



# VR Feature Code Library

VR Feature Codes (V1.82).FXL

June 2023



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Revisions:	Release Date:	Changes:
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.
VR Feature Codes (V1.82)	1/06/2023	<p>Made amendments as per direction from VIC Roads DoT.</p> <ul style="list-style-type: none"> <li>• Minor line style and symbol changes.</li> <li>• Add some missing line and point codes.</li> <li>• Some changes to colours.</li> <li>• Change Layer naming convention and add text layers.</li> <li>• Change all lines and symbols to use paper scaling.</li> <li>• Update the naming of symbols</li> </ul>

## 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 VIC Roads DoT.

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.

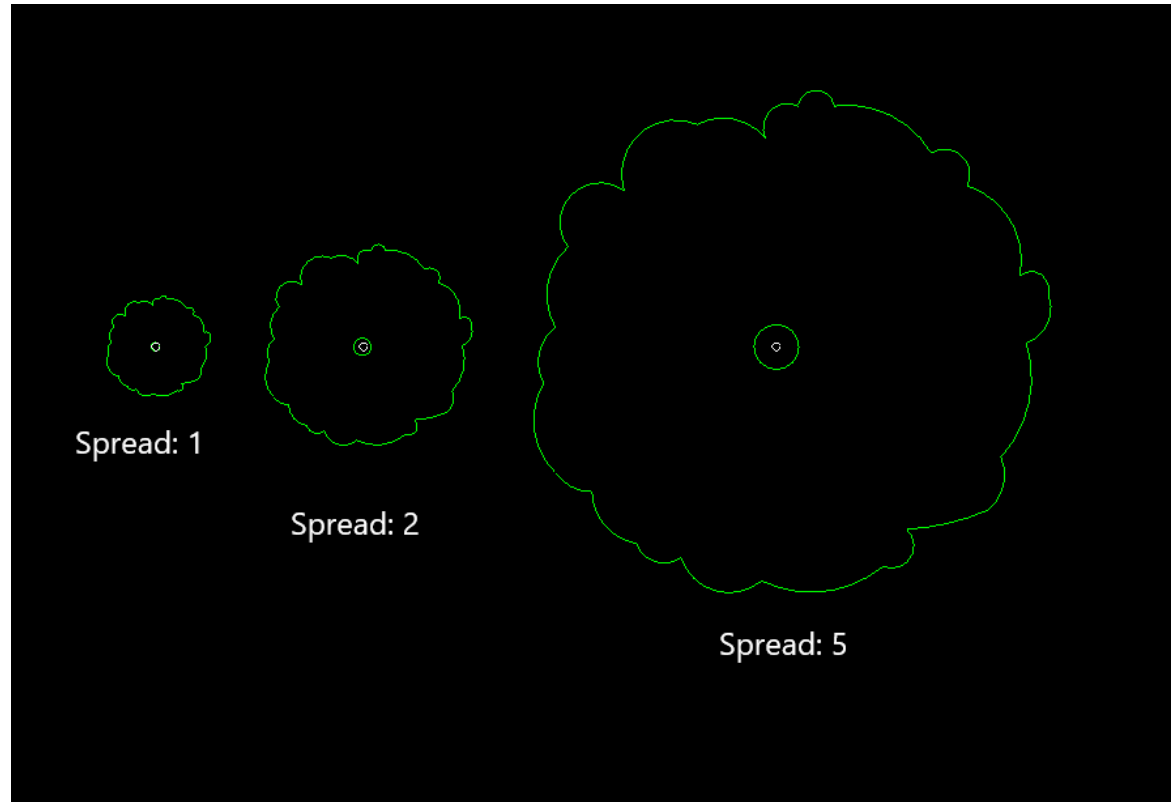
The line feature points once processed in TBC will all end up on Layer "0". There is an associated MCD file with this FXL that can be used in to control the number of code boxes displayed when using measure codes.

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

## Scaling for Particular Codes

The scaling for the feature code (**TREE**) and (**SHRB**) in the vegetation category is scaled by the **Spread\_m** attribute. E.g., a spread of 1m equates to a symbol size of 1m in diameter. The illustration to the right depicts this. The **Trunk\_m** attribute controls the size of the circle depicting the trunk in the symbol.

