

**IHO CSMWG 16**  
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**Proposal to change display priority of UNSARE**

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The new edition of the presentation library 3.3 has increased the display priority of UNSARE from 0 to 3 . (see below the fragment of the CSWG maintenance document C&S\_MD4 , the item " Item No. PL03.2.d6.co.13 "I )

"Meeting C&S 13 item 7 (d7.co.1) approved the proposal (C&S 13/5H & 13/5I.3) to increase the luminance of colour 'NODTA' at night and to increase the display priority to remedy this. The night colour for 'NODTA' will be increased in luminance from 0.00 to 1.20 cd/sq.m, which is much brighter than the 'depth less than safety contour' colour of 0.4 cd/sq.m. In addition the display priority of object class UNSARE will be increased from 0 to 3 so that the unsurveyed area boundary is less likely to be overwritten."

I think this priority is too high in comparison of RIVERS, LAKES display priority (display priority 2). I propose to return to the lower display priority of UNSARE to 1, as it is expected for all group one objects (see 8.3.4.1 Display Priority).

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