



## ***Feature Code List Format (\*.FCL)***

- ***Introduction***
- ***Format Structure***
  - ***Examples***

## ***Introduction***

The Carlson Field Code List File (\*.fcl) is a comma delimited ASCII file. Each line of the file represents a separate field code.

## ***Format Structure***

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Code	Polyline (Y/N)	Polyline is 3D (Y/N)	Layer Name	Full Text
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- **Code:** The first entity of the line is the code itself. The maximum size of the code is 19 characters.
- **Polyline (Y/N):** The second entity determines if the code is a polyline or not and is either a “Y” or “N” character. “Y” means “Polyline On”, “N” means “Polyline Off”.
- **Polyline is 3D (Y/N):** The third entity only applies if the code is a polyline and determines if the line drawn will be 3D or 2D. “Y” means “3D Polyline”, “N” means “2D Polyline”.
- **Layer Name:** The fourth entity is optional. This is the layer name for which line work for this code will be drawn. Older versions of the fcl file will not have this field. If this field is not found, the default layer name is the code name itself. The maximum size of the layer name is 39 characters.
- **Full Text:** The final entity is the full text of the code. This may be the fourth or fifth entity, but it is always the last entity. The maximum size of the full text is 99 characters.

## ***Examples***

- **Layer Names in FCL File**  
AC, N, N, Pavement, Asph Conc  
AT, N, N, Control, Aerial Target  
B, Y, Y, Building, Building Face  
BO, Y, Y, Overhang, Building Overhang  
BW, Y, Y, Concrete, Back of Walk
- **Layer Names NOT in FCL File**  
AC, N, N, Asph Conc  
AT, N, N, Aerial Target  
B, Y, Y, Building Face  
BO, Y, Y, Building Overhang  
BW, Y, Y, Back of Walk