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The Built Asset Lifecycle Platform

Pavement Management

A guide to AMDS changes

November 2024

New Asset Tables

The existing roading asset tables have been replaced with **three new tables**. These hold both historical and current records and are now all viewable in Map.

Subgrade Layer (AMDS)

The Subgrade is the layer(s) of native material under the constructed Pavement and Surface Layers.

Pavement Layer (AMDS)

The Pavement is the layer(s) of compacted material (subbase and base course) that support the traffic load and distribute it to the roadbed.

Surface Layer (AMDS)

The Surface Layer is the top layer(s) in direct contact with traffic loads. Details include construction information, seal dates, material, chip size, binder types and more.

Records can be added in Map or Grid but can be **Approved** only in Pavement Management.

Key Asset Table Changes

There are some key changes to the new AMDS tables and the data that can be recorded.

Now a separate table

Subgrade Layer (AMDS)

Subgrade records used to be part of the Pavement Layer table. They now have their own table.

Multiple Subgrade Layers can be recorded.

Subgrade Layers are added and edited outside of Pavement Management.

No Approval needed

Recommend maintaining asset data in Pavement Management

Pavement Layer (AMDS)

Up to two Material types can now be recorded against a single Pavement.

Surface Layer (AMDS)

A third Chip Grade can now be recorded (for more complex mixes).

SHDOM standards are built-in, for example for chip grade size range or material depth.

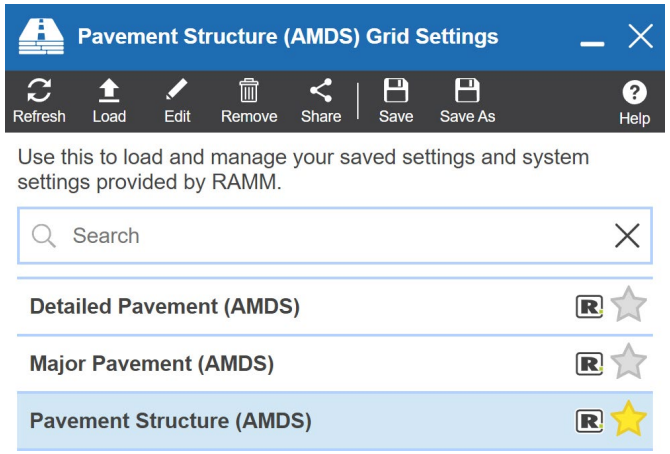
Approve only in Pavement Management

While new Pavement and Surface Layer records and changes can be made in Map and Grid, they **cannot be seen** there **until** they have been **Approved** in Pavement Management.

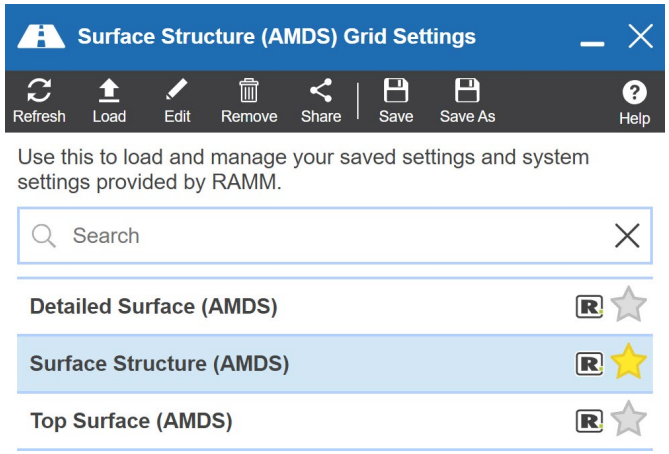
New View Tables

The Structure tables summarise data from the Layer tables so current data can be viewed in Map and Grid. These view tables have new default RAMM layers, as seen below.

Pavement Structure (AMDS)



Surface Structure (AMDS)

