**Scenario 3 – Data description**

1. **Road network:**

Name of shape file: RoadNetwork\_3

|  |  |  |
| --- | --- | --- |
| NO | Name of column | Description |
| 1 | Name | Name of road |
| 2 | Start | Start point of road |
| 3 | End | End point of road |
| 4 | Type | Type of road: Bridge, road, tunnel. |
| 5 | District |  |

Diagram

Description automatically generated

1. **Land use:**

Name of shape file: LandUse\_3

|  |  |  |
| --- | --- | --- |
| NO | Name of column | Description |
| 1 | TypeCode | Classification code of land use function |
| 2 | LandUseTyp | Land use type |
| 3 | Storey | Maximum number of floors. |
| 4 | Height | Maximum height in the planning (meter) |

A close-up of a map

Description automatically generated with medium confidence

1. **Building:**

Name of shapefile:Building\_3.shp

This layer covers information about parcels and the construction base for scenario 3. (the interactive area is changed, the remaining area is taken from scenario 0.

|  |  |  |
| --- | --- | --- |
| NO | Name of column | Description |
| 1 | TypeCode | Classification code of land use function |
| 2 | LandUseTyp | Land use type |
| 3 | Storey | Maximum number of floors. |
| 4 | Height | Maximum height in the planning (meter) |
| 5 | B\_Area | Building footprint (m2) |
| 6 | BuildingTy | Building types: NO [ nomal], KD [the building’s podium], KT [ the building’s tower] |

A picture containing map

Description automatically generated