

PreDCR User Guide



An Automatic solution for Approval of Building Proposal and Work Flow
Management

Prepared By
SoftTech Engineers .Pvt. Ltd.
Pune.

Contents:

DOCUMENT OUTLINE.....	11
ABOUT THE DRAWING PROTOCOL DOCUMENT	11
HOW TO READ THIS DRAWING PROTOCOL DOCUMENT?	11
DRAWING PRE-FORMATTING UTILITY (PREDCR).....	12
OVERVIEW	12
AIMS & OBJECTIVES	13
SALIENT FEATURES	13
BENEFITS OF PREDCR	16
DRAWING FORMATS	16
1) Conventional submission drawing format	16
2) As per PreDCR format specified by PreDCR.....	17
3) After scrutiny of drawing using AutoDCR-	17
PROTOCOL DETAILS.....	18
INSTALLATION AND REGISTRATION.....	19
SYSTEM REQUIREMENTS	19
INSTALLATION	19
METHODOLOGY.....	20
PREDCR LAYER INFORMATION.....	25
LAYER: _AMALGAMATION.....	25
Description :.....	25
Shortcut Command: AML.....	25
How to draw :	25
LAYER: _AMENITY	26
Description :.....	26
Shortcut Command : AMN.....	26
How to draw :	26
LAYER: _ARCHPROJ	27
Description :.....	27
Shortcut Command: AP.....	27
How to draw :	27
LAYER: _ARTIVENTISHAFT	28
Description :.....	28
Shortcut Command: AVD.....	28
How to draw :	28
LAYER: _BALCONY	29

Description :.....	29
Shortcut Command : BL.....	29
How to draw :	29
LAYER: _BUILDING.....	30
Description :.....	30
Shortcut Command : BLD.....	30
How to draw :	30
LAYER: _BUILDINGLINE	31
Description :.....	31
Shortcut Command : BDL.....	31
How to draw :	31
LAYER: _BLDGBLOCK (IN LAYOUT)	32
Description :.....	32
Shortcut command : BLDBLK	32
How to draw :	32
LAYER: _CARPET AREA.....	33
Description :.....	33
Shortcut command: CPT	33
How to draw :	33
LAYER: _CHOWK	34
Description :.....	34
Shortcut Command : CWK	34
How to draw :	34
LAYER: _COLUMN	35
Description :.....	35
Shortcut Command : COL.....	35
How to draw:.....	35
LAYER: _COMMOUTERWALLI.....	36
Description:.....	36
Shortcut Command : CMFS.....	36
LAYER: _COMPOUND WALL	36
Description :.....	36
Shortcut Command : CW	37
How to draw :	37
LAYER: _CRZBOUNDARY	37
Description:.....	37
Shortcut Command : CRZ.....	37
How to Draw:.....	37

LAYER: _DEADWALL.....	38
<i>Description</i> :.....	38
<i>Shortcut Command</i> : DW.....	38
<i>How to draw</i> :	38
LAYER: _DOOR	39
<i>Description</i> :.....	39
<i>Shortcut Command</i> : DR.....	39
<i>How to draw</i> :	39
LAYER: _ELECLINE	40
<i>Description</i> :.....	40
<i>Shortcut Command</i> : L1	40
<i>How to draw</i> :	40
LAYER: _ELEVATION.....	41
<i>Description</i> :	41
<i>Shoutcut Command</i> : EL.....	41
<i>How to draw</i> :	41
LAYER: _EXSTRUCTURE	41
<i>Shortcut Command</i> : EX.....	42
<i>How to draw</i> :	42
LAYER: _FLOOR.....	43
<i>Discription</i> :.....	43
<i>Shortcut Command</i> : FLR	43
<i>How to draw</i> :	43
LAYER: _FLOORINSECTION	44
<i>Description</i> :.....	44
<i>Shortcut Command</i> : SECF	44
<i>How to draw</i> :	44
LAYER: _GROUND LEVEL.....	45
<i>Description</i> :.....	45
<i>Shortcut Command</i> : GL.....	45
<i>How to draw</i> :	45
LAYER: _INDOUTERWALL	46
<i>Description</i> :.....	46
<i>Shortcut Command</i> : IFSI	46
<i>How to draw</i> :	46
LAYER: _INTDPROAD.....	47
<i>Description</i> :.....	47
<i>Shortcut Command</i> : R3.....	47

<i>How to draw</i> :	47
LAYER: _INTERNALROAD.....	48
<i>Description</i> :	48
<i>Shortcut Command</i> : R2.....	48
<i>How to draw</i> :	48
LAYER: _LIFTWELL	49
<i>Description</i> :	49
<i>Shortcut Command</i> : LFT.....	49
<i>How to draw</i> :	49
LAYER: _LOCATION PLAN.....	50
<i>Description</i> :	50
<i>Shortcut Command</i> : LCP.....	50
<i>How to draw</i> :	50
LAYER: _MAIN PLOT.....	51
<i>Description</i> :.....	51
<i>Shortcut Command</i> : PLT.....	51
<i>How to draw</i> :	51
LAYER: _MAIN ROAD.....	51
<i>Description</i> :.....	51
<i>Shortcut Command</i> : R1.....	52
<i>How to draw</i> :	52
LAYER: _MARGIN LINE	52
<i>Description</i> :	52
LAYER: _NALA-WATERCOURSE.....	52
<i>Description</i> :	53
<i>Shortcut Command</i> : R4.....	53
<i>How to draw</i> :	53
LAYER: _NETPLOT.....	53
<i>Description</i> :	53
LAYER: _NDZ.....	53
<i>Description</i> :	53
<i>Shortcut Command</i> : NDZ.....	54
<i>How to draw</i> : -	54
LAYER: _NOTINPOSSIONION.....	54
<i>Description</i> :	54
<i>Shortcut Command</i> : NIP.....	54
<i>How to draw</i> :	54
LAYER: _PARKING.....	55

Description :.....	55
Shortcut Command : PK.....	55
How to Draw :.....	56
LAYER: _PASSAGE	56
Description :.....	56
Shortcut Command : PAS.....	56
How to draw:.....	56
LAYER: _PATHWAY	57
Description :.....	57
Shortcut Command: R6.....	57
How to draw :	57
LAYER: _PHASEDPROGRAM.....	58
Description:.....	58
LAYER: _PRINTADDITIONALDETAIL	58
Description:.....	58
Shortcut Command: ADET	58
How to draw:.....	58
LAYER: _PODIUM	59
Description :.....	59
Shortcut Command: POD.....	59
How to draw :	59
LAYER: _PROPWORK	60
Description :.....	60
Shortcut Command:- PW	60
How to draw :	60
LAYER: _RAILLINE	61
Description :.....	61
Shortcut Command : L2.....	61
How to draw :	61
LAYER: _RAMP	62
Description :.....	62
Shortcut Command : RP.....	62
How to draw :	62
LAYER: _RECREATIONAL GROUND	63
Description :.....	63
Shortcut Command: OPS.....	63
How to draw :	63
LAYER: _REFUGE AREA.....	64

<i>Description</i> :.....	64
<i>Shortcut Command</i> : RFGA	64
<i>How to draw</i> :	64
LAYER: _REFUSECHEMBER	65
<i>Description</i> :.....	65
<i>Shortcut Command</i> : RMB	65
LAYER: _REFUSECHUTE	65
<i>Description</i> :.....	65
<i>Shortcut Command</i> : RFC.....	65
LAYER: _RESERVAREA	65
<i>Description</i> :.....	65
<i>Shortcut Command</i> : RSA.....	66
<i>How to draw</i> :	66
LAYER: _RESIOUTERWALL	66
<i>Description</i> :.....	66
<i>Shortcut Command</i> : MFS.....	66
<i>How to draw</i> :	66
LAYER: _ROAD WIDENING.....	67
<i>Description</i> :.....	67
<i>Shortcut Command</i> : R5.....	67
<i>How to draw</i> :	67
LAYER: _ROOM.....	68
<i>Description</i> :.....	68
<i>Shortcut Command</i> : RU	68
<i>How to draw</i> :	68
LAYER: _RIGHT-OF-WAY	69
<i>Description</i> :.....	69
<i>Shortcut Command</i> : ROW.....	69
<i>How to draw</i> :	69
LAYER: _SANITATION	70
<i>Description</i> :.....	70
<i>Shortcut Command</i> : SNT.....	70
<i>How To Draw</i> :	70
LAYER: _SERVICE DUCT	71
<i>Description</i> :.....	71
<i>Shortcut Command</i> : SD.....	71
<i>How to draw</i> :	71
LAYER: _SECTION	72

<i>Description</i> :.....	72
<i>Shortcut Command</i> : SEC	72
<i>How to draw</i> :	72
LAYER: _SEWAGE LINE	73
<i>Description</i> :.....	73
<i>Shortcut Command</i> : L5	73
<i>How to draw</i> :	73
LAYER: _SITE PLAN	74
<i>Shortcut Command</i> : STP	74
LAYER: _SMOKEVENT	74
<i>Description</i> :.....	74
<i>Shortcut Command</i> : SMV.....	74
LAYER: _SPECIALUSEOUTERWALL.....	74
<i>Description</i> :.....	74
<i>Shortcut Command</i> : SUF.....	74
<i>How to draw</i> :	74
LAYER: _STAIRCASE	75
<i>Description</i> :.....	75
<i>Shortcut Command</i> : STR	75
<i>How to draw</i> :	75
LAYER: _SUBDIVISION	76
<i>Description</i> :.....	76
<i>Shortcut Command</i> : SBD.....	76
<i>How to draw</i> :	76
LAYER: _SUBSTRUCTURE	77
<i>Description</i> :.....	77
<i>Shortcut Command</i> : SSTR	77
<i>How to draw</i> :	77
LAYER: _SURRENDERTOCORPO	78
<i>Description</i> :.....	78
<i>Shortcut Command</i> : STC	78
<i>How to draw</i> :	78
LAYER: _SURRENDERTOMHADA.....	79
<i>Description</i> :	79
<i>Shortcut Command</i> : STM.....	79
<i>How to draw</i> :	79
LAYER: _TANK	80
<i>Description</i> :.....	80

<i>Shortcut Command : TNK</i>	81
<i>How to draw : -</i>	81
LAYER: <i>_TEMP STRUCTURE</i>	81
<i>Description:</i>	81
<i>Shortcut Command : TMPS</i>	81
<i>How to draw :</i>	81
LAYER: <i>_TERRACE</i>	82
<i>Description:</i>	82
<i>Shortcut Command : TER</i>	82
<i>How to draw : -</i>	82
LAYER: <i>_TREE</i>	83
<i>Description:</i>	83
<i>Shortcut Command: TREE</i>	83
LAYER: <i>_UPPERSETBACK</i>	83
<i>Description :</i>	83
<i>Shortcut Command : USB</i>	83
<i>How to draw :</i>	83
LAYER: <i>_VOID</i>	84
<i>Description :</i>	84
<i>Shortcut Command : VD</i>	84
<i>How to draw :</i>	84
LAYER: <i>_WATERLINE</i>	85
<i>Description :</i>	85
<i>Shortcut Command : WL</i>	85
<i>How to draw :</i>	85
LAYER: <i>_WINDOW</i>	86
<i>Description :</i>	86
<i>Shortcut Command : WND</i>	86
<i>How to draw :</i>	86
TOOLS	87
ALL/REMOVER TOOL TIP (PDCRTOOLTIP):.....	87
SHOW ONLY DCR LAYERS (PDCRSPL):	87
SHOW ONLY DCR LAYERS (PDCRSDL):	87
SHOW OTHER LAYERS (PDCRSOL):	87
SHOW ALL LAYERS (PDCRSAL);	87
CALCULATE TOTAL AREA (PDCRCTA):.....	87
CALCULATE DEDUCTED AREA (PDCRCDA):	87

GET ALL INSIDE POLY (PDCRFIP):	88
GET ALL OVERLAPPING POLY (PDCRGOP):	88
GET ALL INTERSECTING POLY (PDCRGIP):	88
FIND OPEN ENTITIES (PDCRFNDO):	88
FIND CLOSED ENTITIES (PDCRFNDC):	88
SHORTEST DISTANCE (PDCRFSD):	88
SPELLING CHECK (_SPELL):	88
FIND OBJECT (PDCRFOBJ):	88
SET DEFAULT ACAD VERSION (PDCRSDA):	89
COMMANDS	90
CREATE NEW PROJECT (PDCRNWP)	90
CREATE AUTODCR LAYERS (PDCRCL):	90
VERIFY DRAWING:	90
MARKINGS:	92
INSERT ENTITIES	99
ASSIGN NAME.....	101
TOOLS.....	103
PREDCR SHORT-CUT COMMANDS	105
SAMPLE CASES	119
RESIDENTIAL BLDG (ROW HOUSE)	119
RESIDENTIAL BLDG. (SINGLE DETACHED WITH TWO BUILDINGS).....	119
COMMERCIAL BUILDING.....	120
INDUSTRIAL BUILDING.....	120
SPECIAL BUILDING (SCHOOL BLDG)	121
MEANING OF VARIOUS PREDCR MESSAGES	122
F.A.Q (FREQUENTLY ASK QUESTIONS)	124

Document outline

About the drawing protocol document

Mumbai Municipal Corporation has planned to automate the building plan approval process by introducing AutoDCR system. AutoDCR software reads the CAD drawings submitted by architects and automatically produce the deviation report based on the control regulations prescribed by MCGM .

The purpose of this document is to establish a set of guidelines to Architects for preparation of drawings to be submitted for taking Building Permission from MCGM, Uniformity in the process of drafting of the drawings to be submitted for approval is required for automation of building approval system by introducing AutoDCR system.

The consultants/Architects should prepare the drawings keeping specific objects in specific layers with specific colors and text. The layers required to be generated with explanation of what is required to be drawn on which layer is described in this document. This document serves as a source of information on obtaining level of consistency in drafting and approval process focuses on both the theoretical and practical description of process flow and protocol to be used while preparing drawings for submission at MCGM for Building Permission. The document explains use of PreDCR utility.

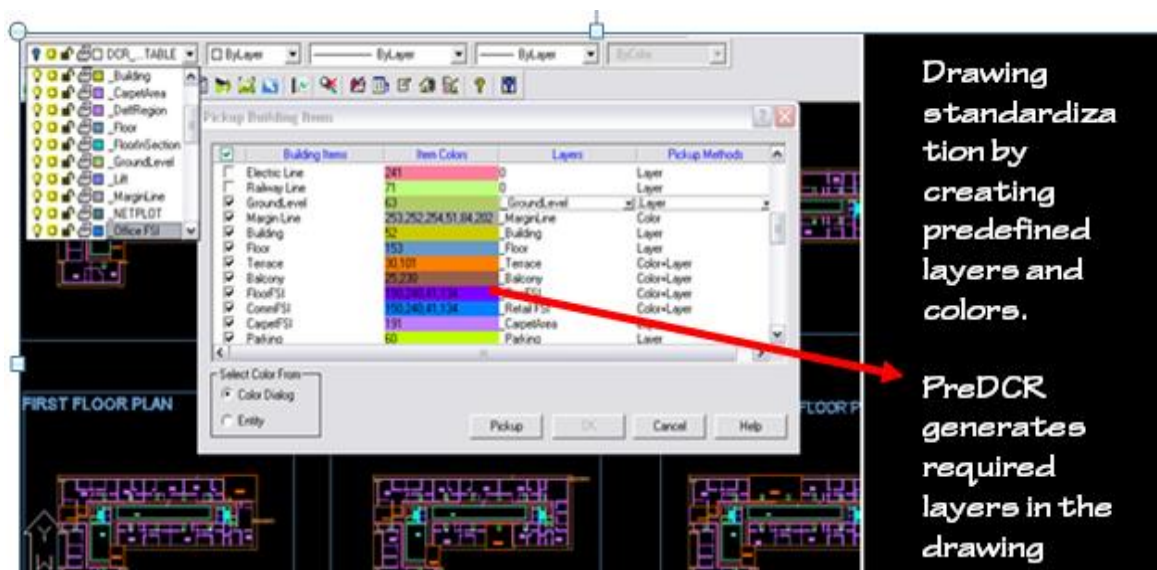
How to read this drawing protocol document?

This document should be read in conjunction with the building bye-laws which will be applicable for approval of a proposal. The reader of this document should have understood the applicable bye laws for scrutiny of a proposal. The reader should also be familiar with AutoCAD terminology and environment for better understanding of the system. It is more exploratory in nature than the specifications and contains sections to explain particular aspect of planning and designing.

Drawing pre-formatting utility (PreDCR)

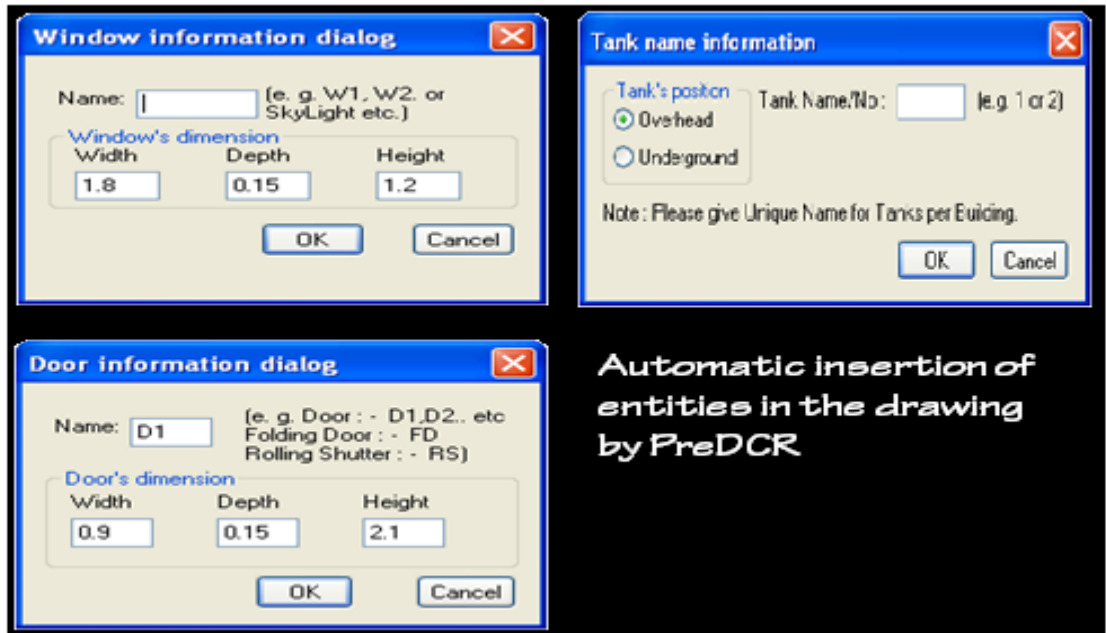
Overview

AutoDCR is a unique and innovative approach to automate scrutiny of building proposals by reading CAD drawings. AutoDCR software needs preformatted drawings with some specifications. PreDCR is a software application used to create the architectural plan as per AutoDCR software requirements. It helps in standardization of drawings and helps in reducing time required for preparing submission drawings. It works under AutoCAD environment with additional menu & toolbar.

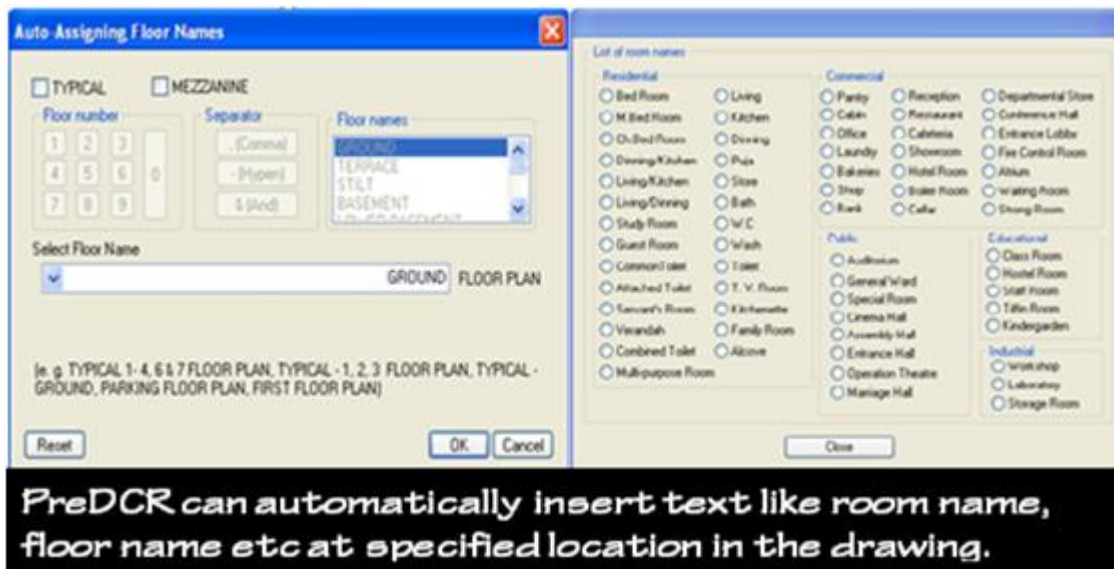


Using PreDCR commands user can create all the required layers in one click. Once all the layers are created in the drawing user can use AutoCAD commands to draw entities on the corresponding layers with the help of PreDCR software. Short commands are provided to activate any layer in PreDCR. PreDCR also helps in correcting drafting errors in the drawing. 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.

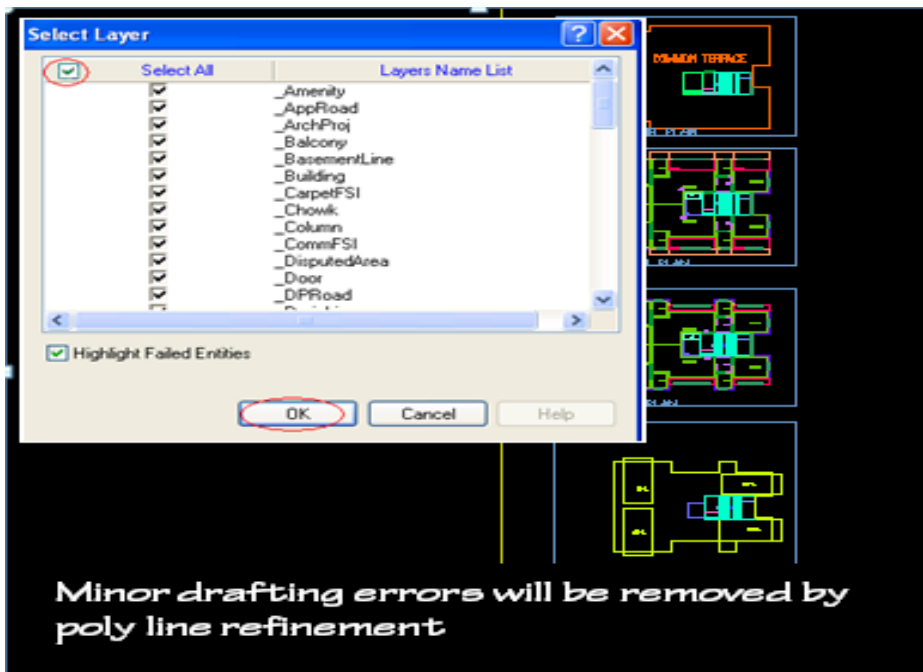
Automatically creating and inserting entities of required size in the drawing: User can define size of entity and insertion point in the drawing. PreDCR will create and insert entity in the drawing at specified location.



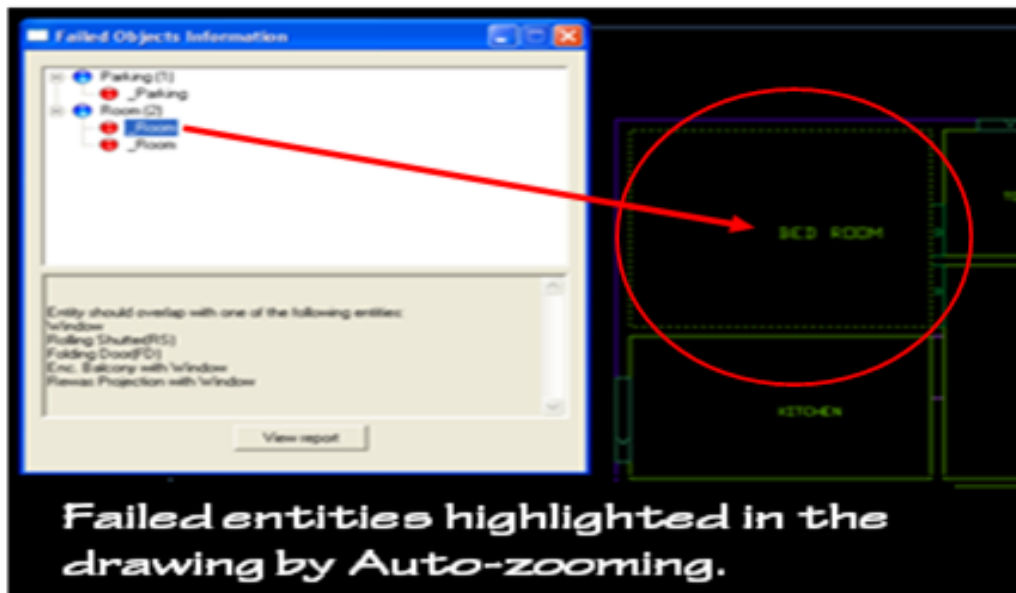
Automatic insertion of required text in the drawing.



Drawing cleaning, refinements of poly lines, text and closed entity verification will be done by PreDCR to eliminate drafting errors.



PreDCR verify and will highlight failed entities in verifications with detailed explanation and Auto-Zooming.

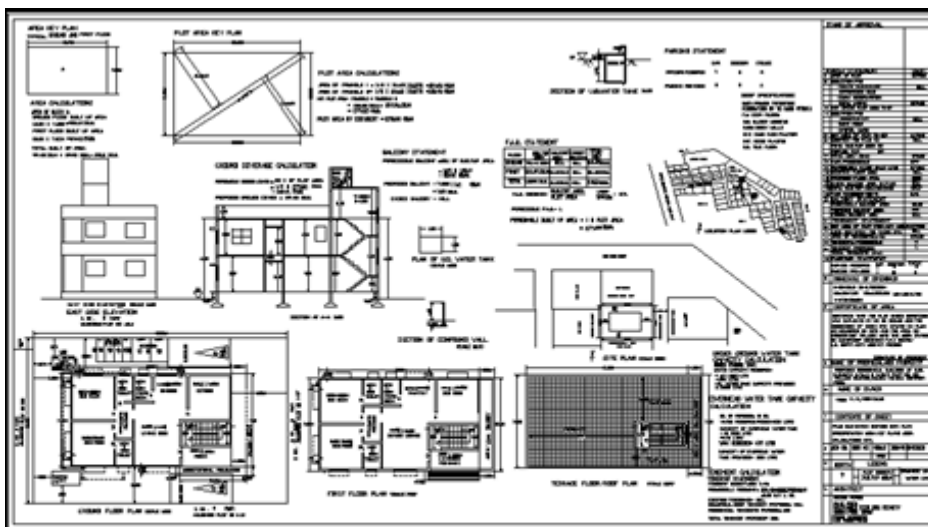


Benefits of PreDCR

- 1) Standardization of submission drawings-Brings uniformity & standardization in submission drawing format. This software will correct some minor drafting errors and also provide list of failed entities with Auto-zooming facility so that user can easily locate the failed entities in the drawing.
- 2) Operational ease and convenience-Data redundancy is eliminated from the drawing. Only minimum required entities are to be drawn in the drawing as most of the data will be auto detected by the system from existing available data.
- 3) Increased speed and efficiency-PreDCR facilitates Auto insertion of many drawing entities like parking, door windows etc of required size and number. Test auto-insertion facility saves text typing efforts. Auto-dimensioning and auto-calculation facility saves calculation efforts. Using this software user can create all the required layers at one click.
- 4) Accuracy - Accuracy in area calculations is achieved. Preparing Calculation tables, showing dimensions in the drawing is not required.