Scaling is also available on feature code (**GATE**) in the Boundaries category and is scaled by the **Width\_m** attribute. E.g., a width of 1m equates to a symbol size of 1m in width.



## Control Codes








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

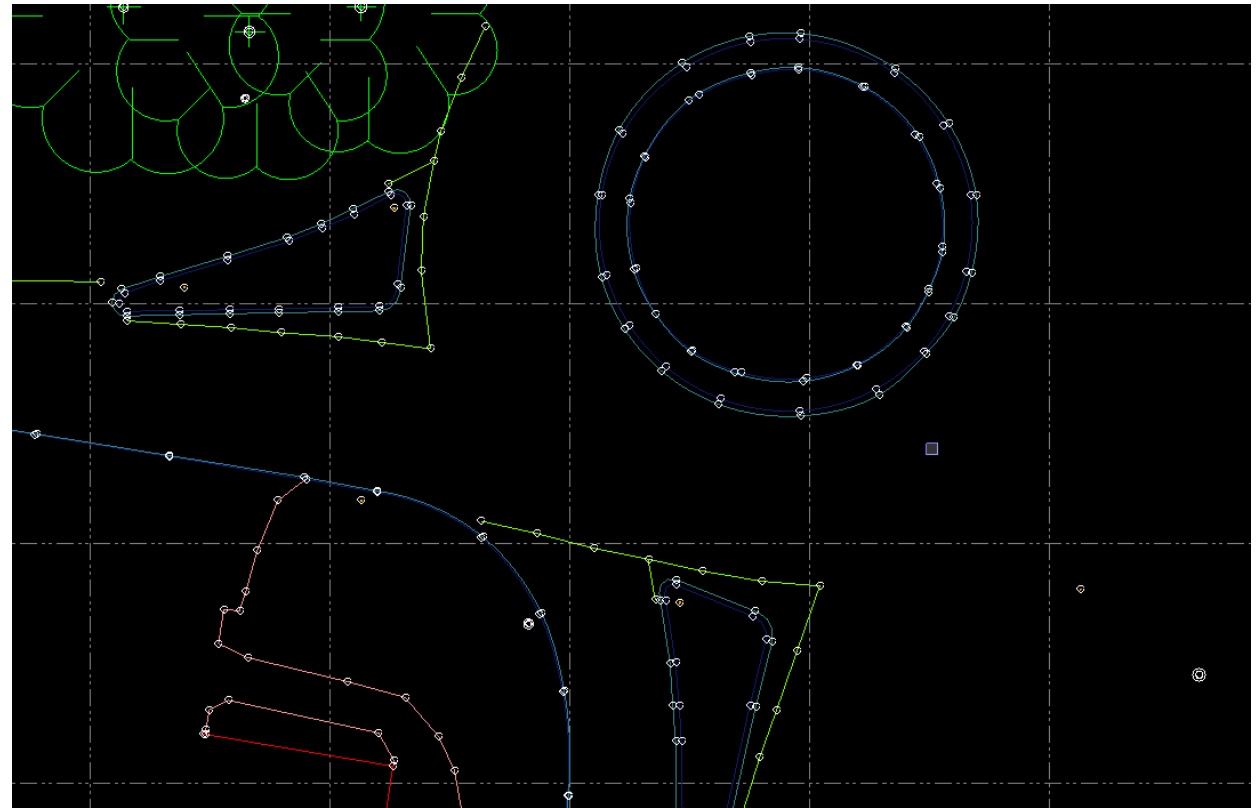
Control codes give extra line joining control in the field to creating arcs, start new line sequences, close figures, and join specific point. They are defined as seen below:

XXXX # - space and then the control code is entered.

So, a code would look like:

EPO2 CL

Line Control Codes	
Name	Code
 Arc Finish Non-Tangential	PTNT
 Arc Finish Tangential	PT
 Arc Start Non-Tangential	PCNT
 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 if they are fundamental to the VIC Roads process, 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 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 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.