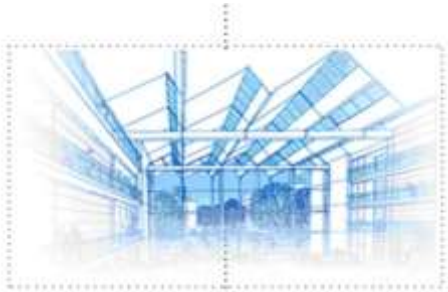
User Manual

For

Drawing the Architectural PlaninDWG Format as Per AutoDCR Software Requirement

Online Building Plan Approval System

Development Authorities,Special Area Development Authorities and U.P. Housing Board



PreDCR

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Table of Contents

1. Installation and Registration

1.1 System Requirements

- Pentium IV or better (or compatible processor)
- 2 GB RAM (Mini. Requirement)
- Windows XP and above
- CD-ROM drive
- AutoCAD 2008 and onwards and Zwcad 2017, 2018, 2019 & 2020.

1.2 Installation

- To install PreDCR software on your computer follow the given steps:
  1. Download the installer from provided link.
  2. Run the PreDCR installer by right click and do run as administrator on set up file.
  3. Follow the steps in installer wxizard to complete the installation.
- After successful installation, a PreDCR shortcut will be placed on your computer desktop as Shown below,

2. 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 etc. 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 the drawing must be in 1:1 Scale & unit must be in meter.
- 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 etc.).
- Building Sub-Items must be exactly inside closed polyline 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 also 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 / RECTANGLE /TEXT / MTEXT
- If in a plan two proposed work are mirrored in that case user should provide two separate building plans for each proposed work.
- Proposal drawing must be having _Other Detail poly having the other details to be taken in final printing such as Elevation, Septic Tank Detail etc.

2.1 Types of Proposal

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

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

- **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.

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

- **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.

2.2 PreDCR Layers Information

Layer Name	Description	Naming Convention
_ AccessoryUse	AccessoryUses which are allowed in Margins or Layout & Free from FSI should be drawn as a closed polyline with text inside it.	Name of the AccessoryUse can be assigned from Mark>AccessoryUse tool.
_Amenity	Draw a closed polyline on "_Amenity" Layer to represent the area for an Amenity	Name of the amenity can be assigned from Mark>Amenity tool.
_ArchProj	Draw Architectural projections such as Chhajjas, Flower-Bed, Cupboards, Lofts, Canopies, Otta and Front Steps as Closed Polyline. Canopy/porch will come in plot floor plan, section also & other projections will come with floor plans also.	By Using "Mark>Arch.Projections" Tool, concerned Text will be inserted automatically inside the polyline.
_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 and COMMFAR.	Balcony can be Marked by using Tool "Mark>Balcony>Enclosed/unmark(Default)"
_Building	Building poly is used to group all floor plans and sections and elevation 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>Building and Pwork A (Bldg.Name) inside Bldg.Poly& A-1 (Bldg.Name) inside Pwork Poly
_CommFAR	Draw a closed _CommFAR PolyLine, which is used as a Commercial Purpose.	Marking is provided in PreDCR tool for commercial FSI

_CompoundWall	Closed polyline of compound wall to be drawn on this layer overlapping plot with centerline.	Naming convention is provided in PreDCR tool>Assign name>Compound wall
_Contributionlandarea	This layer represent vacant land for contribution of land in new Tpscheame.	
_commonplot	This layer is used for Green Area. Note:- After providing this layer , M-Text shall be given "Green Area "	
_column	Structural column should draw in this layer.	
_Door	Door shall be drawn as a closed polyline with Text & specified DoorHeight. (Note: Default DoorHeight will be 2.1 mt.)	Door can be inserted by using PreDCR drafting tool- PreDCR>Insert>Door
_drainline	Drain line should be drawn in open polyline.	
-driveway	Driveway should be drawn in closed polyline with the text.	
_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 Marking of electric line is provided as below- PreDCR>Mark>Electric line>Electric line with voltage in KV
_ExistingRoad	Draw an Existing/Proposed DP Road as a closed Polyline with text inside it. It does not required any center line inside it. (Note: Road width must be written at a starting of Text)	12.00 m. wd. internal DP Road Marking of Existing road is given as below- PreDCR>Mark>Existing road>Chak road
_ExStructure	Draw an Existing Structure as a closed Polyline with Text inside it.	Marking of Existing structure is given as below- PreDCR>Mark>Existing structure
_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,	Naming Convention will be provided by Tool>Assign Name>Floor name Name of floor should be in given format:

	lift etc.	
	(Note: Area or size of Floor does't have any meaning in AutoDCR)	TYPICAL-1,4 FLOOR PLAN TYPICAL-1-5 FLOOR PLAN
	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.	TYPICAL-2&3 FLOOR PLAN Ground Floor Plan
_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.
_GroundLevel	The Ground level line should be drawn as an open polyline in the section poly. High flood line can also be marked through PreDCR tool using the same layer	Marking of High flood line- PreDCR>Ground level>High flood line
_IndFAR	Draw a closed FAR polyline, which is used as an Industrial Purpose.	
_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 R We can mark the internal as mentioned below- PreDCR>Mark>internal road
_Lift	A closed polyline on the outer dimensions of the lift should be drawn on this layer with Text. Lift. Machine Room shall be also drawn in same Layer And mark the entity s “lift machine room”.	We can mark the lift as mentioned below- PreDCR>Mark>lift
_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	24.00 m wd. Main T.P. Road We can mark the lift as mentioned below- PreDCR>Mark>Main road

	at the starting of Text) Main road can be marked as "Approved internal road" when Layout is approved. Also it can be marked as Highway and service road using PreDCR marking option.	
_Marginline	Margin Polylines will be created by PreDCR by using Tool "Mark>Margins" (Note: User need not do anything on this layer.)	
_MortgageArea	Draw closed polyline on _MortgageArea layer to identify the area to be Mortgaged. which should be marked using Mark>MortgageArea	We can mark the mortgaged area as mentioned below- PreDCR>Mark>mortgaged area
_NetPlot	No need to draw NETPLOT. This layer will be auto generated by PreDCR	
_NotInProposal	Plot area which is not in possession or which is not in proposal to be drawn as a closed polyline on this layer.	Naming convention is provided in PreDCR tool>Mark>Not in proposal
_OtherDetail	Make one Boundary/Closed Poly Line around the Details which is to be taken in final Printout	Naming convention is provided in PreDCR tool>Mark>other detail
_OTS	Draw OTS area as a closed Polyline with Text inside FSI Area & inside Section Poly on _OTS Layer. All inner and outer OTSs should be drawn on this layer. OTS can be present in the floor plan and its section in the Section poly but on the same "_OTS" layer.	Naming convention is provided in PreDCR tool>Mark>OTS
_Otherplotboundary	This layer is use to draw FP boundary in draft and final TP scheme boundary.	
_Parking	Draw a closed Polyline for Parking's on "_Parking" Layer. U can also use Insert tool to insert desired Parking Poly in your	Naming convention is provided in PreDCR tool>Insert>Parking Naming convention is provided in

	drawing. And also use for mechanical two stack, three stack parking marking.	PreDCR tool>Mark>Parking>Mechanical and multilevel parking
_Passage	Draw a closed polyline on "_Passage" Layer to represent passage.	
_PavedArea	Draw a closed poly line and M-Text for Paved area.	
_Plot	Draw a closed poly which will represent the Plot layout	
_PrintItems	Draw a open polyline.	Marking is provided as-(PreDCR-mark-printitems-section line)
_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 Direction Ref Circle inside PWork poly at the same point as in Floor poly. You can insert it on common areas of the bldg. such as lobby, staircase, lift etc.	
_ProvisionforEWSLIG	Draw a closed poly which will represent floors for EWS and LIG.	Mark EWS / LIG using MARK-UNITBUA-EWS/LIG
_RailLine	Railway line shall be drawn in the layout plan as an Open Poly (Ltype-CentreLine) & Text which insertion point lies on the Polyline.	
_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. And also to mark ramp platform.	Naming convention is provided in PreDCR tool>Assign name>Ramp name Ramp up/dn Direction can be inserted as below- PreDCR>Insert>Ramp up/ramp dn
_RefugeArea	Draw using closed polyline & Text insert it in plan.	
_ReservArea	If there in any Reservation Area in Plot, it should be drawn as a closed Polyline with Text inside same Layer.	Naming convention is provided in PreDCR tool>Mark>Reservation area
_Reservoir	It represents reservoir area.	Assign depth of reservoir as below- PreDCR tool>Assign name>Reservoir depth

_RESIFAR and COMMFAR	A Closed poly with Text on this layer represents a Residential FSI or Floor FSI. It will cover whole area which is considered in FSI Area per Floor. Note: - It is same as previous "_ResiFSI" Layer.	Naming convention is provided in PreDCR tool>Mark>Residential FSI marking /commercial FSI marking
_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.	Naming convention is provided in PreDCR tool>Mark>road widenings
_Room	A closed polyline for each room with its text inside should be drawn on this layer.	Naming convention is provided in PreDCR tool>Assign name>Room
_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)	
_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	Naming convention is provided in PreDCR tool>Mark>sectional item
_SitePlan	The encapsulating poly around the Site/Key Plan with the Text & Scale inside it. (Note: 1. Scale should be written as described. Scale:1:500 2. North Direction is mandatory in site plan)	
_SpecialUseFSI	FSI ploy for all other building uses like educational, institutional etc. except resi. comm. ind. use should be drawn on this layer.	Naming convention is provided in PreDCR tool>Mark>Specialuse FSI marking
_StairCase	Total Staircase area should be	Naming convention is provided in

	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.	PreDCR tool>Mark>Staircase Intermediate & Floor Landing Poly can be Marked by PreDCR Tool "Mark>Staircase>Int. or Floor Landing"
_SubDivision	For Land Division Proposal, Draw each SubPlot (Subdivided Plot) as a Closed Polyline having Text/Mtext on _SubDivision layer	
_Tempstructure	Draw a polyline & Text insert it in plan.	
_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.	
_Tree		Insert tree from PreDCR – Insert - Tree
_UnitBUA	A Closed poly with Text on this layer represents a BuiltUp Area or Tenement Area. It should cover total area of one Tenement.	Marking of unitBAU poly is provided as below:- PreDCR >Mark>UnitBUA
_Wall	Draw Wall as a closed Polyline. Text of Parapet is reqd in Wall layer.	Marking of wall poly is provided as below:- PreDCR >Mark>Wall
_WaterBodies	Draw Water Body as closed polyline.	It should cover total area of one Tenement
_Waterland	Draw Water Land as closed polyline.	
_Window	Draw a closed polyline on _Window" Layer to represent window. You can also use Insert tool to insert window poly for particular size.	Door can be inserted by using PreDCR drafting tool- PreDCR>Insert>Window

2.3 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

1. Create New Project
2. Create Layers in the drawing
3. Fix Poly
4. Mark Margin)
5. Verify close Poly
6. Verify the Current Drawing as per AutoDCR requirements
7. Show Objection List
8. Show PreDCR Report

2.3.1 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. **Building permission & land Development:** Proposal having Development. It should not involve any Land Division or Reconstitution

  b. **Sub- Division/Amalgamation:** Proposal having Land Subdivision or Amalgamation etc.

