

Feature	Parameter Description/LayerDescription	MANDATORY OR NOT	Floor Levels- Index color							
			Basement -3	Basement -2	Basement -1	Groundfloor 0	Floor 1	Floor 2	Floor 3	Floor 4
Plot Boundary	PLOT_BOUNDARY	Yes								
Buliding Foot Print	BLK_n_LVL_i_BLDG_FOOT_PRINT	Yes								
Buliding Basement Foot Print	BLK_n_LVL_i_BSMNT_FOOT_PRINT	Yes if basement declared								
Coverage	BLK_n_COVERED_AREA	Yes								
Coverage Deduction	BLK_n_COVERED_AREA_DEDUCT	Yes								
Floor Height	BLK_n_FLR_i_FLOOR_HEIGHT	Yes								
Built up area of proposed Block	BLK_n_FLR_i_BLT_UP_AREA	Yes								
Deductions of built up area for floor area calculatuions : of proposed Block	BLK_n_FLR_i_BLT_UP_AREA_DEDUCT	Yes								
Built up area of the existing Block	BLK_n_FLR_i_BLT_UP_AREA_EXISTING									
Deductions of Built up area for the existing Block	BLK_n_FLR_i_BLT_UP_AREA_DEDUCT_EXISTING									
Carpet Area	BLK_n_FLR_i_CARPET_AREA									
Carpet area deductions	BLK_n_FLR_i_CARPET_AREA_DEDUCT									
Existing Building Carpet Area	BLK_n_FLR_i_CARPET_AREA_EXISTING									
Existing Building Carpet area deductions	BLK_n_FLR_i_CARPET_AREA_DEDUCT_EXISTING									
Height of Building	BLK_n_HT_OF_BLDG	Yes								
Front Setback	BLK_n_LVL_i_FRONT_SETBACK	Yes								
Side Setback 1	BLK_n_LVL_i_SIDE_SETBACK1	Yes								
Side Setback 2	BLK_n_LVL_i_SIDE_SETBACK2	Yes								
Rear Setback	BLK_n_LVL_i_REAR_SETBACK	Yes								
Basement Front setback	BLK_n_LVL_i_BSMNT_FRONT_SETBACK	Yes if basement declared								
Basement Rear setback	BLK_n_LVL_i_BSMNT_REAR_SETBACK	Yes if basement declared								
Basement Side1 setback	BLK_n_LVL_i_BSMNT_SIDE_SETBACK1	Yes if basement declared								
Basement Side2 setback	BLK_n_LVL_i_BSMNT_SIDE_SETBACK2	Yes if basement declared								
Plinth height	BLK_n_PLINTH_HEIGHT									
Staircase	BLK_n_FLR_i_STAIR_k	Yes if more then one floor								
Staircase Flight	BLK_n_FLR_i_STAIR_k_FLIGHT_m	Yes if more								
Stair case landing	BLK_n_FLR_i_STAIR_k_LANDING_m	Yes if staircase								
Fire Stair case	BLK_n_FLR_i_FIRESTAIR_k									
Fire Stair case Flight	BLK_n_FLR_i_FIRESTAIR_k_FLIGHT_m	Applicable for								
Fire Stair case landing	BLK_n_FLR_i_FIRESTAIR_k_LANDING_m	Yes if staircase								
Spiral Stair Case	BLK_n_FLR_i_SPIRAL_FIRE_STAIR_k									
Chajja and Roof Projections	BLK_n_FLR_i_CHAJJA	No								
RWH tank	RWH or RWH_n	Yes								

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RWH tank capacity	To be defined as mText of RWH_CAPACITY_L = yyy in RWH or RWH_n layer	Yes								
RWH tank height	To be defined dimension in RWH or RWH_n layer									
Balcony	BLK_n_FLR_i_BALCONY_k									
Land Use Zone PLAN_INFO : LAND_USE_ZONE = INDUSTRIAL/RESIDENTIAL/COMMERCIAL	LAND_USE_ZONE = INDUSTRIAL/RESIDENTIAL/COMMERCIAL	Yes								
Construction near protected monuments	DISTANCE_FROM_MONUMENT	Yes								
Construction near important buildings	DISTANCE_FROM_GOV'T_BLDG	Yes								
Construction near river front : PLAN_INFO: BUILDING_NEAR_TO_RIVER=YES/NO	DISTANCE_FROM_RIVER									
	DISTANCE_FROM_RIVER_PROTECTION_WALL									
	DISTANCE_FROM_RIVER_EMBANKMENT									
	DISTANCE_FROM_RIVER_EDGE									
Residential building in commercial zone PLAN_INFO: LAND_USE_ZONE=RESIDENTIAL	LAND_USE_ZONE=RESIDENTIAL									
Distance from electric line	OHEL_i									
	VOLTAGE_i									
	HORIZ_CLEAR_OHEL_i									
	VERT_CLEAR_OHEL_i									
Plantation	PLANTATION_TREECOVER									
Continuous green planting strip	BLK_n_PLANTATION_GREENSTRIP									
Distance between blocks	DIST_BETWEEN_BLK_n_BLK_m									
Covered Parking	BLK_n_FLR_i_COVERED_PARKING									
	BLK_n_FLR_i_STILT									
Open Parking	MECHANICAL_LIFT									
	VISITOR_PARKING									
	SPECIAL_PARKING									
	OPEN_PARKING									
Fire tender Movement	BLK_n_FIRE_TENDER_MOVEMENT	is it based on block?								
Room Height	BLK_n_FLR_i_AC_ROOM_k									
	BLK_n_FLR_i_REGULAR_ROOM_k									
Kitchen	BLK_n_FLR_i_KITCHEN									
Sanitation	BLK_n_FLR_i_BATH									
	BLK_n_FLR_i_DRINKING_WATER									
	BLK_n_FLR_i_WC_BATH									
	BLK_n_FLR_i_SP_WC									
	BLK_n_FLR_i_WASH									

