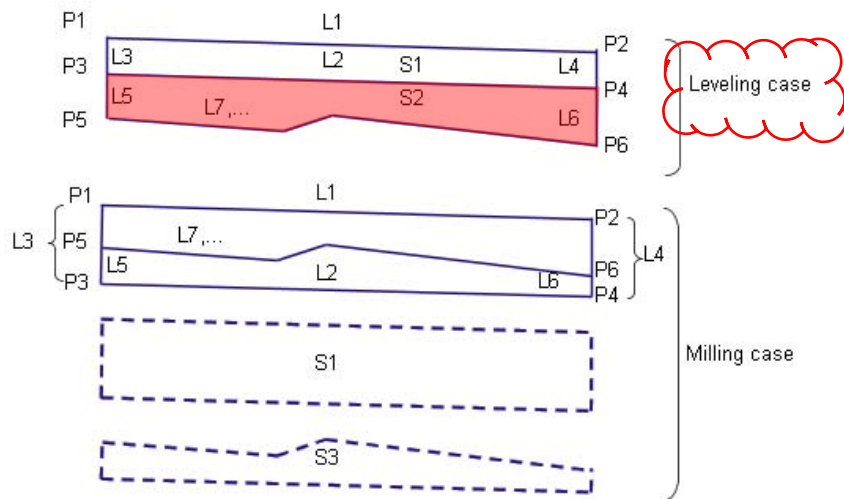


Image	Subassembly	Common Uses
	<b>OverlayBrokenBackOverGutters</b> (page 332): Similar to OverlayBrokenBackBetweenEdges except that the overlay extends over the gutter to the curb flowline on each side. <b>Default Tool Palette:</b> Rehab Subassemblies	Overlay of four-lane road
	<b>OverlayCrownBetweenEdges</b> (page 338): Creates a crowned road surface between two existing edges of pavement. <b>Default Tool Palette:</b> Rehab Subassemblies	Resurfacing a road with poor crown definition
	<b>OverlayMedianAsymmetrical</b> (page 343): Widens a divided highway by extending the travel lanes inward along their existing cross slopes. An asymmetrical barrier is provided that resolves the elevation difference caused by extending the slopes inward. <b>Default Tool Palette:</b> Rehab Subassemblies	Widening a divided highway to the inside
	<b>OverlayMedianSymmetrical</b> (page 349): Similar to OverlayMedianAsymmetrical except that the cross slopes are adjusted so that the extend lanes meet at the centerline. <b>Default Tool Palette:</b> Rehab Subassemblies	Widening a divided highway to the inside
	<b>OverlayMillAndLevel1</b> (page 355): Provides milling or leveling as needed, which is then topped with an overlay of user-specified depth. The overlay slope can be set to match existing, set to match superelevation, or entered manually. <b>Default Tool Palette:</b> Rehab Subassemblies	Single lane pavement overlay (not crowned)
	<b>OverlayMillAndLevel2</b> (page 363): Similar to OverlayMillAndLevel1 except that it is intended for a crowned roadway. Rather than a single overlay slope, two slopes define the crown of the road. <b>Default Tool Palette:</b> Rehab Subassemblies	Two-lane pavement overlay (crowned)
	<b>OverlayParabolic</b> (page 372): Creates a parabolic overlay between two existing pavement edges. <b>Default Tool Palette:</b> Rehab Subassemblies	Overlay of urban road

### Coding Diagram



## OverlayMillAndLevel2

This subassembly adds an overlay layer on an existing crowned roadway, with either a leveling and milling layer added as required.

- Fst04 - overlay/mill/level2
  - Group - (8)
    - Overlay/MillAndLevel2
    - LaneOutsideSuper (Left) - (503)
    - LaneOutsideSuper (Right) - (504)
    - ShoulderExtendSubbase (Right) - (509)
    - ShoulderExtendSubbase (Left) - (510)
    - DaylightGeneral (Left) - (448) (1) (1) (3)
    - DaylightGeneral (Right) - (449) (1) (1) (3)

