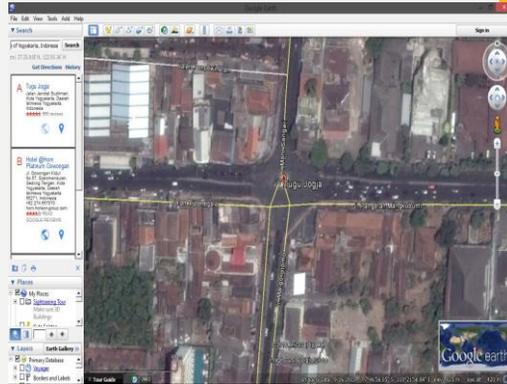


TUTORIAL VISSIM 8

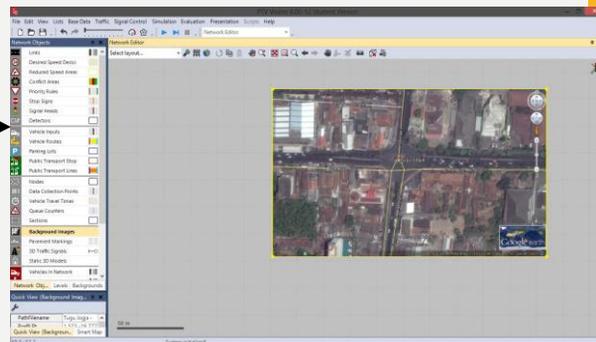
LANGKAH PEMODELAN SIMULASI

1. Memasukkan Background
2. Membuat Jaringan Jalan
3. Menentukan Jenis Kendaraan
4. Memasukkan Kecepatan Kendaraan
5. Menentukan Rute Perjalanan
6. Menentukan Komposisi Kendaraan
7. Memasukkan Jumlah Kendaraan
8. Mengatur Sinyal Lalu Lintas
9. Menempatkan Sinyal Lalu Lintas
10. Menjalankan Simulasi
11. Kalibrasi dan Validasi

MEMASUKKAN BACKGROUND

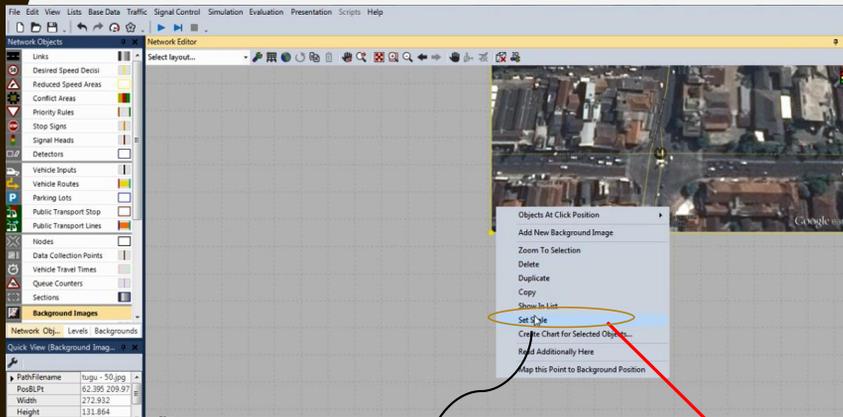


MEMASUKKAN BACKGROUND

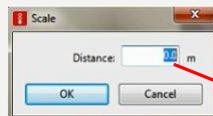


Untuk memasukkan gambar rencana/sketsa jalan eksisting

MEMASUKKAN BACKGROUND



Untuk menentukan skala gambar rencana/sketsa jalan eksisting

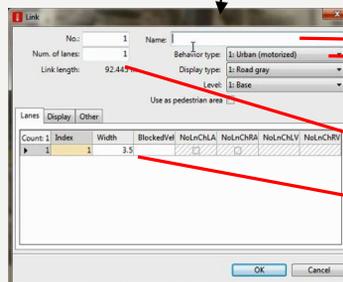
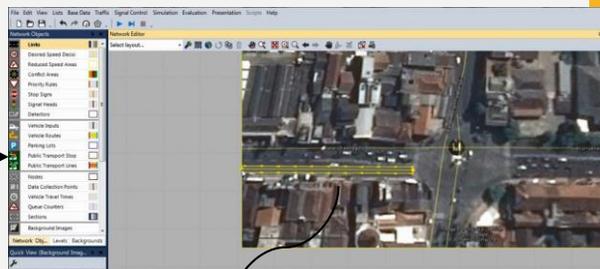