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	BLK_n_FLR_i_WATER_CLOSET									
	BLK_n_FLR_i_URINAL									
Parapet Height	BLK_n_PARAPET_HT									
Height exemption of a building	BLK_n_CHIMNEY_HT									
	BLK_n_MUMTY_HT									
	BLK_n_ROOF_WATER_TANK_HT									
septic tank	SEPTIC_TANK_n									
Mezzanine floor	BLK_n_FLR_i_BLT_UP_AREA_MEZ_k									
	BLK_n_FLR_i_BLT_UP_AREA_DEDUCT_MEZ_k									
Provision of Lift	BLK_n_FLR_i_LIFT_k									
Guard Room	GUARD_ROOM									
DA Highrise Minimum Width Provisions for Passageway/Corridors	PATH_WAY									
DA Highrise Stair ways	CORRIDOR_WIDTH									
DA Highrise Lift	BLK_n_FLR_m_DA_LIFT									
Green buildings and sustainability provisions (i) Provisions and Applicability	SOLAR_PANEL									
	SOLAR_WATER_HEATER									
	WASTE_MANAGEMENT									
North Direction	NORTH_DIRECTION	Yes								
Location Plan/ Key Plan	LOCATION_PLAN	Yes								
Surrender Road width	SURRENDER_ROAD_WIDTH									
Water Tank Calculation	WATER_TANK_CALCULATION									
Ramp	BLK_n_FLR_m_RAMP_k									
DA Ramp	BLK_n_DA_RAMP_k									
DA room	BLK_n_FLR_m_DA_ROOM									
Vehicle ramp	BLK_n_FLR_m_VEHICLE_RAMP									
Stair Head-Room	BLK_n_STAIR_HEADROOM									
General light and ventilation at floor level	BLK_n_FLR_i_LIGHT_VENTILATION									
Regular Room - > Light and Ventation	BLK_n_FLR_i_ROOM_k_LIGHT_VENTILATION_n									
AC Room - > Light and Ventation	BLK_n_FLR_i_ACROOM_k_LIGHT_VENTILATION_n									
Gate	GATE									
Main Gate	MAIN_GATE									
Wicket Gate	WICKET_GATE									
Accessory building	ACCBLK_n									
	ACC_SHORTEST_DIST_TO_ROAD									
	ACCBLK_n_DIST_BOUNDARY									
	ACCBLK_i_UNIT_n									
	ACCBLK_i_DIST									
Biometric waste management	BIOMETRIC_WASTE_MNGMNT									
Distance from building foot print to road end	MAX_HEIGHT_CAL									
Extent of depth of plot from set back	BLK_n_MAX_HEIGHT_CAL_SET_BACK									

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			Basement -3	Basement -2	Basement -1	Groundfloor 0	Floor 1	Floor 2	Floor 3	Floor 4
Compound wall	COMPOUNDWALL									
Constructed area	BLK_n_FLR_m_CONSTRUCTED_AREA									
Notified road	NOTIFIED_ROAD									
Non notified road	NON_NOTIFIED_ROAD									
Culde-sac road	CULD_1									
Lane	LANE_1									
Shortest distance to road	SHORTEST_DIST_TO_ROAD									
Distance central line road	DIST_CL_ROAD									
Open stair	BLK_n_OPEN_STAIR									
Projected balcony	BLK_n_PROJECTED_BALCONY									
Passage	PASSAGE									
Passage with stair	PASSAGE_STAIR									
Canopy distance from plot boundary	DIST_CANOPY									
Recreational space	BLK_n_FLR_m_RECREATION									
Recycling waste water	RECYCLING_WASTE_WATER									
Segregated toilet	SEGREGATED_TOILET									
Septic tank	SEPTIC_TANK_n									
Solid liquid waste management	SOLID_LIQUID_WASTE_TREATMENT									
Terrace utility distances	BLK_n_TERRACESERVICE_UTILITYDISTANCE									
Travel distance to exit	DIST_EXIT									
Verrandah	BLK_m_FLR_n_VERANDAH									
Waste disposal	WASTE_DISPOSAL									
Water tank	WATER_TANK_CALCULATION									
Water tank capacity	capacity to be defined as mtext WATER_TANK_CAPACITY_L=yyy in the layer WATER_TANK_CALCULATION									
Water treatment plant	INSITU_WASTE_TREATMENT_PLANT									
Well	WELL									
Distance to well	DIST_WELL									
Ventilation Shaft	BLK_n_FLR_i_VENTILATION_SHAFT									
Inner CourtYard	BLK_n_FLR_i_COURTYARD_INNER									
Outer CourtYard	BLK_n_FLR_i_COURTYARD_OUTER									
Sunken CourtYard	BLK_n_FLR_i_COURTYARD_SUNKEN									
Location Plan	LOCATION_PLAN									
Information Communication And Technology(ICT)	ICT_LANDING_POINT_n									
ICT Light and Ventilation	ICT_LANDING_POINT_i_LIGHT_VENTILATION_n									
ICT Door	ICT_LANDING_POINT_i_DOOR_n									
Utility Supply Line	UTILITY_SUPPLY_LINE									
Distance from Drainage	DISTANCE_FROM_DRAIN									
Footpath	FOOTPATH									
Road Reserve	ROAD_RESERVE_FRONT									
	ROAD_RESERVE_REAR									
	ROAD_RESERVE_SIDE1									

