

CornerWIN



Computer program for Turning Calculations

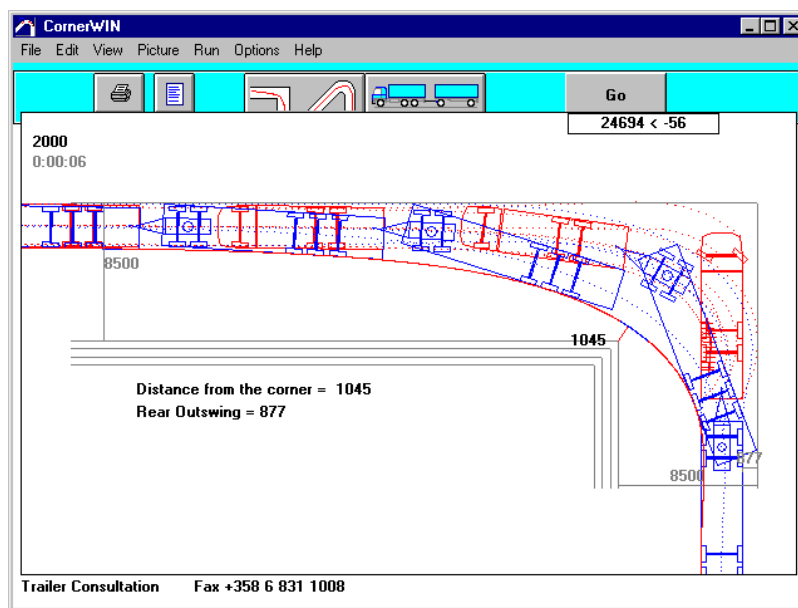


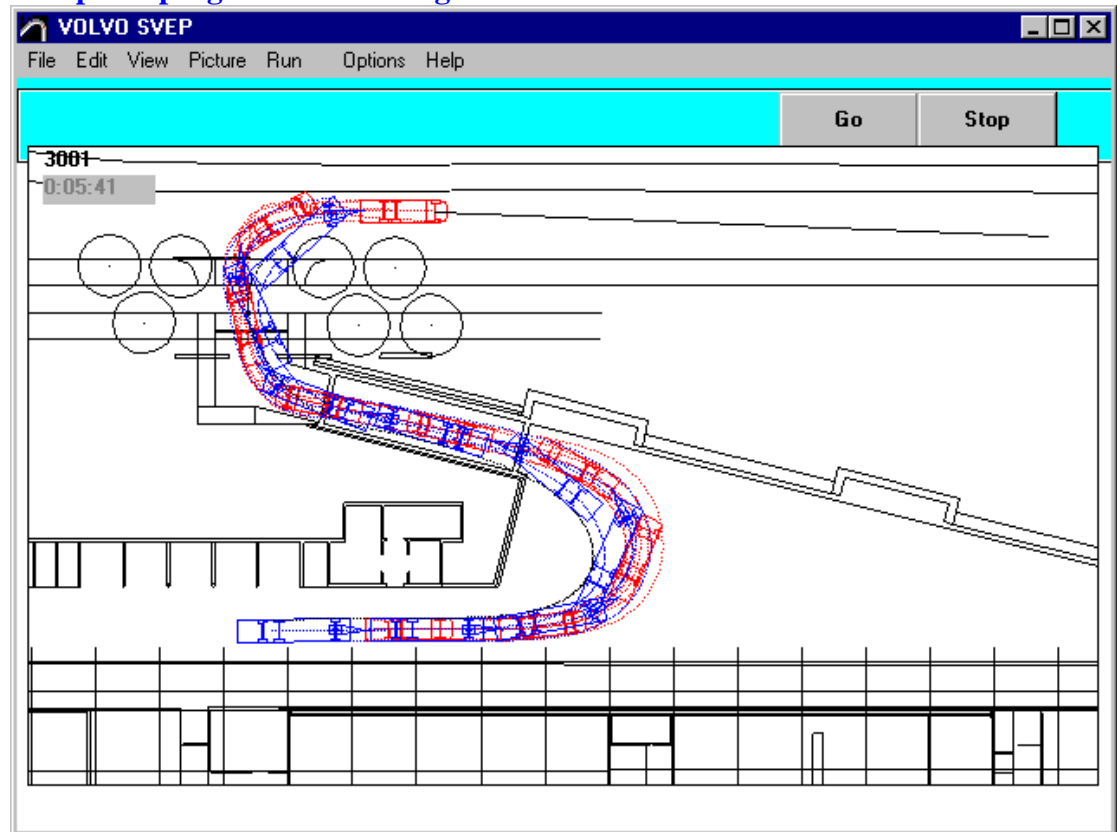
Table of Contents

CornerWIN	3
Example 1 (Vehicle from TrailerWIN)	4
Starting CornerWIN	4
Choosing type of turning calculation	4
90 Degrees Swedish Standard.....	5
Printing.....	6
Save Calculation.....	7
Example 2 (Using model vehicles)	8
Starting CornerWIN	8
Choosing model vehicle	8
Choosing type of turning calculation (360°).....	9
Printing.....	10
Save Calculation.....	11
CornerWIN Toolbar	11
Vehicle Data	12
Trailer Load.....	13
Corner Mode	14
EU Circle	14
Turning Radius Kerb Radius	15
90 Deg. Corner	15
90 Deg Arc	15
120 Deg. Arc	16
180 Deg Arc	16
360 Deg Circle	17
Circle	17
Pull	18
Intersection of the streets	18
Traffic circle 1	19
DXF Drawing (as map).....	19
To pull the vehicle.....	20
How to add own DXF-pictures as map.	22
Draw lines on the map	23
Line	23
Polyline	23
Rectangles.....	23
Circles.....	23
Dimensions: horizontal and vertical.....	23
Edit Drawing Objects.....	24
Delete Drawing Objects.....	24
Menu File	24
Save Calculation.....	24
Save as DXF-FILE.....	24
Save as DXF-FILE (Entities only).....	25
Save as Bitmap (.BMP-file)	25
Print	25
Exit.....	25
Menu View	25
Result as text	25
Window Size.....	25
Menu Options	26
Picture.....	26
Picture drawing distance.....	26
Printer line width.....	26
Contact Data	26
Index	27

CornerWIN

CornerWIN 2.0

Computer program for Turning Calculations



The alternatives are as follows:

- Circle 12.5 m (EU-Circle) Outer Radius 12.5m , inner Radius 5.3m
- 90 Degrees Swedish Standard Drive round 90° corner
- 90 Degrees Arc Drive in 90° sector
- 120 Degrees Arc Drive in 120° sector
- 360 Degrees Circle Direct to circle , drive trough the circle and direct out.
- Arc Drive in sector. You choose Radius and sector angle.
- Circle Continuous drive in a circle
- Pull Steering the vehicle by pulling with mouse

Easy way to begin; show examples:

Example 1 (Vehicle from TrailerWIN)

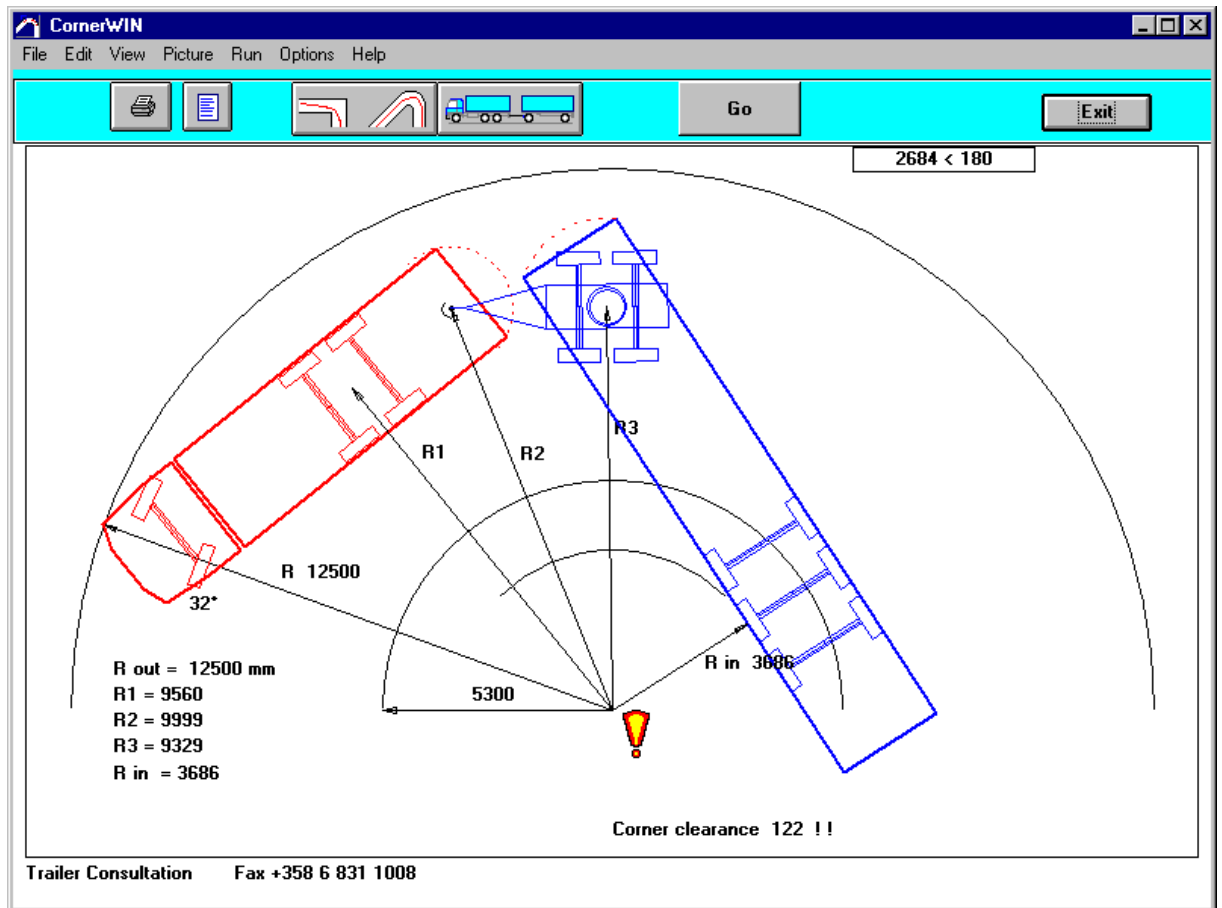
Contact Data Trailer Consultation and Importers

Example 1 (Vehicle from TrailerWIN) Starting CornerWIN

You can start the CornerWIN Program from TrailerWIN or using Windows Taskbar button **Start** - Programs - TrailerWIN - CornerWIN.

When You are at first modifying combination in TrailerWIN, then go to CornerWIN using Menu: Special – CornerWIN (also menu in TrailerWIN program).