Memasukkan skala sesuai dengan sketsa jalan eksisting

MEMBUAT JARINGAN JALAN



Untuk membuat jaringan jalan



Nama Jalan
Tipe untuk daerah perkotaan

Jumlah Lajur

Lebar Jalan

MEMBUAT JARINGAN JALAN

Connector = Menghubungkan antar link (Jalan)

The image shows a screenshot of a traffic simulation software interface. On the left, there is a sidebar with various tool categories like 'Links', 'Vehicle Inputs', and 'Network'. The main window displays a 3D aerial view of a road network. A red arrow points from the text 'Link' to a road segment in the 3D view. Another red arrow points from the text 'Connector' to a line connecting two road segments. A third red arrow points from the text 'Nama untuk Connector' to the 'Name' field in the 'Connector' dialog box. A fourth red arrow points from the text 'Untuk memperhalus lengkungan connector' to the 'Lane Change' section of the dialog box. The 'Connector' dialog box is open, showing fields for 'No.', 'Name', 'Motor type', 'Display Type', 'From link', and 'To link'. It also includes a 'Lane Change' table and 'Route' options.

Link

Connector

Nama untuk Connector

Untuk memperhalus lengkungan connector

Count	Brds	BlockedVt	NdLrChLA	NdLrChRV	NdLrChLV	NdLrChRU
1	1					
2	2					

MENENTUKAN JENIS KENDARAAN

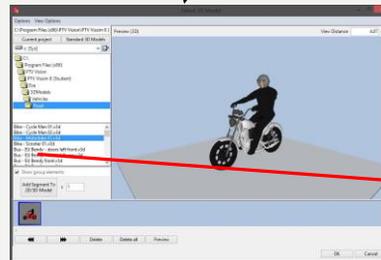
1. 2D/3D Models
2. 2D/3D Model Distributions
3. Vehicle Types
4. Vehicle Classes

2D/3D MODELS



2D/3D Models / 2D/3D Model Segments

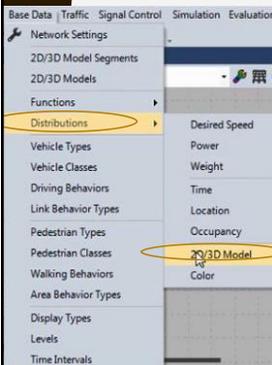
Count	No	Name	Length
4	5	Car - Volkswagen Beet	4.012
5	6	Car - Porsche Cayman	4.359
6	7	Car - Toyota Yaris	3.749
7	21	HGV - EU 04	10.215
8	31	Bus - EU Standard	11.541
9	35	Bus - EU Articulated	18.598
10	41	Tram - GT8-2S	37.650
11	61	Bike - Cycle Man 02	1.775
12	101	Ped - Man 01	0.456
12	102	Ped - Man 02	0.400



Menentukan Jenis Kendaraan

2D/3D MODELS DISTRIBUTIONS

Jika sudah menambahkan jenis kendaraan (2D/3D Models) perlu menambahkan jenis kendaraan sesuai dengan kode nomor yang telah dibuat sebelumnya dan diberi nama sesuai keinginan



2D/3D Model Distributions / Elements

Count	No	Name
6	100	Man
7	200	Woman
8	250	Woman & Child
9	300	Wheelchair
10	310	Motorcycle

Tambahkan sesuai dengan jenis kendaraan yang telah dibuat sebelumnya

Disesuaikan dengan jenis kendaraan

VEHICLE TYPES

The screenshot shows the 'Vehicle Types' window with a table listing various vehicle types. Red circles highlight the 'Bike' and 'Motorcycle' entries in the table. Below the table, two configuration windows are shown. The first window is for 'Motorcycle' (No. 610) and the second is for 'Bike' (No. 610). Red arrows point from the highlighted entries in the table to the corresponding configuration windows. A text label 'Disesuaikan dengan tipe kendaraan' (Adjusted according to vehicle type) is placed between the windows.

