ATMS08 - Incident Management

Emergency Management Maintenance and Construction Management

ATMS08 - Incident Management

Traffic Management

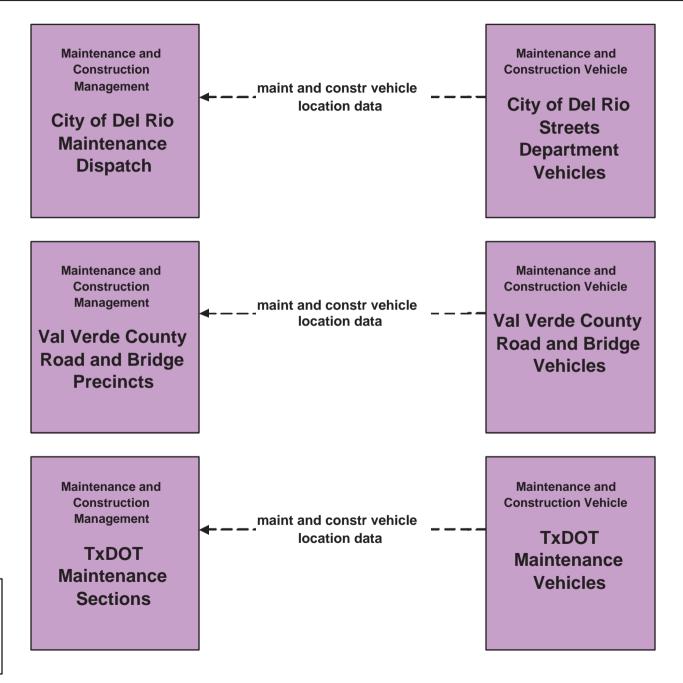
Maintenance and Construction Management

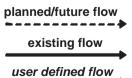
ATMS08 - Incident Management

Maintenance and Construction Management Construction Management Maintenance and

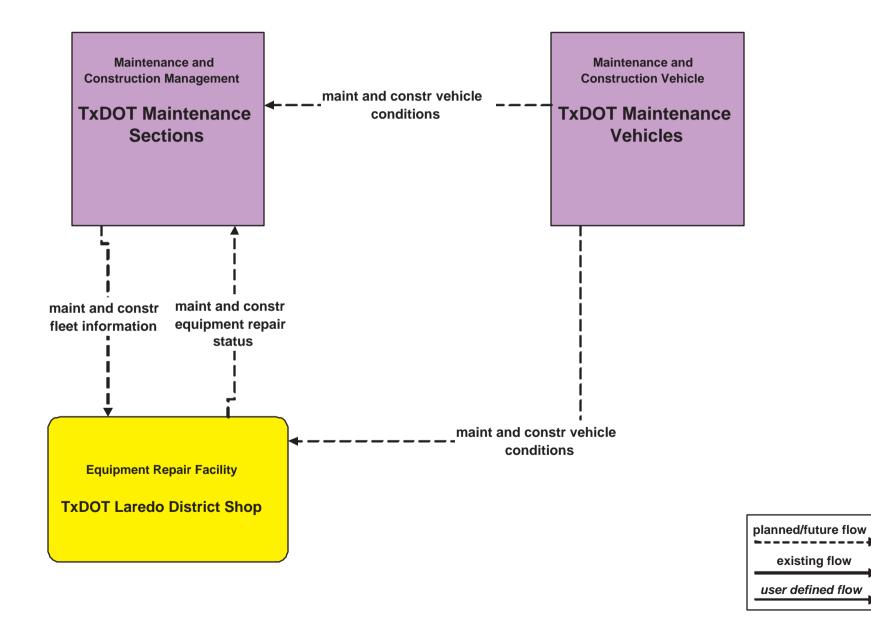
Del Rio, Tx Regional ITS Architecture Customized Market Package Diagrams

Maintenance and Construction (MC)