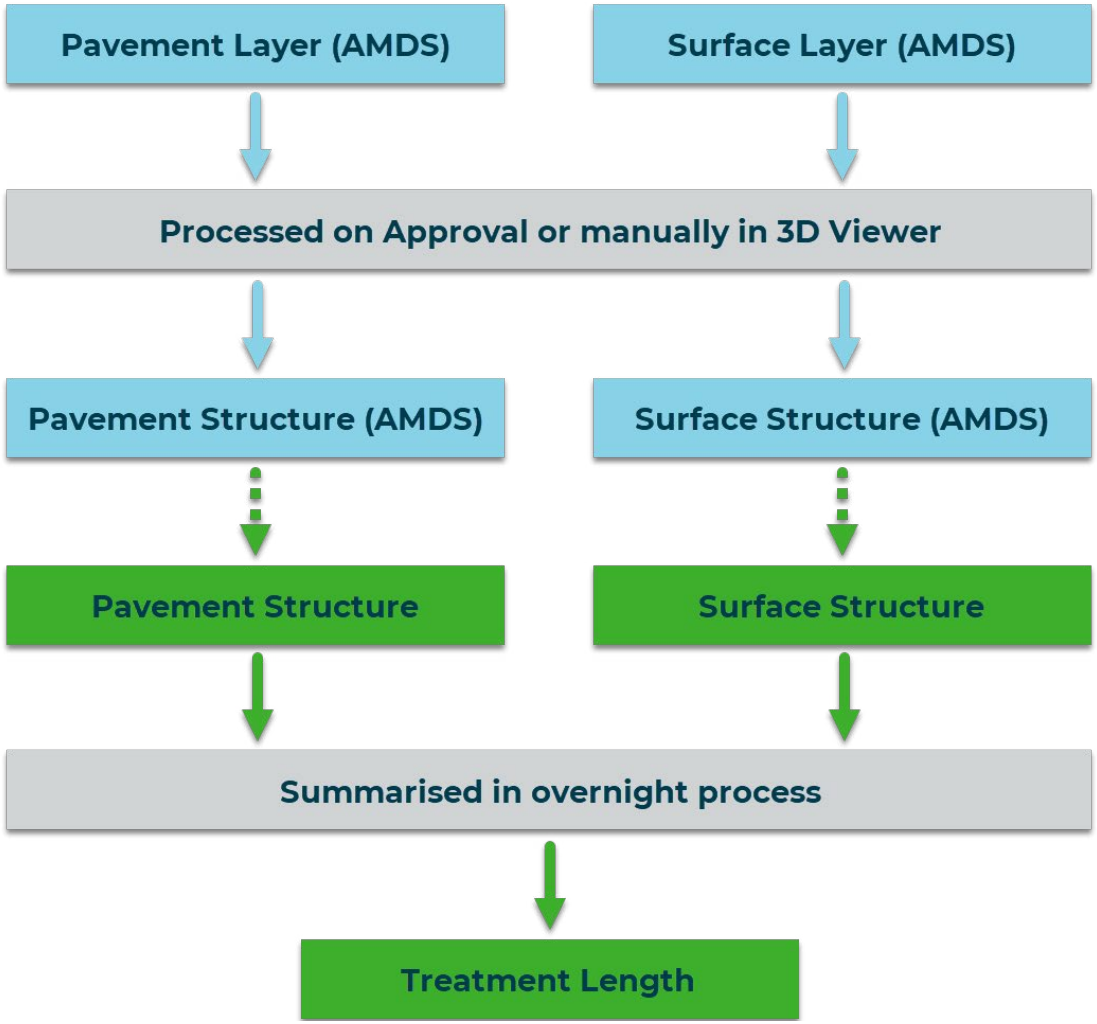


The favourite (yellow starred) layer is always loaded initially.
The defaults highlighted above have no Filter applied to them.

The Structure records cannot be edited. They are updated whenever a Pavement or Surface Layer record is Approved, or when the Structure processing is run manually from the 3D Viewer in Pavement Management.