Count	No	Name	Category	Model2D3DDistr	ColorDistr1	OccupDistr	Capacity
4	400	Tram	Tram	40: Tram	1: Default	1: Single Occupancy	215
5	510	Man	Pedestria	100: Man	101: Shirt M		0
6	520	Woman	Pedestria	200: Woman	201: Shirt W		0
7	600	Bike	Bike	60: Bike	101: Shirt M		0
8	610	Motorcycle	Bike	310: Motorcycle	1: Default	1: Single Occupancy	9999

VEHICLE CLASSES

- Untuk menentukan dan menambah jenis kendaraan sesuai keinginan kemudian kelas kendaraan disesuaikan dengan tipe kendaraan (Vehicle Types)

The screenshot shows the 'Vehicle Classes / Vehicle Types' window. A table lists vehicle classes with their corresponding vehicle types. A red circle highlights the 'Motorcycle' entry in the table. A red arrow points from this entry to a configuration window for 'Motorcycle' (No. 610). A text label 'Disesuaikan dengan kelas kendaraan' (Adjusted according to vehicle class) is placed above the arrow.

Count	No	Name	VehTypes	UseVehTypeColor	Color
4	400	Tram	200	✓	(255, 0, 0, 0)
5	50	Pedestrian	101,320	✓	(255, 0, 0, 0)
6	60	Bike	600	✓	(255, 0, 0, 0)
7	70	motorcycle	610	✓	(255, 0, 0, 0)

MEMASUKKAN KECEPATAN KENDARAAN

The screenshot shows the 'Functions' menu with 'Distributions' selected, leading to 'Desired Speed'. The 'Desired Speed Distributions' window displays a table with the following data:

Count	No	Name	LowerBound	UpperBound
40	104	Stairs Kret	0.72	4.68
41	104	Stairs Kret	0.36	4.14
42	104	At Airport	3.30	8.23
43	104	On Mowin	0.00	8.23
44	104	Motorcycl	28.00	38.00

An arrow points from the 'Desired Speed' menu item to the table. Another arrow points from the 'Motorcycl' row to a graph window showing a speed distribution curve for a motorcycle, with a peak at 28 km/h.

MENENTUKAN RUTE PERJALANAN

The screenshot shows the 'Network Objects' menu with 'Vehicle Routes (Static)' selected. The main window displays a map with a yellow route highlighted. Red arrows point to the start and end of the route, labeled 'Asal (origin)' and 'Tujuan (destination)'. Below the map, the 'Static Vehicle Routing Decisions / Static Vehicle Routes' window shows a table with the following data:

Count	No	Name	Link	Pos	AllVehTypes	VehClasses
1	1	B	1: Barat-in	2.792	✓	
2	2	U	2: Utara-in	7.788	✓	
3	3	T	3: Timur-in	8.250	✓	

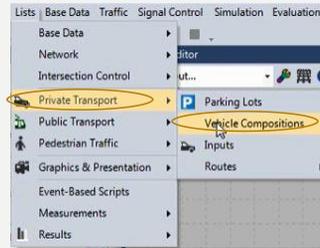
Below this table, another table shows routing decisions with the following data:

Count	VehRoutDec	No	Name	DestLink	DestPos	RelFlow(0)
1	1	B	1-B-U	7: Utara-	222.004	0.212
2	1	B	2-B-T	8: Timur-	296.840	0.485
3	1	B	3-B-S2	4: Selatan	117.301	0.300
4	1	B	4-B-S1	5: Selatan	117.492	0.003

A red arrow points from the 'RelFlow(0)' column to the text 'Diisi sesuai arus kendaraan dari masing-masing origin ke destination'.