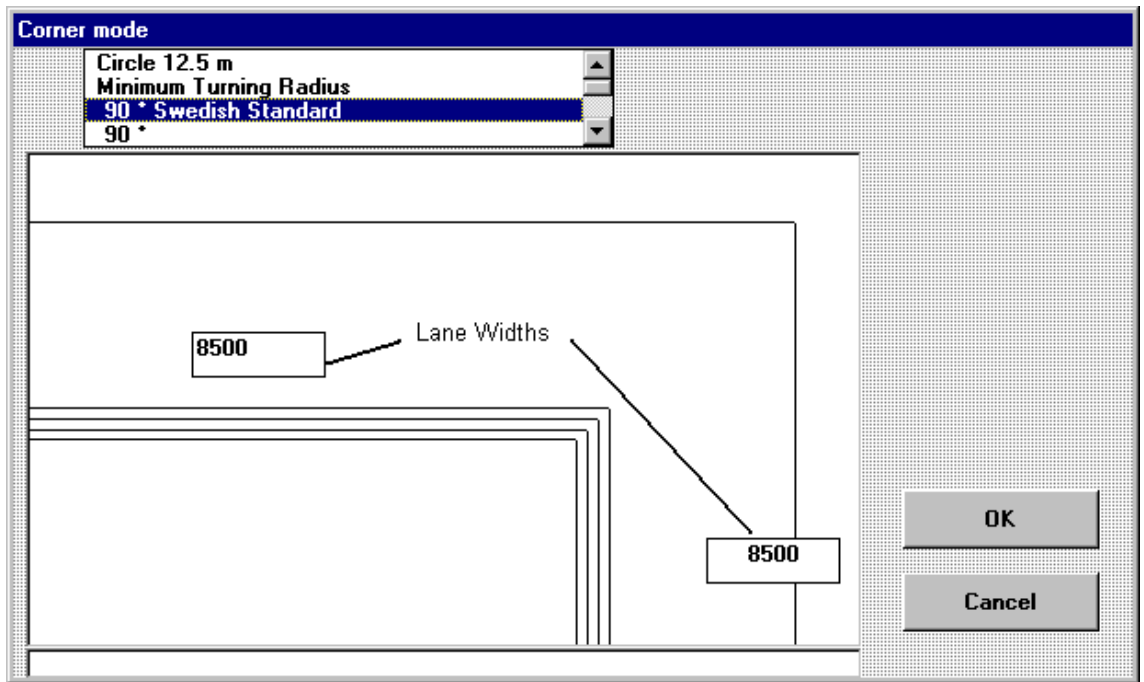
When You start CornerWIN program, you will get at first an EU-Circle turning calculation whit this vehicle, which you have handled at last time, when you started CornerWIN from TrailerWIN.



Choosing type of turning calculation



Click CornerMode button
or use menu Edit - CornerMode

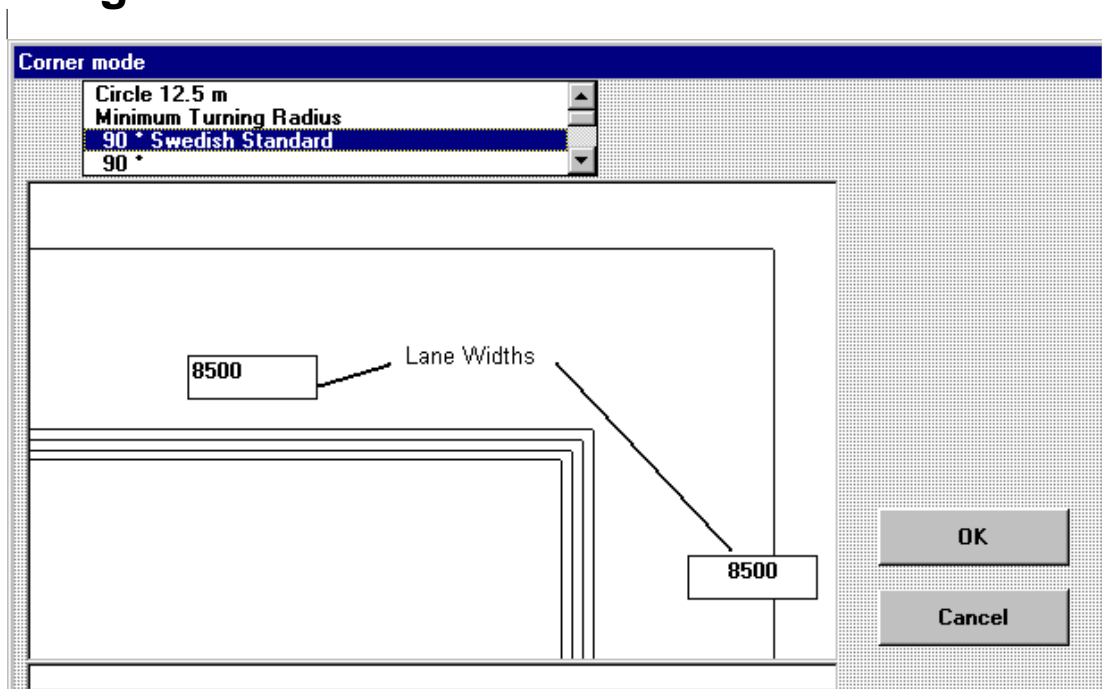


The alternatives are as follows:

- Circle 12.5 m (EU-Circle) Outer Radius 12.5m , inner Radius 5.3m
- 90 Degrees Swedish Standard Drive round 90° corner
- 90 Degrees Arc Drive in 90° sector
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- 360 Degrees Circle Direct to circle , drive trough the circle and direct out.
- Arc Drive in sector. You choose Radius and sector angle.
- Circle Continuous drive in a circle
- Pull Steering the vehicle by pulling

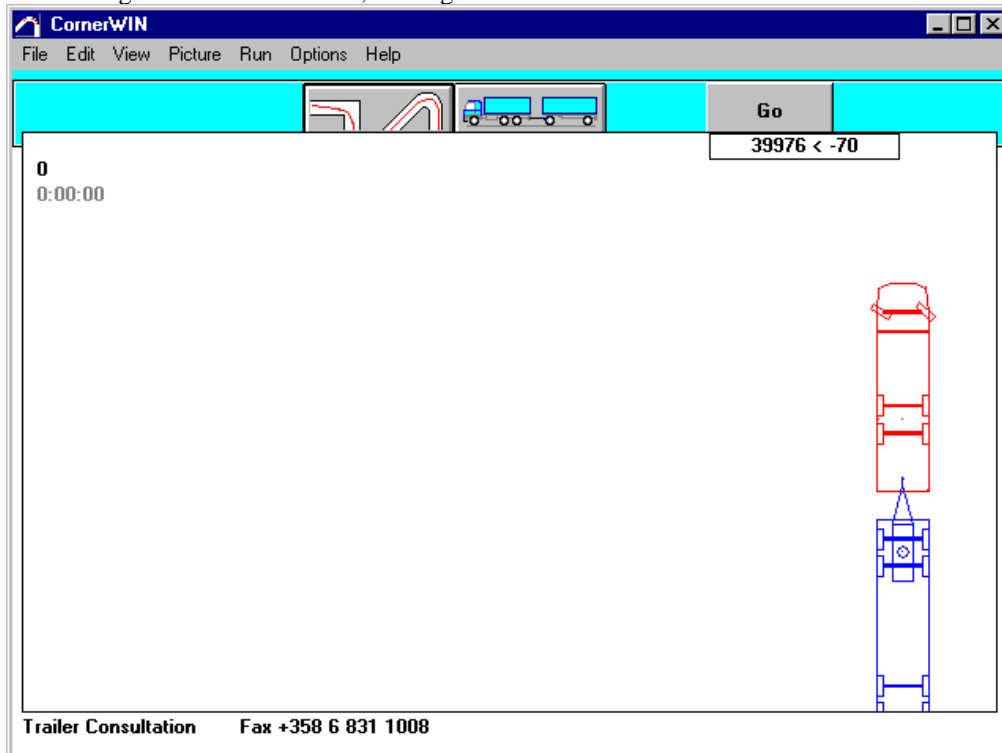
Choose 90 Degrees Swedish Standard

90 Degrees Swedish Standard

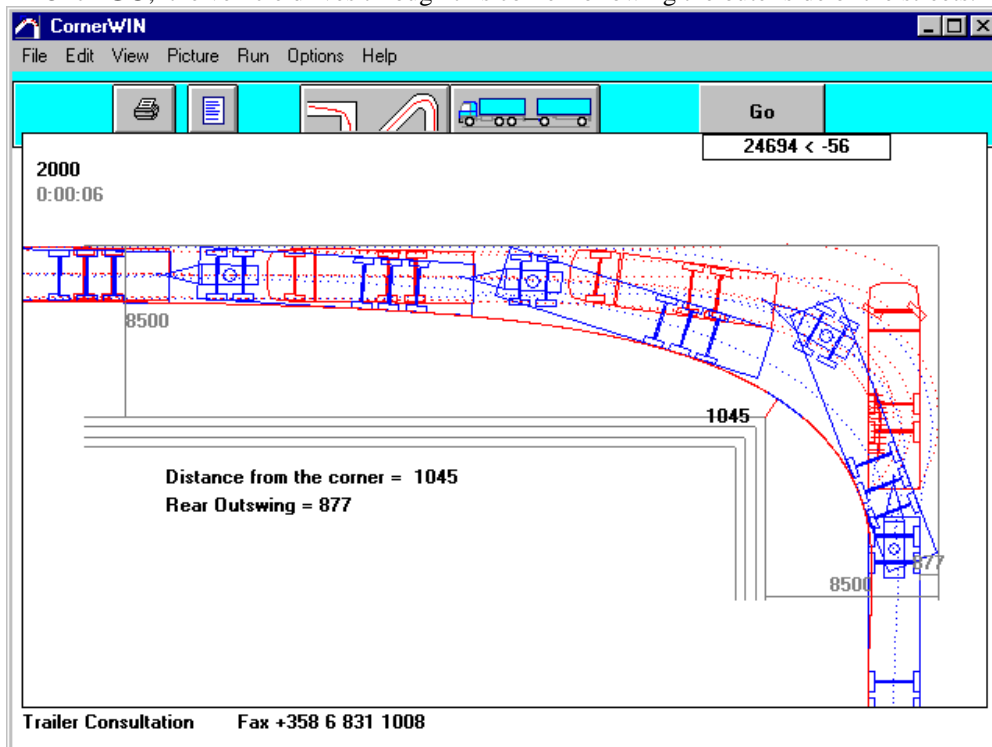


If needed you can change Lane Widths by writing new value. Default is 8500 mm for both. Click then OK.

You get truck on the screen, waiting for start. Click **GO**.



Click **GO**, the vehicle drives through this corner following the outer side of the streets.



The picture is in scale, you will see directly on the picture, was the lane width enough or not. You see also how much free space you had to the inside street corner and the outswing of the rear end.

Printing


Printing the turning picture

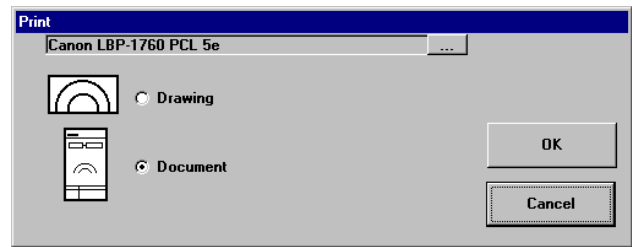
Click the **button Print**  or use **menu File – Print**

Print Window appears:

You can choose from two printing modes:

- Print Drawing : Print only turning picture using whole page for this.
- Print Document : Print vehicle drawing and turning picture on the same page.

- Button ... will open Printer Setup Window. You can choose printer.

