



RMS Feature Code Library

RMS Feature Codes (Points Layer 0) – V2.0.FXL

November 2020



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| Revisions: | Release Date: | Changes: |
|---|----------------------|--|
| RMS Feature Codes (Points layer 0) (V1.8) (First release) | 1/10/2020 | N/A |
| RMS Feature Codes (Points layer 0) (V1.9) | 30/10/2020 | Added Date & Time Attribute and edited Groups for field use |
| RMS Feature Codes (Points layer 0) (V2.0) | 19/11/2020 | Light With Outreach block (Code: LI) added to FXL. Close object (-clos) line control code added. |

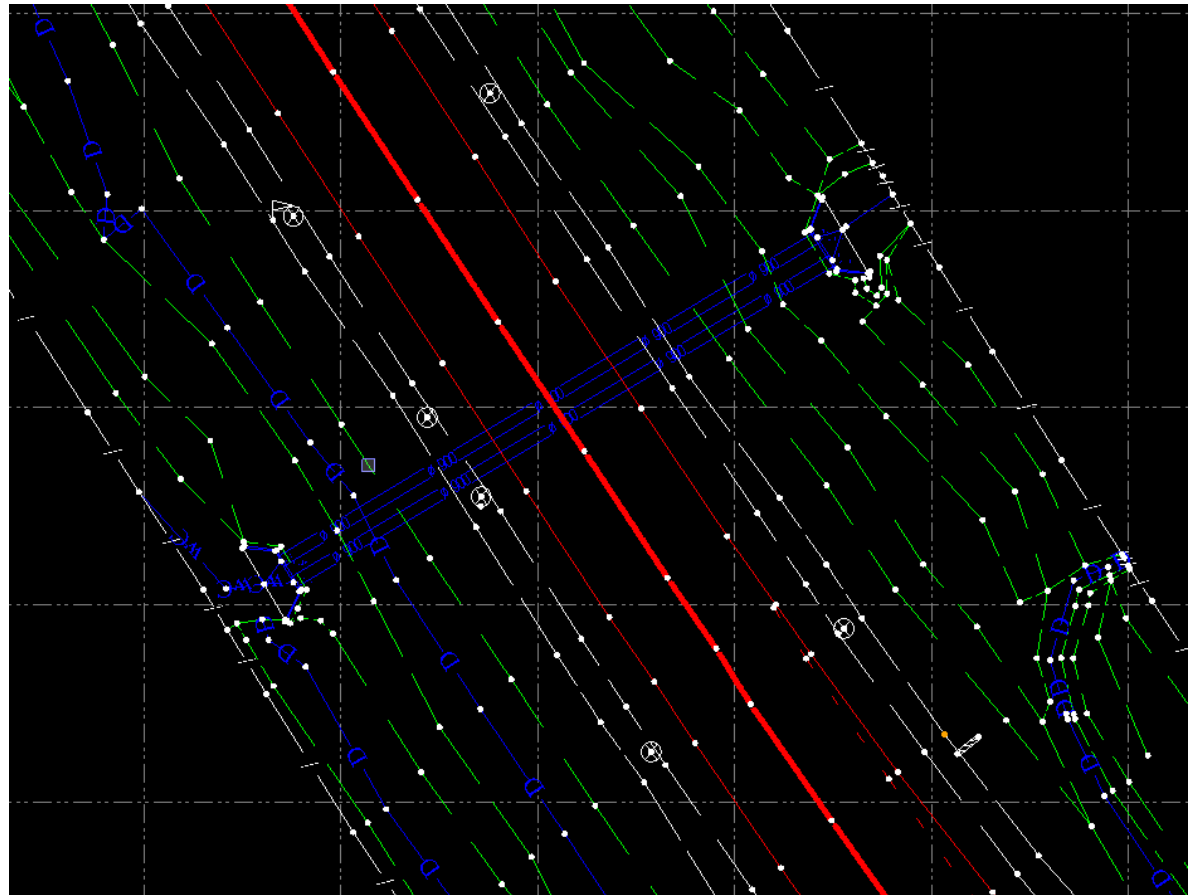
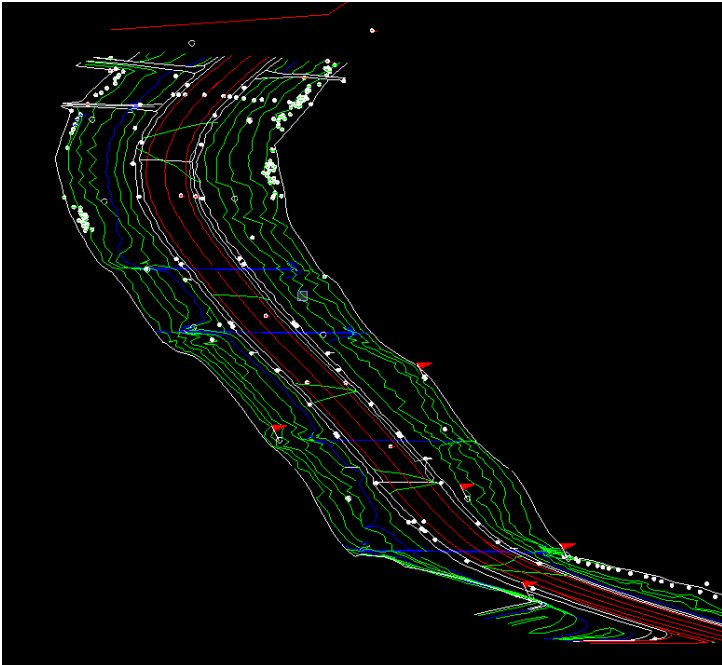
Introduction

