

Intersection Crash Diagram Website Guidance

Web address: <http://intersectioncrashdiagram.sd.gov>

Layout

The left side of the page has panels for setting filters, layers and basemaps and the right side is the map for displaying intersections and crashes. Diagrams are generated after selecting one or more intersection(s).

Search Section

The screenshot shows the 'Search' section of the website. It includes several filter panels: 'Filters' with date inputs and a 'Manner of Collision' grid; 'Road Conditions' with checkboxes for All, Dry, Winter, and Wet; 'Light Conditions' with checkboxes for All, Daylight, and Dark; 'Crash Severity' with checkboxes for All, Incapacitating, Possible, Fatal injury, Non-incapacitating, and No injury; an 'Include Wild Animal Hits' checkbox; 'Buffer Parameters' with a distance input set to 100 and a unit dropdown set to Feet; 'Select Intersection(s)' with Rectangle, Polygon, and Clear Selection buttons; and 'Export Crashes' with Export to PDF and Export to Text buttons. Each panel has a question mark icon for help. Callout boxes provide additional instructions for these features.

Hover over question marks to see tips about the different filter criteria that can be applied to crashes

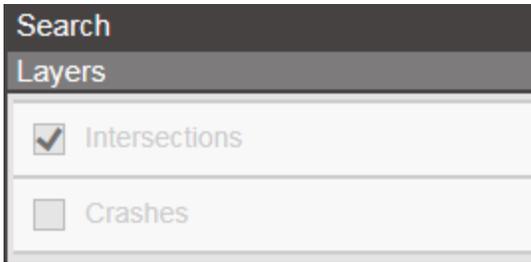
If the crash layer is enabled, use the Filter button to see the effect of the dates and/or checkboxes

Set a buffer around an intersection. 100 feet is the default

Select intersection(s) by drawing a rectangle or a polygon. Clear Selection will unselect intersections.

The Export to PDF button creates a PDF with the crash diagram. The Export to Text button creates a text file listing all the crashes selected.

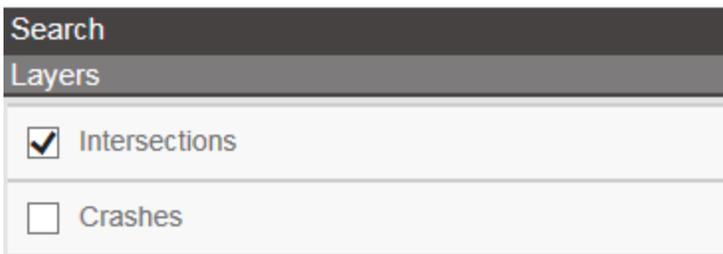
Layers section



When the page loads both layer options are disabled and the intersection layer is selected by default

