

## Mobile pictograms (v6 features)

Create phasing

The mobile pictograms are only useful for work **on axis**.

They are intended to move dynamically with the segments of the axis which are being executed.

The video below illustrates the benefit of mobile pictograms:



Video

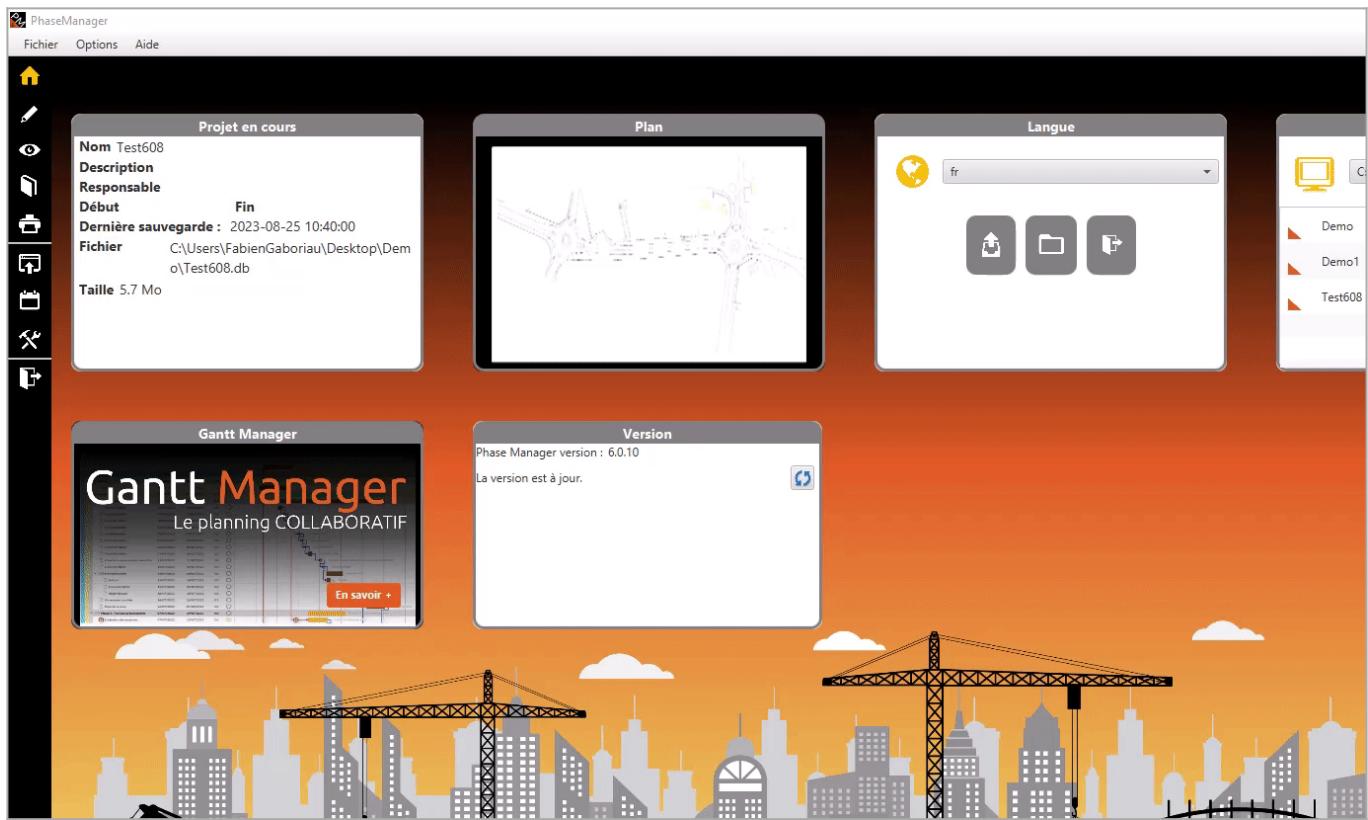
### Prerequisites :

For mobile pictograms to be of interest, the following conditions must be met:

- **Having created axis** on the base plans (see [addition of axis](#))
- **Have associated an axis** with an activity **AND** this association has a **mobile execution** (see [Multizone, impact, right-of-way \(RoW\) and execution mode](#))

### Create a profile :

Creating a profile is done from the **Options menu - Manage mobile pictogram profiles**



