

Introducing
RoadEng[®]
WITH **Softree
Optimal**

12

A more connected, visual and efficient way to design roads.
Inspired by your feedback, built for your projects.

RoadEng 12 responds directly to user feedback with enhanced hydrology, Path Explorer AI for networks, and visualization and workflow improvements—designed to make everyday work faster, simpler and more optimized.



Path Explorer AI:

- Full road networks
- Speed improvements
- Waypoint (A-B-C)
- Inclusion of existing roads & tangents
- Improved UI



Terrain Module:

- Grading improvements
- Polygonize tools
- Digital pre-planting
- Buffer with benching
- Buffer to polygon
- Buffer visualization Improvements

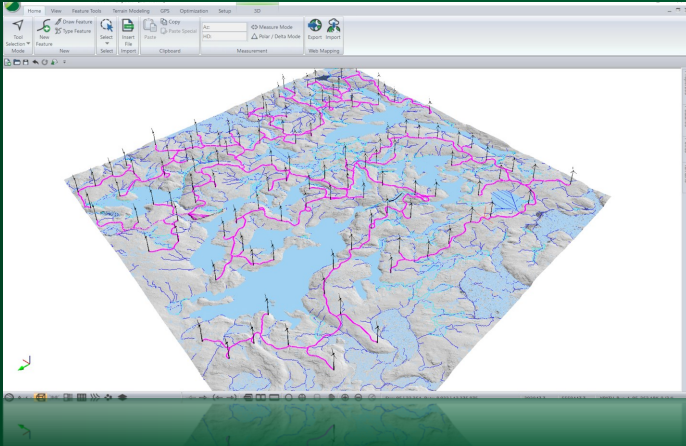


Location Module:

- 3D road cut visualization
- Hydrology in location
- Join & reverse alignments
- Data table enhancements
- New templates
- 3D View points in multi-plot
- Class Display Styler
- 3D image drape

+ more!

Path Explorer AI Improvements*

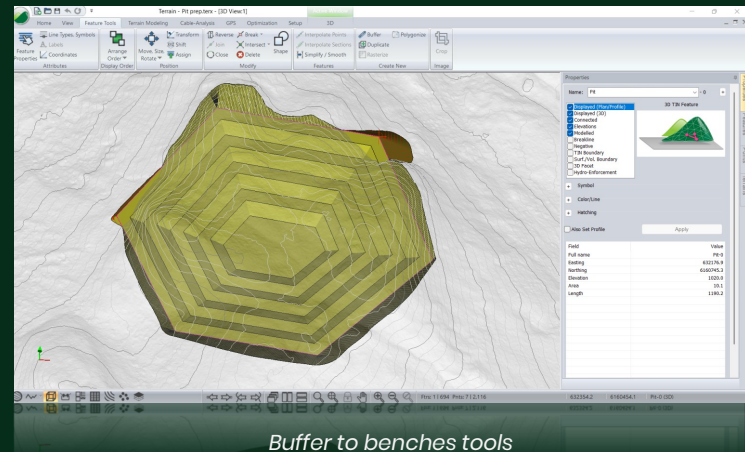


*Path Explorer AI requires a valid Softree Optimal license and an active support/subscription (support-exclusive feature).

