

*Drawing the architectural plan in DWG
format as per AutoDCR software requirements.*

User Manual



SoftTech
ENGINEERS PVT. LTD.
Accelerating Engineering Processes

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Introduction

PreDCR is software application used to create the architectural plan as per **AutoDCR** software requirements. It works under AutoCAD environment with additional menu & toolbar.

Using PreDCR commands user can create all the required layers in one click. Once all the layers are created in the drawing user can use AutoCAD commands to draw layout plan. As per AutoDCR requirement all building items like proposed plot, proposed work should be drawn on corresponding layer. Short commands are provided to activate any layer in PreDCR. At any time user can verify if the drawn entities are properly closed or not, if proper name text has been written inside all closed poly or not etc. PreDCR will highlight all the failed entities if any.

PreDCR can be used to modify/make and verify the existing or new 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. And there must be in 1:1 mt. Scale.
- All building items like proposed plot, proposed work, proposed parking etc must **be drawn using closed polyline.**
(i.e. Every entity must be closed LWPOLYLINE except Center Line of Main Road, Internal Road, Railway Line , Drain line, Water Line and Electric Line).
- 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 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.*
- Floor Poly line must be having all the Arch details inside it
- 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 plan for each proposed work.
- Proposal drawing must be having **_OtherDetail** poly having the other details to be taken in finalprinting such as Column Footing detail, Compound wall detail etc.

Types of proposal that can be submitted using Pre-DCR

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

- 1) **Amalgamation** - By drawing initial plots (with unique plot names) on _Plot layer and amalgamated plot on _Amalgamation layer. Give unique name to amalgamated plot on '_Amalgamation' layer.e.g.AM1.
- 2) **Sub-division** - By drawing initial plots (with unique plot names) on _Plot layer and subdivided plot on _Subdivision layer. Give unique name to all sub-divided plot on '_sub-division' layer.e.g.SD1, SD2 etc.
- 3) **Building Development** - By drawing plot on plot layer with pwork inside plot having all the Proposed Bldg details

PreDCR layers information

Layer name	Description	Naming Convention	short command
_Amalgamation	For Amalgamation Proposal, Draw resulting Plot as a closed Polyline having Text/MText on _Amalgamation Layer		AMLG
_Amenity	Draw amenity Space as closed polyline with Single Text/Mtext inside it on same layer.		AMN
_ArchProj	Draw Architectural projections such as Chhajjas, Flower-Bed, Cupboards, Lofts, Canopies, Otta and Front Steps as Closed Polyline .By Using "Mark>Arch.Projections" Tool, concerned Text will be inserted automatically inside the polyline. Canopy/porch will come in plot & other projections will come with floor plans.		AP
_ArtiVentiShaft	Draw a closed poly with Text for Artificial Ventilation Shaft or Duct.		AVD
_Balcony	Draw Each individual Balcony as closed Polyline with Text on same layer. Balcony can be present in: Plot: It must overlap with PWork(if not enclosed) Floor: It must overlap ResiFSI. Enclosed Balcony can be Marked by using Tool "Mark>Balcony>Enclosed"		BL
_Building	Building poly is used to group all floor plans and sections of the same Building. (This is just a logical Group of Building). If the Building is Typical for Multiple Pworks or Wings, Naming Convention should be as Below. (Note: Area or size of Building Poly doesn't have any meaning in AutoDCR)	Naming Convention will be provided by Tool> Assign Name A (Bld.Name) inside Bldg.Poly & A-1 (Bldg.Name) inside Pwork Poly	BLD
_BurialPlaceLine	Draw Open Polyline with text for BurialPlaceLine		BPL
_CarpetArea or _Ind.Unit	A Closed poly with Text on this layer represents a BuiltUp Area or Tenement Area. It should cover total area of one Tenement.		CPT
_Chowk	Draw Chowk area as a closed Polyline with Text inside FSIArea & inside Section Poly on _Chowk Layer. only those shafts from which ventilation for habitable room is taken should be drawn on this layer.all inner and outer chowks should be drawn on this layer.auto-dcr will auto-detect which is inner chowk and which is outer chowk. Chowk can be be present in the floor plan and its section in the Section poly but on the same "_Chowk" layer.		CWK
_CommFSI	Draw a closed FSI PolyLine, which is used as a Commercial Purpose.		CMFS
_CompoundWall	Closed polyline of compound wall to be drawn on this layer overlapping plot.	0.0m. high compound wall.	CW
_Door	Door shall be drawn as a closed polyline with Text & specified DoorHeight.	D-2.2mt. , D1-2.4 mt.	DR

	(Note: Default DoorHeight will be 2.1 mt.)		
_ElectricLine	Electric line shall be drawn as open Polyline with Text whose insertion Point lies on the Polyline. (Note : High or Low Voltage capacity must be written at a starting of Text)	High Tension Line	L1
_ExStructure	Draw an Existing Structure as a closed Polyline with Text inside it.		ES
_Floor	Floor poly should be drawn as a closed Polyline with Text on same Layer. This is just a logical Group of all floor Entities. Common Reference Point Draw a circle on _ResiFSI layer inside each floor poly at the same point. You can draw it on common areas of the bldg. such as lobby, staircase, lift etc. · Direction Reference Point Draw a circle on _Floor layer inside each floor poly at the same point. You can draw it on common areas of the bldg. such as lobby, staircase, lift etc. Note: Common reference point and Direction reference point must be different. (Note: Area or size of Floor doesn't have any meaning in AutoDCR) Floor Name: Floor Plan will be automatically link with Section by matching the Floor Name. If the Floor is Typical Floor, It should be Named with Proper Naming convention.	Naming Convention will be provided by Tool>Assign Name>Floor name 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	FLR
_FloorInSection	Section floor poly will represent each floor section with its name inside SectionFloor : Floor Plan will be automatically link with SectionFloor by matching the Floor Name. If the FloorPlan is Typical Floor Plan, It should be Named with Proper Naming Convention.	Inside SectionFloor: SECOND FLOOR, THIRD FLOOR, GROUND FLOOR.	SECF
_GroundLevel	The Ground level line should be drawn as an open polyline in the section poly. Prop.Ht. will be considered from GroundLvl Polyline		GL
_CarpetArea or _Ind.Unit	A Closed poly with Text on this layer represents a BuiltUp Area or Tenement Area. It should cover total area of one Tenement.		INDU
_IndFSI	Draw a closed FSI Polyline, which is used as a Industrial Purpose.		IFSI
_IndivSubPlot	For plotting layout draw individual subplots on '_indivsubplot' layer inside main plot which will be on 'Plot' layer.		
_IntDPRoad	Draw an Existing/Proposed DP Road as a closed Polyline with text inside it. (Note: Road width must be written at a starting of Text)	12.00 m. wd. internal DP Road	R3
_InternalRoad	Draw Each Internal Road as a Closed Polyline with Centre Line (Ltype-CentreLine) & Single Text inside each.	7.50 m wd. Internal Road	R2
_Lift	A closed polyline on the inner dimensions of the lift should be drawn on this layer with Text. Lift. Machine Room shall be also drawn in same Layer with Text "Machine Room".		LFT

	(Note: If the premium is paid, lift should be marked "Free from FSI" from "MARK" menu.)		
_MainRoad	Draw Main Road as a closed Poly with Text, which should be abutting with the Plot closed Poly. (Note: Road width must be written at the starting of Text)	24.00 m wd. Main T.P. Road	R1
_Marginline	Margin Polyline will be created by PreDCR by using Tool "Mark>Margins" (Note: User need not do anything on this layer.)		L3
_NetPlot	No need to draw NETPLOT. This layer is not provided for users. auto-dcr uses '_NETPLOT' layer for it's own internal use.		NPLT
_NotInProposal	Plot area which is not in possession or which is not in proposal to be drawn as a closed polyline on this layer.		NIP
_OtherDetail	Make one Boundary/Closed Poly Line around the Details which is to be taken in final Printout. e.g. Foundation Detail, Column Footing Detail, Perculation Pit, General Specification etc.		OTRD
_OtherPLTBoundary	Draw closed Polyline for Other Plot Boundary i.e. Plot area as per Document		OPLT
_Parking	Draw a closed Polyline for Parkings on "_Parking" Layer. U can also use Insert tool to insert desired Parking Poly in your drawing.		PK
_Passage	Draw a closed polyline on "_Passage" Layer to represent passage. (Note: If Premium for Passage is going to be Paid, Passage should be marked by using Tool "Mark>Passage>Free from FSI")		PAS
_Pathway	Draw pathway as a closed polyline with text specifying its width.eg.1.5 m. wide pathway.		R6
_Plot	Draw a closed poly which will represent the Plot layout		PLT
_Podium	Draw closed Polyline for Podium Structure in Layout Plan		
_PropWork	PWork is a building profile and shall be drawn inside plot. Draw a closed polyline for Proposed Work on "_PropWork" Layer.		PW
_RailLine	Railway line shall be drawn in the layout plan as a Open Poly (Ltype-CentreLine) & Text which insertion point lies on the Polyline.		L2
_Ramp	Draw a Ramp as a closed polyline with CentreLine (L-type-entreLine) & Text inside it in Plan. Draw RampSection as a closed polyline with Text same as in Plan.		SECR
_RecreationalGnd	Draw a closed polyline on "_OpenSpace" Layer to represent reserved as recreational space.		OPS
_ReservArea	If there in any Reservation Area in Plot, it should be drawn as a closed Polyline with Text inside same Layer.		RSA
_ResiFSI	A Closed poly with Text on this layer represents a Residential FSI or Floor FSI. It will cover whole area which is considered in FSI Area per Floor. Note: - It is same as prvious "_ResiFSI" Layer.		MFS
_Roadwidening	Road Acquisition/Road Widening area shall be drawn as a closed Polyline with Text on same layer inside Plot Entity. Margin will be generated & checked from Roadwidening Poly by AutoDCR		R5

