PreDCR

Drawing the architectural plan in DWG format as per AutoDCR software requirements.

User Manual

SoftTech

Empowering Transformation

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Installation and Registration

System Requirements -

- Pentium IV or better (or compatible processor)
- 2 GB *RAM (Mini.* Requirement)
- Windows XP and above
- CD-ROM drive
- AutoCAD 2000 and onwards

Installation -

To install PreDCR software on your computer follow the given steps :

1. Insert the supplied PreDCR CD in CD drive of the computer or Download the installer from provided link..
2. Run the PreDCR installer by double clicking on set up file.
3. Follow the steps in installer wizard to complete the installation.

After successful installation, a PreDCR shortcut will be placed on your computer desktop as shown below.

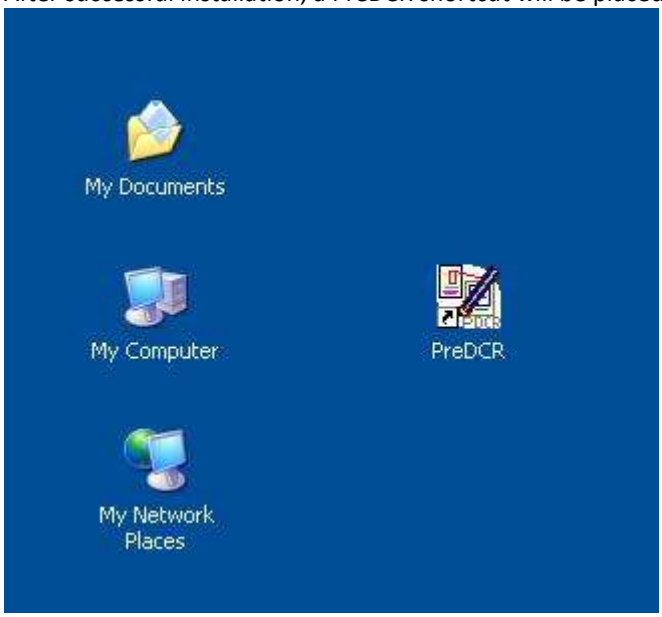


Figure 1: PreDCR Shortcut on Desktop

Introduction

PreDCR is software application used to create the architectural plan as per AutoDCR software requirements. It works under AutoCAD environment with additional menu & toolbar.

Using PreDCR commands user can create all the required layers in one click. Once all the layers are created in the drawing user can use AutoCAD commands to draw layout plan. As per AutoDCR requirement all building items like proposed plot, proposed work should be drawn on corresponding layer. Short commands are provided to activate any layer in PreDCR. At any time user can verify if the drawn entities are properly closed or not, if proper name text has been written inside all closed poly or not etc. PreDCR will highlight all the failed entities if any.

PreDCR can be used to modify/make and verify the existing or new proposal drawing as per AutoDCR software requirements. Users are free to use AutoCAD commands and or PreDCR commands to achieve the main purpose which is:

Drawing the architectural plan in DWG format as per AutoDCR software requirements.

For Automating the process of Development Control Regulations user/draughtsman/architect have to follow some specifications. The following are the list of specifications that the user should follow.

- Plot layout, detailed floor plan and building section for all the floors should be there in one AutoCAD drawing file. And there must be in 1:1 mt. Scale.
- All building items like proposed plot, proposed work, proposed parking etc must **be drawn using closed polyline**. (i.e. Every entity must be closed LWPOLYLINE except Center Line of Main Road, Internal Road, Railway Line , Drain line, Water Line and Electric Line).
- Building Sub-Items **must be exactly inside of outer closed polygon as per their place in architectural plan.** This means none of the edge or vertex of inside entity should be drawn outside its container entity.
- For example Parking or Open Space poly must be exactly inside the main plot poly.
  Tools are provided in **PreDCR** to verify this check.
- **Every Building Sub-Items should be given a specific/unique name (Text or MText entity) on the same layer & inside the entity poly.** If name not found then AutoDCR will generate the name automatically. Naming Conventions should be followed properly.
  e.g. Each Room should be given the concerned name Living, Kitchen, Bedroom..Etc.
- **Floor Name**: *GROUND FLOOR; TYPICAL FLOOR 1,2 & 5-8; TERRACE FLOOR;*
  Floor Items*: Room Names should be given properly without using abbreviations so the software can identify perfect entity. This can be done by Assign name facility provided by the software.*
- Floor Poly line must be having all the Arch details inside it
- User shall use only following kind of entities for Building Items :-
  LWPOLYLINE / TEXT / MTEXT
- If in a plan two proposed work are mirrored in that case user should provide two separate building plan for each proposed work.
- Proposal drawing must be having _OtherDetail poly having the other details to be taken in final printing such as Elevation. Septic Tank Detail etc.

Types of proposal

(Separate drawing files are required for Land-division (Sub-div. & Reconstitution) cases and for Building Development Case

1. **Amalgamation**: By drawing initial plots (with unique plot names) on _Plot layer and amalgamated plot on _Reconstitution layer. Give unique name to amalgamated plot on '_Reconstitution' layer.e.g.Recon1.

2. **Land Division (Sub Division)** - By drawing initial plots (with unique plot names) on _Plot layer and subdivided plot on _Subdivision layer. Give unique name to all sub-divided plot on '_sub-division' layer.e.g.SD1, SD2 etc.

3. **Proposed Development or Building Permission** - By drawing plot on plot layer with pwork inside plot having all the Proposed Bldg details

4. **Open Layout** - By drawing main plot (with unique plot names) on _Plot layer and Individual plot on _IndivSubPlot layer. Give unique name to all individual plot .e.g.ID1, ID2 etc. Open layout should contain all layout related entities such as Internal Road, Organized Open Space, Amenity etc drawn inside the Plot poly.

PreDCR layers information

Layer name	Description	Naming Convention	short command
_AccessRoad	Draw AccessRoad as a closed polyline with text specifying its width.eg.1.5 m. wide AccessRoad.		R6
_AccessoryUse	AccessoryUses which are allowed in Margins or Layout & Free from FAR should be drawn as a closed polyline with text inside it.	Name of the AccessoryUse can be assigned from Mark>AccessoryUse tool.	SSTR
_ArchProj	Draw Architectural projections such as Chhajjas, Flower-Bed, Cupboards, Lofts, Canopies, Otta and Front Steps as Closed Polyline .By Using "Mark>Arch.Projections" Tool, concerned Text will be inserted automatically inside the polyline. Canopy/porch will come in plot & other projections will come with floor plans.		AP
_AirShaft	Draw a closed poly with Text for Artificial Ventilation Shaft or Duct.		AVD
_Amenity	Draw a closed polyline on "_Amenity" Layer to represent the area for an Amenity		AMN
_Balcony	Draw Each individual Balcony as closed Polyline with Text on same layer. Balcony can be present in: Plot: It must overlap with PWork(if not enclosed) Floor: It must overlap ResiFAR. Enclosed Balcony can be Marked by using Tool "Mark>Balcony>Enclosed"		BL
_Building	Building poly is used to group all floor plans and sections of the same Building. (This is just a logical Group of Building). If the Building is Typical for Multiple Pworks or Wings, Naming Convention should be as Below. (Note: Area or size of Building Poly doesn't have any meaning in AutoDCR)	Naming Convention will be provided by Tool> Assign Name A (Bldg.Name) inside Bldg.Poly & A-1 (Bldg.Name) inside Pwork Poly	BLD
_UnitBUA	A Closed poly with Text on this layer represents a BuiltUp Area or Tenement Area. It should cover total area of one Tenement.		CPT
_CommFAR	Draw a closed FAR PolyLine, which is used as a Commercial Purpose.		CMFS
_CompoundWall	Closed polyline of compound wall to be drawn on this	1.5m. high compound	CW

	layer overlapping plot.	wall.	
_Door	Door shall be drawn as a closed polyline with Text & specified DoorHeight. (Note: Default DoorHeight will be 2.1 mt.)	D-2.2mt. , D1-2.4 mt.	DR
_Duct	Draw a closed polyline on "_Duct" Layer to represent the Duct.		AVD
_EWS and _LIG	Draw Provisions for EWS-LIG Area as closed polyline on this layer		PROEWS
_ElectricLine	Electric line shall be drawn as open Polyline with Text whose insertion Point lies on the Polyline. (Note : High or Low Voltage capacity must be written at a starting of Text)	High Tension Line	L1
_ExistingRoad	Draw an Existing/Proposed DP Road as a closed Polyline with text inside it. (Note: Road width must be written at a starting of Text)	12.00 m. wd. internal DP Road	R3
_ExStructure	Draw an Existing Structure as a closed Polyline with Text inside it.		ES
_Floor	Floor poly should be drawn as a closed Polyline with Text on same Layer. This is just a logical Group of all floor Entities. Direction Ref Circle: Insert Dimension Ref Circle inside each floor poly at the same point. You can insert it on common areas of the bldg. such as lobby, staircase, lift etc. (Note: Area or size of Floor does't have any meaning in AutoDCR) Floor Name: Floor Plan will be automatically link with Section by matching the Floor Name. If the Floor is Typical Floor, It should be Named with Proper Naming convention.	Naming Convention will be provided by Tool>Assign Name>Floor name Name of floor should be in given format: TYPICAL-1,4 FLOOR PLAN TYPICAL-1-5 FLOOR PLAN TYPICAL-2&3 FLOOR PLAN Ground Floor Plan	FLR
_FloorInSection	Section floor poly will represent each floor section with its name inside SectionFloor : Floor Plan will be automatically link with SectionFloor by matching the Floor Name. If the FloorPlan is Typical Floor Plan, It should be Named with Proper Naming Convention.	Inside SectionFloor: SECOND FLOOR, THIRD FLOOR, GROUND FLOOR.	SECF
_GreenBelt	Draw Green Belt on '_GreenBelt' layer as a closed polyline		GB
_GroundLevel	The Ground level line should be drawn as an open polyline in the section poly.		GL
_IndFAR	Draw a closed FAR Polyline, which is used as a Industrial Purpose.		IFAR
_IndivSubPlot	For plotting layout draw individual subplots on '_indivsubplot' layer inside main plot which will be on '_Plot' layer.		
_InternalRoad	Draw Each Internal Road as a Closed Polyline with Centre Line (Ltype-CentreLine) & Single Text inside each.	7.50 m wd. Internal Road	R2
_KharabLand	Draw a closed polyline for a KhrabLand area which is to be deducted from Gross plot area		KHLD
_LeftoverOwnersLand	Draw the area left for Owners in Layout plan on '_LeftoverOwnersLand' layer as a closed polyline		LOL
_Lift	A closed polyline on the inner dimensions of the lift should be drawn on this layer with Text. Lift. Machine Room shall be also drawn in same Layer with Text "Machine Room". (Note: Lift machine Room poly should be drawn as "Dashed" LType)		LFT

_MainRoad	Draw Main Road as a closed Poly with Text, which should be abutting with the Plot closed Poly. (Note: Road width must be written at the starting of Text)	24.00 m wd. Main T.P. Road	R1
_Marginline	Margin Polylines will be created by PreDCR by using Tool "Mark>Margins" (Note: User need not do anything on this layer.)		L3
_MortgageArea	Draw closed polyline on _MortgageArea layer to identify the area to be Mortgaged. which should be marked using Mark>MortgageArea		MORT
_NetPlot	No need to draw NETPLOT. This layer will be auto generated by PreDCR		NPLT
_NotInProposal	Plot area which is not in possession or which is not in proposal to be drawn as a closed polyline on this layer.		NIP
_OtherDetail	Make one Boundary/Closed Poly Line around the Details which is to be taken in final Printout		OTRD
_OTS	Draw OTS area as a closed Polyline with Text inside FARArea & inside Section Poly on _OTS Layer. All inner and outer OTSs should be drawn on this layer. OTS can be be present in the floor plan and its section in the Section poly but on the same "_OTS" layer.		CWK
_Parking	Draw a closed Polyline for Parkings on "_Parking" Layer. U can also use Insert tool to insert desired Parking Poly in your drawing.		PK
_Passage	Draw a closed polyline on "_Passage" Layer to represent passage. (Note: If Premium for Passage is going to be Paid, Passage should be marked by using Tool "Mark>Passage>Free from FAR"		PAS
_Plot	Draw a closed poly which will represent the Plot layout		PLT
_PropWork	PWork is a building profile and shall be drawn inside plot. Draw a closed polyline for Proposed Work on "_PropWork" Layer. Direction Ref Circle: Insert Dimension Ref Circle inside PWork poly at the same point as in Floor polye. You can insert it on common areas of the bldg. such as lobby, staircase, lift etc.		PW
_RailLine	Railway line shall be drawn in the layout plan as a Open Poly (Ltype-CentreLine) & Text which insertion point lies on the Polyline.		L2
_Ramp	Draw a Ramp as a closed polyline with CentreLine (L-type-Centre Line) & Text inside it in Plan. Draw RampSection as a closed polyline with Text same as in Plan.		SECR
_OrganizedOpenSpace	Draw a closed polyline on "_OrganizedOpenSpace" Layer to represent the area for recreational purpose.		OPS
_Recreational SpaceInBldg	Draw a closed polyline on "_RecreationalSpaceInBldg" Layer to represent the area in Building on any floor for recreational purpose.		RSIB
_ReservArea	If there in any Reservation Area in Plot, it should be drawn as a closed Polyline with Text inside same Layer.		RSA
_ResiFAR	A Closed poly with Text on this layer represents a Residential FAR or Floor FAR. It will cover whole area which is considered in FAR Area per Floor.		MFS

