

**TSMAD22\_DIPWG3-08.5C**

## DISPLAY PRIORITIES

V.0.1

28/03/2011

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# 1 DISPLAY PRIORITIES

## 1.1 Introduction

The fact that point object classes could have a lower display priority than some area object classes, could lead to the situation where a point object is hidden by an area object (if it is filled with colour instructions).

I have tested this point on a limited set of ENC's : During the rendering operation I have raised a warning as soon as a point object is hidden by area object ( associated to filling colour instructions ).

I give in the beginning of this chapter some examples of inconsistencies, and make proposals to increase the display priority case by case.

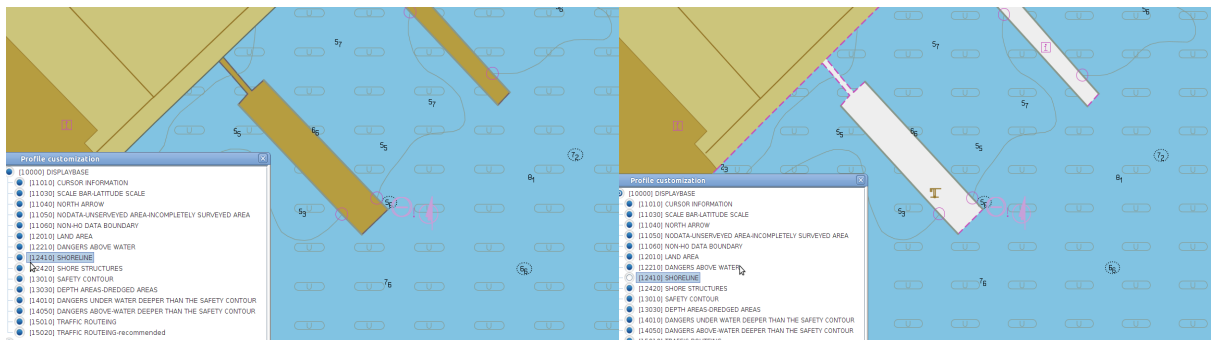
Here are examples

DP (n) = Display Priority Level n

### 1.1.1 CRANE (DP 4) / PONTON (DP 5) or (FLODOC DP 5)

Point Cranes could be hidden by Area Pontoon

Example FR673990 or DE521420



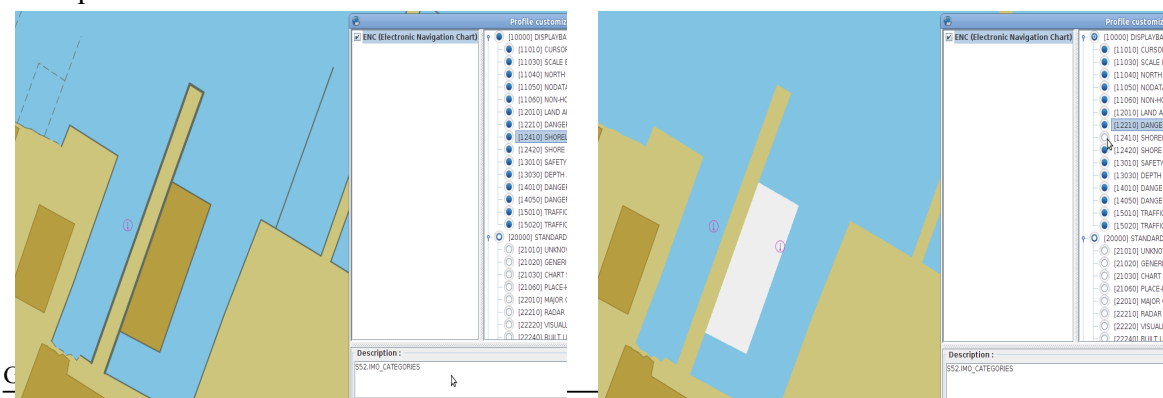
Proposal : upgrade the display priority of point cranes to 5

"CRANES", "", "SY(CRANES01)", "4", "O", "OTHER", "32440" => "CRANES", "", "SY(CRANES01)", "5", "O", "OTHER", "32440"