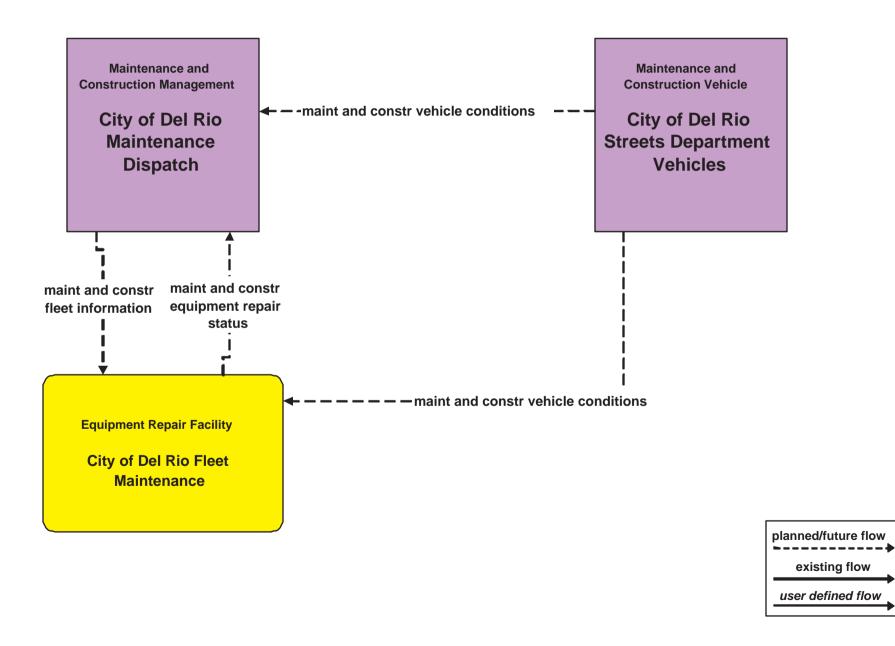




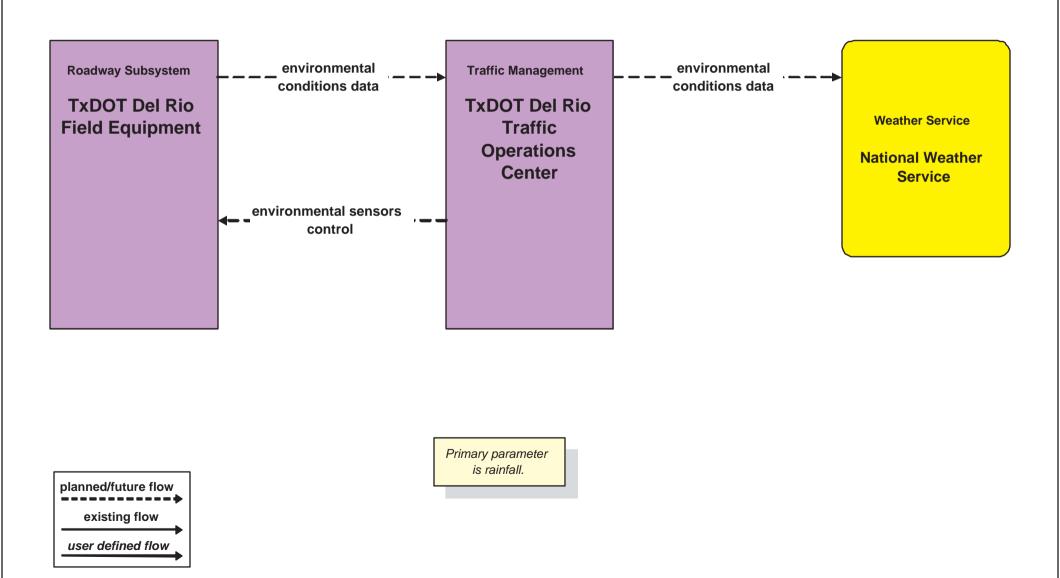
MC02 - Maintenance and Construction Vehicle Maintenance TxDOT Maintenance Sections



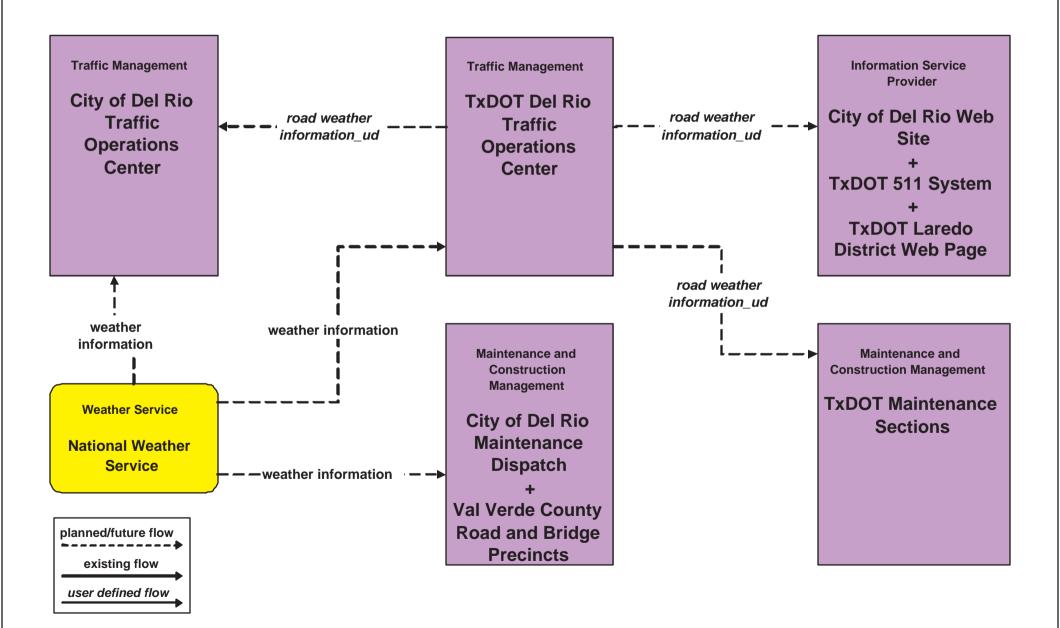
MC02 - Maintenance and Construction Vehicle Maintenance City of Del Rio Maintenance