	Note: - It is same as previous "_ResiFAR" Layer.		
_Roadwidening	Road Acquisition/Road Widening area shall be drawn as a closed Polyline with Text on same layer inside Plot Entity. Margin will be generated & checked from Roadwidening Poly by AutoDCR software.		R5
_Room	A closed polyline for each room with its text inside should be drawn on this layer.		RU
_Section	Section poly should be drawn as a closed Polyline with Text on same Layer. It is used to group all Sectional detail like Floor Sections, Plinth, Staircabin, Tank etc. (This is just a logical Group of Sectional Entity). (Note: Area or size of Floor does't have any meaning in AutoDCR)		SEC
_SectionalItem	Draw a SectionalItem as a closed polyline which is the height of the AC Duct/Beam/Slab/Sunk Slab of that floor. This poly only used for checking clear floor height by deducting this Sectional Item height		SECTITEM
_SitePlan	The encapsulating poly around the Site/Key Plan with the Text & Scale inside it. (Note: Scale should be written as described. Scale:1:500)		STP
_SpecialUseFAR	FAR ploy for all other building uses like educational, institutional etc. except resi.,comm. ind. use should be drawn on this layer.		SUF
_StairCase	Total Staircase area should be drawn as a closed polyline with text inside it. This Main Stair Poly should contain Intermediate Landing, Floor Landing & Each Tread as an open polyline. Intermediate & Floor Landing Poly can be Marked by PreDCR Tool "Mark>Staircase>Int. or Floor Landing"		STR
_SubDivision	For Land Division Proposal, Draw each SubPlot (Subdivided Plot) as a Closed Polyline having Text/Mtext on _SubDivision layer		SBD
_Terrace	A closed polyline on _Terrace layer is a terrace. All kind of terraces like common top floor terrace as well as common terrace on any floor should be drawn on this layer.		TER
_Void	Draw a closed polyline on "_Void" Layer to represent void.		VD
_Wall	Draw Wall as a closed Polyline. No text is reqd in Wall layer		
_WaterBody	Draw Water Body as closed polyline.		R4
_Window	Draw a closed polyline on _Window" Layer to represent window. You can also use Insert tool to insert window poly for particular size.		WND

PreDCR Tools

While running the PreDCR software, you will get option to select AutoCAD version. You can select any of AutoCAD version to run the PreDCR Application. You will get PreDCR Tool bar and PreDCR Menu in that AutoCAD Application only. A detail for each tool is described below.

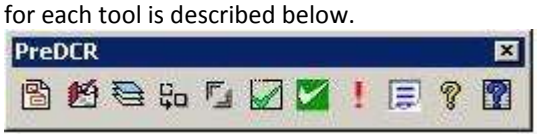


Figure 2: PreDCR Tool Bar

Create New Project:

This command will Create New project for current drawing. As soon as you active this tool the following dialog appears. In which you have to fill all the Proposal details. Also it is mandatory to select Type of Project as

a. Prop. Development: Proposal having Development. It should not involve any LandDivision or Reconstitution
b. Land Division/Amalgamation: Proposal having Land Subdivision or Amalgamation

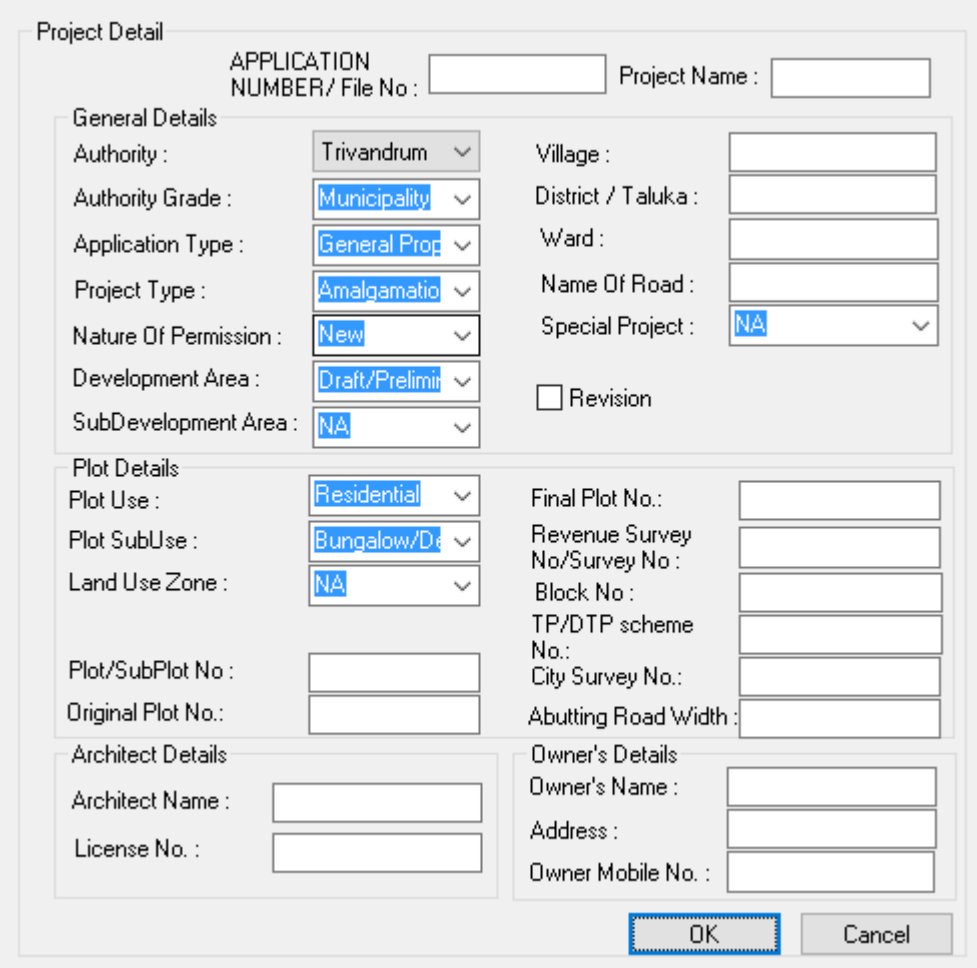


Figure 3: Create New Project

Create Layers in the drawing (PDCRCL):

This command will create layers required for AutoDCR and as per the Project Type you have selected. i.e. For Proposed Development type Proposal listed layers will be generated in drawing file.

Figure 4: Create Layers

Fix Poly (PDCRPE):

Use this command once on the final drawing which will process all the polylines on the PreDCR layer and remove extra vertices found on polyline or duplicate entity. This command should be used (before verifying the drawing) every time you add any new entity in the drawing.

Mark Margin (PDCRMARGIN):

Use this command to mark side of the plot as Front, Rear or Side. Also you have to assign Plot width and Plot depth in drawing using same tool.

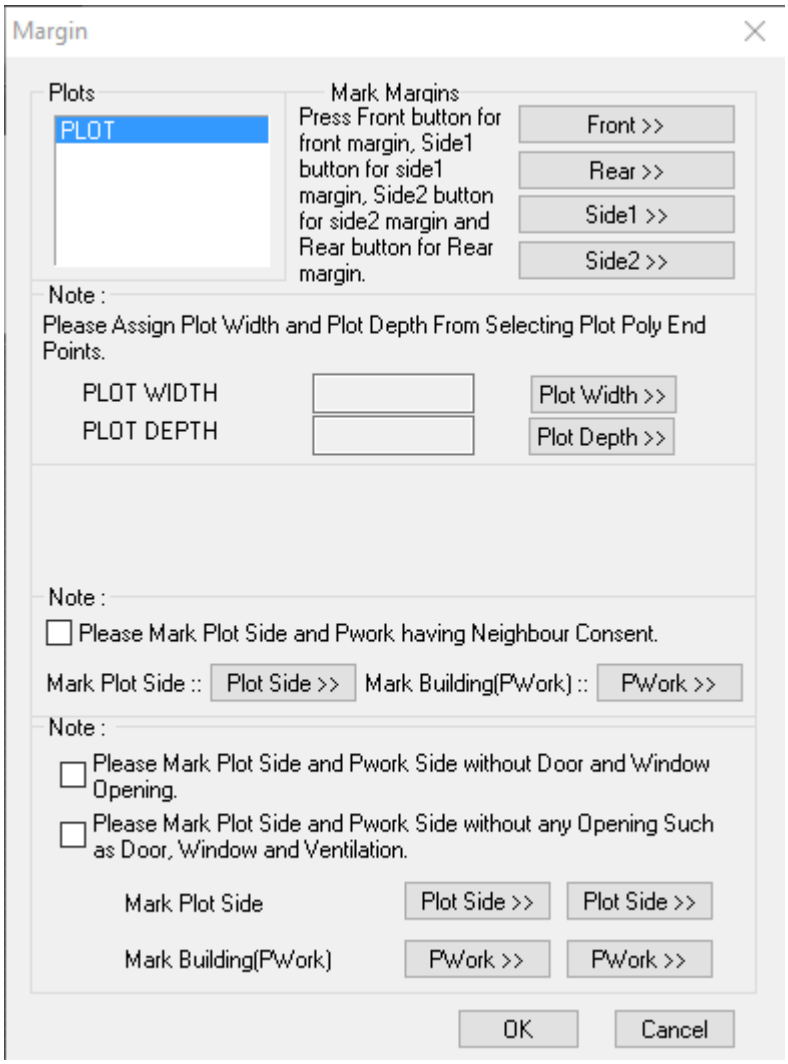


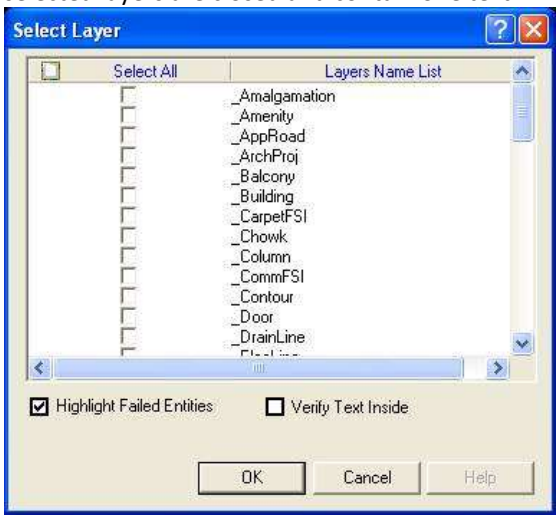
Figure 5: Mark Margin

Mark the Plot side which is overlapped with MainRoad as Front , opposite side as Rear & other sides as Side Margin. Assign Plot width & Depth in Drawing.

Mark the Plot side and PWork when No Door/Window or Ventilation is taken from any side of the Plot or Neighbour Consent is taken on any side.

Verify close Poly (PDCRVD):

This command will verify the current drawing as required by AutoDCR. It will verify that LWPOLYLINE entities on the selected layers are closed and contain one text.



Verify the Current Drawing (PDCRVT):

Use this command to verify the layout and building level objects in the current drawing plan. Major checks are as follows:

- Check if these entities are drawn as closed LWPOLYLINE.
- Name text is given to all objects.
- Entities are placed exactly inside their parent objects (container).
- Naming conventions are followed properly.