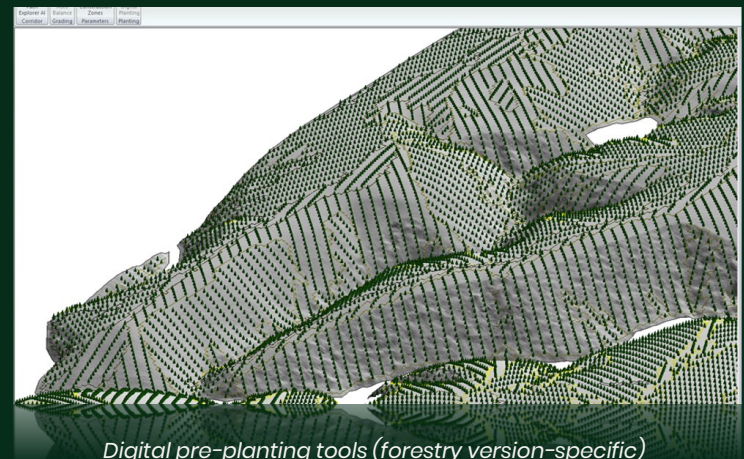
- **Networks** — generate road alignments for a full network, including existing roads and tangents. Ideal for wind farm development and forestry planning.
- **Waypoints (A-B-C)** — create Path Explorer outputs through required waypoints (control points).
- **Better Results in Challenging Terrain** — stronger algorithms allow Path Explorer to runs 5-10x faster in difficult terrain.
- **New UI & Bolder Linework** — improvements to Path Explorer UI, outputs & visualization.

Terrain Module Improvements

- **Buffer to Polygon Tool** — quickly generate buffer polygons around existing features. Ideal for defining areas such as stream corridors, enabling seamless integration into Path Explorer Construction Zones.
- **Multiple Buffer Feature (Buffer to Benching)** — create a series of features with a single click for easier creation of benches walls and pits.
- **Grading Enhancements** — improved grading tools that make it easier to understand direction and apply grading correctly—eliminating confusion around inside vs. outside grading.
- **Polygonize Function** — generate polygons directly from the TIN based on elevation, slope, or aspect. Useful for defining no-go areas in Path Explorer AI, enhancing visual aids, and supporting digital terrain and planting tools.
- **Digital Pre-Planting** — plan tree planting with RoadEng to account for mechanical harvesting limits. Automatically create planting features on steep and moderate slopes that respect operational constraints.

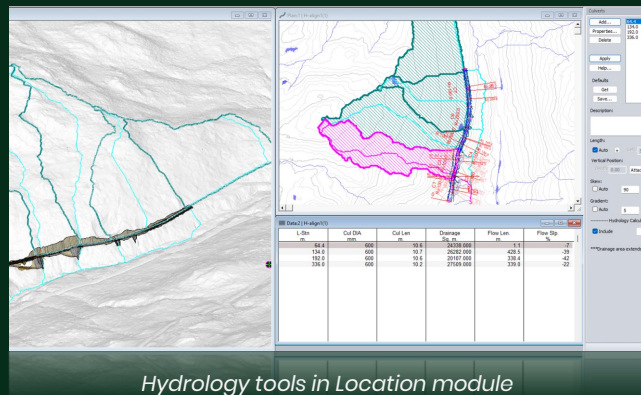
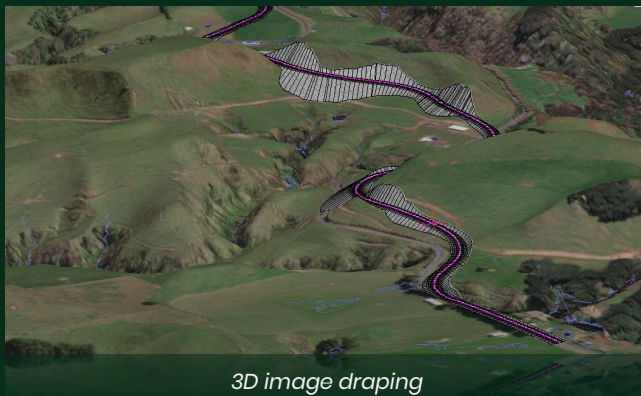
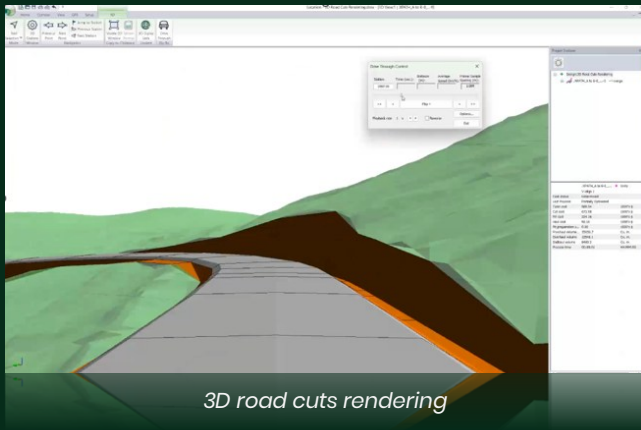