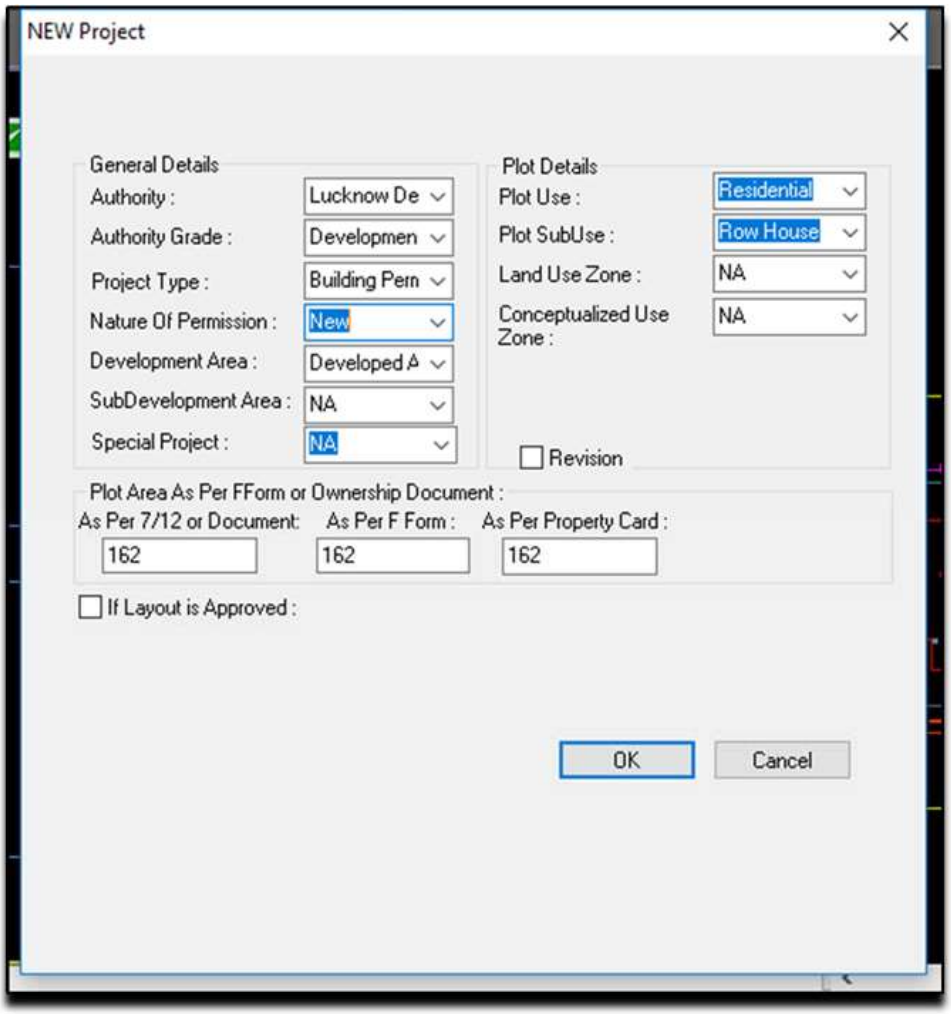


Fig 3. Create New Project

2.3.2 Create Layers in the drawing 

- 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

2.3.3 Fix Poly 

- 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.

2.3.4 Mark Margin 

- Use this command to mark side of the plot as Front, Rear or Sides. 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 Neighbor Consent is taken on any side.

2.3.5 Verify Close Poly

- 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.

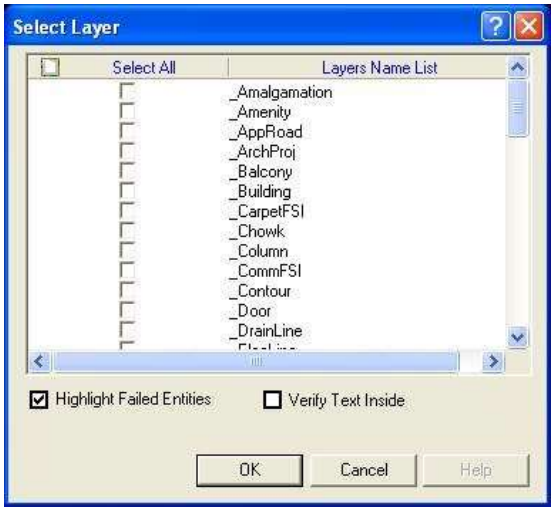


Fig. 6 Verify close poly

2.3.6 Verify the current Drawing 

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.

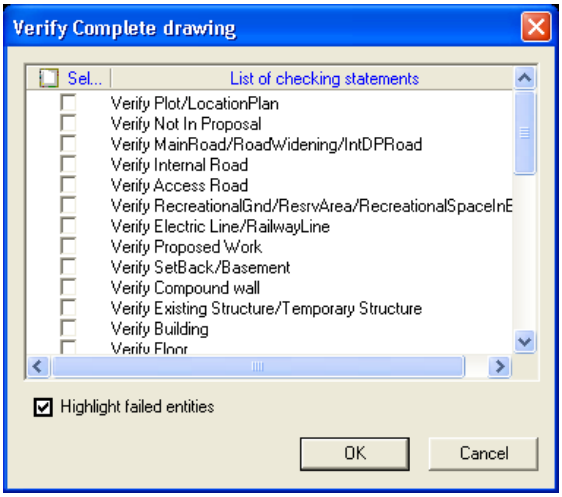


Fig. 7 Verify the Current Drawing

- 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.

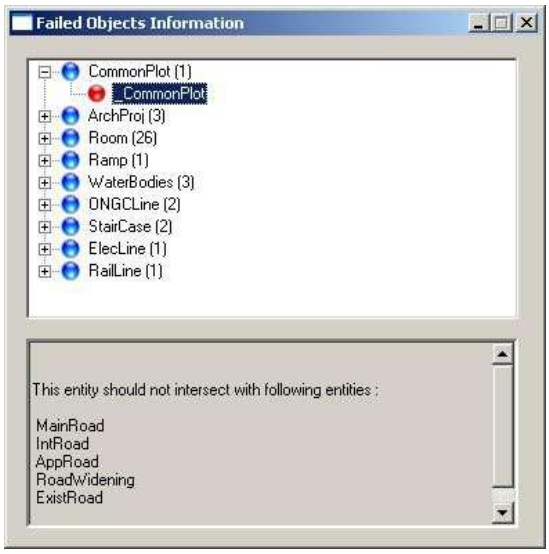


Figure 8: Failed Entity Information

2.3.7 Show Objection Lis

- 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”.

2.3.8 Show PreDCR Report

- 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.

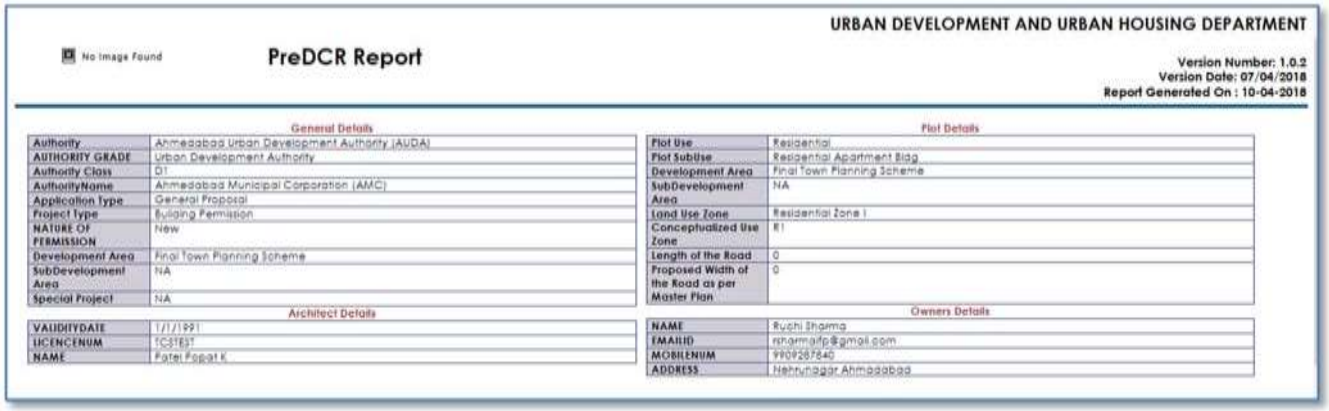


Figure 8: PreDCR Report

2.4 Special Tools

2.4.1 Use Special tools using PreDCR Menu

- Mark
- Insert
- Assign Name
- Tool

2.4.2 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:
FSI:
UnitBUA:
Balcony:
Projection:
Main Road:
Road Widenings:
Existing Work:
Existing Structure:
AccessoryUse:
OtherDetail:
Margin:
Other plot boundary:
Reservation area:
Not in proposal:
Provision for EWS/LIG area:
Mortgage area:
Parking:
Sectional item:
ResiFSI marking:
CommFSI marking:
SpecialUSe FSI marking:
Floor:

Electric lines:
Waterbodies:
Wall:
Internal road:
PrintItem;
Existing road:
Ground level:

- **Amenity**
  - Educational Use premises-
  - Medical facility Premises
  - Telecommunication facility premises
  - Social and culture facility premises
  - Commercial premises
  - Delivery service premises
  - Sport activity premises
  - Garbage collection center premises
  - Amenity (default)

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

- **Room**
  - **WC for differently able**: Mark Room Poly for WC for differently able person.
  - **Toilet for differently able:** Mark Room Poly for Toilet for differently able person.
  - **AC Room:** Mark Room Poly for AC Room
  - **Room (Default):** Mark Normal Room Poly

- **OTS:**
  - **CutOut:** Mark Void poly for Central Open Space/Atrium which area is taken free from FSI and Built up area as **CutOut**
  - **Void:** Mark Normal OTS Poly for Void
  - **Double height:** Mark Normal OTS Poly for Double Height portion or the area which is taken free from FSI
  - **Vshaft:** Mark Normal OTS Poly for VShaft
  - **OTS(Default):** Mark Normal OTS Poly for OTS
- **Floor in 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.
  - **AC room floor:** Mark Section floor as AC room floor when AC is provided in that floor.