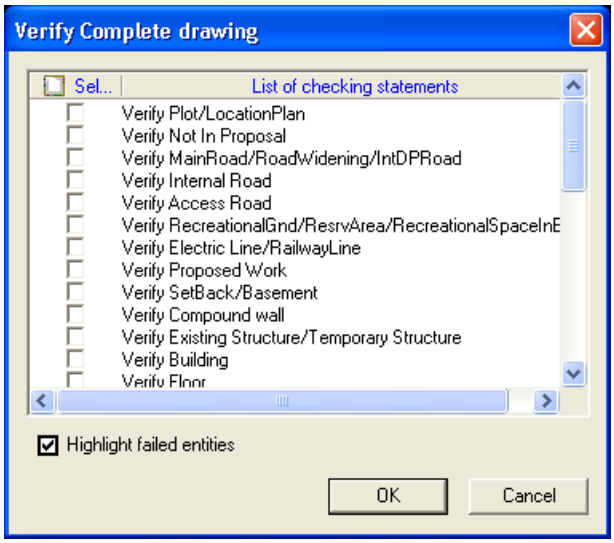


Figure 6: Verify the Current Drawing

In the "Verify All Drawing Dialog" you can select the layout or building objects to be checked. To view the result, press OK button. PreDCR will start checking all corresponding objects in the currently open drawing and then display the status as OK or list of failed objects with the reason of failing in the dialog as shown in Figure.

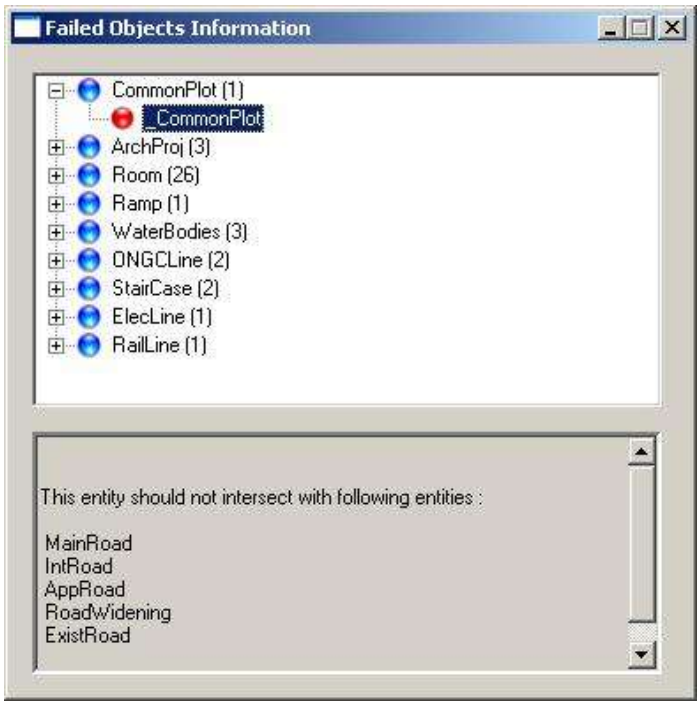


Figure 7: Failed Entity Information

Show Objection List (PDCROLST):

This command gives the list of all minimum required entities which are not there in your drawing. If all required entities found then it gives a message that minimum required entities are present in drawing.

Show PreDCR Report (PDCRRPT):

This command will generate the PreDCR Report having all the Project details. All the verified and Failing entities having Information will be shown in this Report.


KOCHI MUNICIPAL CORPORATION

PreDCR Report

Kochi Municipal Corporation

Version Number: 1.0.0
Version Date: 16/12/2017
Report Generated On : 02-01-2018

General Details

Application No.	
Authority	Kochi
Authority Grade	Municipal Corporation
Application Type	General Proposal
Project Type	Building Permission
Nature Of Permission	New
Revision	No
Development Area	Corporation Area
SubDevelopment Area	NA
Special Project	NA

Schedule of boundaries

Plot Use	Residential
Plot SubUse	Hotel/Lodge
LandUseZone	NA
Land SubUse Zone	NA
Abutting Road Width	6.00

Minimum required entities have been found.

Building and Existing Building Details

Building USE/SUBUSE Details

Name	Use	SubUse	Use Group	Type	Structure	Height	Floor No	Employees No	Horse Power (HP)	No Of Seats	No. of Beds	No. of Rooms	AeroDrome Type	AeroDrome Range
plot	Residential	Residential Apartment Bldg	Group A1	NA	Lowrise	-	0	0	0	0	0	0	-	-
A1 (RESIDENTIAL)	Residential	Residential Apartment Bldg	Group A1	NA	Lowrise	15.00	5	0	0	0	0	0	-	-

Figure 8: PreDCR Report

Special Tools

Use Special tools using PreDCR Menu

Mark:

Insert:

Assign Name:

Tool:

Use Mark tool using PreDCR Menu

Marking adds some extra meaning in entity. Following commands are provided to mark different entities as per requirement.

Amenity:

PWork:

Room:

Void:

Floor in Section:

Staircase:

Lift:

FAR:

UnitBUA:

Balcony:

Projection:

Main Road:

Road Widenings:

Existing Work:

Existing Structure:

AccessoryUse:

OtherDetail:

Margin:

- **Amenity:**
- **Common Plot:**

  Thick Plantation

  Common Plot (Default)
- **PWork:**

  Centrally AC Building: Mark PWork for Centrally AC Bldg
  Pwork(Default) : Mark Normal PWork
- **Room:**

  AC Room: Mark Room Poly for AC Room
  Room (Default) : Mark Normal Room Poly
- **Void:**

  CutOut (Free from FAR/BUA): Mark Void poly for Central Open Space/Atrium which area is taken free from FAR and Built up area as **CutOut**
  Void (Default) : Mark Normal Void Poly for Double Height portion or the area which is taken free from FAR
- **Floor Section:**

  Floor to be demolished: Mark Section floor as Floor to be Demolished when required.
  Floor In Section (Default): Mark Section floor as Default to remove any other Marking.
- **SectionalItem**

  AC Duct
  Beam
  Slab
  Sunk Slab
- **Staircase:**

Internal Staircase
Escalator
Open StairCase
Fire Escape Staircase
Spiral Staircase
Three Flight Staircase
Four Flight Staircase
Normal(Default)

Intermediate Landing
Flight Width
Floor Landing

Marking to be provided in each Staircase

- **Intermediate Landing** (PDCRMIL): Mark Intermediate Floor Landing Width (Open Poly) inside staircase as Intermediate Landing.
- **Flight Width** (PDCRMFW): Mark Flight width (Open Poly) inside staircase as Flight Width.
- **Floor Landing** (PDCRMFL): Mark Floor Landing width (Open Poly) inside staircase as Floor Landing.

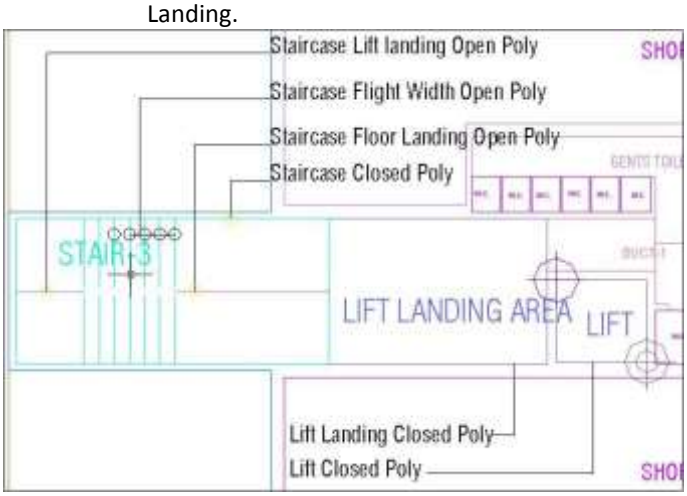


Figure 9: Staircase & Lift markings

- **Lift:**

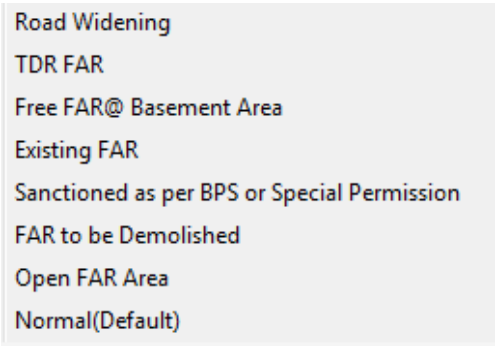
Lift Machine Room: Mark Lift as Lift Machine Room
Fire Escape Lift: Mark Lift as Fire Escape Lift
Hydraulic Lift: Mark Lift as Hydraulic Lift
Lift (Default): : Mark Normal Lift as Lift

- **SpecialUseFAR markings:**

FAR Area used for other than Residential, Commercial and Industrial purpose shall be drawn on _SpecialUseFAR Layer and shall be marked as per its Use

Educational: Mark SpecialUseFAR poly as "Educational" for area used as Educational Purpose
Medical/Hospital: Mark SpecialUseFAR poly as "Medical" for area used as Medial Purpose
Assembly: Mark SpecialUseFAR poly as "Assembly" for area used as Assembly
Office/Business : Mark SpecialUseFAR poly as "Office" for area used as Office Purpose
Storage: Mark SpecialUseFAR poly as "Storage" for area used as Storage Purpose
Hazardous: Mark SpecialUseFAR poly as "Hazardous" for area used as Hazardous Purpose

- **FAR:**



- **UnitBUA:**

  Spited Tenement: Mark more than one Ind.Unit for Splitted Tenement. i.e. When Tenement is having more than one Ind.Unit Poly e.g. Bungalow, Double Floor Flat.
  Normal (PDCRMNT): Mark Ind.Unit as individual tenement (Default)
  UnitBUA other than Tenement: Mark Carpet Poly drawn for Common passage area or other than Tenement area as UnitBUA other than Tenement

- **Balcony:**

  Service Verandah: Mark Balcony as Service Verandah
  Normal (Default) : Use this marking to unmark above marking

- **Projection:**

  F.Bed : Mark Architectural Projection as Flower Bed
  Weather Shed: Mark Architectural Projection as Weather Shed
  Loft: Mark Architectural Projection as Loft
  Cantilever Portico: Mark Architectural Projection as Cantilever Portico
  Otta: Mark Architectural Projection as Otta
  Arch. Projection: Mark Architectural Projection as Arch. Projection

(Note: Even though any Projection is considered in FAR Area, Each Projection (except Loft) must be drawn outside & overlapped with the FAR Poly at Floor Lvl or with PWork at Layout Lvl and each Arch. Projection must be marked through PreDCR Mark>Projection Option)

- **MainRoad:**

  Access road: Mark Main road as Access road
  Main Road (Default) :

- **Road Widening:**

  Surrendered Free of Cost: Mark RoadWidening poly as Surrendered Free of Cost when RoadWidening area is considered for calculating the Permissible FAR Area/Coverage area

- **Existing Work:**

  This command is used to mark the part of Building as an Existing work.
  When Any Existing Bldg detail is provided, draw each entity on PreDCR Layer and mark each of them as "Existing Work"

- **Existing Structure:**

  To be demolished (PDCRMREXWD): Mark an Existing work which is to be demolished as "To be demolished".
  To be retained (PDCRMREXWR): Mark an Existing work as to be Considered for calculation without any corresponding Bldg Detail as "To be retained"
  Sanctioned as per BPS or Special permission: Mark as Existing work which is already constructed and approved as per Old DCRule or special permission

- **Accessory Use:**

  Electric Room: Mark Accessory Use Poly as Electric Room
  Transformer: Mark Accessory Use Poly as Transformer
  WatchMan Cabin/Security Room: Mark Accessory Use Poly as Watchman cabin or Security Room
  Servant Quarter : Mark Accessory Use Poly as Servant Quarter
  Garage: Mark Accessory Use Poly as Garage
  Rain Water Harvesting: Mark Accessory Use Poly as Rain Water Harvesting
  Motor Room: Mark Accessory Use Poly as Motor Room
  A C Plant Room: Mark Accessory Use Poly as AC Plant Room
  Lumber Room: Mark Accessory Use Poly as Lumber Room
  Lavatory: Mark Accessory Use Poly as Lavatory
  Generator Room: Mark Accessory Use Poly as Generator Room
  Garbage: Mark Accessory Use Poly as Garbage
  Sheds: Mark Accessory Use Poly as Sheds
  StoreHouse: Mark Accessory Use Poly as Store House
  Toilet: Mark Accessory Use Poly as Toilet
  BathRoom: Mark Accessory Use Poly as Bath Room
  Accessory Bldg/Accessory Shed: Mark Accessory Use Poly as Accessory Bldg/Shed

- **Other Details:**

  Elevation: Mark closed Polyline around Elevation Detail
  Site Plan: Mark closed Polyline around Site Plan
  Location Plan: Mark closed Polyline around Location Plan
  Septic Tank Detail: Mark closed Polyline around Septic Tank Detail
  Rain Water Tank Storage Detail: Mark closed Polyline around Rain Water Tank Storage Detail
  Certificate: Mark closed Polyline around Certificate
  Note: User has to make one Boundary around the details as above and any other which details are need to be taken in final Printing and which are not used while PreDCR Conversion.