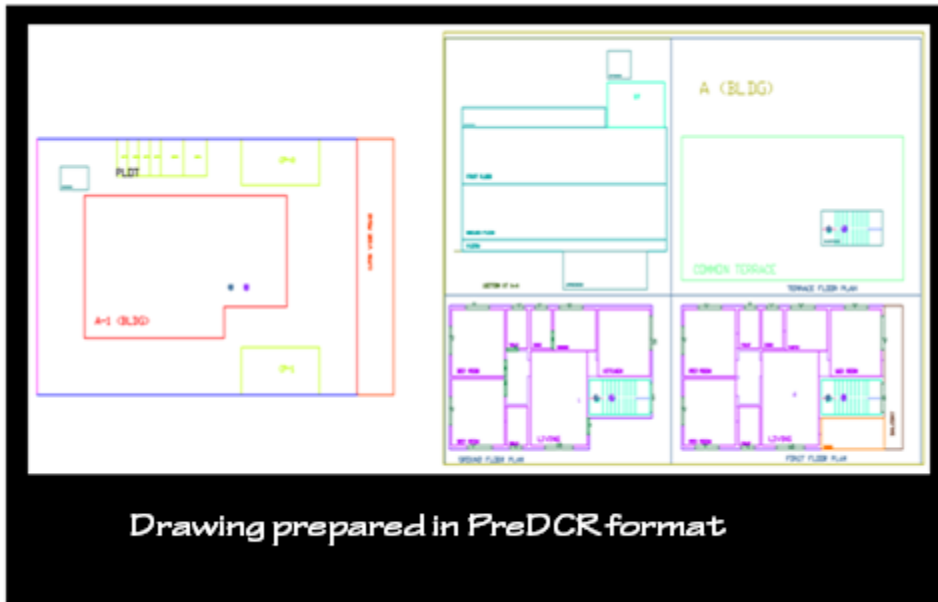
Drawing formats

1) Conventional submission drawing format

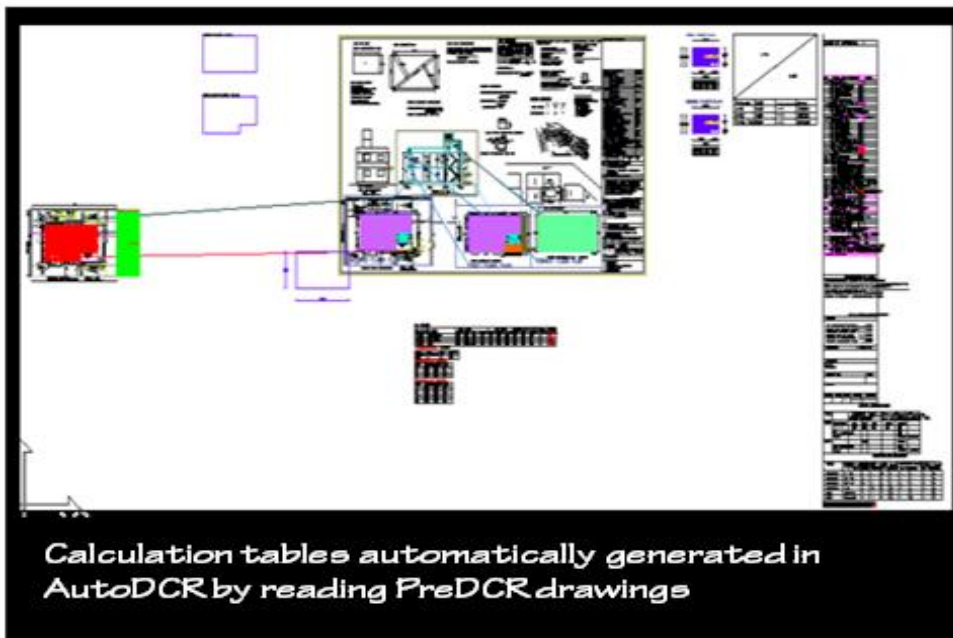


Conventional drawing submission format

2) As per PreDCR format specified by PreDCR



3) After scrutiny of drawing using AutoDCR-



Protocol details

PreDCR is a **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 should be drawn on the corresponding layers. 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 architectural plan 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.

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 Railway Line , Drain line, Water Line, Electric Line, Dead Wall and Ground level.).

Building Sub-Items **must be exactly inside of outer closed polygon 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 Using <Assign Name> function of preDCR 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 be done by Assign name facility provided by the software.

User shall use only following kind of entities for Building Items: -

LWPOLYLINE / 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.

Installation and Registration

System Requirements

- Pentium IV or better (or compatible processor)
- 1 GB RAM (minimum)
- Windows 98/2000/XP/7/8 {32 bit & 64 bit}
- CD-ROM drive
- AutoCAD 2000 and onwards

Installation

To install PreDCR software on your computer please follows the given steps.

Step 1: Insert the supplied PreDCR CD in CD drive of the computer.

Step 2: Run the PreDCR installer by double clicking on file "*PreDCR_Installer.exe*" in the PreDCR CD.

Step 3: Follow the next steps in installer wizard to complete installation.

After successful installation, a PreDCR shortcut will be placed on your computer desktop as shown below.

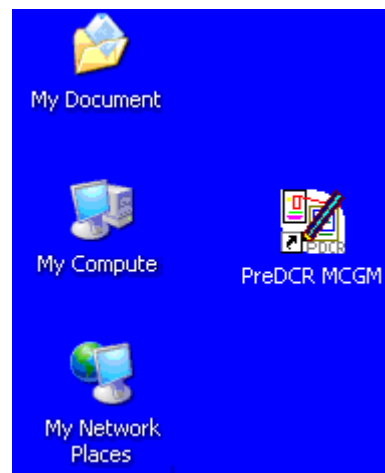
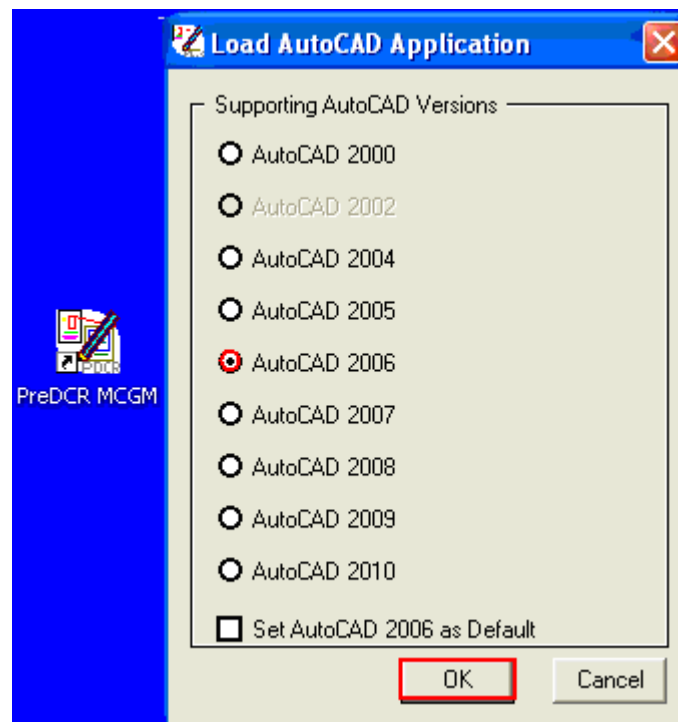


Figure 1: PreDCR shortcut on desktop

Methodology

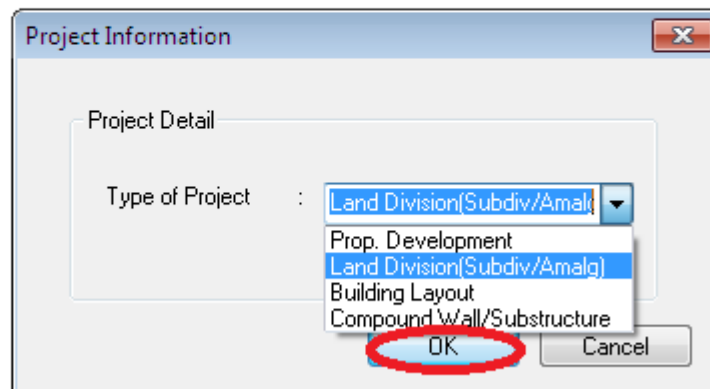
1) Open the PreDCR software for clicking on PreDCR menu on your desktop & select the AutoCAD version & then click on "OK" button.



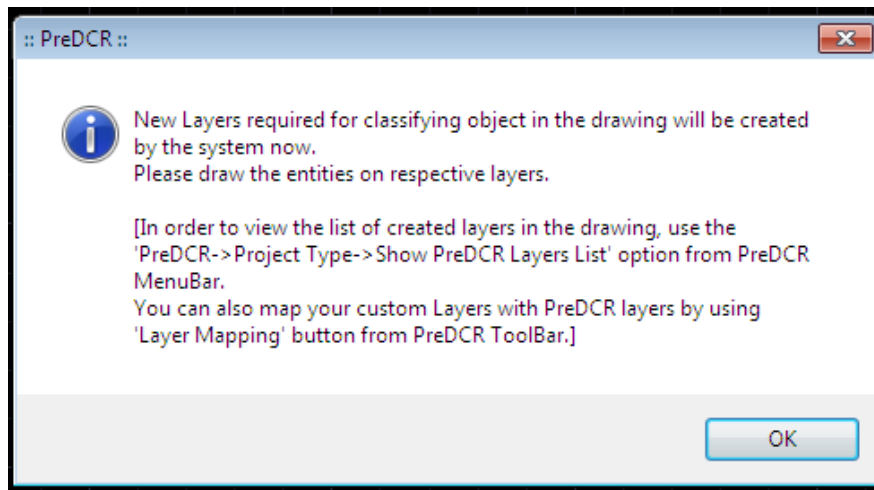
- 2) First open submission drawing which is now converting in PreDCR format.
- 3) Save as your drawing with give some name.
- 4) Check the scale by using Scale command. If drawing is not in 1: 100 scale then covert into the 1:100 scale. & then make that drawing in metric scale if it is in other than meter.
- 5) Also make the site plan in 1:100 scales.

Click on PreDCR first tab to select the Type of Project that is " Proposed Development" , "Land Division" or "Plotting Layout", etc.

- a) If Plot is Already sanctioned & user have to take permission for the buildings only then select "Proposed Development."
- b) If User having Proposal is Amalgamation or Subdivision then select "Land Division" option from the list.
- c) If Proposal having a Plotting Layout then select that "Plotting Layout" option from the list.
- d) If Proposal having compound wall or substructure permission then "Compound Wall/Substructure" option.



Once you clicked on ok button software will show you following dialog.



8) Then u will get the list of PreDCR toolbar, then just click on "OK" button. Now all the Layers u will get in Layer Properties managers.

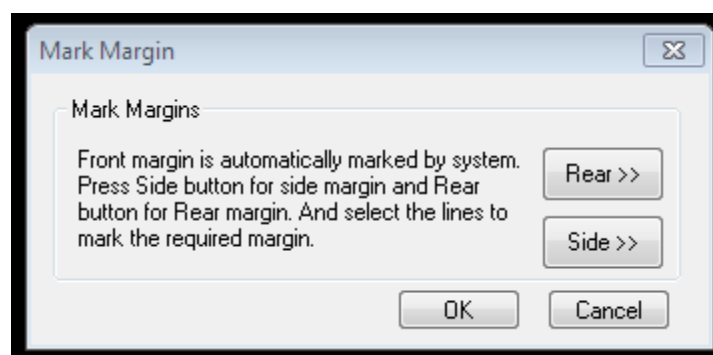
9) User need to draw particular layer wise poly line and need to marked it accordingly. (Layer information is provided below)

10) Once drawing is complete to draw then need to following process to verify currant drawing.

11) Mark the margins by using Mark margin tab from from PreDCR tool bar.



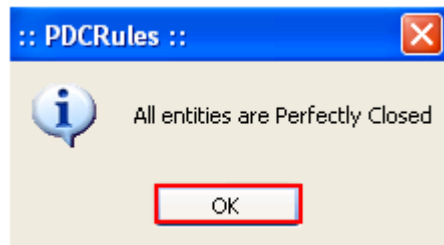
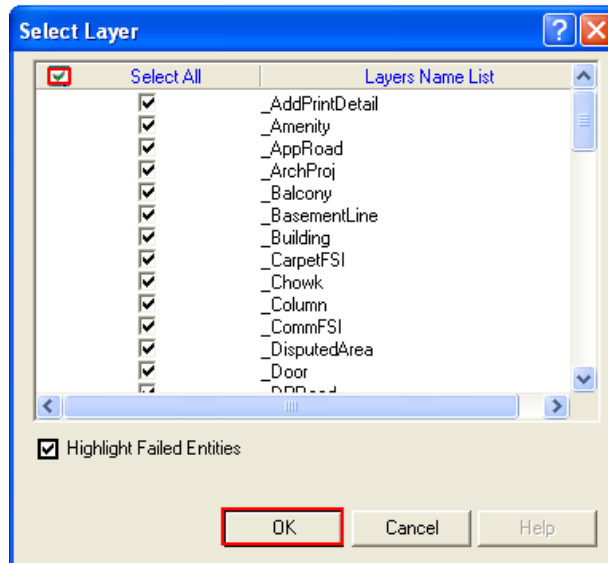
Front margin is automatically marked by system according to main access road. User need to mark side and rear margin only.



12) When Mark margin is done, Click on "**Verify Closed poly**" option from Predcr tool.

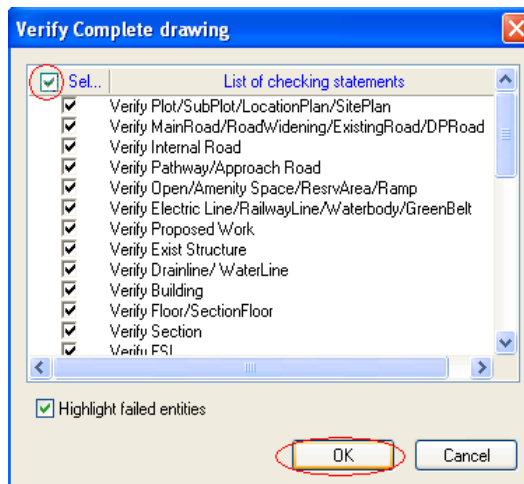


Select all layers to verify it in proper format.

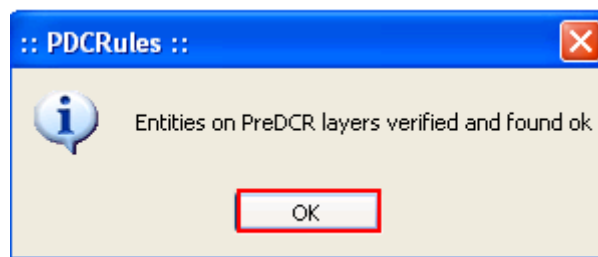


13) When u will get these message "Entities on Predcr Layers are verified and found o.k." then only u can submit a softcopy of your drawing to the Corporation.





If all drawing is ok according to PreDCR then you will get following message else will appear failed list.



14) If any failed entities are present, you see report by using "**Failed list**" tab.



14) You can check minimum entities are present or not in drawing according to selected type of project by using "**Objection list**" tab.



PreDCR Layer Information

Layer: *_Amalgamation*

Description :

- Draw a continuous poly around the plots you want to amalgamate.
- Amalgamation contains more than one plot amalgamated together.
All entities having amalgamation as their container entity should be uniquely present in each amalgamation.
- I.e. suppose there is a road widening in the Plot then the poly of road widening should be different for each amalgamation. (For amalgamation, draw plot 1, plot 2, plot 3 on plot layer and amalgamated plot Amal Plot 1, on amalgamation layer overlapping plot

Shortcut Command: AML

How to draw :

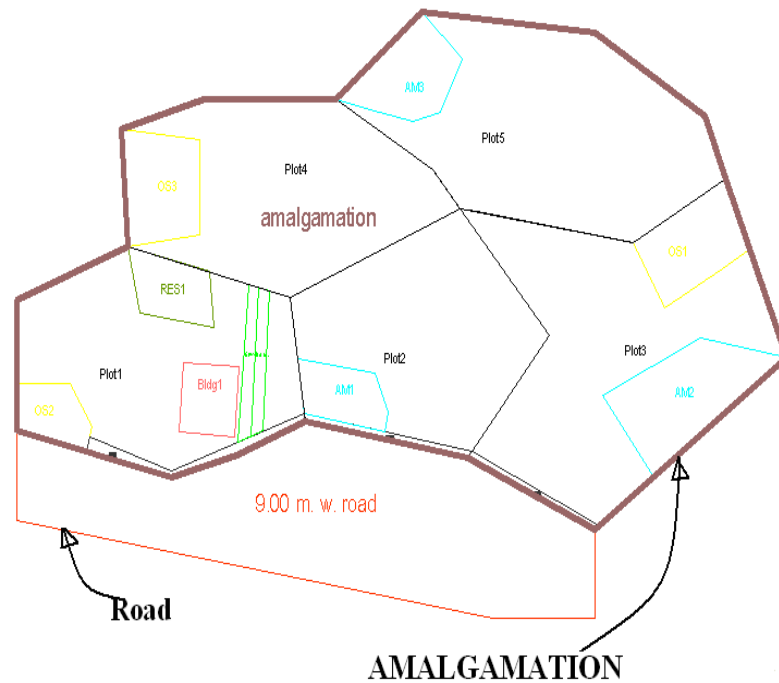
Amalgamation:

Following rules will be applied to Amalgamation layer

- Name
- Recreation ground
- Amenity
- Road Widening
- Pathway
- Internal road
- Main road
- Reserve area
- NotInPossession
- IntDPRoad
- BLDGBLOCK(in layout)
- ExStructure
- Right-of-way

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object.
- If this polyline has not been drawn and named correctly then all above rules will not get checked.



Layer: Amenity

Description :

Draw Amenity space as a closed polyline which is reserve for utilities, services and conveniences.

Shortcut Command : AMN

How to draw :

Amenity

Following rules will be applied on the objects of Amenity layer

- Deduction
- Addition

Precautions to be taken –

- Draw polyline correctly and give text on same layer.
- If this polyline has not been drawn and texted correctly then rules will not get checked properly.



Layer: *_ArchProj*

Description :

This layer is used to represent various Architectural Projections in your Plan. Draw a closed Polyline for Architectural Projections. And mark it using Mark->Projection from PreDCR menu, according to requirements.

Shortcut Command: AP

How to draw :

Architectural Projections:

Following rules will be applied to of ArchProj layer

- Width
- Length
- Depth
- Area
- Height

Following entities should be drawn on same layer.

- Chajja
- Cornice
- Whether Shade
- Flower bad
- Loft
- Canopy
- Porch
- Rewas projection

- Steps
- Otto
- Garbage shaft
- Refuge chute
- Ornament projection
- Ornamental Glazing

Precautions to be taken –

- Draw polyline correctly.
- Provide Marking to each poly by using “Mark → Projection” from PreDCR Menu.
- If this object has not been marked properly then it won't be checked.



Layer: *_ArtiVentiShaft*

Description :

Draw Ventilation shaft/duct area as a closed Polyline with Text inside Outer Wall layer (BUA) on *_ArtiVentiShaft* Layer. Only those shafts to be drawn on same layer where ventilation taken for Non- habitable room.

Shortcut Command: AVD

How to draw :

ArtiVentiShaft:

Following rules will be applied to ArtiVentiShaft layer

- Area
- Width
- Deduction from BUA.

Precautions to be taken –

- Draw polyline correctly and give text on same layer.



Layer: Balcony

Description :

Draw Open/ Dry, Fire balconies as a closed polyline which is a horizontal projected to building line including parapet to serve as a sitting out place. Text of balcony must be inside and on Balcony layer.

Balcony must overlap with Outer Wall.

Shortcut Command : BL

How to draw :

Balcony:

Following rules will be applied for Balcony

- Balcony width
- Balcony to plot boundary distance.

Precautions to be taken -

- Draw a closed poly line and Mark it by using Balcony option from PreDCR Menu.
- You can mark open / dry or fire balconies.



Layer: *_Building*

Description :

Building is used to group all floor plans of the same building. Draw a closed poly enclosing all the floor plans and section of the same building on *_Building* layer. Note: As written above, dimension or area of this building poly has no meaning in AutoDCR. This is just a logical group of all floors of the same building. If the building plan of multiple PWorks or wings is same then building name shall be as given in table below.

Building names can be.

1	"A(Monarch)"	PWork "A" has building plan "Monarch".
2	"A,B(Monarch)" or "A&B(Monarch)"	Wings A, B have same building plan "Monarch".
3	"A-C(Monarch)"	Wings A, B, C have same building plan "Monarch".
4	"A1-A3(Monarch)"	Wings A1, A2, A3 have same building plan "Monarch".

Shortcut Command : BLD

How to draw :

Building:

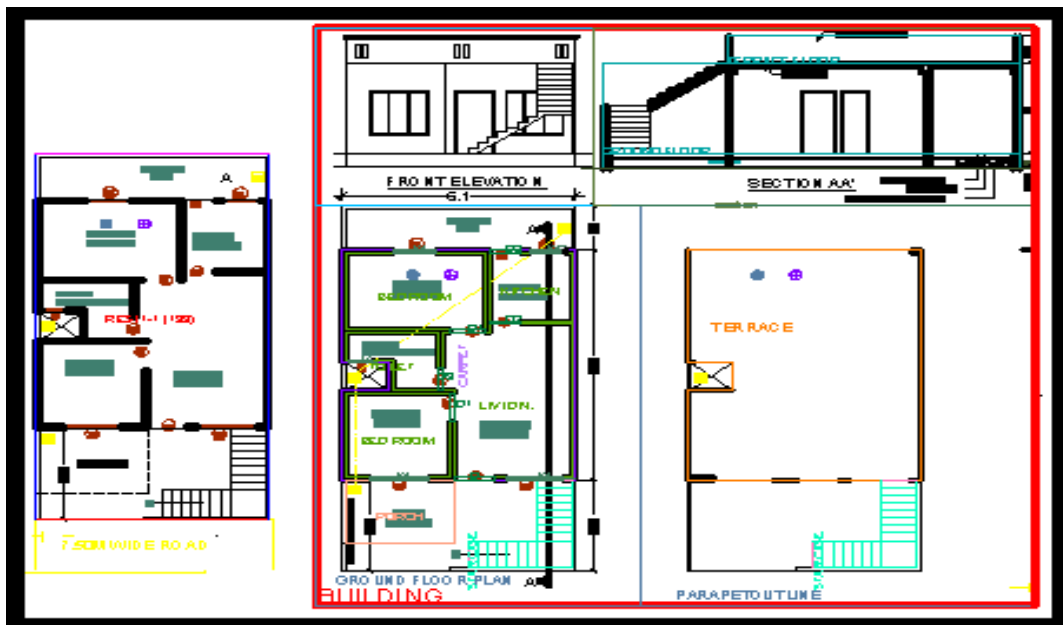
Following rules will be applied on the objects of Building layer

- Linking of each building with its proposed work which is available in plot boundary.

Precautions to be taken –

- Draw a closed poly line with peripheral of all entities of building including Floor plans, Section, Elevation, etc. properly and give text by using PreDCR Menu → Assign Name → Building & Proposed Work.
- If this polyline has not been draw and marking correctly then all above rules will not get checked

Building poly area shall not be calculated for any area calculation. It is a reference to identify building details only.



Layer: BuildingLine

Description :

Draw a “_BuildingLine” as a closed poly line which area to be calculated for consumption of actual building line of that floor excluding cantilever projections.

Shortcut Command : BDL

How to draw :

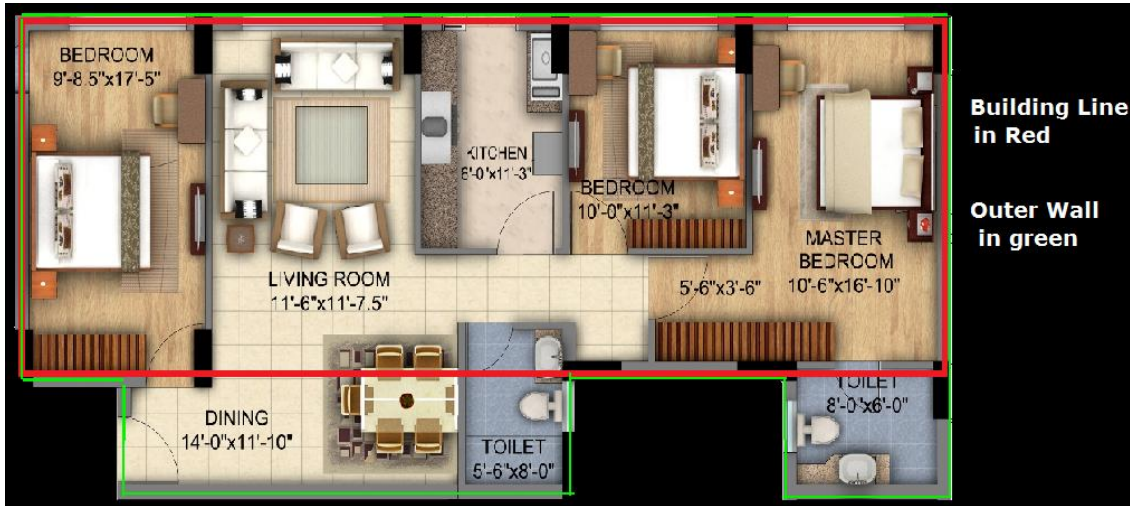
Building Line:

Following rules will be applied for Building Line

- Coverage calculation
- Margin calculation

Precautions to be taken -

- Draw a closed poly excluding cantilever projection of the floor.
- Draw column overlapping with it



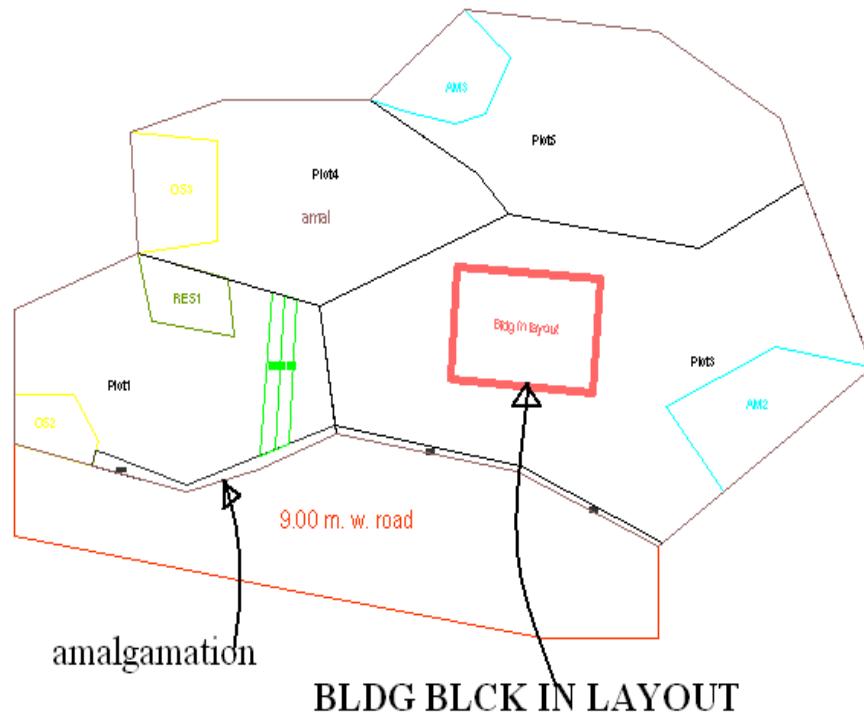
Layer: BldgBlock (in layout)

Description :

If you are getting permission for sub-division or amalgamation layout and containing building in it, then you need draw building periphery of that building on “_BLDGBLOCK” layer. In this case, tentative block of building will refer just the presence of building in sub-divided or amalgamated Plot.

Shortcut command : BLDBLK

How to draw :



Layer: *_Carpet area*

Description :

Draw carpet area as a closed poly line which is a net usable floor area within a building excluding that covered by the walls or any other areas specifically exempted from floor space index computation in this regulation.

Shortcut command: CPT

How to draw :

Carpet Area:

Following rules will be applied to carpet area layer

- Per Carpet Tenement number check required
- Parking car, scooter, cycle
- Tenement density
- Water tank calculation
- Sanitation

Precautions to be taken –

- Draw poly line correctly Give text to this object in same layer.
- If this poly line has not been drawn and named correctly then all above rules will not get checked.
- If more than one carpet area poly line containing in single tenement then need to mark it as split by using PreDCR Mark menu.
- If slum development project then need to marked it as slam rehab, sale from menu.

- Projection affected portion (PAP) also can be marked from menu



Layer: Chowk

Description :

Draw a chowk as a closed poly line which is an enclosed space permanently open to the sky within a building at any level. From chowk we take ventilation for habitual rooms.

Shortcut Command : CWK

How to draw :

Chowk :

Following rules will be applied on the objects of Chowk layer

- Area
- Width
- Deductions from BUA

Precautions to be taken –

- Draw polyline correctly Give name to this object in same layer as that of object
- If this polyline has not been drawn and named correctly then all above rules will not get checked.



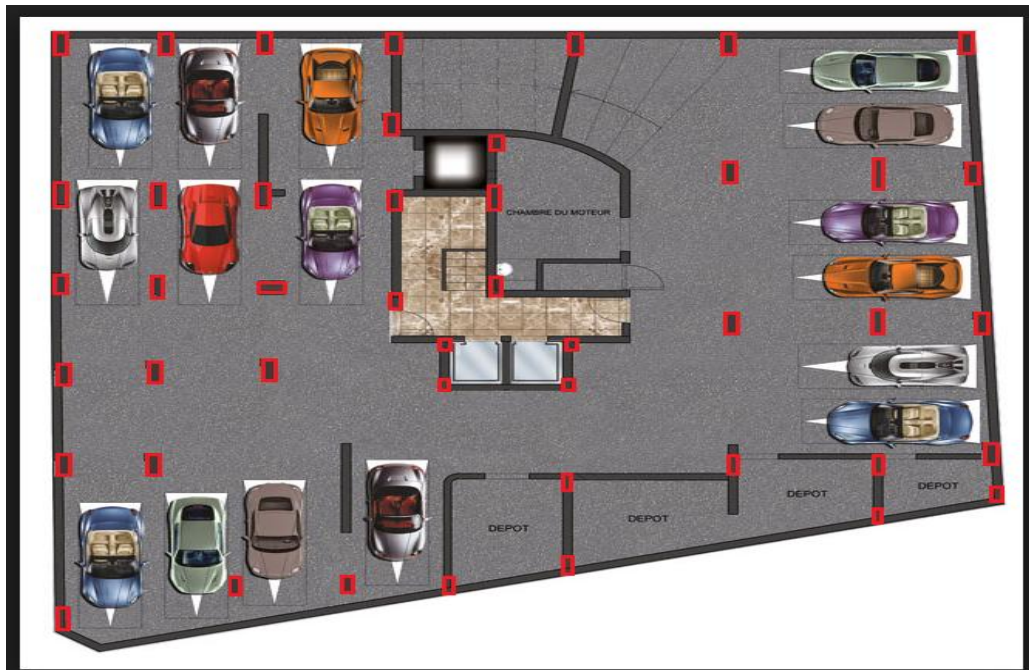
Layer: Column

Description :

Draw each column as closed poly line on “Column” layer inside parking floor as well as inside and overlapped with Building line layer in other floors.

