

Author: Christian Mikovits

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urbandevelBuilding

Overview

This module generates buildings on existing parcels.

Description

The buildings (FACE) are created on existing parcels (FACE). It consists of the following options to be defined in the module configuration: - on Signal [BOOL]: if TRUE at a given 'ratio' [0-1] defined in the module settings.

Usage

Options

- 'on Signal': BOOLEAN [0/1]
built houses only if indicated by PARCEL.status equals the needed buildingtype which is defined by the SUPERBLOCK
- 'Parameters from City': BOOLEAN [0/1]
defines if the parameters (description below) should be taken from the CITY view.
- 'create Population': BOOLEAN [0/1]
should population values be taken from CITY.cyclepopdiff and distributed
- 'offset': DOUBLE [0.1-0.9]
- 'stories': INT [>1]
- 'year': INT
- 'space per person': INT
- 'check type (ignore if empty)': STRING

Input

Needed Views:

- CITY
 - cyclepopdiff (optional)
 - required_space (optional)

- year (optional)
 - offset (optional)
- PARCEL
 - status
- BUILDING (optional)

Output

- PARCEL
 - status
 - BUILDING (link)
- BUILDING
 - centroid_x
 - centroid_y
 - year
 - stories
 - A_roof
 - Aeff_roof
 - A_road
 - Aeff_road
 - A_imp
 - Aeff_imp
 - PARCEL (link)

The user has to provide

Example