- **Sectional item-**
  - AC Duct
  - Sunk slab
  - Beam
  - Slab roof
  - Roof

- **Staircase:**
  - Internal Staircase
  - Escalator
  - Fire escape stairacse
  - Open Staircase
  - Cantilever
  - Spiral Stairacase
  - Three flight staircase
  - Four Flight Stairacse
  - Staircase for Physically Diffrently able person
  - Cantilever landing and open landing
  - Normal(Default)

- **Marking to be provided in each Staircase**

  - **Intermediate Landing:** Mark Intermediate Floor Landing Width (Open Poly) inside staircase as Intermediate Landing.
  - **Flight Width:** Mark Flight width (Open Poly) inside staircase as Flight Width.
  - **Railing:** Mark railing (Open Poly) inside staircase.

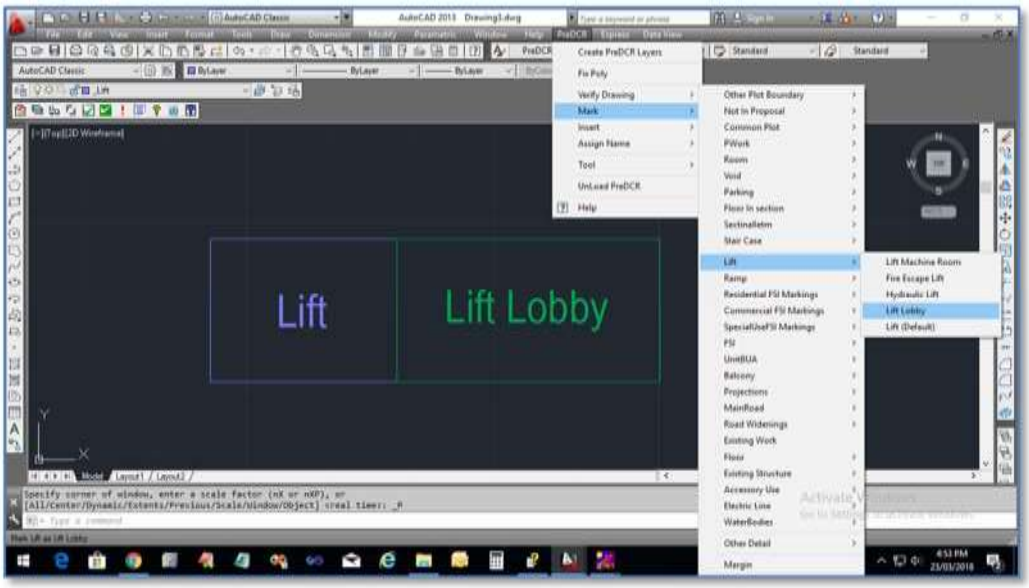


Figure 9: Staircase & Lift markings

- **Lift:**

  - **Lift Machine Room:** Mark Lift as Lift Machine Room
  - **Fire Escape Lift**: Mark Lift as Fire Escape Lift
  - **Car lift-** Mark Lift as car Lift
  - **Lift lobby-** Mark lobby as Lift lobby
  - Lift for handicapped person- Mark Lift as Lift
  - for Physically handicapped person
  - **Lift (Default):** Mark Normal Lift as Lift

- **SpecialUseFSI markings:**

  - **FSI Area used for other than Residential, Commercial and Industrial purpose shall be drawn on _SpecialUseFSI Layer and shall be marked as per its Use.**
  - **Educational:** Mark SpecialUseFSI poly as “Educational” for area used as Educational Purpose.
  - **Traffic and Transportation-** Mark SpecialUseFSI poly as “Traffic and Transportation” for area used as Traffic and transportation Purpose.
  - **Institutional-** Mark SpecialUseFSI poly as “Institutional” for area used as Institutional Purpose.
  - **Agriculture-** Mark SpecialUseFSI poly as “Agriculture” for area used as Agriculture Purpose.
  - **Community facility-** Mark SpecialUseFSI poly as “Community facility” for area used as Community facility Purpose.
  - **Temporary used-** Mark SpecialUseFSI poly as “Temporary used” for area used as Temporary used Purpose.
  - **Parks,Open space and recreational -** Mark SpecialUseFSI poly as “Educational” for area used as Educational Purpose.
  - **Medical:** Mark SpecialUseFSI poly as “Medical” for area used as Medial Purpose Assembly: Mark SpecialUseFSI poly as “Assembly” for area used as Assembly Storage: Mark SpecialUseFSI poly as “Storage” for area used as Storage Purpose.

- **FSI:**

  - **Existing FSI-**when floor is existing in the drawing then this FSI is used in addition/Extension case.
  - **FSI to be demolished-**This FSI is used to represent to be demolished part of drawing.
  - **Approved FSI under OLD DCRule or special scheme-**This FSI used when existing floor/part of structure is approved under Old DCrule/special scheme.
  - **Normal/Default**

- **UnitBUA:**

  - **Splited 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.
  - **Two room tenement-** Mark unitBUA poly of two room tenement as two room tenement.

- **Dwelling unit-** Mark UnitBUA poly single dwelling unit as dwelling unit.
- **EWS unit-** Mark UnitBUA poly of as EWS unit for EWS housing/Flats.
- **LIG unit-** Mark UnitBUA poly of as LIG unit for LIG housing/flats.
- **MIG unit-** Mark UnitBUA poly of as MIG unit for MIG housing/Flats.
- **Shop-** Mark UnitBUA poly of Shop for shop floor use.
- **Prof office-** Mark UnitBUA poly of Profoffice for Profoffice floor subuse.
- **Godown-** Mark UnitBUA poly of Godown for Godown floor subuse.
- **Guest room-** Mark UnitBUA poly of Guest room for Guest room.
- **Class room-** Mark UnitBUA poly of Class room For educational use-Classroom.
- **Administration room-** Mark UnitBUA poly of Administration room for Administration room.
- **Public utility area-** Mark UnitBUA poly of Public utility area for Public utility area part of a building.
- **Other-** Remaining all the UnitBUA should marked in others.

- **Balcony:**

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

- **Projection:**

  - **Steps:** Mark Architectural Projection as Steps
  - **Canopy:** Mark Architectural Projection as canopy
  - **Chajja:** Mark Architectural Projection as Chajja
  - **Arbor:** Mark Architectural Projection as Arbor
  - **Roof projection:** Mark Architectural Projection as roof projections
  - **Farm shed:** Mark Architectural Projection as farm shed
  - **Cornice:** Mark Architectural Projection as cornice
  - **Wardrobes:** Mark Architectural Projection as wardrobes
  - **Weather Shed:** Mark Architectural Projection as Weather Shed
  - **Loft:** Mark Architectural Projection as Loft
  - **Porch/Portico:** Mark Architectural Projection as Portico
  - **Arch. Projection:** Mark Architectural Projection as Arch. Projection

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

- **MainRoad:**

  - **Service road**
  - **Approved internal road-This marking of road is used when layout is approved.**
  - **Highway**
  - **Unmarked/Default**

- **Road Widening:**

- Surrendered Free of Cost: Mark RoadWidening poly as Surrendered Free of Cost when RoadWidening area is considered for calculating the Permissible FSI Area/Coverage area.
- Unmarked/Default.

- **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:** Mark an Existing work which is to be demolished as "To be demolished".
  - **To be retained:** Mark an Existing work as to be Considered for calculation without any corresponding Bldg Detail as "To be retained"
  - Sanctioned as per OLD DC rule or Special permission: Mark as Existing work which is already constructed and approved as per Old DCRule or special permission.

- **Accessory Use:**

  - **Rain water storage tank details:** Mark Accessory Use Poly as Rain Water storage tank details.
  - **Percolating pit**: Mark Accessory Use Poly as Percolating Pit.
  - **Percolating well:** Mark Accessory Use Poly as Percolating Well.
  - **Soak pit:** Mark Accessory Use Poly as Soak Pit.
  - **Septik tank:** Mark Accessory Use Poly as Septik Tank.
  - **Letter box:** Mark Accessory Use Poly as Letter box.
  - **Garbage pit:** Mark Accessory Use Poly as Garbage pit.
  - **Community-Bin:** Mark Accessory Use Poly as Community-Bin.
  - **Parking garage:** Mark Accessory Use Poly as parking garage.
  - **Underground water tank:** Mark Accessory Use Poly as Underground water tank.
  - **Pump room:** Mark Accessory Use Poly as Pump room.
  - **Well:** Mark Accessory Use Poly as Well.
  - **Security room:** Mark Accessory Use Poly as Security room.
  - **Transformer room**: Mark Accessory Use Poly as Transformer room.
  - **Meter room:** Mark Accessory Use Poly as Meter room.
  - **Security cabin:** Mark Accessory Use Poly as Security cabin.
  - **Electric substation:** Mark Accessory Use Poly as Electric substation.
  - **Telephone distribution equipment:** Mark Accessory Use Poly as Telephone distribution equipment.
  - **Solar heating system**: Mark Accessory Use Poly as Solar heating system.
  - **Refuge chute:** Mark Accessory Use Poly as Refuge chute.
  - **Office room:** Mark Accessory Use Poly as Office room.
  - **Swimming pool:** Mark Accessory Use Poly as Swimming pool.
  - **Sump tank:** Mark Accessory Use Poly as sump tank.
  - **Sewage treatment plant:** Mark Accessory Use Poly as Sewage treatment plant.
  - **AHU:** Mark Accessory Use Poly as AHU.

- **Effluent treatment plant:** Mark Accessory Use Poly as Effluent treatment plant.
- **Overhead water tank:** Mark Accessory Use Poly as Overhead water tank.
- **Safe Deposit Vault:** Mark Accessory Use Poly as Safe deposit vault**.**
- **Firewater tank:** Mark Accessory Use Poly as Firewater tank.
- **Fueling station canopy:** Mark Accessory Use Poly as Fueling station canopy.
- **Fueling pedestal:** Mark Accessory Use Poly as Fueling pedestal.
- **Entrance Foyer:** Mark Accessory Use Poly as Entrance foyer.
- **Store room:** Mark Accessory Use Poly as Store room.
- **Transformer:** Mark Accessory Use Poly as Transformer
- **WatchMan Cabin/ Guard Room:** Mark Accessory Use Poly as Watchman cabin or Security Room
- **Servant Quarter:** Mark Accessory Use Poly as Servant Quarter
- **Rain Water Harvesting:** Mark Accessory Use Poly as Rain Water Harvesting
- **A C Plant Room:** Mark Accessory Use Poly as AC Plant Room
- **Generator Room:** Mark Accessory Use Poly as Generator Room
- **Toilet:** Mark Accessory Use Poly as Toilet

- **Other Details:**

  - **Project title :** Mark closed Polyline around Project Title
  - **Parking layout plan :** Mark closed Polyline around Parking layout plan
  - **Key plan :** Mark closed Polyline around Key plan
  - **Foundation details :** Mark closed Polyline around Foundation details
  - **Percolation well detail :** Mark closed Polyline around Percolation well detail
  - **Specifications :** Mark closed Polyline around Specification
  - **Compound wall details :** Mark closed Polyline around Compound wall details
  - **Stair cabin details:** Mark closed Polyline around Stair cabin Detail
  - **Lift cabin details :** Mark closed Polyline around Lift cabinDetails
  - **Parking plan** : Mark closed Polyline around Parking plan
  - **Drainage sectional detail :** Mark closed Polyline around Drainage sectional detail
  - **Landscape plan :** Mark closed Polyline around Landscape plan
  - **Electric transformer detail :** Mark closed Polyline around Electric transformer detail
  - **Rain water harvesting detail :** Mark closed Polyline around Rain water harvesting detail
  - **Security guard booth** : Mark closed Polyline around Security guard booth
  - **A C plant room detail :** Mark closed Polyline around A C plant room detail
  - **Pump room detail :** Mark closed Polyline around Pump room detail
  - **Generator room detail :** Mark closed Polyline around Generator room detail
  - **Servant quarter detail :** Mark closed Polyline around Servant quarter detail
  - **Office room detail:** Mark closed Polyline around Office room detail
  - **Sump tank details :** Mark closed Polyline around Sump tank details
  - **Sewage treatment plant detail :** Mark closed Polyline around Sewage treatment plant detail
  - **AHU detail :** Mark closed Polyline around AHU Detail
  - **Effluent treatment plant detail :** Mark closed Polyline around Effluent treatment plant Detail
  - **Filtration plant :** Mark closed Polyline around Filtration plant
  - **Waste water recycling system detail :** Mark closed Polyline around Waste water recycling system detail
  - **Entrance gate detail :** Mark closed Polyline around Entrance gate detail
  - **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.