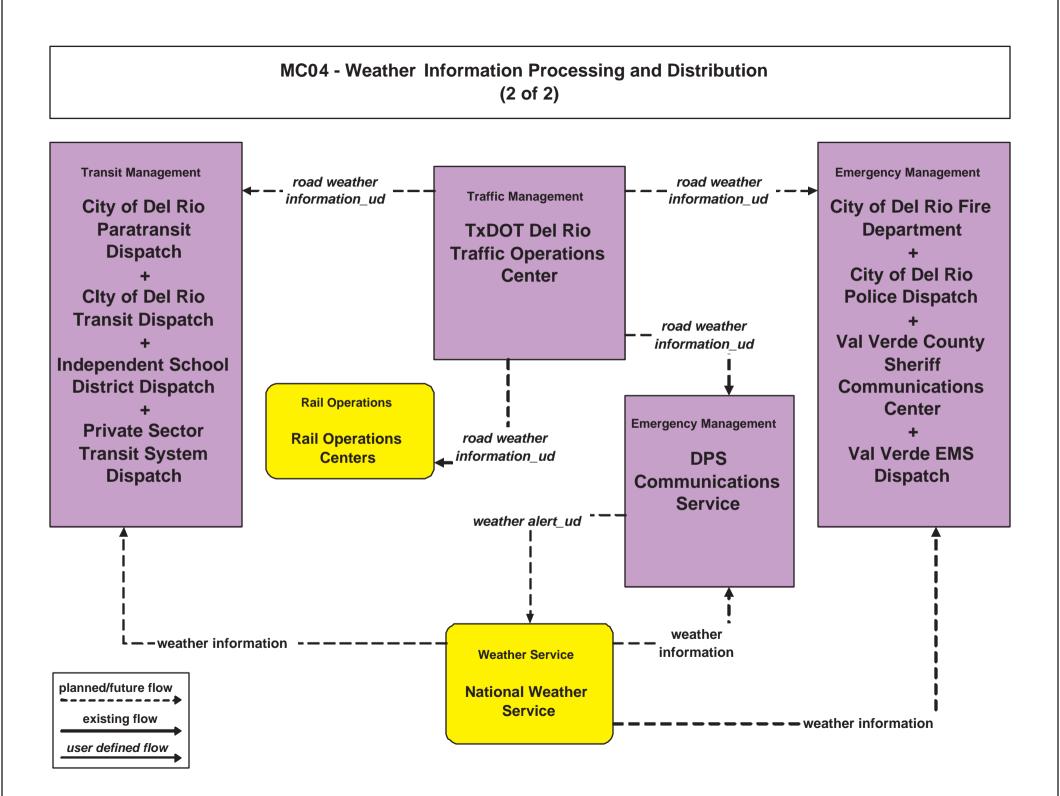


MC03 - Road Weather Data Collection TxDOT Del Rio

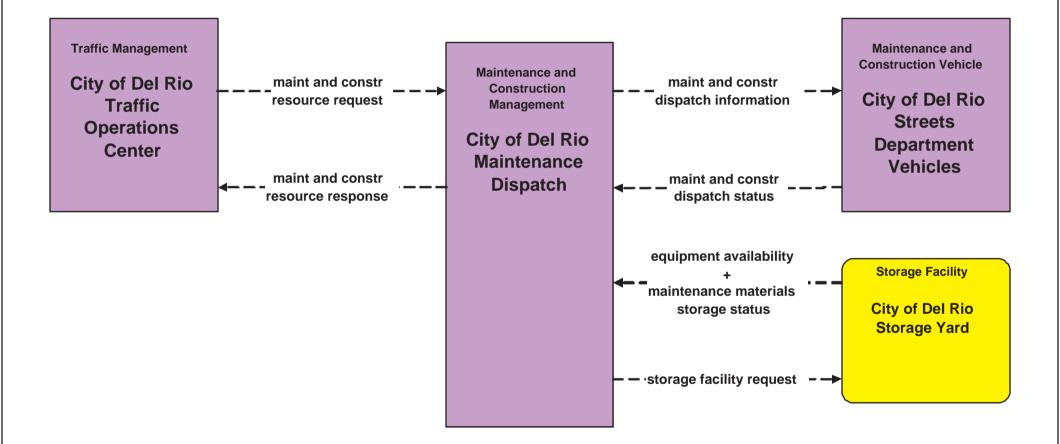


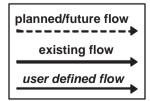
MC04 - Weather Information Processing and Distribution (1 of 2)



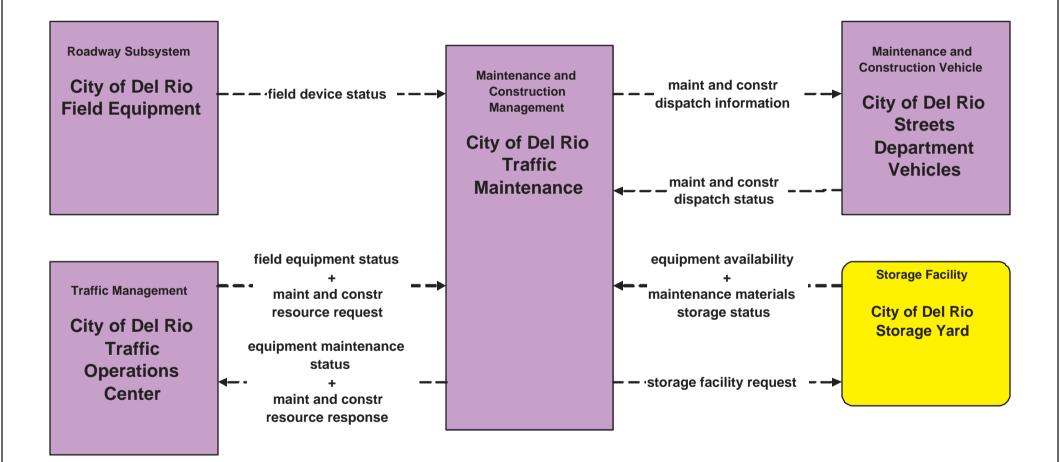