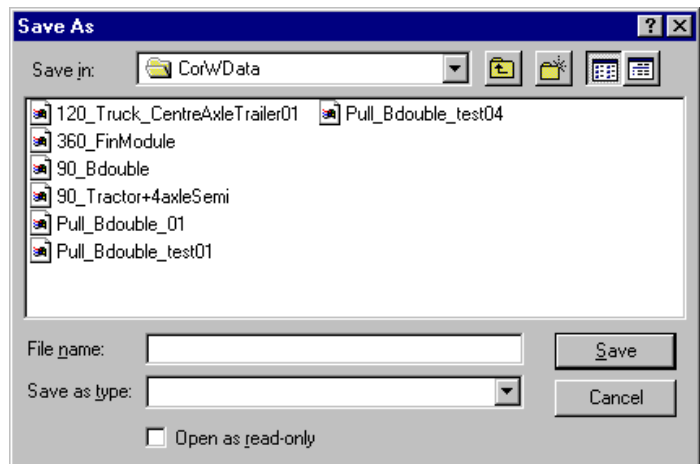


You are able to choose Printer line width changing options on the picture from menu Options - Picture.

Save Calculation

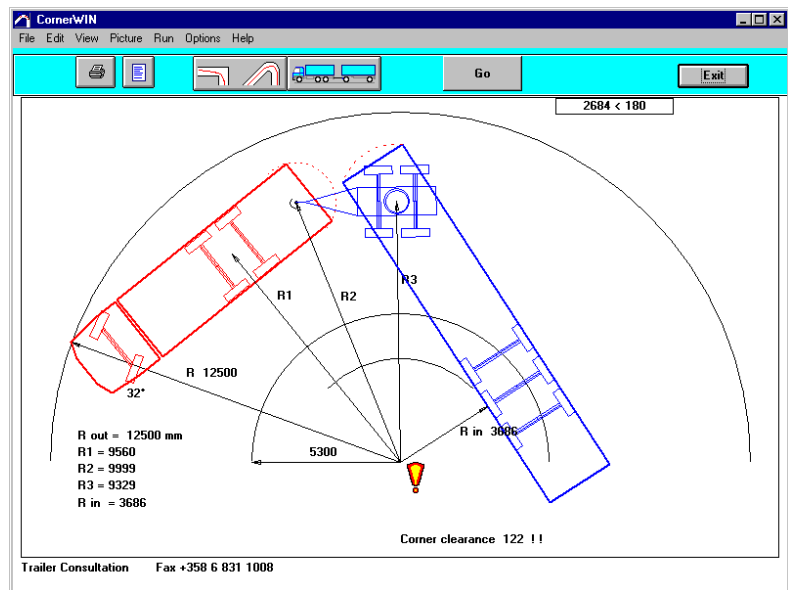
If you need this calculation later, you have to save it now.
Choose menu File – Save Calculation:

Write file name into File name textbox and click OK.



Example 2 (Using model vehicles) Starting CornerWIN

You can start the CornerWIN Program from TrailerWIN or using Windows Taskbar button **Start** - Programs - TrailerWIN - CornerWIN. You will get at first an EU-Circle turning calculation whit this vehicle, which you have handled at last time, when you started CornerWIN from TrailerWIN.

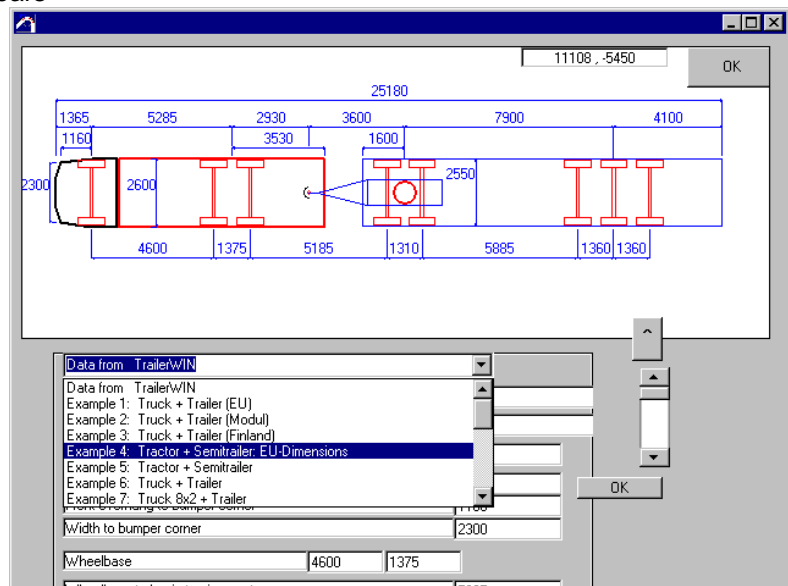


Choosing model vehicle

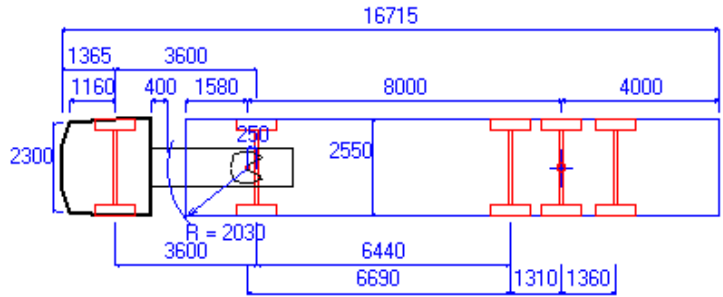


Click Vehicle data button or use Menu Edit – Vehicle Data. Vehicle data windows appears

Under the picture you see Combo box. Open this combo (click arrow button) And choose suitable model vehicle, for example: Tractor + Semitrailer: EU-Dimensions. You will a new vehicle on the screen



If needed, you can change dimensions; type new dimensions on textboxes,
 When you are ready, click small OK, and the picture will be updated.
 When you are ready with all modifications, click big OK button, on the right side of the picture.
 So you get this vehicle into the turning window.

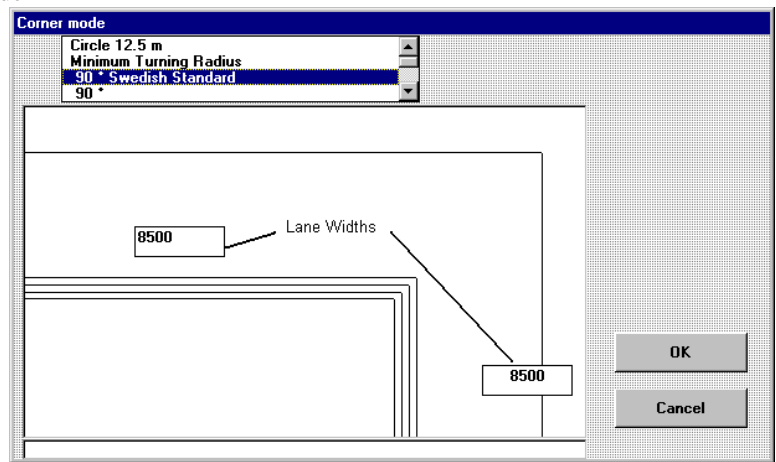


Choosing type of turning calculation (360°)

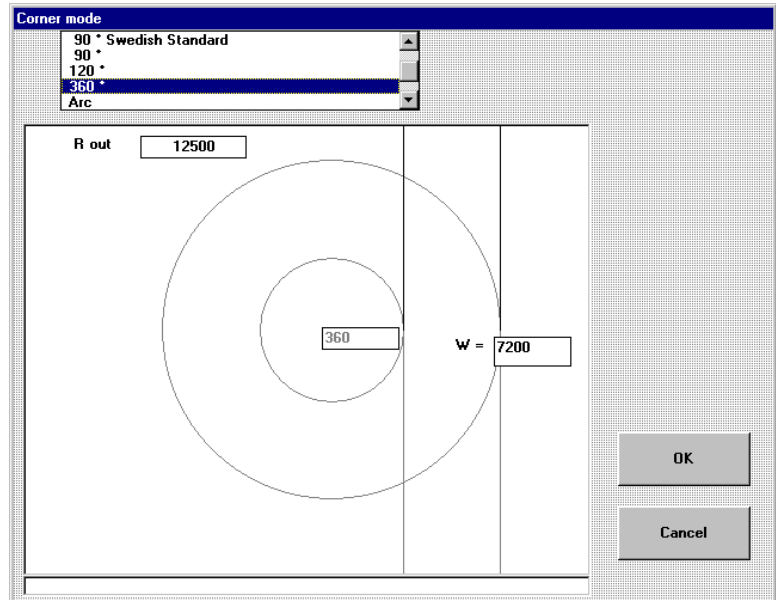


Click CornerMode button
 or use menu Edit - CornerMode

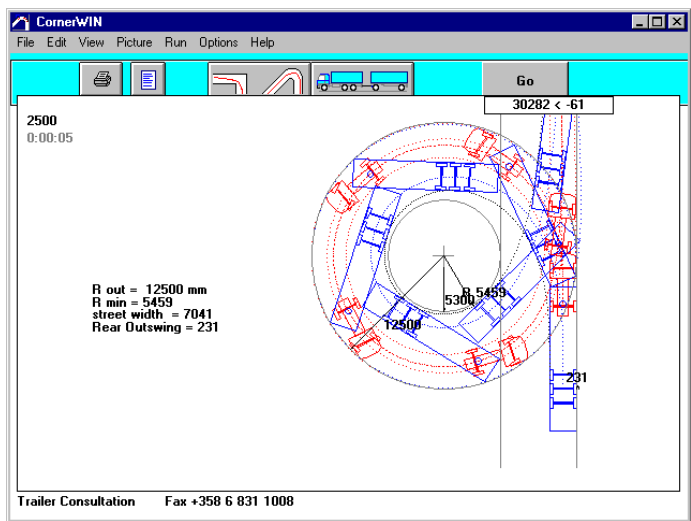
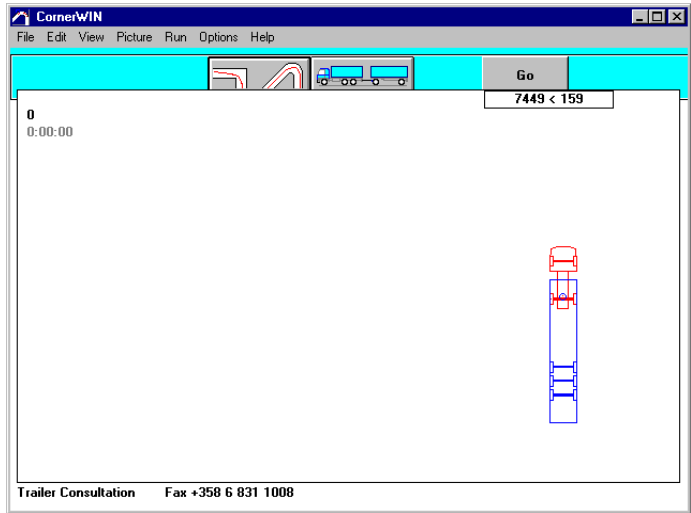
Choose then " 360° " (360 degrees circle):



Click then OK.



You get truck on the screen, waiting for start. Click **GO**.
 The vehicle comes to the circle, drives 360 degrees so that the front corner follows the circle, and then continues straight out from the circle to the original direction.
 Notices that with the long vehicle combinations this is not the same thing as the EU-circle.