MENENTUKAN KOMPOSISI KENDARAAN

Komposisi kendaraan diatur berdasarkan daerah asalnya atau daerah/lengan dimana kendaraan akan keluar sehingga jumlah komposisi kendaraan sejumlah dengan origin.



Diisi berdasarkan jumlah kendaraan dan kecepatan pada masing-masing jenis kendaraan

Vehicle Compositions / Relative Flows

Select layout...

Count	No	Name	VehType	DesSpeedDistr	RelFlow
1	1	B	100: Car	1048: Car	0.400
2	2	U	200: HGV	1049: HGV	0.020
3	3	T	610: Mot	1047: Motorcy	0.580

MEMASUKKAN JUMLAH KENDARAAN



Vehicle Inputs

Select layout... <Single List>

Count	No	Name	Link	Volume(0)	VehComp(0)
1	1	Barat	1: Barat-in	3273.0	1: B
2	2	Utara	2: Utara-in	3380.0	2: U
3	3	Timur	3: Timur-in	7082.0	3: T

Diisi berdasarkan jumlah kendaraan pada masing-masing lengan

Sesuai dengan vehicle composition dari setiap origin

MENGATUR SINYAL LALU LINTAS

The screenshot shows the 'Signal Controllers' menu with 'Signal Controllers' highlighted. An arrow points to a table of controllers:

Count	No	Name	Type	CycTm	CycTmIsVar	SupplyFile1	SupplyFile2	ProgNo
1	1	Simpang	Fixed	0	✓	vissig.config	Sinyal Simpa	1

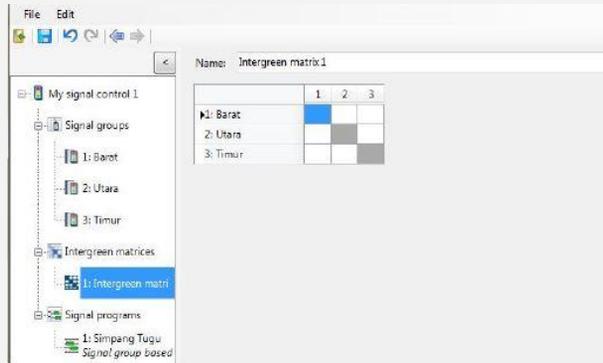
An arrow points to the 'Signal Control' dialog box. The 'Name' field is 'Sinyal Simpang Tugu'. The 'Type' is 'Fixed time'. The 'Program file' is 'VSSIG_Controller.dll'. The 'Dialog DLL file' is 'VSSIG_GUI.dll'. The 'Data file 1' is 'vissig.config'. The 'Data file 2' is 'Tugas AKNI_Tugu.sig'. The 'WTT files' are 'VSSIG.wtt'. The 'Program no.' is '1'.

MENGATUR SINYAL LALU LINTAS

The screenshot shows the 'Signal Control' dialog box for the 'Barat' signal group. The 'Name' is 'Barat'. The 'Default sequence' is 'Red-red/amber-green-amber'. The 'Default durations' are 68, 4, 23, and 3. The 'Notes' field is empty.

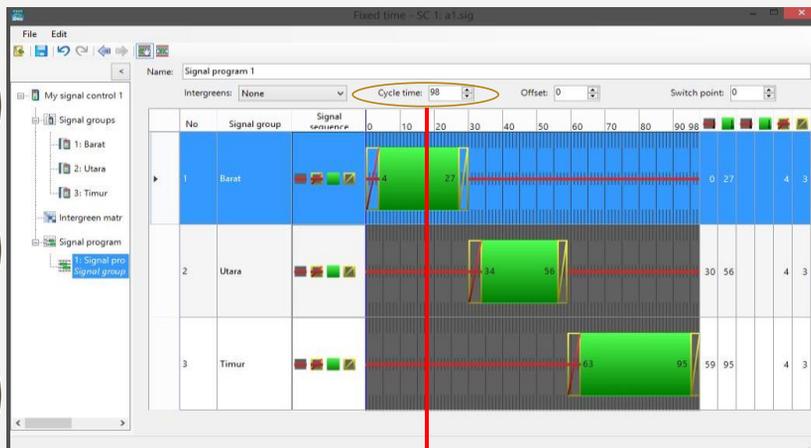
Waktu Merah
 Waktu Merah Semua
 Waktu Hijau
 Waktu Kuning