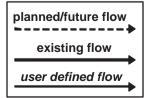
MC07 - Roadway Maintenance and Construction City of Del Rio Maintenance



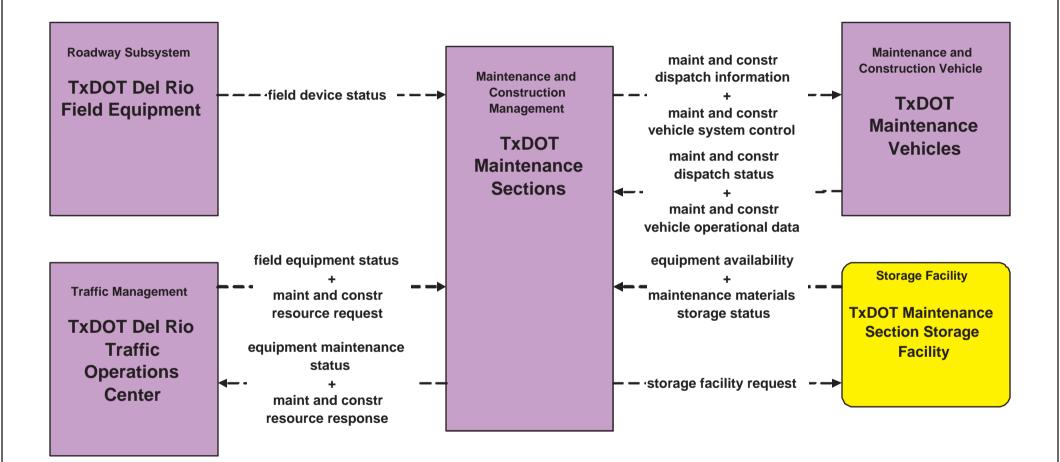


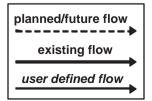
MC07 - Roadway Maintenance and Construction City of Del Rio Traffic Maintenance