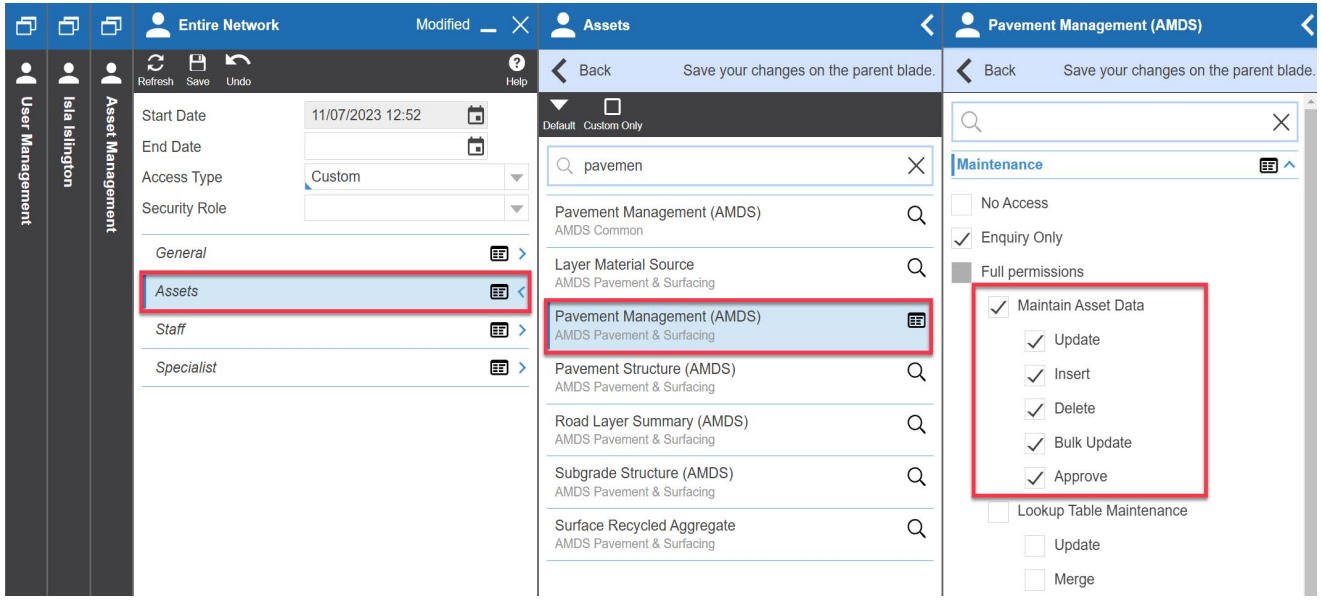
Data Processing Path

When AMDS Layer records are approved, or the structure process is run, the data is summarised into the new AMDS Structure tables, and also updated in the classic Structure tables. This allows the overnight process to summarise the data into the current Treatment Length table.



Permissions

Set Pavement Management (AMDS) permissions in User Management to enable users to **Update**, **Insert**, **Delete**, **Bulk Update**, and **Approve** Pavement and Surfacing records as applicable.

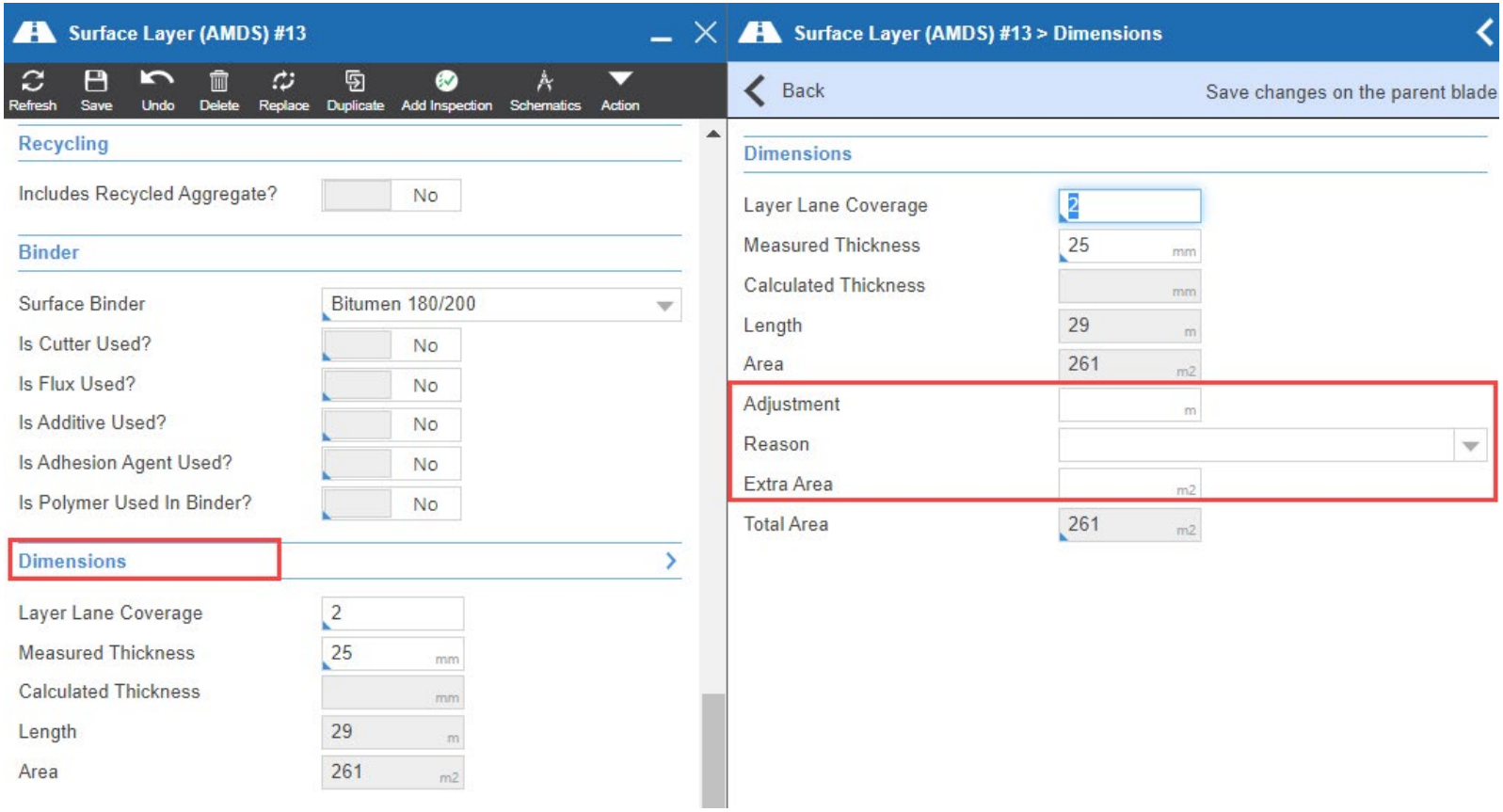


Pavement Management (AMDS) grants permissions for:

- Surface Layer (AMDS)
- Pavement Layer (AMDS)
- Additive Details (AMDS)
- Adhesion Agent Details (AMDS)
- Pavement Stabilising Agent.

