

Appendix E

Layer Naming Convention

Layer Naming Convention

Below is a list of the layer conventions that should be adopted for recording the AutoCAD digital topographical land survey details. The layer name shall first contain the layer names detailed below plus any other detail the Consultant may deem necessary (e.g. for a wall 0.4m thick = W-WALLLARGE 0.4m thick). While the list is quite extensive and the convention stipulated should be adhered to, it is the responsibility of the Consultant to ensure that any additional feature types encountered should be recorded also.

C1.1 Permanent buildings/structures	AutoCAD Layers
Archways, underpasses	B-UNDER
Bunkers	B-BUNKER
Buildings (at ground floor level), including those under construction	B-BUILD
Foundations	B-FOUNDATION
Overhead features, canopies, porches, etc.	B-OVERH (+detail)
Ramps, loading bays	B-RAMP
Ruins	B-RUIN
Steps	B-STEPS
Extent of bridge decks and their beams locations	B-BRGDECK
Bridge parapet and upstand	B-BRGPARAPET
Soffit levels sufficient to form the form of the arch/beam headroom	B-SOFFIT
Retaining wall, base	B-RWALLBASE
Retaining wall, top	B-RWALLTOP
Wing walls, their width and height	B-WINGWALL
C1.2 Temporary/mobile buildings	AutoCAD Layers
Garden sheds, greenhouses	B-SHED
Mobile buildings	B-MOBILEBLDG
Temporary buildings or structures	B-TEMPBLDG
Tented Structures	B-TEMPTENT
Steel Containers	B-STEELCONT
C 1.3 Visible boundary features -walls, fences, hedges	AutoCAD Layers
Site Boundary	F-SITEBDY
Fences – Timber Post and Wire	F-FENCETPW
Fences - Concrete Post and Wire	F-FENCECPW
Fences – Steel Construction	F-FENCEST
Stiles	F-STILE
Gate: direction of opening shown (separate layer depending on material, timber, steel etc)	F-GATE
Hedges, conventionalised below 0.5m width,	H-HEDGESMALL
Walls, greater than 0.25m thick	W-WALLLARGE
Walls, less than 0.25m thick	W-WALLSMALL
C1.4 Roads, tracks, footways, paths	AutoCAD Layers
Unpaved Road (with Text annotation)	R-ROADUNPAV
Bituminous Road (with hatch pattern)	R-ROADBIT
Concrete Road (with hatch pattern)	R-ROADCONC
Paving sets – (granite and bricks etc shown with hatch pattern)	R-ROADPAV
Road Channel	R-CHANNEL
Culvert	R-CULVERT
Cycleway – outer edges	R-CYCLE
Ditch – adjacent/parallel to existing road only	R-DITCH
Footway – back of (include details of crossings etc)	R-FOOTWAY
Kerb – top (along mainline carriageway)	R-KERBTOP
Pedestrian crossing –	R-PEDESTCROS

Road markings	R-ROADMARK
Safety fencing steel	R-FENCESTEEL
Safety Fencing Concrete	R-SFENCECONC
Tracks - outer edges	R-TRACK
Footpaths	R-FOOTPATH
Verge – back of	R-BVERGE

