PRODUCTIVITY TOOLS
FOR CIVIL 3D

The KobiLabs Toolkit for Civil 3D is a set of essential productivity plug-ins that will make your work in Civil 3D fast, easy, and efficient. These tools will dramatically reduce the number of tedious tasks and help you focus on your engineering challenges.

The KobiLabs Toolkit for Civil 3D has been used to enhance the productivity on a variety of projects of all scales. The application has been successfully integrated in the workflow of companies large and small, from individual users and small design studios to large and internationally-renowned companies with several hundred employees and projects all over the world.

BENEFITS

The KobiLabs Toolkit for Civil 3D was designed to deliver a full range of added benefits, such as:

- Full integration with Civil 3D allowing you to work with Civil 3D objects and preserve the Civil 3D object model
- Improve productivity with new functionality and simplified workflows
- Dynamic updating of objects on demand at any time during the design process
- Easy updating via the fully automated update process

HOW THE TOOLS EVOLVE OVER TIME

New tools are continually being developed. Provide the KobiLabs team with your needs, ideas, and suggestions, and they will work to create new tools that solve common problems. As new tools are released throughout the year, users can easily update their tools using the fully automated update process. When a new version is then released, all the new tools become part of the collection.

The current collection of the KobiLabs Toolkit for Civil 3D include:

- Points
- Surface & Grading
- Alignments
- Profiles
- Corridors
- Pipes
- Analysis
- Navigation & Visibility

GET STARTED

U.S. CAD is an authorized reseller of the KobiLabs Toolkit for Civil 3D. To learn how to get a free trial, please contact your U.S. CAD Account Manager or one of our team members at info@uscad.com.

The KobiLabs Toolkit is available at a low cost per user. Contact U.S. CAD for more information about obtaining the tools for your team today!

Also, ask us about the KobiLabs Toolkit for Revit!

Please view the next page for an overview of the tools featured in the latest release of the KobiLabs Toolkit for Civil 3D.
TOOLS OVERVIEW

Points
This set of tools includes tools for creating points along polyline, or adding station and offset data to the points.

- **Station and Offset**: Calculate station and offset of selected points according to selected reference alignments to enable the creation of report tables with station and offset data
- **Extract Blocks from Points**: Extract the blocks that mark Civil 3D COGO points

Surface & Grading
This toolset enables users to create 3D projection polylines from any polyline or feature line.

- **Add/Subtract Surface**: Calculate new surface by adding/subtracting elevation values of selected surfaces
- **Grading**: Design various spatial entities with different grading criteria allowing you to save the templates, edit the source geometry, and review the results in real time

Alignments
This toolset provides a method of creating Civil 3D alignment called the Stick Method.

- **Create Offset Alignments**: Select alignment and create multiple offset alignments in a single instance
- **Create Alignment from Feature Line**: Create a Civil 3D alignment from a feature line or 3D polyline element
- **Polyline to LandXML**: Convert polylines and Civil 3D Alignments to a LandXML file, specifically for Leica Geosystems gear

Profiles
This toolset provides a method of creating Civil 3D alignment called the Stick Method.

- **Create Offset Profile**: Create a Civil 3D profile offset polyline by defining offset value or through point
- **Label Feature Line in Profile View**: Label feature lines that were projected in profile view to show the exact feature line slopes/grades instead of the projected slopes/grades

Corridors
This toolset allows you to modify corridors by editing the cross sections in section views.

- **Corridor Section Editor**: Enable linear transitions of parameters between two stations
- **Label Assemblies**: Label assemblies with their names so you can quickly find the ones you are working on

Pipes
This toolset helps improve Civil 3D pipe functionality by allowing users to edit pipes in profile, swap multiple parts, and label interferences.

- **Pipe Editor**: Edit multiple pipes by using the intuitive user interface to define how pipes should behave and apply changes to the whole pipe set
- **Structure Editor**: Browse through structures with ease and edit the most important pipe and structure parameters
- **Swap Multiple Parts**: Swap multiple structures and multiple pipes at the same time
- **Level Service Network**: Set elevations and grades for all your service lines going into the main without using the structures at connection points
- **Create Structures from Points**: Creates pipe network structures from selected COGO points, and automate a pipe network creation process from existing surveyed data
- **Convert Lines to Pipes**: Convert selected line, polyline or arc entities to Civil 3D pipe objects that are automatically connected to the existing structures
- **Create Points on Structures**: Creates pipe network structures from selected COGO points and automate a pipe network creation process from existing surveyed data
- **Create Structures from Points**: Creates pipe network structures from selected COGO points, and automate a pipe network creation process from existing surveyed data
- **Structure Report**: Create an Excel report of all selected structures and includes all parameters of structures and connected pipes

Analysis
This toolset provides a method for checking and analyzing utility elements.

- **Check Utility Crossings**: Calculate crossings between utility segments (gravity and pressure network pipes), insert COGO points at crossing locations, and mark crossing elevation difference
- **Pipe Depth Analysis**: Create report of pipe depths presented in a table or graph format

Navigation & Visibility
This toolset offers a set of tools for more easily navigating section views and managing object visibility.

- **Visibility Manager**: Make your working area more transparent by toggling the visibility of features on/off
- **Section Navigator**: Navigate through corridor section views by section navigator panel
- **Various Zoom to Commands**: Perform quick zoom operations by selecting Civil 3D entities