Asset Area and Shape

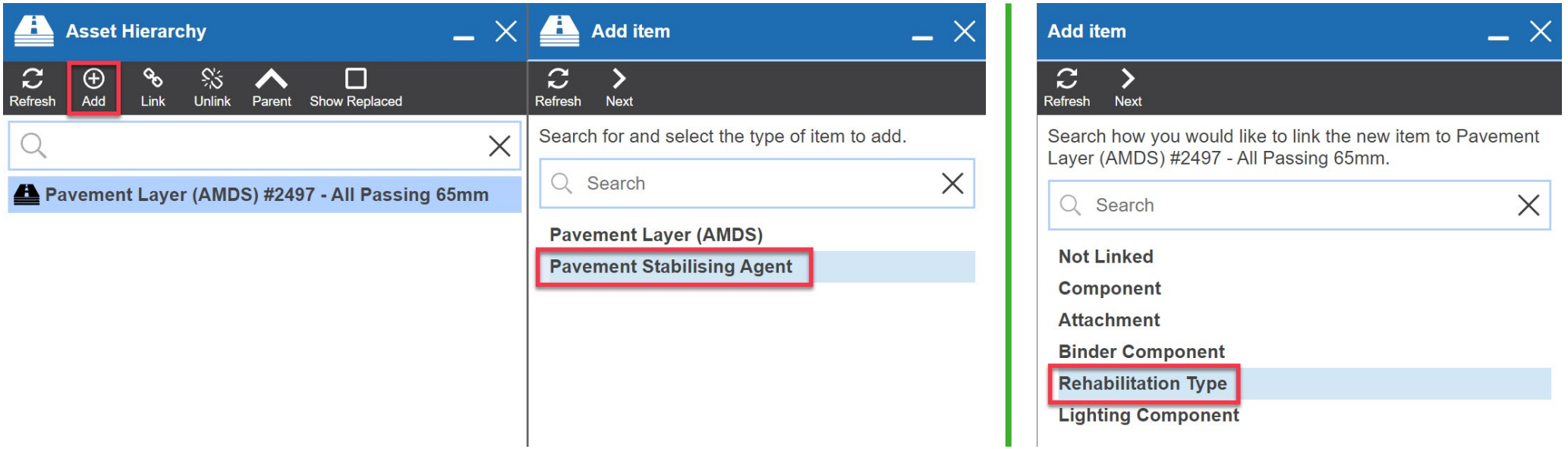
The Area for both Pavement and Surface Layers can now be altered by using **Adjustment** and **Extra Area** in the **Dimensions** child blade.



Note: Drawing irregular Pavement and Surface Layer shapes in Map is not recommended. The Area is calculated as Length x Width so the shape may default to these measurements.

Pavement Stabilising Agent

Add Pavement Stabilising Agent as a linked child in the Pavement Layer **Asset Hierarchy**.



Use the **Rehabilitation Type** link.
Pavement Stabilising Agent is **not** currently **in Pavement Management**. All editing is done through the Asset Hierarchy and there is **no Approval** process.

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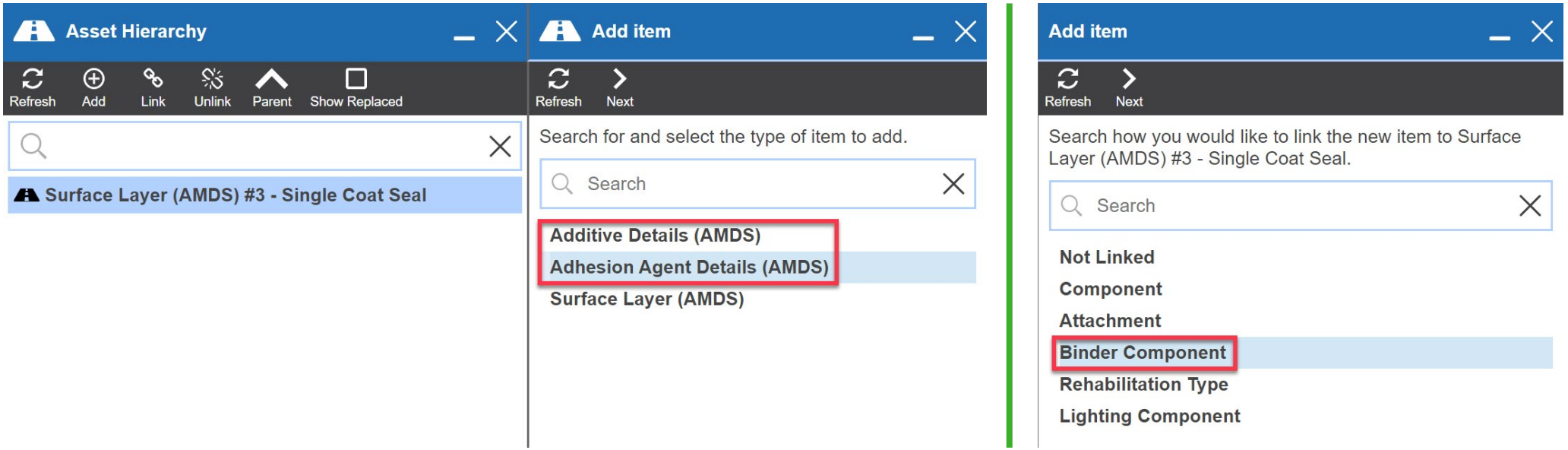
Surface Additive and Adhesion Agent

