

1 layers = CONTOURS (pline) colour = 9 linetype = dot 13 CONT-MOS (nos) colour = cyan height = 5 width factor = .75 2 layer = RIVERS (pline, hatch and text) colour = 132

12 gyrs = 
MHC S = Roman Monuments colour = 7 MDIS\_RHO = Roman Monument numbers colour = cyan
MHC S = Sean Monuments colour = 7 MDIS\_SHO = Sean monuments numbers colour = cyan
MHC S = Sean Monuments colour = 7 MDIS\_SHO = Medical Monument numbers colour = cyan
MHC S = Post—Medical Monuments colour = 7 MDIS\_RHO = Post—medical Monument numbers colour = cyan

14 layer = Development colour = 14 linetype = continuous 15 layer = Cellarage (pline) colour = 8 linetype = continuous

16 layer = Urban Area (pline) colour = 1 linetype = border2

13 layers = FORM\_R Roman Urban Form colour = 9 linetype = dashdot Form\_RNO = Roman Urban Form numbers colour = cyan

layers = FORM\_S Saxon Urban Form colour = 11 linetype = dashdot FORM\_SNO = Saxon Urban Form numbers colour = cvan

layers = FORM\_M Medieval Urban Form colour = 13 linetype = dashdot FORM\_MNO Medieval Urban Form Numbers colour cyan

layers= FORM\_P Post-medieval Urban FOrm colour = 14 linetype = dashGRM\_PNO Post-medieval Urban Form Numbers colour = cyan#

- hatch pattern = ansi32 scale .5 height = 6 width factor = .75
- 3 layers = L-BUILDING (buildings) colour = green LBNOS (smr nos) colour = cyan height = 6 width factor = .75
- 4 loyers = BUILDINGS (pline) colour = 140
  BUILDINGS (smr nos) colour = cyan height = 6 width factor = .75
- layers = Demolished (pfine) colour = 5 linetype dashed2
  DEMOLNOS (smrnos) colour = cyan | height = 6 | width factor = .75
- layers = SITES (pline) colour = yellow SITENOS (smr nos) colour = cyan height = 6 width factor = .75
- 7 lovers = SITES(point) colour = vellow
- SITENOS (smr nos) colour = cyan height = 6 width factor = .75 8 layers = scheduled-mons (pline) colour = 30
- SMNOS (monument nos) colour = cyan height 6 width factor = .75
- 9 layers = CONSERVATION (pline and numbers) colour = 2 linetype = divide
- 10 layer= Planneddevelopment (pline and text) colour 1 linetype = divide2
- 11 layer = Protection (pline and text) colour = 8 linetype = divide2