

Comparison between current and fix (NIE map)

- Solution Middle point between entry and exit
 - Solution description
- Solution Distant middle point between entry and exit
 - Solution description
- Calculate heading on distant points
 - Solution description

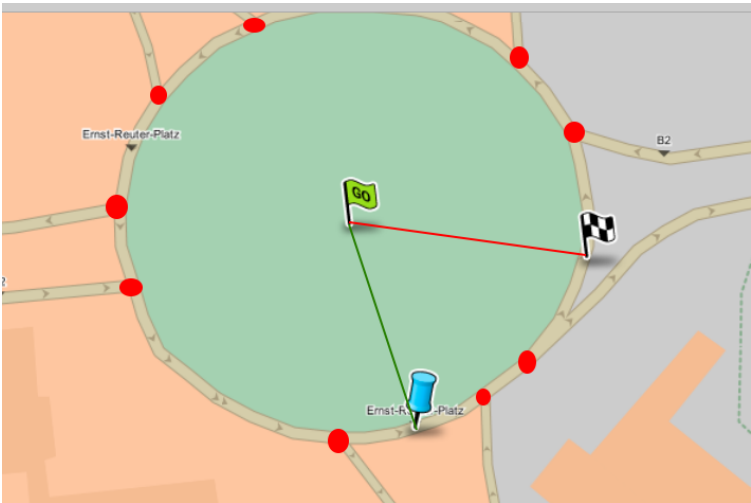
Solution Middle point between entry and exit

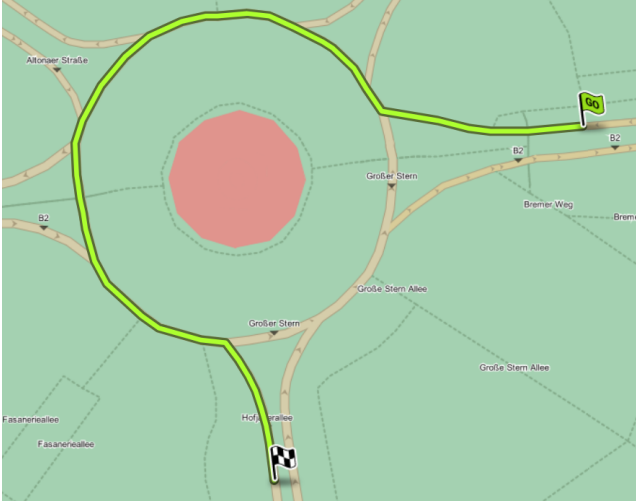
Solution description

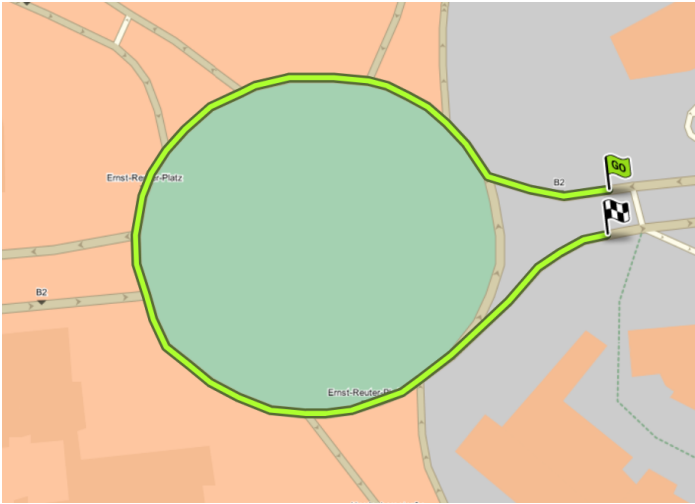

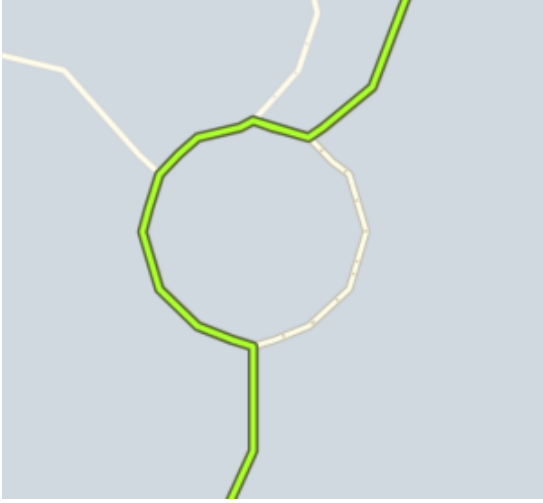
The angle is calculated between 3 points entry, exit and roundabout center.