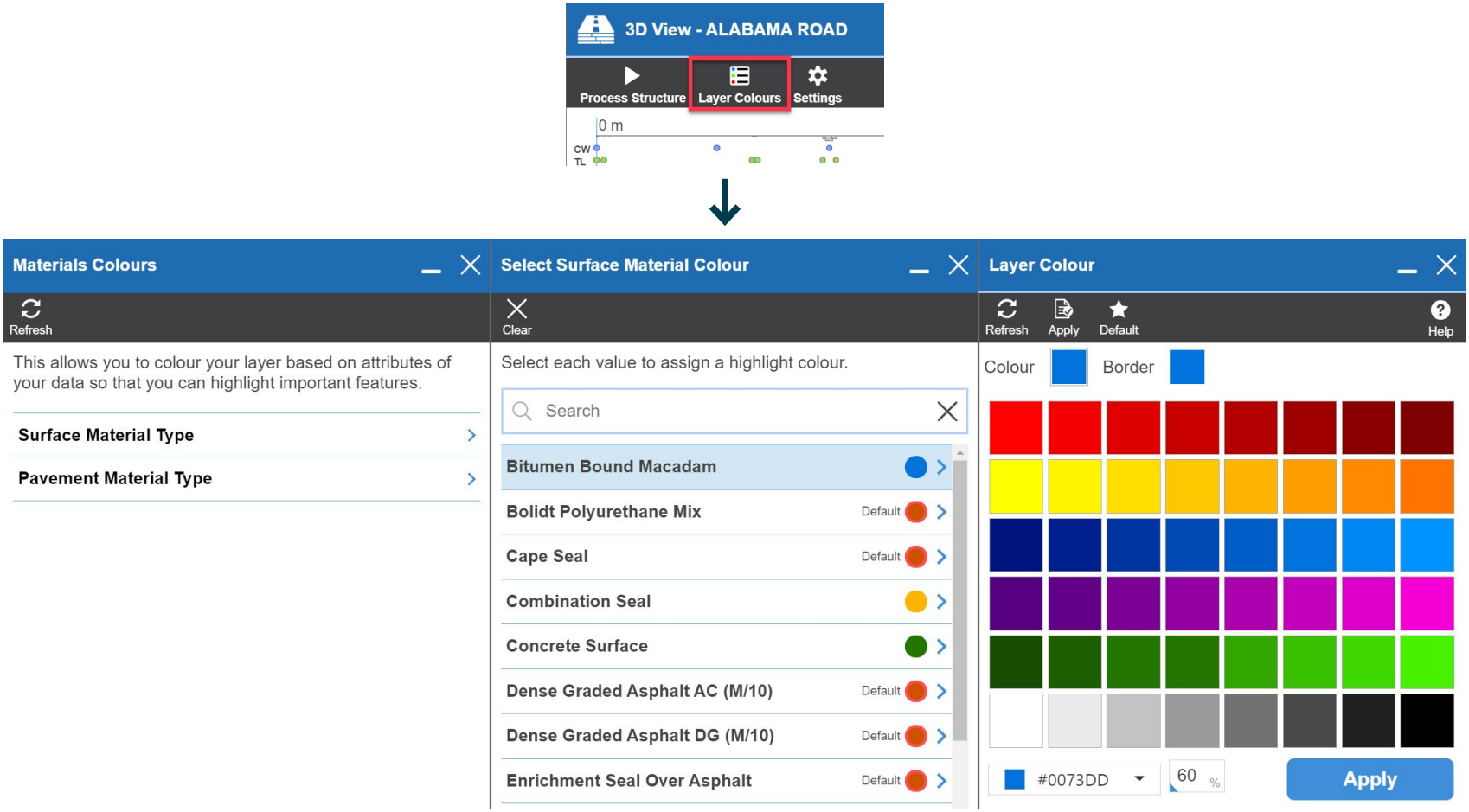
Add Surface Additive and Adhesion Agent Details in the Surface Layer **Asset Hierarchy**.