Shortcut Command : COL

How to draw:



Layer: *_CommOuterWall*

Description:

Draw a “_CommOuterWall” as a closed poly line which area to be calculated for BUA consumption including cantilever projections on that floor. This poly line to be used for commercial buildings.

Shortcut Command : CMFS

How to draw:

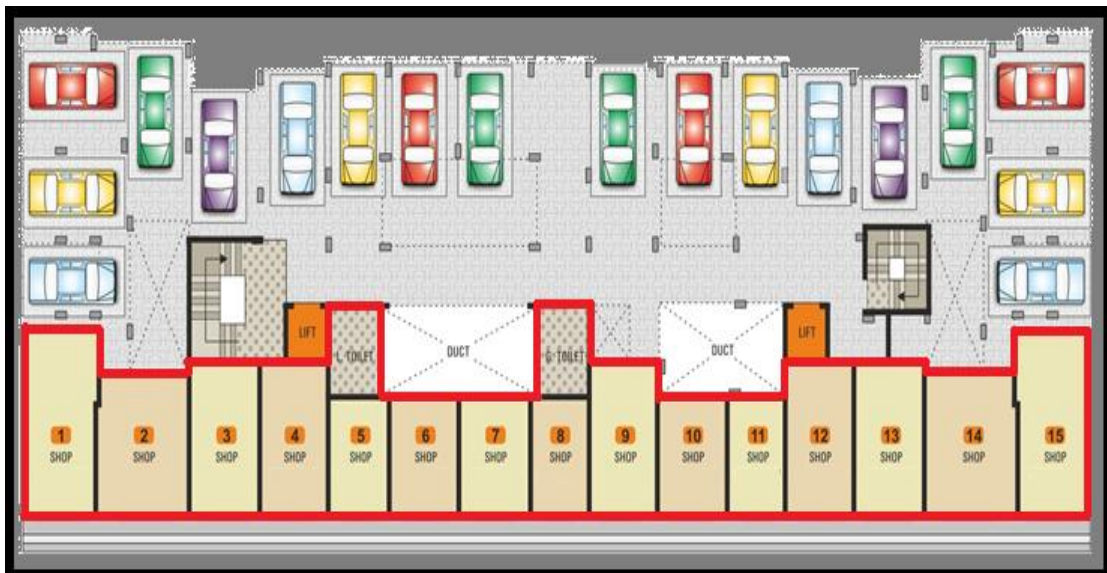
CommOuterWall:

Following rules will be applied for the same.

- Commercial built up area calculations
- Permissible FSI commercial BUA in mixed use
- Permissible architectural projection
- Converge check
- Use of building

Precautions to be taken –

- Draw a closed poly line correctly where commercial building is proposed.
- Poly line must be inside of _Floor layer.



Layer: *_Compound Wall*

Description :

Draw closed poly line of compound wall to be drawn on proposed compound wall with text started with compound wall height. E.g. 1.5m. High Compound Wall

Shortcut Command : CW

How to draw :

Compound Wall:

Following rules will be applied to Compound Wall

- Height

Precautions to be taken –

- Draw a closed poly line correctly with containing text in it
- Give name to this object in same layer as that of object.



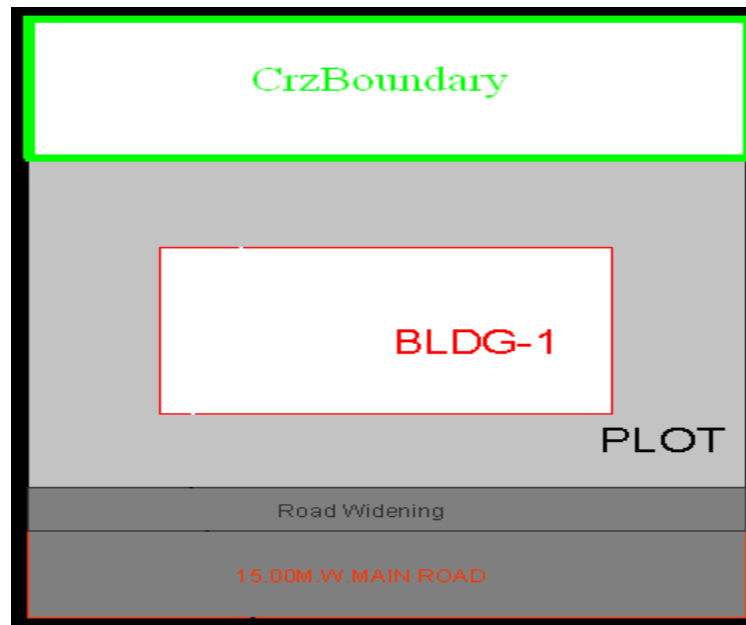
Layer: *_CrzBoundary*

Description:

CRZ boundary- Boundary of coastal regulatory zone shall be drawn on `_CRZBoundary` layer inside Plot boundary.

Shortcut Command : CRZ

How to Draw:



Layer: *_DeadWall*

Description :

Draw open polyline overlapping with proposed work on a side from where ventilation is not taken and should be draw inside the plot

Shortcut Command : DW

How to draw :

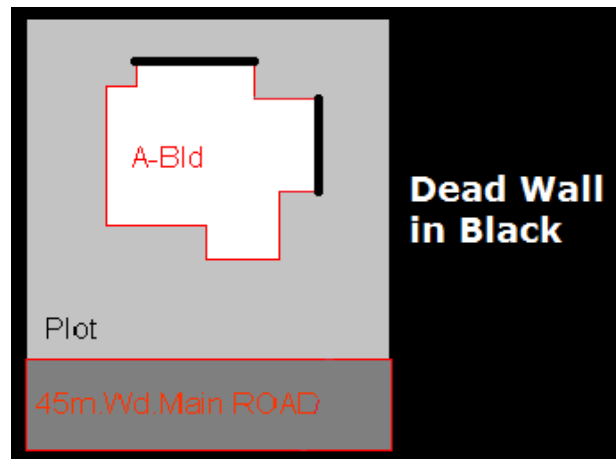
Dead wall:

Following rules will be applied to Dead wall layer

- Margins

Precautions to be taken –

- Draw an open poly line correctly overlapping with proposed work.
- Give name to this object in same layer



Layer: *_Door*

Description :

Door is a closed Polyline which is drawn on “_Door” layer. Also you can insert a particular size poly for Door using Insert->Door from PreDCR menu.

Shortcut Command : DR

How to draw :

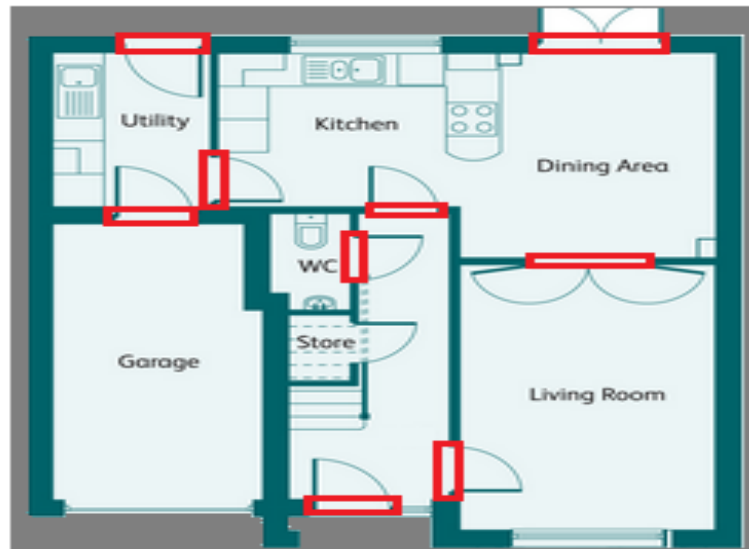
Door:

Following rules will be applied to Door layer

- Width
- Depth
- Height

Precautions to be taken –

- Insert poly line from Insert menu correctly
- Text insertion point must be inside poly line.



Layer: *_ElecLine*

Description :

Electric line will be present in the layout plan and shall pass through plot entity as a non closed poly line.

Name electric line shall start with its voltage capacity and text insertion point shall lie on its poly line.

For e.g. 33 KV High Tension Line

Shortcut Command : L1

How to draw :

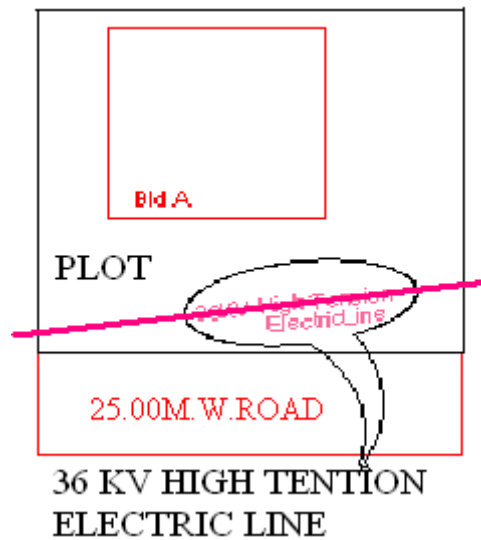
Electric line:

Following rules will be applied on the objects of electric line layer

- Building distance check depend on 33kv high voltage & low voltage

Precautions to be taken –

- Draw an open poly line correctly and give text on same layer.



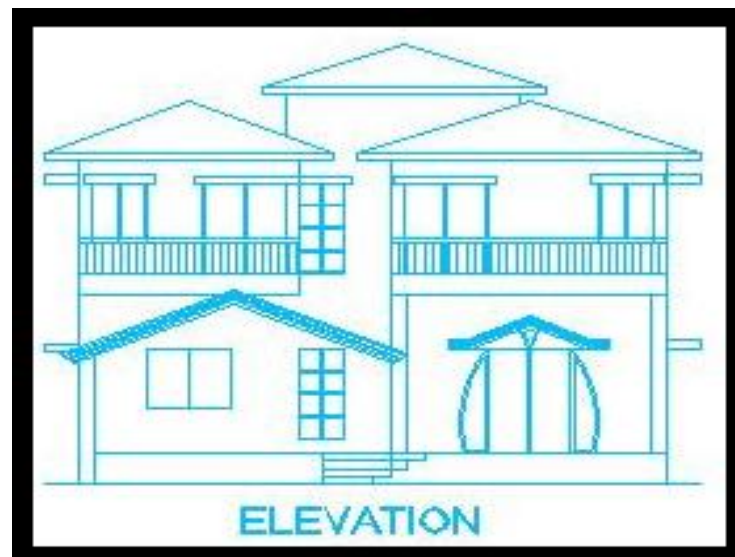
Layer: _Elevation

Description : -

Elevation to be drawn in _Elevation layer only for printing purpose. No regulations will be checked by reading this layer. The drawing on this layer need not be drawn using poly lines

Shoutcut Command : EL

How to draw :



Layer: _ExStructure

Description:

Draw a structure which already approved by authority on “_Exstructure” as a closed poly. And mark this as 'To be demolished' or 'to be retained' by using Mark option from PreDCR Menu.

Shortcut Command : EX

How to draw :

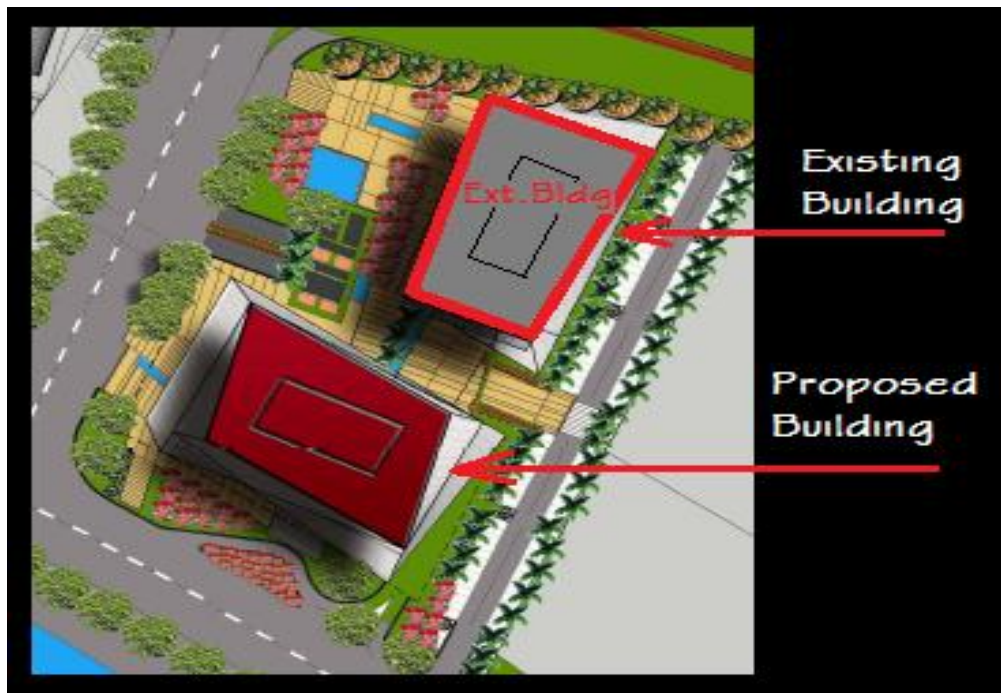
ExStructure:

Following rules will be applied on the objects of Exstructure layer

- Existing coverage area
- Existing built up area

Precautions to be taken –

- Draw poly line properly and give a text and Mark “To be Demolished”
- Mark it as “To be Retained” as “Building” Or “Structure”



Layer: _ExtToiletDuct

Discription:

Draw an Outer toilet shaft area as a closed Polyline with Text inside Outer Wall layer (BUA) on “_ExtToiletDuct” layer.

Layer: *_Floor*

Discription:

Draw a Floor as a closed poly line to the boundary of the lower surface in a story on which one normally walk in a building and including mezzanine floor also. The floor at ground level with a direct access to a street or open space shall be called the ground floor; the floor above it shall be termed as Floor 1 with the next higher floor being termed as Floor 2 and so on upward. For giving the name of each floor use the assign named option from the PreDCR menu. Also draw each floor separately. While giving name to the typical floor then use a typical option from Assigned name -> Floor name option from PreDCR menu bar.

Shortcut Command : FLR

Floor Name: - Floor name will be taken from text inside floor poly and on same layer.

A floor plan is automatically associated/linked by AutoDCR software with one or more floor section poly in Section plan. This is done by matching name of Floor Plan and FloorInSection so both must be same.

Typical Floor	Non-Typical
"TYPICAL" X "FLOOR PLAN"X: Floor numbers in specific format (, or & or -)	X "FLOOR PLAN" X: Direct Floor's Name
e.g.: TYPICAL 1,2 FLOOR PLAN TYPICAL 1-4 FLOOR PLAN TYPICAL 2&3 FLOOR PLAN	e.g. GROUND FLOOR PLAN FIRST FLOOR PLAN SECOND FLOOR PLAN

How to draw :

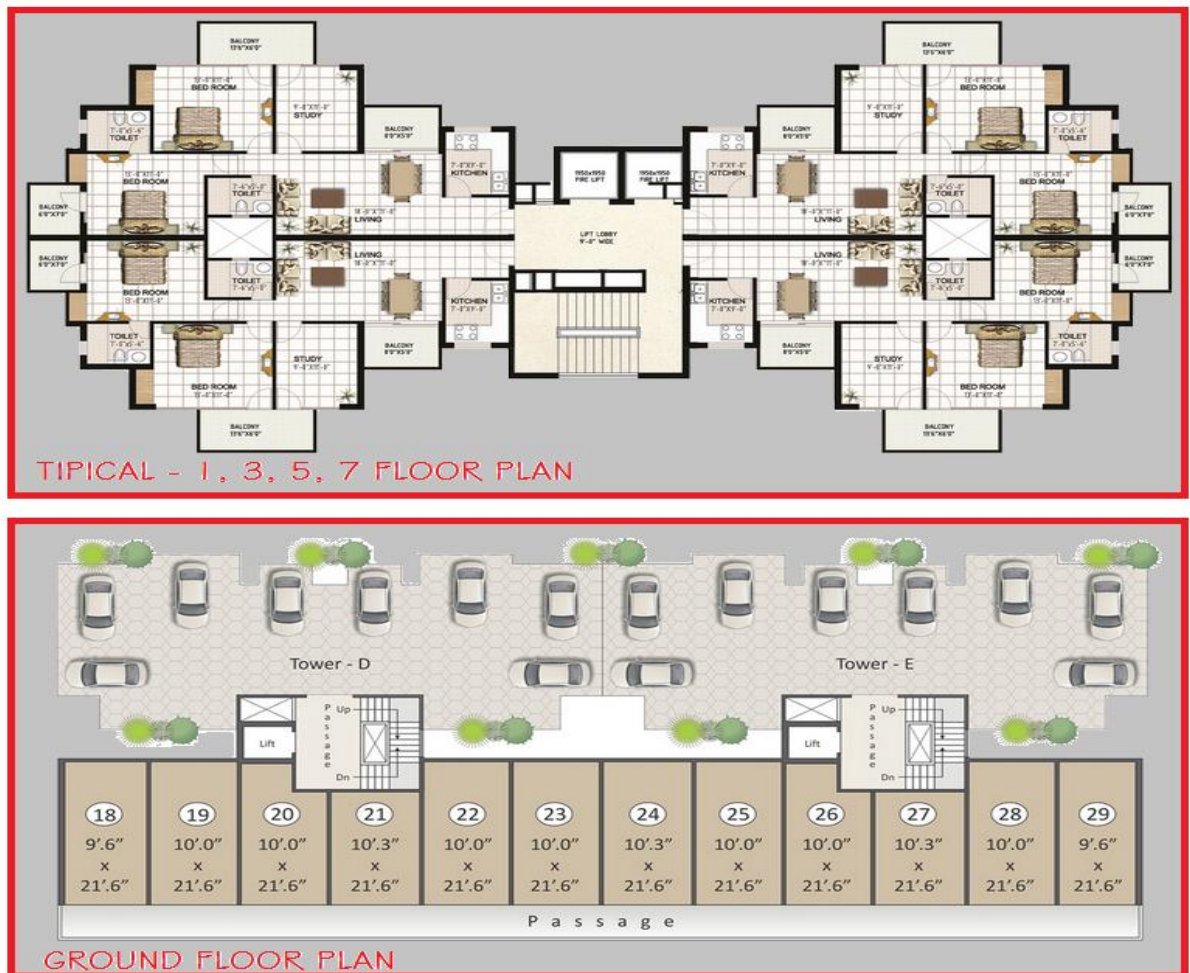
Floor:

Following rules will be applied on the objects of Floor layer

- Containing all entities of floor
- Corresponding check with its section

Precautions to be taken –

- Draw a closed poly line properly and give text by using Assign Name option from PreDCR Menu.



Layer: *_FloorInSection*

Description :

Draw a FloorInSection poly line as a closed poly of section boundary which contains all floors with stair cabin, Liftwell machine room, water tanks etc. as shown in the figure. Also write the name as "Section" in this section poly.

In this closed poly of section draw sections of all floors with stair cabin, inner Chowk, Liftwell machine room, Ventilation shaft, water tanks etc. as shown in the figure.

Also write the name as "Section" in this section poly.

This section poly will present inside the building poly.

Shortcut Command : SECF

How to draw :

Floor In section:

Following rules will be applied on the objects of Floor In section layer

- Floor height
- Terrace height
- Plinth height
- All Corresponding check

Precautions to be taken –

- Draw a closed poly line properly and give text by using Assign Name option from PreDCR Menu.
- Floor and floor in section text must be link with each other.



Layer: *_Ground Level*

Description :

Draw the Ground level line as open poly line in section .It is used for checking a total building height from this line.

Shortcut Command : GL

How to draw :

Ground Level:

Following rules will be applied on the objects of Ground level layer

- Total Building Height
- Floor height from Ground level
- Basement height from Ground level
- Plinth checking

Precautions to be taken –

- Draw a open poly line correctly and give text on same layer
- If this poly line is not drawn and texted correctly then all above rules will vary.



Layer: *_IndOuterWall*

Description :

Draw a “_IndOuterWall” as a closed poly line which area to be calculated for BUA consumption including cantilever projections on that floor. This poly line to be used for Industrial buildings.

Shortcut Command: IFSI

How to draw :

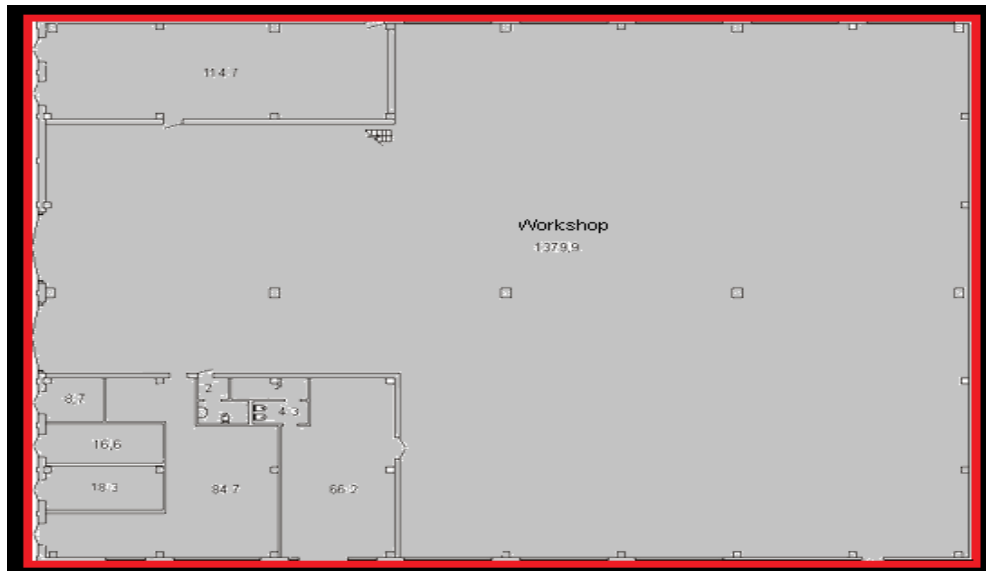
Industrial Outer Wall:

Following rules will be applied

- Industrial built up area calculations
- Permissible FSI Industrial BUA in mixed use
- Permissible architectural projection
- Converge check
- Use of building

Precautions to be taken –

- Draw a closed poly line correctly where Industrial building is proposed.
- Poly line must be inside of _Floor layer.



Layer: *_IntDPRoad*

Description :

Draw existing or proposed D. P. (Development Plan) road or T. P. (Town Planning) Road when inside/intersected with plot. While giving name start text with road width. E.g. 15m wide D. P. Road.

Shortcut Command : R3

How to draw :

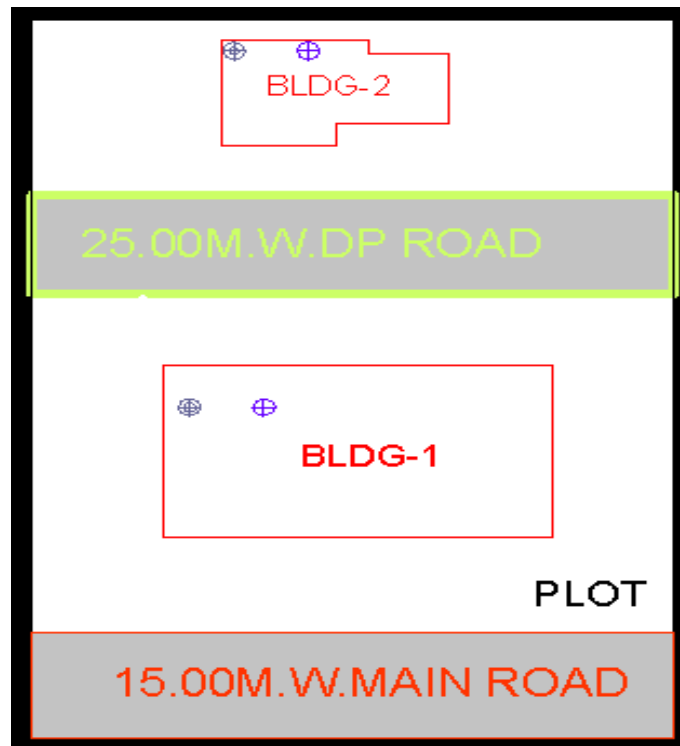
Internal DP Road:

Following rules will be applied

- Width
- Area
- Margin
- Deduction
- Net plot area calculation

Precautions to be taken –

- Draw a closed poly line correctly and give text on same layer.
- Give text with start of road width.
- It should be intersect with main plot.



Layer: _InternalRoad

Description :

Draw internal road with text specifying its width and draw a center line on same layer with its line type center.

Shortcut Command : R2

How to draw :

Internal road:

Following rules will be applied

- Width
- Length

Precautions to be taken –

- Draw a closed poly line correctly and give text on same layer.
- Give centre line in middle of closed poly line with line type Centre.
- Give text with start of its width.



Layer: *_Liftwell*

Description :

Draw a Lift well as a closed poly line which is a mechanically guided car, platform or transport for persons and materials between two or more levels in a vertical or substantially vertical direction. If fire Lift well is provided then use the marking of "Fire Lift well" option from Mark -> Lift well -> Fire Lift well. Fire Lift well means a special Lift well designed for the use of fire service personnel in the event of fire or other emergency.

Shortcut Command : LFT

How to draw :

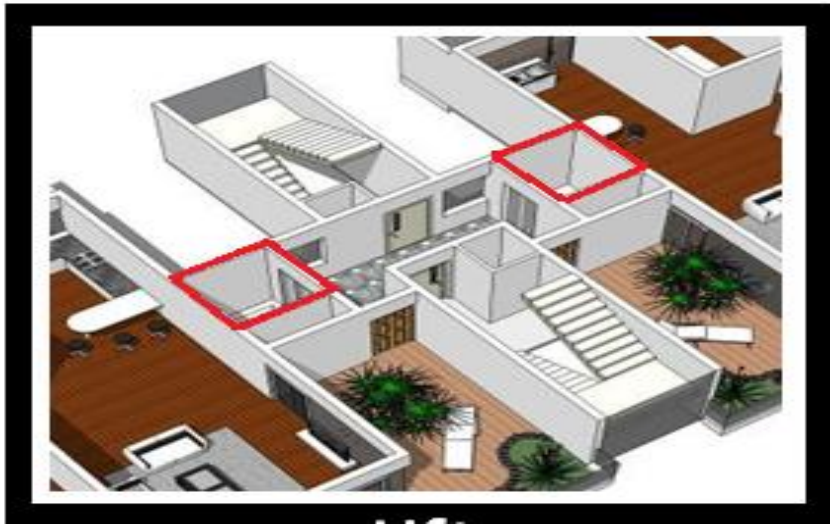
Lift Well:

Following rules will be applied on the objects of Lift well layer

- Lift well area
- No of proposed common Lift
- width
- Capacity
- Free from BUA
- Taken in BUA
- Hydraulic Lift
- Car Lift
- Fire Lift

Precautions to be taken –

- Draw poly line properly and give text to using mark option from PreDCR menu.
- Mark it as Free from BUA if it is to be deducted, else will add in BUA.



Layer: _Location Plan

Description :

Locations plan if any to be drawn on this layer. This is only for reference. No verifications to be done by AutoDCR for this layer, it is required for printing purpose only.

Shortcut Command : LCP

How to draw :



Layer: *_Main Plot*

Description:

Draw a Plot poly as a closed polyline which is a parcel or piece of land enclosed by definite boundaries. A Plot will contain all Proposed Works (buildings, wings), open space, Internal Roads, Parking etc. The overall Plot Entity represent a Plan, AutoDCR refers it as 'Layout Plan'. The overall Plot Entity represent a Plan, AutoDCR refer it as "Layout Plan".

Shortcut Command: PLT

How to draw :

Main plot:

Following rules will be applied to main plot layer

- Size plot area
- Permissible FSI
- Requirement of Amenity
- Requirement of Recreational ground
- Requirement of Internal road, etc.

Precautions to be taken –

- Draw a closed poly line correctly with text on same layer.
- Provide Main access road overlapping with main plot.
- Provide R.G, Amenity, reserve area, Road Widening, etc. inside Plot boundary



Layer: *_Main Road*

Description:

Draw a Main Road as a closed poly line which is abutting the plot. On the site that road is any type of road. Such as any highway, street, lane, etc. over which the public have a rite of passage

or access or have passed and had access uninterruptedly for a specified period, whether existing or proposed in any scheme. Road name start with its width only.