MENGATUR SINYAL LALU LINTAS



Untuk mengatur waktu bersih yang dibutuhkan kendaraan yang keluar pada suatu fase dengan fase selanjutnya yang akan keluar pada saat waktu antar hijau

MENGATUR SINYAL LALU LINTAS

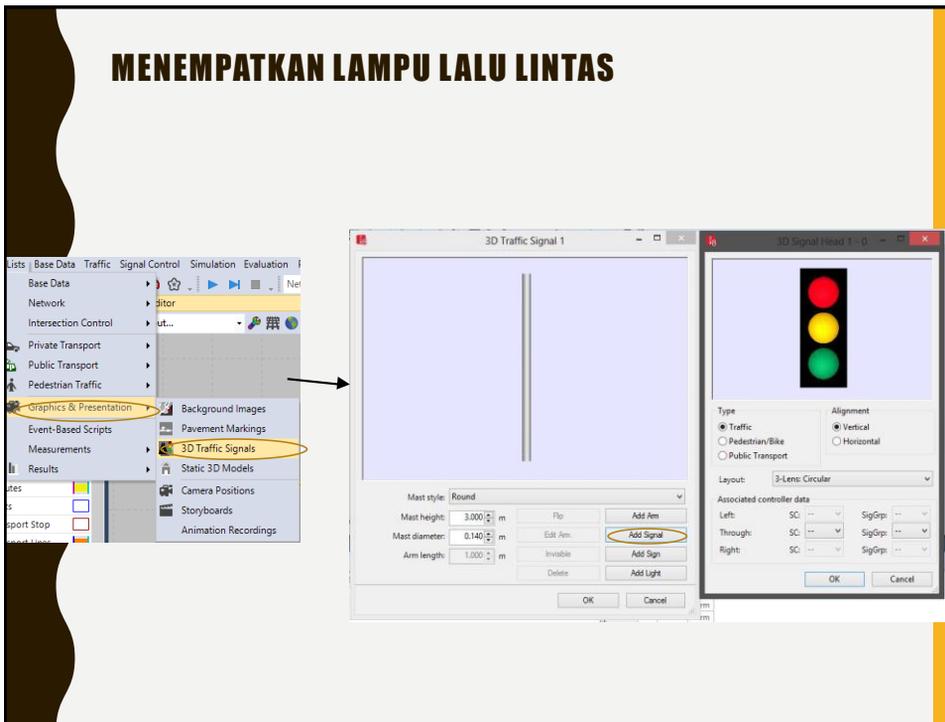


Waktu total fase Sinyal
Lalu Lintas

MENEMPATKAN SINYAL LALU LINTAS



MENEMPATKAN LAMPU LALU LINTAS



MENEMPATKAN LAMPU LALU LINTAS

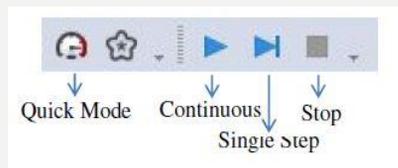
3D Traffic Signals

Count	No	Name	Level	PosX	PosY	PosZOffset	Rotation	Scale	MastPosRelX	MastPosRelY	MastPosRelZOffset	MastHeight	MastDiam
1	1	1: Base		-13.631	25.690	0.000	0.000	1.000	0.000	0.000	0.000	3.000	0.140

Untuk mengatur posisi lampu lalu lintas

Untuk mengatur ukuran lampu lalu lintas

RUNNING SIMULASI



- Quick Mode*, mempercepat jalannya simulasi tanpa menampilkan aliran kendaraan
- Continuous*, menjalankan simulasi secara kontinyu atau terus menerus
- Single Step*, menjalankan simulasi secara bertahap atau satu per satu tiap waktu
- Stop*, memberhentikan simulasi dalam satu langkah