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	ROAD_RESERVE_SIDE2									
Overhang	BLK_n_FLR_i_CHAJJA									
Roof Area	BLK_n_FLR_m_ROOF_AREA									
Glass facade openings	BLK_n_FLR_i_GLASS_FACADE_k									
Exit Width	Door Exit Width	BLK_i_FLR_k_EXIT_WIDTH_DOOR								
	Stair Exit Width	BLK_i_FLR_k_EXIT_WIDTH_STAIR								
Chimney(v2)	Height of Chimney	BLK_n_CHIMNEY_HT								
	Area of Chimney	BLK_n_CHIMNEY_AREA								
Parapet(v2)	Height of Parapet	BLK_n_PARAPET_HT								
	Area of Parapet	BLK_n_PARAPET_AREA								
Portico	Portico	BLK_n_PORTICO_k								
Floor Units	BLK_n_FLR_i_UNITFA									
	BLK_n_FLR_i_UNITFA_DEDUCT									
	BLK_n_FLR_i_UNITFA_HALL									
	BLK_n_FLR_i_UNITFA_DINING									
	BLK_n_FLR_i_UNITFA_BALCONY									
Plan Information	PLAN_INFO									

Feature	Sub Feature	Layer	Layer Content
General stair	Stair	BLK_n_FLR_i_STAIR_k	Polyline showing stair Use MTEXT FLR_HT_M= inside the layer to show floor height
	Flight	BLK_n_FLR_i_STAIR_k_FLIGHT_m	1. Polyline showing flight
			2. Dimension with color code 1 as length
			3. Dimension with color code 2 as width
			4. Lines showing the number of rises
	Landing	BLK_n_FLR_i_STAIR_k_LANDING_m	1. Polyline showing landing
2. Dimension with color code 1 as length			
3. Dimension with color code 2 as width			
Fire stair	Stair	BLK_n_FLR_i_FIRESTAIR_k	Polyline showing stair Use MTEXT FLR_HT_M= inside the layer to show floor height
	Flight	BLK_n_FLR_i_FIRESTAIR_k_FLIGHT	1. Polyline showing flight
			2. Dimension with color code 1 as length
			3. Dimension with color code 2 as width
			4. Lines showing the number of rises
	Landing	BLK_n_FLR_i_FIRESTAIR_k_LANDING_m	1. Polyline showing landing
2. Dimension with color code 1 as length			
3. Dimension with color code 2 as width			
Spiral Stair	Radius of spiral stair	BLK_n_FLR_i_SPIRAL_FIRE_STAIR_k	Circle showing the spiral stair
Built up area	Proposed Building Built up area	BLK_n_FLR_i_BLT_UP_AREA	Polyline showing built up area of floor
		BLK_n_FLR_i_BLT_UP_AREA_DEDUCT	Polyline showing built up area to be deducted of floor
	Existing Building Built up area	BLK_n_FLR_i_BLT_UP_AREA_EXISTING	Polyline showing existing built up area of floor
		BLK_n_FLR_i_BLT_UP_AREA_DEDUCT_EXISTING	Polyline showing existing built up area to be deducted of floor
Floor height	Floor height	BLK_n_FLR_i_FLOOR_HEIGHT	Dimension to show the floor height. Here i means ground and above with 0,1,etc... Basement floor with -1,-2,etc..
Carpet area	Proposed Building Carpet area	BLK_n_FLR_i_CARPET_AREA	Polyline showing carpet area of floor
		BLK_n_FLR_i_CARPET_AREA_DEDUCT	Polyline showing carpet area to be deducted of floor
		BLK_n_FLR_i_CARPET_AREA_EXISTING	Polyline showing existing carpet area of floor

	Existing Building Carpet area	BLK_n_FLR_i_CARPET_AREA_DEDUCT_EXISTING	Polyline showing existing carpet area to be deducted of floor
Balcony	Balcony	BLK_n_FLR_i_BALCONY_k	1. Polyline showing balcony in the floor 2. Dimension showing the width of balcony
Height of building	Height of building	BLK_n_HT_OF_BLDG	Dimension showing the height of building
Setback	Front setback	BLK_n_LVL_i_FRONT_SETBACK	Polyline showing respective setback. Here i value should start with 0.
	Rear setback	BLK_n_LVL_i_REAR_SETBACK	
	Side1 setback	BLK_n_LVL_i_SIDE_SETBACK1	
	Side2 setback	BLK_n_LVL_i_SIDE_SETBACK2	
Basement Setback	Basement Front setback	BLK_n_LVL_i_BSMNT_FRONT_SETBACK	Polyline showing respective basement setback. Here i value should start with -1,-2,etc..
	Basement Rear setback	BLK_n_LVL_i_BSMNT_REAR_SETBACK	
	Basement Side1 setback	BLK_n_LVL_i_BSMNT_SIDE_SETBACK1	
	Basement Side2 setback	BLK_n_LVL_i_BSMNT_SIDE_SETBACK2	
Plinth height	Plinth height	BLK_n_PLINTH_HEIGHT	Dimension showing the plinth height
Distance between blocks	Distance between blocks	DIST_BETWEEN_BLK_n_BLK_m	Dimension to show distances between the blocks
Distance from building to road end	Distance from building to road end	BLK_n_MAX_HEIGHT_CAL	Dimension showing the distance
Extent of depth of plot from set back	Extent of depth of plot from front setback to maximum building construction limit	BLK_n_MAX_HEIGHT_CAL_SET_BACK	Dimension showing the distance
Distance from building to government building	Distance from building to government building	DISTANCE_FROM_GOVT_BLDG	Dimension showing the distance
Distance from building to monument	Distance from building to monument	DISTANCE_FROM_MONUMENT	Dimension showing the distance
Stair cover/Mumty	Height of Stair cover/Mumty	BLK_i_MUMTY_HT	Dimension showing the height
Shade overhang	Height of Shade overhang	BLK_n_SHADE_OVERHANG	Dimension showing the height
Roof tank	Height of Roof tank	BLK_i_ROOF_WATER_TANK_HT	Dimension showing the height
Open stair	Height of Open stair	BLK_n_OPEN_STAIR	Dimension showing the height
Chimney	Height of Chimney	BLK_n_CHIMNEY_HT	Dimension showing the height
	Open parking	OPEN_PARKING	Polyline showing open parking
	Mechanical parking	MECH_PARKING	Polyline showing mechanical parking
	Visitor parking	VISITOR_PARKING	Polyline showing visitor parking
	Special parking	SPECIAL_PARKING	Polyline showing special parking