	software.		
_Room	A closed polyline for each room with its text inside should be drawn on this layer.		RU
_Section	Section poly should be drawn as a closed Polyline with Text on same Layer. It is used to group all Sectional detail like Floor Sections, Plinth, Staircabin, Tank etc. (This is just a logical Group of Sectional Entity). (Note: Area or size of Floor doesn't have any meaning in AutoDCR)		SEC
_Sewageline	Drain line shall be drawn as an open polyline on this layer.		L5
_SitePlan	The encapsulating poly around the Site/Key Plan with the Text & Scale inside it. (Note: Scale should be written as described. Scale:1:500)		STP
_SpecialUseFSI	FSI ploy for all other building uses like educational, institutional etc. except resi.,comm. ind. use should be drawn on this layer.		SUF
_StairCase	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")		STR
_SubDivision	For Land Division Proposal, Draw each SubPlot (Subdivided Plot) as a Closed Polyline having Text/Mtext on _SubDivision layer		SBD
_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.		TNK
_Terrace	A closed polyline on _Terrace layer is a terrace. All kind of terraces like common top floor terrace as well as common terrace on any floor should be drawn on this layer.		TER
_Void	Draw a closed polyline on "_Void" Layer to represent void.		VD
_WaterBody	Draw Water Body as closed polyline.		R4
_Window	Draw a closed polyline on _Window" Layer to represent window. You can also use Insert tool to insert window poly for particular size.		WND

PreDCR Tools

While running the PreDCR software, you will get option to select AutoCAD version. You can select any of AutoCAD version to run the PreDCR Application. You will get PreDCR Tool bar and PreDCR Menu in that AutoCAD Application only. A detail for each tool is described below.



Figure 1: PreDCR Tool Bar

[Create New Project:](#)

[Edit New Project Information:](#)

[Create Layers in the drawing \(PDCRCL\):](#)

[Fix Poly \(PDCRPE\):](#)

[Mark Margin \(PDCRMARGIN\):](#)

[Verify close Poly \(PDCRVD\):](#)

[Verify the Current Drawing \(PDCRVT\):](#)

[Show Objection List \(PDCROLST\):](#)

[Show PreDCR Report:](#)



Create New Project:

This command will Create New project for current drawing. As soon as you active this tool the following dialog appears. In which you have to fill all the Proposal details. Also it is mandatory to select Type of Project as

a. Building Development: Proposal having Development. It should not involve any Subdivision or Amalgamation

b. Land Division (SD/AMLG): Proposal having Land Subdivision or Amalgamation

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

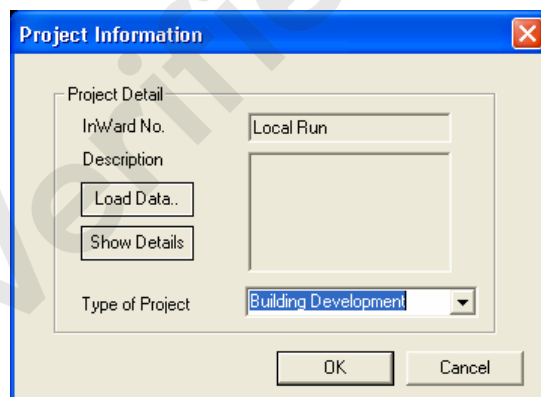


Figure 2: Create New Project



Edit New Project Information:

Using this tool same New Project Dialog will appear and you can edit the details.



Create Layers in the drawing (PDCRCL):

This command will create layers required for AutoDCR and as per the Project Type you have selected. i.e. For Proposed Development type Proposal listed layers will be generated in drawing file.



Figure 3: Create Layers



Fix Poly (PDCRPE):

Use this command once on the final drawing which will process all the polylines on the PreDCR layer and remove extra vertices found on polyline. This command should be used (before verifying the drawing) every time you add any new entity in the drawing.



Mark Margin (PDCRMARGIN):

Use this command to mark side of the plot as Front, Rear or Side. Also you have to assign Plot width and Plot depth in drawing using same tool.

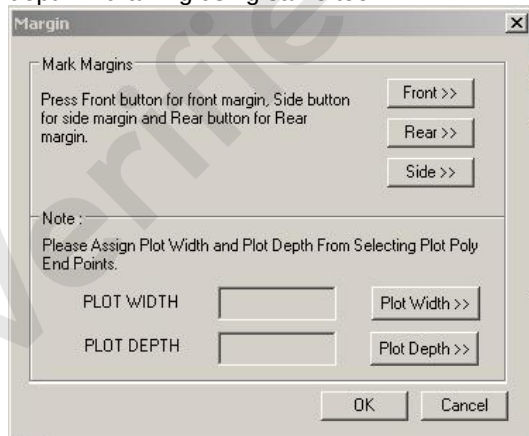


Figure 4: Mark Margin

Mark the Plot side which is overlapped with MainRoad as Front , opposite side as Rear & other sides as Side Margin. Assign Plot width & Depth in Drawing



Verify close Poly (PDCRVD):

This command will verify the current drawing as required by AutoDCR. It will Verify that LWPOLYLINE entities on the selected layers are closed and contain one text.

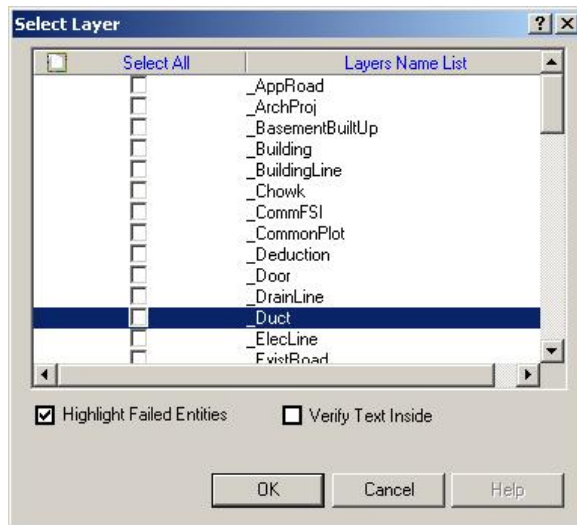


Figure 5: Verify Close Poly



Verify the Current Drawing (PDCRVT):

Use this command to verify the layout and building level objects in the current drawing plan. Major checks are as follows:

- Check if these entities are drawn as closed LWPOLYLINE.
- Name text is given to all objects.
- Entities are placed exactly inside their parent objects (container).
- Naming conventions are followed properly.

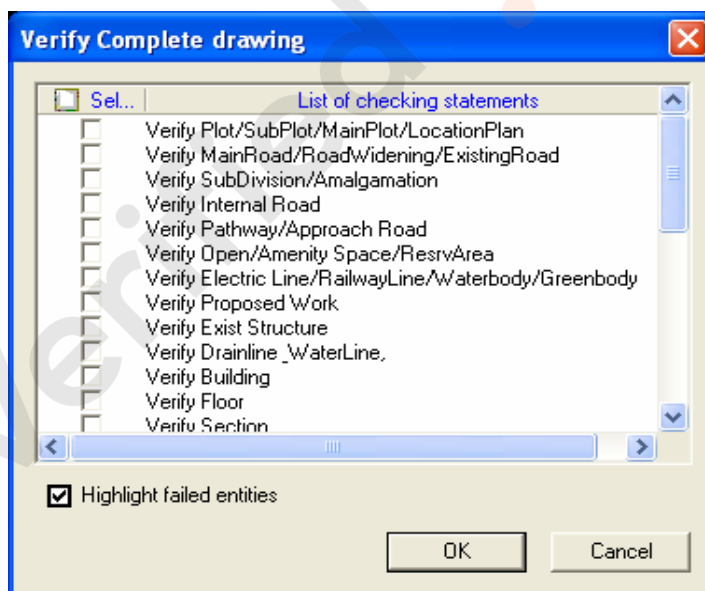


Figure 6: Verify the Current Drawing

In the "Verify All Drawing Dialog" you can select the layout or building objects to be checked. To view the result, press OK button. PreDCR will start checking all corresponding objects in the currently open drawing and then display the status as OK or list of failed objects with the reason of failing in the dialog as shown in Figure.



