULT	VALUE RANGES
<input checked="" type="checkbox"/> OLD_NODE_FILE	File		[project_directory]filename
<input checked="" type="checkbox"/> OLD_LINK_FILE	File		[project_directory]filename
<input checked="" type="checkbox"/> OLD_LOCATION_FILE	File		[project_directory]filename
<input checked="" type="checkbox"/> OLD_PARKING_FILE	File		[project_directory]filename
OLD_SHAPE_FILE	File		[project_directory]filename
OLD_ACCESS_FILE	File		[project_directory]filename

Control Keys

REQ? KEY	TYPE	DEFAULT	VALUE RANGES
NEW_LOCATION_MAP_FILE	File		[project_directory]filename
NEW_PARKING_MAP_FILE	File		[project_directory]filename

Notes

Each '_FILE' key has a corresponding '_FORMAT' key. The following file formats can be used for input and output files.
TEXT, BINARY, FIXED_COLUMN, COMMA_DELIMITED, SPACE_DELIMITED, TAB_DELIMITED, CSV_DELIMITED, DBASE, SQLITE3, VERSION3