

User Manual

Green Light District – January 2021

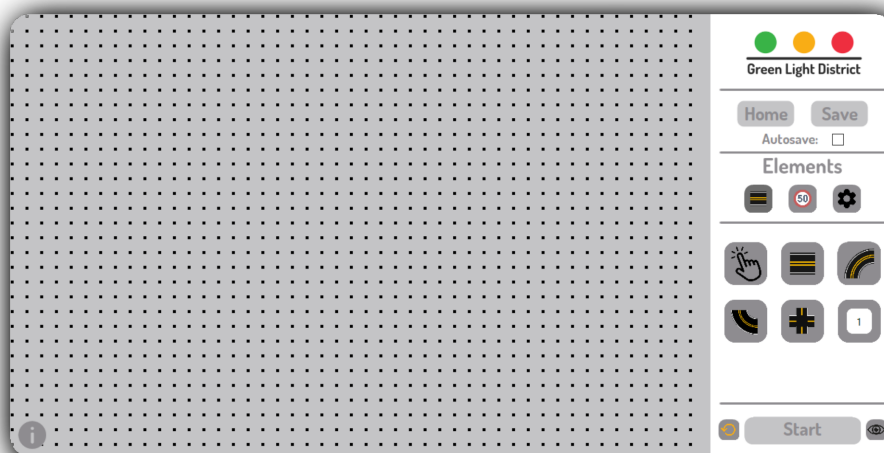
Once running the Green Light District program you will first see the Start screen. The Start screen allows you to create new project, choose existing, pre-programmed presets, open projects from the file directory and open a recent project. On the top right of the screen you see our logo, the logo has a double purpose because it serves as the close, enlarge and minimise buttons. Around the logo is an area which allow you to move the screen around upon dragging. On the right bottom you'll see an about button which guides you to our website.



When a (new) project has been opened you'll see the Build screen. Here you will be able to build to a road network. On the right hand side of the screen you see several buttons. 'Home' will go back to the Start screen. 'Save' will save the current project and Auto save will enable the program to automatically save the project on a certain time interval. Beneath that you see the Elements. Here you can choose the categorie of tools you would like to use. By clicking on a tool, you are able to use these tool on the Grid, which is the area with all the dots. In de Element > Settings. You can enable or disable certain settings.

The tools work on a Click-principle. You click on one gridpoint to start and on another to end. The number of lanes can be regulated by adjusting the number in de box. In the bottom right corner you see a Undo button, which reverts your last move, a Start button which guides you to the Simulation menu (next page) and a Visibility button to make the hitboxes (in)visible.

The mouse to, located in the Road and Sign Elements will allow you to click on the elements and Interact with it.



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When your road network is ready for testing and you pressed on 'Start' in the Build screen, you will arrive at the Simulation screen. On the right hand side are the settings located. You can adjust world, vehicle and driver settings and give each group various characteristics. In the bottom right corner you can adjust the simulation speed and start, pause, and reset the simulation. The red Stop button will bring you back to the build menu.



Throughout the rest of the program we have used pop up menu's to make adjustments to particular parts.

On the left you see a junction. Each lane has a node. With the 'Select' button you can select one node. With the 'Link' button you can link the selected node to other nodes. The 'Disable' button will disable a node.

In the middle you can see the menu to adjust a speed sign. The 'Flip sign' button will flip the sign to the other side of the road.

On the right you see a road. You can adjust the direction of the road just by clicking on the red direction symbol..

All menu's also allow you to save and delete a certain part of the road network.