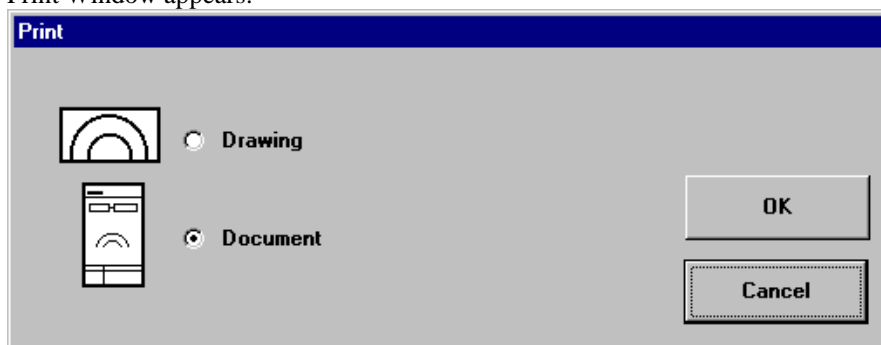


Printing

Printing the turning picture

Click the **button Print**  or use **menu File – Print**

Print Window appears:



You can choose from two printing modes:

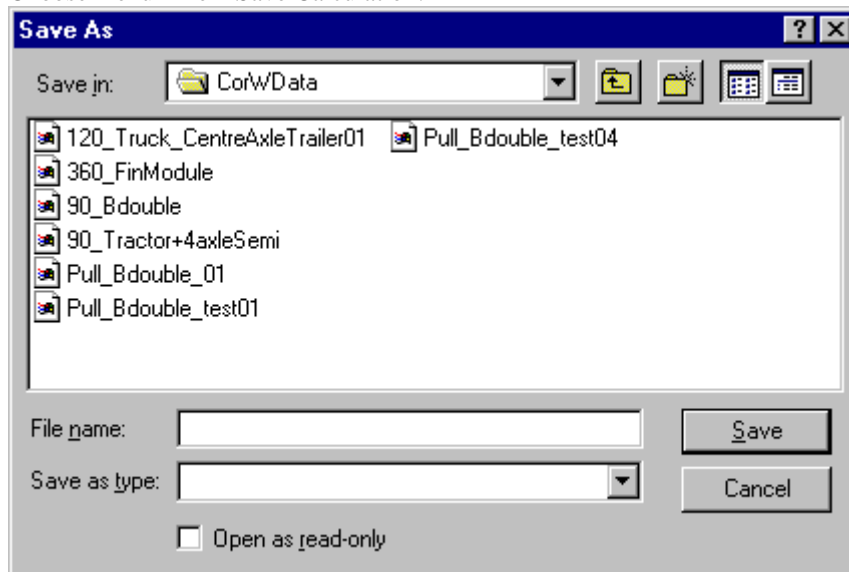
- Print Drawing : Print only turning picture using whole page for this.
- Print Document : Print vehicle drawing and turning picture on the same page.

You are able to choose Printer line width changing options on the picture from **menu Options - Picture**.

Save Calculation

If you need this calculation later, you have to save it now.

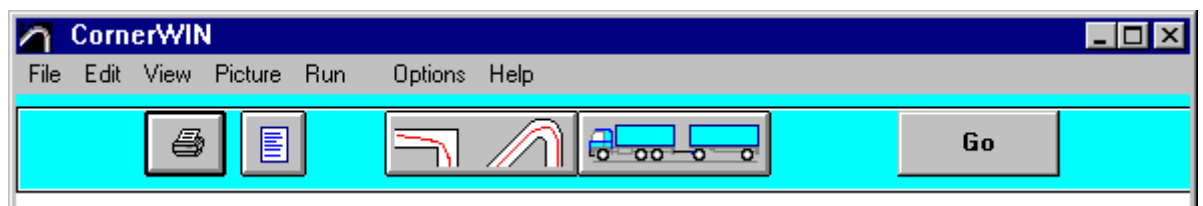
Choose menu File – Save Calculation:



Write file name into File name textbox and click OK.

CornerWIN Toolbar

Computer program for Turning Calculations



Corner Mode



Vehicle Data

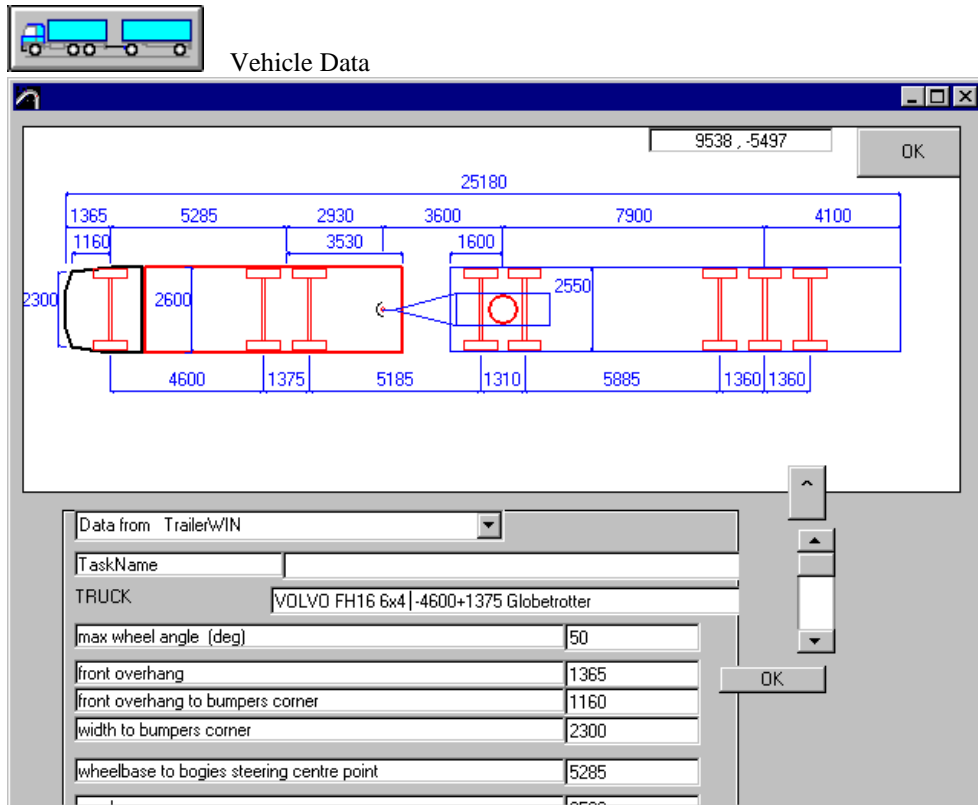


Print

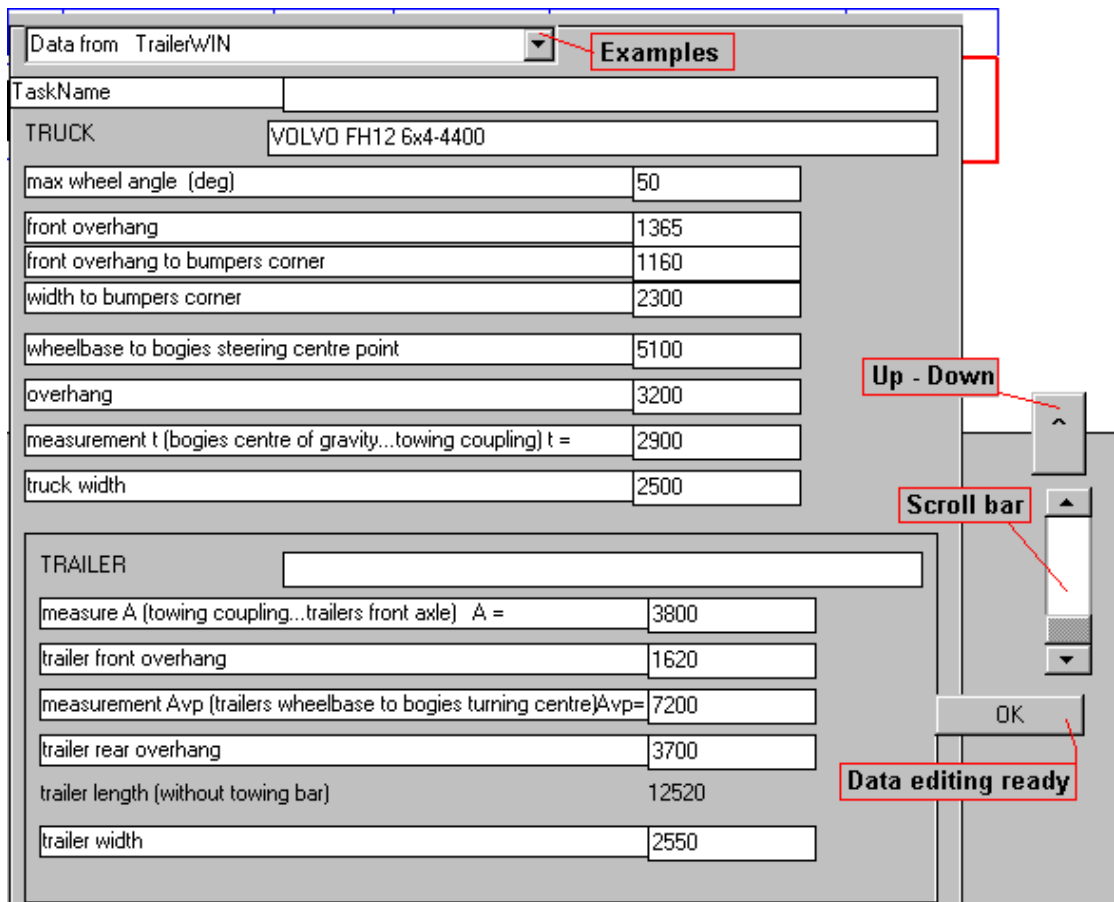


Text Data

Vehicle Data



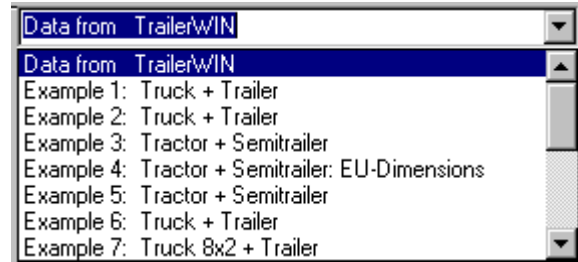
On this windows you can see or edit vehicle data.



Using scroll bar and Up-Down button you can see all data.

