VicMap Shape Files import to OCAD Professional for Orienteering
18-May-16 - Rev. 35

Terminology
- 1. Layer = group of entities
  - Water area ...
  - VicMap determines geo type e.g. Polygon
- 2. Entity = OCAD generic symbol
  - Lake, Wetland ...
- 3. Attribute = entity info
  - name, usage ...

Layers
- OCAD Shape import
  - Selected via code in table
  - *Use layer information from field* — often FEATURE_TYPE_CODE (FTYPE_CODE)
  - *Map | Convert Layers to Symbol* to assign symbols to the imported data. — use CRT file for efficiency
  - database — needed only for text such as names
    - dBase OK but slower than Access — not 64-bit
    - Access — 64-bit with Access 2010 needs Access 2007 32-bit
    - dBase code page ex VicMap is None

legend
- not relevant
- initial symbol, will need field check
- ... others rarely used
- *italics* OCAD menu item

databases
- need dBase code page (A) — if using Excel/Access

Elevation
- Elevation
  - layers — FTYPE_CODE
    - EL_CONTOUR
      - contours
      - index contours
    - EL_GRND_SURFACE_POINT
      - Point
      - spot heights
      - ...
    - EL_MORPHOLOGY_LINE
      - Line
      - cliff
      - cuttings 1 & 2 sides
      - embankments 1 & 2 sides
      - levee bank
      - ...
  - ArcV2CAD — contour labels
    - text labels
    - specify
    - This is a labels theme
    - Angle
    - Output text labels only

See also

Property
- CAD_AREA_BDY — Property boundaries only — no db, no layers
- Properties/Parcels
- Crown Land Tenure

Vegetation
- LAYERS
  - PLANTATION
    - Tree-density
      - Dense
      - Medium density
      - Scattered
    - PLNTN_TYPE
      - Softwood
      - Hardwood
    - FEATSUBTYP — Plantation
    - FTYPE
      - Plantation — zoomed in?
      - Agricultural area — zoomed out?
      - Forest cover
      - seems same area but dependent on whether zoomed in or out
  - TREE DENSITY
    - FTYPE_CODE — Forest
    - TREE_DEN
      - Dense
      - Medium
      - Scattered
      - and track names !

Features
- FTYPE-CODE — Layers
- PL_PLACE_AREA_POLYGON — BUA (built-up area)
- Point features
  - Names could be of use for some
  - Note sub code enables selection of name for map broad scale

Hydro
- HY_WATERCOURSE
  - LAYERS — FTYPE_CODE
    - river — 305 crossable watercourse
    - river area — 304 uncrossable river (same as 301 lake)
    - stream — 306 crossable small watercourse
    - stream, channel — 307 minor water channel
    - drains (too minor?)
    - connectors are artifices - non-visible
  - NAME — for stream names
    - but OCAD lists each one which is a lot of work converting
    - via Arcv2CAD
- HY_WATER_AREA_POLYGON — LAYERS
  - FTYPE_CODE
    - wb_lake, waterbody
      - 301 lake
      - OG 301 lake
      - feature-type of WB_VOID indicates an island or similar within the waterbody
    - flat_sti — crossable marsh else leave out
    - wetland — uncrossable marsh
    - pondage — pond
    - watercourse_area_river — infill for large rivers
  - NAME — for river, lake names
- Water point
  - FEATURES
    - waterbody point (farm dam) — 303 waterhole if relevant
    - spring — 313 spring
    - rapids — not usually relevant
    - waterfall — 314 special water feature — if relevant
  - NAME — for names
- Navigation Point — if sea or navigable lakes
- Navigation Line — if sea or navigable lakes
- Water Structure Line
  - if sea or navigable lakes
  - hydro dams
- Water Structure Area
  - large water tanks
  - hydro dams
- Water Structure Point
  - swimming pools
  - locks

Transport

Roads
- LAYERS
  - CLASS-CODE — = VIC road classes
  - F-TYPE — gives a roads layer and a bridges layer
    - if bridges desired then convert just the bridges layer
    - Or use Infrastructure file instead
  - TYPE — Street, Road etc
  - NAME — road name
    - position inline with NAME to save some moving
    - position above poly line for best placement
  - tr-roads: Roads, tks line
- Infrastructure — bridges etc - may be useful
- Names — Use Arcv2CAD
  - Settings
    - use Database facility although likely considerable name overlap
    - use EZ_ROADNAME — Text not Line text
    - 10x overlap seems reasonable
    - Object | Find & Replace Text to remove UNNAMED
      - use REPLACE ALL with nothing in replace field
    - ibid to remove FIRE TRACK if desired
    - option convert ROAD to RD — or ROAD etc to zlch

Rail
- LAYERS
  - FTYPE_CODE
    - railway
    - rail_trail
    - bridge_rail_o
    - bridge_rail_du
  - NAME — via OCAD
- Import TR-RAIL
  - Extract shape names (A)
  - Import DXF to OCAD — load TR-RAIL & apply settings
  - via Arcv2CAD DXF no Line Text
- tr-rail: line — live & dismantled, sidings
- Infrastructure — stations
- Names — Use Arcv2CAD
  - Settings similar to Road
  - use Database facility although likely considerable name overlap