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

This contains 422 feature codes which have been mapped with the line styles, blocks and symbols as defined in their guide. This has been built against the current RMS updates for 2005 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.



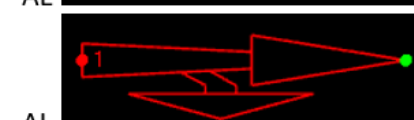
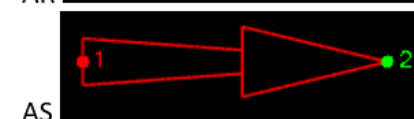
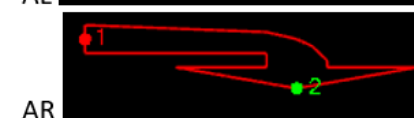
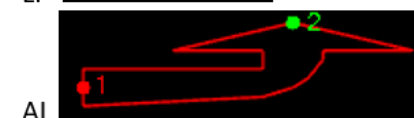
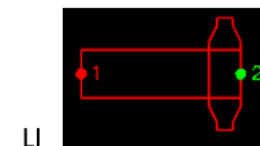
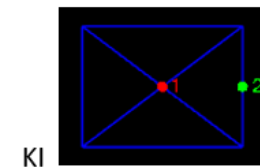
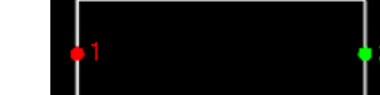
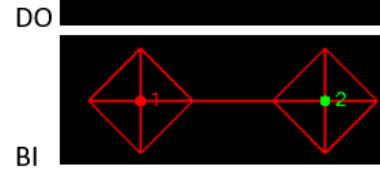
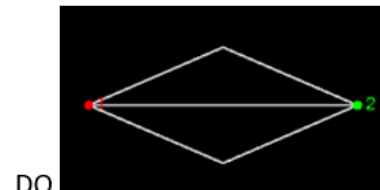
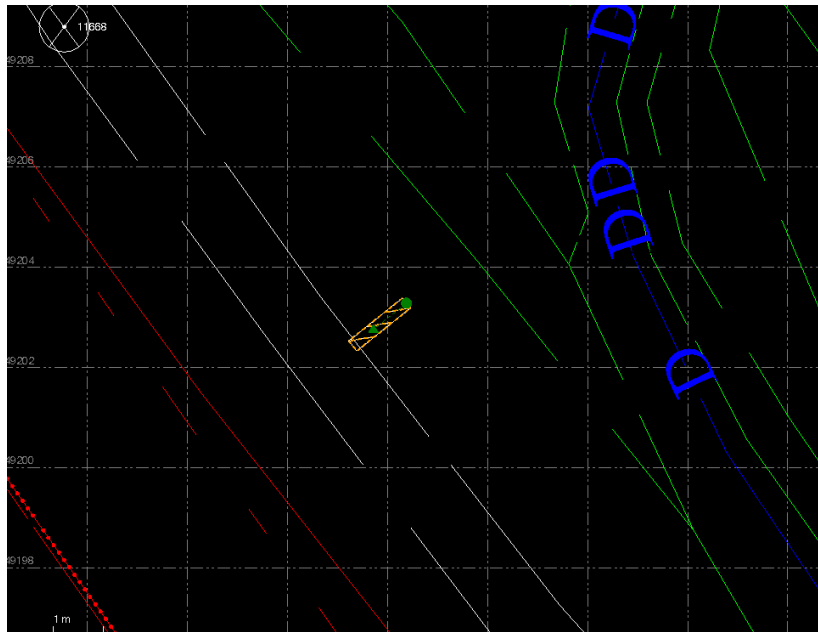
Block codes

Due to the way some features are defined by RMS, 2-point Block codes are used. This is to allow for scaling and rotation of symbols to match field pickups.