Exit and entry points are the middle point on the roundabout between entry and exit.

Red dots are junctions entry/exit line connects to roundabout.



Opinion	Route	Picture	Before fix	After fix
Neutral	route		<code><nie:on_route_angle>SharpLeft</nie:on_route_angle></code>	<code><nie:on_route_angle>Left</nie:on_route_angle></code>

Neutral	route		<pre><nie: off_route_angles>Straigh t, SlightRight, Right, SharpLeft</nie: off_route_angles></pre>	<pre><nie: off_route_angles>Straight, SlightRight, SharpRight, SharpLeft</nie: off_route_angles></pre>
Improvem ent	route		<pre><nie:on_route_angle>Sh arpLeft</nie: on_route_angle> <nie:off_route_angles>St raight, Right</nie: off_route_angles></pre>	<pre><nie:on_route_angle>Sligh tLeft</nie:on_route_angle> <nie:off_route_angles>Sligh tRight, Right, SharpLeft< /nie:off_route_angles></pre>
Neutral	route		<pre><nie:on_route_angle>Str aight</nie: on_route_angle></pre>	<pre><nie:on_route_angle>Sligh tLeft</nie:on_route_angle></pre>

<div>Improvement</div>	<div>route</div>		<div> <div> <nie:on_route_angle>SharpLeft</nie:on_route_angle> </div> <div> <nie:off_route_angles>Straight, SlightRight</nie:off_route_angles> </div> </div>	<div> <div> <nie:on_route_angle>Back</nie:on_route_angle> </div> <div> <nie:off_route_angles>Straight, Right, Left</nie:off_route_angles> </div> </div>
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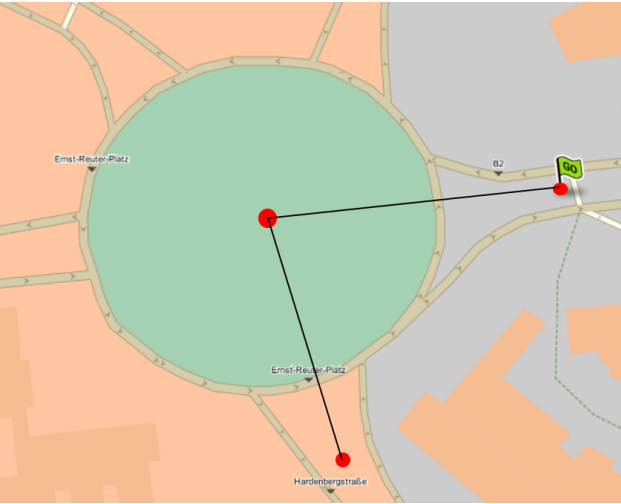
Solution Distant middle point between entry and exit

Solution description


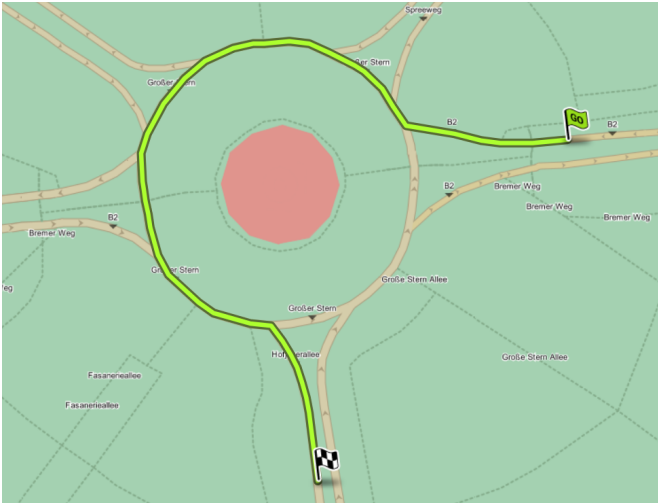

The angle is calculated between 3 points entry, exit and roundabout center.