Parking	Covered parking	BLK_n_FLR_i_COVERED_PARKING	Polyline showing covered parking in corresponding floor
	Stilt parking	BLK_n_FLR_i_STILT	1) Polyline showing stilt parking in corresponding floor 2) Dimension to show height from floor to bottom of beam
	Mechanical lift	MECHANICAL_LIFT	Polyline to show mechanical lift
	Two wheeler parking	TWO_WHEELER_PARKING	Polyline to show two wheeler parking area
	Loading and unloading vehicle parking	LOADING_UNLOADING	Polyline to show loading and unloading vehicle parking area
	Parking for the physically challenged persons	DA_PARKING	1. Polyline to show Parking area for the physically challenged persons 2. Dimension to show distance to main entrance from DA parking
Fire Tender movement	Fire tender movement	BLK_n_FIRE_TENDER_MOVEMENT	Polyline showing fire tender movement for corresponding block
Room Height	Regular Room	BLK_n_FLR_i_REGULAR_ROOM_k	1. Polyline showing Regular Room. Here k means room number like 1,2.etc.. 2. Dimension showing Height of Room
	AC Room	BLK_n_FLR_i_AC_ROOM_k	1. Polyline showing AC Room. Here k means room number like 1,2.etc.. 2. Dimension showing Height of Room
Mezzanine Area at floor level	Mezzanine Built-up Area	BLK_n_FLR_i_BLT_UP_AREA_MEZ_k	Polyline showing built-up area along with dimension to show height of mezzanine floor
	Mezzanine Built-up Area Deduction	BLK_n_FLR_i_BLT_UP_AREA_DEDUCT_MEZ_k	Polyline showing built-up area deduction
Mezzanine Area at Room level	Regular Room - Mezzanine Area	BLK_i_FLR_i_ROOM_k_MEZ_AREA_n	Polyline showing area along with dimension to show height of mezzanine. Here k means room number and n means mezzanine number
	AC Room - Mezzanine Area	BLK_i_FLR_i_ACROOM_k_MEZ_AREA_n	Polyline showing area along with dimension to show height of mezzanine. Here k means acroom number and n means mezzanine number
Lift	Lift	BLK_n_FLR_i_LIFT_k	Polyline showing lift in corresponding floor
	DA lift	BLK_n_FLR_k_DA_LIFT	Polyline showing DA lift in corresponding floor
Guard room	Guard room	GUARD_ROOM	Polyline showing guard room Dimension to show the cabin height
	Accessory building	ACCBLK_n	Polyline showing accessory block and height of block showing in the MTEXT
	Shortest distance to road	ACC_SHORTEST_DIST_TO_ROAD	Dimension showing the distance

Accessory building	Shortest distance to plot boundary	ACCBLK_n_DIST_BOUNDARY	Dimension showing the distance
	Unit	ACCBLK_i_UNIT_n	Polyline showing units with color code Using color code can identify type of unit like ATM, Electric Cabin, etc...
	Distances	ACCBLK_i_DIST	Dimension with color code showing the distances. The color code used to identify the type of distance like distance from main building - 1, etc...
Rain water harvesting		RWH	Polyline showing rain water harvesting Dimension to show height of tank
	Rain water harvesting	RWH_CAPACITY_L="XXX"	Mtext showing tank capacity
Roof area	Roof area	BLK_n_FLR_m_ROOF_AREA	Polyline to show roof area
Green buildings and sustainability provisions	Solar panel	SOLAR_PANEL	Polyline showing solar panel
	Solar water heater	SOLAR_WATER_HEATER	Polyline showing solar water heater
	Waste management	WASTE_MANAGEMENT	Polyline showing waste management
Building foot print	Building foot print	BLK_n_LVL_i_BLDG_FOOT_PRINT	Polyline showing building foot print. The i value should start with 0.
Building basement/cellar foot print	Building basement foot print	BLK_n_LVL_i_BSMNT_FOOT_PRINT	1) Polyline to show building basement footprint. The i should be negative value like -1,-2,etc.. 2) Dimension with color code 1 is to show height from the floor to the soffit of the roof slab(Clear height of basement) or ceiling in the BLK_n_LVL_-1_BSMNT_FOOT_PRINT layer only 3) Dimension with color code 2 is to show minimum height of the ceiling of upper basement above ground level in the BLK_n_LVL_-1_BSMNT_FOOT_PRINT layer only 4) Dimension with color code 3 is to show the level of basement under the ground in the BLK_n_LVL_-1_BSMNT_FOOT_PRINT layer only
Overhead electrical line	Electrical line	OHEL_i	Polyline showing electrical line
	Shortest distance between electrical line and building	HORIZ_CLEAR_OHEL_i	Shortest dimension between electrical line and building
	Shortest distance between electrical line and highest point of building	VERT_CLEAR_OHEL_i	Shortest dimension between electrical line and highest point of building
	Voltage	VOLTAGE_i	Mtext of VOLTAGE_KV=xyz ,to show voltage in voltage layer
Plantation	Plantation	PLANTATION_TRECOVER	Polyline to show plantation of tree cover