- **Other plot boundary:**
  - As per site
  - As per revenue record
  - As per documents
  - Plot area for other use
  - FP plot boundary
- **Reservation area:**
  - Green belt area
  - Reserve area(Default)
- **Not in proposal:**
  - Area not in possession
  - owners land
  - Future Development
  - Not in Proposal (Default)
- **Provision for EWS/LIG area:**
  - EWS Unit
  - LIG unit
  - Provision for EWS/LIG unit default
- **Mortgage area:**
  - Land mortgage for EDC
  - Land area to Mortgage (Default)
- **Parking:**
  - Mechanical and Multilevel parking

- **Sectional item:**
  - Beam
  - Slab
  - Sunk slab
  - Ac Duct
  - Roof
- **Residential FSI marking:**
  - Solid plinth
  - Hollow plinth
- **Commercial FSI marking:**
  - Commercial
  - Office
  - Business
- **Soecia use FSI making: Other than residential and commercial FSI can be marked**

by Special use FSI

- Educational
- Traffic and transportation
- Medical
- Assembly
- Storage
- Institutional
- Agriculture
- Community Facility
- Temporary used
- Parks, open space and recreational

- **Floor:**
  - Proposed for occupancy
  - Approved for occupancy
  - Normal(Default)
- **Electric lines:**
  - Electric lines with Voltage in KV
- **Water Bodies:**
  - Bank of river
  - River embankment
  - Minor water body
  - Major water body
- **Wall:**
  - RCC wall
  - wall for handrail
  - Parapet wall
  - Partition wall
  - Glass wall
  - External wall(Default)
- **Internal road:**
  - Access road
  - Internal road loop street
  - Cul-de-sac
  - Internal road (Default)
- **PrintItem:**
  - Section line
- **Existing road:**
  - Chak road
- **Ground level:**
  - High flood level
- **Margin:**

  - Refer Mark Margin Tool

2.4.3 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

- **FOR PARKING USE PARKING MARKING TOOL**

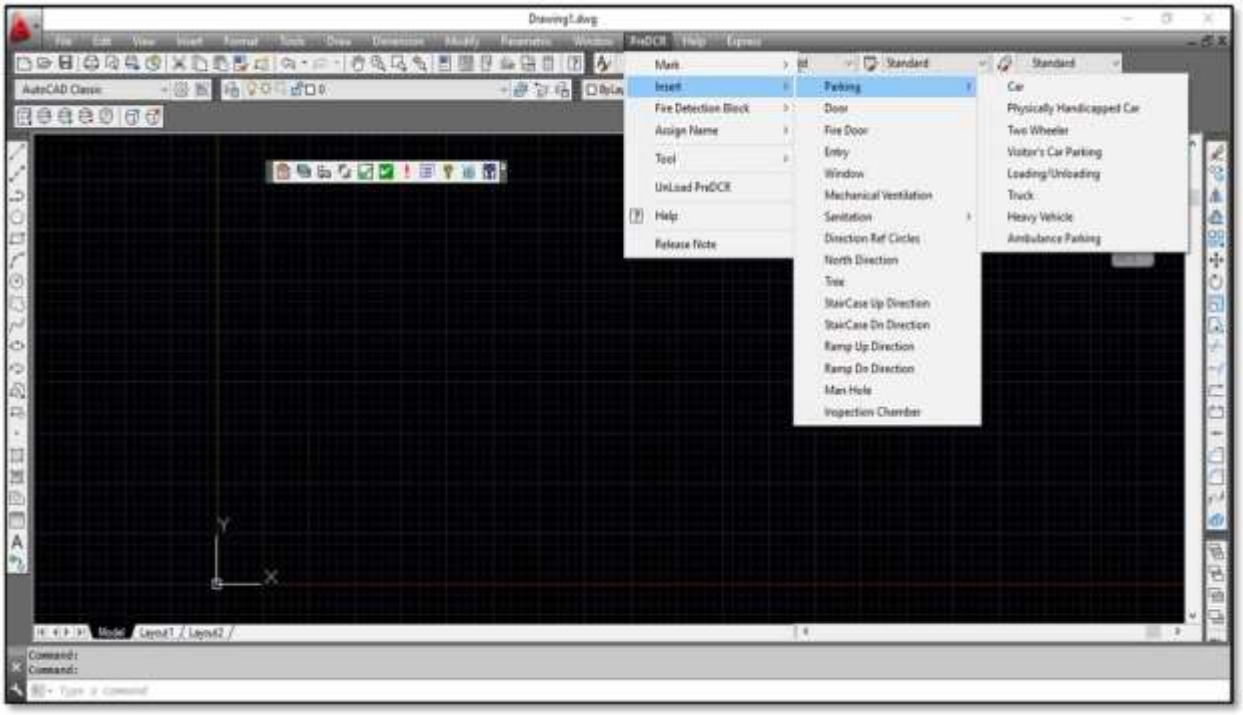


Figure 10: PARKING

- **Door:**

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

Figure 11: Insert Door

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

- **Window:**

  - **Window**: 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 12: 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 Ur inals 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

2.4.4 Use Assign name Tool Using PreDCR Menu

Building and Prop.Work:

Room:

Floor Name:

- **Ramp Name:**

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

Figure 13: 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.**

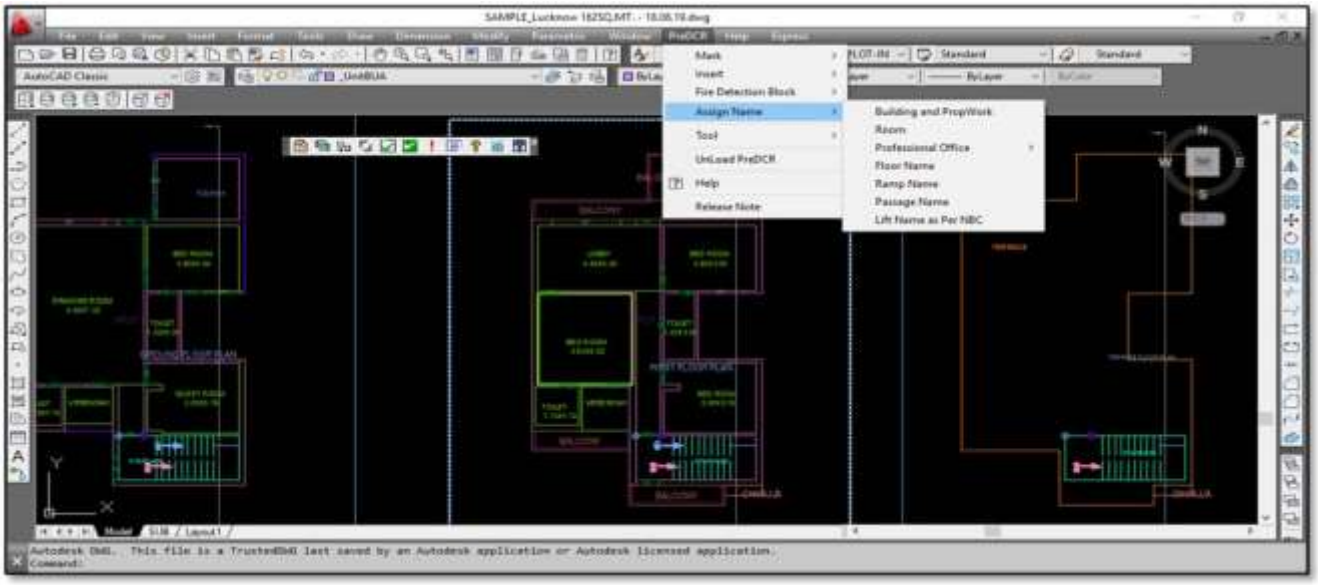
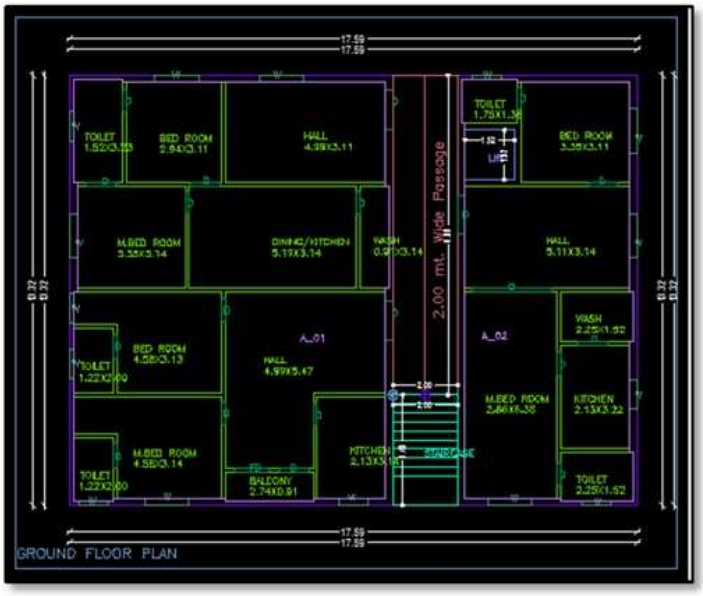


Figure 14: Assign Room Name

  - 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 its corresponding SectionFloors. As soon as you use this command the following Dialog Box appears. Now select particular floor name which you want to assign.