Shortcut Command : R1

How to draw :

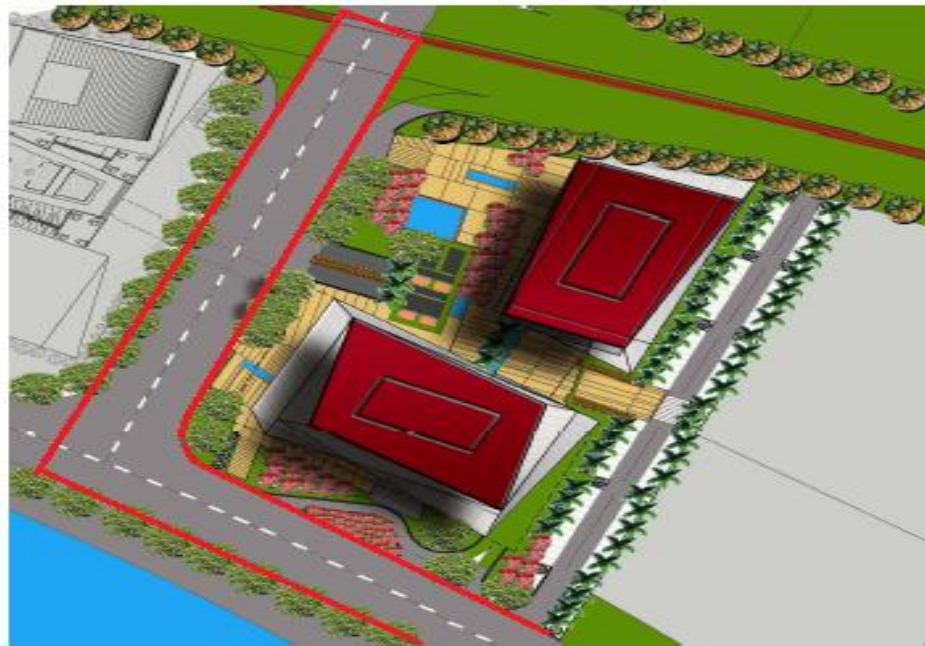
Main Road:

Following rules will be applied to main road layer

- Main road Width
- Front Margin
- Building height
- Access to plot

Precautions to be taken –

- Draw a closed poly line correctly with mentioning its width.
- Draw it overlapping with main plot



Layer: *_Margin Line*

Description :

No need to draw Margin Line, Just use Mark Margin tool for it. This layer is not provided for users. AutoDCR uses '*_MarginLine*' layer for its own internal use.

Layer: *_Nala-WaterCourse*

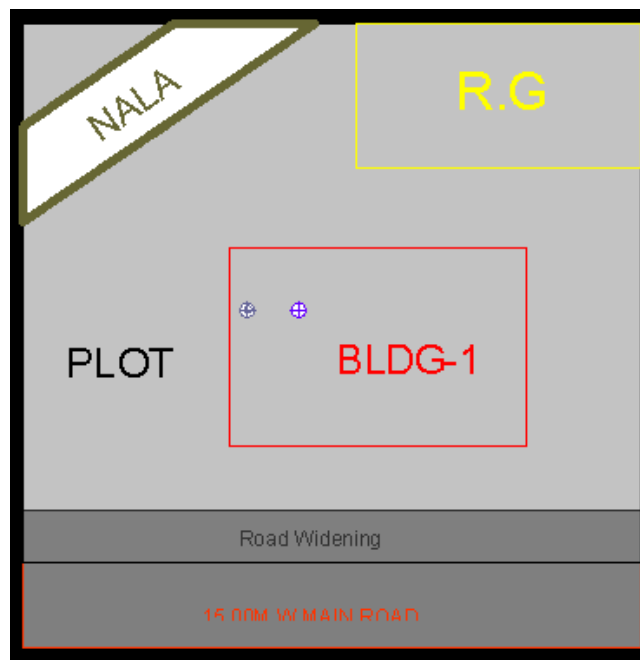
Description :

Draw Nala-WaterCourse polygon on this layer and give Proposer text inside it.

Shortcut Command : R4**How to draw :****Nala-WaterCourse:**

Following rules will be applied to Nala.

- Deduction from Plot
 - Nala to building Distance check
- Precautions to be taken –
- Draw a closed polyline correctly and provide text inside it.

**Layer: *_NETPLOT*****Description :**

No need to draw NETPLOT. This layer is not provided for users. AutoDCR uses '*_NETPLOT*' layer for its own internal use.

Layer: *_NDZ***Description :**

No Development zone area if any inside plot to be drawn on this layer. And it should be drawn inside the plot with text on *_NDZ* layer.

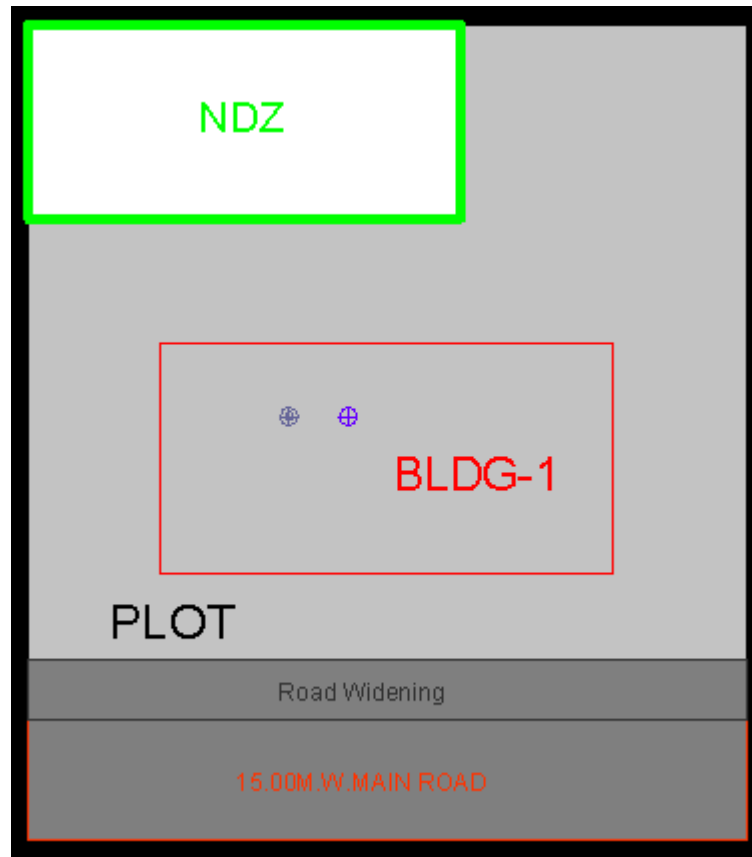
Shortcut Command : NDZ**How to draw : -****NDZ:**

Following rules will be applied on the objects of NDZ layer

- Reserve area
- Deduction and additional in net plot area

Precautions to be taken –

- Draw a closed polyline correctly and provide text inside it.

**Layer: *_NotInPossission*****Description :**

Plot area which is not in possession or which is not in proposal to be drawn as a closed polyline on this layer.

Shortcut Command: NIP**How to draw :**

Not In Possession:

Following rules will be applied to Not in Possession layer

- Deduction from plot
- Net Plot Calculations

Precautions to be taken –

- Draw a closed polyline correctly and provide text inside it.



Layer: Parking

Description :

Draw a parking poly as a closed polyline which is an enclosed covered or open area sufficient in size to park vehicles. This closed polyline shall contain a text on same Parking layer. This text is treated as name of parking. Insert the parking by using an Insert-> parking option.

Shortcut Command : PK

Parking Name:

This closed polyline shall contain a text on same Parking layer. This text is treated as name of parking.

On this layer, you can group and insert any number of parking

Parking	Name
Car Large	CP-L
Car Small	CP-S
Scooter	SC
Cycle	CY
Transportation vehicle	TV
Visitor's Large Car	VP-L

Visitor's Small Car	VP-S
Visitor's Scooter	VSC
Visitor's Cycle	VCY
Ambulance	AMB

How to Draw :

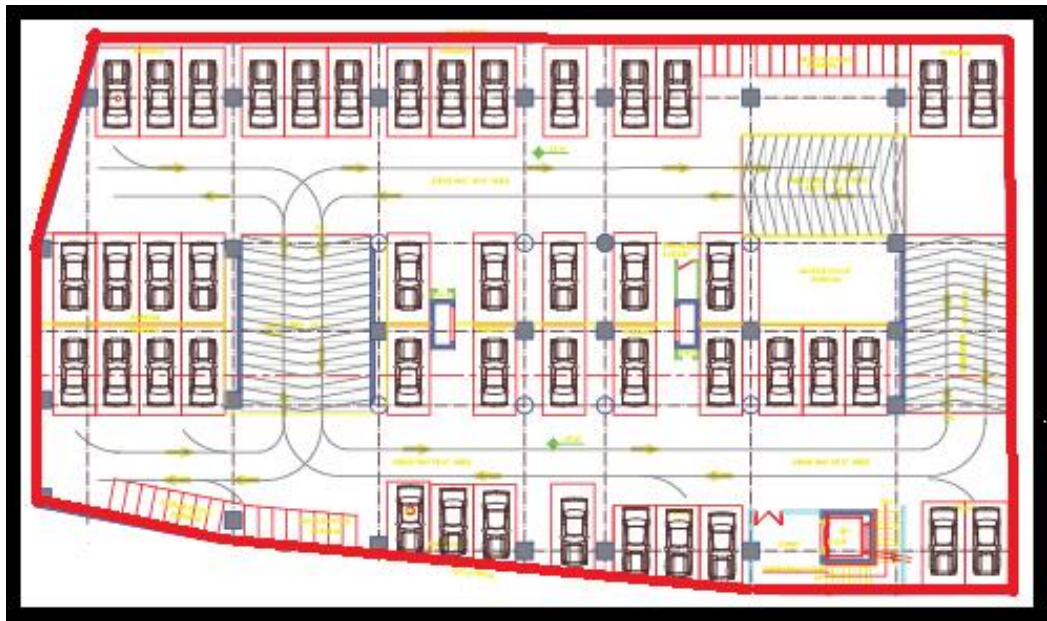
Parking:

Following rules will be applied to Parking layer

- No of Parking
- Size of Parking
- Type of Vehicles

Precautions to be taken –

- Draw a closed polyline correctly with text on same layer where still area is proposed.
- Insert various type of parking's from Insert option from PreDCR Menu
- If this polyline has not been drawn and inserted correctly then no of proposed parking's will not come proper.



Layer: Passage

Description :

A closed polyline on Passage represents a passage. It is a common passage or circulation space including a common entrance hall. This closed polyline contain a text. This text must be on "Passage" layer. This text is treated as name of closed polyline.

Lift lobbies to be drawn on same layer and to be marked it as Paid by using mark option from PreDCR menu.

Shortcut Command : PAS

How to draw:

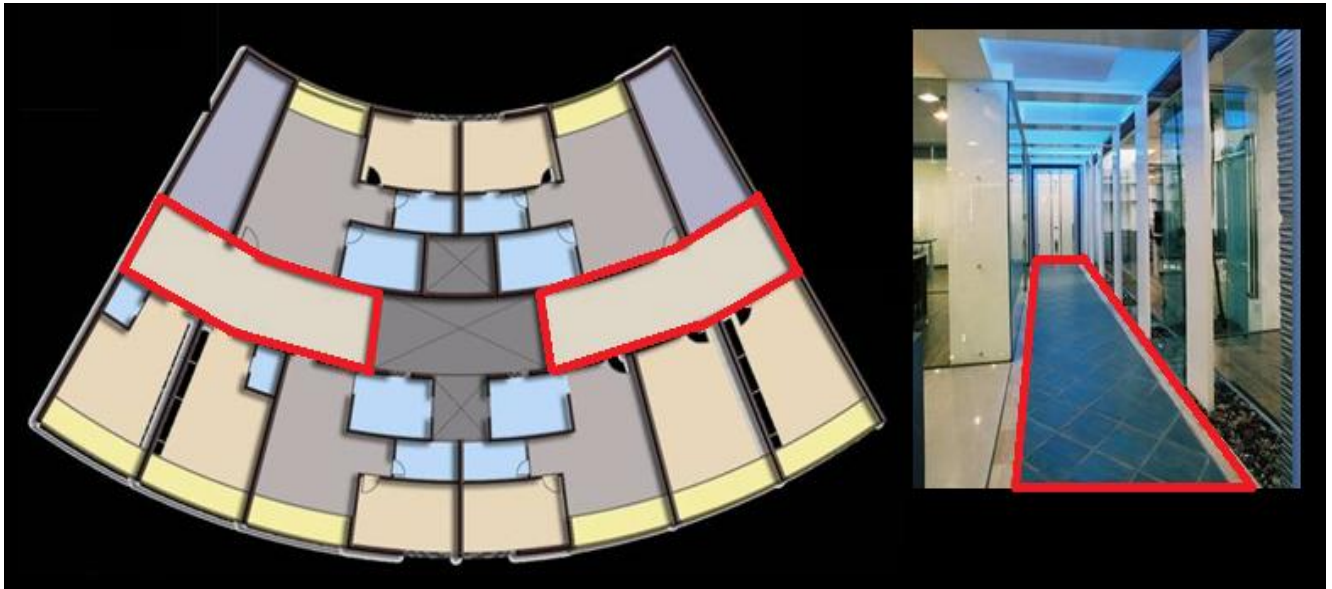
Passage:

Following rules will be applied on the objects of Passage layer

- Passage Width
- Deduction from BUA
- Addition in BUA

Precautions to be taken –

- Draw a closed polyline correctly and mark it by using mark option from predcr menu...
- If lift lobby / staircase lobby to be marked free from FSI as Paid.
- Remaining Passage area to mark Taken in FSI.



Layer: *_Pathway*

Description :

Draw Pathway as a closed polyline with text specifying its width.eg.1.5 m. wide pathway.

Shortcut Command: R6

How to draw :

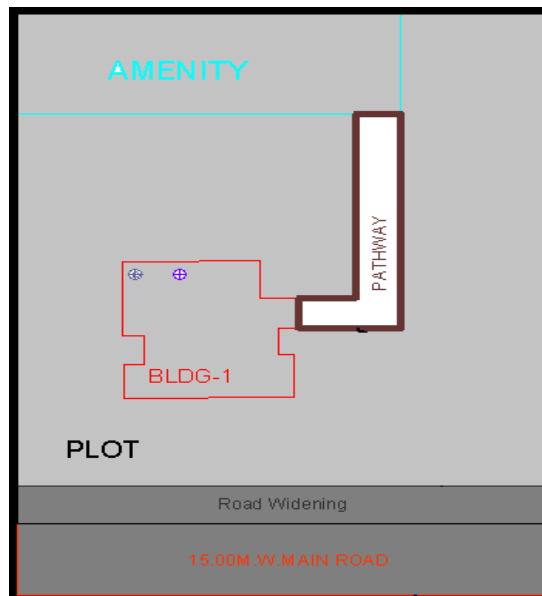
Pathway:

Following rules will be applied on the objects of Pathway layer

- Length
- Width

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object
- If this polyline has not been drawn and named correctly then all above rules will not get checked



Layer: _PhasedProgram

Description:

Draw phased program outlines covering floor plans or buildings/pworks on '_PhasedProgram' layer inside plot or floor. Enter name/number of Phased program -

E.g. Phase-1, phase-2, phase-3, phase4 etc.

Shortcut Command: POD

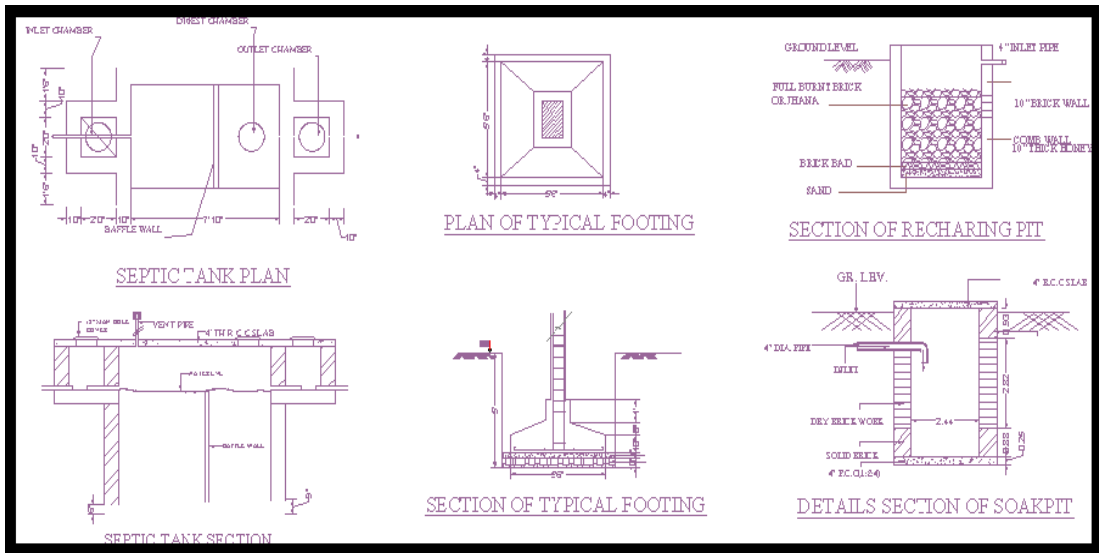
Layer: _PrintAdditionalDetail

Description:

Apart from the layers specified by PreDCR, any other information which user wants to display in final approval print shall be drawn on _PrintAdditionalDetail layer

Shortcut Command: ADET

How to draw:



Layer: Podium

Description :

Podium shall be drawn on 'Podium' layer as a closed polyline. Podium should be inside plot covering proposed works if any.

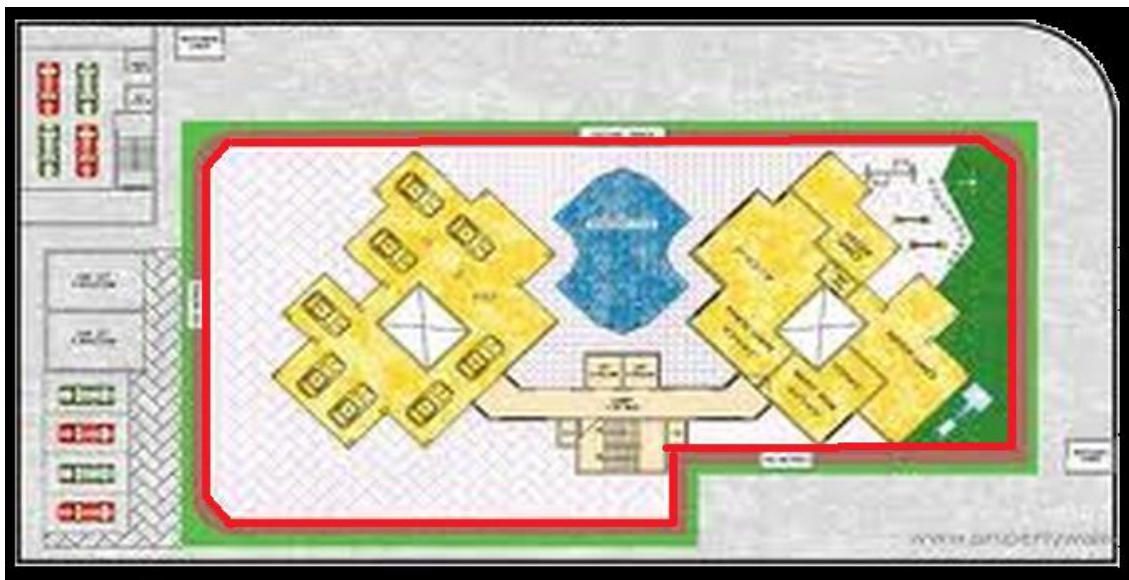
Shortcut Command: POD

How to draw :

Podium:

Following rules will be applied to Podium layer

- Parking
- between podium to plot boundary Distance check



Layer: *_PropWork*

Description :

Proposed Work is a building profile/outline and shall be drawn inside plot. All detail Building plans (inside building polyline) of all PWork (inside plot polyline) is associated/linked automatically by Auto-DCR by matching its name.

So for proper association it is required to follow specific standard as given.

XY (Z)

X is Wing name.

Y is wing number.

Z is Building name.

For example if there are four wings A1,A2 & B1,B2 in building named "Monarch" then proposed work names shall be -

A1 (Monarch), A2 (Monarch)

B1 (Monarch), B2 (Monarch)

Reference Circle: All PWork polies must contain two circles (of any size) with its center on common point for whole building. First on layer of any FSI and second on Layer “_Floor”. These reference circles to be inserted from PreDCR -> insert-->Direction ref circles at the same location in all the floors as well as pwork in plot. Usually they can be placed inside either Common Liftwell or Stair/Inner Chowk (because generally their location is same on all floors). Reference circles are used by the software for overlapping all floor plans.

Shortcut Command:- PW

How to draw :

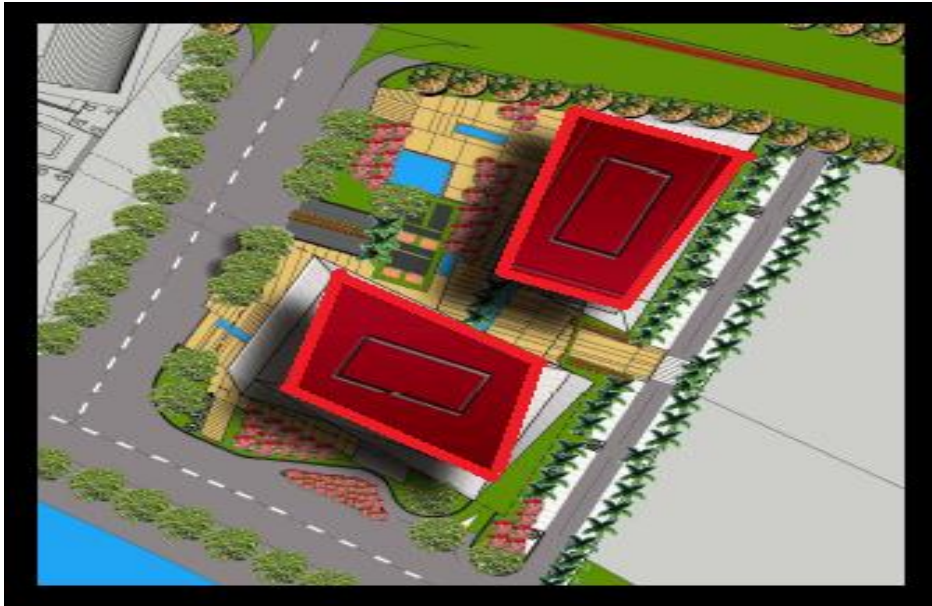
PropWork:

Following rules will be applied to PropWork layer

- Building location in Plot boundary
- Coverage area
- Building to Building distance
- Propwork to parking distance
- Electrical line distance
- electric sub-station distance
- Septic tank
- covered garage distance
- Rail line distance

Precautions to be taken –

- Draw poly line properly and assign name from PreDCR menu Assign Name option Building & PropWork.
- If building and proposed work not linked properly then it will hamper to building rules.



Layer: *_RailLine*

Description :

Railway line shall be drawn as a non closed polyline with some text indicating gauge of rail line over it.

Shortcut Command : L2

How to draw :

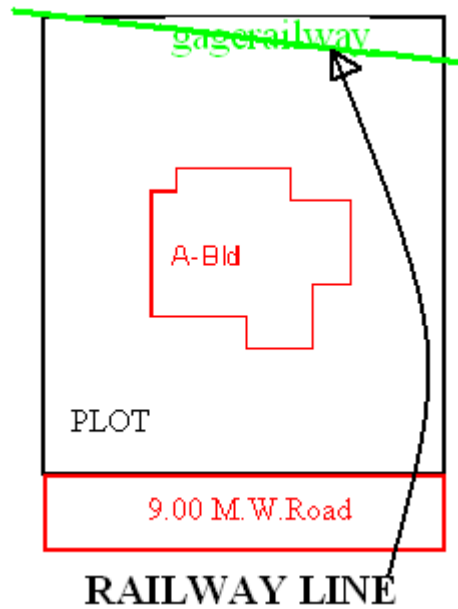
RailLine:

Following rules will be applied to Rail line layer

- Gauge
- Margin

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object
- If this polyline has not been drawn and named correctly then all above rules will not get checked



Layer: *_Ramp*

Description :

Draw a Ramp poly as a closed polyline in floor plans and/or plot and section. Naming convention for ramp is "---m. long and ---m. high ramp-1". Give unique name to each ramp.

Shortcut Command : RP

How to draw :

Ramp:

Following rules will be applied on the objects of Ramp layer

- Width
- Slope

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object
- If this polyline has not been drawn and named correctly then all above rules will not get checked



Layer: *_Recreational Ground*

Description :

Draw Recreational Ground as closed polyline reserved as recreational space on this layer. With text on same layer.

Shortcut Command: OPS

How to draw :

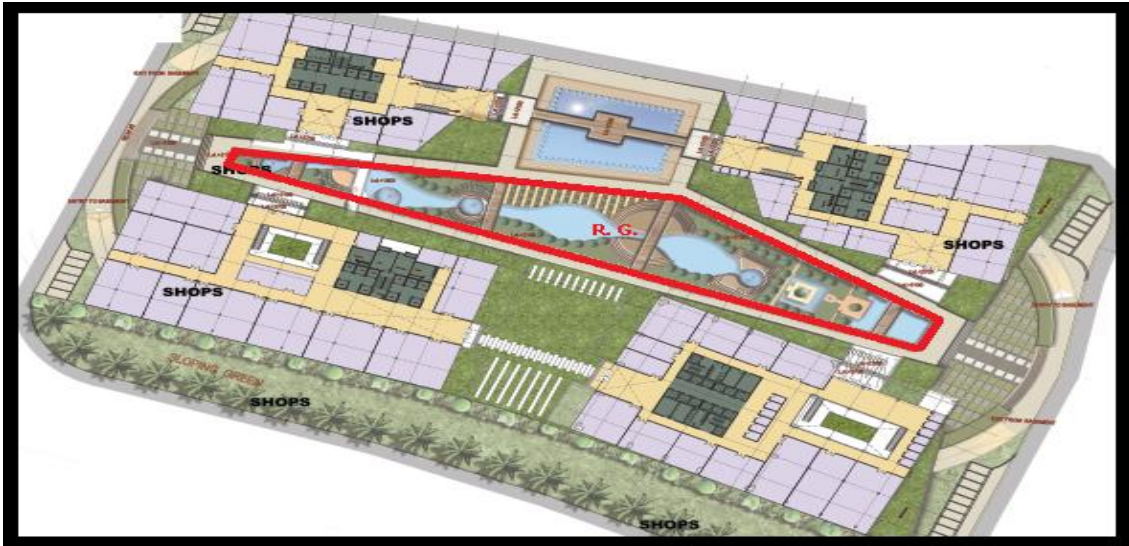
Recreational Ground:

Following rules will be applied on the objects of recreational ground layer

- Balance plot
- Deduction in area calculation
- Minimum recreation ground area
- Plot area in side recreation ground

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object
- If this polyline has not been drawn and named correctly then all above rules will not get checked



Layer: *_Refuge Area*

Description :

Refuse area to be drawn in plan as a closed polyline with text on this layer. Overlapped with FSI layer but outside the FSI poly.

Shortcut Command : RFGA

How to draw :

Refuge Area:

Following rules will be applied on the objects of Refuge Area layer

- Area
- Width
- Excess are to be count in BUA

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object
- If this polyline has not been drawn and named correctly then all above rules will not get checked



Layer: *_RefuseChamber*

Description :

Refuse chamber to be drawn in plan as a closed polyline with text on same layer which should be inside of floor.

Shortcut Command: RMB

Layer: *_RefuseChute*

Description :

Refuse chute to be drawn in plan as a closed polyline with text on same layer which should be inside of floor.

Shortcut Command: RFC

Layer: *_ReservArea*

Description :

Reserved area (Reservation area in Development plan) shall be drawn on this layer if present in proposal. This can be any area reserved for/by Authority for future.

Shortcut Command : RSA

How to draw :

ReservArea:

Following rules will be applied to Reserve Area layer

- Reserve area
- Deduction

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object
- If this polyline has not been drawn and named correctly then all above rules will not get checked



Layer: *_ResiOuterWall*

Description :

Draw a Residential Outer Wall as a closed polyline which is the area covered by a building on all the floors. This polyline only used for residential use building or floor. This layer must be inside Floor poly.

Shortcut Command : MFS

How to draw :

ResiOuterWall:

Following rules will be applied for the same.

- Residential built up area calculations
- Permissible FSI
- Permissible architectural projection
- Converge check
- Use of building

Precautions to be taken –

- Draw a closed poly line correctly where commercial building is proposed.
- Poly line must be inside of _Floor layer.



Layer: Road widening

Description :

Draw a road widening polyline as a closed polyline which the plot area is going to the road, that area should be drawn on this layer. It should be inside the plot polyline.