- **Margin:**

Refer Mark Margin Tool

Use Insert tool using PreDCR Menu

Following commands are provided to insert various blocks/Text in your drawing.
Parking:

Door:

Window:

Sanitation Text:

Direction Reference Circle:

North Direction:

- **Parking:**
  - **Car:** Insert Car Parking Unit
  - **Two Wheeler:** Insert Two Wheeler Parking Unit
  - **Cycle:** Insert Cycle Parking Unit
  - **Transport Vehicle :** Insert Transport Vehicle Parking Unit
  - **Loading/UnLoading:** Insert Loading/UnLoading Vehicle Parking Unit

- **Door:**
  - **Door** (PDCRIDRNAM): Use this command to insert Door Poly at specific point**.** Door must be overlapped with Room at one side

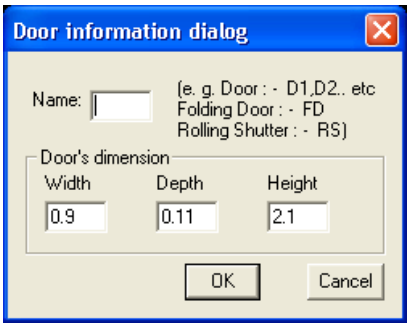


Figure 10: Insert Door

Give Door Name and Dimension as per drawing. Door Poly with Text will be inserted in drawing.

- **Window:**
  - **Window** (PDCRIWNDNAM): Use this command to insert Window Poly at specific. Window must be overlapped with Room at one side & at other side with the Entity from which Room is getting ventilation

Figure 11: Insert Window

Give Window Name and Dimension as per drawing. Window Poly with Text will be inserted in drawing. Ventilation taken from Slab/Top must be named as SkyLight

- **Sanitation Text:**
  - **Urinals:** Use this command to insert Text for Urinals for Sanitation for any Use except Residential Use.
  - **Water Closet:** Use this command to insert Text for WC used for Sanitation for any Use except Residential Use.
  - **Wash Basin:** Use this command to insert Text for WB used for Sanitation for any Use except Residential Use.
  - **Bath:** Use this command to insert Text for Bath for any Use except Residential Use.

- **Direction Reference Circle:**
  - **Direction Ref Point** : Use this command to insert Direction Ref Point (Orientation) inside Floor and PropWork.

- **North Direction:**
  - **North Direction:** Insert North Direction in Drawing

Use Assign Name tool using PreDCR Menu

Building and Prop.Work:

Room:

Floor Name:

Ramp Name:

- **Building and Prop.Work:**
  - **Building and PropWork** (PDCRBLDPWNL): Use this command to assign the names to Building and its corresponding PropWork at Layout.

Figure 12: Assign Building & Pwork Name

Note: Each Bldg & **PWork(**BUA in Layout) entity name must be assigned through **PreDCR**.

- **Room:**
  - Use this command to assign names to Different Room

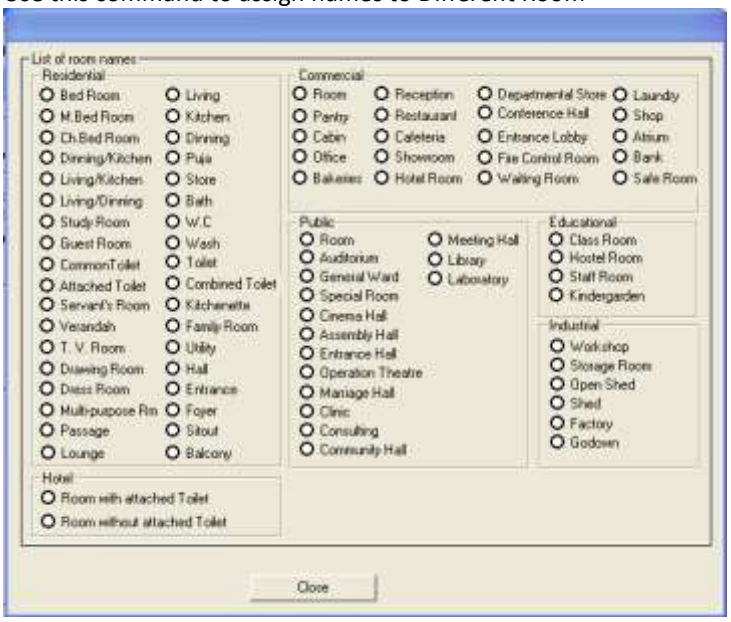
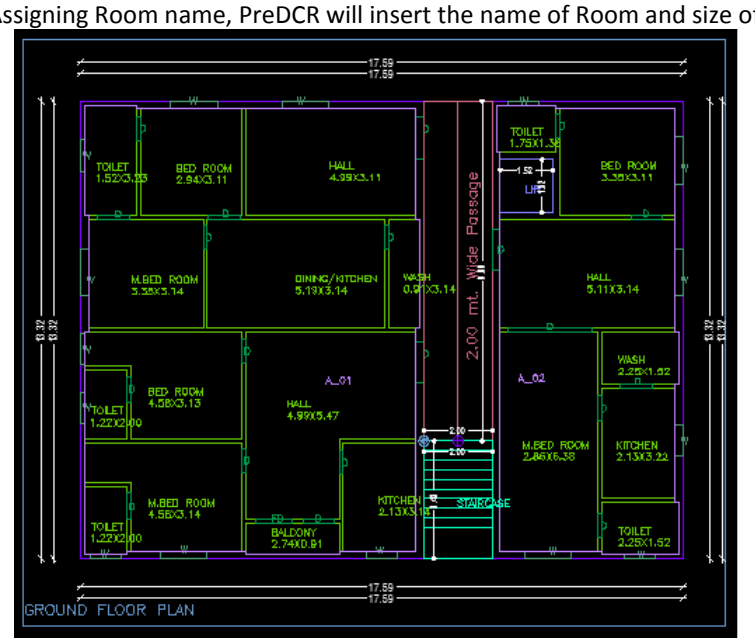


Figure 13: Assign Room Name

While Assigning Room name, PreDCR will insert the name of Room and size of Room.



- **Floor Name:**
  - Use this command to assign names to Floor and it's corresponding SectionFloors.
    As soon as you use this command the following Dialog Box appears. Now select particular floor name which you want to assign.

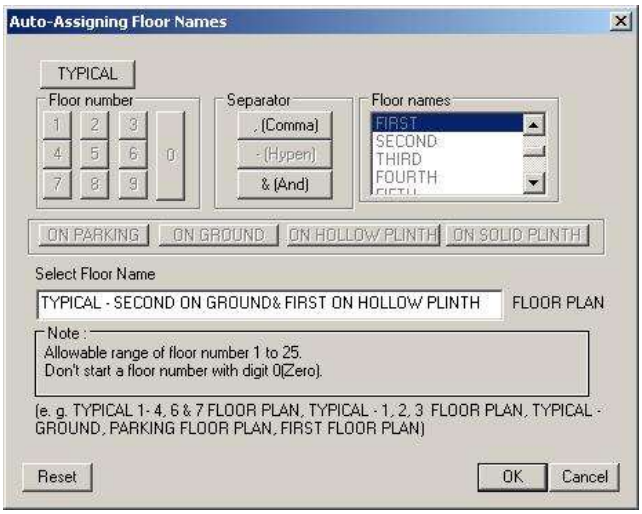
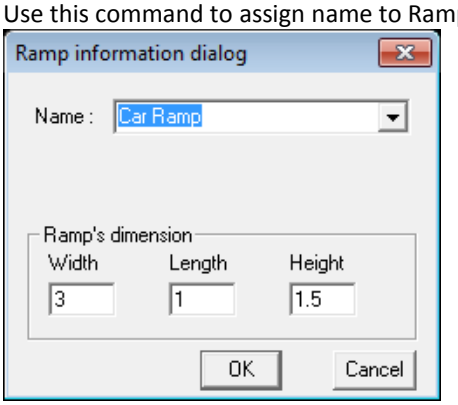


Figure 14: Assign Floor Name

- Each Floor-SectionFloor name must be assigned through Assign Name>Floor Tool.
- Each Floor & SectionFloor must be having same Floor name without any Spelling Mistake
- Typical Floor Name must be assign by using Comma, Hyphen and & through Assign Name>Floor

- **Ramp Name:**

  Use this command to assign name to Ramp



Use other tool using PreDCR Menu

- **Give Unique no. to Parking (PDCRPKN):** This command is used to give unique numbers to different Parking Poly
- **Shortest distance (PDCRFSD):**
  This command will find the shortest distance between two entities.
- **Show Only PreDCR Layers:**
  - **All PreDCR layers (PDCRSPL):**
    This command will turn off all the layers in the drawing except PreDCR layers
  - **Building level layer (PDCRSBL):**
    This command will turn on all the building plan level PreDCR layers in the drawing.
  - **Layout level layer (PDCRSLL):**This command will turn on all the Layout plan level PreDCR layers in the drawing.
- **Show Only DCR Layers (PDCRSDL):**
  This command will turn off all the layers in the drawing except DCR layers.
- **Show Only Other Layers (PDCRSOL):**
  This command will turn off all the DCR and PreDCR layers in the drawing.
- **Show All layers (PDCRSAL);**
  This command will turn on all layers in the drawing.
- **Show Objection List:**
- This command will show you Objection List. Refer Show Objection List
- **Calculate Total Area (PDCRCTA):**
  This command will compute the total area of all selected closed polygons.

- **Calculate Deducted Area (PDCRCDA):**
  This command will compute the area of closed polygon after deducting closed polygons found inside.
- **Get All Inside Poly (PDCRFIP):**
  This command will highlight all polygons, which found exactly inside selected polygon under test.
- **Get All Overlapping Poly (PDCRGOP):**
  This command will highlight all polygons, which are overlapping with selected polygon under test.
- **Get All Intersecting Poly (PDCRGIP):**
  This command will highlight all polygons, which are intersecting with selected polygon under test.
- **Find Open Entities (PDCRFNDO):** Highlight open entities on PreDCR layers
- **Find Closed Entities (PDCRFNDC):** Highlight closed entities on PreDCR layer.
- **Shortest distance (PDCRFSD):**
  This command will find the shortest distance between two entities.
- **Spelling check (_spell):** This tool is used for spelling checking.
- **Find Object (PDCRFOBJ):** This command zoom & highlight object of a given handle.

Do's and Don'ts:

Follow the basic Instructions while making the drawing in PreDCR format.

What you must do:

- FAR Area used for Residential and Special Residential purpose only should be drawn on **_ResiFAR layer**
- FAR Area used for Commercial purpose only should be drawn on **_CommFAR layer**
- FAR Area used for Industrial purpose only should be drawn on **_IndFAR layer**
- FAR Area used for any other purpose should be drawn on **_SpecUseFAR layer**
- Parking Stall must be inserted using PreDCR > Insert > Parking tool.
- Direction Reference Circle must be inserted on Each Floor Plan of the Building and its corresponding PropWork on the same Place by using PreDCR > Insert > Direction Ref Circle.
- Plot layout Plan, Detailed floor plan and building section for all Buildings should be in Metric scale and in Single drawing file & must be in 1:1 Scale
- If in Layout plan two Mirror Proposed work are provided, user has to provide two separate building details for both Mirror-Proposed work.
- Each side of the Plot must be marked by Mark > Margin tool.
- **If proposal is for Addition/Alteration or Extension in One Building** then
  - Proposed and Existing Floor area must be drawn on PreDCR Layer. E.g. For Addition/Alteration in Residential case, Proposed area on each floor shall be drawn on _ResiFAR Layer where Existing Floor area shall be also drawn on _ResiFAR Layer as a different Polyline and it must be marked as Existing FAR using PreDCR > Mark > FAR >Existing Option.
  - Also user has to draw _FloorInSection for Existing floor too. He has to draw all the internal Detail such as UnitBUA, Room, Door, Window inside FAR poly marked as Existing. All those internal Polylines drawn for Existing area shall be marked as Existing using PreDCR > Mark > Existing Work option.
  - In a same case, the Coverage area of that Building considering Proposed + Existing area must be drawn on _PropWork layer only. No _ExistingStructure Poly is needed.
- **_ExistingStructure layer shall be used only for the Existing Building in Layout which is not having any Building Detail in Drawing.**
- Parking below Building must be drawn inside Building & Parking provided at any Open space in Layout Plan must be drawn at Plot.
- Each Floor-FloorInSection Floor & Bldg-PropWork Name must be assigned by PreDCR > Assign Name tool only.
- Each Internal Road must be drawn as an Individual IntRoad Poly having Centre Line inside.
- For Land Division (SubDivision) type of Proposal, _Plot Poly shall be drawn as a container of each SubPlot & _SubDivision poly shall be drawn for each SubPlot .
- For Amalgamation type of Proposal, _Amalgamation Poly shall be drawn as a container of each Plot to be amalgamated & _Plot poly shall be drawn for each Plot .
- Stair cabin detail must be drawn at Terrace Floor Plan only.
- No FAR should be drawn at Basement/Cellar Floor, if Such Basement/Cellar Floor is to be used for parking purpose only.
- No FAR or Hollow Plinth should be drawn at Ground floor, if Such Floor is to be used for parking purpose only.