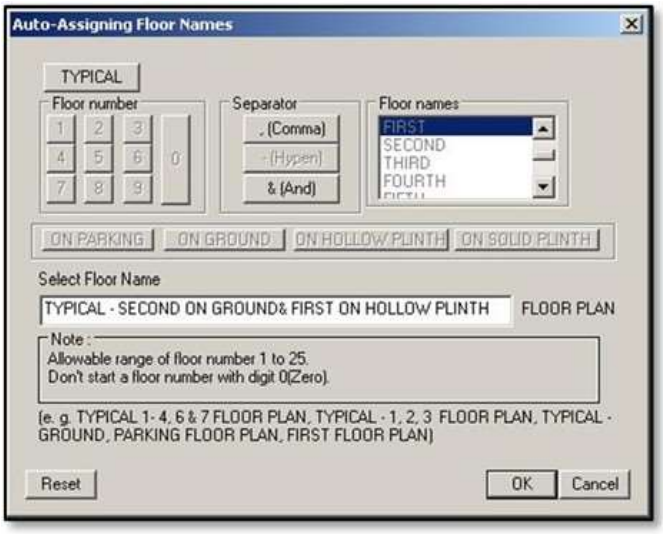
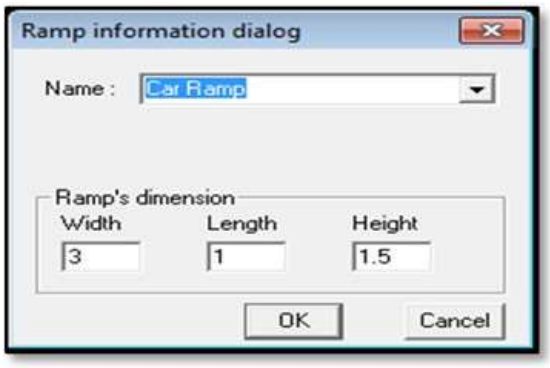


Figure 15: Assign Floor Name

- 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.



2.4.5 Use Other Tool Using PreDCR Menu

- **Give Unique no. to Parking :**
  - This command is used to give unique numbers to different Parking Poly.

- **Shortest distance:**
  - This command will find the shortest distance between two entities.

- **Show Only PreDCR Layers:**
  - **All PreDCR layers** :This command will turn off all the layers in the drawing except PreDCR layers
  - **Building level layer**: This command will turn on all the building plan level PreDCR layers in the drawing.
  - **Layout level layer**: This command will turn on all the Layout plan level PreDCR layers in the drawing.

- **Show Only DCR Layers :**
  - This command will turn off all the layers in the drawing except DCR layers

- **Show Only Other Layers:**
  - This command will turn off all the DCR and PreDCR layers in the drawing.

- **Show All layers:**
  - 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:**
  - This command will compute the total area of all selected closed polygons.

- **Calculate Deducted Area:**

- This command will compute the area of closed polygon after deducting closed polygons found inside.

- **Get All Inside Poly:**
  - This command will highlight all polygons, which found exactly inside selected polygon under test.

- **Get All Overlapping Poly:**
  - This command will highlight all polygons, which are overlapping with selected polygon under test.

- **Get All Intersecting Poly:**
  - This command will highlight all polygons, which are intersecting with selected polygon under test.

- **Find Open Entities :** Highlight open entities on PreDCR layers

- **Find Closed Entities:** Highlight closed entities on PreDCR layer.

- **Shortest distance :**
  - This command will find the shortest distance between two entities.

- **Spelling check:** This tool is used for spelling checking.

- **Find Object:** This command zoom & highlight object of a given handle.

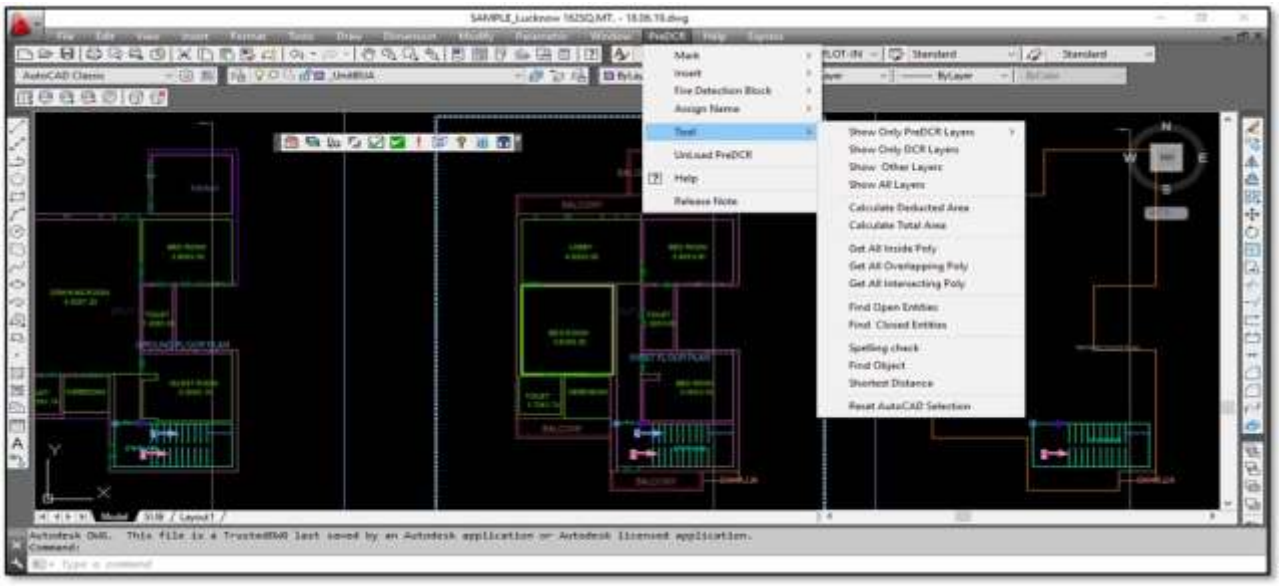


Figure 18: Other Tools

2.5 Do's & Don't

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

- **What you must do:**

  - FSI Area used for Residential and Special Residential purpose only should be drawn on **_RESIFAR and COMMFAR layer.**
  - FSI Area used for Commercial purpose only should be drawn on **_CommFSI layer.**
  - FSI Area used for Industrial purpose only should be drawn on **_IndFSI layer.**
  - FSI Area used for any other purpose should be drawn on **_SpecUseFSI 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 and COMMFAR Layer where Existing Floor area shall be also drawn on _RESIFAR and COMMFAR Layer as a different Polyline and it must be marked as Existing FSI using PreDCR> Mark > FSI >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, and Window inside FSI 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 FSI should be drawn at Basement/Cellar Floor, if Such Basement/Cellar Floor is to be used for parking purpose only.
- No FSI 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 and Amalgamation Proposals for same Project must be provided in Separate drawing file.
- Balcony shall be drawn outside the FSI Poly.
- Arch.projection must be drawn on _ArchProjection Layer and Marked as required using PreDCR> Mark > Projection tool.
- Accessory Use must be drawn on _ _Accessoryuse Layer and Marked as required using PreDCR> Mark
- >Accesoryuse 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.
- **During generation of PreDCR scrutiny report, Use/Subuse of any building must be [roperly filled in building detail table,plot detail table and floor detail table.**

- **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 and its text inside Plot Poly, floor plan and section.
- Do not draw Parking inside FSI 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.
- Do not draw any FSI on terrace Floor.
- Do not edit the name of Floor, Room, Parking, Accessory use details, Compound wall and the names of marked entities.
- Do not draw any FSI on Stilt floor.

2.6 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

Statement.

- **FSI and BuiltUp Area statements:**

- **Floor wise FSI 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 FSI statement:** PreDCR will show Building/Block wise FSI 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.)	Tnmt (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.)	Tnmt (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

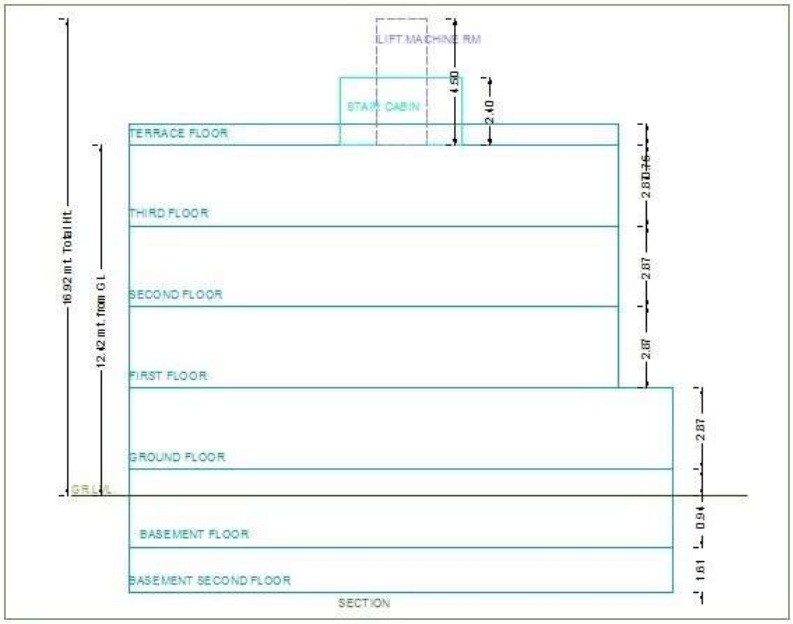
MARGIN DETAIL:

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

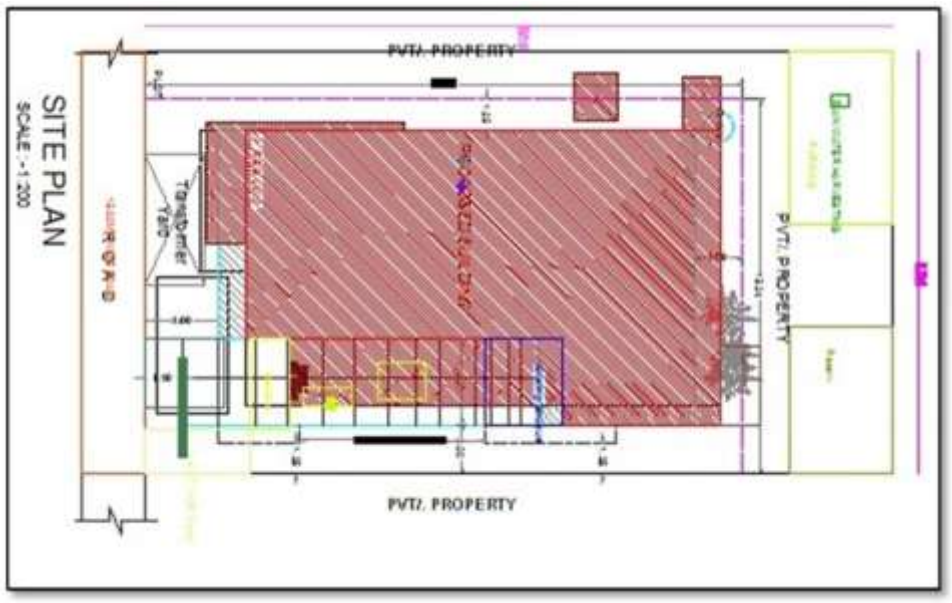
- **Parking Calculation:**
  - PreDCR will show proposed Parking calculation as provided in drawing.