Shortcut Command : R5

How to draw :

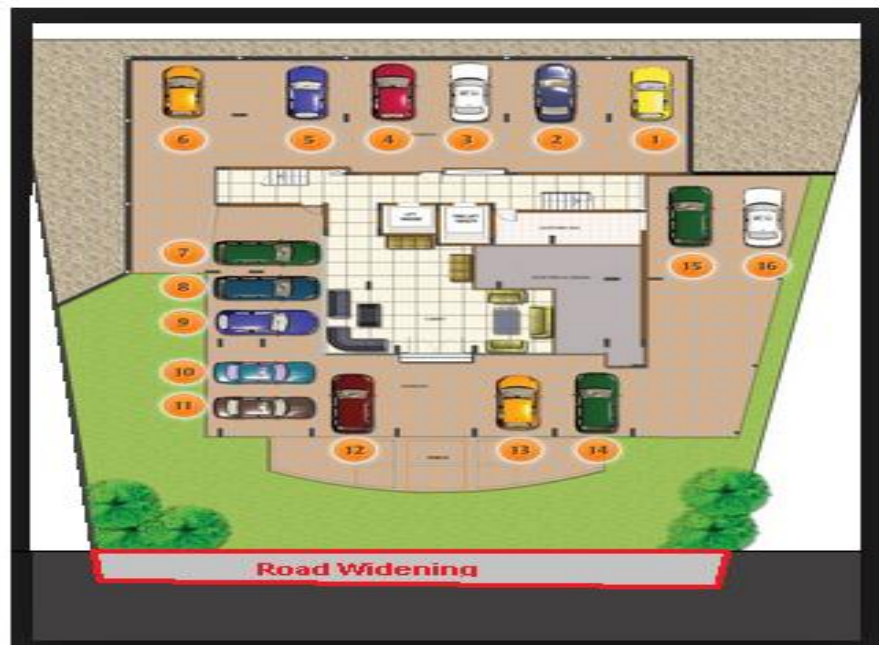
RoadWidening:

Following rules will be applied to Road Widening layer

- Calculation of net Plot
- Widening of Road

Precautions to be taken –

- Draw a closed polyline correctly inside Main plot and give text on same layer.



Layer: *_Room*

Description :

A closed polyline on *_Room* layer represents a room. This closed polyline contain a text. This text must be on *_Room* layer. Room to be marked by assigning them names using Assign Name-> room option from PreDCR menu.

Shortcut Command : RU

How to draw :

Room:

Following rules will be applied on the objects of room layer

- Room size
- Width
- Depth
- Door
- ventilation
- Balcony
- Projection

Precautions to be taken –

- Draw poly line properly and give name to this object from “Assign Name → “ROOM”
- Room must be inside carpet area poly line and door and windows must be overlapped with it.
- If it is Air-Conditioned room then can be marked by using Mark option from PreDCR menu.



Layer: _Right-of-way

Description :

Draw a closed polyline on “_Right-of-way” to represent a Right Of way and text inside it representing its width. Layer should be inside or intersecting with Plot poly

Shortcut Command : ROW

How to draw :

Right-Of-Way:

Following rules will be applied on the objects of Right-of-way layer

- Width
- Plot

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object.
- If this polyline has not been drawn and named correctly then all above rules will not get check.



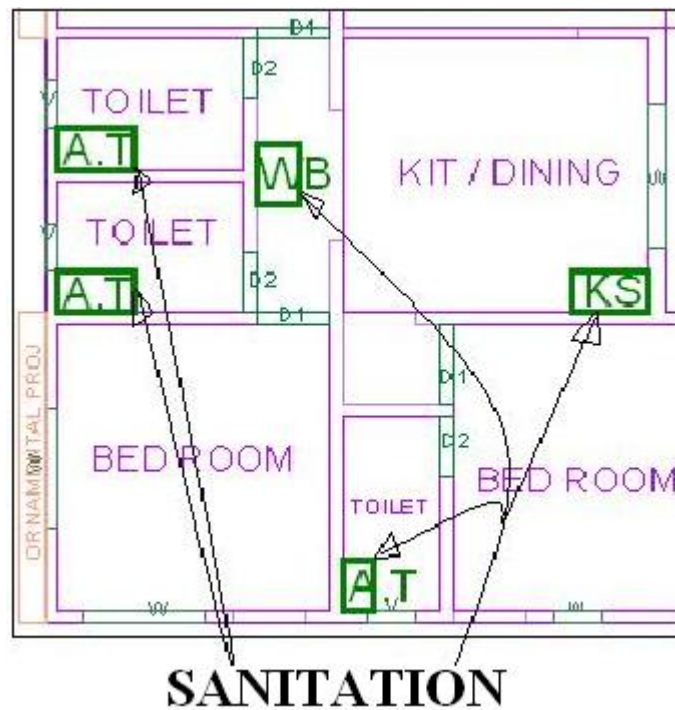
Layer: *_Sanitation*

Description :

Draw any sanitation entities on this layer. (E.g., Kitchen sinks etc...) Mark those entities by using PreDCR -> Insert -> Sanitation.

Shortcut Command : SNT

How To Draw:



Layer: *_Service Duct*

Description :

Draw a closed polyline in floor plan, area is left for services shaft like Electrical ducts, Fire ducts, etc. to be drawn on “Service Duct” layer.

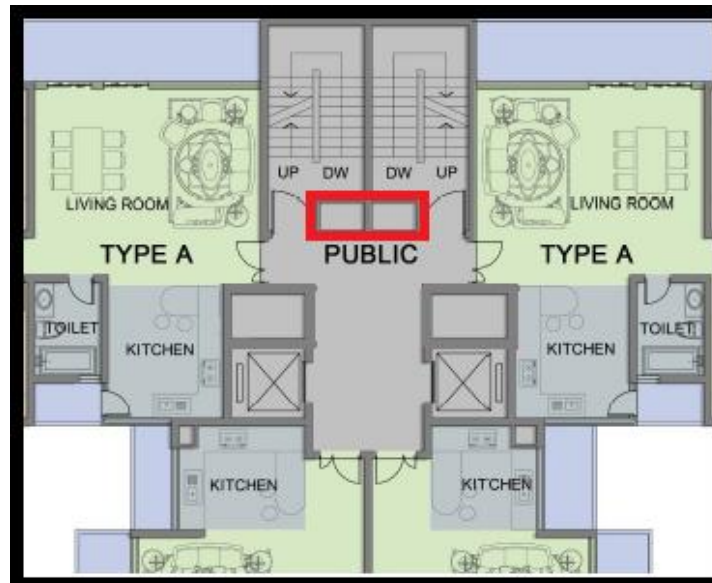
Shortcut Command: SD

How to draw :

Service Duct:

Precautions to be taken –

- Draw a closed poly line on Service Duct layer with text on same layer.
- It should inside floor plan



Layer: Section

Description :

Draw a Section polyline as a closed poly of section boundary which contain all floors with stair cabin, Lift well machine room, water tanks etc. as shown in the figure. Also write the name as "Section" in this section poly.

In this closed poly of section draw sections of all floors with stair cabin, inner Chowk, Lift well machine room, Ventilation shaft, water tanks etc. as shown in the figure.

Also write the name as "Section" in this section poly.

This section poly will present inside the building poly.

Shortcut Command : SEC

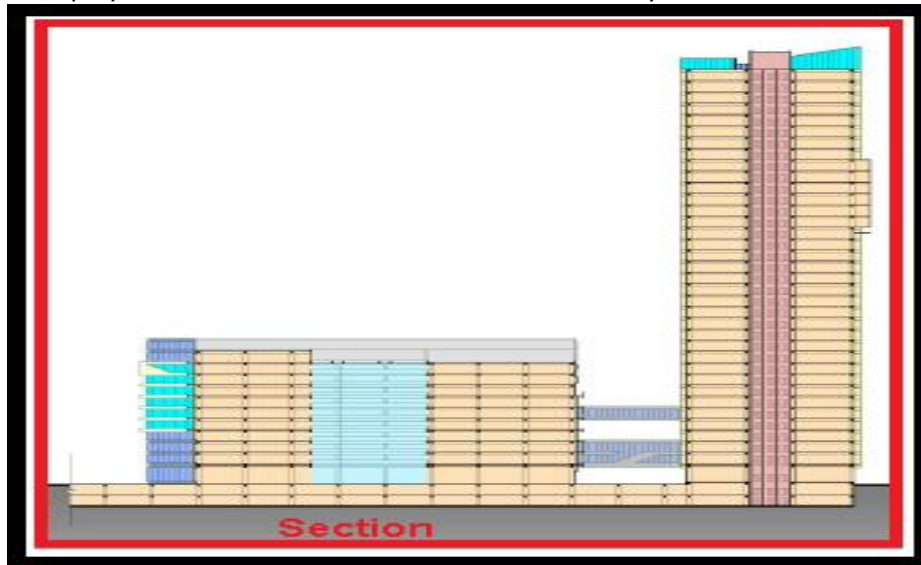
How to draw :

Section:

Following rules will be applied on the objects of Section layer

- Name
- All Floor in section
- Ground level
- Lift well height
- Staircase cabin
- Margin
- Tenement number
- Parking
- Per floor area
- Building height

- Water tank
- Precautions to be taken –
- Draw polyline correctly
 - Give name to this object in same layer as that of object.
 - If this polyline has not been drawn and named correctly then all above rules will not get check.



Layer: _Sewage Line

Description:

Drain Line shall be drawn as a open polyline on this layer.

Shortcut Command : L5

How to draw :



Layer: _Service Slab

Description:

Service slab to be drawn as a closed polyline on “_ServiceSlab” layer with containing text on same layer.

Layer: _Site Plan

Description:

Site plan if any to be drawn on this layer. This is only for reference. No verifications are done by AutoDCR for this layer. So not compulsory.

Shortcut Command: STP

Layer: _SmokeVent

Description :

Smoke Vents are installed in buildings as an active fire protection measure. They are openings in the roof which are intended to vent the heat and smoke developed by a fire inside the building by the action of buoyancy. Such area to be drawn on “_Smoke Vent” layer as closed poly line.

Shortcut Command : SMV

Layer: _SpecialUseOuterWall

Description :

Building for all other uses like educational, institutional etc. except Residential, Commercial & Industrial use should be drawn on this layer.

Shortcut Command : SUF

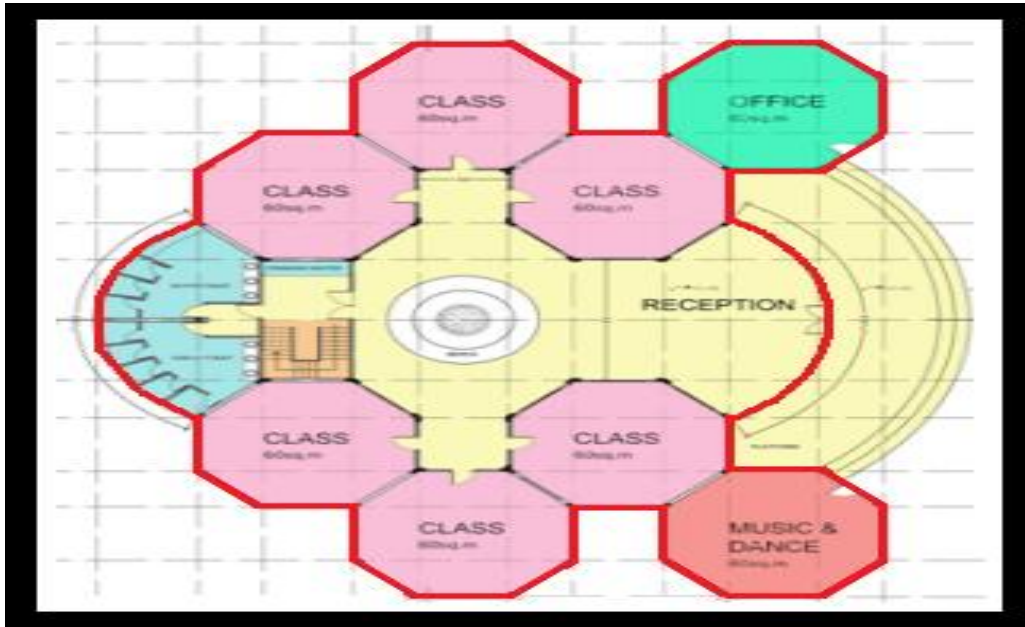
How to draw :

Special Use Outer Wall:

Following rules will be applied for the same.

- Special use built up area calculations
- Permissible FSI commercial BUA in mixed use

- Permissible architectural projection
 - Converge check
 - Use of building
- Precautions to be taken –
- Draw a closed poly line correctly where commercial building is proposed.
 - Poly line must be inside of _Floor layer.



Layer: *_Staircase*

Description :

Staircase: On this layer, Each Staircase poly shall have three lines for Flight Width, Intermediate Landing and Floor Landing on same layer. Mark these open polyline by using Mark-> Staircase option from PreDCR menu. Also draw in plan all the treads on this layer which is a open polyline.

This closed polyline contains a text. This text must be on _Stair layer. This text is treated as name of closed polyline. On this layer, Each Staircase poly shall have three lines for Flight Width, Intermediate Landing and Floor Landing on same layer This can be mark by tool Mark > Staircase > intermediate landing etc.

Shortcut Command : STR

How to draw :

Staircase:

Following rules will be applied on the objects of staircase layer

- Staircase area

- Tread width
- No. On Flight
- Rise height
- Staircase landings
- No of Risers
- Ventilation
- Free from FSI (paid & unpaid)
- BUA calculation
- Access to floor

Precautions to be taken –

- Draw a closed polyline correctly and mark it by using Mark option from PreDCR menu.
- Mark Stair case landings, flight width from PreDCR menu.
- Mark stair case if it is free from FSI or taken in FSI.



Layer: *_SubDivision*

Description :

In Subdivision one plot is divided into more than one Subdivision.

All entities having subdivision as their container entity should be uniquely present in all Subdivisions of a Plot i.e. suppose there is a road widening in the Plot then the poly of road widening should be different for each Subdivision (subdivided plot).

Ex. Here Plot 1 is divided into three Subdivisions. And also the Road Widening is divided into RoadW 1 and RoadW 2 for each Subdivision.

(for subdivision, draw plot 1 on plot layer and subdivided plots like SubDiv 1, SubDiv 2 & SubDiv 3 on sub-division layer overlapping plot 1.)

Shortcut Command : SBD

How to draw :

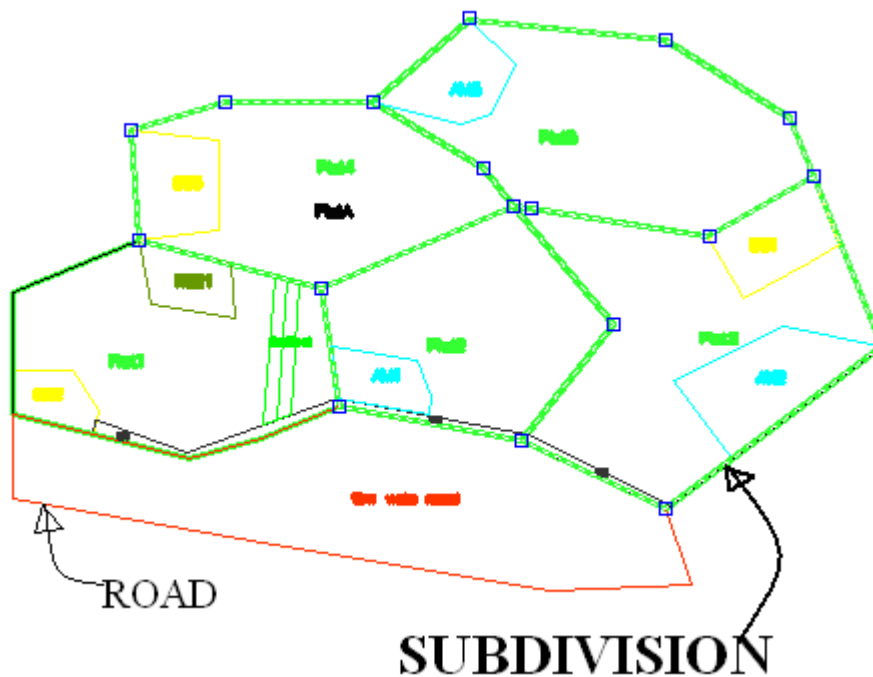
Subdivision:

Following rules will be applied on the objects of Subdivision layer

- Name
- Plot area
- Recreation ground
- Amenity
- RoadWidening
- Pathway
- Internal road
- Main road
- Reserve area
- Right-Of-Ways
- NotInPossession

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object.
- If this polyline has not been drawn and named correctly then all above rules will not get checked.



Layer: *_SubStructure*

Description :

Draw various substructures on "_SubStructure" layer as a closed polyline. And mark it according to the requirement as Mark -> Substructure -> Society Office, from PreDCR menu. Substructures can be drawn inside plot or in floor plans.

Shortcut Command : SSTR

How to draw :

Substructure:

Following rules will be applied on the objects of Substructure layer

- Distance from building
 - Deduction or addition in BUA
 - Size of Substructure
 - Allowed in margin Front, Rear, Side
 - Distains from main road
 - Distains from Plot boundary
 - Distains from Building
- Precautions to be taken –
- Draw polyline correctly.
 - Give name to this object from “Mark → Projection” option (From PreDCR Menu).
 - If this object has not been marked properly then it won't be checked.



Layer: *_SurrenderToCorpo*

Description :

In case of accommodation reservation, the plot area or FSI to be surrendered to MCGM is to be drawn on this layer with text inside it.

Shortcut Command : STC

How to draw :

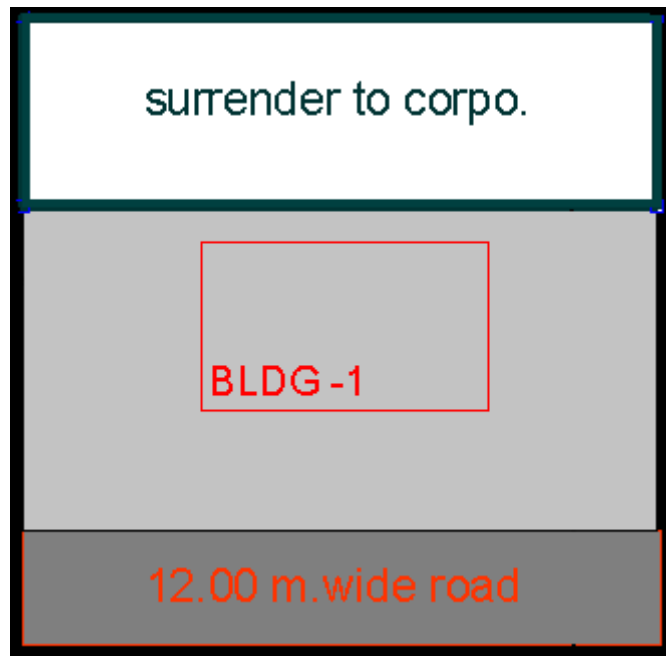
Surrender To Corpo:

Following rules will be applied on the objects of Surrender To Corpo layer

- Depend on Gross plot area
- Reserve area for mcgm

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object.
- If this polyline has not been drawn and named correctly then all above rules will not get checked.



Layer: *_SurrenderToMhada*

Description : -

In case of accommodation reservation, the plot area or FSI to be surrendered to MCGM is to be drawn on this layer with text inside it.

Shortcut Command : STM

How to draw :

Surrender To Mhada:

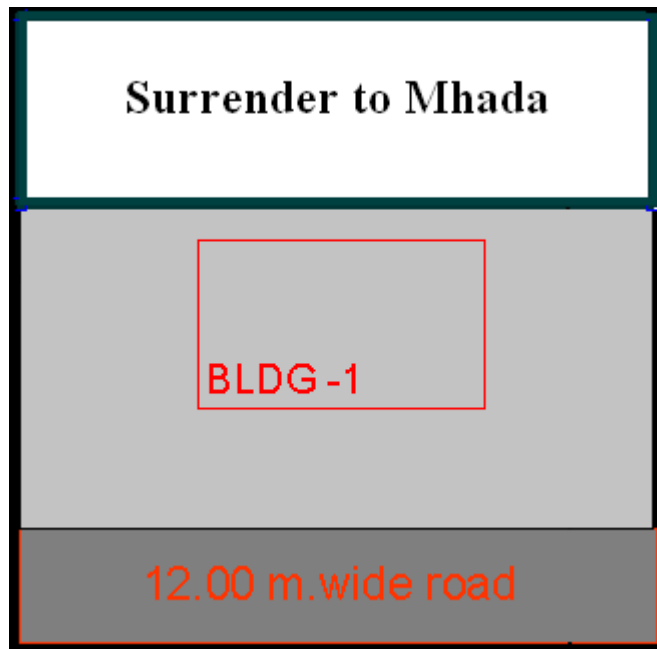
Following rules will be applied on the objects of SurrenderToMHADA layer

- Depend on Gross plot area
- Reserve area for mcgm

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object.
- If this polyline has not been drawn and named correctly then all above rules will not get

checked.



Layer: *_Tank*

Description :

A closed polyline on *_Tank* layer represents a water tank. Under Ground tank can be drawn in Floor or Layout plan. If it is drawn in Floor plan then it should be at bottom of GROUND FLOOR. Overhead tank can be drawn in TERRACE FLOOR. Tank should be drawn as per internal size or dimensions. Both the tank also draw in section also.

Tank Name: - This closed polyline contain a text and must be in given format. This can also be done by tool Assign Name>Tank

Tank Name+ Type +Capacity

Tank Type	Text
Overhead water tank	(O/H)
Underground water tank	(U/G)

For e.g.

TANK-1 (O/H)

TANK-2 (U/G)

Under Ground tank can be drawn in Floor or Layout plan. If it is drawn in Floor plan then it should be at bottom of GROUND FLOOR.

Overhead tank can be drawn in TERRACE FLOOR. Usually it is drawn on Staircase poly in TERRACE FLOOR.

Shortcut Command : TNK

How to draw :-

Tank:

Following rules will be applied on the objects of Tank layer

- Tank area
- Width
- Depth
- Capacity

Precautions to be taken –

- Draw poly line properly and give name to this object from “Assign Name → “TANK” Option?
- If this polyline has not been drawn and named correctly then all above rules will not get check.



Layer: *_Temp Structure*

Description:

Area for temporary structures to be drawn as closed polyline with text on this layer

Shortcut Command : TMPS

How to draw :

Temp Structure:

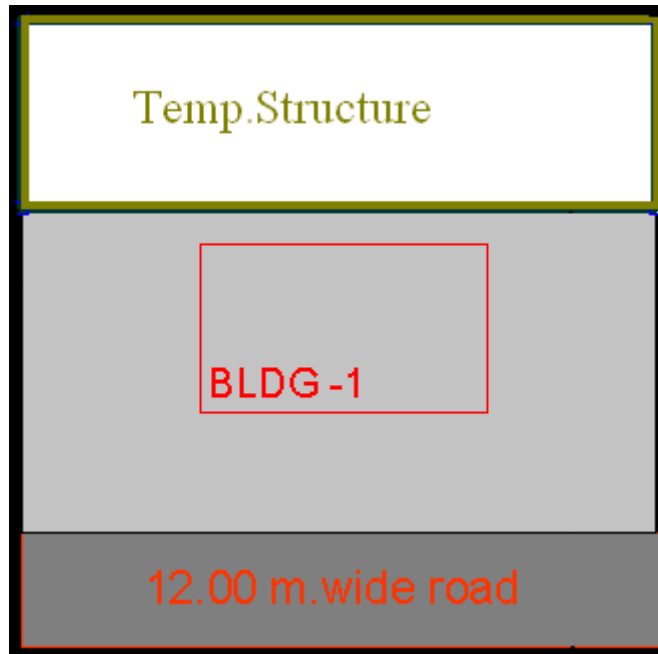
Following rules will be applied on the objects of Temp Structure layer

- Area check

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object.

- If this polyline has not been drawn and named correctly then all above rules will not get checked.



Layer: *_Terrace*

Description:

Draw a Terrace as a closed polyline on *_Terrace* layer which is including parapet wall.

If Individual terrace having slopped, then slop shall be mentioned in its text. E.g. 1:5 slopping terrace, etc.

Terrace can be present in:

Plot: It must overlap with Proposed Work
Floor: It must be outside the outer Wall.

Shortcut Command : TER

How to draw : -

Terrace:

Following rules will be applied on the objects of Terrace layer

- Addition
- AlterNet terrace

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer as that of object.
- If this polyline has not been drawn and named correctly then all above rules will not get checked.



Layer: _Tree

Description:

Draw or insert Tree in plot on _Tree layer if it is present in plot.

User can be insert tree block directly by using predcr menu bar insert option.

Shortcut Command: TREE

Layer: _UpperSetBack

Description :

Draw a closed polyline in plan as well as in proposed work which having setbacks

Shortcut Command : USB

How to draw :

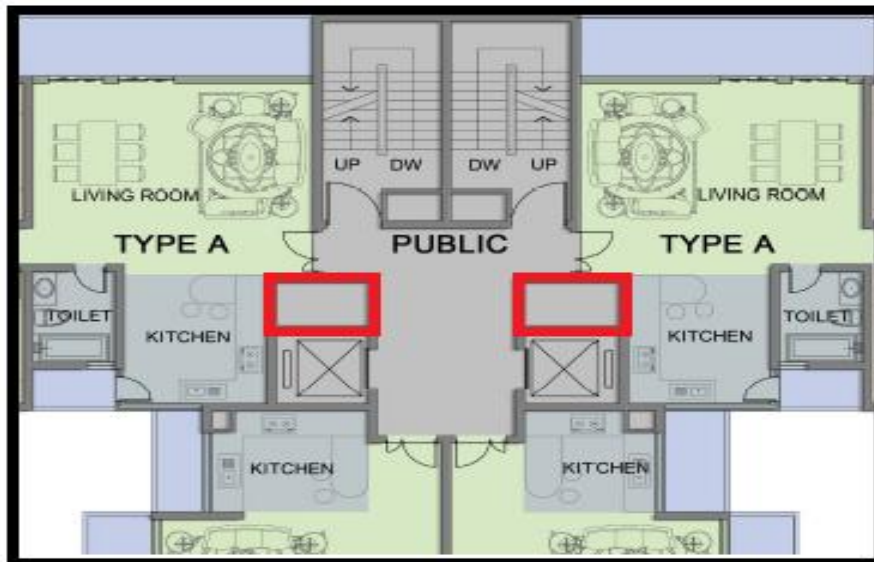
Upper Set Back:

Following rules will be applied on the objects of Upper Set Back layer

- Margin

Precautions to be taken –

- Draw poly line properly and give name to this object from “MARK → “UpperSetBack” Option?
- If this polyline has not been drawn and named correctly then all above rules will not get check.



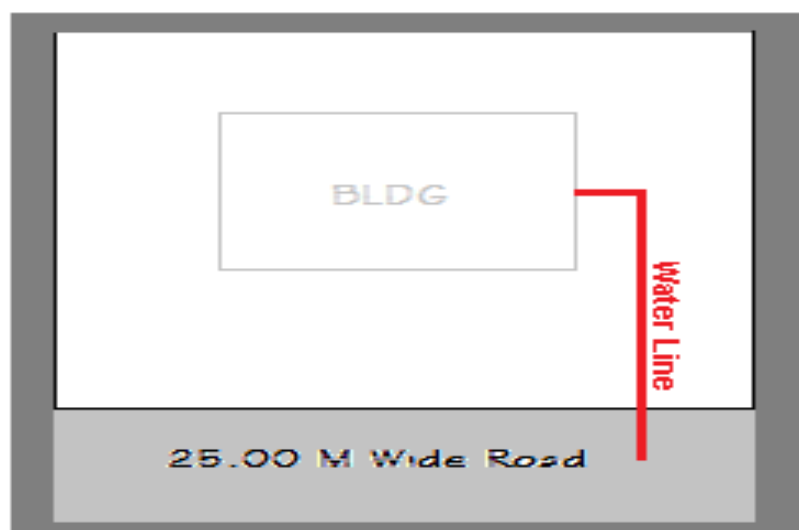
Layer: *_WaterLine*

Description :

Draw a Water line as an open polyline to show Water supply.

Shortcut Command : WL

How to draw :



Layer: *_Window*

Description :

Window is a closed Polyline which is drawn on "_Window" layer. Also you can insert a particular size poly for Window using Insert->Window from PreDCR menu.