Continuous green planting strip	Continuous green planting strip	BLK_n_PLANTATION_GREENSTRIP	Polyline to show Continuous green planting strip
Interior Open Space	Ventilation shaft	BLK_n_FLR_i_VENTILATION_SHAFT	Polyline to show ventilation shaft width and area Dimension to show the Height or Depth of ventilation shaft
	Inner CourtYard	BLK_n_FLR_i_COURTYARD_INNER	Polyline to show inner courtyard width and area Dimension to show the Height or Depth of inner court yard
	Outer CourtYard	BLK_n_FLR_i_COURTYARD_OUTER	Polyline to show inner courtyard width and area Dimension to show the Height or Depth of inner court yard
	Sunken CourtYard	BLK_n_FLR_i_COURTYARD_SUNKEN	Polyline to show sunken courtyard width and area Dimension to show the Height or Depth of sunken court yard
Sanitation	Bath Room	BLK_n_FLR_i_BATH	Polyline to show bathroom
		BLK_n_FLR_i_BATH_HT	Dimension to show height of bathroom
	Bath room with water closets	BLK_n_FLR_i_WC_BATH	Polyline to show bathroom with water closets
		BLK_n_FLR_i_WC_BATH_HT	Dimension to show height
	Special water closets for disabled persons	BLK_n_FLR_i_SP_WC	Polyline to show special water closets
	Wash Basins	BLK_n_FLR_i_WASH	Polyline or circle to show wash basins
	Water closets	BLK_n_FLR_i_WATER_CLOSET	Polyline to show water closets
	Urinal	BLK_n_FLR_i_URINAL	Polyline to show urinal
Drinking Water	BLK_n_FLR_i_DRINKING_WATER	Polyline to show drinking water	
Ramp	Ramp	BLK_n_FLR_m_RAMP_k	Polyline to show Ramp
		FLR_HT_M	Use MTEXT "FLR_HT_M=" inside the Ramp layer to show floor height of Ramp
	DA Ramp	BLK_n_DA_RAMP_k	1) Polyline to show DA Ramp 2) MTEXT "FLR_HT_M=" to show slope of DA Ramp
	Vehicle ramp	BLK_n_FLR_m_VEHICLE_RAMP	Polyline to show Vehicle Ramp
FLR_HT_M		MTEXT FLR_HT_M= to show floor height of Vehicle Ramp present	
DA room	DA room	BLK_n_FLR_m_DA_ROOM	Polyline to show DA Room
Stair Head-Room	Stair Head-Room	BLK_n_STAIR_HEADROOM	Dimension to show width of HeadRoom

Light and Ventilation	General light and ventilation at floor level	BLK_n_FLR_i_LIGHT_VENTILATION	1) Polyline to show Light and Ventilation of general at floor level 2) Dimension to show depth or height of light and ventilation of general at floor level
Habitable Room Light and Ventilation	Regular Room - > Light and Ventilation	BLK_n_FLR_i_ROOM_k_LIGHT_VENTILATION_n	1) Polyline to show Light and Ventilation of regular room 2) Dimension to show depth or height of light and ventilation
	AC Room - > Light and Ventilation	BLK_n_FLR_i_ACROOM_k_LIGHT_VENTILATION_n	1) Polyline to show Light and Ventilation of AC room 2) Dimension to show depth or height of light and ventilation
Gate	Gate	GATE	Polyline to show gate
	Main Gate	MAIN_GATE	1) Polyline to show main gate 2. Dimension with color code 1 as length or height 3. Dimension with color code 2 as width
	Wicket Gate	WICKET_GATE	1) Polyline to show wicket gate 2. Dimension with color code 1 as length or height 3. Dimension with color code 2 as width
Distance from building foot print to road end	Distance from building foot print to road end	MAX_HEIGHT_CAL	Dimension to show distance from building foot print to road end
Extent of depth of plot from set back	Extent of depth of plot from set back	BLK_n_MAX_HEIGHT_CAL_SET_BACK	Dimension to show Extent of depth of plot from set back
Surrender Road width	Surrender Road width	SURRENDER_ROAD_WIDTH	Polyline to show Surrender Road width area
North Direction	North Direction	NORTH_DIRECTION	Polyline to show the north direction
Location Plan/ Key Plan	Location Plan/ Key Plan	LOCATION_PLAN	Polyline to show the location plan
Compound wall	Compound wall	COMPOUNDWALL	Dimension with color code to show compound wall lengths, 1) FrontHeight - 1 2) RearHeight - 2 3) RailingHeight - 3
Constructed area used for regularization	Constructed area	BLK_n_FLR_m_CONSTRUCTED_AREA	Polyline to show constructed area or regularized area
Road	Notified road	NOTIFIED_ROAD	Dimension to show distance to notified road
	Non notified road	NON_NOTIFIED_ROAD	Dimension to show distance to non-notified road
	Culde-sac road	CULD_1	Dimension to show distance to Cul-de-Sac road
	Lane	LANE_1	Dimension to show distance to lane road
Distance to Road	Shortest distance to road	SHORTEST_DIST_TO_ROAD	Dimension to show shortest distance to road