Use the **Binder Component** link.
Surface Additive and Adhesion Agent Details are **not** currently **in Pavement Management**. All editing is done through the Asset Hierarchy and there is **no Approval** process.

3D Viewer Layer Colours

The Material Type layers in the 3D Viewer all default to black. Select your own colours for each Material Type using **Layer Colours** on the 3D Viewer toolbar.



Use **Settings** to save your changes so they're not lost and you can share them with other users. Select the Setting to be your favourite so they load every time.

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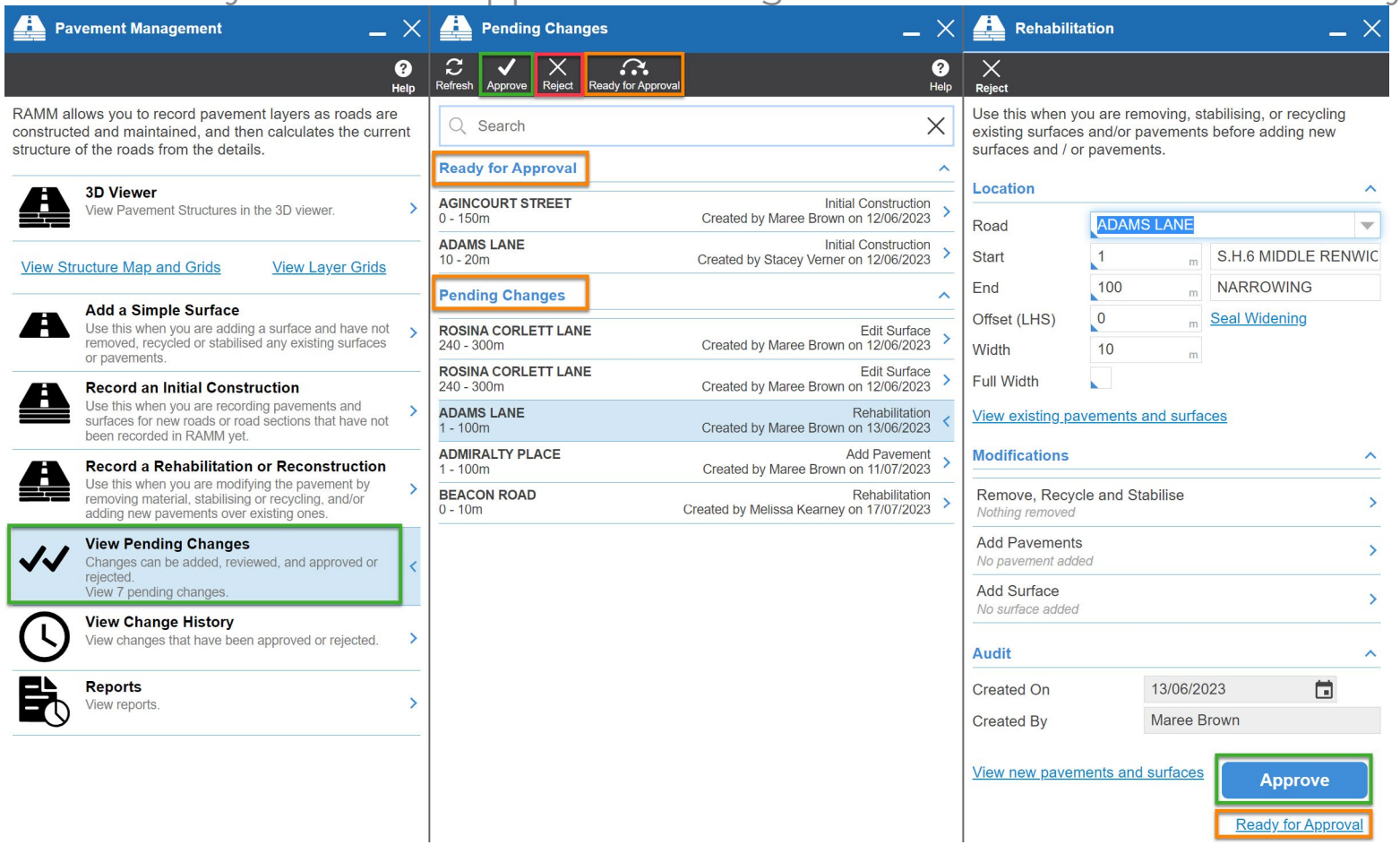
Approving Pavement and Surface Layers