Figure 7: Failed Entity Information

**Show 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.

**Show PreDCR Report (PDCRRPT):**

This command will generate the PreDCR Report having all the Project details. All the verified and Failing entities having Information will be shown in this Report.

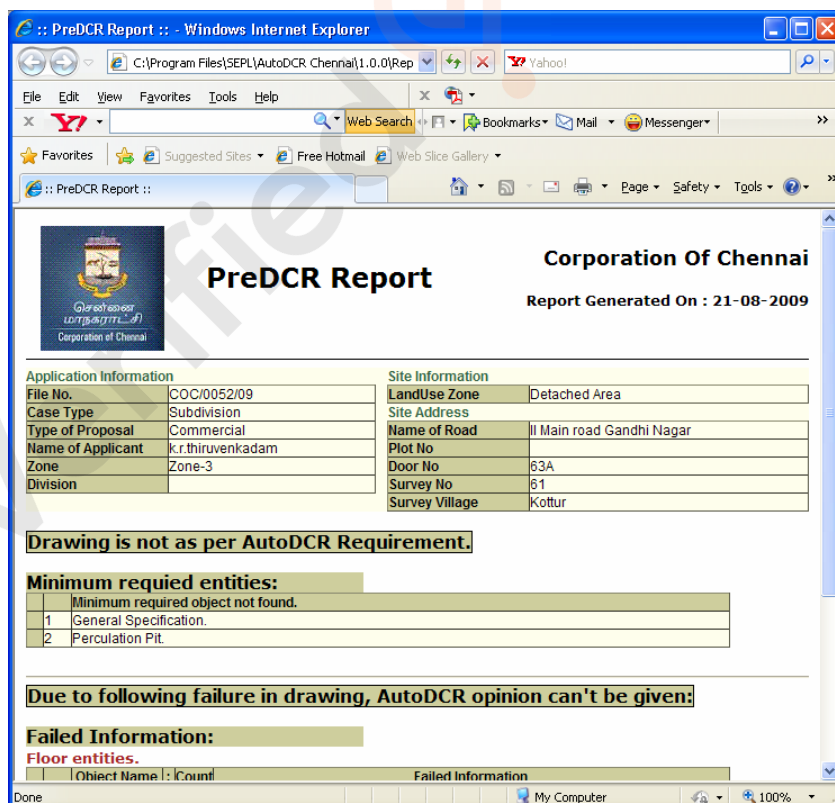


Figure 8: PreDCR Report

Use Special tools using PreDCR Menu

[Mark:](#)

[Insert:](#)

[Assign Name:](#)

[Tool:](#)

Use Mark tool using PreDCR Menu

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

[Other Plot Boundary:](#)

[Floor in Section:](#)

[Staircase:](#)

[FSI:](#)

[Ind.Unit:](#)

[Balcony:](#)

[Projection:](#)

[Bldg Line:](#)

[Main Road:](#)

[Road Widenings:](#)

[Existing Work:](#)

[Existing Structure:](#)

[SubStructure:](#)

[OtherDetail:](#)

[Margin:](#)

- **Other Plot Boundary:**
 - **As per Site:** Mark poly drawn on _Other Plot Boundary as per site.
 - **As per Revenue Record:** Mark poly drawn on _Other Plot Boundary as per Revenue Record
 - **As per Document:** Mark poly drawn on _Other Plot Boundary as per Document
- **Floor Section:**
 - **Floor to be demolished:** Mark Section floor as Floor to be Demolished when required.
- **Staircase:**
 - **Open Landing:** Draw diff poly for Open Landing Area on _Staircase Layer and Mark it as Open Landing
 - **Open Staircase:** Mark Stair Case as 'Open Staircase' when such Staircase is provided open.
 - **Fab/Spiral Staircase:** Mark Staircase as Fabricated or Spiral Staircase
 - **Marking to be provided in each Staircase**
 - **Intermediate Landing (PDCRMIL):** Mark Intermediate Floor Landing Width (Open Poly) inside staircase as Intermediate Landing.
 - **Flight Width (PDCRMFW):** Mark Flight width (Open Poly) inside staircase as Flight Width.
 - **Floor Landing (PDCRMFL):** Mark Floor Landing width (Open Poly) inside staircase as Floor Landing.

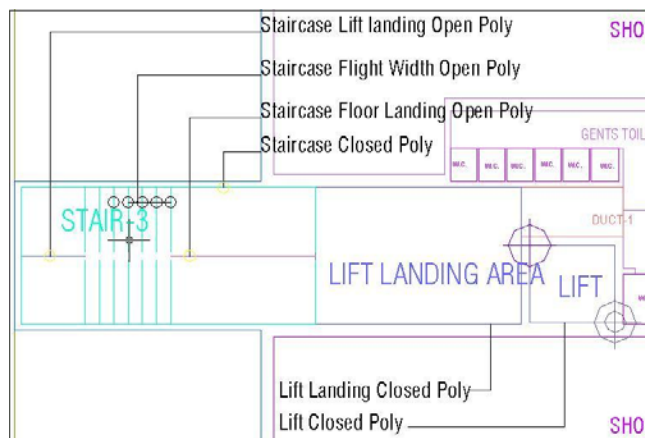


Figure 9: Staircase & Lift markings

- **FSI:**

- o **FSI-> Free FSI@ Basement Area:** Mark FSI as free FSI at Basement Floor.
- o **FSI-> Existing FSI:** Mark FSI as Existing FSI in case of Addition/Alteration
- o **FSI-> FSI to be Demolished:** Mark FSI as FSI to be Demolished in case of Demolition and Construction.
- o **FSI-> Normal (Default):** Use this marking to unmark above listed FSI

- **Ind.Unit:**

- o **Spited Tenement:** Mark more than one Ind.Unit for Splitted Tenement. i.e. When Tenement is having more than one Ind.Unit Poly e.g. Bungalow, Double Floor Flat.
- o **Normal (PDCRMNT):** Mark Ind.Unit as individual tenement (Default)

- **Balcony:**

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

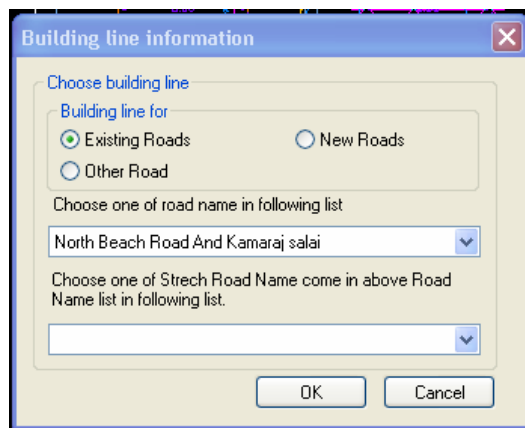
- **Projection:**

- o **F.Bed :** Mark Architectural Projection as Flower Bed
- o **Weather Shed:** Mark Architectural Projection as Weather Shed
- o **Wardrobes:** Mark Architectural Projection as Wardrobes
- o **Loft:** Mark Architectural Projection as Loft
- o **Cantilever Portico:** Mark Architectural Projection as Cantilever Portico
- o **Otta:** Mark Architectural Projection as Otta
- o **Arch. Projection:** Mark Architectural Projection as Arch. Projection
- o **Connecting Corridor:** Mark Architectural Projection as Connecting Corridor.

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

- **Bldg. Line:**

- o **Bldg Line :** Mark Bldg Line on specific Road using this tool.



- **MainRoad:**

- o **Abutting Passage:** Mark Main Road as Abutting Passage is Plot is accessing any Passage

- **Road Widening:**

- o **Taken In FSI:** Mark RoadWidening poly as Taken in FSI when RoadWidening area is considered for calculationg the Permissible FSI Area/Coverage area

- **Existing Work:**

This command is used to mark a part of Building as an Existing work.

When Any Existing Bldg detail is provided, draw each entity on PreDCR Layer and mark each of them as "Existing Work"

- **Existing Structure:**

- o **To be demolished** (PDCRMREXWD): Mark an Existing work which is to be demolished as "To be demolished".
 - o **To be retained** (PDCRMREXWR): Mark an Existing work as to be Considered for calculation without any corresponding Bldg Detail as "To be retained"

- **SubStructure:**

- o **Electric Room:** Mark Sub Structure as Electric Room
 - o **Transformer:** Mark Sub Structure as Transformer
 - o **Watchman cabin/Security Room:** Mark Sub Structure as Watchman cabin or Security Room
 - o **Servant Quarter :** Mark Sub Structure as Servant Quarter
 - o **Garage:** Mark Sub Structure as Garage
 - o **Rain Water Harvesting:** Mark Sub Structure as Rain Water Harvesting
 - o **Motor Room:** Mark Sub Structure as Motor Room
 - o **Septic Tank):** Mark Sub Structure as Septic Tank
 - o **Sewage Treatment Plant:** Mark Sub Structure as Sewage Treatment Plant
 - o **Lumber Room:** Mark Sub Structure as Lumber Room
 - o **Gate Pillars:** Mark Sub Structure as Gate Pillars
 - o **Lavatory:** Mark Sub Structure as Lavatory
 - o **Pebble Bed:** Mark Sub Structure as Pebble Bed
 - o **Solar Heating System:** Mark Sub Structure as Solar Heating System
 - o **Gymnasium:** Mark Sub Structure as Gymnasium
 - o **Generator Room:** Mark Sub Structure as Generator Room
 - o **AHU:** Mark Sub Structure as AHU
 - o **Electric/Switch Gear room:** Mark Sub Structure as Electric/Switch Gear Room
 - o **Letter Box Room:** Mark Sub Structure as Letter Box Room

- **Other Details:**

- o **Perculation Pit:** Mark closed Polyline around Sectional Detail for Perculation well as Perculation Pit Section
 - o **General Specification:** Mark closed Polyline around General Specification
- Note:** User has to make one Boundary around the details such as Column footing detail, Compound wall section, Elevation etc. which details are need to be taken in final Printing and which are not used in PreDCR Conversion.