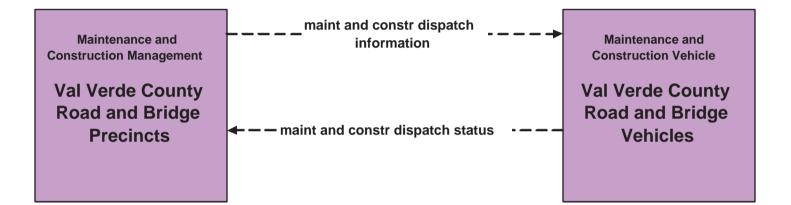


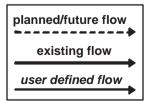
MC07 - Roadway Maintenance and Construction TxDOT Maintenance



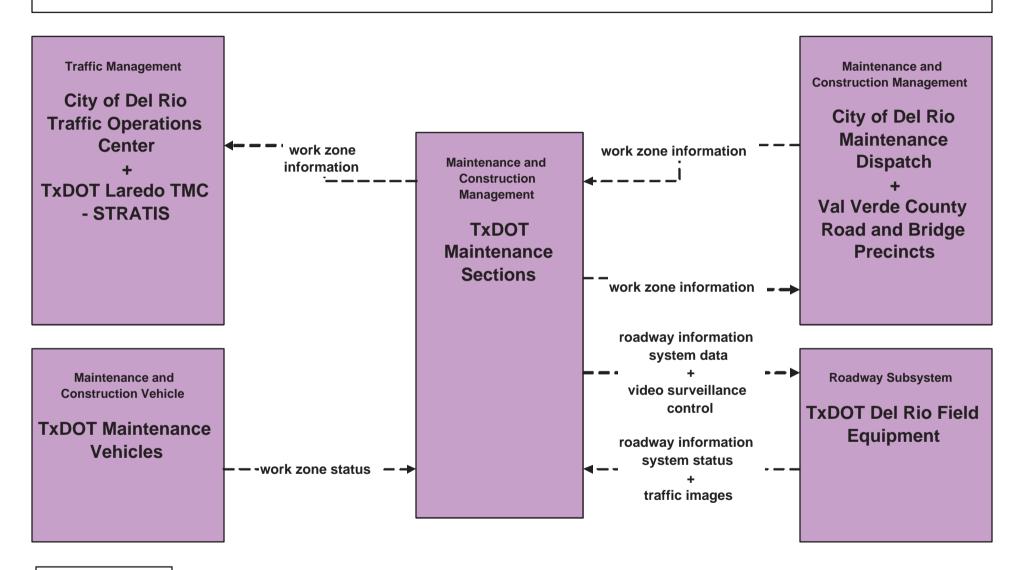


MC07 - Roadway Maintenance and Construction Val Verde County Road and Bridge



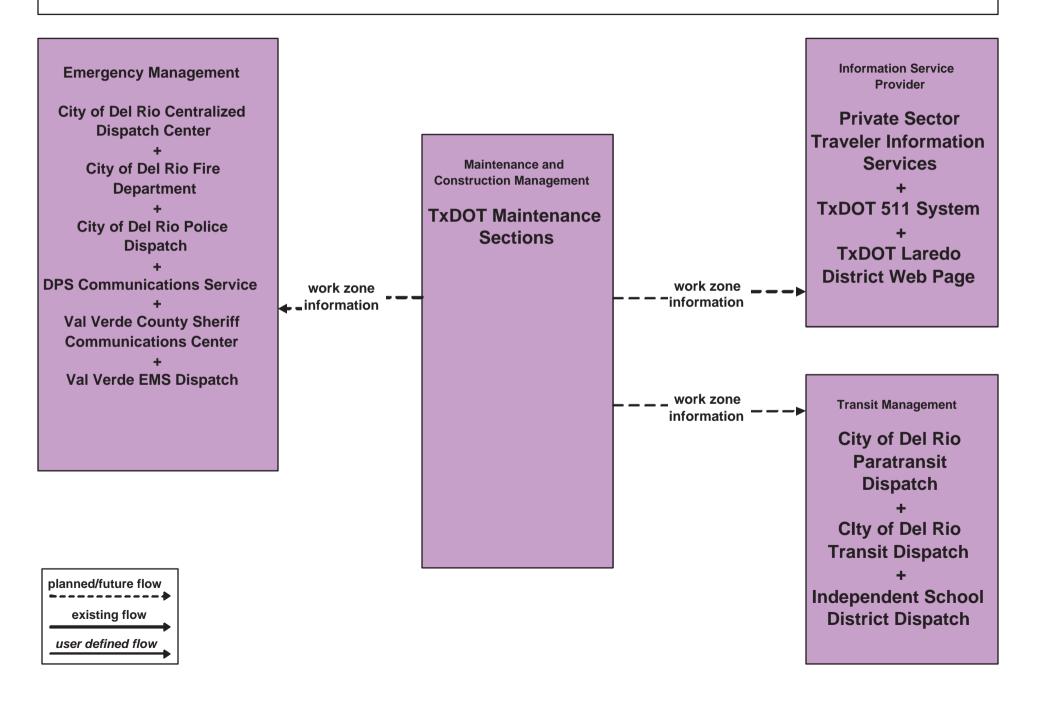