Distance to Road	Distance central line road	DIST_CL_ROAD	Dimension to show distance till centerline of road
Open stair	Open stair	BLK_n_OPEN_STAIR	Dimension in MTEXT to show distance of stair
Projected balcony	Projected balcony	BLK_n_PROJECTED_BALCONY	Polyline to show projected balcony
Passage	Passage	PASSAGE	Dimension to show passage height and dimension in color codes
	Passage with stair	PASSAGE_STAIR	Dimension to show passage stair height and dimension in color codes
Canopy	Canopy distance from plot boundary	DIST_CANOPY	Dimension to show distance from plot boundary to canopy
Recreational space	Recreational space	BLK_n_FLR_m_RECREATION	Polyline to show recreational space
Recycling waste water	Recycling waste water	RECYCLING_WASTE_WATER	Polyline
Segregated toilet	Segregated toilet	SEGREGATED_TOILET	1) Polyline to show segregated toilet 2) Dimension to show distance to main entrance
Septic tank			1) Polyline to show septic tank and using color code is existing or new identified 2) Dimension to show distance to building and water source
	Septic tank	SEPTIC_TANK_n	
Solid liquid waste management	Solid liquid waste management	SOLID_LIQUID_WASTE_TREATMENT	Polyline
Terrace utility distances	Terrace utility distances	BLK_n_TERRACESERVICE_UTILITYDISTANCE	Dimension to show distances of terrace utilities
Travel distance to exit	Travel distance to exit	DIST_EXIT	Dimension to show travel distance to exit
Verrandah	Verrandah	BLK_m_FLR_n_VERANDAH	1) Polyline to show Verandh 2) Dimension to show depth or height of verandh
Waste disposal	Waste disposal	WASTE_DISPOSAL	Polyline to show waste disposal and using color codes existing or new is identified
Water Tank	Water tank	WATER_TANK_CALCULATION	Empty layer
	Water tank capacity	capacity to be defined as mtext WATER_TANK_CAPACITY_L=yyy in the layer WATER_TANK_CALCULATION	MTEXT
Water treatment plant	Water treatment plant	INSITU_WASTE_TREATMENT_PLANT	Polyline to show water treatment plant
Well	Well	WELL	Polyline or Circle to show well and using color code existing or new is identified
	Distance to well	DIST_WELL	Dimension to show distance between well and others
Biometric waste management	Bio-Metric Waste Management	BIOMETRIC_WASTE_MNGMNT	Polyline to show bio-metric waste management

Utility Supply Line	Utility Supply Line	UTILITY_SUPPLY_LINE	1) Polylines to show different supply utility lines, each supply line can be identified by color code. ex: Water Drain Line - 40, Sewerage Line - 48, Electricity Supply Line - 1, Water Supply Line - 2. 2) Dimension to show supply line distances, using color code can identify type of supply line.
Distance from Drainage	Distance from Drainage	DISTANCE_FROM_DRAIN	1) Polyline to show drainage 2) Dimension to show distances
Footpath	Footpath	FOOTPATH	1) Polyline to show footpath. If you want identify private or public footpath, you can use color code as your wish like Public - 1, Private - 2 2) Dimension to show distances,
Road Reserve	At front yard/setback is road reserved	ROAD_RESERVE_FRONT	1) Polyline to show road reserve at front yard 2) Dimension to declare distance between front yard and road
	At rear yard/setback is road reserved	ROAD_RESERVE_REAR	1) Polyline to show road reserve at rear yard 2) Dimension to declare distance between rear yard and road
	At side1 yard/setback is road reserved	ROAD_RESERVE_SIDE1	1) Polyline to show road reserve at side1 yard 2) Dimension to declare distance between side1 yard and road
	At side2 yard/setback is road reserved	ROAD_RESERVE_SIDE2	1) Polyline to show road reserve at side2 yard 2) Dimension to declare distance between side2 yard and road
Parapet	Parapet	BLK_n_PARAPET_HT	Dimension to show height of parapet wall
Exit Width	Door Exit Width	BLK_i_FLR_k_EXIT_WIDTH_DOOR	Dimension to show exit width of door
	Stair Exit Width	BLK_i_FLR_k_EXIT_WIDTH_STAIR	Dimension to show exit width of stair
Glass facade Openings	Glass facade Openings	BLK_n_FLR_i_GLASS_FACADE_k	Dimension to show height of glass facade
			Dimension to show width of glass facade
			Dimension to show height from floor to glass opening
Kitchen	Kitchen	BLK_n_FLR_i_KITCHEN	Polyline with color code (representing different types of kitchen) to show area of kitchen
			Dimension to show height of kitchen
Plot Boundary	Plot Boundary	PLOT_BOUNDARY	Polyline to show plot boundary
Covered area	Covered area	BLK_n_COVERED_AREA	Polyline to show covered area
Covered area deduct	Covered area deduct	BLK_n_COVERED_AREA_DEDUCT	Polyline to show covered area deduct