- **Margin:**

Refer [Mark Margin Tool](#)

Use Insert tool using PreDCR Menu

Following commands are provided to insert various blocks/Text in your drawing.

[Parking:](#)

[Door:](#)

[Window:](#)

[Sanitation Text:](#)

[Direction Reference Circle:](#)

- **Parking:**

- o **Car:** Insert Car Parking Unit
- o **Two Wheeler:** Insert Two Wheeler Parking Unit
- o **Transport Vehicle :** Insert Transport Vehicle Parking Unit

- **Door:**

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



Figure 10: Insert Door

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

- **Window:**

- o **Window (PDCRIWNDNAM):** Use this command to insert Window Poly at specific. Window must be overlapped with Room at one side & at other side with the Entity from which Room is getting ventilation

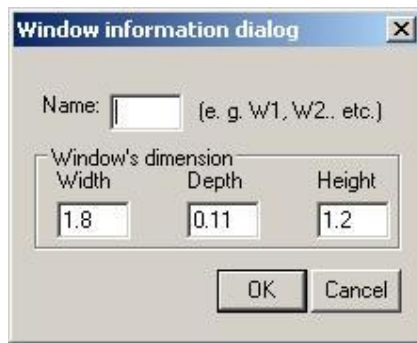


Figure 11: Insert Window

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

- **Sanitation Text:**

- o **Urinals:** Use this command to insert Text for Urinals for Sanitation for any Use except Residential Use.
- o **Water Closet:** Use this command to insert Text for WC used for Sanitation for any Use except Residential Use.
- o **Wash Basin:** Use this command to insert Text for WB used for Sanitation for any Use except Residential Use.
- o **Drinking Water:** Use this command to insert Text for Drinking Water for any Use except Residential Use.

- **Direction Reference Circle:**

- o **Direction Ref Point (Orientation) :** Use this command to insert Direction Ref Point (Orientation) inside Floor and PropWork.
- o **Common Point (Pivot) :** Use this command to insert Common Point (Pivot) inside Floor and PropWork.

Use Assign Name tool using PreDCR Menu

[Building and Prop.Work:](#)

[Room:](#)

[Floor Name:](#)

[Tank:](#)

- **Building and Prop.Work:**

- o **Building and PropWork (PDCRBLDPWNL):** Use this command to assign the names to Building and its corresponding PropWork at Layout.



Figure 12: Assign Building & Pwork Name

Note: Each Bldg & PWork(BUA in Layout) entity name must be assigned through PreDCR.

- **Room:**

- Use this command to assign names to Different Room

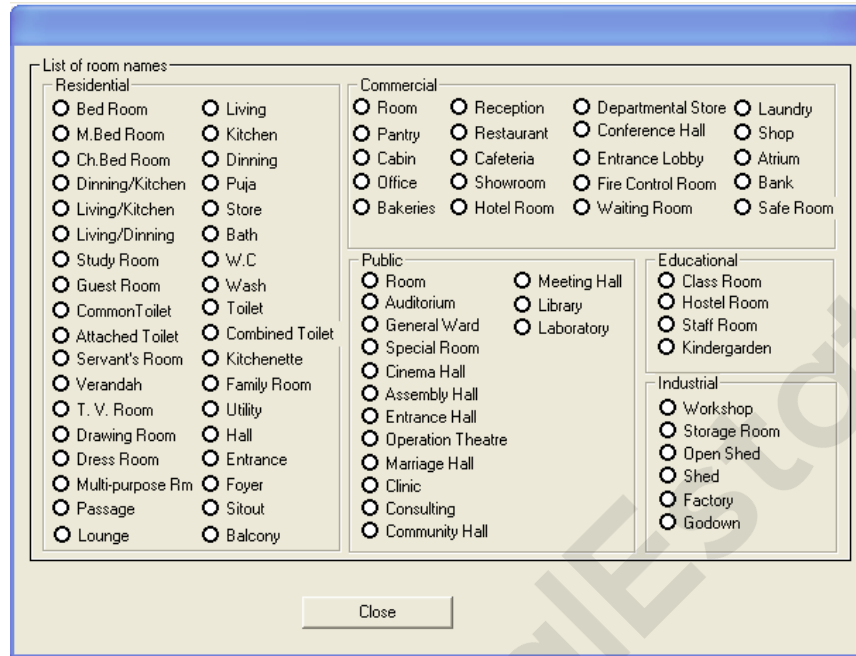


Figure 13: Assign Room Name

- **Floor Name:**

- Use this command to assign names to Floor and it's corresponding SectionFloors.

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

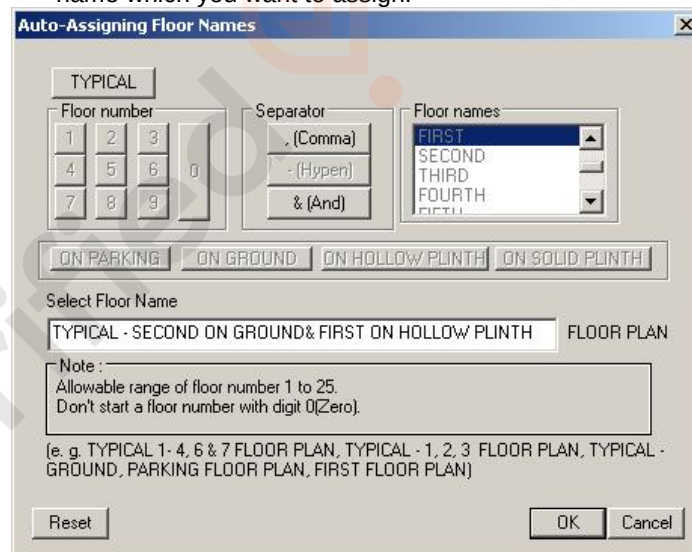


Figure 14: Assign Floor Name

- Each Floor-SectionFloor name must be assigned through Assign Name>Floor Tool.
- Each Floor & SectionFloor must be having same Floor name without any Spelling Mistake
- Typical Floor Name must be assign by using Comma, Hyphen and & through Assign Name>Floor

- **Tank:**

- Use this command to assign names to Different Tanks
While assigning name to Tank following Dialog Box appears. Select particular Tank name to assign.