- Drawing for Development, Land Division, Amalgamation Proposals for same Project must be provided in Separate drawing file.
- Balcony shall be drawn outside the FAR Poly.
- Arch.projection must be drawn on _ArchProjection Layer and Marked as required using PreDCR > Mark > Projection tool.
- SubStructure or Accessory Use must be drawn on _SubStructure Layer and Marked as required using PreDCR > Mark > SubStructure tool.
- Always use TEXT command to name any Entity. If user wants to use MTEXT then make sure that MTEXT box must be fully inside such entity.
- Do provide the detail in Metric scale only. E.g. Text in _MainRoad shall be like "3.0 mt. wide road"
- _UnitBUA or _IndUnit area must be drawn individually for each Tenement not for Each Room. And it should be named as per Tenement No.

What you must not do:

- Do not provide any detail in other than Metric Scale. e.g. Text in _MainRoad shall not be like "3.0 mt. or 10’0" wide road"
- Do not write/show any Dimension on PreDCR Layer.
- Do not show any _OtherDetail inside Plot Poly.
- Do not draw Parking inside FAR Poly.
- Do not give different name to _UnitBUA or _IndUnit Poly if it is for single Tenement.
- Do not draw _Plot Poly inside _Building Poly.
- Do not draw _FloorInSection poly for Terrace floor for a Staircabin Ht. It should be drawn for Parapet Ht. only.
- Project must be provided in Separate drawing file.

PreDCR OutPut in Drawing:

As the PreDCR report is generated, User will get auto generated Tables in Drawing file as distinguished below.

- **Area Statement:**
  - Project Data: PreDCR will show all project data given at New project Dialog in Drawing under Area Statement.

AREA STATEMENT: SUDA	VERSION NO: 1.00 VERSION DATE: 07/08/2014
PROJECT DETAIL :	
Application No. :0001	Plot Use :Residential
Nature of Development :New	Plot SubUse :Residential Bldg
Category : -	Land Use Zone :Residential
Project Type :Proposed Development	Revenue No./CTS No. : -
Location :Detailed Town Planning Scheme	Plot No. :12
Village :Althan	ROW Of Abutting Road :15.0
Name Of Road : -	Zone :A

  - Area Details: PreDCR will calculate all the proposed area and show in Drawing under Area Statement.

AREA DETAILS :		SQ.MT.
AREA OF PLOT (Minimum)	(A)	419.82
NET AREA OF PLOT	(A-Deductions)	419.82
BALANCE AREA OF PLOT	(A-Deductions)	419.82
PLOT AREA FOR COVERAGE	(A-Deductions)	419.82
Plot Area for FSI	(A-Deductions)	419.82
COVERAGE CHECK		
Proposed Coverage Area (54.62 %)		229.29
Total Prop. Coverage Area (54.62 %)		229.29
Existing Structure To Be Demolish		141.58
FSI CHECK		
Residential FSI		208.09
Commercial FSI		383.53
Proposed FSI Area		591.62
Total Proposed FSI Area		591.62
BUILT UP AREA CHECK		
Proposed BuiltUp Area		676.35
ARCH / ENGG / SUPERVISOR (Regd.)	OWNER	
DEVELOPMENT AUTHORITY	LOCAL BODY	

- **FAR and BuiltUp Area statements:**
  - **Floor wise FAR statement:** PreDCR will show each floor area calculation with deductions (if any). Sameway Tenement Nos. per floor and Other than Tenement Area will be shown in this Table.
  - **Total FAR statement:** PreDCR will show Building/Block wise FAR and BuiltUp area calculation.

Building Details

Building	No. of Same Bldg	Gross Built Up Area (Sq.mt.)	Total Built Up Area (Sq.mt.)	Deductions (Area in Sq.mt.)			Proposed FSI Area (Sq.mt.)		Total FSI Area (Sq.mt.)	Tenmt (No.)
				StairCase	Lift	Lift Machine	Resi.	Commercial		
A (BUILDING)	1	676.35	676.35	68.73	12.00	4.00	208.09	383.53	591.62	01
Grand Total :	1	676.35	676.35	68.73	12.00	4.00	208.09	383.53	591.62	01

FLOORWISE FAR STATEMENT: A (BUILDING)

Floor Name	Gross Builtup Area	Total Built Up Area (Sq.mt.)	Deductions (Area in Sq.mt.)			Proposed FSI Area (Sq.mt.)		Total FSI Area (Sq.mt.)	Tenmt (No.)
			StairCase	Lift	Lift Machine	Resi.	Commercial		
Ground Floor...	196.64	196.64	17.18	4.00	0.00	0.00	175.46	175.46	00
First Floor...	229.25	229.25	17.18	4.00	0.00	0.00	208.07	208.07	00
Second Floor...	229.27	229.27	17.18	4.00	0.00	208.09	0.00	208.09	01
Terrace Floor...	21.18	21.18	17.18	0.00	4.00	0.00	0.00	0.00	00
Total :	676.35	676.35	68.73	12.00	4.00	208.09	383.53	591.62	01
Total Number of Same Buildings :	1								
Total :	676.35	676.35	68.73	12.00	4.00	208.09	383.53	591.62	01

- **Set Back Details:**
  - PreDCR will show the actual proposed Setbacks from Building to each Plot sides

COLOR INDEX

PLOT BOUNDARY	
ABUTTING ROAD	
PROPOSED WORK (COVERAGE AREA)	
EXISTING (To be retained)	
EXISTING (To be demolished)	

PARKING CALCULATION:

Parking Type	Prop No.	Prop Area
Other Parking	4	96.86
Total Area	4	96.86

MARGIN DETAIL:

Building / Wing Name	Road Name	Front Margin	Rear Margin	Side1 Margin	Side2 Margin
A-1 (BUILDING)	12.50 M WIDE ROAD	3.31	1.50	1.01	3.20

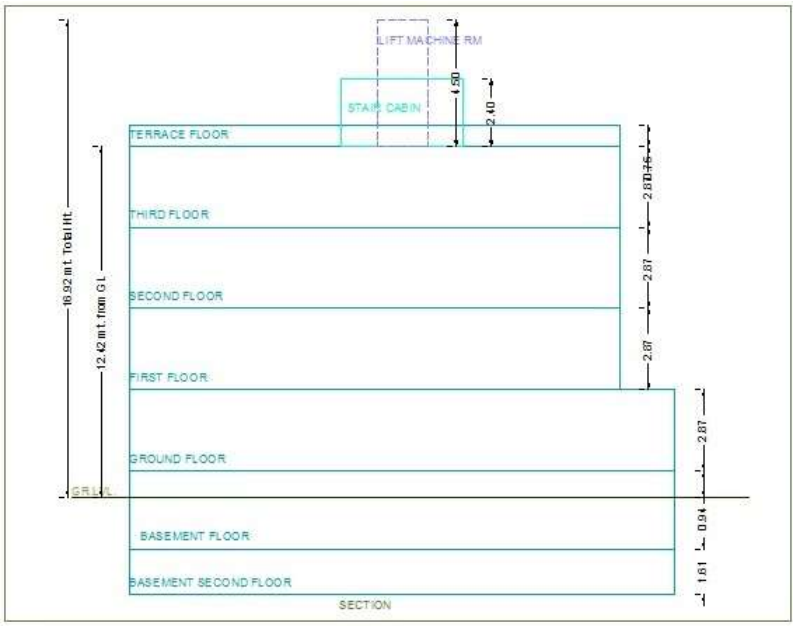
- **Parking Calculation:**
  - PreDCR will show proposed Parking calculation as provided in drawing.

- **Balcony Calculation:**
  - PreDCR will show proposed Balcony calculation as provided in drawing.

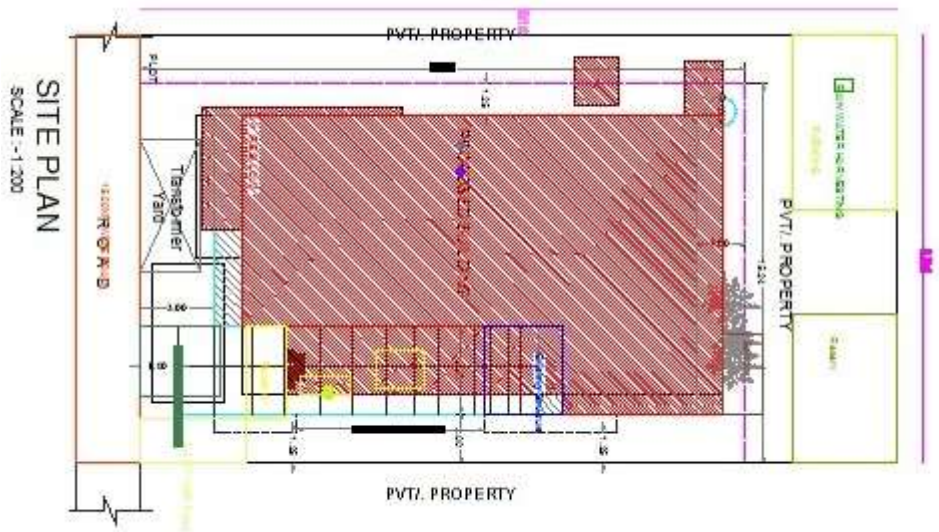
BALCONY CALCULATION

FLOOR	SIZE	AREA	TOTAL AREA
FIRST FLOOR	1.12 X 7.59 X 1	8.50	8.50
GROUND FLOOR	1.56 X 3.17 X 1	4.95	4.95
SECOND FLOOR	1.12 X 7.59 X 1	8.50	8.50
Total	-	-	21.95

- **Building Height generation:**
  - PreDCR will auto generate the Total Building Height and Individual Floor Height in Sectional Details of Building in Drawing.



- **Ground Coverage Area:**
  - PreDCR will auto generate the Prop. Ground Coverage area and fill Hatch inside in Proposal Drawing.



