



# VR Feature Code Library

VR Feature Codes (V1.7).FXL

December 2022



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<b>Revisions:</b>	<b>Release Date:</b>	<b>Changes:</b>
VR Feature Codes (V1.2) (First release)	1/8/2020	N/A
VR Feature Codes (V1.3)	30/10/2020	Date and time attribute added to all points and strings.
VR Feature Codes (V1.4)	4/3/2021	Removed multiple features from include in surface. Changed tree spread attribute to numeric and made the symbol scale from the spread.
VR Feature Codes (V1.5)	24/4/2021	Added attribute data.
VR Feature Codes (V1.6)	3/8/2021	Added line styles. Added missing linestrings.
VR Feature Codes (V1.7)	14/12/2022	Adjust a couple line styles for length. Added code groups and MCD file. Change symbols so that their colour can be adjusted in TBC.

## Introduction

This guide looks at the details included in the VR Feature code library put together by UPG. This library has been designed to match as closely as possible the current feature library outlined by VR.

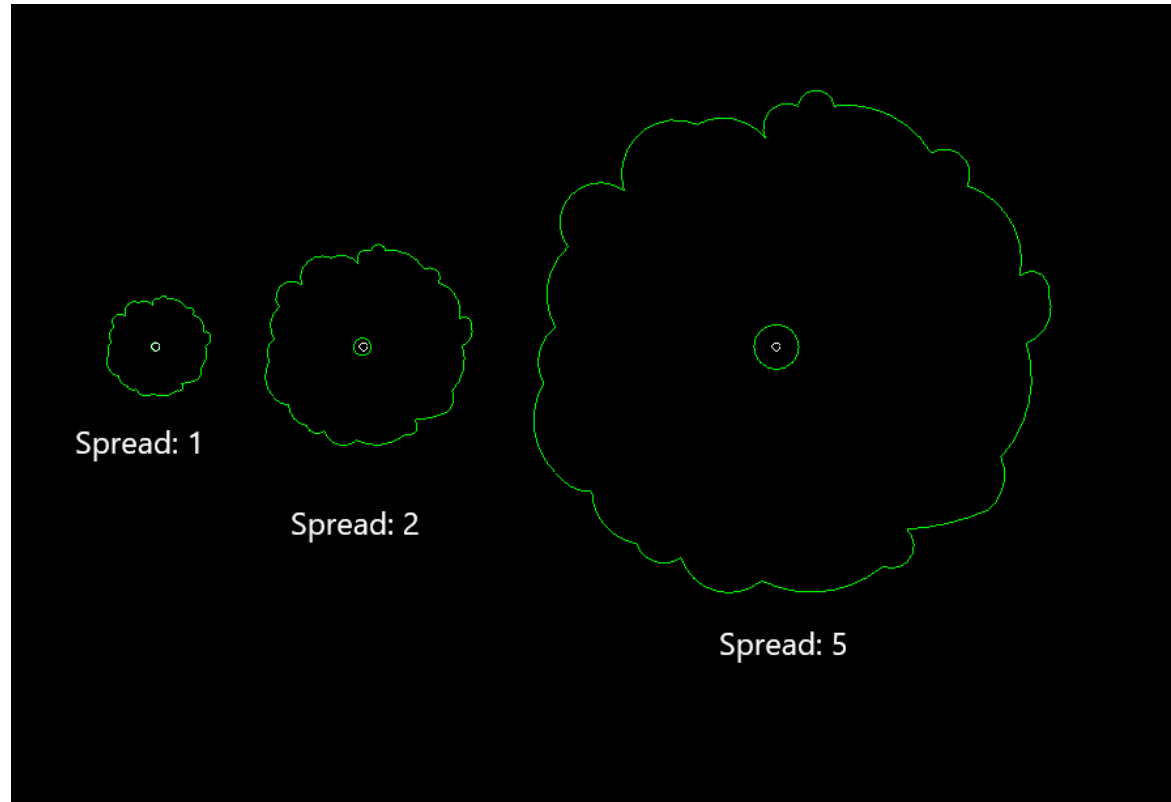
This contains the feature codes which have been mapped with the colours, line styles and symbols as defined in their guide. This has been built against the current VR updates for August 2014 schema online.

The line feature points once processed in TBC will all end up on Layer "0".

The code of the linestrings has been placed in front of the string name to allow mapping in 12D.

## Scaling for tree (code TREE)

The scaling for the tree feature (TREE) in the vegetation category is scaled by the spread attribute e.g. a spread of 1m equates to a symbol size of 1m in diameter. The illustration to the right depicts this.