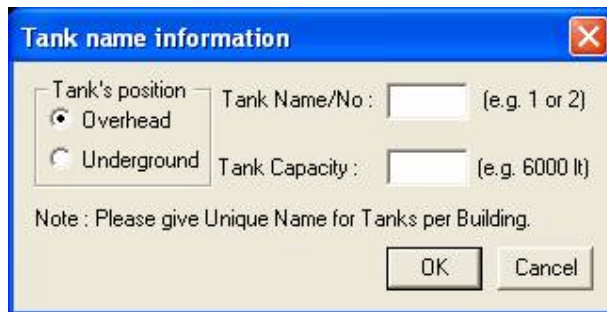


Figure 15: Assign Tank Name

Use other tool using PreDCR Menu

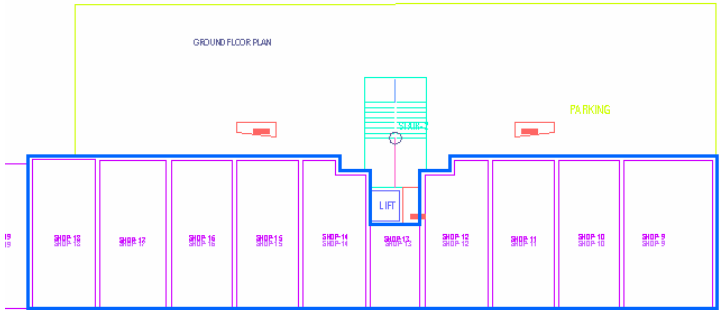
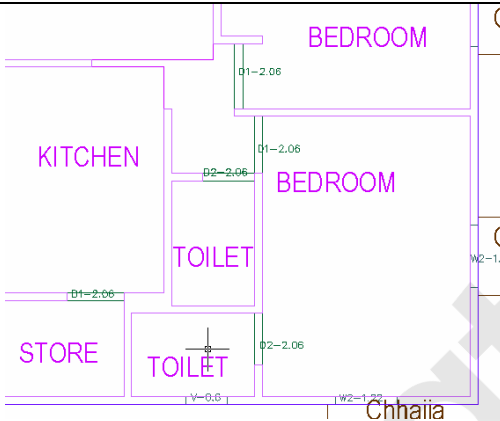
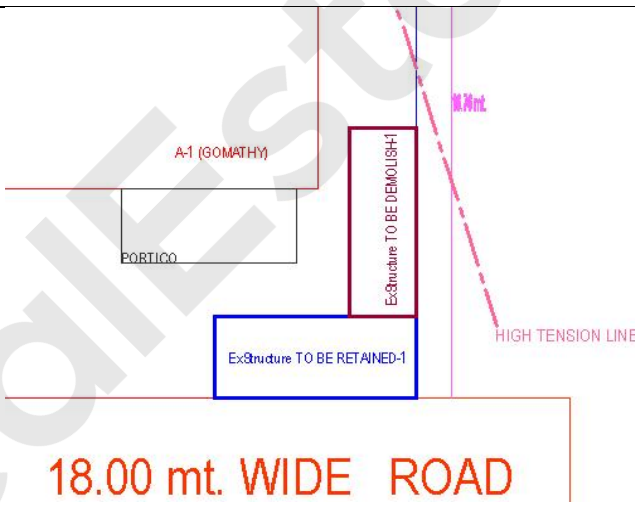
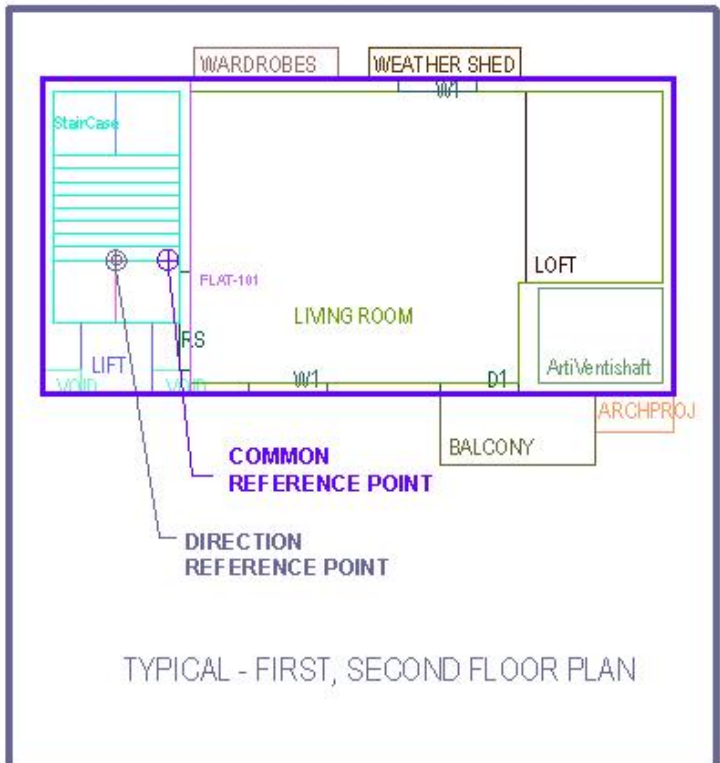
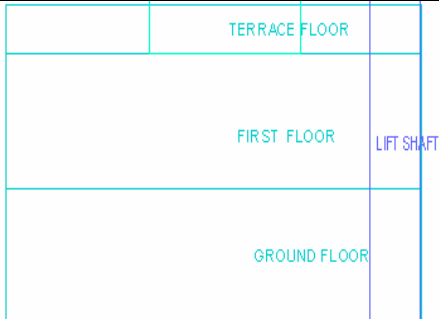
- **Give Unique no. to Parking (PDCRPKN):** This command is used to give unique numbers to different Parking Poly
- **Shortest distance (PDCRFSD):**
This command will find the shortest distance between two entities.
- **Show Only PreDCR Layers:**
 - **All PreDCR layers (PDCRSPL):**
This command will turn off all the layers in the drawing except PreDCR layers.
 - b. Building level layer (PDCRSBL):**
This command will turn on all the building plan level PreDCR layers in the drawing.
 - c. Layout level layer (PDCRSLL):** This command will turn on all the Layout plan level PreDCR layers in the drawing.
- **Show Only DCR Layers (PDCRSDL):**
This command will turn off all the layers in the drawing except DCR layers.
- **Show Only 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.
- **Show Objection List:**
This command will show you Objection List. Refer [Show Objection List](#)
- **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.

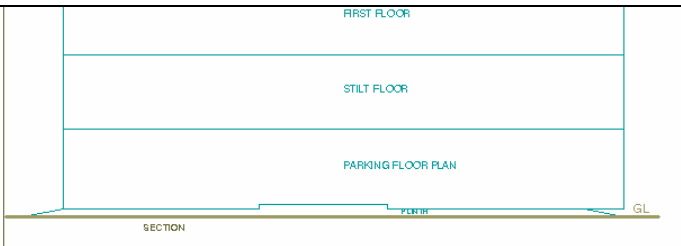
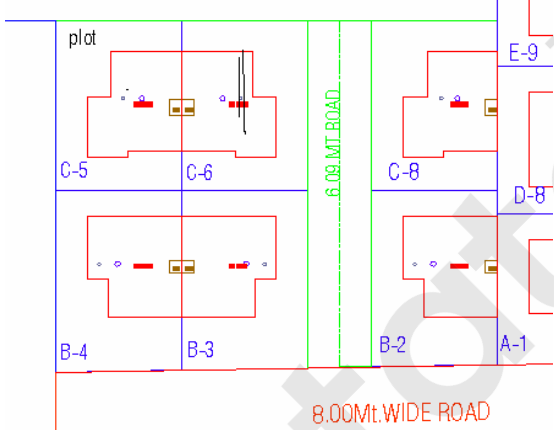
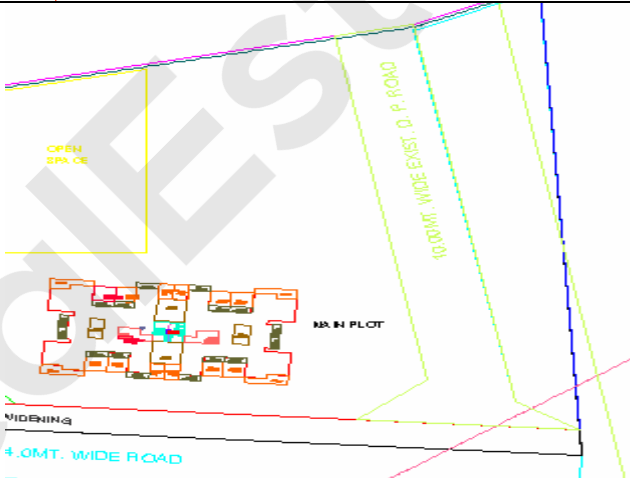
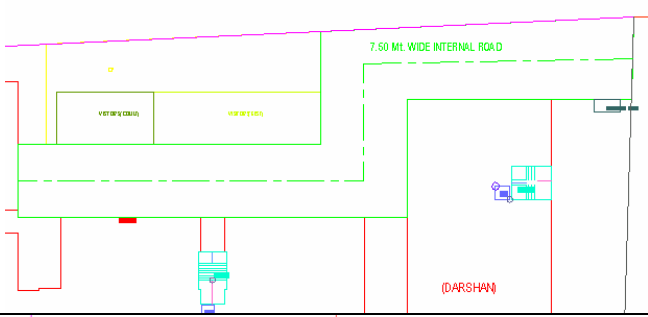
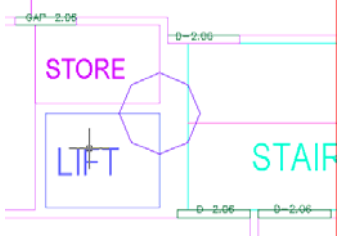
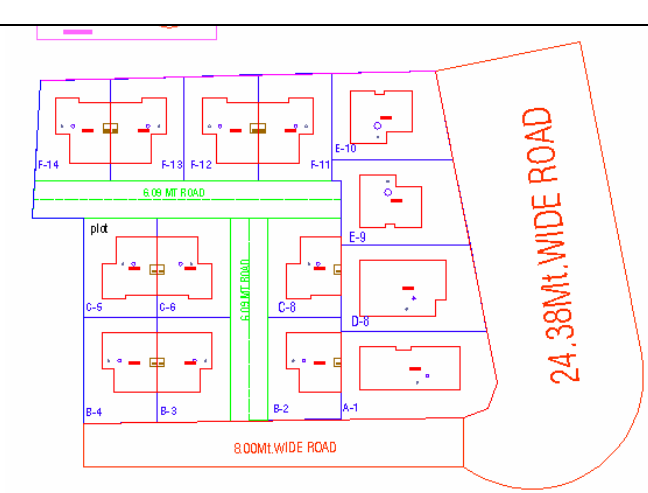
How To Draw As per AutoDCR requirement