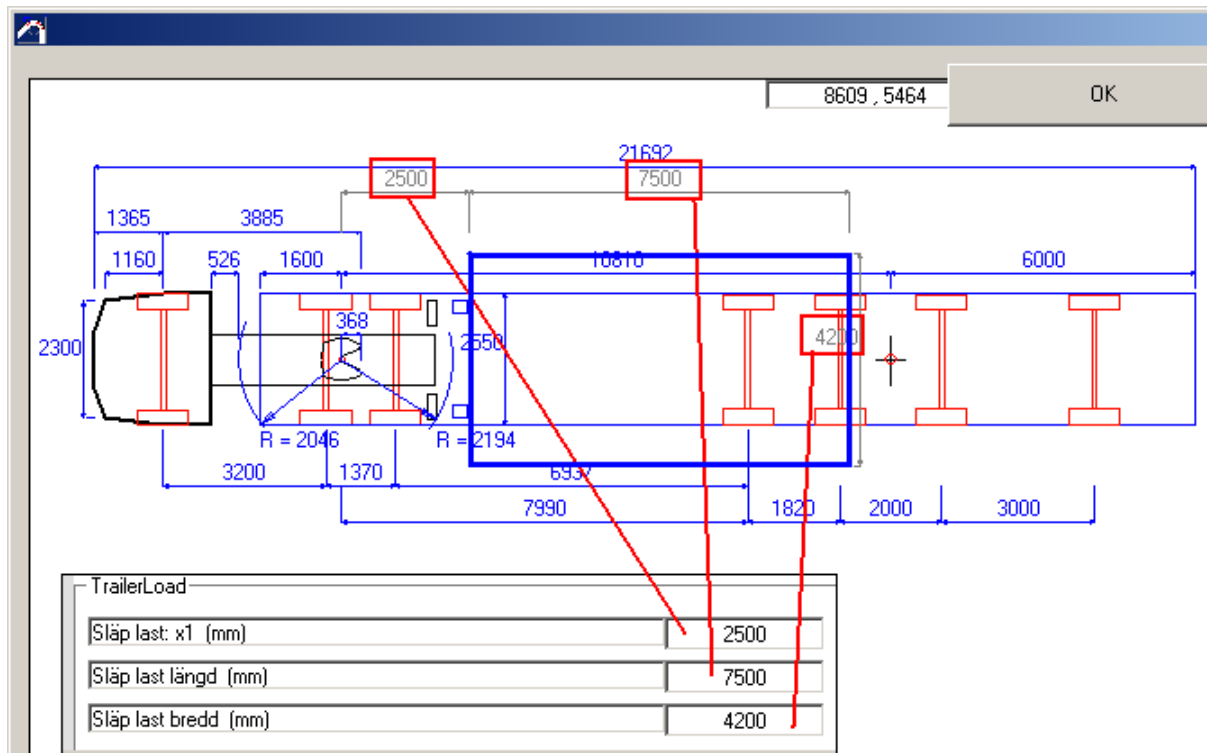
When you have edited data click on **OK** beside data. First after that you will take new data in use and you will see refreshed picture with new dimensions.

Most up on the data edit area is a listbox including example vehicles.



Trailer Load

With Trailer Load data it is possible to get some load on the trailer. Meaning of dimensions you see in the following picture



Corner Mode



or from Menu - **Corner mode**

From this menu you can choose the type of the turning calculation.

The alternatives are as follows:

Circle 12.5 m (EU-Circle)

Outer Radius 12.5m , inner

Radius 5.3m

90 Degrees Swedish Standard Drive

round 90° corner

90 Degrees Arc

Drive in 90°

sector

120 Degrees Arc

Drive in

120° sector

360 Degrees Circle

Direct to circle , drive trough
the circle and direct out.

Arc

Drive in

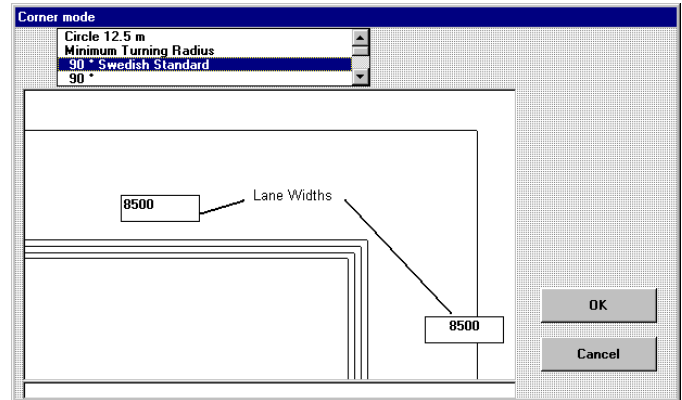
sector. You choose Radius and sector angle.

Circle

Continuous drive in a circle

Pull

Steering the vehicle by pulling

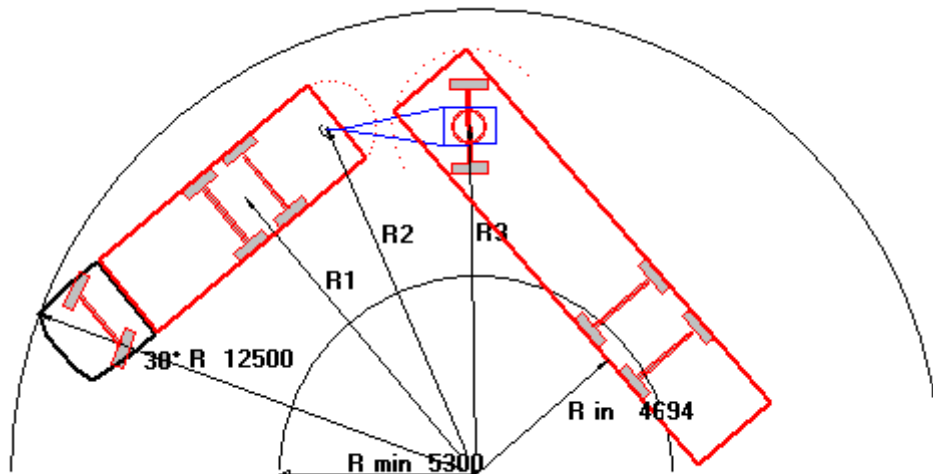


EU Circle

Calculating turning in EU circle.

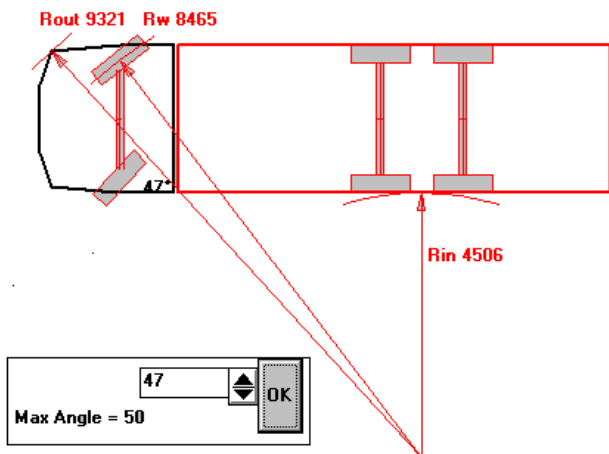
Outer radius in circle is 12.5 m and inside circle is 5.3 m.

The vehicle runs so that the front corner is on the outer circle. All parts of vehicle must be between these two circles.



Turning Radius Kerb Radius

Calculating Rout (Radius to the front corner of the vehicle) and Rw (Radius to the front wheel) with chosen steering angle.

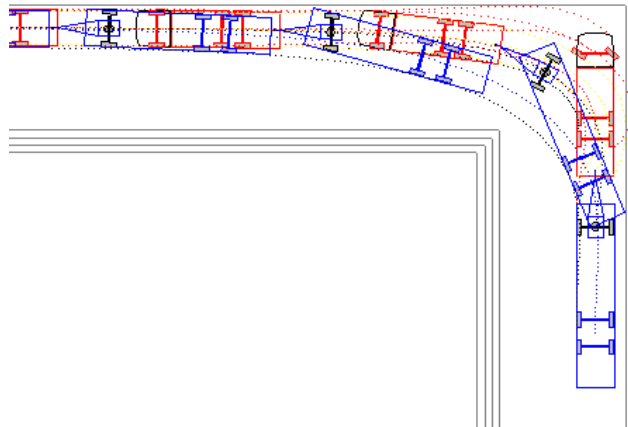


90 Deg. Corner

Calculating 90 deg rectangular corner. (Swedish rule).

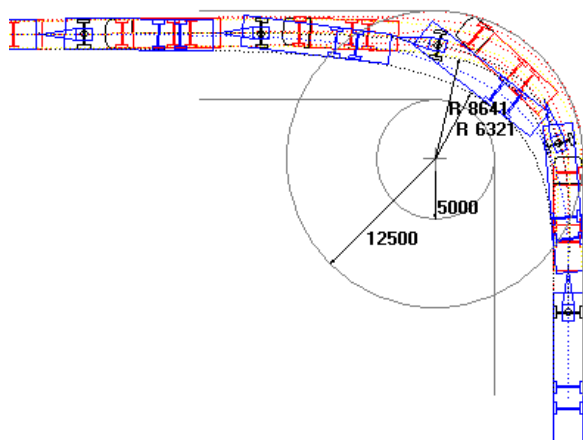
The vehicle is driving on right side of the street, makes turning using maximum steering angle, and then follows the right side of the street. Default Street width is 8.5meter.

The Program calculates the minimum distance to the inner corner.



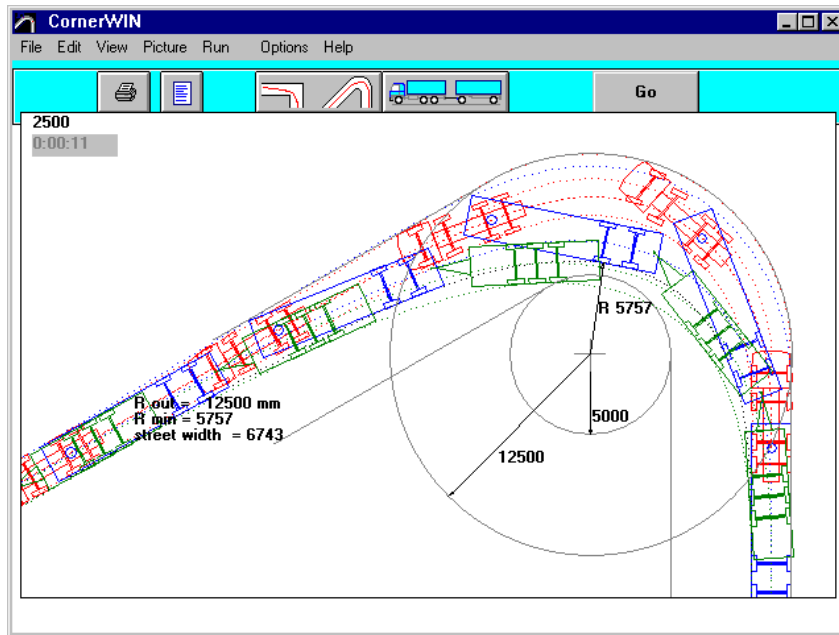
90 Deg Arc

Turning in 90 deg arc. The vehicle comes direct, tangential to the circle, drives 90 degrees, following the outer side of the circle and then drives tangential out.



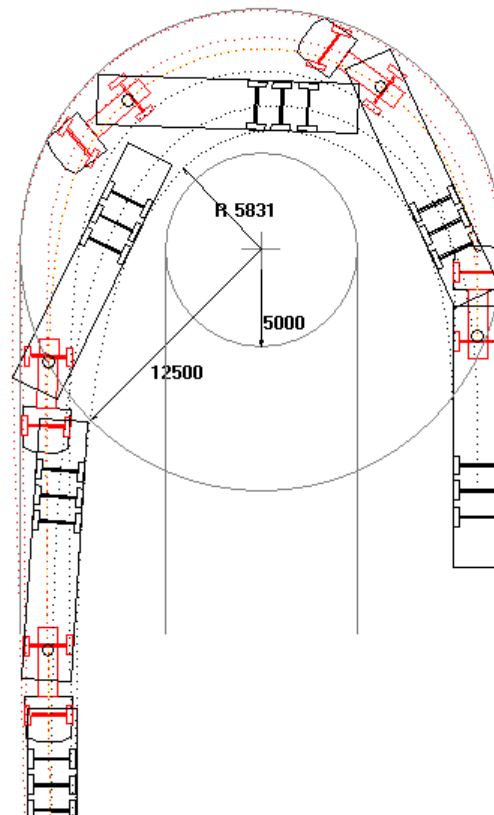
120 Deg. Arc

Turning in 120 deg arc. The vehicle comes direct, tangential to the circle, drives 120 degrees, following the outer side of the circle and then drives tangential out.