Shortcut Command : WND

How to draw :

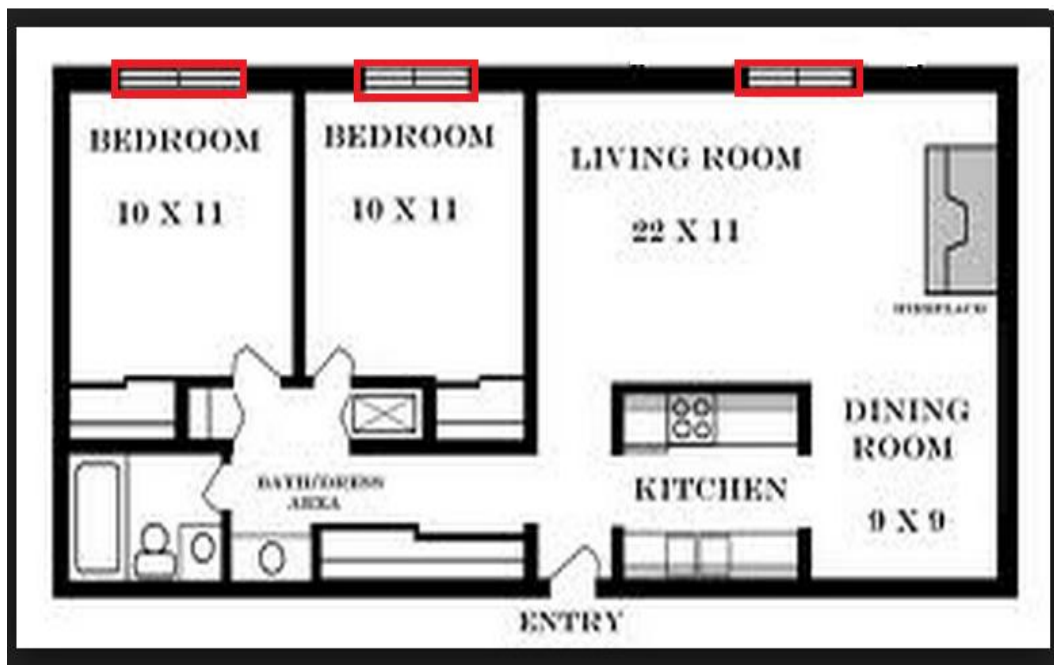
Window:

Following rules will be applied on the objects of Window layer

- Width
- Length
- Height
- Ventilation

Precautions to be taken –

- Draw polyline correctly
- Give name to this object in same layer from “insert “option as that of object
- If this polyline has not been drawn and named correctly then all above rules will not get checked



Tools

All/Remover Tool Tip (PDCRTOOLTIP):

This command will activate the tool tips for PreDCR layers.

Show Only DCR Layers (PDCRSPL):

This command will turn off all the layers in the drawing except PreDCR layers.

Show Only DCR Layers (PDCRSDL):

This command will turn off all the layers in the drawing except DCR layers.

Show Other Layers (PDCRSOL):

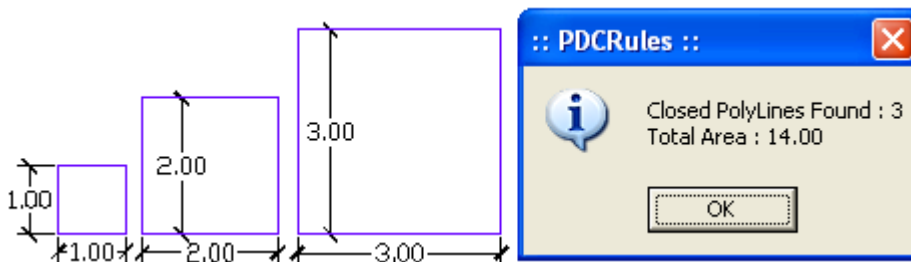
This command will turn off all the DCR and PreDCR layers in the drawing.

Show all layers (PDCRSAL):

This command will turn on all layers in the drawing.

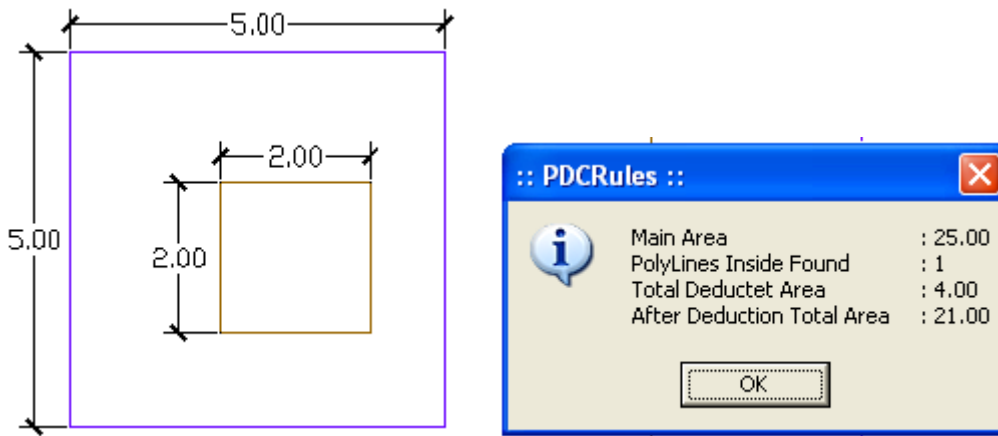
Calculate Total Area (PDCRCTA):

This command will compute the total area of all selected closed polygons.



Calculate Deducted Area (PDCRCDA):

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



Get All Inside Poly (PDCRFIP):

This command will highlight all polygons, which found exactly inside selected polygon under test.

Get All Overlapping Poly (PDCRGOP):

This command will highlight all polygons, which are overlapping with selected polygon under test.

Get All Intersecting Poly (PDCRGIP):

This command will highlight all polygons, which are intersecting with selected polygon under test.

Find Open Entities (PDCRFNDO):

Highlight open entities on PreDCR layers.

Find Closed Entities (PDCRFNDC):

Highlight closed entities on PreDCR layer.

Shortest distance (PDCRFSD):

This command will find the shortest distance between two entities.

Spelling check (_spell):

This tool is used for spelling checking.

Find Object (PDCRFOB):

This command zoom & highlight object of a given handle.

Set Default ACAD Version (PDCRSDA):

Commands

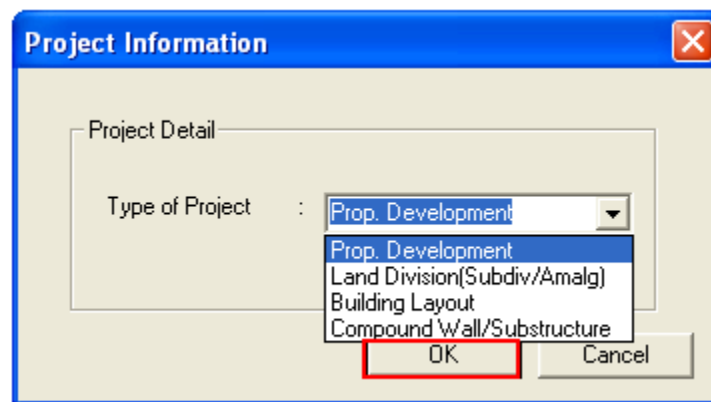
Create New Project (PDCRNWP)

This command will Create New project for current drawing.

Here you have to select Type of Project as

Proposed Development.

Note: It is always compulsory to add your drawing to new Project.



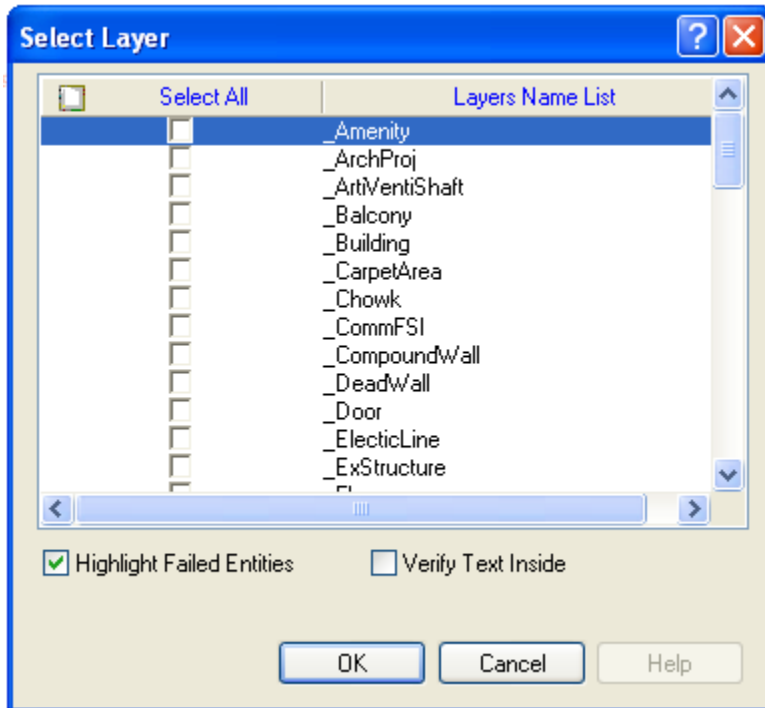
Create AutoDCR Layers (PDCRCL):

This command will create layers required for AutoDCR and as per the Project Type you have selected.

Verify Drawing:

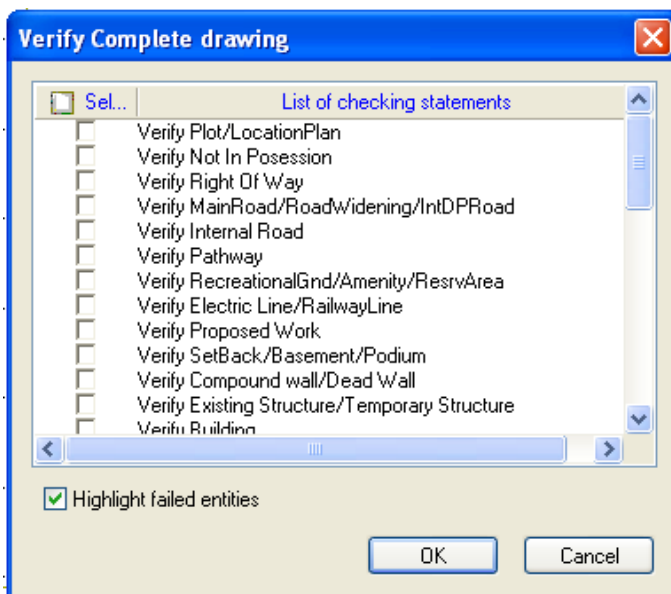
This command will verify the current drawing as required by DCR specifications.

a) Verify Close Entities (PDCRVD): Verify that LWPOLYLINE entities on the selected layers are closed and contain one text.



B) Verify all drawing (PDCRVT): Use this command to verify the layout and building level objects in the current drawing plan.

Major checks are as follows:



In the "Verify All Drawing Dialog" you can select the layout or building objects to be checked. Then 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 in the dialog as shown in

Markings:

Figure. Failed Object Information.

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.

c) Objection List (PDCROLST): 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”.

Markings:

Marking adds some extra meaning in entity. Following commands are provided to mark different entities as per requirement.

Proposed Work:

Centrally Air-Conditioned: If building is containing centrally Air-Conditioned then marked proposed work by using this menu.

Normal: If by mistake proposed work is marked centrally Air-Conditioned then can be marked Normal by using this menu.

Amenity:

Surrendered: If Amenity area is surrendered to corporation then can be marked by using this menu.

Normal: If by mistake Amenity is marked Surrendered then can be marked Normal by using this menu.

Recreational Ground:

Paved: Mark Recreational ground area if it is paved by using this menu.

Normal: Mark Recreational ground area if it is not paved by using this menu.

Floor in Section:

Slab Thickness: Mark slab thickness to Floor In section layer by using this menu.

Beam: Mark Beam to floor in section layer by using this menu.

TDR: Mark TDR floor by using this menu.

Read Widening: Mark Road widening area in floor in section by using this menu.

Markings:

Normal: If by mistake floor in section is marked then can be marked Normal by using this menu.

Stair Case:

No of flight: 3, 4, flights: Mark stair case if it is greater than 2 flights accordingly.

Fire Escape Staircase (PDCRSCFAB): Mark line inside staircase as a fire escape staircase

Fab /Spiral Staircase (PDCRSCFAB): Mark line inside staircase as a Fabricated or spiral staircase.

Free from FSI (Paid or Unpaid) (PDCRSCES): Mark free from FSI paid or unpaid

Taken in FSI (PDCRSCES): Mark staircase taken in FSI.

Open Staircase Free from FSI: Mark open stair case as free from FSI.

Open Staircase Taken in FSI: Mark open stair case taken in FSI.

Escalators: Mark stair case poly if Escalator is proposed.

Stair case landing:

Intermediate Landing (PDCRMIL): Mark line inside staircase as intermediate Landing.

Flight Width (PDCRMFW): Mark line inside staircase as Flight Width.

Floor Landing (PDCRMFL): Mark line inside staircase as Floor Landing.

Lift:

Normal (Default) Free from FSI or Taken in FSI (PDCRSCES): Mark Lift well poly line Normal Free from FSI or Taken in FSI accordingly.

Fire Lift well (PDCRSCES): Mark Fire Lift well as a provided.

Hydraulic- Free from FSI OR Taken in FSI (PDCRSCES): Mark Hydraulic as a Free from FSI OR Taken in FSI

Car Lift- Free from FSI OR Taken in FSI Mark Car Lift as a Free from FSI OR Taken in FSI.

Lift Machine Room: Free from FSI or Taken in FSI: Mark Lift machine room as a Free from FSI OR Taken in FSI

Passage:

Covered Passage: Free from FSI (PDCRPOCP): Mark a passage as a Covered passage Free from FSI or taken

Markings:

in FSI.

Taken in FSI (PDCRPSUP): Mark passage as a taken in FSI.

Open corridor (PDCRPSUP): Mark passage as a open corridor

Fire Escape Passage : Mark Passage as Fire Escaped.

Unmark (Default) (PDCRPSUP): Mark passage as a Normal Passage

FSI (Outer Wall):

Road Widening (PDCRCONES): Mark Residential or Commercial FSI as Road widening areas FSI.

TDR (PDCRCONES): Mark Residential or Commercial FSI as TDR.

Existing (PDCRCONES): Mark Residential or Commercial FSI as Existing FSI.

Normal (Default) (PDCRUMFSI): Mark Residential or Commercial FSI as Normal FSI.

Carpet Area:

Splitted Tenement (PDCRMSPLTT): Mark Carpet Area as Splitted tenement.

Rehab: Mark Carpet Area as a rehab and enter existing owner name, carpet area, common area, flat no, etc.

Sale: Mark Carpet area as Sale.

Project Affected Portion (PDCRMCPAP): Mark Carpet area if it is affected by projection (PAP).

Normal (default) (PDCRMSPLTT): Mark Carpet Area as Normal (default)

Room:

A.C. Room or Normal default (PDCRMENCBL): Mark-> Room A.C.room or Normal (default).

Balcony:

Enclosed Balcony (PDCRMENCBL): Mark Balcony as enclosed balcony.

Fire Balcony (PDCRMFB): Mark Balcony as Fire balcony

Unmark (Default) (PDCRUMENCBL): Mark an open or dry balcony by using this menu.

Terrace:

Taken In FSI (PDCRMRTER): Mark Terrace as taken in FSI.

Markings:

Normal (default) (PDCRMNTER): Mark Terrace as default.

Column:

Floating (PDCRMCF): Mark column if it is floating.

Column (Default) (PDCRMCD): Mark column as default.

Parking

Tow stacked: Mark individual parking if it is two stacked.

Three stacked: Mark individual parking if it is three stacked.

Four stacked: Mark individual parking if it is four stacked.

Five Stacked: Mark individual parking if it is Five stacked.

Six Stacked: Mark individual parking if it is six stacked.

Projection:

F.Bed (PDCRMBPROJ): Mark Projection as Flower Bed.

Chhajja: Mark Projection as Chhajja.

Cornice: Mark Projection as Cornice.

Whether shade: Mark Projection as Whether shade.

Pargola: Mark projection as Pargola.

Loft (PDCRMLPROJ): Mark Projection as Loft in floor plan as well as in section.

Canopy (PDCRMCBPROJ): Mark Projection as Canopy

Porch (PDCRMCPROJ): Mark Projection as Porch

Revas Projection (PDCRMCPROJ): Mark Projection as a Revas Projection.

Garbage shaft (PDCRMVPROJ): Mark Projection as a Garbage shaft.

Ornamental Projection (PDCRMVPROJ): Mark Projection as a Ornamental Projection.

Ornamental Glazing (PDCRMOPROJ): Mark Projection as a Refuse Chute.

Otta (PDCRUMPROJ): Mark Projection as a Otta as a provided

Steps (PDCRUMPROJ): Mark Projection as a Steps as a provided

Markings:

Road Widening:

Taken in FSI (PDCRMRVIFSI): Mark a Road widening area as a Taken in FSI

Unmark (default): Mark Road widening area as normal.

Upper Setback:

First upper setback (PDCRUMMR): Mark Upper setback as a first upper setback by using this menu

Second upper setback (PDCRUMMR): Mark Upper setback as a Second upper setback by using this menu.

Existing Structure:

To Be Retained: Building or Substructure: Mark Existing structure layer as to be Retained Building or Substructure.

To be demolished: Mark Existing structure as to be demolished.

Substructure:

Electric Meter Room (PDCRMER): Mark Substructure as an Electric meter room.

Electric Sub-Station: Free from FSI or Taken in FSI (PDCRMTRAN): Mark Sub Structure as an electric Sum-Station ->Free from fsi or taken in fsi

Watchman Cabin (PDCRMTRAN): Mark Sub Structure as a watchman cabin

Society Office (PDCRMOR): Mark Sub Structure as a Society office.

Servant Room (PDCRMSQ): Mark Sub Structure as a servant quarter.

Servant Toilet (PDCRMSQ): Mark Sub Structure as a servant quarter.

Sanitary Block (PDCRMSB): Mark Sub Structure as a sanitary block.

Covered Garage (PDCRMGRJ): Mark Sub Structure as a covered garage when garage is covered.

Open Garage (PDCRMGRJ): Mark Sub Structure as a Open garage

Rain Water harvesting (PDCRMGRJ): Mark Sub Structure as a Rain Water harvesting

A.C Plant Room (PDCRMGRJ): Mark Sub Structure as a A.C Plant Room

AHU (PDCRMGRJ): Mark Sub Structure as a AHU

Covered Swimming Pool (PDCRMGRJ): Mark Sub Structure as a Covered Swimming Pool

Uncovered Swimming Pool (PDCRMGRJ): Mark Sub Structure as a Uncovered Swimming Pool

Fire Control Room: Mark a substructure as a Fire control room.

Markings:

Boiler Room: Mark a substructure as a Boiler room.

Septic Tank/Soak pit (PDCRMGRJ): Mark Sub Structure as a Septic Tank/Soak pit

Pump House: Free from fsi or taken in fsi (PDCRMPR): Mark Sub Structure as a Pump House Free From fsi or taken in fsi

Effluent Treatment Plant/ STP (PDCRMETP): Mark Sub Structure as a Effluent Treatment Plant /STP

Dish Antenna room (PDCRMSPT): Mark Sub Structure as a Dish Antenna room

Well (PDCRMSPT): Mark Sub Structure as a Will

Telephone Installation room Free from fsi or taken in fsi (PDCRMSPT): Mark Sub Structure as a Telephone Installation room Free from fsi or taken in fsi

Entrance gate (PDCRMSPT): Mark Sub Structure as a Entrance gate

Fitness center (PDCRMSPT): Mark Sub Structure as a Fitness center

Suction Tank (PDCRMSPT): Mark Sub Structure as a Suction tank

Pavilion (PDCRMSPT): Mark Sub Structure as a Pavilion

Gymnasium (PDCRMSPT): Mark Sub Structure as a Gymnasium

Club-House (PDCRMSPT): Mark Sub Structure as a Club-House

Dust bin (PDCRMSPT): Mark Sub Structure as a Dust bin

Milk/ Telephone booth-> Free from fsi or taken in fsi (PDCRMSPT): Mark Sub Structure as a Milk/ Telephone booth-> Free from fsi or taken in fsi

Letter BoxFree from fsi or taken in fsi (PDCRMSPT): Mark Sub Structure as a Letter Box-> Free from fsi or taken in fsi

Chimney Free from fsi or taken in fsi (PDCRMSPT): Mark Sub Structure as a Letter Box-> Free from fsi or taken in fsi

Welfare Hall: Mark a substructure as a Welfare Hall.

BalWadi: Mark a substructure as a balwadi.

Driver's Rest Room: Mark a substructure as a Driver's Rest Room.

D.G. Set Room: Mark a substructure as a DG Set Room.

Dispensary: Mark a substructure as a Dispensary.

Store Room: Mark a substructure as a Store Room.

Bank Locker/Safe Deposit: Mark a substructure as a Bank Locker or Safe Deposit.

Meter Panel Room: Mark a substructure as a Meter Panel Room.

Markings:

Change of Use:

If use of any floor is changed then mark FSI polyline of that floor as change of use → changed use (e.g. residential, commercial etc) Draw FSI on changed use FSI layer (e.g if changing use from residential to commercial then draw FSI polyline on _CommFSI layer and mark FSI as change of use → commercial.

If use of entire building is changed then mark pwork similarly.

Residential (PDCRMFRESI): Mark FSI poly to change of use of floor as Residential.

Industrial (PDCRMFIND): Mark FSI poly to change of use of floor as Industrial

Educational (PDCRMFEDU): Mark FSI poly to change of use of floor as Educational.

Commercial (PDCRMFCOM): Mark FSI poly to change of use of floor as Commercial.

Assembly (PDCRMFASM): Mark FSI poly to change of use of floor as Assembly.

Institutional (PDCRMFINS): Mark FSI poly to change of use of floor as Institutional.

Mercantile (PDCRMFMER): Mark FSI poly to change of use of floor as Mercantile.

Govt/Semi-Public (PDCRMFGOVT): Mark FSI poly to change of use of floor as Govt/Semi-Public.

Pvt. Business (PDCRMFPVT): Mark FSI poly to change of use of floor as Pvt. Business.

Utility (PDCRMFUTL): Mark FSI poly to change of use of floor as Utility.

Services (PDCRMFSER): Mark FSI poly to change of use of floor as Services.

PropWork

Residential (PDCRMPRESI): Mark PropWork poly to change of use as Residential.

Industrial (PDCRMPIND): Mark PropWork poly to change of use as Industrial.

Educational (PDCRMPEDU): Mark PropWork poly to change of use as Educational.

Commercial (PDCRMPCOM): Mark PropWork poly to change of use as Commercial.

Assembly (PDCRMPASM): Mark PropWork poly to change of use as Assembly.

Institutional (PDCRMPINS): Mark PropWork poly to change of use as Institutional.

Mercantile (PDCRMPMER): Mark PropWork poly to change of use as Mercantile.

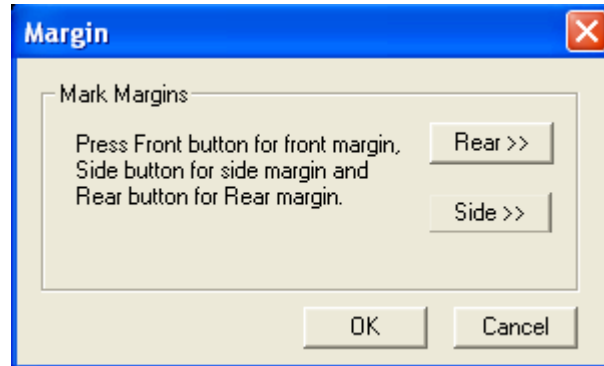
Govt/Semi-Public (PDCRMPGOVT): Mark PropWork poly to change of use as Govt/Semi-Public.

Pvt. Business (PDCRMPVPT): Mark PropWork poly to change of use as Pvt. Business.

Utility (PDCRMPUTL): Mark PropWork poly to change of use as Utility.

Services (PDCRMPSER): Mark PropWork poly to change of use as Services.

Margin (PDCRMRGN): Use this command to define or mark the front, sides and rear margins of the plot. .



Insert entities

Parking

Car L (PDCRICP): Use this command to insert car-parking poly of. At selected point.

Car S (PDCRICP): Use this command to insert car-parking poly of. At selected point.

Scooter (PDCRISP): Use this command to insert Scooter parking poly at selected point.

Cycle (PDCRICY): Use this command to insert Cycle parking poly at selected point.

Transport Vehicle (PDCRITV): Use this command to insert parking Transport Vehicle poly at selected point.

Visitors Parking- Car -L (PDCRIVPL): Use this command to insert visitor large car parking poly at selected point

Visitors Parking- Car -S (PDCRIVPS): Use this command to insert visitor small car parking poly at selected point

Visitors Parking- Scooter (PDCRIVSC): Use this command to insert visitor scooter parking poly at selected point.

Visitors Parking- Cycle (PDCRIVCY): Use this command to insert visitor Cycle parking poly at selected point

Ambulance (PDCRIVP): Use this command to insert Ambulance parking poly at selected point

Mini Bus: Use this command to insert Mini Bus parking poly at selected point

Big Bus: Use this command to insert big Bus parking poly at selected point

Door (PDCRIDRNAM): Use this command to insert door poly at selected point and with specified size given by user. As soon as you use this command the following Dialog appears.

Window (PDCRIWINDNAM): Use this command to insert window poly at selected point and with specified size given by user.

Sanitation Text Use this command to insert sanitation text at selected point. Ex. , Urinal, Wash basin Drinking water, washing tap, etc. which is mark on then insert text by using sanitation text marking from insert menu.

Direction Reference Circle (PDCRIWC): Use this command to insert direction reference circle. Insert these circles in all the floor plans as well as in proposed work at the same & common place (e.g. Liftwell or Stair) of all the floors.

North Direction (PDCRINND): Use this command to insert North Direction. Insert North Direction indicating the sides of your plot. You have to rotate this as per North Side.

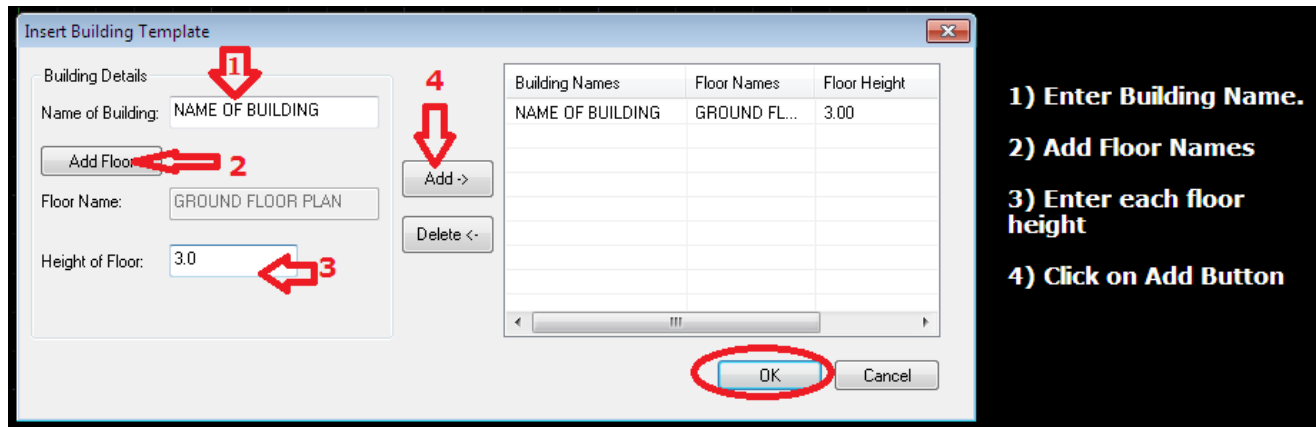
Stair Case Up/Dn Direction:

UP (PDCRISDAUP): Use this command to insert showing direction of Stair Case way is UP.

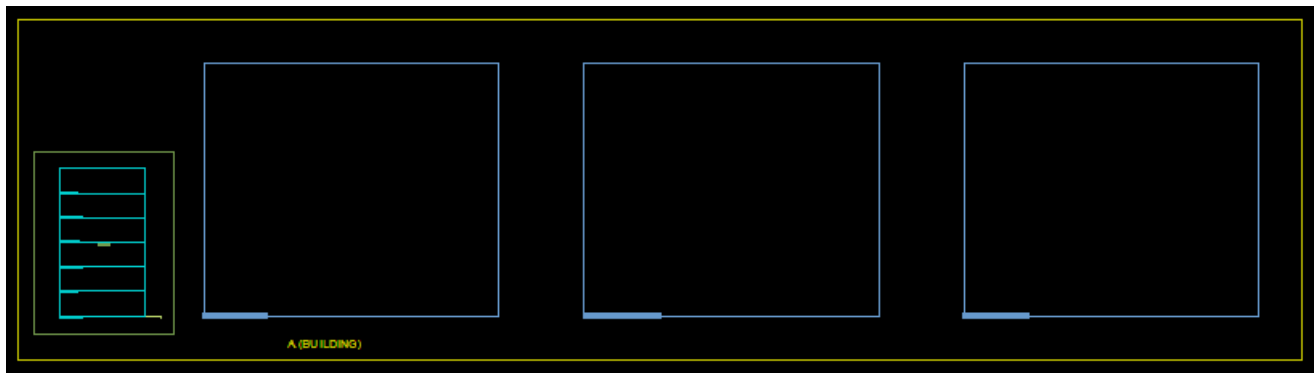
Down (PDCRISDADN): Use this command to insert showing direction of Stair Case way is down.

Building Template:

You can insert building template by using this command as shown in below screen.



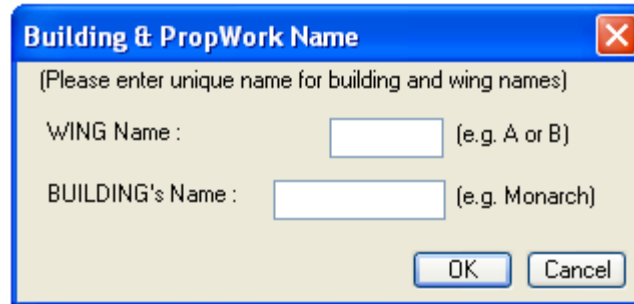
Following template will automatic generate.