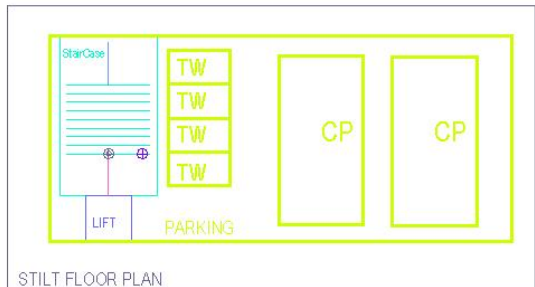
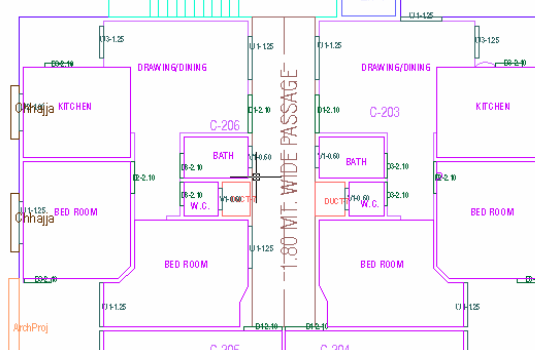
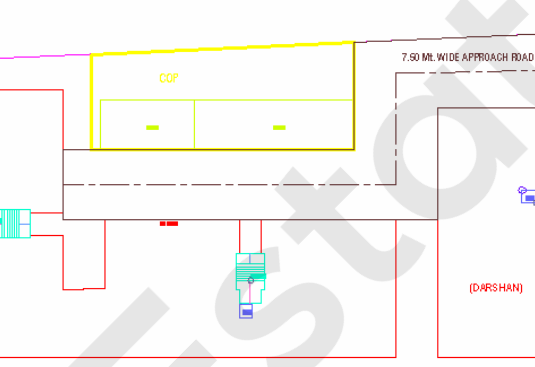
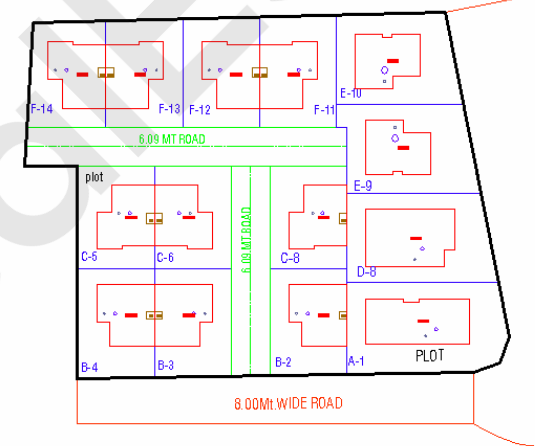
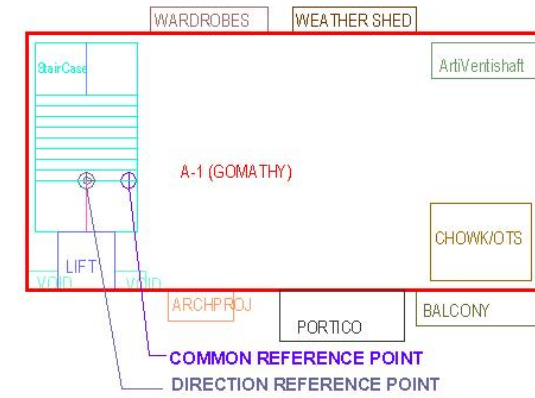
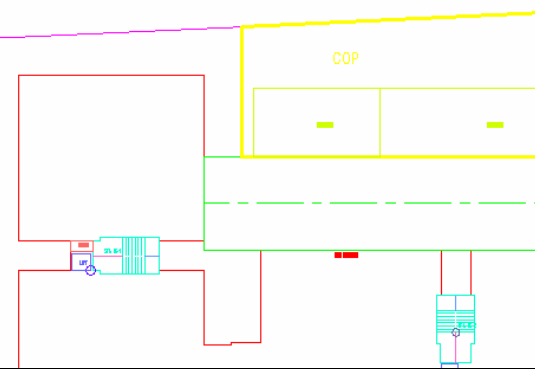
(Note : Main Entity Color must be ByLayer color , Where SubEntity on the same Layer would be having a different color)

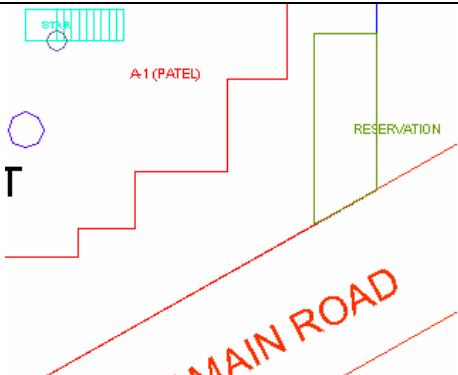
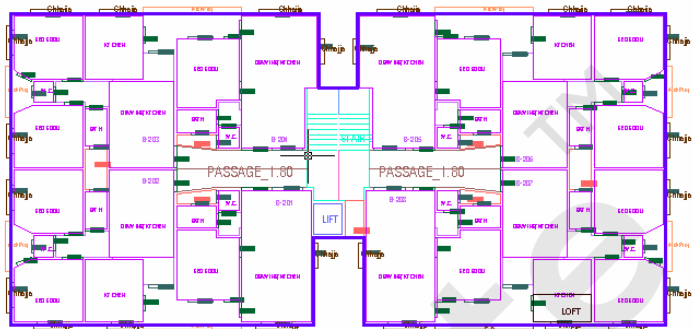
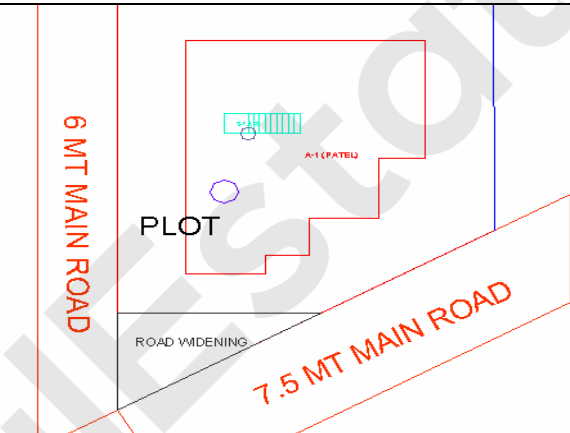
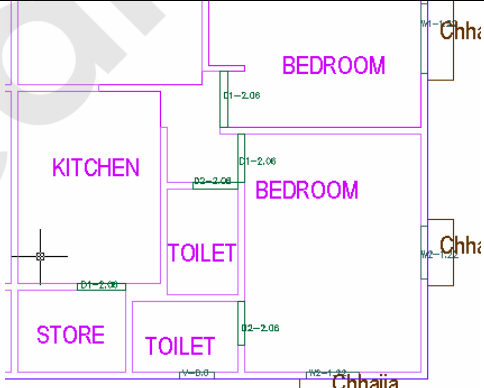
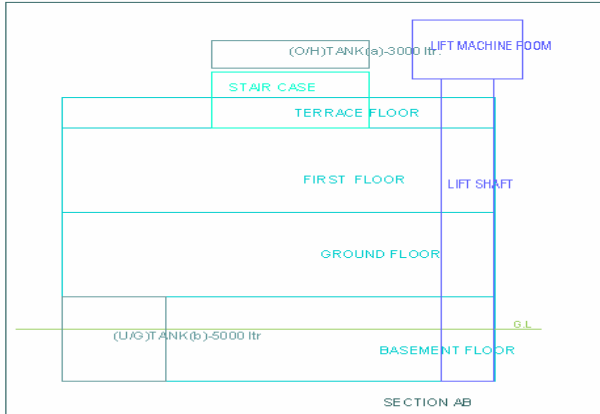
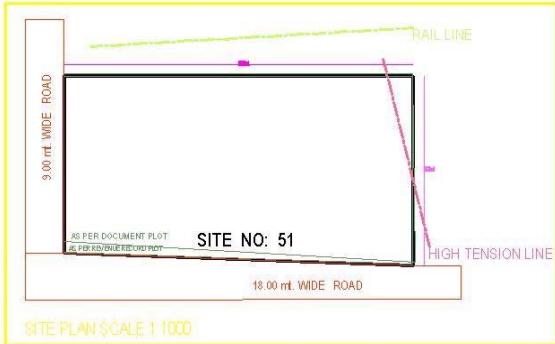
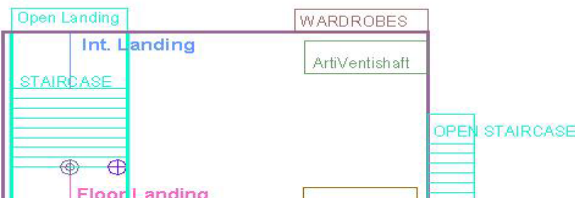
For Proposed Development Proposal:

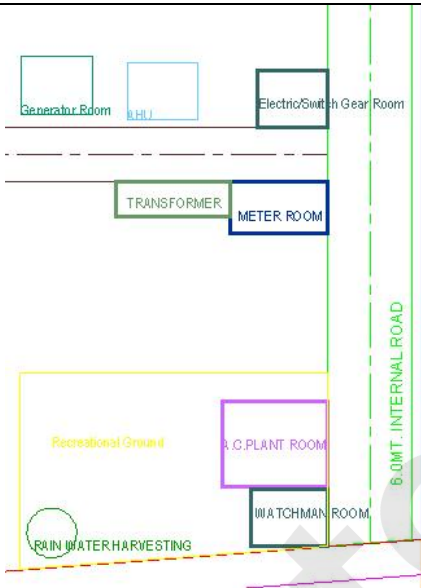
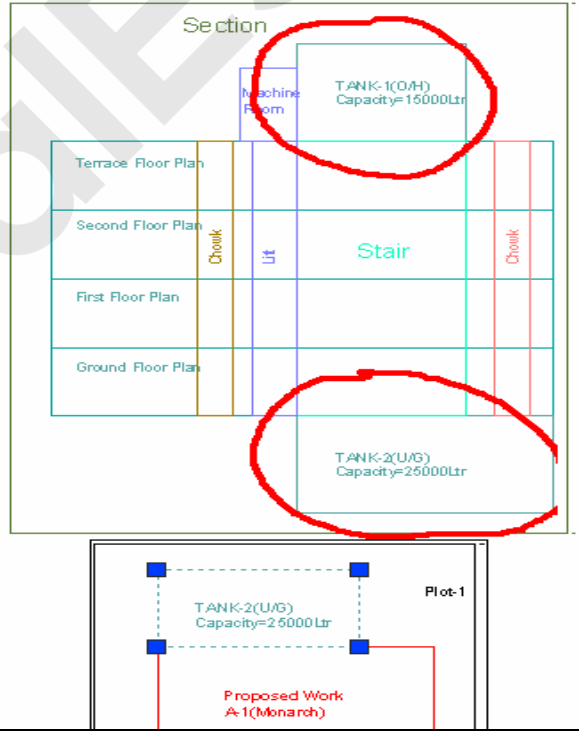
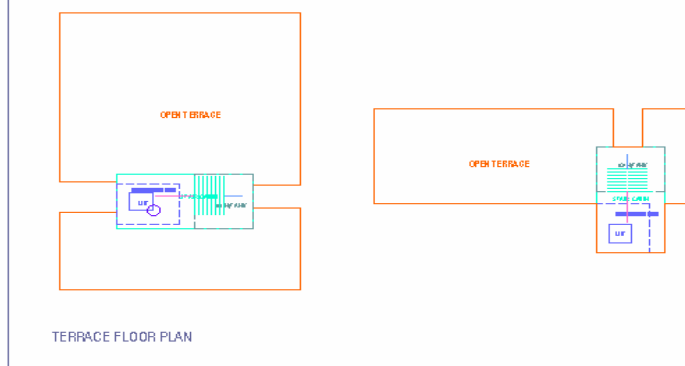
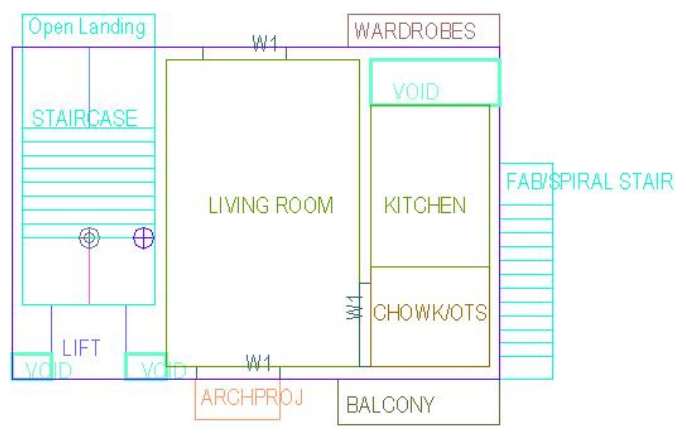
Layer name	Description	Naming Convention	
_Amenity	Draw amenity Space as closed polyline with Single Text/Mtext inside it on same layer.		
_ArchProj : • F.Bed • Weathershed • Wardrobe • Loft • Cantilevered Portico • Otta • Arch Proj. • Connecting Corridor	Draw Architectural Projections such as Weather shed , Flower-Bed, Wardrobes, Lofts, Portico, Otta, Architecture Projection and Connecting Corridor as Closed Polyline with Text inside it. (Projections except Arch. Proj. shall be drawn in described color not in ByLayer color)		
_ArtiVentiShaft	Draw a closed poly with Text for Artificial Ventilation Shaft or Duct.		
_Balcony • Service Verandah	Draw Each individual Balcony as closed Polyline with Text on same layer. • Service Verandah can be Marked by using Tool "Mark>Balcony> Service Verandah "		
_Building	Building poly is used to group all floor plans and sections of the same Building.(This is just a logical Group of Building). (Area or size of Building Poly does't have any meaning in AutoDCR)	Naming Convention Should be Provided A(Bldg.Name) inside Bldg. Poly	
_BurialPlaceLine	Draw Open Polyline with text for BurialPlaceLine		
_Ind.Unit	A Closed poly with Text on this layer represents a Builtup Area or Tenement Area. (It should cover total area of one Tenement) In case of Bunglow(Splited Tenement) give same text to all carpet poly inside one Bldg.		
_Chowk / _OTS	Draw Chowk/ OTS area as a closed Polyline with Text on _Chowk/_OTS Layer.		

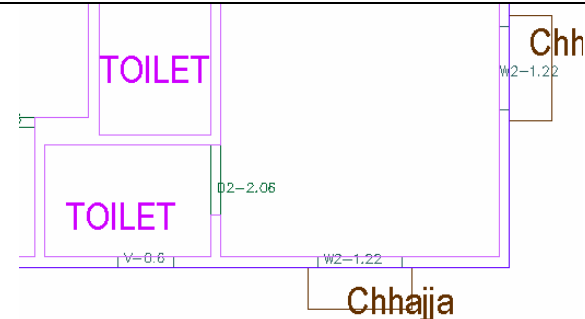
_CommFSI - Free FSI @Basement - Existing FSI	Draw a closed FSI PolyLine, which is used as a Commercial Purpose. (Line type of Existing FSI poly should be ACAD_ISI02W100)		
_CompoundWall	Closed polyline of compound wall to be drawn on this layer overlapping plot.	0.0m. high compound wall.	
_Door	Door shall be drawn as a closed polyline with Text. Door Height should be given in Text as described here. (Text's Insertion Point must be Inside Poly)	D-2.10 D1-2.10 FD-2.40 RS-2.50	
_Electricline	Electric line shall be drawn as open Polyline with Text whose insertion Point lies on the Polyline. (Note : High or Low Voltage capacity must be written at a starting of Text)	High Tension Line	
_ExStructure : - Exist.work To be Demolished - Exist.work To be Retained	Draw an Existing work as a closed Polyline with Text inside it.		
_Floor	Floor poly should be drawn as a closed Polyline with Text on same Layer. This is just a logical Group of all floor Entities. Common Reference Point Draw a circle on _ResiFSI layer inside each floor poly at the same point. You can draw it on common areas of the bldg. such as lobby, staircase, lift etc. Direction Reference Point Draw a circle on _Floor layer inside each floor poly at the same point. You can draw it on common areas of the bldg. such as lobby, staircase, lift etc. Note: Common Reference point & Direction Reference point must be inside Each Floor at same location Floor Name: Floor Plan will be automatically link with Section by matching the Floor Name. If the Floor is Typical Floor, It should be Named with Proper Naming convention. Naming Convention for Floors Normal Floor: X Floor Plan Typical Floor: TYPICAL-X,Y & Z FLOOR PLAN Note: - X represents the Floor Name or No. e.g. First or 1st - Typical Floor Name should be provided by using Hyphen(-), Comma (,) and (&) in proper manner. - Each Floor Plan must be having a corresponding Section Floor.	Naming Convention will be Provided as per shown in Description	
_FloorInSection	Section floor poly will represent each floor section with its name inside SectionFloor : Floor Plan will be automatically link with SectionFloor by matching the Floor Name. If the FloorPlan is Typical Floor Plan, It should be Named with Proper Naming Convention.	Inside SectionFloor: SECOND FLOOR, THIRD FLOOR, GROUND FLOOR.	