Chajja and Roof Projections	Chajja and Roof Projections	BLK_n_FLR_i_CHAJJA	Polyline to show chajja and roof projections
Chimney(v2)	Height of Chimney	BLK_n_CHIMNEY_HT	Dimension showing the height
	Area of Chimney	BLK_n_CHIMNEY_HT	Polyline showing the area
Parapet(v2)	Height of Parapet	BLK_n_PARAPET_HT	Dimension to show height
	Area of Parapet	BLK_n_PARAPET_HT	Polyline showing the area
Portico	Portico	BLK_n_PORTICO_k	Polyline showing the area along with dimension to capture length,width,height and distance to exterior wall
ICT	Information Communication And Technology	ICT_LANDING_POINT_n	Polyline showing the area along with dimension to capture height of the ICT room
	Light and Ventilation	ICT_LANDING_POINT_i_LIGHT_VENTILATION_n	1) Polyline to show light and ventilation 2) The dimension to show height
	Door	ICT_LANDING_POINT_i_DOOR_n	1) Polyline with color code. The color code used to identify the type of door. 2) height dimension to be provided in color code = 1 3) width dimension to be provided in color code = 2 4) length dimension to be provided in color code = 3
Floor Units	Floor unit	BLK_n_FLR_i_UNITFA	Polyline with color code showing a unit area. The color code is not a mandatory
	Floor unit deduction	BLK_n_FLR_i_UNITFA_DEDUCT	Polyline with color code showing a unit area deduction. The color code is not a mandatory
	Hall unit	BLK_n_FLR_i_UNITFA_HALL	Polyline with color code showing a hall unit area. The color code is not a mandatory
	Balcony unit	BLK_n_FLR_i_UNITFA_BALCONY	Polyline with color code showing a balcony area. The color code is not a mandatory
	Dinning unit	BLK_n_FLR_i_UNITFA_DINING	Polyline with color code showing a dinning unit area. The color code is not a mandatory
Typical floor	Typical floor definition using build up area layer		MTEXT to show typical floor plan. Ex, TYPICAL_FLOOR_PLAN=2,3,4 This must be defined in the BLK_n_FLR_i_BLT_UP_AREA layer.
River Distances	Distances from river	DISTANCE_FROM_RIVER	Dimension with color code to show distance from river. The color code used for to identify river type
	Distances from river protection wall	DISTANCE_FROM_RIVER_PROTECTION_WALL	Dimension with color code to show distance from river protection wall. The color code used for to identify river type

River Distances	Distances from river embankment	DISTANCE_FROM_RIVER_EMBANKMENT	Dimension with color code to show distance from river embankment. The color code used for to identify river type
	Distances from river edge	DISTANCE_FROM_RIVER_EDGE	Dimension with color code to show distance from river edge. The color code used for to identify river type
Plan Information	Plan Information	PLAN_INFO	All plan information properties must be added to this.
Plan Information Properties		PLOT_AREA_M2=XX	Plot Area in the square mtrs
		SEATS_SP_RESI=XX	Dinning Seats in Numbers
		MECHANICAL_PARKING=XX	Mechanical Parking in Numbers
		EXISTING_FLOOR_AREA_TO_BE_DEMOLISHED_M2=XX	Floor area demolished in the existing building
		SINGLE_FAMILY_BLDG=YES/NO	Is the building is occupied with single family(YES/NO)
		CRZ=YES/NO	Whether the building is situated in the CRZ zone
		SECURITY_ZONE=YES/NO	Whether the building is situated in the Security zone
		ACCESS_WIDTH_M=XX	Access width in Mtrs
		DEPTH_CUTTING_MORE_THAN_1.5_M=YES/NO	Depth Cutting in YES/NO
		WHETHER_GOVT_OR_AIDED_SCHOOL=YES/NO	Whether governments aided school in YES/NO
		NO_OF_BEDS=XX	Beds count in case medical occupancy in Numbers
		ROAD_WIDTH=XX	Road Width in Mtrs
		ROAD_LENGTH=XX	Road Length in Mtrs
		AREA_TYPE=Old Area/New Area	Whether the building situated in New or Old Area
		AVG_PLOT_DEPTH=XX	Plot depth in Mtrs
		AVG_PLOT_WIDTH=XX	Plot width in Mtrs
		LAND_USE_ZONE=XX	The land use zone like Residenital/Commercial
		LEASEHOLD_LAND=YES/NO	Lease hold land in YES/NO
		BUILDING_NEAR_MONUMENT=YES/NO	Whether building is nearby Monument in YES/NO
		BUILDING_NEAR_GOVT_BLDG=YES/NO	Whether building is nearby Government building in YES/NO
	BUILDING_NEAR_TO_RIVER=YES/NO	Whether building is nearby River in YES/NO	
	BARRIER_FREE_ACCESS_FOR_PHYSICALLY_CHALLENGED_PEOPLE=YES/NO	YES/NO	
	PROVISION_FOR_GREEN_BUILDINGS_AND_SUSTAINABILITY=YES/NO	YES/NO	