180 Deg Arc

Turning in 180 deg arc. The vehicle comes direct, tangential to the circle, drives 180 degrees, following the outer side of the circle and then drives tangential out.



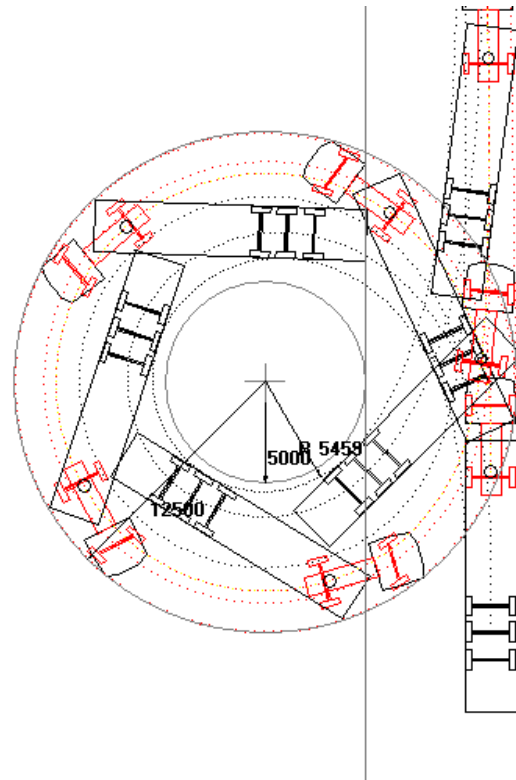
360 Deg Circle

Turning in 360 deg arc. The vehicle comes direct, tangential to the circle, drives full circle, 360 degrees, following the outer side of the circle and then drives tangential out.

The default radius is 12.5 m.

The Program calculates the minimum radius R_{in} to the vehicle inside.

The result is not identical with the result in EU-Circle or Circle turning modes. The long vehicle do not get the same position (angles between truck and trailer, etc.) what is the position when the vehicle is running continuous in the circle.



Circle

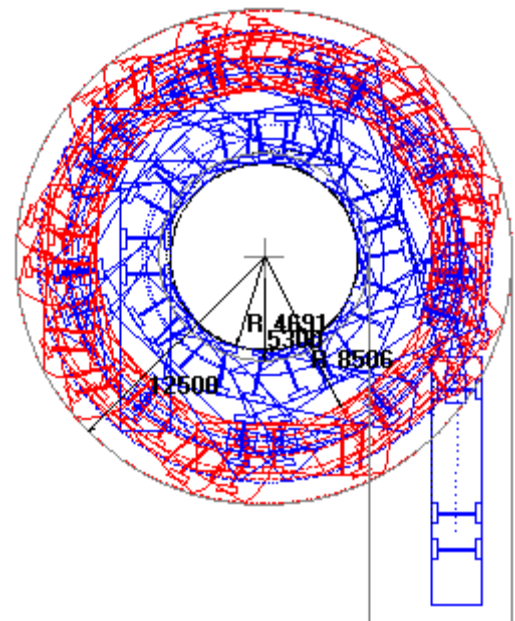
Driving in circle continuously.

The default radius is 12.5 m.

The Program calculates the minimum radius R_{in} to the vehicle inside.

The result should be almost identical with the result in EU-Circle, .

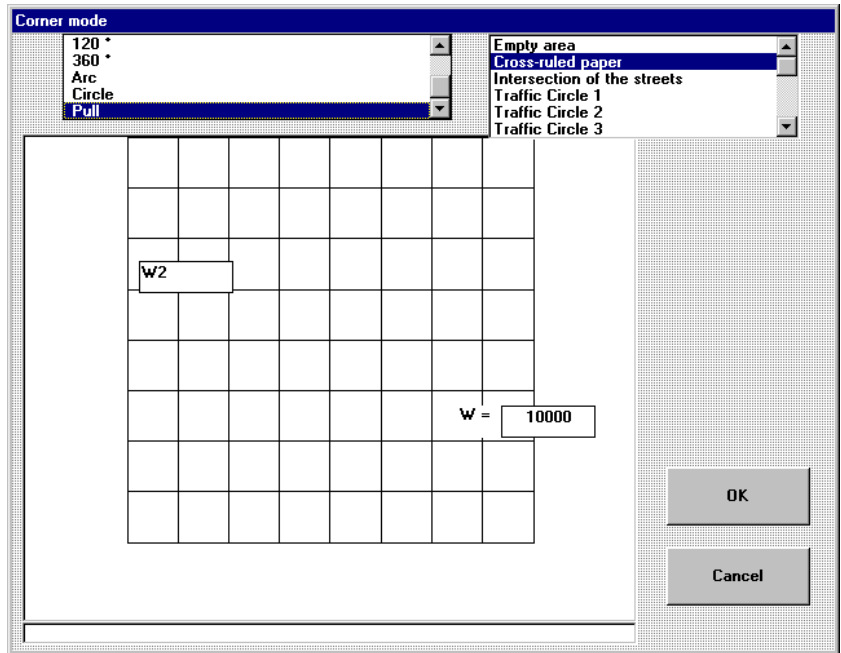
(This is not the same thing as calculating turning in 360 deg arc.)



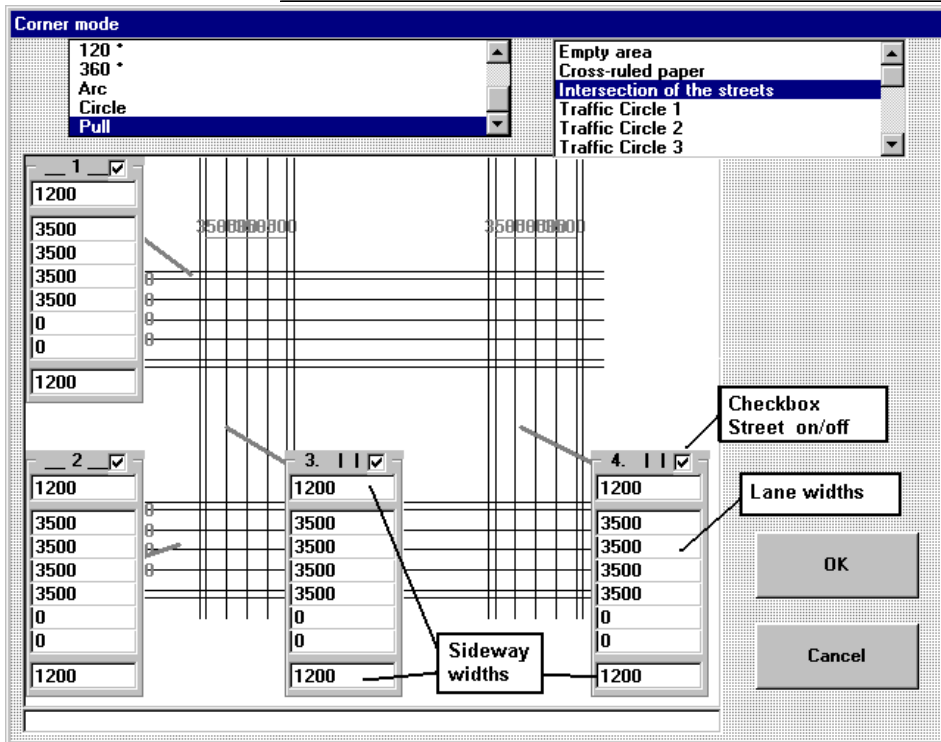
Pull

When you choose "pull", the map listbox appears. You can choose background "map" from this listbox.

Some of maps are editable:
 Editable maps:
 Intersection of the streets, Traffic circle 1



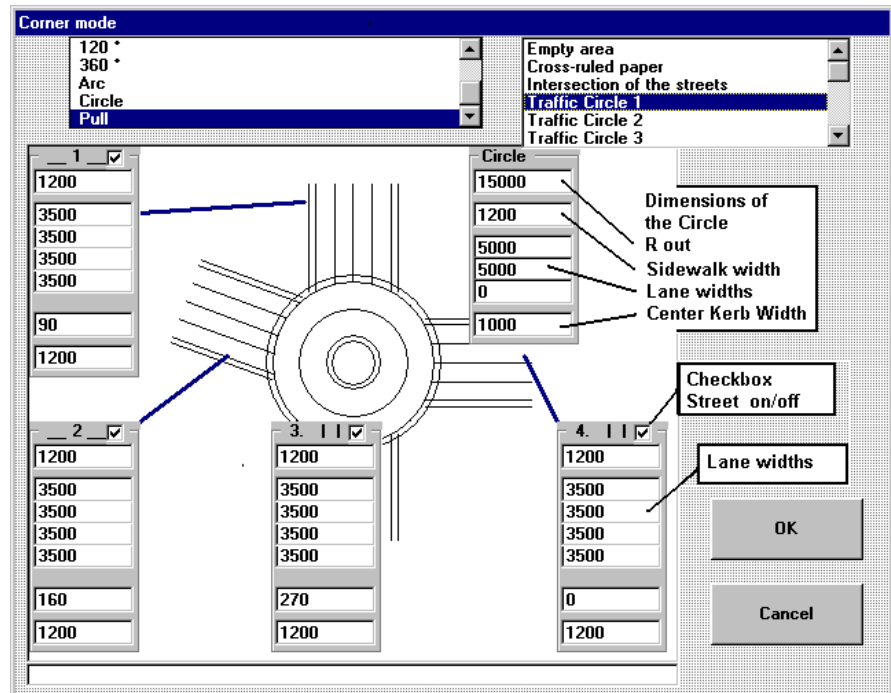
Intersection of the streets



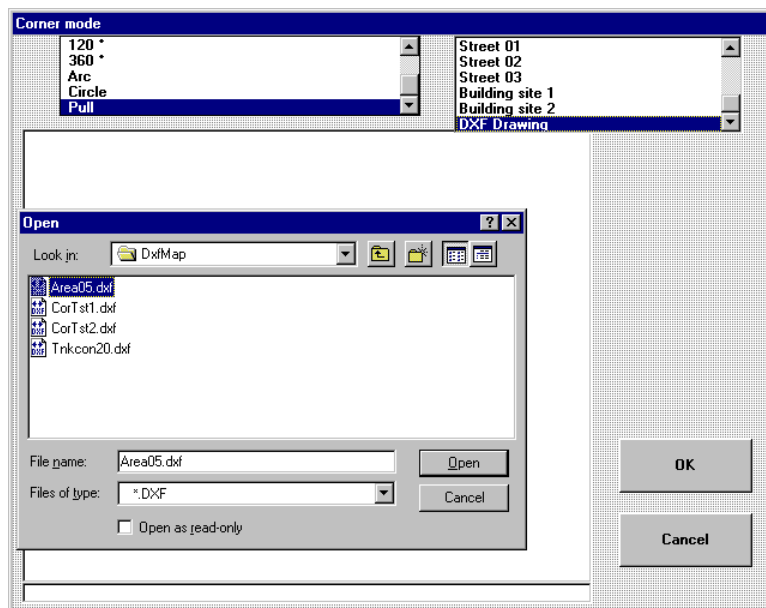
Using Checkboxes : "Street on/off" You can choose if you have all four streets on picture. You are also able to change lane widths and sidewalk widths. If you will have two-lane street; give width for two lanes, and type width of other lanes to 0.