Buffer to benches tools



Digital pre-planting tools (forestry version-specific)

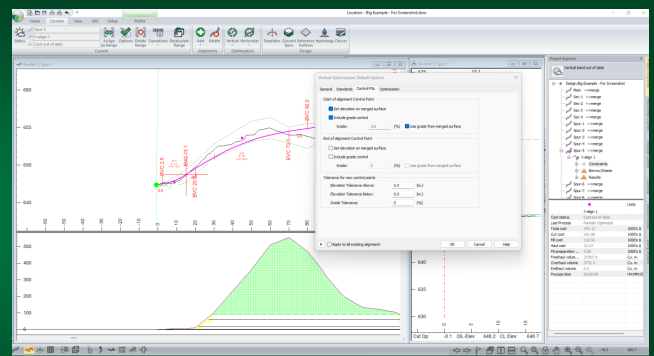
Location Module Improvements



- **3D View Points** — easily create 3D view points in the Location module, add them to a multiplot layout, and explore them directly in the 3D view for better visualization and project insight.
- **3D Road Cuts** — get instant 3D road cut visualization right in the Location module. No exports, no extra steps—just faster, clearer results.
- **3D Image Draping** — drape your plan imagery in Location module.
- **Class Display Styler** — Control plan window linework by alignment classes. Assign alignments to classes, control linework settings independently for each class. Create better outputs.
- **Join Alignments** — new function to connect alignments together. Ideal for long projects where design work is completed in sections.
- **Reverse Alignment** — one click reversal of alignment direction and stationing. One of the most common support requests, now easier than ever.
- **Hydrology in Location** — building on the redesigned hydrology tools introduced in V11, V12 brings them into the Location module. Tools include *Streams / Ponds* and *Drainage Area to a Point* (ideal for culvert catchments). Account for drainage as you design.

Vertical Optimization Tools

- **Vertical Optimization Defaults** — set your standard vertical alignment optimization settings once, then automatically apply them to every new alignment.
- **Dynamic Control Points** — set dynamic control point properties that can be determined at optimization time, including: start / end station, elevation and grade from a merged surface.



Support-Exclusive Features

Our continued expansion of support-exclusive offerings reflects our commitment to helping clients succeed while driving innovation forward.

New Features requiring active support/subscription:

- Hydrology tools in Location
- Path Explorer AI (*Softree Optimal*)
- Digital pre-planting (*Softree Optimal*)
- Intersection tool (*coming in our 12.1 release later this 2026*)

Systems Requirements

- Windows 10 or 11 Operating System
- 4 GB system RAM (8 GB recommended)
- Minimum 800 x 600 resolution (more recommended)
- Processor or motherboard built-in video is adequate
- 1 GB disk space

File Format Compatibility

- **IMPORT:** .TIF, .JPG, .BMP, .SHP, Mr.SID, ECW, LAS, .LAZ, .GPX, .GML, .ASCII, Excel, .DXF, .DWG, USGS DEM, SDTS, .TXT, .CSV, LandXML, .DGN, .KMZ, .KML, .POL, .JP2
- **EXPORT:** .SHP, .ASCII, Excel, .DXF, .DWG, .JPG, .DGN, .KMZ, TIF, JPG, BMP and LandXML.

Ready to explore RoadEng V12?

Contact us for a live demo or join us for the launch webinar



Join the Launch Webinar



Book a Live Demo

Call us Toll Free at 1.866.519.6222

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