Block codes in the field need to be picked up as the base feature, no stringing is used to define them. For this reason, both points need to be captured sequentially.

Note, the pickup requirements for the point locations as they are needed to correctly position the block.

The Current Block codes in this FXL are:



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.

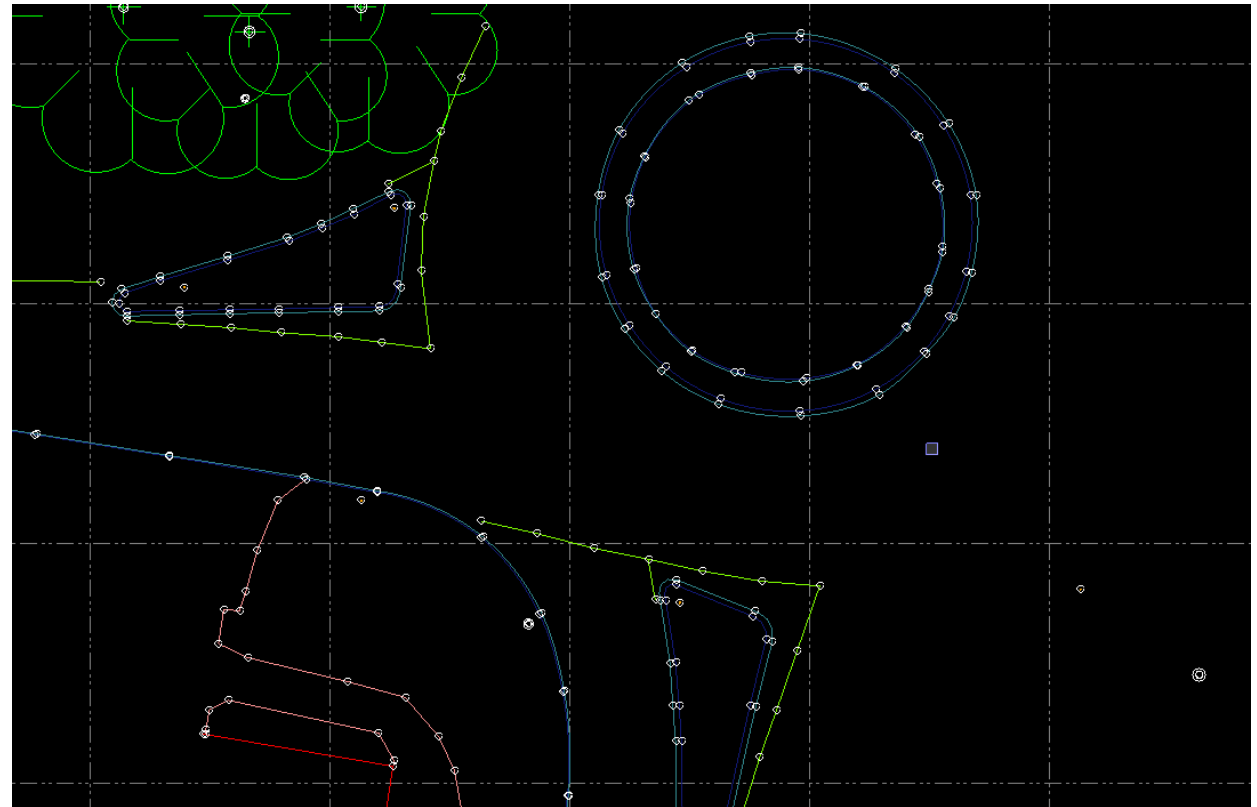
Control codes give extra line joining control in the field to creating arcs, shapes, start new line sequences, close figures, and join specific point. They are defined as seen below:

XXXX # - space and then the control code is entered

So, a code would look like:

EJ02 1

| Name | Code |
|----------------------------|-------|
| Circle Centre - Start | 13 |
| Circle Edge - Start | 12 |
| Close Line | 5 |
| Close Object | -clos |
| Horizontal Offset | 15 |
| Join to Point | 3 |
| Line - End | 2 |
| Line - Start | 1 |
| No Join | 4 |
| Non-Tangential Arc - End | 9 |
| Non-Tangential Arc - Start | 8 |
| Rectangle - Start | 14 |
| Smooth Curve - End | 11 |
| Smooth Curve - Start | 10 |
| Tangential Arc - End | 7 |
| Tangential Arc - Start | 6 |
| Vertical Offset | 16 |



Other Items

GROUPS:

Code groups for use in the field have been added in V1.8 as per RMS request.

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 RMS 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 RMS, and we will try to accommodate them.