Property Analysis Procedure: Output

1. Get Search/Click Location Lon(x),Lat(y) Lon(x),Lat(y)
   1. Check Location is in supported Municipality Toronto
2. Get GIS Property Points Array in selected Property Property **points**
   1. Join previously selected Properties Joined property
3. Get GIS Address Address
4. Get GIS Zoning Data Various: see below
5. Get GIS Zoning Height Height, Storeys
6. Get GIS Existing Building Polygon, Height, Elevation
7. Create TestPolygon - simplified for Analysis prelim TestPoly
   1. purge colinear
   2. kinks
   3. Wind polygon points CW
8. Get GIS Neighbour Zone/Street Neighbour Street/Cat
   1. if Street:
      1. Get Street Name
      2. Get Street Code (ave, street, lane)
      3. Get Street Width
      4. Get Neighbour Zone Cat beyond Width
   2. if !Street:
      1. Get Neighbour Zone Cat
9. Rewind TestPolygon to face Major Street TestPoly
10. Write Input Data for Zoning Parsing input Zoning Data
11. Parse By-laws output Zoning Data
12. Generate Building Massing input User
    1. Typology (podium, apt, town...) output Building Data
    2. Optimize
    3. Corner
    4. Parking
    5. Height/Storeys
    6. Retail
    7. Unit Size
    8. Unit Mix
    9. Density
13. Generate Proforma Spreadsheet
14. Generate Report PDF Report

// ZONE

//    0  OBJECTID   = OBJECTID  (Unique system identifier)

//    1  GEN\_ZONE   = ZN\_LU\_CATEGORY  (Type of Zone)

//    2  ZN\_ZONE    = ZN\_ZONE  (Specific Zone)

//    3  ZN\_HOLDING = ZN\_HOLDING

//    4  HOLDING\_ID = ZN\_HOLDING\_NO  (Holding By-law ID)

//    5  FRONTAGE   = ZN\_FRONTAGE  (Minimum Lot Frontage)

//    6  ZN\_AREA    = ZN\_AREA

//    7  UNITS      = ZN\_UNIT\_COUNT  (Number of dwelling units permitted)

//    8  DENSITY    = ZN\_FSI\_DENSITY  (Ratio of building floor area to lot area)

//    9  COVERAGE   = ZN\_COVERAGE  (Percent of lot covered by buildings)

//    10 FSI\_TOTAL  = FSI\_TOTAL

//    11 PRCNT\_COMM = FSI\_COMMERCIAL\_USE  (Percent Commercial floor area)

//    12 PRCNT\_RES  = FSI\_RESIDENTIAL\_USE  (Percent Residential floor area)

//    13 PRCNT\_EMMP = FSI\_EMPLOYMENT\_USE  (Percent employment floor area)

//    14 PRCNT\_OFFC = FSI\_OFFICE\_USE  (Percent office floor area)

//    15 ZN\_EXCPTN  = ZN\_EXCPTN

//    16 EXCEPTN\_NO = ZN\_EXCPTN\_NO  (Exception ID)

//    17 STAND\_SET  = STANDARDS\_SET  (Development Standard ID for Commercial)

//    18 ZN\_STATUS  = ZN\_STATUS

//    19 ZN\_STRING  = ZN\_STRING

//    20 AREA\_UNITS = ZN\_AREA\_UNIT  (Area Units)

//    21 ZBL\_CHAPTR = ZBL\_CHAPTER  (Reference to Chapter)

//    22 ZBL\_SECTN  = ZBL\_SECTION  (Reference to Section)

//    23 ZBL\_EXCPTN = ZBL\_EXCPTN  (Reference to Exception)

//class zoningInfo: NSObject {

//

//    // MAP INPUT

//    var zMuni = String("")  // Muncipality ie. "Toronto"

//    var zGenl = String("")  // Zone Type

//    var zZone = String("")  // Zone Specific

//    var zFrnt = Float(0)    // Frontage

//    var zArea = Float(0)    // Lot Area

//    var zDens = Float(0)    // Density Total

//    var zDCom = Float(0)    // Density Comm

//    var zDRes = Float(0)    // Density Resi

//    var zStdS = Float(0)    // Standard Set

//    var zExCh = String("")  // Exception Chapter

//    var zExSe = String("")  // Exception Section

//    var zExEx = String("")  // Exception Exception

//    var zPolc = Float(0)    // Policy Area

//    var zFSIc = Float(0)    // FSI coverage

//    var zHeit = Float(0)    // Height

//

//    // MAP CALCULATE

//    var zNcat = [String](count:4, repeatedValue:"")  // Neighbour Cat: Front,Right,Rear,Left

//    var zNca2 = [String](count:4, repeatedValue:"")  // Neighbour Cat beyond Lane

//    var zLanW = [Float](count:4, repeatedValue:0)    // Rear Lane/street width (0 if no lane)

//    var zLotD = Float(0)    // Lot Depth

//

//    // OUTPUT

//    var zSbmn = [Float](count:4, repeatedValue:0)    // Min: Front,Right,Rear,Left

//    var zSbmx = [Float](count:4, repeatedValue:0)    // Max: Front,Right,Rear,Left

//    var zHfst = Float(0)    // min First Storey

//    var zRAng = Float(0)    // Rear Angular Plane starting height

//    var zFAng = Float(0)    // Front Angular Plane Percentage

//

//    // BUILDING INPUT .... assume 0 until building() changes assumption

//    var zUnit = Float(0)    // Total number of units

//    var zWind = [true,false,true,false] // Window: Front,Right,Rear,Left

//

//    // BUILDING OUTPUT .... assume 0 until building() changes assumption

//    var zGFAg = Float(0)    // GFA gross

//    var zAind = Float(0)    // Indoor Amenity

//    var zAout = Float(0)    // Outdoor Amenity

//}