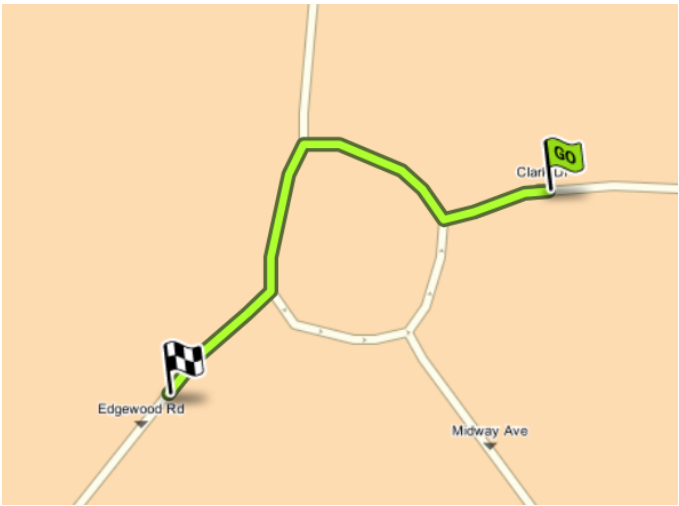
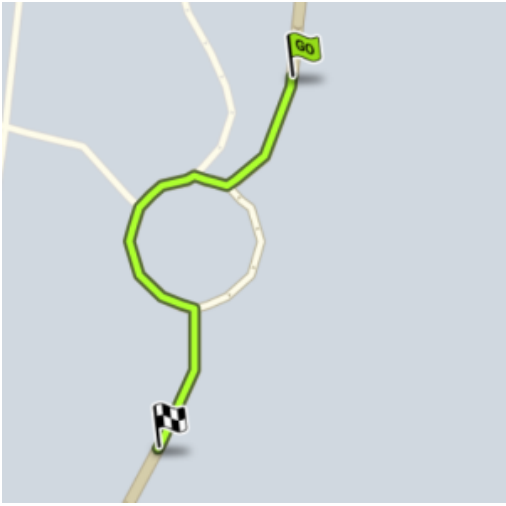
Exit and entry points are the middle point between distant points on entry and exit.

Example of such middle point.



Opinion	Route	Picture	Before fix	After fix
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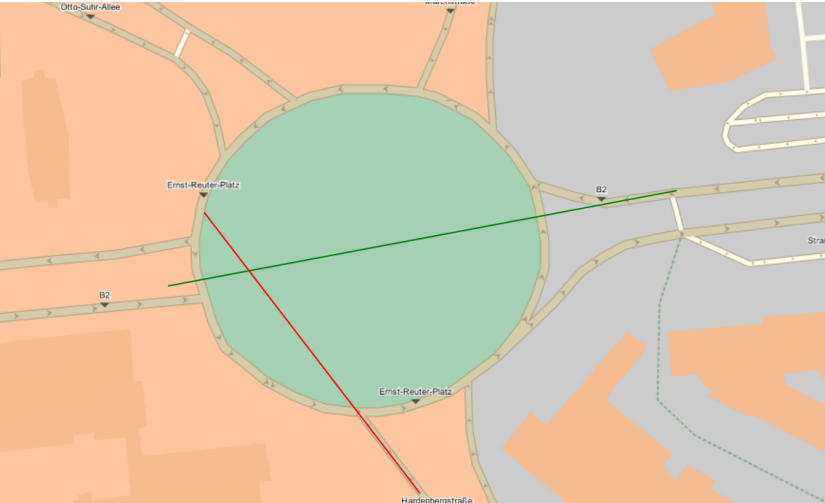
Improvement	route		<p><nie:on_route_angle> SharpLeft</nie: on_route_angle></p> <p><nie: off_route_angles>Strai ght, SlightRight</nie: off_route_angles></p>	<p><nie:on_route_angle> Back</nie: on_route_angle></p> <p><nie: off_route_angles>Str aight, Right, Left< /nie: off_route_angles></p>
Neutral	route		<p><nie:on_route_angle> SharpLeft</nie: on_route_angle></p>	<p><nie:on_route_angle> Left</nie: on_route_angle></p>
Improvement	route		<p><nie: off_route_angles>Strai ght, SlightRight, Right, SharpLeft</nie: off_route_angles></p>	<p><nie: off_route_angles>Str aight, SlightRight, Sh arpRight, Left</nie: off_route_angles></p>