- **Building Height generation:**

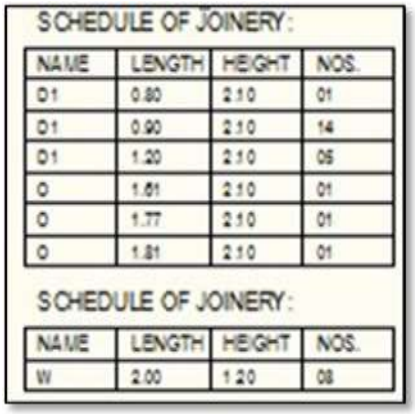
- PreDCR will auto generate the Total Building Height and Individual Floor Height in Sectional Details of Building in Drawing.



- **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 :

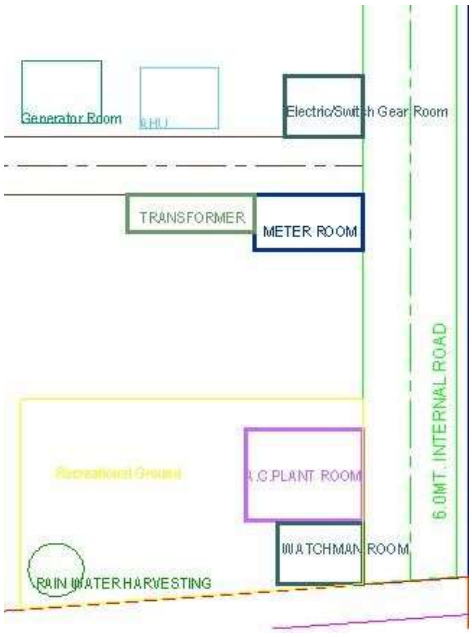
NAME	LENGTH	HEIGHT	NOS.
D1	0.80	2.10	01
D1	0.90	2.10	14
D1	1.20	2.10	05
D	1.61	2.10	01
D	1.77	2.10	01
D	1.81	2.10	01

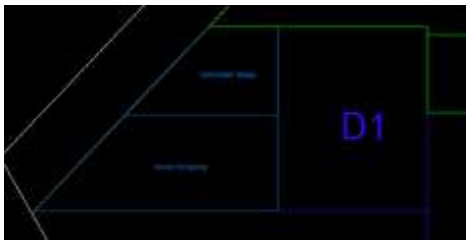
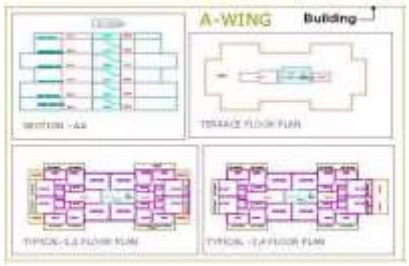
SCHEDULE OF JOINERY :

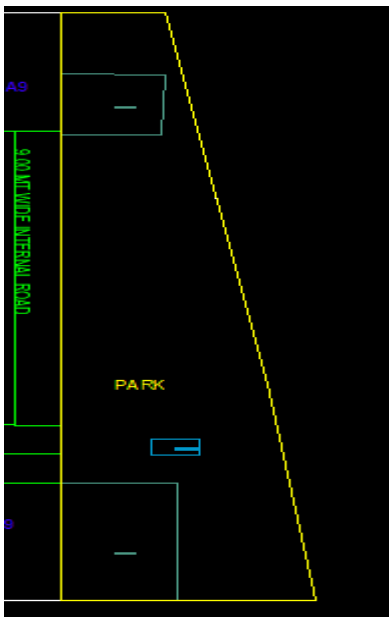
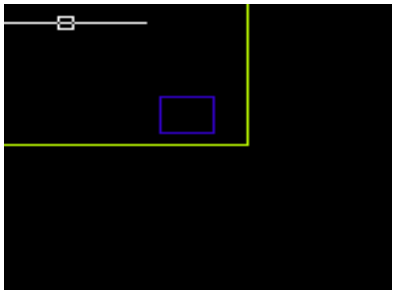
NAME	LENGTH	HEIGHT	NOS.
W	2.00	1.20	08

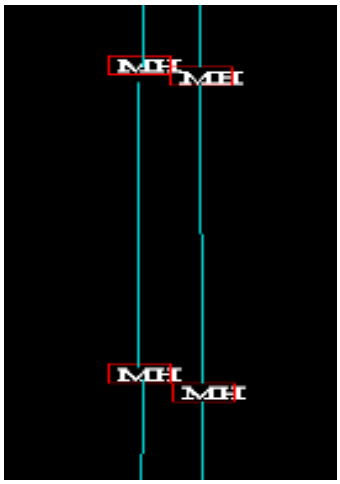
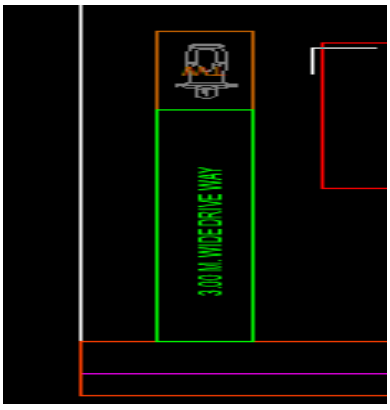
  - (Note: Main Entity Color must be ByLayer color , Where SubEntity on the same Layer would be having a different color).

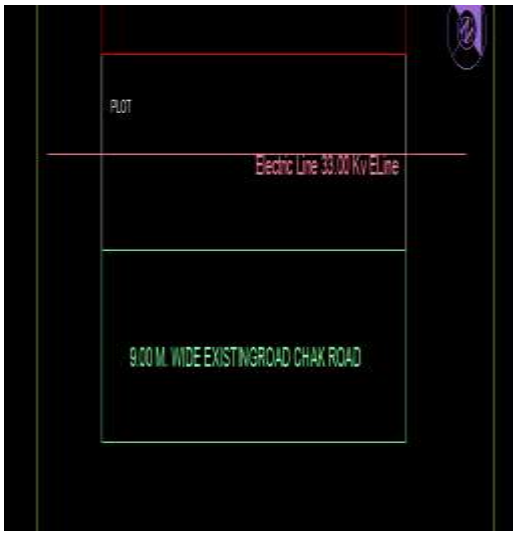
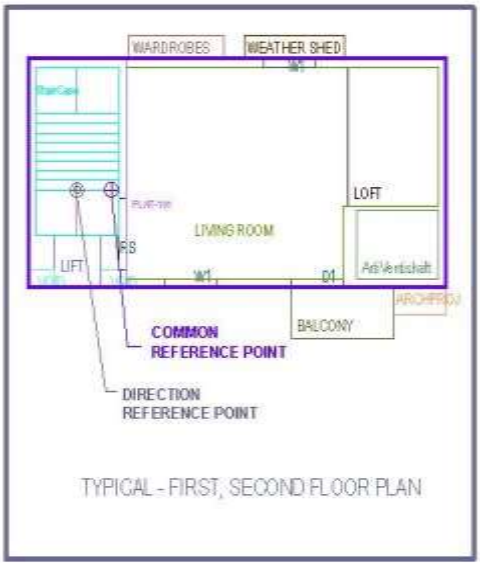
- **How ToDraw As per AutoDCR requirement:**

Layer Name	Description	Naming Convention	Drawing Picture
_AccessoryUse: • **Elect.room** • **Transformer** • **Watchman cabin/ SecurityRoom** • **Servant Quarters** • **Rain water Harvesting** • **Motor room** • **A C Plant Room** • **Meter Room** • **Septic Tank** • **Sewage Treatment Plant** • **Solar Heating System** • **Generator Room** • **AHU** • **Electric/Switch Gear Room** **Letter Box Room**	AccessoryUses which are **allowed in Margins or Layout & Free from FSI should be drawn as a closed polyline with text inside it.** (Each AccessoryUse should be drawn As per described Colour)		
_Amenity	**Draw amenity Space**	Amenity marking is already	

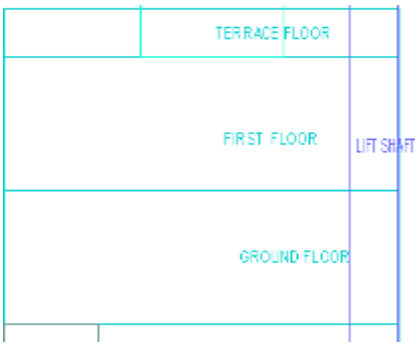
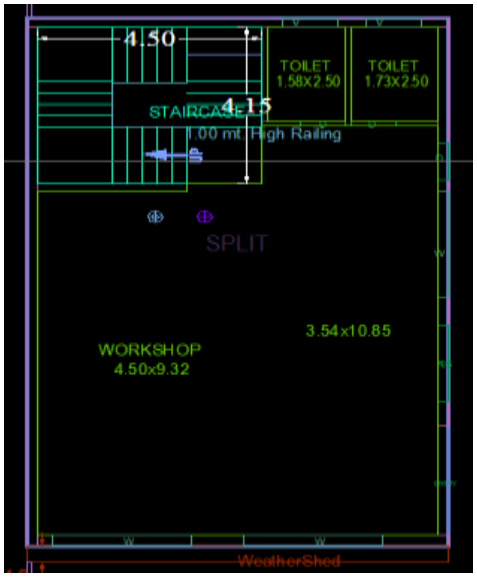
	as closed polyline with Single **Text/Mtext inside it on same layer.**	provided in PreDCR marking	
_ArchProj :	Draw Architectural Projections such as Weather shed and mark it from projection marking in floor plan and section as well.		
_Balcony • **Service Verandah**	Draw Each individual Balcony as closed Polyline with Text on same layer. • Service Verandah can **be Marked by using Tool "Mark>Balcony > Service Verandah ".**	Balcony marking is already provided	
_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.	
_CommFAR	Draw a closed **FSI** PolyLine, which **is used as a Commercial Purpose.** (Line type of Existing FSI poly should be **ACAD_ISI02W100**)	Naming convention is provided in PreDCR tool-PreDCR>Mark> Commercial FSI	

