

Displaying Paths

- Click on Build in Analysis tab
- Specify attribute for shortest path calculation and click Done
- Type in Origin and Dest zones (you may also click on the map to select zones). Click on Display

Path Cost Calculation X

Please enter a path cost specification

Specification

Turn Penalty

Use Penalty Use Turn Volume

Use Sets: 1 2 3 4 5 6 7 8

Path Limits from Each Origin (0 means no limit)

Maximum Path Cost

Number of Destinations to Output: Minimum Maximum

Number of Times to Increase the Maximum Path Cost to get Minimum Number

Additional Trace Value

Path Building (TIME_1)

Mode Traces

Origin Dest

Post Path Cost Isochrone

Single Color Increment

List Path Traces

Save Path to File

Legend