Traffic circle 1

Using Checkboxes : "Street on/off"
 You can choose if you have all four streets on picture.
 You are also able to change lane widths and sidewalk widths.
 If you will have two-lane street; give width for two lanes, and type width of other lanes to 0.
 You can also change dimensions of the circle.



DXF Drawing (as map)



If you choose **DXF Drawing** as map, you will get a file open dialog for choosing a DXF drawing.

The default directory for map drawings is subdirectory **DXFMAP**, the whole path for example: **C:\TRAILERW\DXFMAP**.

If you will use own DXF drawing as map in CornerWIN, then save DXF files in this directory.

The Drawing must be simple drawing. Use only basic drawing items: lines, circles, arcs.

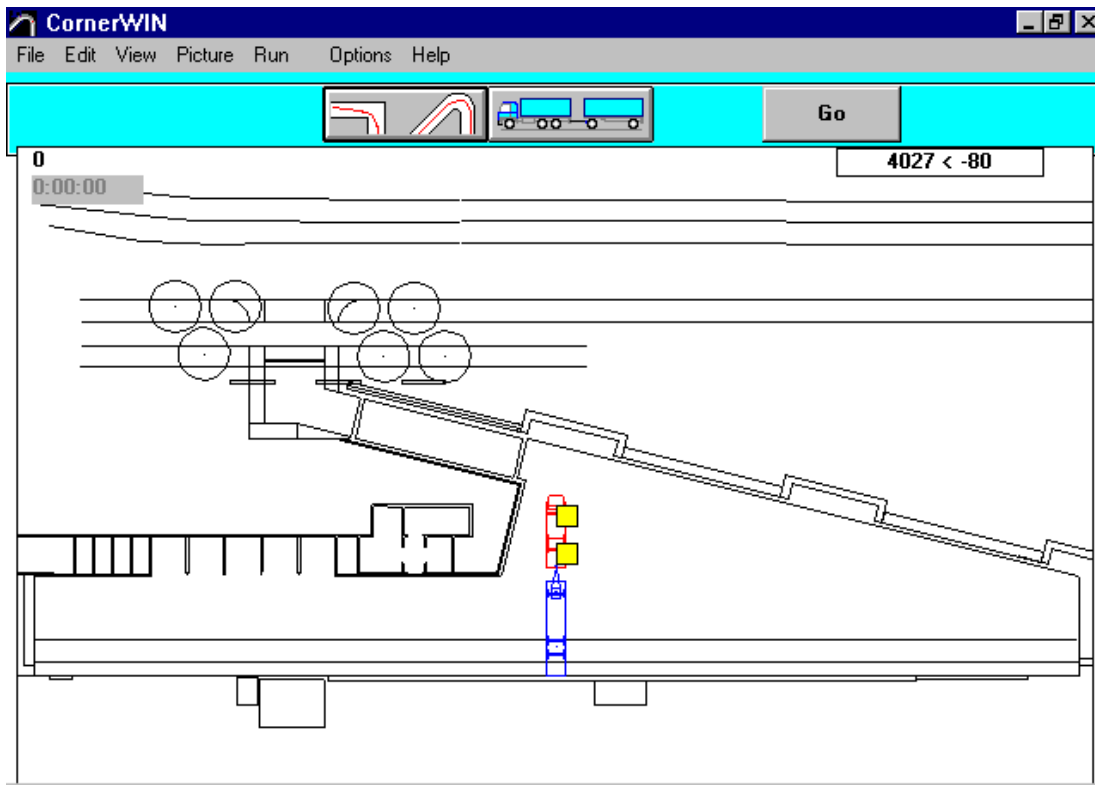
If your original drawing includes blocks, you have to explode blocks before making DXF-file.

To pull the vehicle

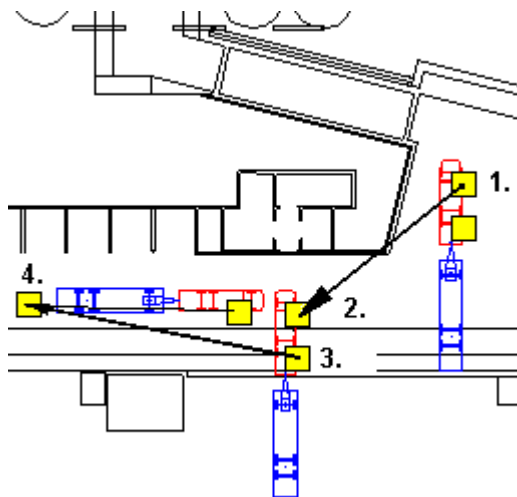
In this example we choose **Building site 2**

When you have chosen the map , you see the following screen.

The vehicle is on default place.



You can drag the vehicle on the correct starting point. Set the cursor on the first yellow square by the front axle of the vehicle. Push mouse left button and keep it down. Drag the cursor with this square on the wanted starting place and release the mouse button. In the picture from point 1. To point 2. . The direction of the vehicle you choose dragging the second yellow square fare in this direction where you like to have the rear of the vehicle, in the example picture from point 3. .to point 4. .



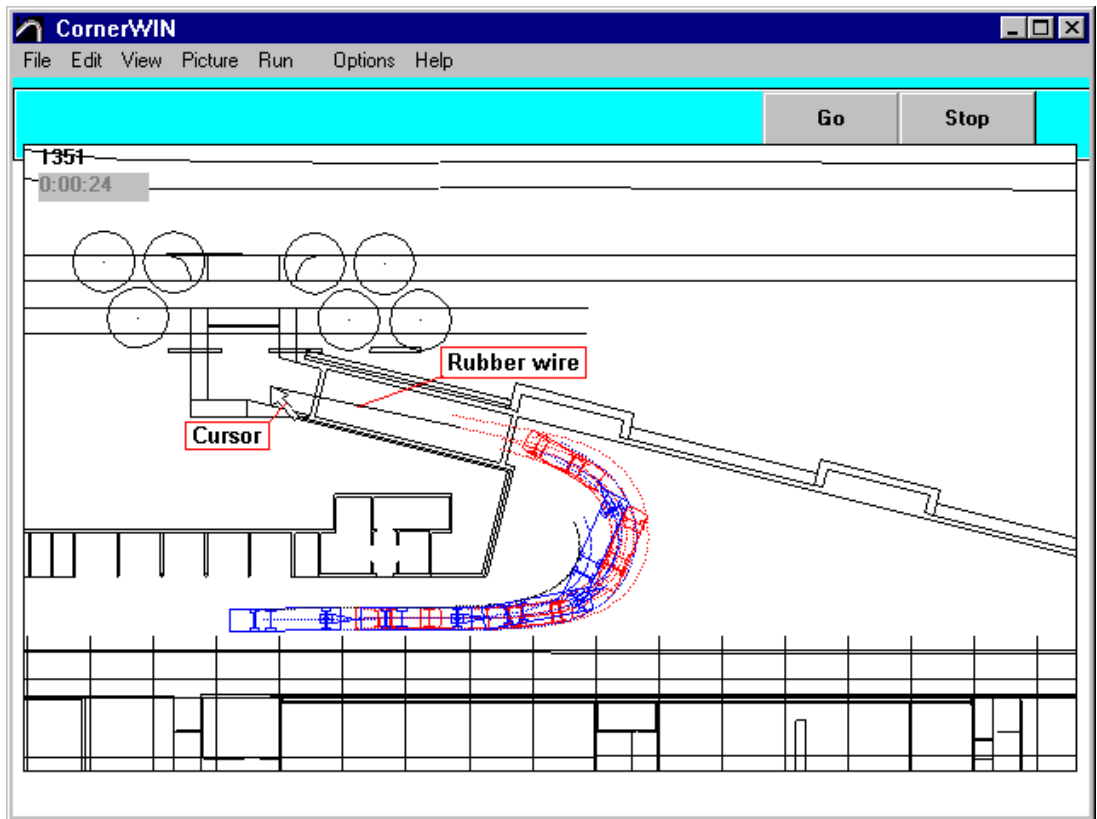
When starting position is OK, you can begin to drive the vehicle on the map.



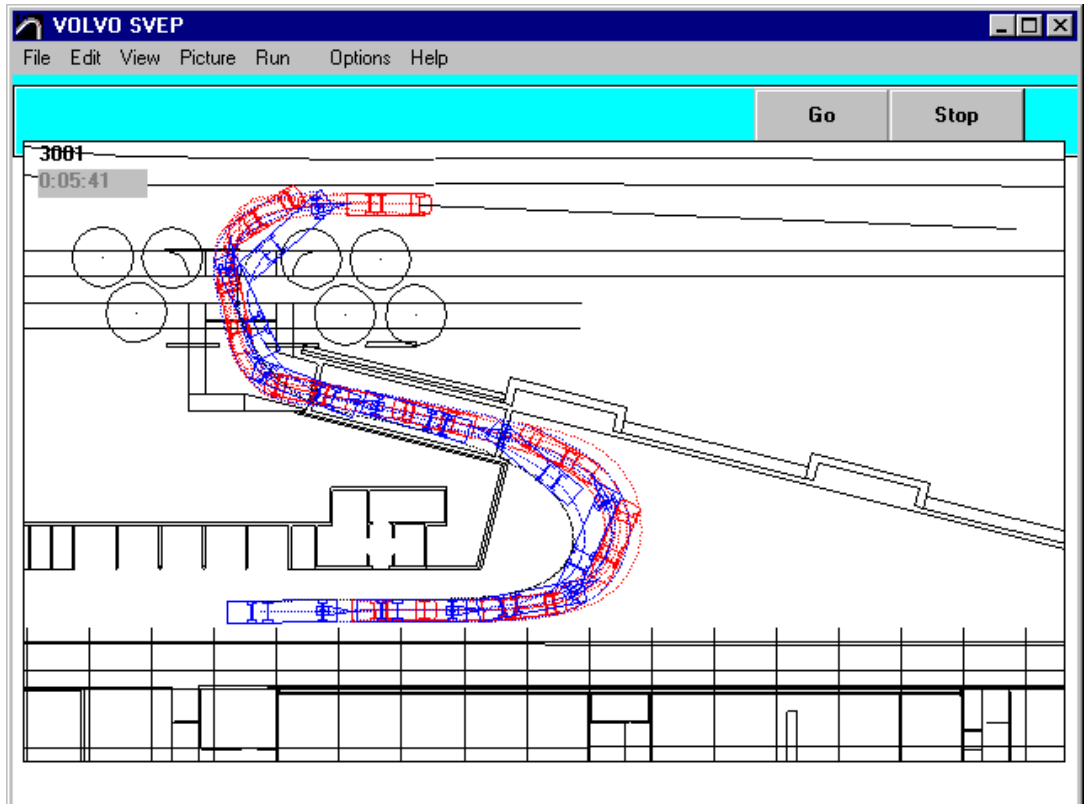
Click button **GO** on the toolbox.

When you now move the mouse, you will see the line from the cursor to the front of the vehicle. Think this line as rubber wire, which is pull the vehicle.

When you now push down the left mouse button (mouse down) , the vehicle begins to move to the direction of this line. The vehicle stops when you release the mouse button (mouse up).



and ...



When you want not to drive more, click the STOP button on the toolbox.