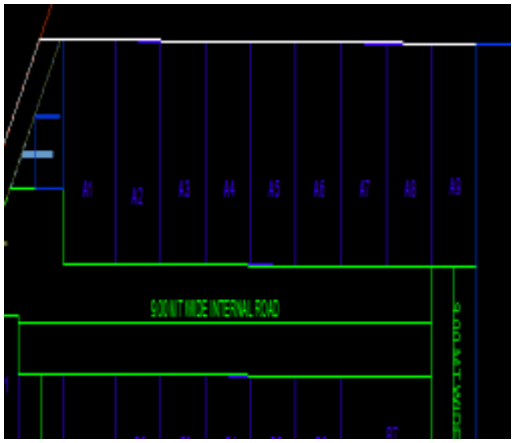
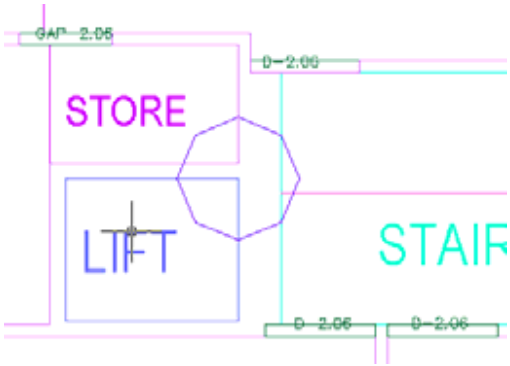
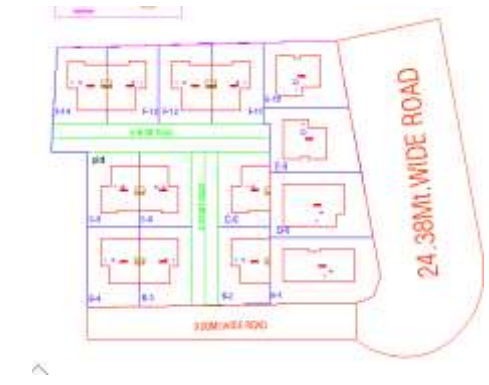
_CompoundWall	**Closed polyline** of compound wall to be drawn on this **layer overlapping plot.**	**0.0m. high compound wall.** Naming convention is provided in assign name option in PreDCR tool.	
_commonplot	A closed poly drawn in **_commonplot layer** with no need to put text inside it.		
_column	**A closed poly drawn in _column layer** with no need to put text inside it.		
_Door	**Door shall be drawn as a** closed polyline with Text. **Door Height should**	**D-2.10 D1-2.10 FD-2.40 RS-**	

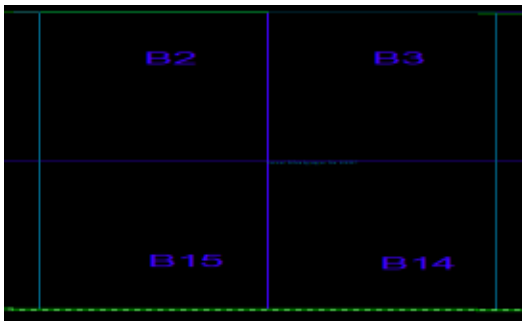
	be given in Text as described here. (Text's Insertion Point must be Inside Poly)	**2.50** **We can insert Door by using PREDCR tool-** **Predcr>insert>Door**	
_DrainLine	Draw a open polyline in _drainline poly.		
_Driveway	A **closed poly drawn** in _driveway layer with no need to put text inside it.		

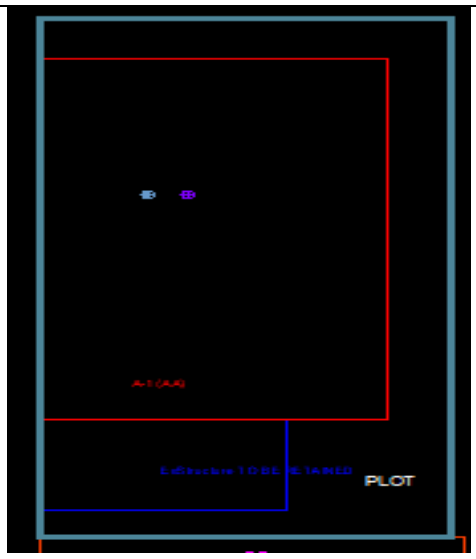
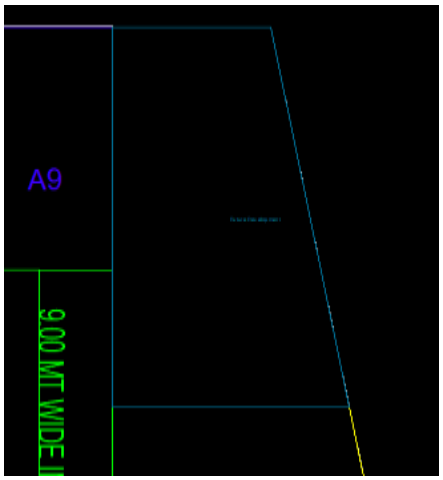
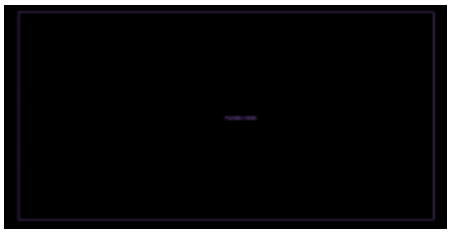
_Electricline	Electric line shall be drawn as open Polyline with Text whose insertion Point lies on the Polyline. (**Note :** High or Low Voltage capacity must be written at a starting of Text)	**High Tension Line**	
_ExistingRoad	Marking of Chak road is provided in Existing road option.		
_Floor	Floor poly should be drawn as a closed Polyline with Text on same Layer. This is just a logical Group of all floor Entities. **Common Reference Point** Drawa circle on _RESIFAR and COMMFAR 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** Drawa 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.	Naming Convention will be Provided as per shown in Description	

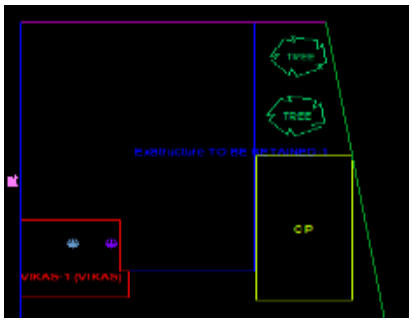
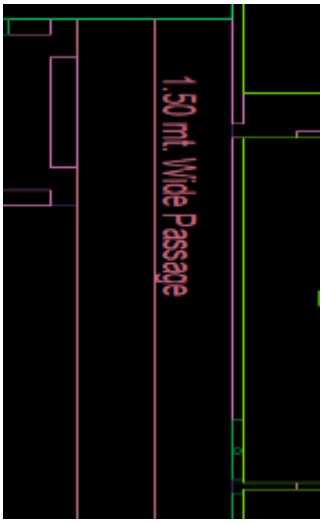
	Note: Common Reference point & Direction Reference. point must be inside Each Floor at same location. **Floor Name:** Floor Plan will be automatically link with Section by matching the Floor Name. If the Floor is Typical Floor, It should be Named with Proper Naming convention. Naming Convention for Floors. • **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.		
_ExStructure : • **Exist.work** To be Demolished • **Exist.work** To be Retained	Draw an Existing work as a closed Polyline with Text inside it. Marking is provided for both the option in PreDCR tool.		

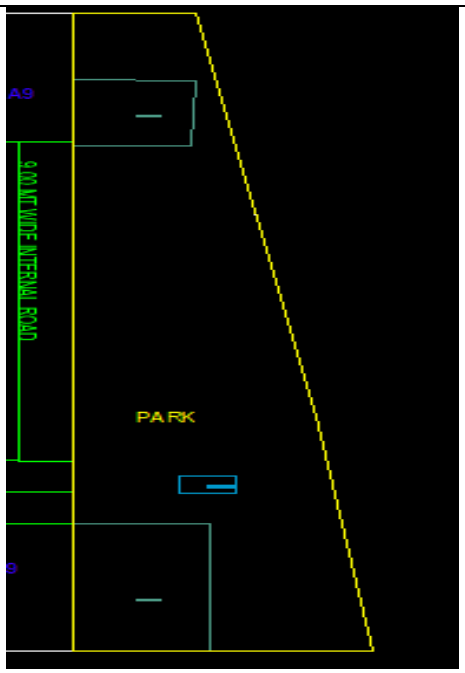
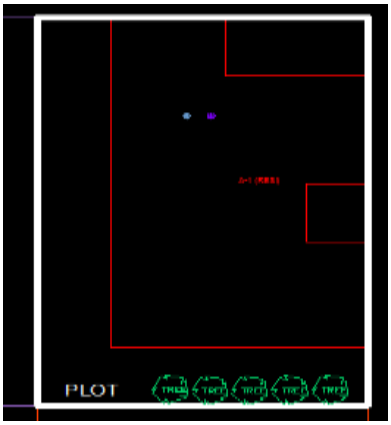
_FloorInSection	**Section floor poly will represent each floor section with its name** inside **SectionFloor**: Floor Plan will be automatically link with SectionFloor by matching the Floor Name. If the FloorPlan is Typical Floor Plan, It should be Named with Proper Naming Convention.	Inside **SectionFloor:** SECOND FLOOR, THIRD FLOOR, GROUND FLOOR.	
_GroundLevel and _Street Level	The Ground level and Street Level line should be drawn as an open polyline in the section poly.		
_IndFAR	Draw a closed FSI Polyline, which is used as **a Industrial Purpose.** (Line type of Existing FSI poly should be **ACAD_ISI02W100**)		

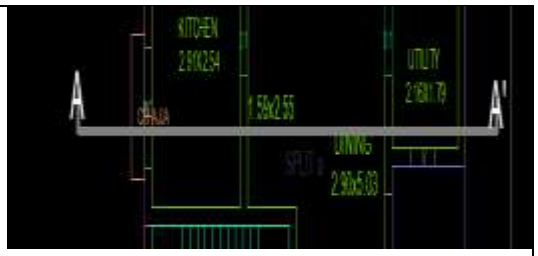
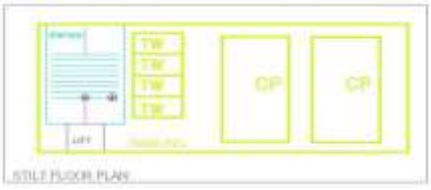
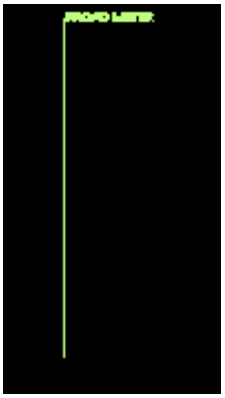
_ IndivSubPlot	**For plotting layout draw individual subplots** on '_indivsubplot' layer inside main plot which will be on **'_Plot' layer.**		
_InternalRoad	Draw Each Internal Road as a Closed Polyline with Centre Line (Ltype-CentreLine) & Single Text inside each. (Road Width should come first in Text).)	**7.50mt. 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	Marking is provided as below- PreDCR>Mark>lift	
_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)	12.00mt. wd. Main Road	

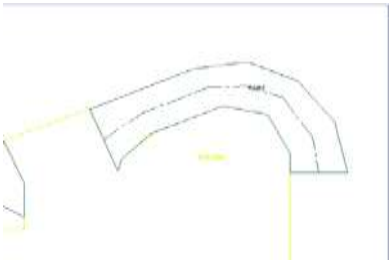
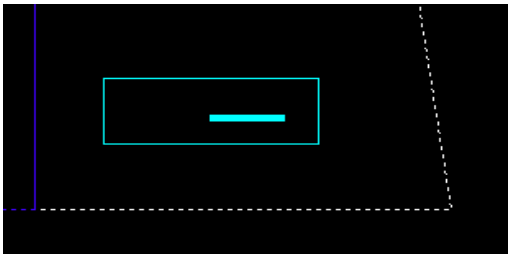
_Marginline	Margin Polylines will be created by System (User need not do anything on this layer.)		
_MortgageArea	Draw a close polyline for mortagage area in _mortagagearea layer	Marking is provided as below- PreDCR>Mark> mortgage area	
_Netplot	Netplot area is a Net area after Deduction of RoadWidening/Reservatio n From Gross Plot area	It is automatically generated by system.	