MC08 - Workzone Management TxDOT Maintenance Sections

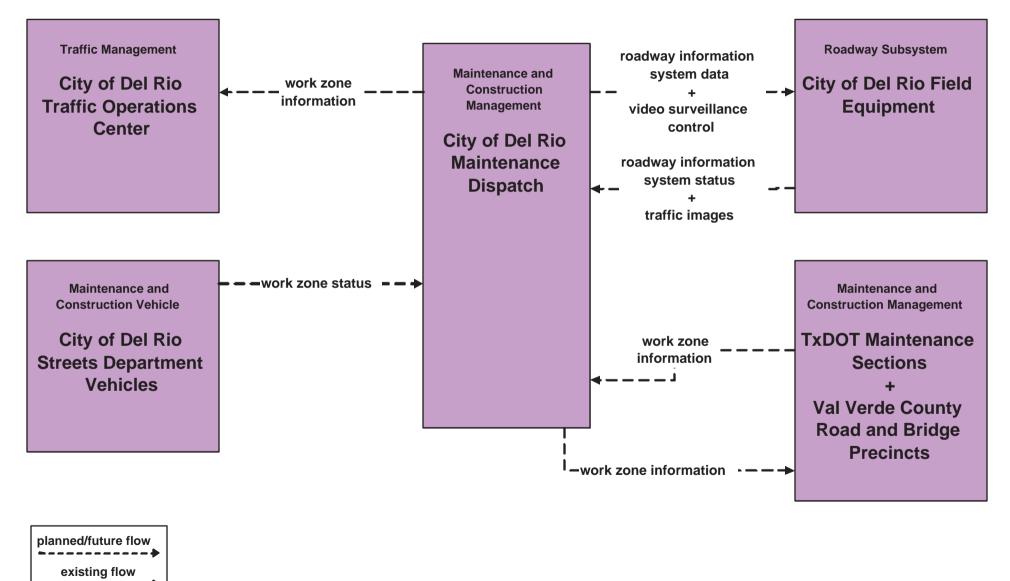


planned/future flow existing flow user defined flow

MC08 - Workzone Management TxDOT Maintenance Sections

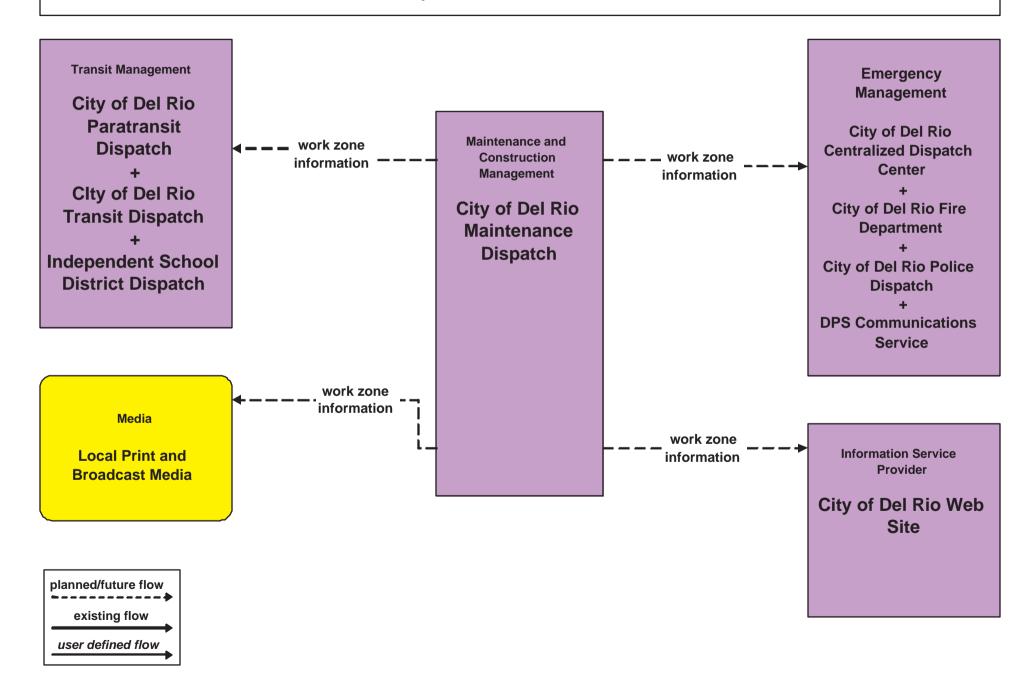


MC08 - Workzone Management City of Del Rio Maintenance