- **Schedule of Opening:**
  - PreDCR will auto generate the Schedule of Openings (Doors and Windows) for each Building

SCHEDULE OF JOINERY :

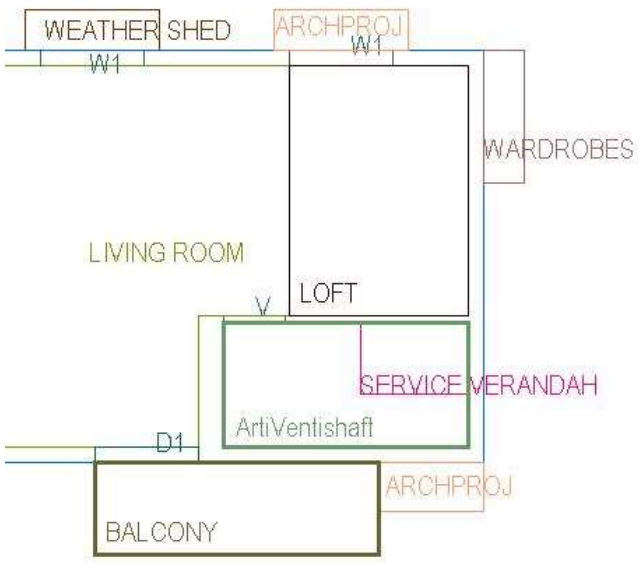
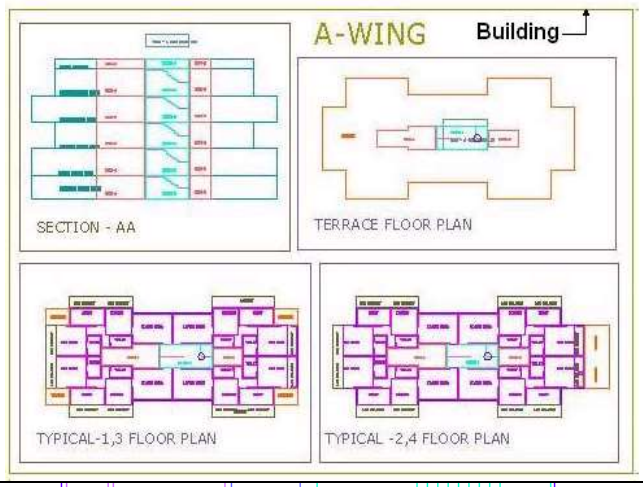
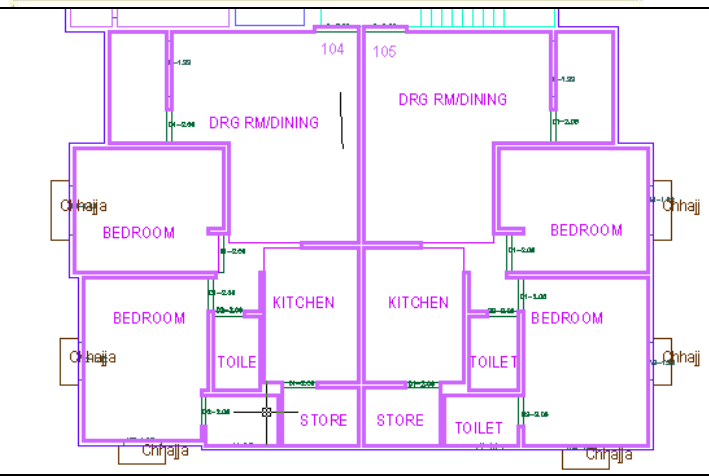
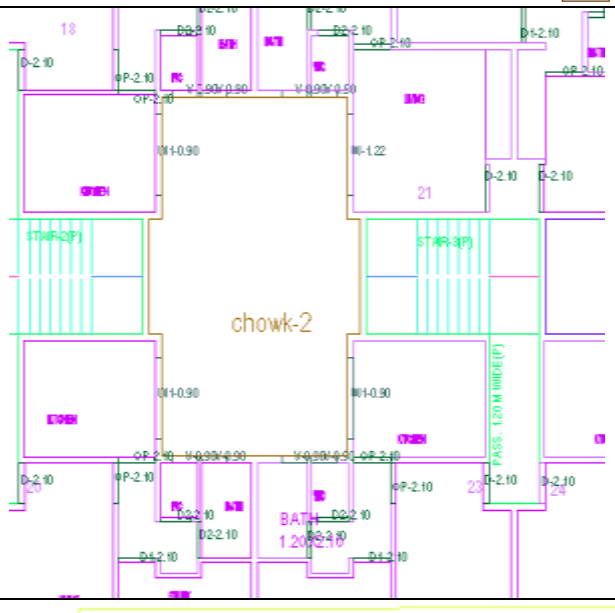
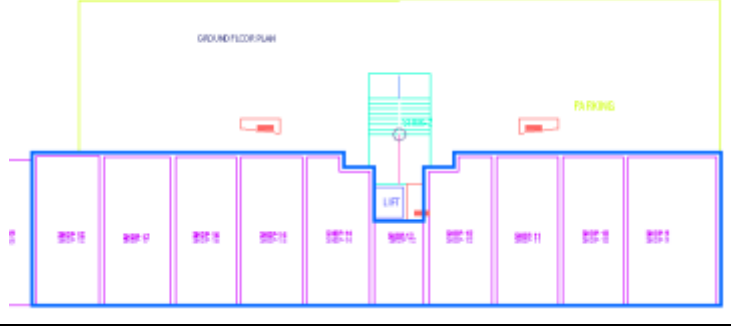
NAME	LENGTH	HEIGHT	NOS.
D1	0.80	2.10	01
D1	0.90	2.10	14
D1	1.20	2.10	05
D	1.61	2.10	01
D	1.77	2.10	01
D	1.81	2.10	01

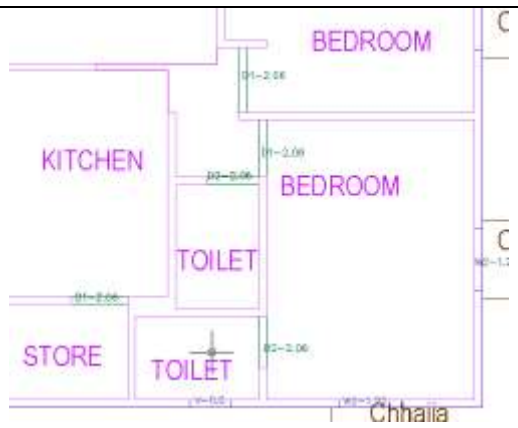
SCHEDULE OF JOINERY :

NAME	LENGTH	HEIGHT	NOS.
W	2.00	1.20	08

(Note : Main Entity Color must be ByLayer color , Where SubEntity on the same Layer would be having a different color)

For Proposed Development Proposal:

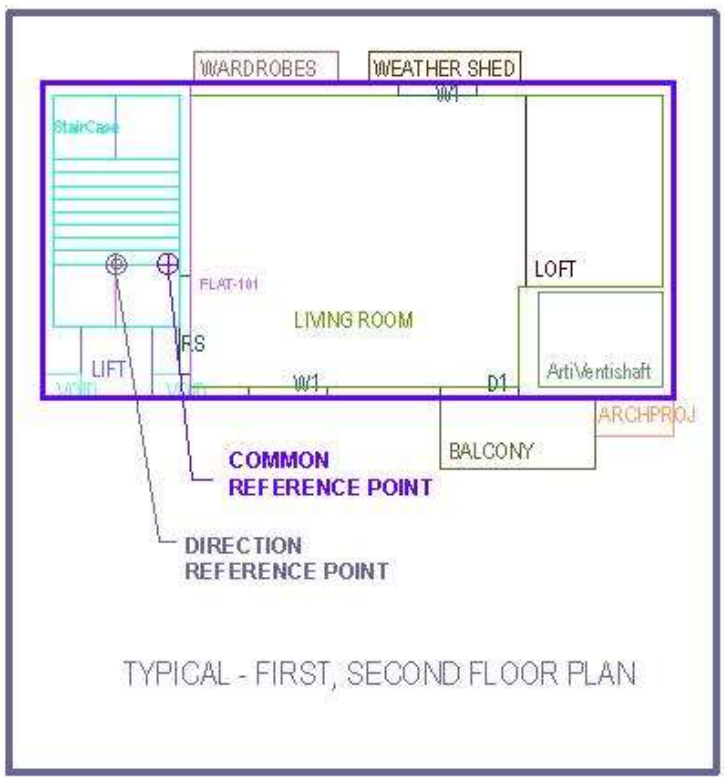
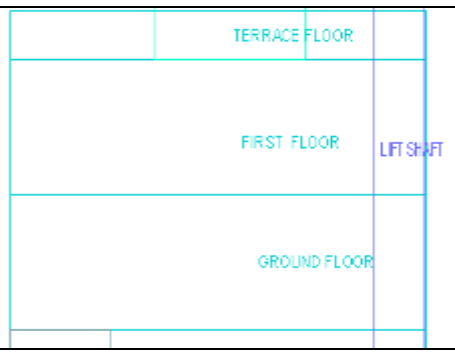
Layer name	Description	Naming Convention	
_Amenity	Draw amenity Space as closed polyline with Single Text/Mtext inside it on same layer.		
_ArchProj : _AirShaft _Balcony • Service Verandah	Draw Architectural Projections such as Weather shed Draw a closed poly with Text for Artificial Ventilation Shaft or Duct. Draw Each individual Balcony as closed Polyline with Text on same layer. • Service Verandah can be Marked by using Tool "Mark>Balcony> Service Verandah "		
_Building	Building poly is used to group all floor plans and sections of the same Building.(*This is just a logical Group of Building*). (*Area or size of Building Poly does't have any meaning in AutoDCR*)	Naming Convention Should be Provided **A(Bldg.Name)** inside Bldg. Poly	
_UnitBUA	A Closed poly with Text on this layer represents a Builtup Area or Tenement Area. *(It should cover total area of one Tenement)* In case of Bunglow(Splited Tenement) give same text to all carpet poly inside one Bldg.		
_OTS	Draw OTS area as a closed Polyline with Text on _OTS Layer.		
_CommFAR • Free FAR @Basement • Existing FAR	Draw a closed FAR PolyLine, which is used as a Commercial Purpose. *(Line type of Existing FAR poly should be* ACAD_ISI02W100)		
_CompoundWall	Closed polyline of compound wall to be drawn on this layer overlapping plot.	**0.0**m. high compound wall.	

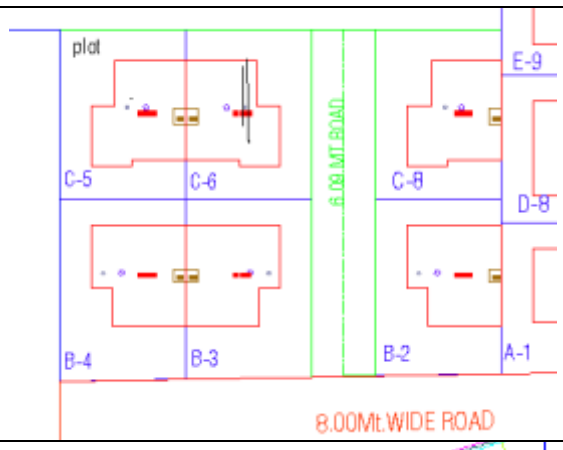
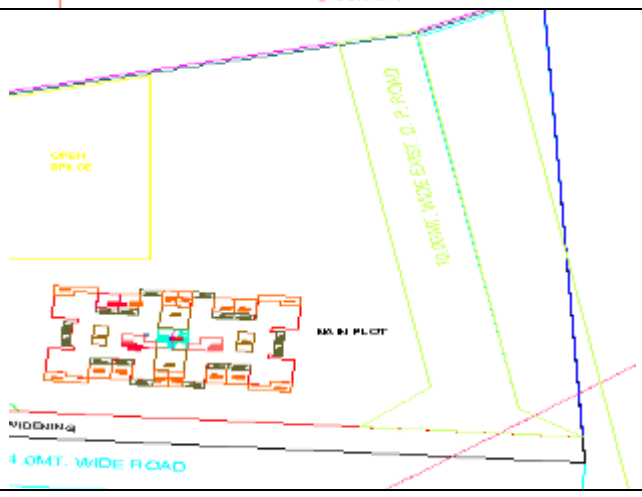
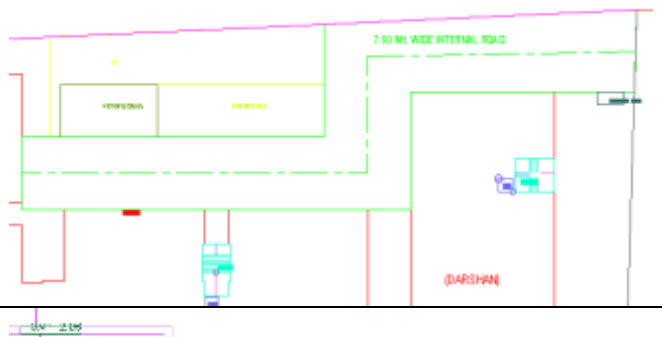
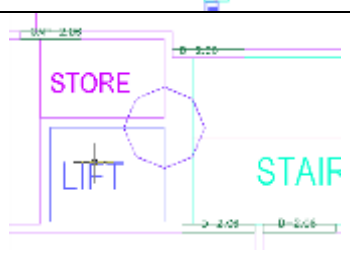
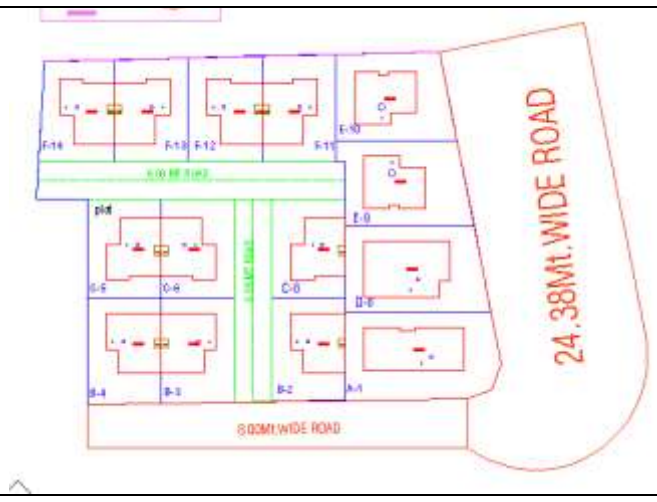
<table>
<tr>
<td>_Door</td>
<td>Door shall be drawn as a closed polyline with Text.
Door Height should be given in Text as described here.
(Text's Insertion Point must be Inside Poly)</td>
<td>D-2.10
D1-2.10
FD-2.40
RS-2.50</td>
<td rowspan="2"> 
</td>
</tr>
<tr>
<td>_Electricline</td>
<td>Electric line shall be drawn as open Polyline with Text whose insertion Point lies on the Polyline.
(Note : High or Low Voltage capacity must be written at a starting of Text)</td>
<td>High Tension Line</td>
</tr>
<tr>
<td>_ExStructure :
• Exist.work To be Demolished
• Exist.work To be Retained</td>
<td>Draw an Existing work as a closed Polyline with Text inside it.</td>
<td></td>
<td> 
</td>
</tr>
<tr>
<td>_Floor</td>
<td>Floor poly should be drawn as a closed Polyline with Text on same Layer. This is just a logical Group of all floor Entities.