How to add own DXF-pictures as map.

Draw a picture in AutoCAD or some other CAD-program. (tested with AutoCAD, recommendation AutoCAD or AutoCAD LT).

Following points are very important:

- The picture should be a **simply drawing, no blocks**, no texts with fonts.
- The picture must not be scaled. **The scale must be 1:1** in millimeters.
- **Origin point (0,0)** must locate Origo point (0,0) must be about in the centre of the drawing. In the centre of this area, which you want to see in CornerWIN

- 1.
- 2.

If you have already the drawing, but the origin is not on correct place:

Use in this case in AutoCAD the Command MOVE - SELECT ALL - as basic point you will show the left - low corner of the body - as second point you type 0,0 also the coordinates of the origin.

Choose Menu SAVE AS and then choose file format as DXF (choose AutoCAD R12 DXF).

(In older CAD versions you need to use command DXFOUT in AutoCAD)

Give name for this picture.

Choose directory \DXFMAP under TrailerWIN-directory, also usually

C:\TRAILERW\DXFMAP.

In DXF Options (Tools / Options) choose: "**Enter decimal places**".

Choose 0 decimals.

Dxf format choose **ASCII**

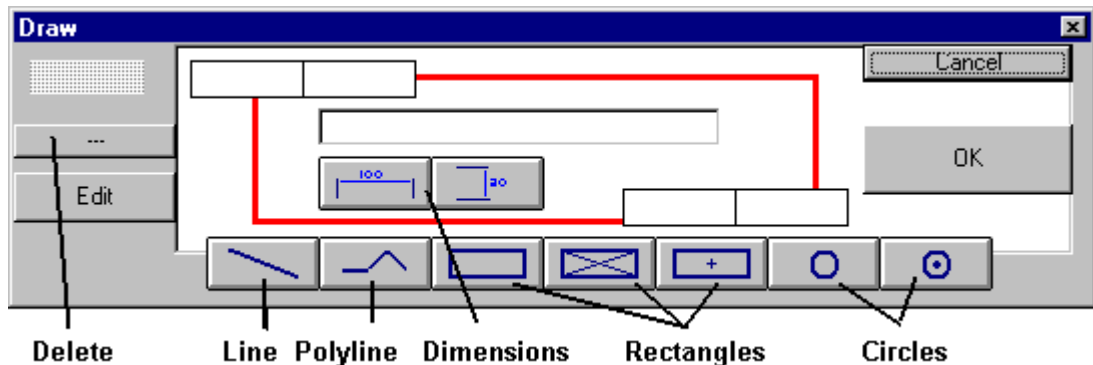
Save the file.

When you have this file in DXFMAP directory (folder), you can use it CornerWIN.

Draw lines on the map



Drawing different objects:



Line



Click the Line Button.

Move the mouse cursor on the starting point of the line and push link mouse button down and hold it down.

Move mouse to the endpoint of this line and release the mouse button.

Polyline



Click the Polyline Button.

Move the mouse cursor on the starting point of the polyline and push the link mouse button down and hold it down.

Move mouse to the second point of this line and release the mouse button.

Move mouse to the following point of the polyline and click with left mouse button.

Move mouse to the following point of the polyline and click with left mouse button.

... continue so, you can have maximum 30 node points on one polyline.

When polyline is ready, then click the Polyline Button again;

it is now End Polyline Button. {bmct buPolyEn.bmp}

Rectangles



Click on of the Rectangle Buttons.

Move the mouse cursor on the first corner point of the rectangle and push link mouse button down and hold it down.

Move mouse to the opposite corner point of this rectangle and release the mouse button.

Circles



Click on of the Circle Buttons.

Move the mouse cursor on the center point of the circle and push link mouse button down and hold it down.

Move mouse to some point on the circle (radius distance) and release the mouse button.

Dimensions: horizontal and vertical.



Click on the horizontal or vertical dimension button;

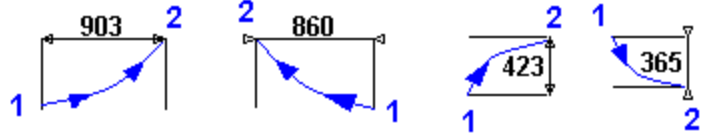
When You draw a dimension with mouse, you will get the correct dimension text automatically.

You can anyway change the dimension text; you only write a new text on the dimension editing box , and click the small ok button on the right side of the editing box.

If you later edit this dimension with the mouse, you get again automatically new dimension text.

You can choose arrow position with direction, when you are drawing a dimension with dragging mouse.

The example shows the result and the mouse movement direction, from point 1 to point 2.



Edit Drawing Objects

Click Edit Drawing Objects Button

Small rectangles appear on all drawing objects.

You can move these rectangles with mouse, and so change the drawing.

Delete Drawing Objects

Click Delete Drawing Objects Button

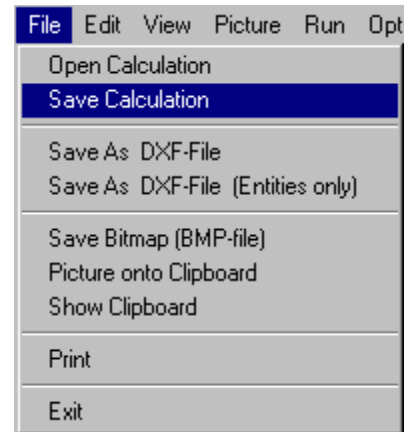


Small rectangles appear on all drawing objects.

Click this small rectangle on this object, which you want to delete.

Confirm deleting.

Menu File

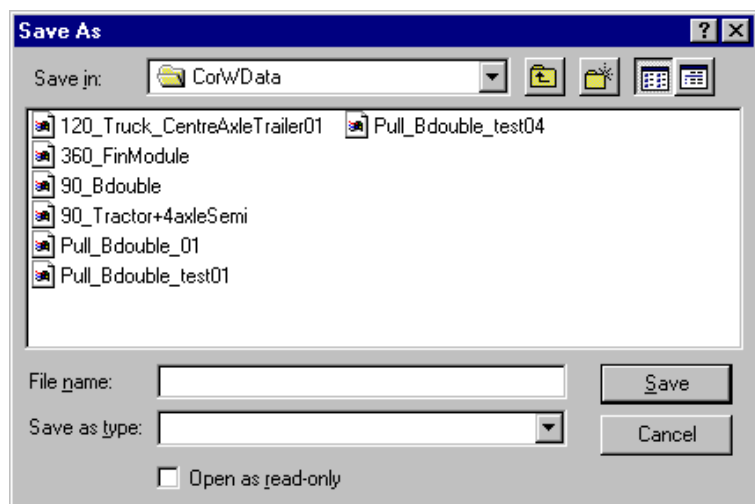


Save Calculation

If you need this calculation later, you have to save it now. Choose menu File – Save Calculation:

Write file name into File name textbox and click OK.

The default directory (folder) for CornerWIN calculations is **CornerW\CorWData**



Save as DXF-FILE

You can save a picture as DXF-File and later import this file in CAD-programs.

Many text programs as Word for Windows can read DXF-files. It is easier to transport pictures between windows-programs by using clipboard.

Save as DXF-FILE (Entities only)

You can save DXF-files in Entities only format. This format includes in the file only picture-objects (entities) : lines, circles, texts but no information about other drawing parameters; limits, font sizes, layers etc.

If you can't see dimension numbers in CAD-drawing, you have to change dimension textsize (in AutoCAD DIMSCALE / UPDATE)

When running SETUP, a directory "PIC" is made for your Picture-Datafiles.

Save as Bitmap (.BMP-file)

You can save a picture as BMP-File = Windows Bitmap file.

Almost all Windows Text programs and Drawing programs can take pictures in BMP-format.

Print

Printing Calculation. In this Program you can choose from two printing modes:

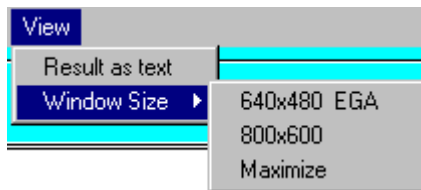
- **Print Drawing** : Print only turning picture using whole page for this.
- **Print Document** : Print vehicle drawing and turning picture on the same page.

You are able to choose **Printer line width** on the picture from menu Options - Picture.

Exit

Close the program.

Menu View



Result as text

See Calculation values on separate window

Window Size

This function is most useful when you want to transfer smaller screen pictures to other programs.

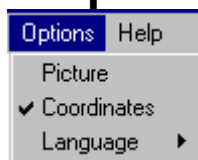
If your monitor has bigger resolution, you can resize program Windows so that Window resolution is 640x480 (EGA Screen) or 800x600 (=VGA Screen) .

Menu Maximize makes program Window to maximum size.

Resize can not use bigger resolution than you have in your monitor.

Resize do not change picture size automatically. When you make new calculation it will be scaled into new Windows size.

Menu Options



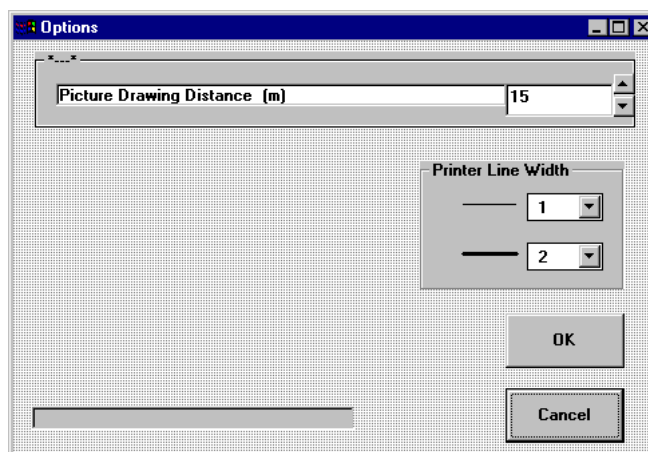
Picture

Picture drawing distance

Choosing **picture drawing distance** in meter. So can you choose how often vehicle pictures are drawn when vehicle moves on the screen.

Printer line width

Pictures will be drawn using two linetypes, light and heavy lines. You can choose line width in pixels. The result on the paper is depending on printer resolution.



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Index

120 Deg. Arc	16
180 Deg Arc	16
360 Deg Circle	17
90 Deg Arc	15
90 Deg. Corner	15
90 Degrees Swedish Standard	5
Choosing type of turning calculation	9
Choosing type of turning calculation (360()	8
Circle	17
Circles	22
Contact Data	25
Contents	3
Corner Mode	14
CornerWIN	11
Delete Drawing Objects	23
Dimensions: horizontal and vertica	22
Draw lines on the map	22
DXF Drawing (as map)	19
Edit Drawing Objects	23
Editable maps	18
EU Circle	14
Example 2 (Using model vehicles)	8
Exit	23
File	23, 24
Intersection of the streets	18
Line	22
Menu File	23
Menu Options	25
Menu View	24
picture drawing distance	25
Polyline	22
Print	24
Printer line width	25
Printing	6, 7
Pull	20
pull the vehicle	20
Rectangles	22
Result as text	24
Save as Bitmap (.BMP-file)	23
Save as DXF-FILE	24
Save as DXF-FILE (Entities only)	23
Save Calculation	7, 23
Starting CornerWIN	8
Traffic circle 1	18, 19
Turning Radius Kerb Radius	15
Vehicle Data	12
Welcome	3
Window Size	24