## Add and set an image in the profile :

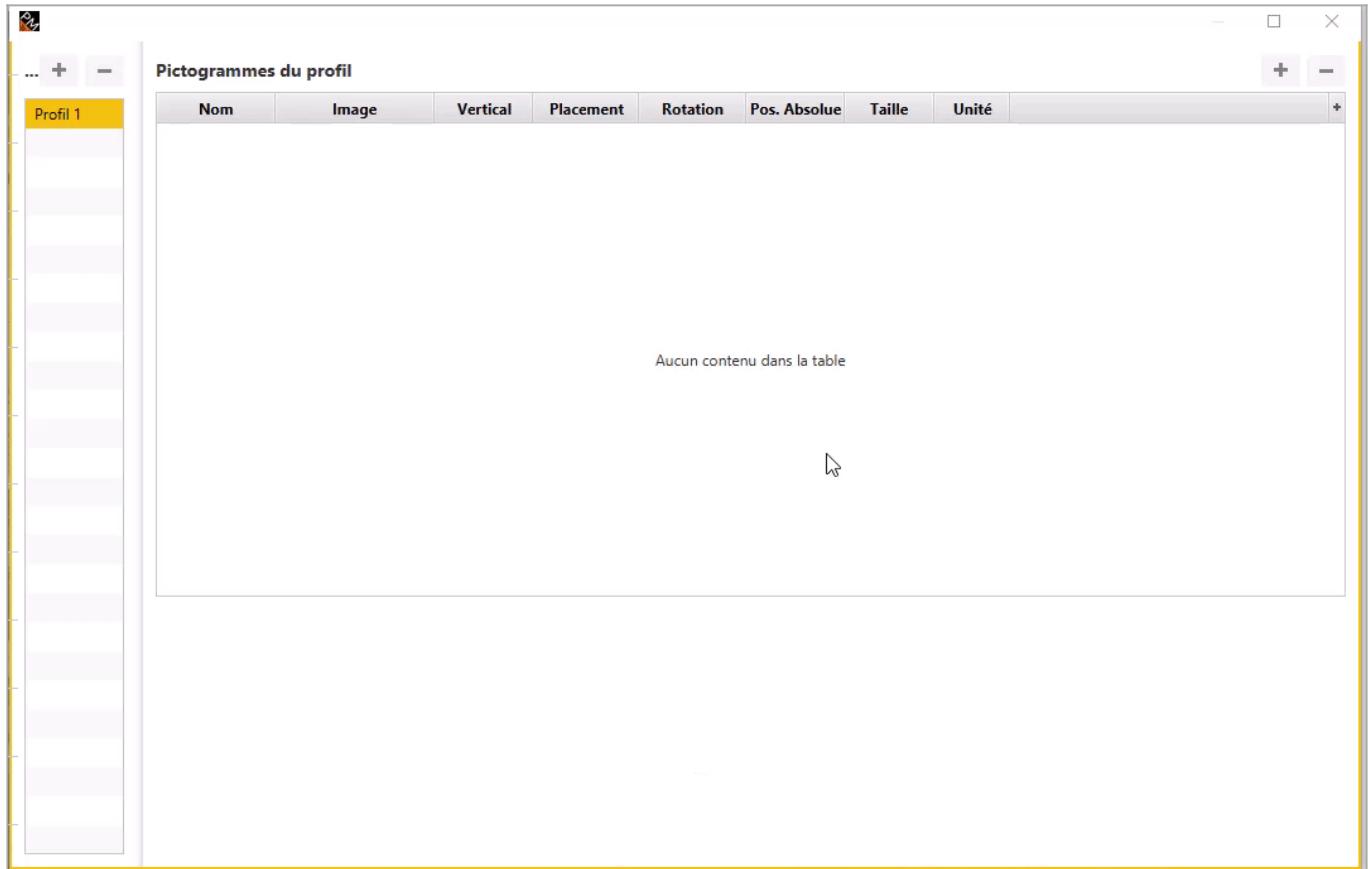
Once the profile is created, you will be able to add as many images inside as needed. To do this, select the profile in the left side panel and then click on the + in the right panel.

For each image, you will have to define different attributes:

Nom	Image	Vertical	Placement	Rotation	Pos. Absolue	Taille	Unité	+
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- The **name** to more easily identify your image,
- **Vertical** positioning in order to position the pictogram above, below or on the segment,
- The **location** to determine if the pictogram will be at the beginning, in the middle or at the end of the segment or its extent,
- The **rotation** as well as the **absolute/relative position** of the pictogram in relation to the orientation of the segment,

The **size** of the pictogram **in the unit of your choice**.



## Associate a icon profile with an activity :

Once the pictogram is created, you can associate it to an activity from the tab Areas in the activity window edition.

To associate the profile, tick Icon then choose the profile previously created.

[2069] Installation and signaling

Task details Dates Areas Links

Copy from another activity

Area Execution Full axis Reverse Start distance End distance Icon Profiles Right-of-way (RoW) Length Before Length After Impact Impact type Delete

Axe 1 <input type="button" value=""/>	Mob... <input type="button" value=""/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0.0	0.0	<input checked="" type="checkbox"/>	Profil1 <input type="button" value=""/>	<input type="checkbox"/>	0.0	0.0	<input type="checkbox"/>	<input type="button" value=""/>
Add area <input type="button" value=""/>			<input type="checkbox"/>	0.0	0.0	<input type="checkbox"/>	None <input type="button" value=""/>	<input type="checkbox"/>	0.0	0.0	<input type="checkbox"/>	<input type="button" value=""/>

## Preview of the result in Live View:

To observe the result, the most direct way is to launch the Live View as shown in the animation below. For more information on LIVE VIEW, go to [Live View \(new in v6\)](#)