C1.5 Street Furniture	AutoCAD Layers
Bollards	R-BOLLARDS
Temporary Hoarding	S-THOARDING
Letter (post) boxes	S-POSTBOX
Marker posts along roadside	S-MILEPOST
Display boards	S-NOTEBOARD
Miscellaneous Poles	R-POLE
Road signs	R-ROADSIGN
Street name plates	R-ROADNAME
Signals – traffic (T)	S-SIGNAL-T
Signals – pedestrian (P)	S-SIGNAL-P
Litter bins	S-LITTERBIN
Reflector posts	R-REFLECTORPST
Seats	S-SEATS
Miscellaneous street furniture	S-MISCSF
C1.6 Utilities' plant and service covers where visible	AutoCAD Layers
Catchpit -Cover	D-CATCHPITSCOV
Catchpit -Invert	D-CATCHPITSINV
Cesspit	D-CESSPIT
Electricity cover – electricity supply	S-ELECCVR
Electricity pole -electricity supply	S- ELECPOLE
Electricity -pylon	S- ELECPYL
Electricity – substation	S- ELECSUB
Electricity cable overhead	S- ELECOV
Electricity duct underground (where known)	S- ELECDUCTUN
Fire hydrant	S-FIREHYDNT
Gully	D-GULLEY
Manhole -Cover	D-MANHOLECOV
Manhole -Invert	D-MANHOLEINV
Headwall – top of structure and invert level	D-HEADWALL
Street Lighting – Lamp Column	S-LAMPPOST
Telecommunication Control Panel/Exchange	S-TELCONTROL
Telecommunication pole	S-TELPOLE
Telecommunication inspection cover	S-TELCOVER
Telephone call box	S-TELPHBOX
Telecommunication cable overhead	S-TELOVR
Telecommunication duct underground (where known)	S-TELDUCTUN
Water valves – (Separate Layer for Each Type)	S-WATERVALVE
Water meters	S-WATMET
Miscellaneous – chamber cover etc	S-MISC
C1.7 Ground Conditions	AutoCAD Layers
Rich soil grassed (with text annotation details)	G-GRASSED
Marshland (with text annotation details)	G-MARSH
Desert (with text annotation details)	G-DESERT
Scrubland (with text annotation details)	G-SCRUB

Derelict land areas (with text annotation details)	G-DERELICT
Miscellaneous (with text annotation details)	G-MISC
C1.8 Isolated trees, wooded areas, limits of vegetation	AutoCAD Layers
Bushes -isolated	V-BUSH
Trees -mature	V-TREEMATURE
Trees -canopy	V-TREEMATURE
Trees – recent	V-TREERECENT
Trees – young saplings	V-TREESAPLING
Hedges	V-HEDGE
Tree trunk largest girth size	T-TREEGIRTH
Tree species	T-TREESPECIES

C1.9 Pitches/recreation	AutoCAD Layers
Recreation fields	X-RECFIELD
Goal Posts, Floodlights, miscellaneous features	X-RECMISC
C1.10 Water course features	AutoCAD Layers
Pond/lake – top of bank	D-LAKETOP
Pond/lake – water level	D-LAKEWAT
Pond/lake -bed level	D-LAKEBED
Pumps	D-PUMP
Reservoir	D-RESERVOIR
River -top of bank	D-RIVERTOP
River -water level	D-RIVERWATER
River -bed level	D-RIVERBED
River -direction of flow – AutoCAD only	D-RIVERFLOW
Streams and ditches -top of bank	D-STREAMTOP
Streams and ditches -water level	D-STREAMWATER
Streams and ditches -bed level	D-STREAMBED
Streams and ditches -direction of flow	D-STREAMFLOW
Wells	D-WELL
Springs	D-SPRING
C1.11 Earthworks	AutoCAD Layers
Bank bottom	E-SLOPE-BOTM
Bank top	E-SLOPE-TOP
Construction mound – top and bottom	E-MOUND
Quarries, pits and mineral workings (outer periphery)	E-QUARRY
Rock outcrops (with text annotation)	E-ROUTCROP
C1.12 Industrial features	AutoCAD Layers
Miscellaneous -overhead pipes/cables	S-OVERMISC
Water Supply/Treatment-work Tank	S-WATERTANK
Industrial -Miscellaneous	S-INDMISC
C1.13 Railway features	AutoCAD Layers
Rail -top	I-RAILLVL
Level crossing extremities	I-LEVELXGS
Cable ducts including under track crossing	I-DUCTING
Signals hut	I-RAILHUT
Signal box	I-SIGNALBOX

Railway Telephone	I-RAILTELEPHONE
Railway camera	I-RAILCAMERA
Railway marker post	I-RAILMARKERPOST
Railway -Miscellaneous	I-RAILMISC
C1.14 Spot levels and contours	AutoCAD Layers
Spot levels – to be used in all open space areas	L-SPOTLEVEL
Contours – Prominent 1m interval	C-CONTOURP
Contours – Regular 0.2m interval	C-CONTOURR
C1.15 Control points	AutoCAD Layers
Ground Control Points	O-GRNDCTRLPOINTS
Permanent Ground Markers	O-PGRNDMARKS