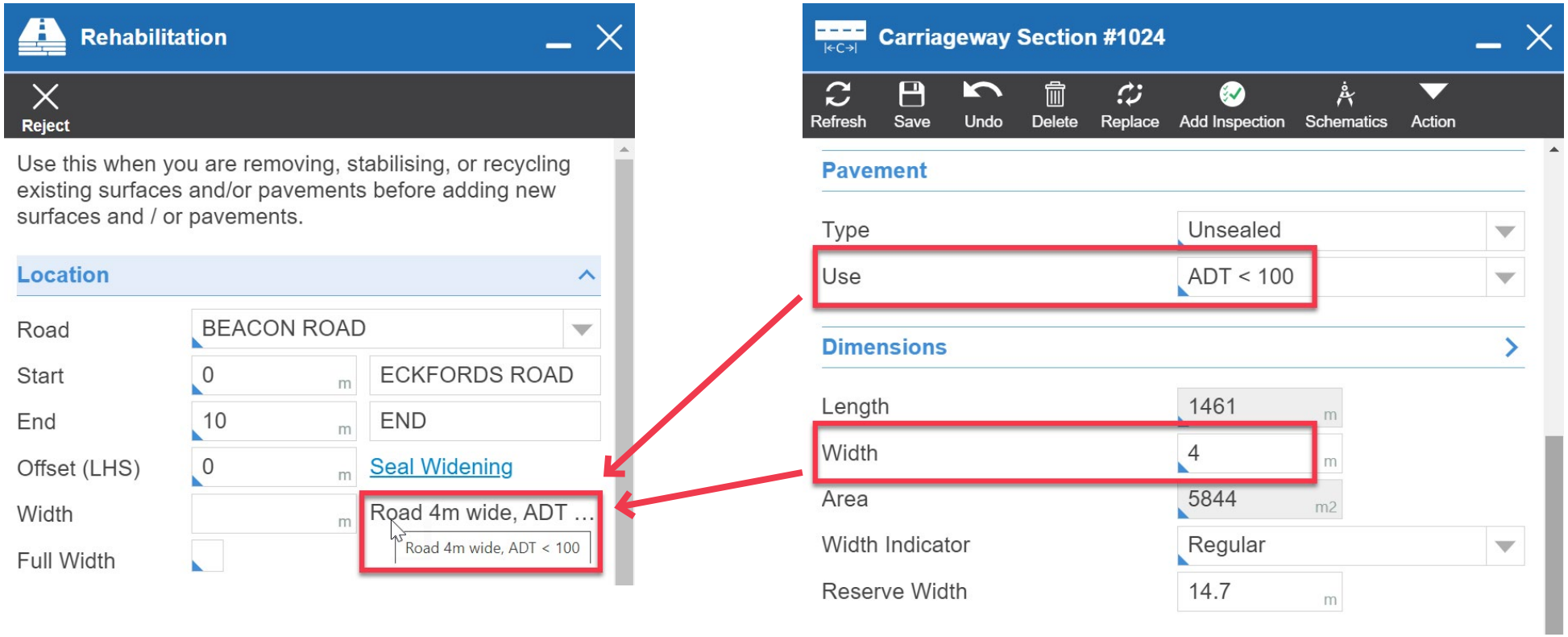
Review all new and edited records in the **View Pending Changes** list. All records are now **Approved here** as they cannot be approved through the Pavement and Surface Layer tables.



Users with the correct permissions can **Approve** directly, others will be able to check details and mark records as **Ready for Approval**. When Approved, the Structure process is run to update the **view tables** and **3D Viewer**. This will take a few minutes before being displayed.

