

Legend

Utility_Point

- ◆ <all other values>
- DXF_LAYER*
- ✕ ANTENNA
- CATCH_BASIN
- ✕ COMMUNICATION_TOWER
- ⊖ CROSS_COUNTRY_POLE
- FIELD_EDITED_CATCHBASIN
- ⊙ FIELD_EDITED_MANHOLE
- ⚡ FIRE_HYDRANT
- 🚩 FLAGPOLE
- 💡 LIGHT_POLE
- ⊙ MANHOLE_UNKNOWN
- POST
- ⊖ TRANSMISSION_TOWER
- ⚡ UTILITY_POLE

Utility_Line

TYPE

- === CULVERT
- PAVED_DRAIN
- PIPELINE
- POWER_SUBSTATION
- TANK_STORAGE
- Easements
- Town Grid
- Newtown Town Line
- Road Centerline
- Parcels

DXF_LAYER

- BNDR_LEADER

Planimetric Line

- <all other values>
- TYPE*
- BRUSH_LINE
- CULTIVATED_FIELDS
- === DAM
- ←✕ FENCE
- GUIDERAIL
- PILE_DEBRIS
- QUARRY
- RAILROAD
- RETAINING_WALL
- ⋯ STONEWALL
- TRAIL
- UNKNOWN
- WALL
- Streams

Tree_Point

- ◆ <all other values>
- TYPE*
- 🌲 TREE_CONIFER

Buildings

- <all other values>

TYPE

- BUILDING
- DECK
- PATIO
- POOL
- CONC_SLAB
- FOUNDATION
- GREENHOUSE
- RUINS
- STEPS
- COURTYARD

Newtown_Contours_Line

- <all other values>

TYPE

- 10FT_APPROX_CONTOUR
- 10FT_CONTOUR
- 2FT_APPROX_CONTOUR
- 2FT_CONTOUR
- 2FT_DEP_CONTOUR

TYPE

- ✱ SPOT_ELEVATION

Road Edges

TYPE

- BRIDGE
- DRIVEWAY_PAVED
- DRIVEWAY_UNPAVED
- PARKING_PAVED
- PARKING_UNPAVED
- ROAD_PAVED
- ROAD_UNPAVED
- SIDEWALK

Open Water

- <all other values>

TYPE

- DAM
- DOCK_PIER
- ISLAND
- RETAINING_WALL
- WATER_LAKE
- WATER_RESERVOIR
- WATER_RIVER

TYPE

- WETLAND
- Sewered Parcels

Forested Areas

- <all other values>

TYPE

- ISLAND
- ORCHARD
- VEGETATION
- Grass Background