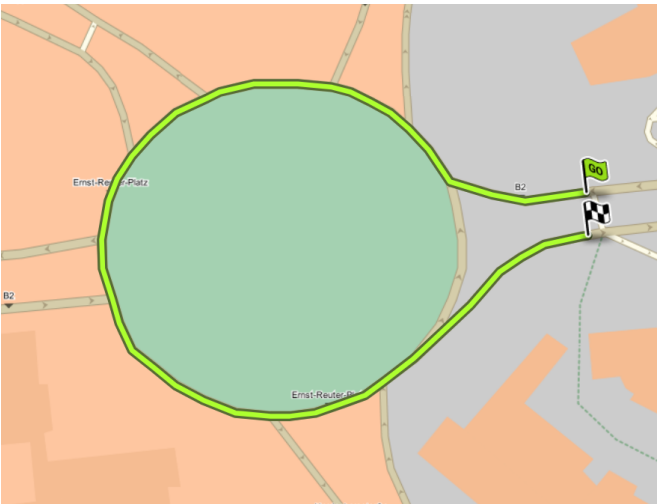
Improvem ent	route		<nie:off_route_angles> SharpRight , Left</nie: off_route_angles>	<nie: off_route_angles> Rig ht , Left</nie: off_route_angles>
Neutral	route		<nie:on_route_angle> Straight </nie: on_route_angle>	<nie:on_route_angle> SlightLeft </nie: on_route_angle>



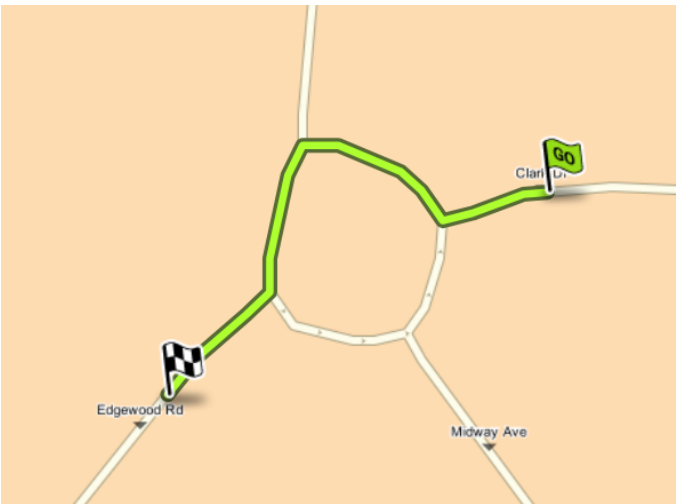
Calculate heading on distant points

Solution description

It is kind of improving original solution but instead of calculating relative angle between entry and exit on arc base the distant point heading is used.

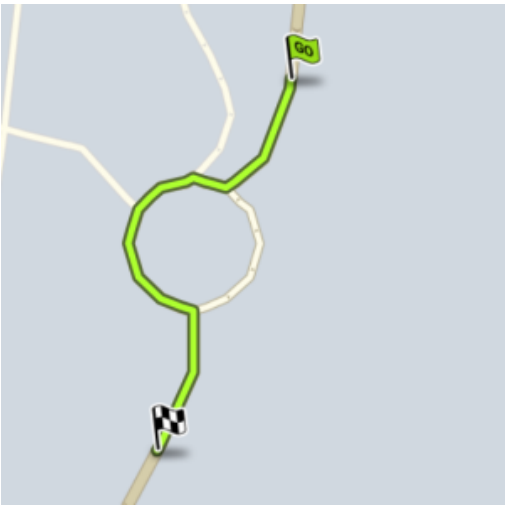


Opinion	Route	Picture	Solution Distant middle point between entry and exit	New fix
Neutral	route		<nie: off_route_angles>Straight, Right , Left</nie: off_route_angles>	<nie: off_route_angles>Straight, SlightRight , Left</nie: off_route_angles>
Improvement Such situation can also be fixed via de duplication NAV-78876 - Getting issue details... <div>STATUS</div>	route		<nie: off_route_angles>SharpRight, SlightLeft</nie: off_route_angles>	<nie: off_route_angles>SharpRight, SlightLeft, Left </nie: off_route_angles>
Regression	route		<nie: off_route_angles>Straight, SlightRight, SharpRight , Left</nie: off_route_angles>	<nie: off_route_angles>Straight, SlightRight, SharpLeft </nie: off_route_angles>

Regression	route		<nie: off_route_angles> Strai ght , Right, SharpRight, Left</nie: off_route_angles>	<nie: off_route_angle s> Sligh tRight , Right, S lightLeft , Sharp Left < /nie: off_route_angle s>
Neutral	route		<nie: off_route_angles> Sligh tRight , Sha rpRight , Left</nie: off_route_angles>	<nie: off_route_angle s> Right , Left < /nie: off_route_angle s>
Neutral	route		<nie: off_route_angles> Right , Left </nie: off_route_angles>	<nie: off_route_angle s> Right , Sharp Left < /nie: off_route_angle s>

Neutral

route



<nie:
on_route_a
ngle>**Slight
Left**</nie:
on_route_a
ngle>

<nie:
on_rout
e_angle>
**SlightR
ight**<
/nie:
on_rout
e_angle>