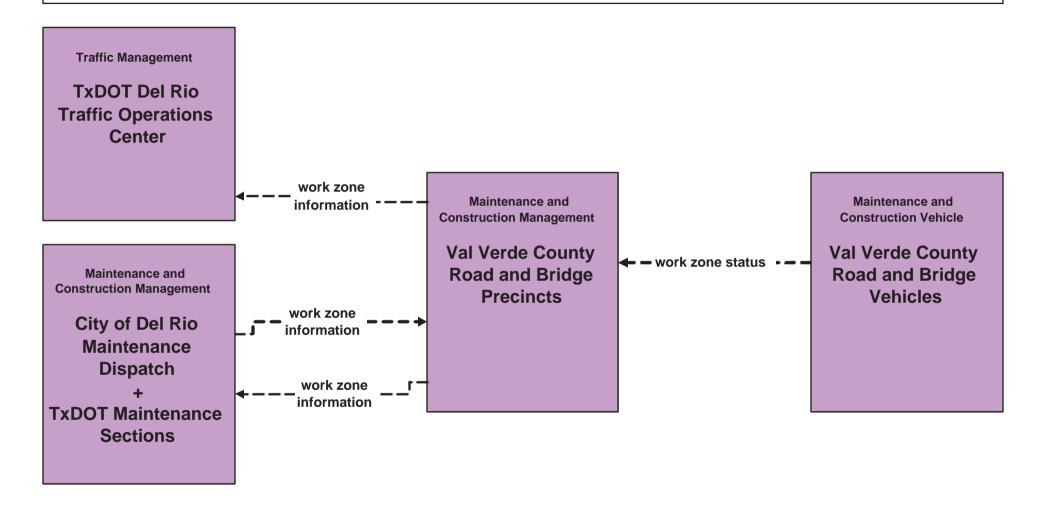


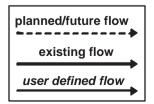
user defined flow

MC08 - Workzone Management City of Del Rio Maintenance

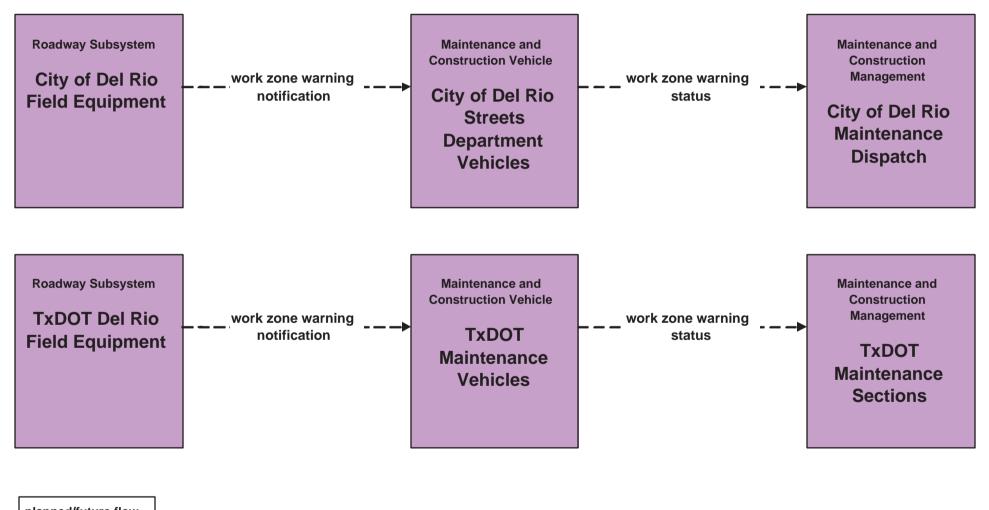


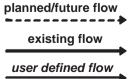
MC08 - Workzone Management Val Verde County Road and Bridge