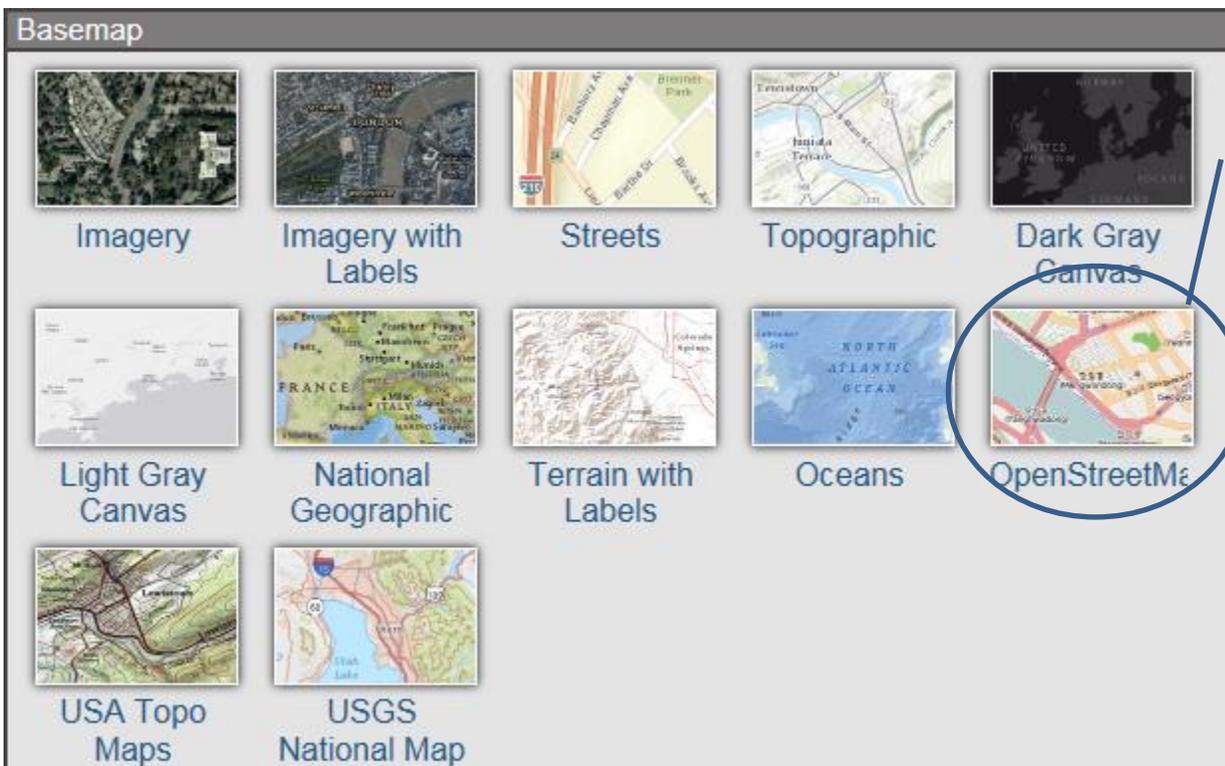


Zoom in on the map to enable checkbox for the Intersections layer



Zoom in further to enable the Crashes layer checkbox. It is unselected by default as there is multiple years of crash data

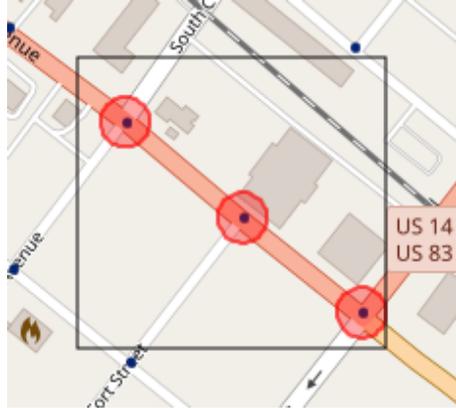
Basemap section



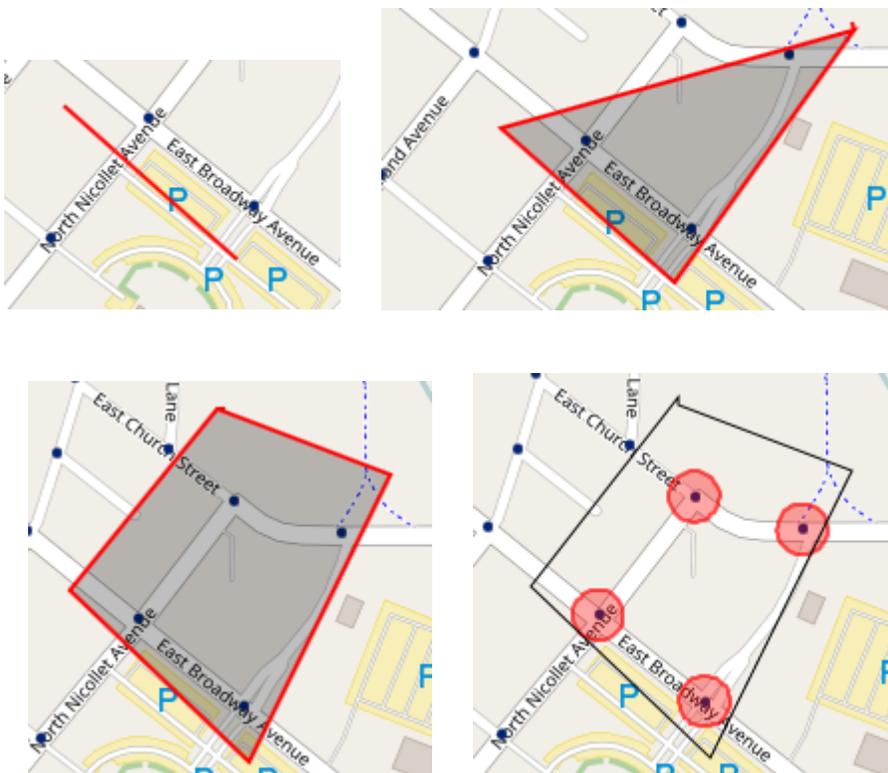
OpenStreetMap is the default basemap. You can change it to whatever you prefer.

Creating crash diagrams

1. Use the Filters and Buffer Parameters section to set limits on the crashes to be displayed
2. Select intersection(s)
 - a. By Rectangle
 - i. Click on Rectangle button
 - ii. Click and drag mouse to draw rectangle over one or more intersection dots
 - iii. A red buffer should surround each dot after letting go of mouse button



- b. By Polygon
 - i. Click on Polygon button
 - ii. Use mouse to click three or more points; lines will draw around one or more intersection dots and a gray field will show the proposed shape of the polygon
 - iii. Double-click to complete the polygon
 - iv. A red buffer should surround each dot



3. Click the Export button. Depending on the browser you are using and its settings, a prompt will appear asking where to download the PDF file or the PDF file will automatically download. If you are using a Mac computer and the Safari browser, it will display the diagram, but not in PDF format.