This work deals with the description of the program for modelling urban road network designed for microsimulation of traffic. Part of the work is devoted to description of one of the algorithms available for use in simulation. The first part contains information about the internal structure of the program, which means the way of representation of the road network,
the parts it is constituted of, what parameters of simulation are available to input and finally how to interpret data collected during simulation. The second part depicts one of the available simulation algorithms. It considers procession of traffic events, how the driver maintains safe distance behind the vehicle in front of him, his strategy in crossroads, what facts make him go and stop and eventually what are the reasons for changing lane.