VR Feature Code Library

VR Feature Codes (V1.3).FXL

October 2020

Contents

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.

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 and symbols as defined in their guide. The line styles are all solid as we have not been able to get line styles. 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.

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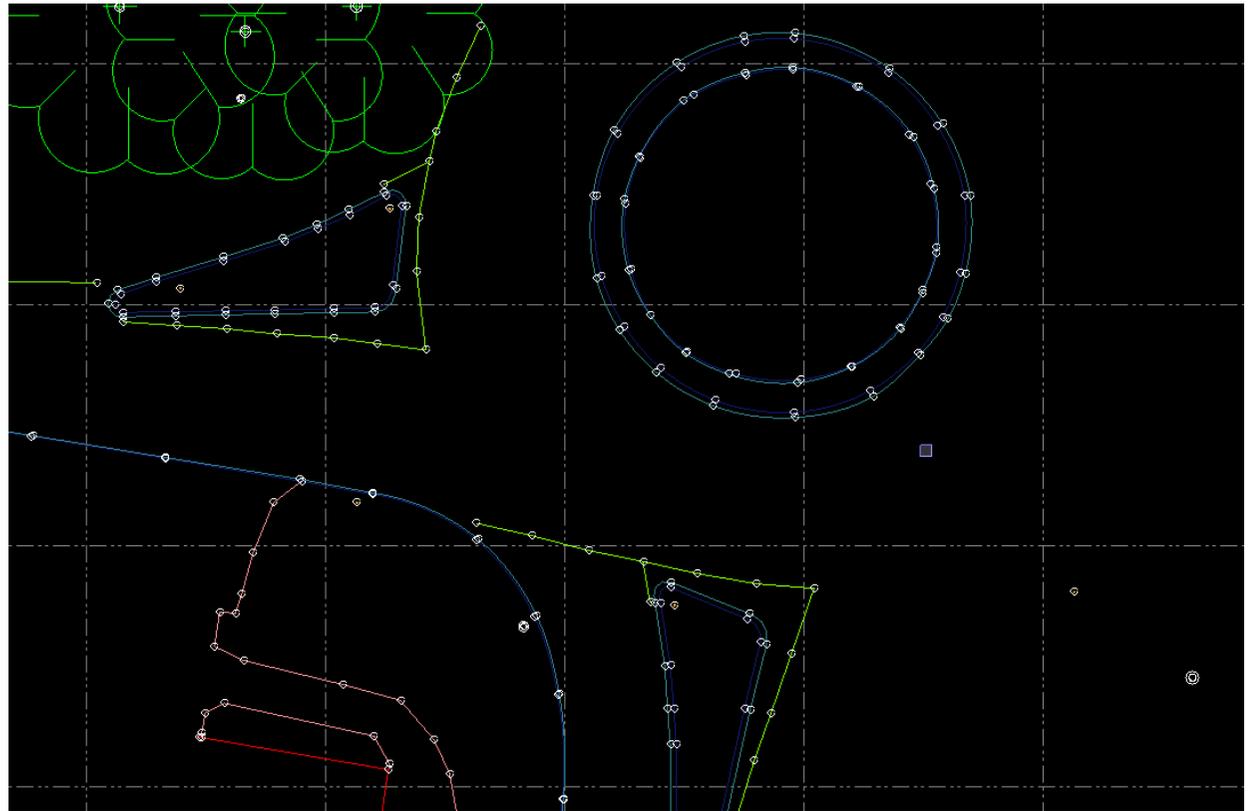
Control codes give extra line joining control in the field to creating arcs, shapes, start new line sequences, close figures, and join specific point. They are defined as seen below:

      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 Pont	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.