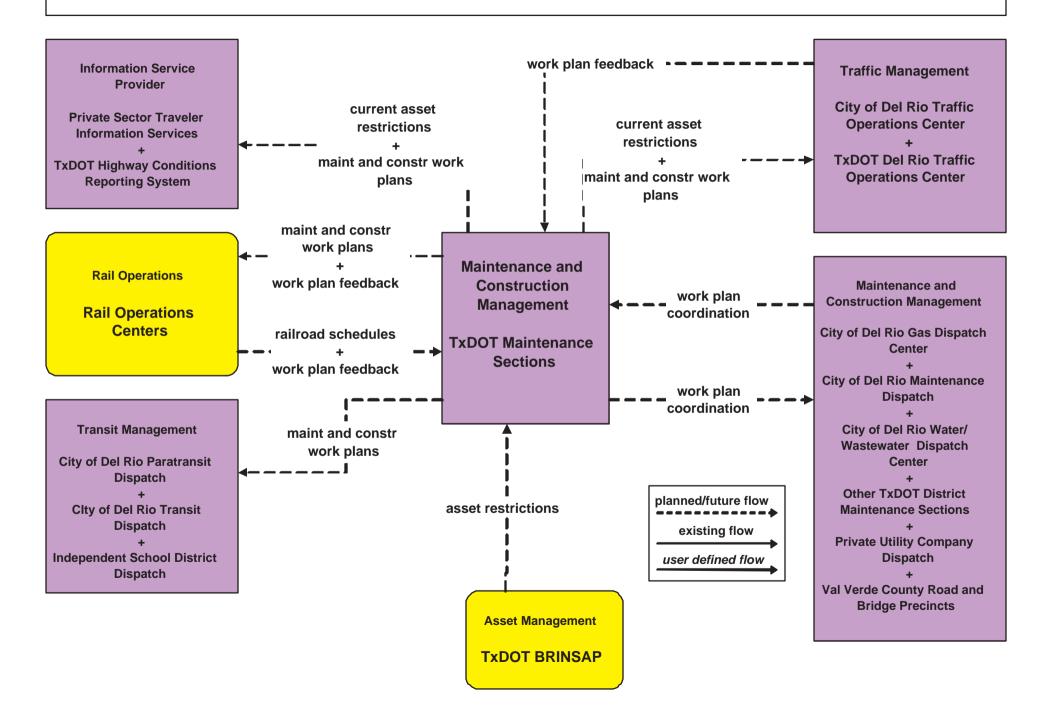


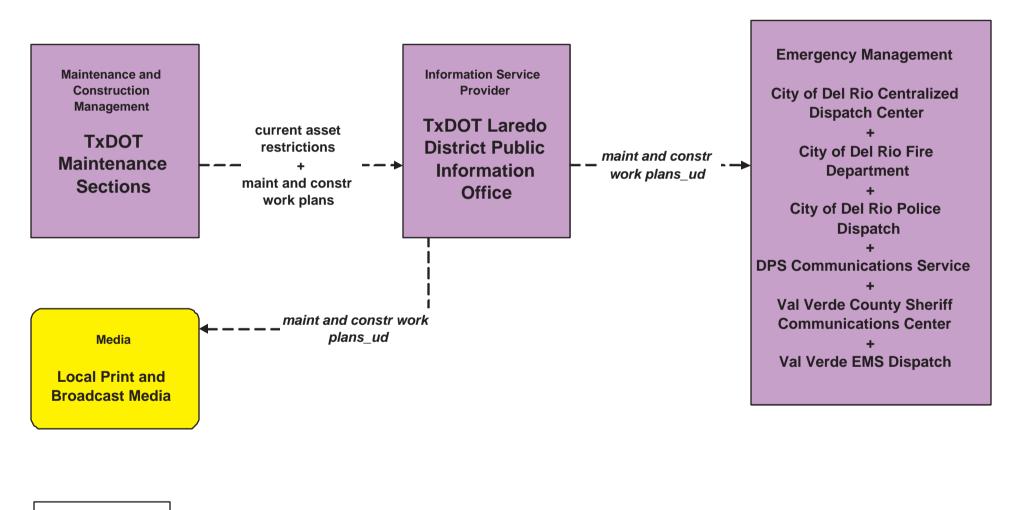
MC09 - Workzone Safety Monitoring

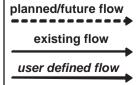




MC10 - Maintenance and Construction Activity Coordination TxDOT Maintenance Sections







MC10 - Maintenance and Construction Activity Coordination City of Del Rio Maintenance