Rehabilitation or Reconstruction

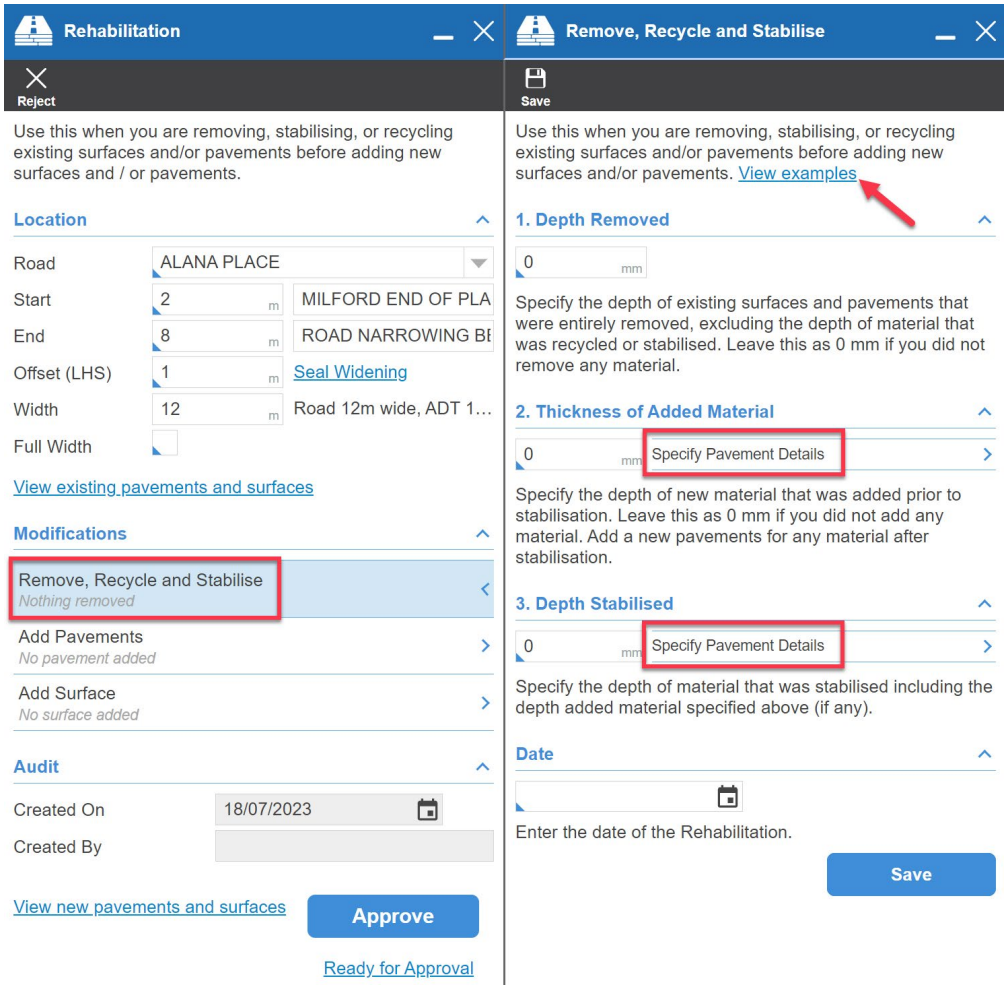
When adding the Width of a Rehabilition or Reconstruction, the **Carriageway Section Width** and **Use** display as a guide.



The Carriageway Section data is not updated from Pavement Management, so will need to be edited separately if there are any changes.

Remove, Recycle and Stabilise

When rehabilitating existing surfaces, if new material is being added and/or the existing pavement stabilised, new Pavement Layer records are created in the working table.



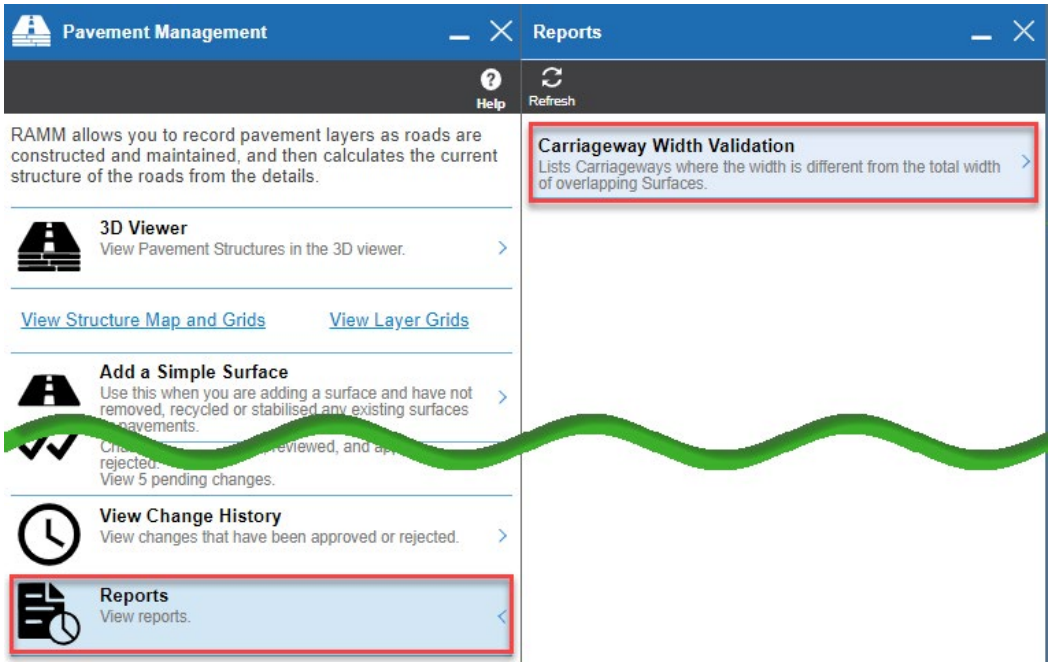
View examples of the different scenarios to learn more about Rehabilition and Reconstruction. Add Agent and Additive Details in the Asset Hierarchy, once the Rehabilitation is **Approved**.

Current Restrictions

Some features in Pavement Management are not working as well as they could with the new AMDS roading tables.

Carriageway Width Validation Report

The Carriageway Width Validation report still works on the classic Pavement data. There is currently no release date for when this will work on the new AMDS data.



Contact us if you need more help understanding the changes to Pavement and Surfacing under AMDS.

Submit a Support ticket

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