_GroundLevel	The Ground level line should be drawn as an open polyline in the section poly. Prop.Ht. will be considered from GroundLvl Polyline		
_IndFSI • Free FSI @Basement • Existing FSI	Draw a closed FSI Polyline, which is used as a Industrial Purpose. (Line type of Existing FSI poly should be ACAD_ISI02W100)		
_IndivSubPlot	For plotting layout draw individual subplots on '_indivsubplot' layer inside main plot which will be on '_Plot' layer.		
_IntDPRoad	Draw an Existing/Proposed DP Road as a closed Polyline with text inside it. (Note: Road width must be written at a starting of Text)	12.50 m wd. Existing Road	
_InternalRoad	Draw Each Internal Road as a Closed Polyline with Centre Line (Ltype- CentreLine) & Single Text inside each. (Road Width should come first in Text.)	7.50 mt. wd. Internal Road	
_Lift	A closed polyline on the inner dimensions of the lift should be drawn on this layer with Text. Lift. Machine Room shall be also drawn in same Layer with Text "Machine Room"(In Dashed line-line type) At terrace Floor & draw corresponding Machine room at Section		
_MainRoad	Draw Each Main Road (Abutting the Plot) as a Closed Polyline with Single Text inside each. (Road Width should come first in Text) (Building Line of Road can be mark by Mark>Bldg.Line tool)	12.00 mt. wd. Main Road	
_Marginline	Margin Polyline will be created by System (User need not do anything on this layer.)		
_NETPLOT	Netplot area is a Net area after Deduction of RoadWidening/Reservation From Gross Plot area		
_NotInProposal	Plot area which is not in possession or which is not in proposal to be drawn as a closed polyline on this layer.		
_OtherPLTBoundary	Draw closed Ploylines for Other Plot Boundary i.e. Plot area as per Document		

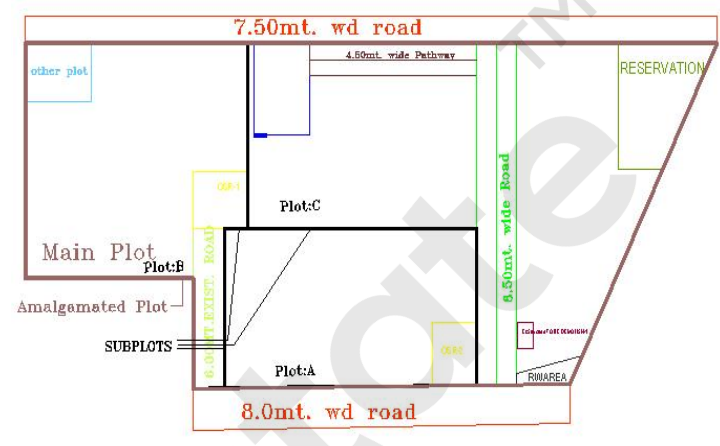
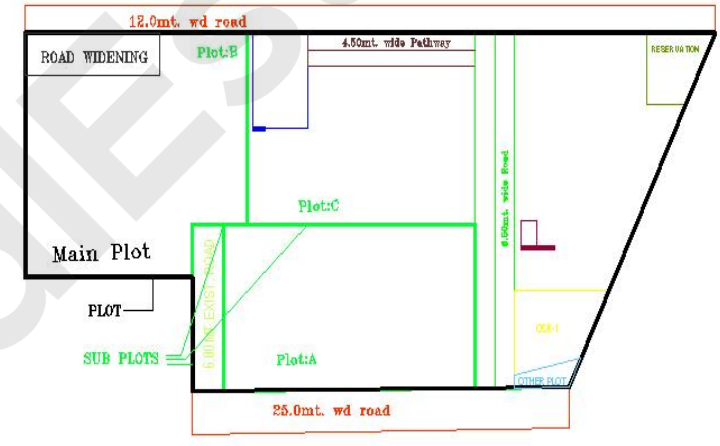
_Parking	Draw a closed Polyline for Parkings on “_Parking” Layer. You can also use Insert tool to insert Parking Poly in your drawing. Car Parking-CP, Two-Wheeler Parking-TW, Transport vehicle-TV		
_Passage	Draw Passage as a Closed Polyline with Centre Line (Ltype-CentreLine) & Single Text inside each.	Text should be start with width of Passage Ex.- 1.80mt. wide Passage	
_Pathway	Draw Approach road or Pathway as a Closed Polyline with Centre PLine (Ltype-CentreLine) & Single Text.	Text should be start with width of Pathway Ex.- 1.50mt. wide Pathway	
_Plot	Draw Plot as a closed Polyline with Text inside it. At Layout Plan & Key Plan		
_Podium	Draw closed Polyline for Podium Structure in Layout Plan		
_PropWork	Prop.work is a Built up area(Max.Coverage Area) For Each Building. Draw Prop.work as a closed Polyline with Text inside it. At Layout Plan Note: Common Reference point & Direction Reference point must be inside Prop.Work	Naming Convention Should be Provided A(Bldg.Name) inside Bldg. Poly & A-1(Bldg.Name) Inside Prop.Work Poly	
_RailLine	Railway line shall be drawn in the layout plan as a Open Poly (Ltype-CentreLine) & Text which insertion point lies on the Polyline. (Note: Railway Gauge must be written at a starting of Text)	XXX Metre Gauge Railway Line	
_Ramp	Draw a Ramp as a closed polyline with CentreLine (L-type-entreLine) & Text inside it in Plan. Draw RampSection as a closed polyline with Text same as in Plan.	At starting of ramp name you mention ramp Length n Height Ex.- 30.0mt. Long 1.80mt. High Ramp	
_RecreationalGnd	Draw a closed polyline on “_RecreationalGnd” Layer to represent reserved as recreational space.		

_ReservArea	If there is any Reservation Area in Plot, Reservation Area should be drawn as a closed Polyline with Text inside same Layer.	
_ResiFSI - Free FSI @Basement - Existing FSI	A Closed poly with Text on this layer represents a Residential FSI or Floor FSI. It will cover whole area which is considered in FSI Area per Floor. (Line type of Existing FSI poly should be ACAD_ISI02W100)	
_RoadWidening Taken in FSI	A closed polyline with Text around the RoadWidening area should be drawn on same Layer. Margin will be generated & checked from Roadwidening Poly by AutoDCR If Roadwidening area Taken in FSI consideration draw in colour-232	
_Room	A closed polyline for each room with its text inside should be drawn on this layer.	
_Section	Section poly should be drawn as a closed Polyline with Text on same Layer. It is used to group all Sectional detail like Floor Sections, Plinth, Staircabin, Lift ,machine Room etc. This is just a logical Group of Sectional Entity. (Note: Area or size of Floor doesn't have any meaning in AutoDCR)	
_SewageLine	Drain line shall be drawn as an open polyline on this layer.	
_SitePlan	The encapsulating poly around the Site/Key Plan with the Text & Scale inside it. (Note: Scale should be written as described. Scale:1:500)	
_SpecialUseFSI - Free FSI @Basement - Existing FSI	FSI ploy for all other building uses like educational, institutional etc. except resi.,comm. industrial use should be drawn on this layer. (Line type of Existing FSI poly should be ACAD_ISI02W100)	

_StairCase • Intermediate landing • Flight Width • Floor Landing	Total Staircase area should be drawn as a closed polyline with text inside it. This Main Stair Poly should contain Intermediate Landing as well as Floor Landing area inside. (<i>Intermediate Landing & Floor Landing Poly color should be as described</i>)	Give Proper Naming convention for other staircase like Open staircase, Open Landing, Fabricated/spiral staircase	
_SubStructure: • Elect.room • Transformer • Watchman cabin/ SecurityRoom • Servant Quarters • Garage • Rain water Harvesting • Motor room • A C Plant Room • Meter Room • Septic Tank • Sewage Treatment Plant • Lumber Room • Gate Pillar • Lavatory • Pebble Bed • Solar Heating System • Gymnasium • Generator Room • AHU • Electric/Switch Gear Room • Letter Box Room	SubStructures which are allowed in Margins or Layout & Free from FSI should be drawn as a closed polyline with text inside it. (Each SubStructure should be drawn As per described Colour)		
_Tank	Tank clear size should be drawn as a closed Polyline with Text on this Layer in Floor Plan/Layout Plan as well as Section with same Text. (Note: Tank No. & Capacity should be written in Text" For Overhead tank- (O/H)Tank(1)-5000Ltr. (* 1 is tank No.) For Underground tank- (U/G)Tank(1)-5000Ltr. (* 1 is tank No.)	Naming Convention will be Provided as per shown in Description	
_Terrace	Terrace should be drawn as a closed Polyline with Text on same Layer.		
_Void	Void should be Draw as Closed Poly with Text inside in same layer		
_WaterBodies	Water body should be Drawn in Close poly with text inside		
_WaterLine	Waterline shall be Drawn As open poly on this Layer		

_Window	Draw Closed Poly & insert Text in same Layer with window ht.	W-1.20,W1-0.90,V-0.60	
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For Land Division Proposal :

Layer name	Layer Colour	Description	Naming Convention	
_Amalgamation	ByLayer:33	For Amalgamation Proposal, Draw resulting Plot as a closed Polyline having Text/MText on _Amalgamation Layer Draw All Plots inside Amalgamation poly		
_SubDivision	By Layer:100	For Land Division Proposal, Draw each SubPlot (Subdivided Plot) as a Closed Polyline having Text/Mtext on _SubDivision layer Draw All Subplots inside Plot poly		

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