Plan Information Properties	FIRE_PROTECTION_AND_FIRE_SAFETY_REQUIREMENTS=YES/NO	YES/NO
	NOC_FOR_CONSTRUCTION_NEAR_MONUMENT=YES/NO	Whether having NOC from Monument Authorities in YES/NO
	NOC_FOR_CONSTRUCTION_NEAR_AIRPORT=YES/NO	Whether having NOC from Airport department in YES/NO
	NOC_FOR_CONSTRUCTION_NEAR_DEFENCE_AERODROMES=YES/NO	Whether having NOC from defence and aerodrome Authorities in YES/NO
	NOC_STATE_ENV_IMPACT=YES/NO	Whether having NOC from environmental authorities in YES/NO
	NOC_RAILWAY=YES/NO	Whether having NOC from Railway Department in YES/NO
	NOC_COLLECTOR_GVT_LAND=YES/NO	Whether having NOC in YES/NO
	NOC_IRRIGATION_DEPT=YES/NO	Whether having NOC from Irrigation department in YES/NO
	NOC_FIRE_DEPT=YES/NO	Whether having NOC from Fire Department in YES/NO
	PLOT_NO=XX	Plot Number
	KHATA_NO=XX	Khata Number
	DISTRICT=XX	District Name
	MAUZA=XX	Mauza Name

Feature	Color Code Configuration Level	Table Name	Color Code	Purpose
Built-up Area, Built-up Area Deduction, Carpet Area, and Carpet Area Deduction	Database	EGBPA_OCCUPANCY, EGBPA_SUB_OCCUPANCY, EGBPA_USAGE		The occupancy type is identified using color code from the plan diagram. The occupancies are configured in the database. In the database for each occupancy, color codes should be defined.
Setback/Yard	Code		Yard dimension - 2	Manually input the provided setback/yard spaces like minimum distance and mean distance.
Basement	Database	egdcr_sub_feature_colorcode	1) HEIGHT_FROM_THE_FLOOR_TO_CEILING_COLOUR_CODE - 1 2) HEIGHT_OF_THE_CEILING_OF_UPPER_BASEMENT_COLOUR_CODE - 2 3) COLOUR_CODE_LEVEL_OF_BASEMENT_UNDER_GROUND - 3	To define heights for basement floors such as the height from floor to ceiling and the ceiling height of upper basement floor as dimension. To define the level of basement under the ground
Fire Stair	Code		1) Flight Length - 1 2) Flight Width - 2	To identify the fire stair flight length and width.
General Stair	Code		1) Flight Length - 1 2) Flight Width - 2	To identify the general stair flight length and width.
Room	Code		1. Bedroom - 1 2. Bedroom with attached bathroom - 2 3. Drawing room - 3 4. Child bedroom - 4 5. Safe deposit vault room -5 6. A.C. Plant room -6 7. Storage room other than inflammable material -7 8. Other utilities room -8 9. Convenience Shop -41	When validating height of room and validate rules occupancy wise in this case using color code to identify the occupancy type.
Compound wall	Database	egdcr_sub_feature_colorcode	1) FrontHeight - 1 2) RearHeight - 2 3) RailingHeight - 3	To identify height of Front, Rear, and Railing.
Passage	Database	egdcr_sub_feature_colorcode	1. PassageHeight - 1 2. PassageDimension - 2 3. StairHeight - 1 4. StairDimension - 2	Passage Height, Passage Dimension, Passage StairHeight, and Passage StairDimension
Terrace Utility	Database	egdcr_sub_feature_colorcode	1. Solar water heating System - 1 2) Water tank - 2 3) Solar photo voltaic power plant - 3 4) Screen wall - 4	Distance between Parapet Wall and Utilities like Water Tank, Solar, etc..
Parapet				

DistanceToRoad	Code		1) Notified Road - 1 2) Non-Notified Road - 2 3) Lane - 5 4) Cul-d-Sac Road - 6	Shortest distance to road from plot
Sanitation	Database	egdcr_sub_feature_colorcode	1) Male water closet - 1 2) Female water closet - 2 3) Common water closet - 3	To identify gender wise and commonly how many water closets are required
Gate	Code		1) Height - 1 2) Width - 2	To identify height of main gate and wicket gate. To identify width of main gate and wicket gate
WasteDisposal	Code		1) Proposed - 2 2) Existing - 1	To identify, the declared waste disposal is existing or new one
Well	Code		1) Proposed - 2 2) Existing - 1	To identify, the declared Well is existing or new one.
Septic Tank	Code		1) Distance from Water Source - 1 2) Distance from Building - 2	To identify the distances from septic tank to water source and building
Kitchen	Code		1. Kitchen - 1 2. Kitchen with store room - 3 3. Kitchen with dining room- 5 4. Commercial Kitchen - 2 5. Commercial Kitchen with store room - 4 6. Commercial Kitchen with Dining -6	Kitchen polyline colour code used to validate the minimum kitchen size.
Portico	Code		1) Length -1 2) Width -2 3) Height -3 4) Distance to exterior wall -4	Dimensions which are marked in layer to follow colour code. User can define different colour code to polyline to define different type of porticos

SI.No	Occupancy	Color Code	Sub-Occupancy	Color Code
1	Residential	25	Residential	25
			Special Residential	3
			Hostel Educational	19
			Apartment/Flat	2
			Professional Office	24
2	Mercantile / Commercial	7	Mercantile / Commercial	7
			Parking Plaza	17
			Parking Appurtenant	18
			Hotels	23
			Kiosk	26
			Restaurants	31
			Lodges	28
			Commercial Building	30
			IT/ITES Building	32
3	Industrial	14	Industrial	14
			Large Industrial	9
			Small Industrial	10
			Polluting and hazardous industries	33
			Non-polluting and household industries	34
4	Storage	11		
5	Office/Business	6		
6	Assembly		Assembly Worship	16
			Bus Terminal	22
7	Medical/Hospital		Medical IP	5
			Medical OP	20
			Medical Admin	21
8	Educational		Primary school	4
			Higher Educational Institute	15
9	Hazardous		Hazardous (I1)	12
			Hazardous (I2)	13