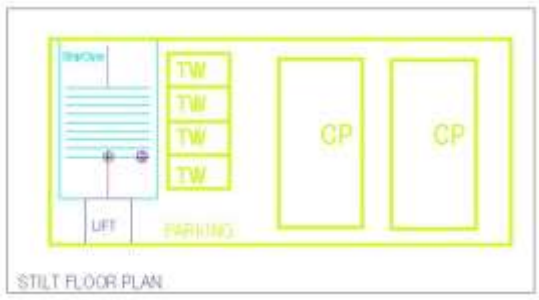
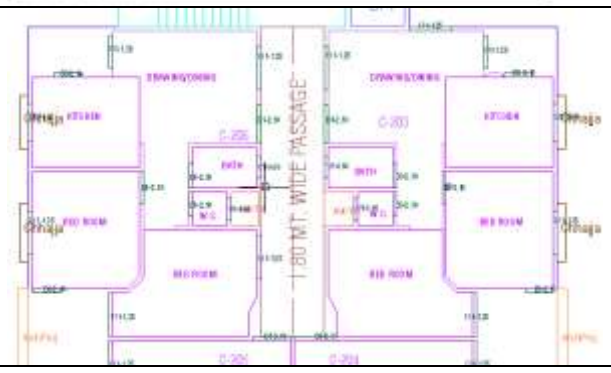
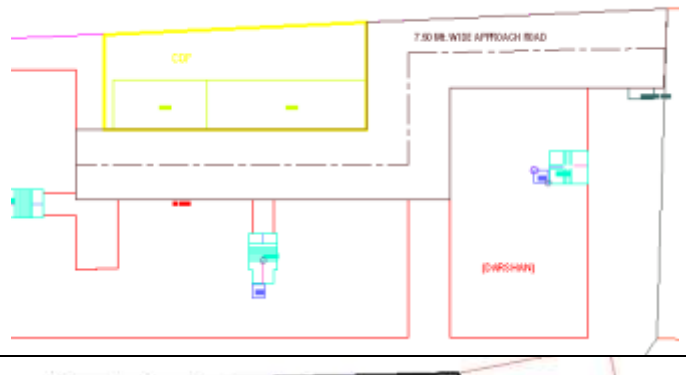
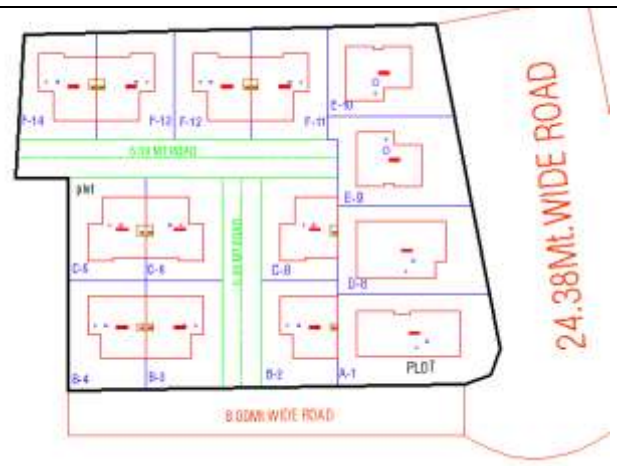
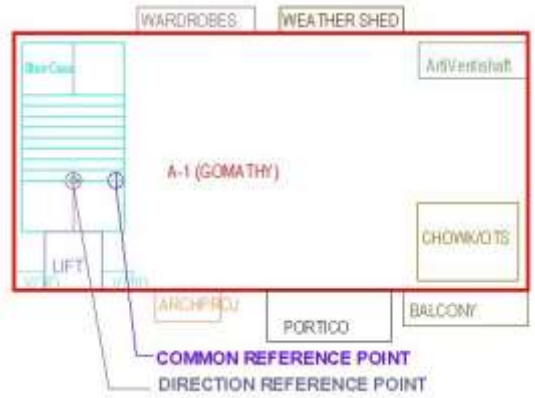
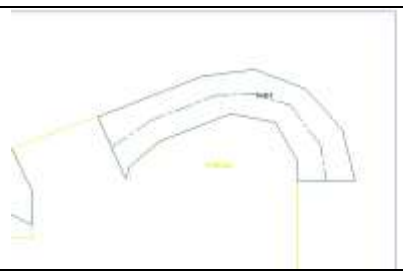
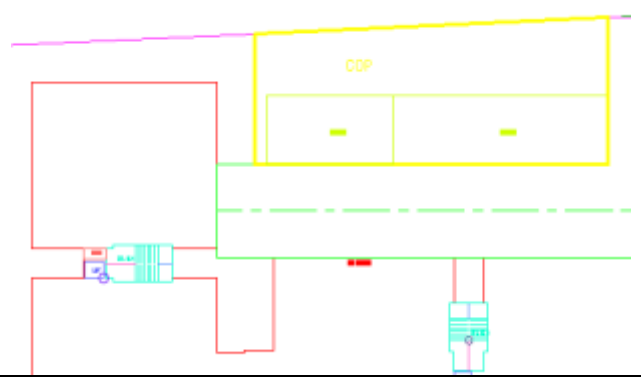
Common Reference Point Draw a circle on _ResiFAR layer inside each floor poly at the same point. You can draw it on common areas of the bldg. such as lobby, staircase, lift etc.
· Direction Reference Point Draw a circle on _Floor layer inside each floor poly at the same point. You can draw it on common areas of the bldg. such as lobby, staircase, lift etc.

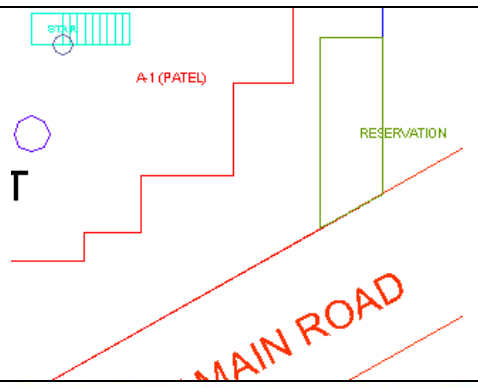
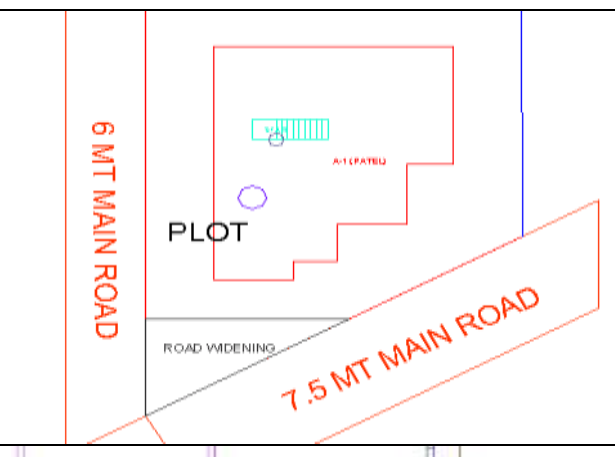
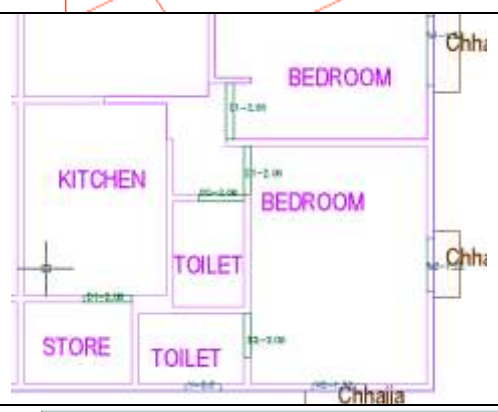
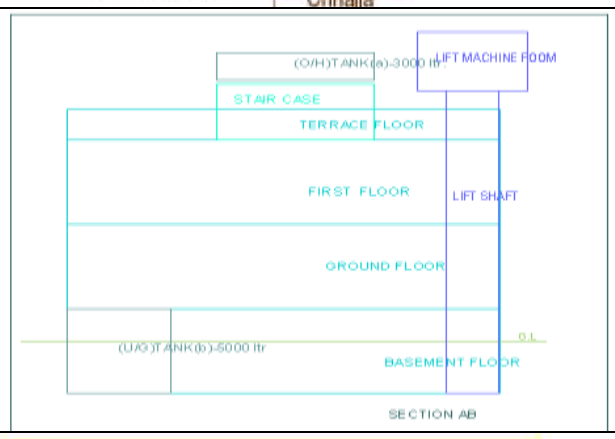
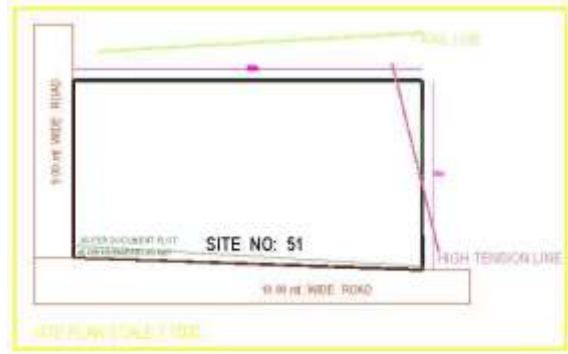
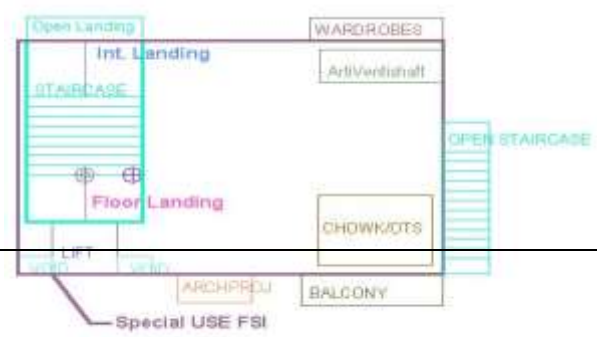
Note: Common Reference point & Direction Reference point must be inside Each Floor at same location