Assign Name

There are few naming conventions required by AutoDCR, for which PreDCR provides the following tools:

Building and proposed works (PDCRBLDPWNL): Use this command to give name for building poly and its associated proposed works.



Building & PropWork Name [X]

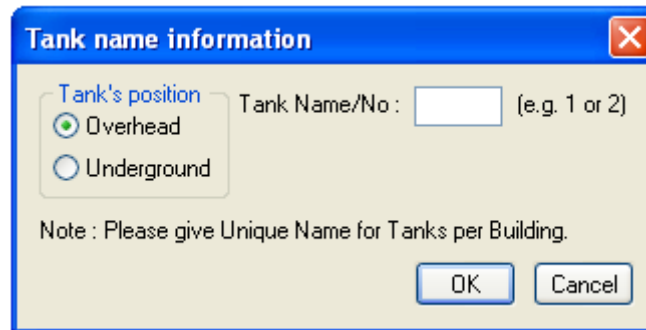
(Please enter unique name for building and wing names)

WING Name : (e.g. A or B)

BUILDING's Name : (e.g. Monarch)

OK Cancel

Tank (PDCRTNKNAM): Use this command to give name for Tank poly and its corresponding tanks.



Tank name information [X]

Tank's position

Overhead Tank Name/No : (e.g. 1 or 2)

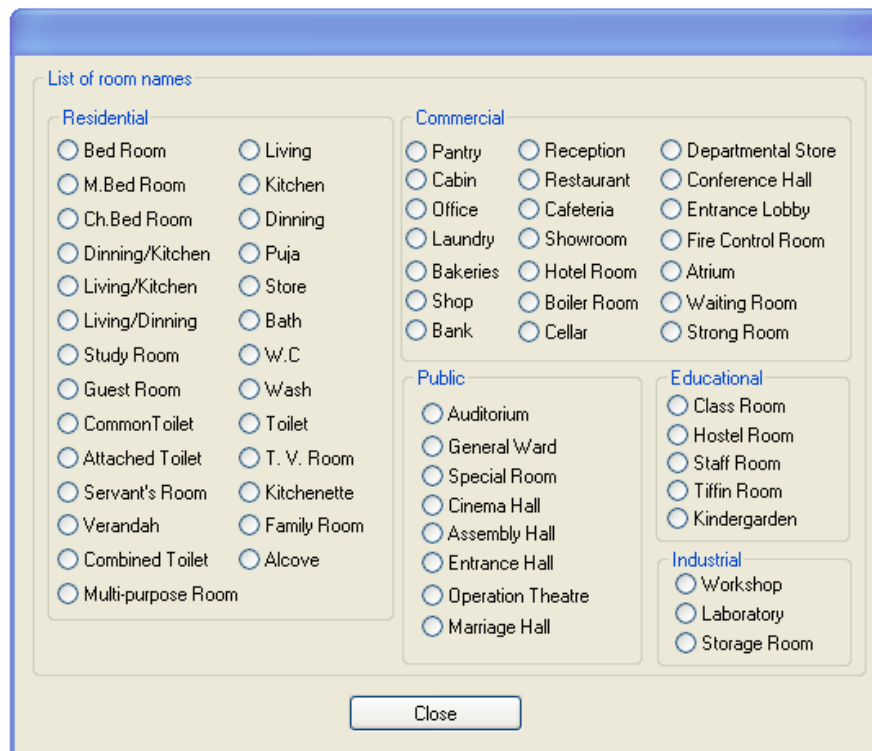
Underground

Note : Please give Unique Name for Tanks per Building.

OK Cancel

Fill in the dialog and select the tank poly drawn in plan and the same drawn in section

Room (PDCRASRUN): Use this command to give different names for Room poly.

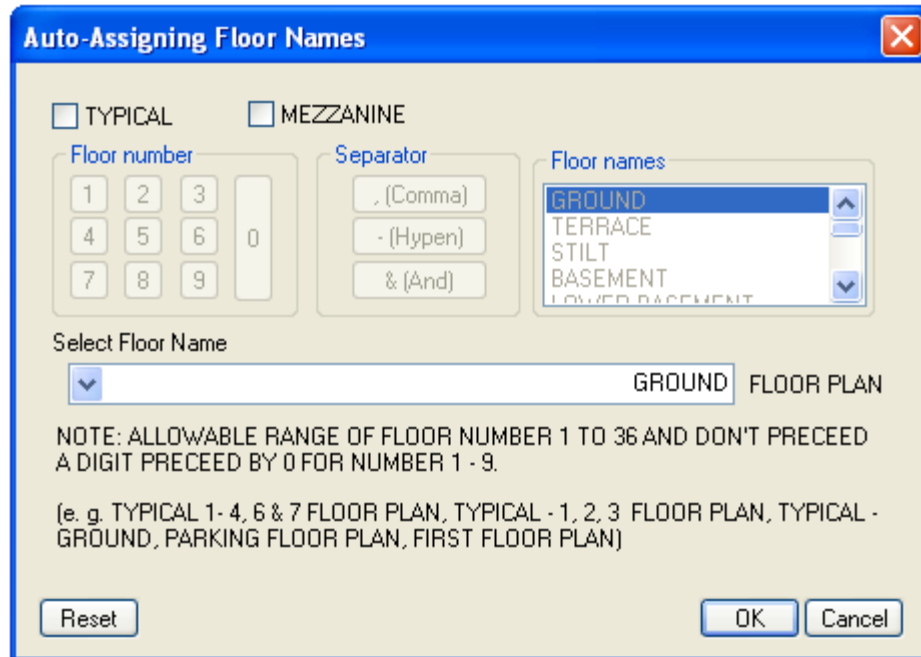


List of room names

Residential		Commercial		
<input type="radio"/> Bed Room	<input type="radio"/> Living	<input type="radio"/> Pantry	<input type="radio"/> Reception	<input type="radio"/> Departmental Store
<input type="radio"/> M.Bed Room	<input type="radio"/> Kitchen	<input type="radio"/> Cabin	<input type="radio"/> Restaurant	<input type="radio"/> Conference Hall
<input type="radio"/> Ch.Bed Room	<input type="radio"/> Dining	<input type="radio"/> Office	<input type="radio"/> Cafeteria	<input type="radio"/> Entrance Lobby
<input type="radio"/> Dining/Kitchen	<input type="radio"/> Puja	<input type="radio"/> Laundry	<input type="radio"/> Showroom	<input type="radio"/> Fire Control Room
<input type="radio"/> Living/Kitchen	<input type="radio"/> Store	<input type="radio"/> Bakeries	<input type="radio"/> Hotel Room	<input type="radio"/> Atrium
<input type="radio"/> Living/Dinning	<input type="radio"/> Bath	<input type="radio"/> Shop	<input type="radio"/> Boiler Room	<input type="radio"/> Waiting Room
<input type="radio"/> Study Room	<input type="radio"/> W.C	<input type="radio"/> Bank	<input type="radio"/> Cellar	<input type="radio"/> Strong Room
<input type="radio"/> Guest Room	<input type="radio"/> Wash	Public		
<input type="radio"/> Common Toilet	<input type="radio"/> Toilet	<input type="radio"/> Auditorium	Educational	
<input type="radio"/> Attached Toilet	<input type="radio"/> T. V. Room	<input type="radio"/> General Ward	<input type="radio"/> Class Room	<input type="radio"/> Hostel Room
<input type="radio"/> Servant's Room	<input type="radio"/> Kitchenette	<input type="radio"/> Special Room	<input type="radio"/> Staff Room	<input type="radio"/> Tiffin Room
<input type="radio"/> Verandah	<input type="radio"/> Family Room	<input type="radio"/> Cinema Hall	<input type="radio"/> Kindergarden	
<input type="radio"/> Combined Toilet	<input type="radio"/> Alcove	<input type="radio"/> Assembly Hall	Industrial	
<input type="radio"/> Multi-purpose Room		<input type="radio"/> Entrance Hall	<input type="radio"/> Workshop	<input type="radio"/> Laboratory
		<input type="radio"/> Operation Theatre	<input type="radio"/> Storage Room	
		<input type="radio"/> Marriage Hall		

Close

Floor Name (PDCRASFLRNAM): Use this command for assigning name to a floor poly and its corresponding floor in section poly in section.



Tools

All/Remover Tool Tip (PDCRTOOLTIP):

This command will activate the tool tips for PreDCR layers.

Show Only DCR Layers:

All PreDCR layers (PDCRSPL):

This command will turn off all the layers in the drawing except PreDCR layers.

Building level layer (PDCRSBL):

This command will turn on all the building plan level layers in the drawing.

Layout level layer (PDCRSLL): This command will turn on all the Layout plan level layers in the drawing.

Show Only DCR Layers (PDCRSDL):

This command will turn off all the layers in the drawing except DCR layers.

Show Other Layers (PDCRSOL):

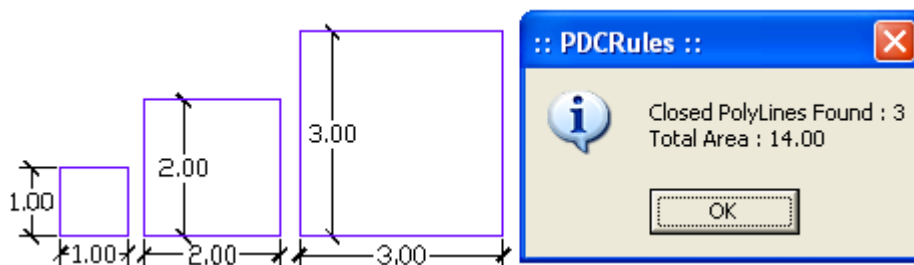
This command will turn off all the DCR and PreDCR layers in the drawing.

Show all layers (PDCRSAL);

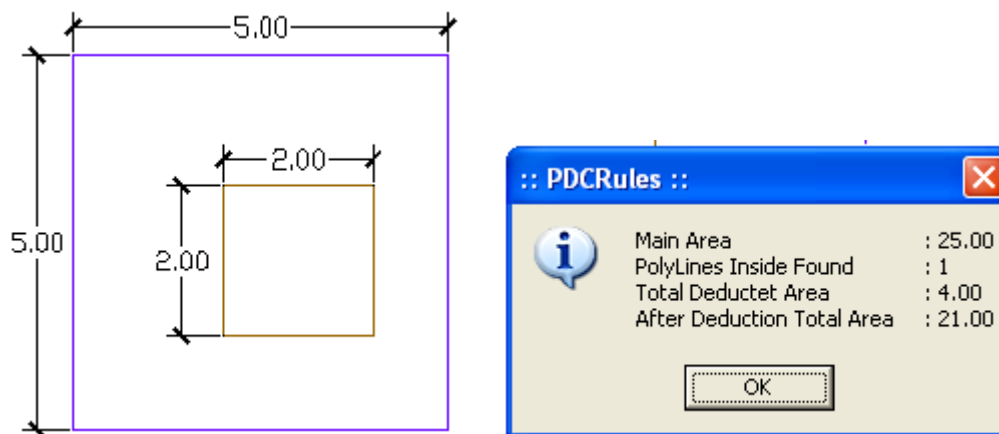
this command will turn on all layers in the drawing.

Calculate Total Area (PDCRCTA):

This command will compute the total area of all selected closed polygons.

**Calculate Deducted Area (PDCRCDA):**

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

**Get All Inside Poly (PDCRFIP):**

This command will highlight all polygons, which found exactly inside selected polygon under test.

Get All Overlapping Poly (PDCRGOP):

This command will highlight all polygons, which are overlapping with selected polygon under test.

Get All Intersecting Poly (PDCRGIP):

This command will highlight all polygons, which are intersecting with selected polygon under test.

Find Open Entities (PDCRFNDO): Highlight open entities on PreDCR layers.

Find Closed Entities (PDCRFNDC): Highlight closed entities on PreDCR layer.

Shortest distance (PDCRFSD):

This command will find the shortest distance between two entities.

Spelling check (_spell): This tool is used for spelling checking.

Find Object (PDCRFOBJ): This command zoom & highlight object of a given handle.

Set Default ACAD Version (PDCRSDA): If you select by default any AutoCAD version and wants to use in another AutoCAD version then by using this command you can remove set default AutoCAD version option.

PREDCR SHORT-CUT COMMANDS

Layer name	Description	Naming Convention /Markings	short command
_Amalgamation	Draw a continuous poly around the plots you want to amalgamate. Amalgamation contains more than one plot amalgamated together. All entities having amalgamation as their container entity should be uniquely present in each amalgamation.		AMLG

	<p>I.e. suppose there is a road widening in the Plot then the poly of road widening should be different for each amalgamation. (For amalgamation, draw plot 1, plot 2, plot 3 on plot layer and amalgamated plot AmalPlot 1, on amalgamation layer overlapping plot 1)</p>		
_Amenity	<p>Draw Amenity space as a closed polyline which is reserve for utilities, services and conveniences.</p>	<p>Mark -> Amenity -> Surrendered (If it is surrendered)</p>	AMN
_ArtiVentiShaft	<p>Draw ArtiVentilation shaft/duct area as a closed Polyline with Text. Inside FSIArea on _ArtiVentiShaft Layer. Only those shafts from which ventilation for habitable room is not taken should be drawn on this layer.</p>		AVS
_ArchProj	<p>This layer is used to represent various Architectural Projections in your Plan. Draw a closed Polyline for Architectural Projections. And mark it using Mark->Projection from PreDCR menu, according to requirements. Canopy/porch will come in plot & other projections will come with floor plans.</p>	<p>Mark -> Projections -> Cheju, porch, loft, canopy, etc.</p>	AP
_Balcony	<p>Draw a balcony as a closed polyline which is a horizontal projection including parapet to serve as a sitting out place. Name of balcony must be inside and on _Balcony layer.</p>	<p>If Balcony is Enclosed Than Mark -> Balcony -> Enclosed Balcony</p>	BL

<p>_Building</p>	<p>Building is used to group all floor plans of the same building. Draw a closed poly enclosing all the floor plans and section of the same building on _Building layer. Note: As written above, dimension or area of this building poly has no meaning in AutoDCR. This is just a logical group of all floors of the same building. If the building plans of multiple Works or wings are same then building name shall be as given aside.</p>	<p>Naming Convention will be provided by Tool>Assign Name A (Bldg.Name) inside Bldg.Poly & A-1 (Bldg.Name) inside Pork Poly</p>	<p>BLD</p>
<p>_Building Line</p>	<p>Draw a “_Building Line” as a closed poly line which area to be calculated for consumption of actual building line of that floor excluding cantilever projections.</p>		<p>BDL</p>
<p>_BLDGBLOCK(in layout)</p>	<p>Description: - If you are submitting sub-division/amalgamation layout along with proposal for building permission also, then you should draw sub-div/amal. Layout on different drawing sheet and proposed building drawings on different drawing sheet. In this case, tentative block of building should be drawn on '_BLDGBLOCK (in layout)' just for referring the presence of building in sub-div. or amalgamation Plot</p>		<p>BLDBLK</p>
<p>_Carpet area</p>	<p>Draw carpet area as a closed polyline which is a net usable floor area within a building excluding that covered by the walls or any other areas specifically exempted from floor space index</p>	<p>Mark-> Carpet area-> normal (default), Splitted, PAP, etc.</p>	<p>CPT</p>

	computation in these regulations.		
_Chowk	Draw a chowk as a closed polyline which is an enclosed space permanently open to the sky within a building at any level. From chowk we take ventilation for habitual rooms		CWK
_CommOuterWall	Draw a Commouterwall as a closed polyline which is the area covered by a building on all the floors. This polyline mainly used for commercial use bldg.	No need to give name on this layer.	CMFS
_Compound Wall	Closed polyline of compound wall to be drawn on this layer overlapping plot.	1.5m high compound wall	CW
_ CRZ Boundary	CRZ boundary Boundary of coastal regulatory zone shall be drawn on _CRZBoundary layer.		CRZ
_Dead Wall	Draw open polyline overlapping with pwork on a side from where ventilation is not taken. And it should be drawn inside the plot.	Mention height of compound wall in its text.	DW
_Door	Door is a closed Polyline Which is drawn on “_Door” layer. Also you can insert a particular size poly for Door using Insert->Door from PreDCR menu.	Insert-> Door	DR
_Electric line	Electric line will be present in the layout plan and shall pass through plot entity as a non closed polyline. Name electric line shall start with its voltage capacity and text insertion point shall lie on its polyline.	33 KV High Tension Line	L1

<p>_Elevation</p>	<p>Description:- Elevation to be drawn in _Elevation layer only for printing purpose. No regulations will be checked by reading this layer. The drawing on this layer need not be drawn using poly lines.</p>		<p>EL</p>
<p>_ExStructure</p>	<p>Draw an Exstructure as a closed polyline which is a building or structure existing authorized before the commencement of these regulation. And mark it using Mark -> Existing structure as 'To be demolished' or 'To be retained'.</p>	<p>Mark-> Existing Structure-> To be Demolished OR To be Retained</p>	<p>ES</p>
<p>_FloorInSection</p>	<p>Draw a Floor Inspection as a closed polyline which is the height of that floor (slab top to slab top) This poly only used for checking floor height. For assigning the name of FloorInSection then used</p> <p>Assigned name option for PreDCR tool menu.</p> <ol style="list-style-type: none"> 1. Name of each floor section will be same as of floor in plan. 2. For one typical floor plan multiple floor section will be there. <p>For e.g. for one typical floor plan for 1-3 floors there will three sections shall be drawn with name "First Floor Plan", "Second Floor Plan" and "Third Floor Plan" respectively.</p>		<p>SECF</p>
<p>_Floor</p>	<p>Floor poly should be drawn as a closed Polyline with Text on same Layer. This is just a logical Group of all floor Entities.</p> <p>Floor Name: Floor Plan will be automatically link with Section</p>	<p>Naming Convention will be provided by Tool>Assign Name>Floor name</p>	<p>FLR</p>

	by matching the Floor Name. Hence all names to be given using <Assign Name> function	Name of floor should be in given format: TYPICAL-1,4 FLOOR PLAN TYPICAL-1-5 FLOOR PLAN TYPICAL-2&3 FLOOR PLAN Ground Floor Plan	
_Ground Level	The Ground level line should be drawn as an open polyline in the section poly. Proposed Height will be considered from Ground Level Polyline	No need to give name on this layer.	GL
_IndOuterWall	Draw a closed FSI Polyline, which is used as a Industrial Purpose.	No need to give Name on this layer.	IFSI
_IntDPRoad	Draw a DP Road as a closed poly line with Text. (e.g. any DP road passing from inside of the plot)(Note: Road width must be written at the starting of Text).		R3
_InternalRoad	Draw each Internal Road as a closed Polyline with Centre Line (Ltype-CentreLine) & single text inside it.	7.50 m wd. Internal Road	R2
_Liftwell	Draw a Liftwell as a closed polyline which is a mechanically guided car, platform or transport for persons and materials between two or more levels in a vertical or substantially vertical direction Fire Liftwell means a special Liftwell designed for the use of fire service personnel in the event of fire or other emergency.	Naming Convention will be provided by Tool<Mark>Liftwell If fire Liftwell are provided then use the marking of " Fire Liftwell" option from Mark -> Liftwell -> Fire Liftwell.	LFT
_Location plan	Location plans if any to be drawn on this layer. This is only for		LCP

	reference. No verifications are done by AutoDCR for this layer so not compulsory.		
_Margin line	User need not do anything on this layer.	Margin Polyline will be created by PreDCR by using Tool "Mark>Margins"	L3
_Main Plot	Draw a Main Plot poly as a closed polyline which is a parcel or piece of land enclosed by definite boundaries. A Main Plot will contain all Proposed Works (buildings, wings), open space, Internal Roads, Parking etc. The overall Main Plot Entity represent a Plan, AutoDCR refers it as 'Layout Plan'. The overall Main Plot Entity represent a Plan, AutoDCR refer it as " Layout Plan ".		PLT
_Main Road	Draw Main Road as a closed Poly with Text, which should be abutting with the Plot closed Poly. (Note: Road width must be written at the starting of Text)	24.00 m wd. Main Road	R1
_Nala-WaterCourse	Draw a closed Polyline on this layer and name of the poly should contain width of the Nala		R4
_Net Plot	No need to draw NETPLOT. This layer is not provided for PreDCR users.	No need to give name on this layer.	NPLT
_NotInPossession	Plot area which is not in possession or which is not in proposal to be drawn as a closed polyline on this layer.		NIP
_NDZ	Draw a closed poly line on _NDZ layer with containing text on same layer, if any part of plot boundary		NDZ

	containing NDZ area.		
_Parking	Draw a closed Polyline for Parking on “_Parking” Layer on stilt floor or podium floor. You need to Insert various sizes of parking from PreDCR menu.	Insert-> Parking-> Car-L/ Car-s/ Scooter/ Transport Vehicle/ Visitor Parking OR Ambulance, etc.	PK
_Passage	Draw a closed polyline on “_Passage” Layer with its text. (Note: If Premium for Passage is going to be Paid, Passage should be marked by using Tool "Mark "	Mark > Passage > covered Passage.> Free from FSI or Taken in FSI. Mark > Passage > Open Corridor Mark > Passage > Fire Escape Passage	PAS
_Pathway	Draw pathway as a closed polyline with text specifying its width.eg.1.5 m. wide pathway.		R6
_Phased Program	Draw phased program outlines covering floor plans or buildings/pworks on '_Phased Program' layer inside plot or floor. Enter name/number of Phased program - E.g. Phase-1, phase-2, phase-3, phase4 etc.		POD
_PrintAdditionalDetail	apart from the layers specified by PreDCR, any other information which user wants to display in final approval print shall be drawn on this layer		ADET
_Podium	Draw a closed polyline on “_Podium “to represent Podium. It should be shown in the layout and not in floor plans		POD
_PropWork	PWork is a building profile and shall be drawn inside plot. Draw a closed polyline for Proposed Work	Tools > Assign Name > Building and PropWork.	PW

	on “_Prop Work” Layer.		
_RailLine	Railway line shall be drawn in the layout plan as a Open Poly & Text which insertion point lies on the Polyline. (Note: Railway Gauge must be written at a starting of Text)	_ Meter Gauge Railway Line	L2
_Ramp	Draw a Ramp as a closed polyline with Centre line (L-type-Centre) & Text inside it in Plan.	10.0m long 1.5m high Ramp	RP
_RecreationalGnd	Draw Open space as closed polyline reserved as recreational space on this layer. With text on same layer. You can mark it as paved or normal by using mark option	Mark -> Recreational Ground -> Paved OR Normal	OPS
_Refuge Area	A closed polyline with Text around the refuge area should be drawn on same Layer. Refuge area should be outside overlapped with FSI (ResiFSI, CommFSI) poly.		RFG
_Refuge Chamber	Refuse chamber to be drawn in plan as a closed polyline with text on same layer which should be inside of floor.		RMB
_Refuge Chute	Refuse chute to be drawn in plan as a closed polyline with text on same layer which should be inside of floor.		RFC
_ResiOuterWall	Draw a ResiOuterWall as a closed polyline which is the area covered by a building on all the floors. This FSI polyline only used for residential use bldg or floor.	No need to give name on this layer.	MFS
_Right-Of-Way	Draw a closed polyline on “_Right-Of-Way” to represent a Right Of way and text inside it representing its width. Layer should be inside or		ROW

	intersecting with Plot poly.		
_ReservArea	If there in any Reservation Area in Plot, it should be drawn as a closed Polyline with Text inside same Layer.		RSA
_Road Widening	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 Road widening Poly by AutoDCR software.		R5
_Room	A closed polyline for each room with its text inside should be drawn on this layer. Text should be given using <Assign Name> function	Assign Name > Room	RU
_Sewage line	Drain/ Sewage line shall be drawn as an open polyline on this layer.		L5
_Section	Section poly should be drawn as a closed Polyline with Text on same Layer. It is used to group all Sectional detail like FloorInSection, Plinth, Stair cabin, Tank etc. (This is just a logical Group of Sectional Entity). (Note: Area or size of Floor doesn't have any meaning in AutoDCR)		SEC
_Service Duct			
_Sanitation	Draw any sanitation entities on this layer. E.g. Urinals, Kitchen sink, Ablution Tab, Drinking Water, etc.	PreDCR -> Insert -> Sanitation Text	SND
_Site Plan	The encapsulating poly around the Site/Key Plan with the Text & Scale inside it.		STP

<p>_Smoke Vent.</p>	<p>Smoke Vents are installed in buildings as an active fire protection measure. They are openings in the roof which are intended to vent the heat and smoke developed by a fire inside the building by the action of buoyancy. Such area to be drawn on “_Smoke Vent” layer as closed poly line.</p>		<p>SMV</p>
<p>_Staircase</p>	<p>Total Staircase area should be 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. Intermediate & Floor Landing Poly can be Marked by PreDCR Tool "Mark>Staircase>Int. or Floor Landing" (Note: If Premium for Staircase is going to be Paid, Staircase should be marked by using Tool "Mark>Staircase>Free from FSI"</p>	<p>Mark-> Stair Case-> Fire Escape Staircase OR Fab/Spiral Stair Staircase free from fsi paid/unpaid OR taken in fsi Mark-> Staircase Landing-> Flight Width , Intermediate & Floor Landing</p>	<p>STR</p>
<p>_SpecialUseOuterWall</p>	<p>A closed poly represents a other than Residential, commercial or Industrial use FSI or Floor FSI. It will cover whole area which is considered in FSI Area per Floor.</p>		<p>SUF</p>
<p>_Subdivision</p>	<p>In Subdivision one plot is divided into more than one Subdivision. All entities having subdivision as their container entity should be uniquely present in all Subdivisions of a Plot i.e. suppose there is a road widening in the Plot then the</p>		<p>SBD</p>

	poly of road widening should be different for each Subdivision (subdivided plot).		
_SurrenderToCorpo	In case of accommodation reservation, the plot area or FSI to be surrendered to MCGM is to be drawn on This layer. With text inside it.		STC
_SurrenderToMhada	In case of accommodation reservation, the plot area or FSI to be surrendered to MCGM is to be drawn on this layer. With text inside it.		STM
_Substructure	Substructures which are allowed in Margins or Layout & Free from FSI should be drawn as a closed polyline with text inside it.	Name of the Substructure can be assigned from Mark>Substructure tool.	SSTR
_Tank	Tank clear size should be drawn as a closed Polyline with Text on this Layer in Floor Plan or Plot as well as Section with same Text. (Note: It should be in proper Naming convention which is Provide by Predcr by using Tool.	Assign Name>Tank	TNK
_Terrace	Closed polylines around the terraces to be drawn on this layer. If the terrace is used commonly by all tenements mark it as Common Terrace else it will be treated as Individual by default.		TER
_TempStructure	Area for temporary structures to be drawn as closed polyline with text on this layer.		TMPS
_Tree	Draw trees which are inside plot boundary in “_Tree” layer. You can insert tree blocks from	Insert -> Tree	TREE

	PreDCR menu and Insert option		
_UpperSetback	Draw a closed polyline in plan as well as in proposed work which having setbacks		USB
_Void	If the space is not Chowk then it can be void. All ducts (where ventilation is not taken) and double height rooms can be drawn in void layer.		VD
_Water Line	Draw an open polyline on “_WaterLine” to represent water lines.		L4
_Window	Draw a closed polyline on “_Window” Layer to represent window. You can also use Insert tool to insert window poly for particular size.	Insert > window	WND

Specifications to be followed-

The drawing entities should be drawn on Automatic layers created by using PreDCR.

Plot layout, detailed floor plan and building section for all the floors should be there in one AutoCAD drawing file.

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 Railway Line , Drain line, Water Line, Electric Line, Dead Wall and Ground level.)

Building Sub-Items must be exactly inside of outer 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. As far as possible, this name should be unique. 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 Using <Assign Name> function of PreDCR 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 be done by Assign name facility provided by the software.