## Control Codes

Control codes have been included in this library for enhancing field pickup if desired and allowing for greater editing in TBC through the use of editing feature codes.

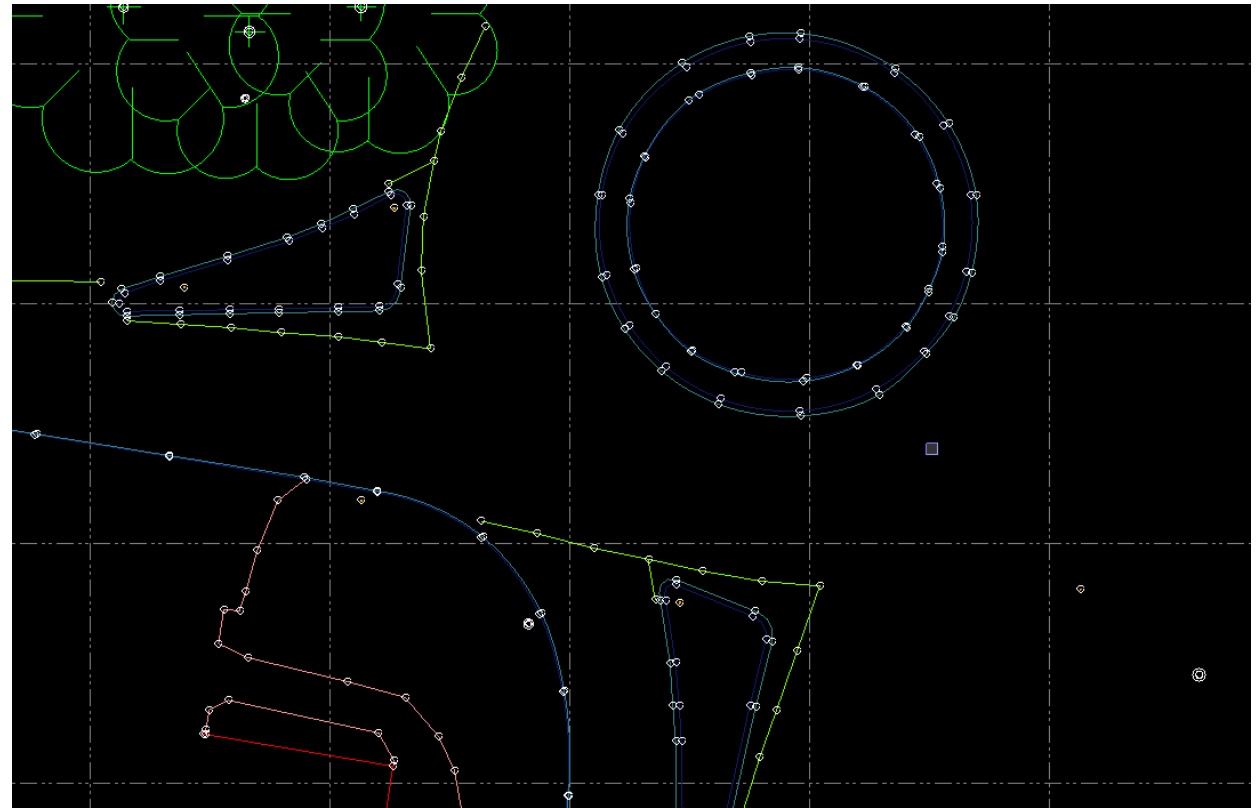
Control codes give extra line joining control in the field to creating arcs, shapes, start new line sequences, close figures, and join specific point. They are defined as seen below:

XXXX # - space and then the control code is entered

So, a code would look like:

EP02 1

Line Control Codes	
Name	Code
Arc Finish Non-Tangential	PT NT
Arc Finish Tangential	PT
Arc Start Non-Tangential	PC NT
Arc Start Tangential	PC
Close String	CL
Join Point	JPT
Start String	ST



## Other Items

### **EDITING:**

We recommend not editing the FXL and providing UPG with any required edits, however you are able to do any required editing within TBC or the Feature Definition Manager.

### **ATTRIBUTES:**

We have strived to ensure that attribute information is correct, however this may change moving forward with updates requiring an update to the FXL.

### **FINAL NOTE**

UPG is committed to supporting the VR code library and also enhancing functionality to assist with the use of this feature code library. Please contact us with any requests and suggestions that can be made to this library and also for any enhancements that could be made in TBC to improve the user experience when working with VIC Roads, and we will try to accommodate them.