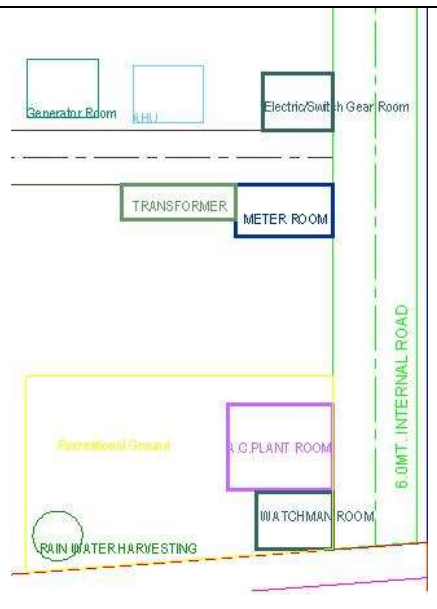
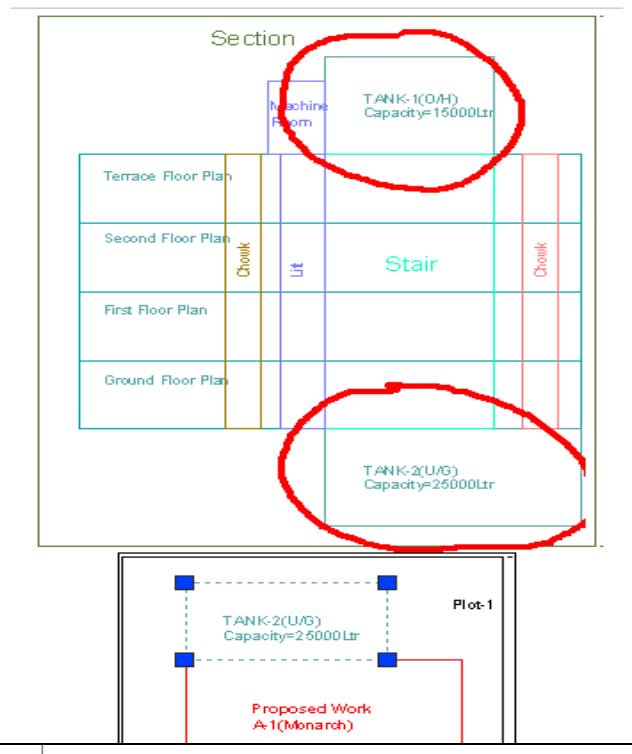
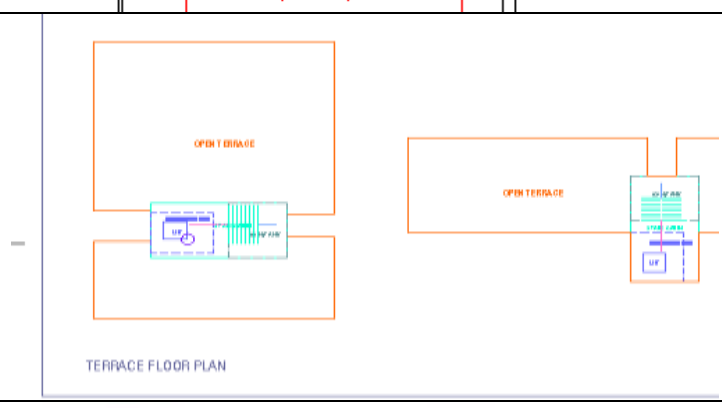
Floor Name: Floor Plan will be automatically link with Section by matching the Floor Name. If the Floor is Typical Floor, It should be Named with Proper Naming convention.

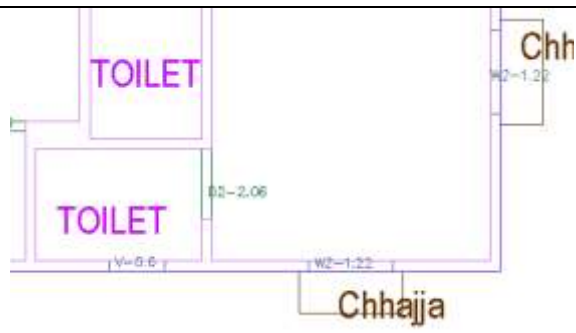
Naming Convention for Floors
• Normal Floor: X Floor Plan
• Typical Floor: TYPICAL-X,Y & Z FLOOR PLAN
Note:
• X represents the Floor Name or No. e.g. First or 1st
• Typical Floor Name should be provided by using Hyphen(-), Comma (,) and (&) in proper manner.
• Each Floor Plan must be having a corresponding Section Floor.</td>
<td>Naming Convention will be
Provided as per shown in Description</td>
<td> 
</td>
</tr>
<tr>
<td>_FloorInSection</td>
<td>Section floor poly will represent each floor section with its name inside SectionFloor : Floor Plan will be automatically link with SectionFloor by matching the Floor Name. If the FloorPlan is Typical Floor Plan, It should be Named with Proper Naming Convention.</td>
<td>Inside SectionFloor: SECOND FLOOR, THIRD FLOOR, GROUND FLOOR.</td>
<td> 
</td>
</tr>
</table>

_GroundLevel and _Strret Level	The Ground level and Strret Level line should be drawn as an open polyline in the section poly.		
_IndFAR • Free FAR @Basement • Existing FAR	Draw a closed FAR Polyline, which is used as a Industrial Purpose. *(Line type of Existing FAR poly should be* ACAD_ISI02W100)		
_ IndivSubPlot	For plotting layout draw individual subplots on '_indivsubplot' layer inside main plot which will be on '_Plot' layer.		
_IntDPRoad	Draw an Existing/Proposed DP Road as a closed Polyline with text inside it. (**Note**: Road width must be written at a starting of Text)	12.50 m wd. Existing Road	
_InternalRoad	Draw Each Internal Road as a Closed Polyline with Centre Line (Ltype-CentreLine) & Single Text inside each. *(Road Width should come first in Text).)*	**7.50** mt. wd. Internal Road	
_Lift	A closed polyline on the inner dimensions of the lift should be drawn on this layer with Text. Lift. Machine Room shall be also drawn in same Layer with Text "Machine Room"(In Dashed line-line type) At terrace Floor & draw corresponding Machine room at Section		
_MainRoad	Draw Each Main Road (Abutting the Plot) as a Closed Polyline with Single Text inside each. *(Road Width should come first in Text*) *(Building Line of Road can be mark by Mark>Bldg.Line tool)*	**12.00** mt. wd. Main Road	
_Marginline	Margin Polylines will be created by System (*User need not do anything on this layer*.)		
_NETPLOT	Netplot area is a Net area after Deduction of RoadWidening/Reservation From Gross Plot area		
_NotInProposal	Plot area which is not in possession or which is not in proposal to be drawn as a closed polyline on this layer.		

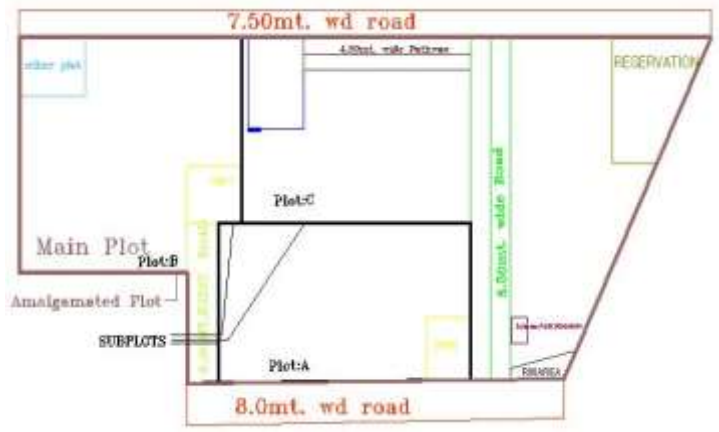
_Parking	Draw a closed Polyline for Parkings on "_Parking" Layer. You can also use Insert tool to insert Parking Poly in your drawing. Car Parking-CP, Two-Wheeler Parking-TW, Transport vehicle-TV		
_Passage	Draw Passage as a Closed Polyline with Centre Line (Ltype-CentreLine) & Single Text inside each.	Text should be start with width of Passage Ex.- 1.80mt. wide Passage	
_AccessRoad	Draw Approach road or AccessRoad as a Closed Polyline with Centre PLine (Ltype-CentreLine) & Single Text.	Text should be start with width of AccessRoad Ex.- 1.50mt. wide AccessRoad	
_Plot	Draw Plot as a closed Polyline with Text inside it. At Layout Plan & Key Plan		
_PropWork	Prop.work is a Built up area(Max.Coverage Area) For Each Building. Draw Prop.work as a closed Polyline with Text inside it. At Layout Plan **Note:** Common Reference point & Direction Reference point must be inside Prop.Work	Naming Convention Should be Provided **A(Bldg.Name)** inside Bldg. Poly & **A-1(Bldg.Name)** Inside Prop.Work Poly	
_RailLine	Railway line shall be drawn in the layout plan as a Open Poly (Ltype-CentreLine) & Text which insertion point lies on the Polyline. (Note: Railway Gauge must be written at a starting of Text)	**XXX** Metre Gauge Railway Line	
_Ramp	Draw a Ramp as a closed polyline with CentreLine (L-type-entreLine) & Text inside it in Plan. Draw RampSection as a closed polyline with Text same as in Plan.	At starting of ramp name you mention ramp Length n Height Ex.- 30.0mt. Long 1.80mt. High Ramp	
_RecreationalGnd	Draw a closed polyline on "_RecreationalGnd" Layer to represent reserved as recreational space.		

_ReservArea	If there is any Reservation Area in Plot, Reservation Area should be drawn as a closed Polyline with Text inside same Layer.		
_ResiFAR • Free FAR @Basement • Existing FAR	A Closed poly with Text on this layer represents a Residential FAR or Floor FAR. It will cover whole area which is considered in FAR Area per Floor. *(Line type of Existing FAR poly should be* ACAD_ISI02W100)		
_RoadWidening • Surrendered Free of Cost	A closed polyline with Text around the RoadWidening area should be drawn on same Layer. Margin will be generated & checked from Roadwidening Poly by AutoDCR If Roadwidening area is marked as Surrendered Free of Cost		
_Room	A closed polyline for each room with its text inside should be drawn on this layer.		
_Section	Section poly should be drawn as a closed Polyline with Text on same Layer. It is used to group all Sectional detail like Floor Sections, Plinth, Staircabin, Lift ,machine Room etc. This is just a logical Group of Sectional Entity. (*Note: Area or size of Floor does't have any meaning in AutoDCR*)		
_SitePlan	The encapsulating poly around the Site/Key Plan with the Text & Scale inside it. (**Note**: Scale should be written as described. Scale:1:500)		
_SpecialUseFAR • Free FAR @Basement • Existing FAR	FAR ploy for all other building uses like educational, institutional etc. except resi.,comm. industrial use should be drawn on this layer. *(Line type of Existing FAR poly should be* ACAD_ISI02W100)		

_StairCase • Intermediate landing • Flight Width • Floor Landing	Total Staircase area should be drawn as a closed polyline with text inside it. This Main Stair Poly should contain Intermediate Landing as well as Floor Landing area inside. (*Intermediate Landing & Floor Landing Poly color should be as described*)	Give Proper Naming convention for other staircase like Open staircase, Open Landing, Fabricated/spiral staircase	
_AccessoryUse: • Elect.room • Transformer • Watchman cabin/ SecurityRoom • Servant Quarters • Garage • Rain water Harvesting • Motor room • A C Plant Room • Meter Room • Septic Tank • Sewage Treatment Plant • Lumber Room • Gate Pillar • Lavatory • Pebble Bed • Solar Heating System • Gymnasium • Generator Room • AHU • Electric/Switch Gear Room • Letter Box Room	AccessoryUses which are allowed in Margins or Layout & Free from FAR should be drawn as a closed polyline with text inside it. (Each AccessoryUse *should be drawn As per described Colour*)		
_Tank	Tank clear size should be drawn as a closed Polyline with Text on this Layer in Floor Plan/Layout Plan as well as Section with same Text. (*Note: Tank No. & Capacity should be written in Text*" For Overhead tank- **(O/H)Tank(1)-5000Ltr**. (* 1 is tank No.) For Underground tank- **(U/G)Tank(1)-5000Ltr.** (* 1 is tank No.)	Naming Convention will be Provided as per shown in Description	
_Terrace	Terrace should be drawn as a closed Polyline with Text on same Layer.		
_Void	Void should be Draw as Closed Poly with Text inside in same layer		
_WaterBodies	Water body should be Drawn in Close poly with text inside		

_WaterLine	Waterline shall be Drawn As open poly on this Layer		
_Window	Draw Closed Poly & insert Text in same Layer with window ht.	W-1.20,W1-0.90,V-0.60	

For Land Division Proposal :

Layer name	Layer Colour	Description	Naming Convention	
_Reconstitution	ByLayer:33	For Reconstitution Proposal, Draw resulting Plot as a closed Polyline having Text/MText on _Reconstitution Layer Draw All Plots inside Reconstitution poly		
_SubDivision	By Layer:100	For Land Division Proposal, Draw each SubPlot (Subdivided Plot) as a Closed Polyline having Text/Mtext on _SubDivision layer Draw All Subplots inside Plot poly