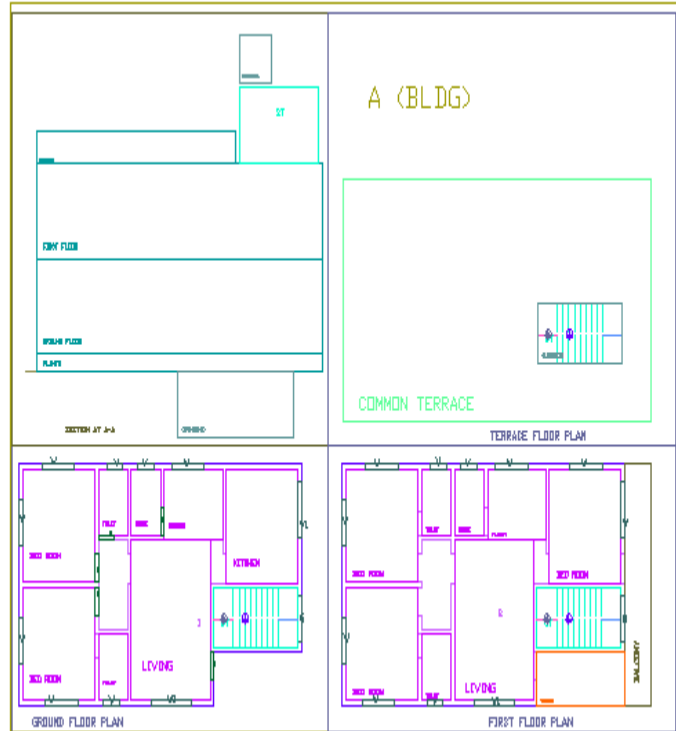
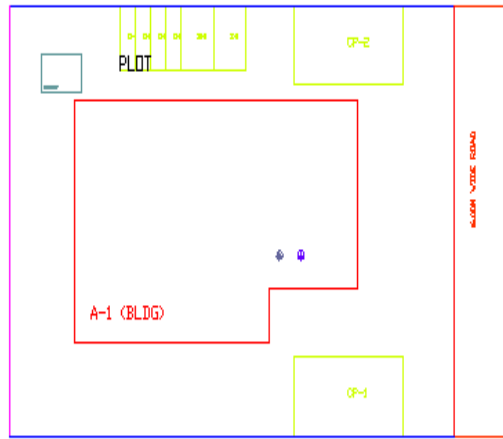
User shall use only following kind of entities for Building Items: -

LWPOLYLINE / TEXT / MTEXT

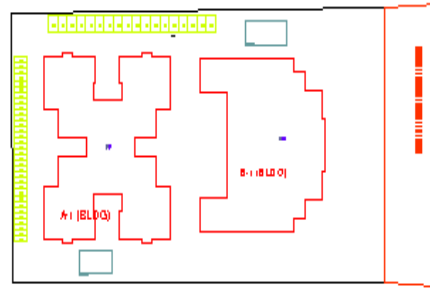
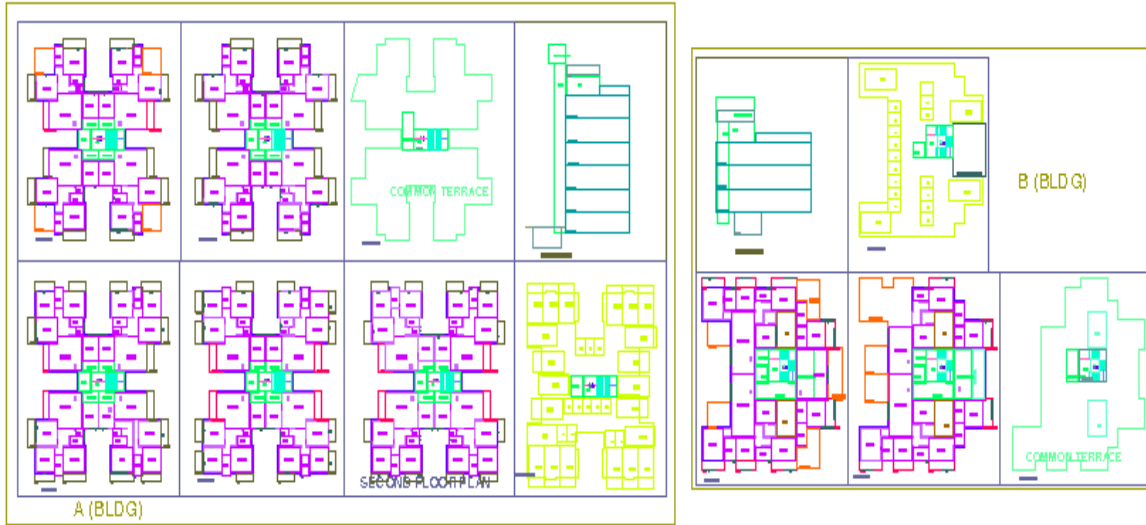
If in a plan two proposed work are mirrored in that case user should provide two separate building plans for each proposed work.

Sample cases

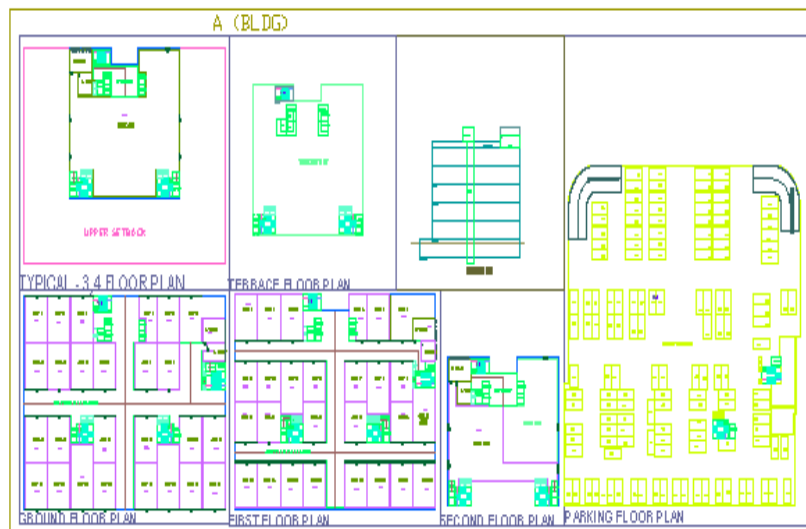
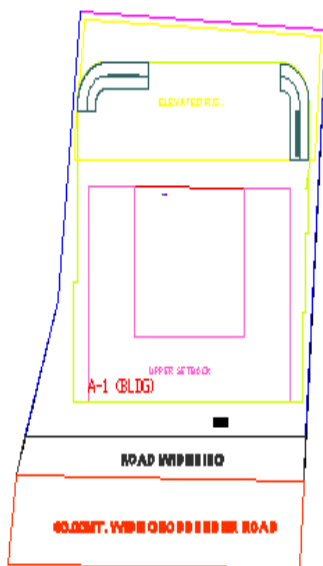
Residential Bldg (Row house)



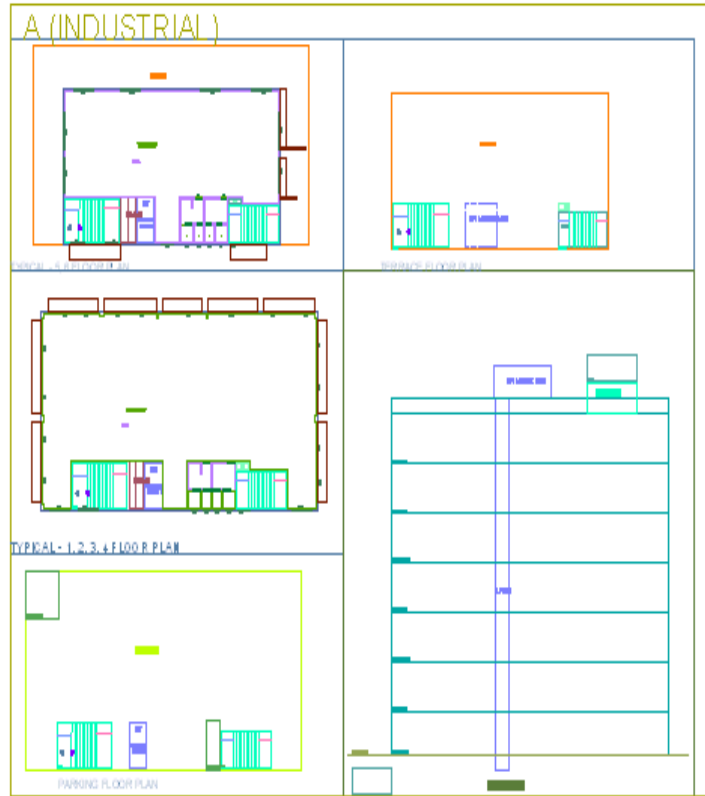
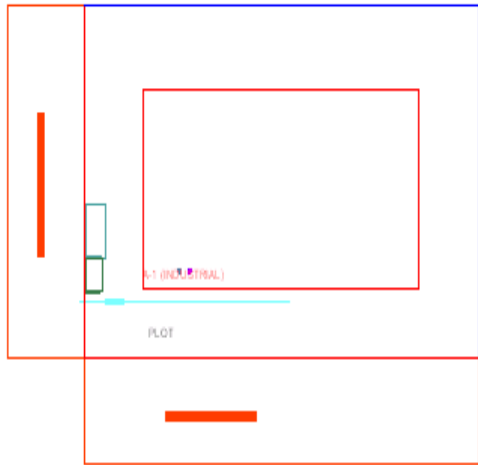
Residential bldg. (Single Detached with two buildings)



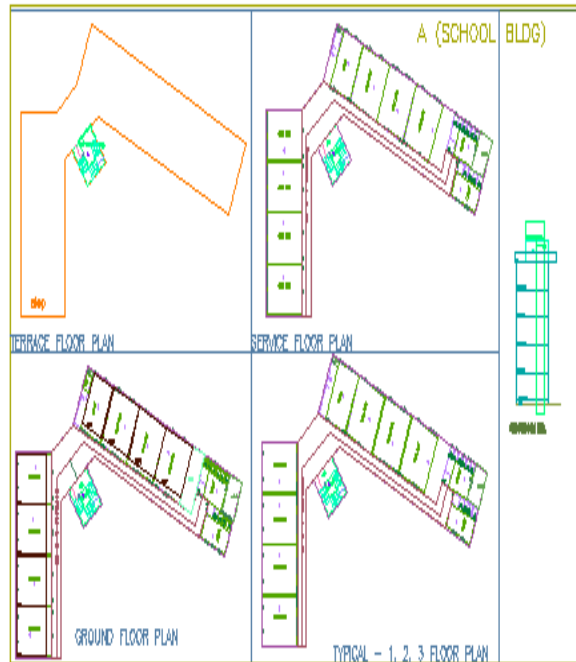
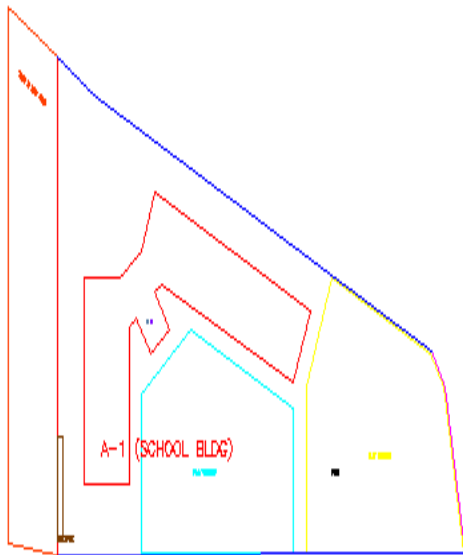
Commercial building



Industrial Building



Special building (School bldg)



Meaning of various PreDCR Messages

"Entity contain more than one text"

It means Entity on this layer contain more than one text. So remove the extra text. PreDCR need only one text for one entity.

"Entity not contain any text"

It means this entity not having any name/text, so give the name to this entity on this layer

"Polyline is not in a proper format"

It means Highlighted polyline not drawn properly. So redraw that polyline & check the properties of that polyline.

"Entity is not closed"

It means the highlighted entities not a closed polyline so close it by using 'pedit' command.

"Entity is supposed to inside one of the following entities"

It means this highlighted entity should be present inside the one of the entities present in the given list"

"Entity is supposed to touching one of the following entities"

It means this highlighted entity is supposed to be touched one of the entities in given list

"Entity should be outside overlapped with following entities"

It means the highlighted entity should be outside overlapped with one of the th entities in the given list.

"Entity must contain one of following entities"

It means any one layer should be present inside in this entity which is listed.

Following subentities are not found inside:

Direction Ref Point on layer _Floor,

Type: BLOCK, Color: ByLayer Status:

Common Point on layer _ResiFSI,

Type: BLOCK, Color: ByLayer Status:

It means insert the direction reference circles in side of that entities.

"The corresponding Building not found with same name"

It means that proposed work not having building with same name. So assigned that building with having same name of proposed work.

"Mark Substructures using PreDCR mark Substructure tool"

It means mark the substructure by using mark -> Substructure menu. Do not type substructure name manually.

"The Liftwell machine room not found in building"

It means Liftwell machine room having name not same in Plan & in section.

"The Liftwell poly is not suppose to be touch Liftwell machine room"

It means Liftwell machine room should be touch to Liftwell poly in the section.

'Invalid objects, Please Try again"

It means If user marking balcony as a enclosed but selecting layer of terrace then this message are getting. If selected entity is incorrect then invalid objects message are showing. So select correct layer for particular of that layer marking only

"Section not found"

It means If all the floor plans are drawn but one of them in section floor are missing to converting floor in section layer then this message are getting. So draw all the floor plans with floor in sections.

"The corresponding entities not found in section"

It means that listed entities not present in the section so show that entities in the section.

"The corresponding entities not found in floor"

It means that listed entities not present in the floor so show that entities in the floor plan.

"Two Tanks should not have same Name"

It means that two tanks not having a same name. So assigned two tanks by using Assigned name PreDCR menu.

F.A.Q (Frequently Ask questions)

Hardware lock not found.

1) If user having Parallel port lock then they have to follow following steps.

Open My Computer -> C: Program files -> SEPL -> PreDCR -> Hlock

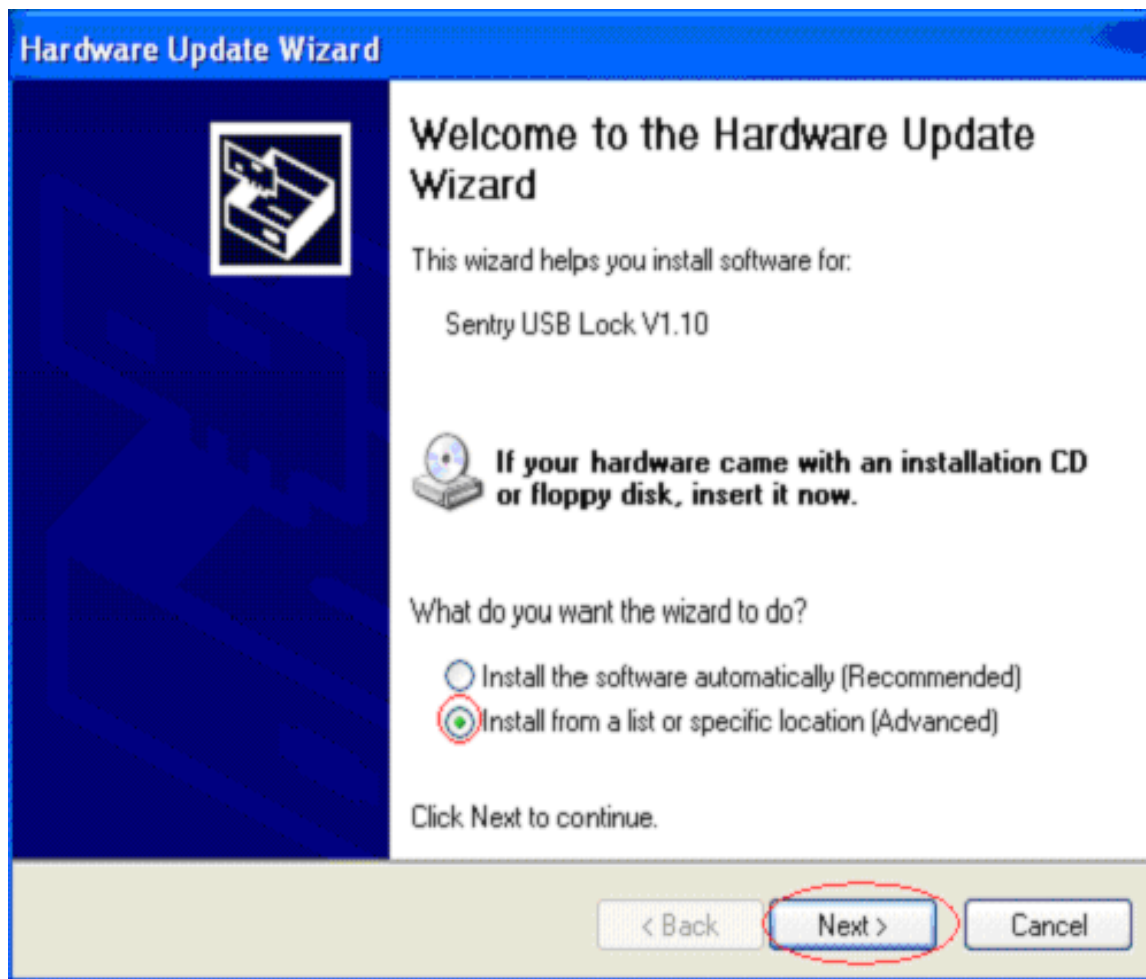
1.1. Open this Hlock folder & drvinstall -> click on install button & then click on Exit button.

1.2. Now open Checklock & click on check lock window. Check the return code & Description. If return code is 0 then u will get the Description is " lock found" otherwise fixed the lock properly.& do the step 1.1again & check the lock.

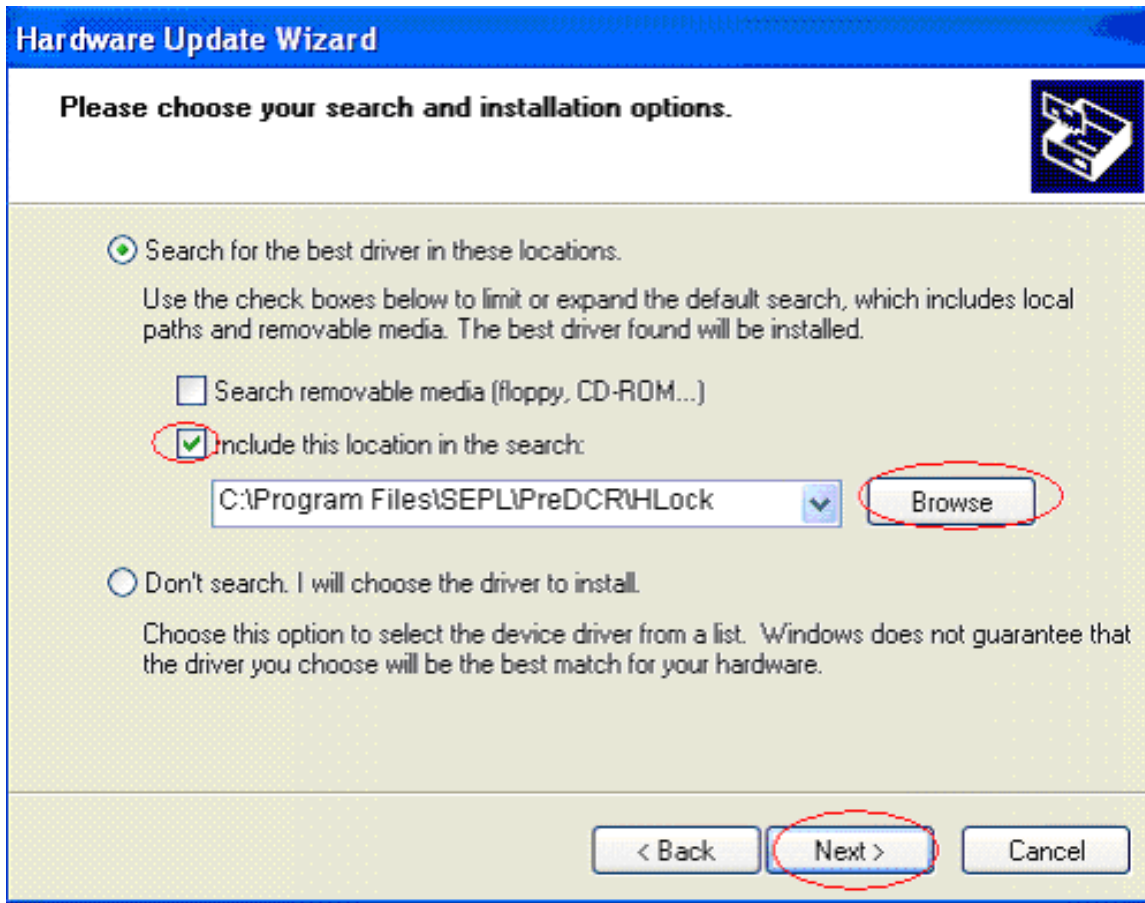
If user having serial port lock (its look like pen drive)

2.1 Plug the Sentry USB Lock to any of the available USB Port on the PC.

2.2 The Found NEW HARDWARE WIZARD will be displayed. Click NEXT to continue.

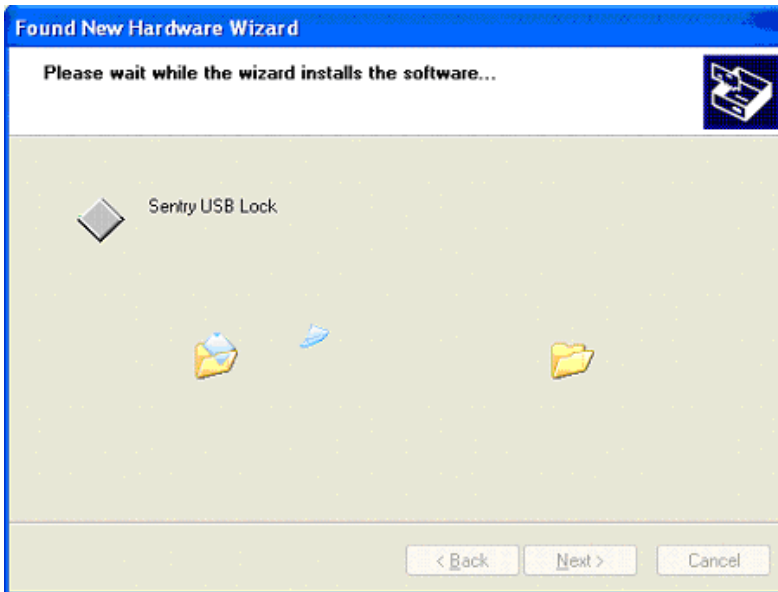


2.3. Next window coming on screen will be of Choose your search and installation options in this window select the option **Include this location in the Search.**

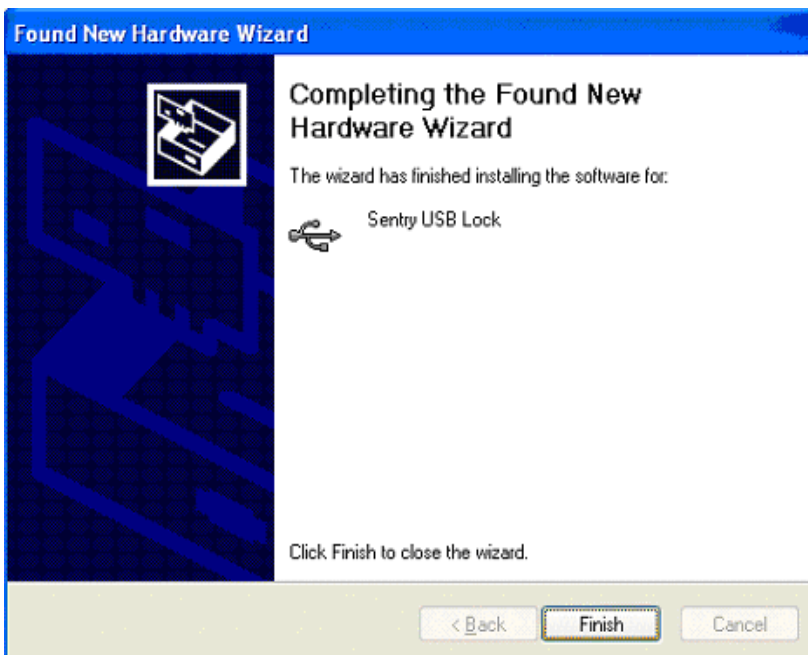


2.4) Browse the correct path for the sentry USB driver (SentryUsb.sys) as e.g. C:\Program files\SEPL\PreDCR \ HLock and click Next option.

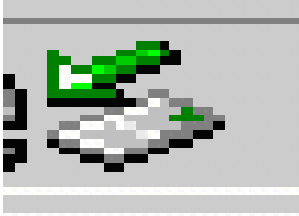
2.5) The next window you will get regarding waiting still installation after the installation is over the Next button will be highlighted click it.



2.6) Sentry USB device Drivers will be installed at this point Click Finish to complete the installation.

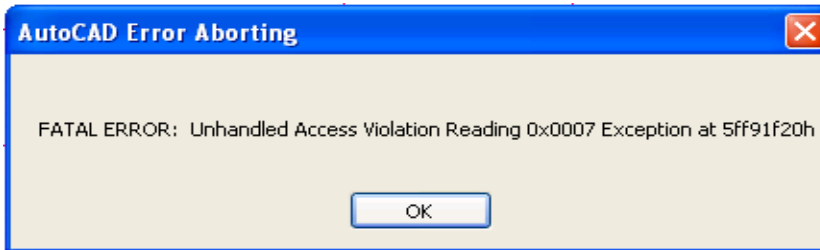


2.7) Sentry USB Lock is now installed and ready to use. Sentry USB will be displayed in the Device Manager as below.



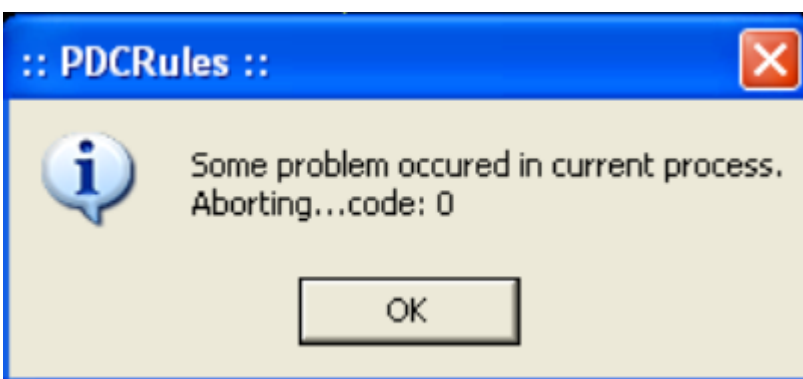
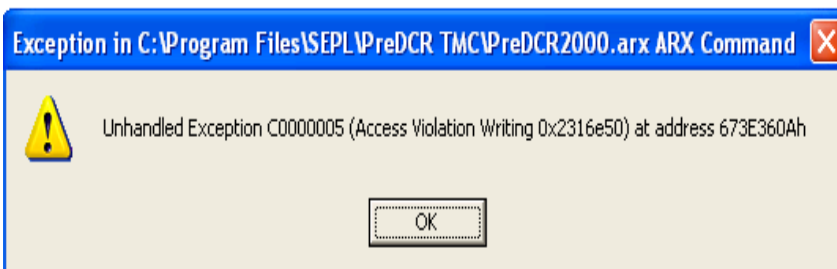
Internal error or Fatal error while verify the drawing

Copy that file and paste it into the new drg file & then verify.



If Drawing is Automatically closed / crashed while marking any entity or verify complete drg.

Copy that file and paste it into the new drg file & then verify.

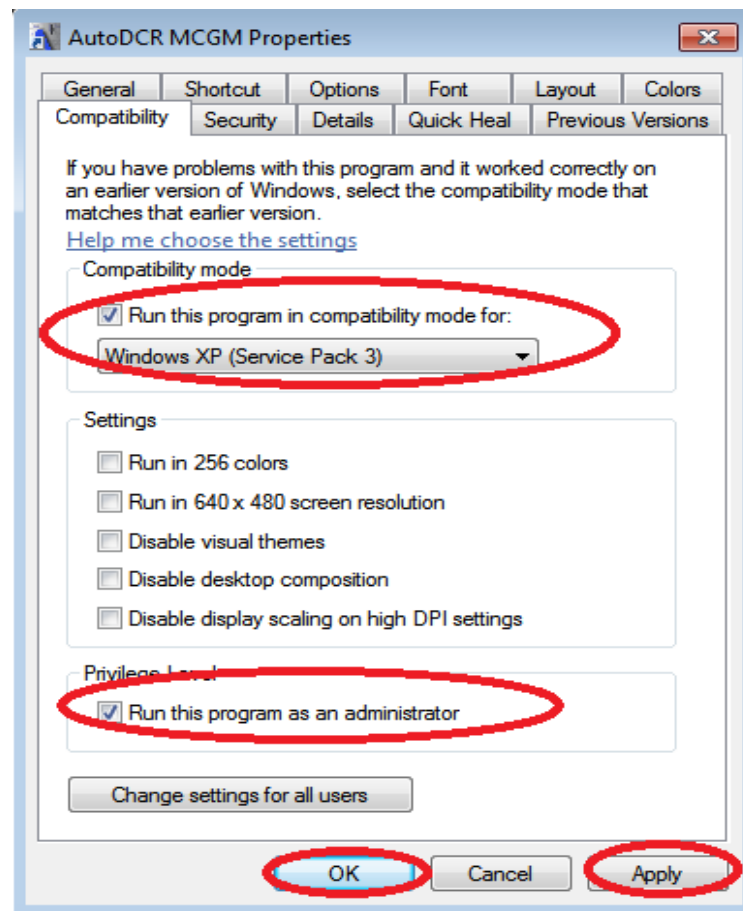


While performing verification if following message comes, then follow the steps

Check each layer separately until you found problematic layer

PreDCR Settings for Windows Vista Operating System

- ✓ Install PreDCR from CD
- ✓ After Installation, “Right Click” on Desktop Shortcut of Predcr OR AutoDCR I con & click on “Properties”
- ✓ Select “Compatibility” option from “PreDCR” OR “AutoDCR Properties” dialog.
- ✓ In that, Select “Run this program in compatibility mode for:” (from Compatibility mode option) & select Windows XP/Windows XP (Service Pack 3) option from List.
- ✓ Select “Run this program as an administrator” check box.



- ✓ Click on “Apply” button & then click “OK”

This is only one time changes.

Now PreDCR OR AutoDCR will run fine in Windows Vista

This is the last page of the document