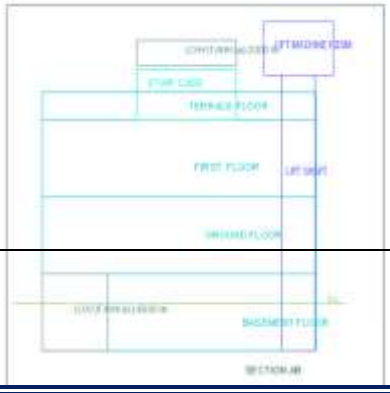
			
_NotInProposal	Plot area which is not in possession or which is not in proposal to be drawn as a closed polyline on this layer.Marking provided	Marking is provided as below- PreDCR>Mark> not in proposal	
_Otherdetail		Marking is provided as below- PreDCR>Mark> Otherdetail	

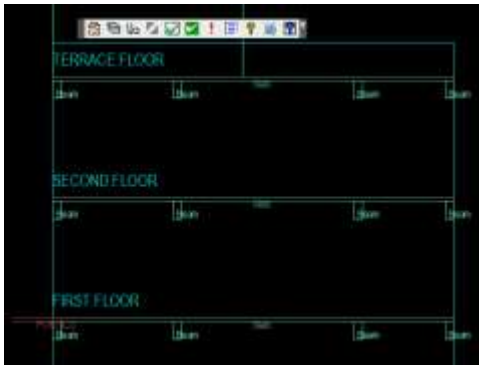
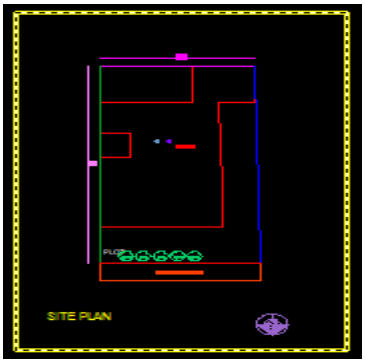
_OTS		Marking is provided as below- PreDCR>Mark> OTS	
_Parking	Draw a closed Polyline for Parkings on "_Parking" Layer. You can also use Insert tool to insert Parking Poly in your drawing. Car Parking-CP, Two- Wheeler Parking-TW, Transport vehicle-TV		
_Passage	Draw Passage as a Closed Polyline with Centre Line (Ltype-CentreLine) & Single Text inside each.	Text should be start with width of Passage Ex.- 1.80mt. wide Passage	
_PavedArea	It can be drawin in between individual plot and park /open space		

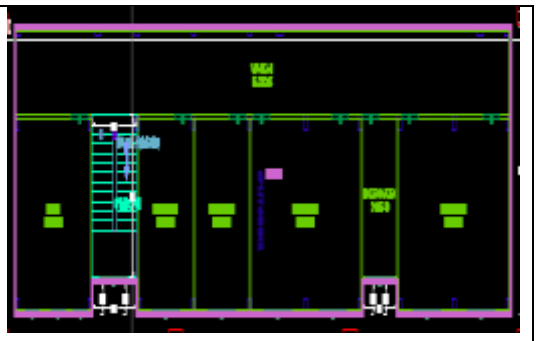
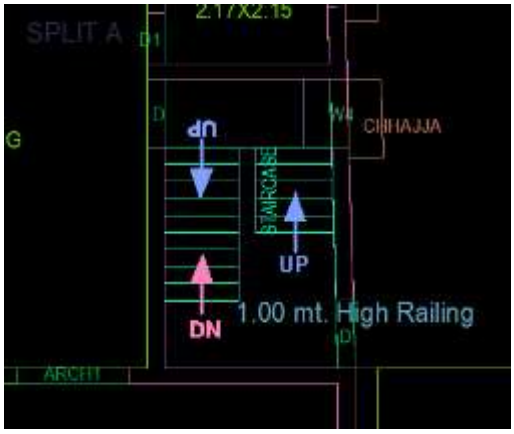
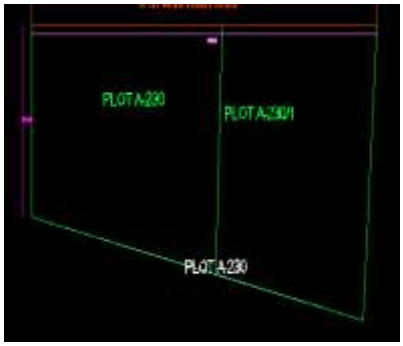
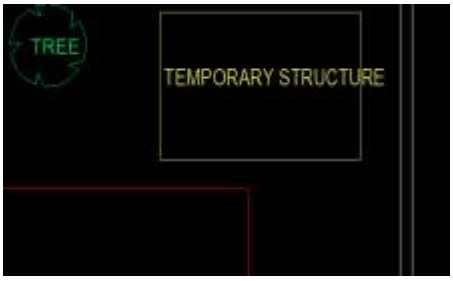
			
_Plot	Draw Plot as a closed Polyline with Text inside it. At Layout Plan & Key Plan		
_PrintItems	Draw a section line in _PrintItems layer and mark it from PreDCR tool		

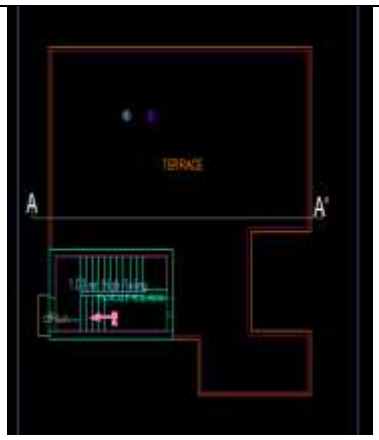
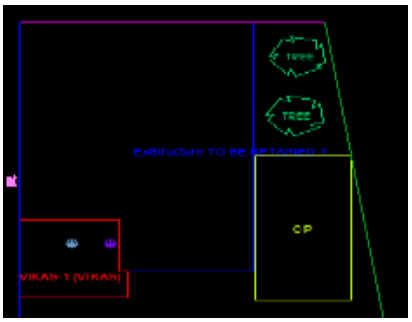
			
_PropWork	Prop.work is a Built up area(Max.Coverage Area) For Each Building. Draw Prop.work as a closed Polyline with Text inside it. At Layout Plan Note: Common Reference point & Direction Reference point must be inside Prop.Work	Naming Convention Should be Provided A(Bldg.Name) inside Bldg. Poly &A-1(Bldg.Name) 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)	XXXMetre Gauge Railway Line	

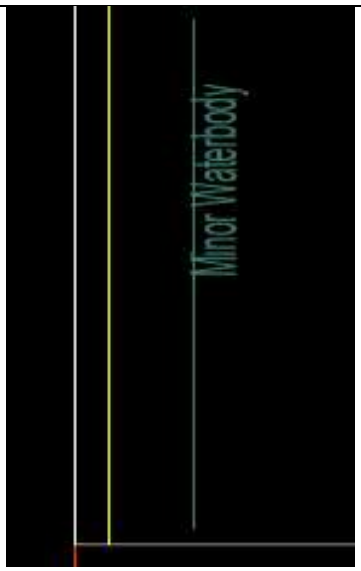
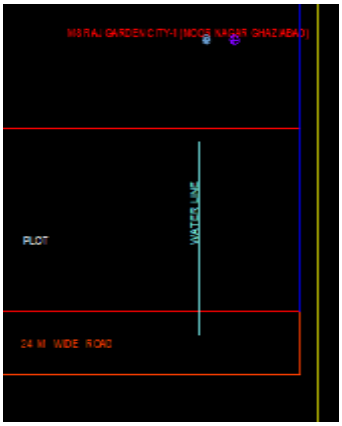
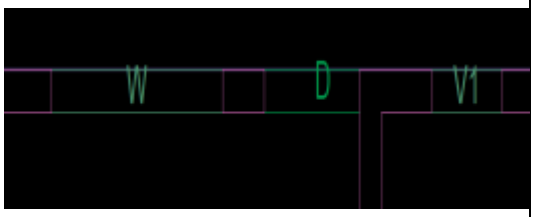
_Ramp	Draw a Ramp as a closed polyline with CentreLine (L- type- entreLine) & Text inside it in Plan. Draw RampSection as a closed polyline with Text same as in Plan.	At starting of ramp name you mention ramp Length n Height Ex.- 30.0mt. Long 1.80mt. High Ramp	
_RefugeArea			
_ReservArea	If there is any Reservation Area in Plot, Reservation Area should be drawn as a closed Polyline with Text inside same Layer.	Green belt area can be provided through _reserv area in Predcr marking tool	
_Reservoir	We can assign reservoir depth through PreDCR marking tool.		
_RESIFAR and	A Closed poly with		

COMMFAR	Text on this layer represents a Residential FSI or Floor FSI. It will cover whole area which is considered in FSI Area per Floor. (Line type of Existing FSI poly should beACAD_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)		
_SectionalItems	Section items like beam,Slab,sunk slab , roof,Ac duct can be provided through _sectionalitem layer		
_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)		
_SpecialUseFSI	FSI 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 FSI poly should be ACAD_ISI02W100)		

			
_StairCase • **Intermediate landing** • **Flight Width** • **Railing**	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/spira l staircase	
_SubDivision			
_TemporaryStructure			
_Terrace	Terrace should be		

	drawn as a closed Polyline with Text on same Layer.		
_Tree	No.of trees can be insert by using PreDCR tool		
_UnitBUA	UnitBUA is drawn as the outer line on floor excluding balcony,Wadrobe,arch. projections		
_Wall	Wall Should be drawn in closed polyline overlapping with FSI, UnitBUA, Room, window and door.		
_WaterBodies	Water body should be Drawn in open 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. Insert Window using PreDCR tool. PreDCR>>Inset>>window	W-1.20,W1-0.90,V-0.60	

- For Land Division Proposal