### 1.1.2 CTNARE (DP 4) / PONTON (DP 5) or FLODOC (DP 5)

Caution Area encoded as point could be hidden by Area Pontoon

Example US5MD11M



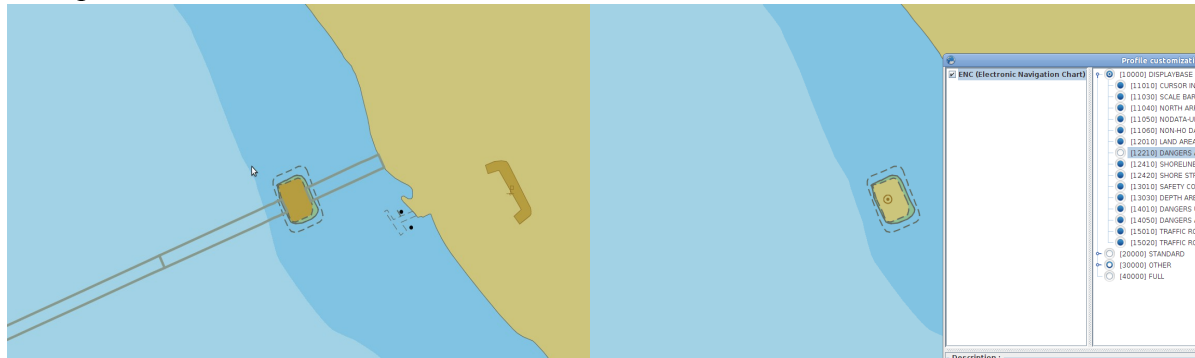
Proposal : upgrade the display priority of point caution areas to 5

"CTNARE", "", "SY(CHINFO6)", "4", "O", "STANDARD", "26050" => "CTNARE", "", "SY(CHINFO6)", "5", "O", "STANDARD", "26050"

### 1.1.3 LNDMRK (DP 4) / PYLONS (DP 6)

A land mark could be hidden by a pylons, bridge structure when encoded as area

Example US5NY1CM



Proposal : upgrade the display priority of point land marks to 5

"CTNARE", "", "SY(CHINFO6)", "4", "O", "STANDARD", "26050" => "CTNARE", "", "SY(CHINFO6)", "5", "O", "STANDARD", "26050"

### 1.1.4 BUUARE (DP 3) / BUISGL (DP 4)

Building up area encoded as point could be hidden by building single encoded as area

Example BR501701

### 1.1.5 WEDLKP (DP 3) / OBSTRN or TSEZNE (DP 4)

Example CL4MA210

### 1.1.6 LNDELV (DP 4) / RUNWAY (DP 5)

Example FR401270

### 1.1.7 WRECKS (DP 4) / HULKES (DP 5)

Example US5RI23M

### 1.1.8 HRBFAC (DP 4) / PONTON (DP 5)

Example DE521500

### 1.1.9 WATTUR (DP 3) / OBSTRN (DP 4)

Example US5PR44M

## 1.2 Conclusion

The multitude of examples, and the fact that look up table record of PL mixes the setting of symbolization and the setting of display priority, doesn't facilitate the understanding of the display priority settings. I suggest to study the possibility to define another strategy (to be finalized) for the future S100/S52. The principle could be to specify that a point object must have a higher display priority to any area/line object except for special cases (example: PYLONS under a bridge in the real word).

Example :

Display Priority Area Objects from 1 to 4

Display Priority Line is 5

Display Priority Point Objects from 6 to 8

### 1.2.1 The current state (PL3.4) of display priority and object acronym

DP	POINT OBJECT ACRONYM	LINE OBJECT ACRONYM	AREA OBJECT ACRONYM
1			DEPARE, DRGARE, LNDARE, UNSARE, M_CSCL, M_COVR
2			ADMARE, AIRARE, CANALS, CONZNE, COSARE, CUSZNE, DOCARE, EXEZNE, FSHZNE, HRBARE, FRPARE, LAKARE, LOKBSN, RIVERS, TS_PNH, TS_PRH, TS_TIS, TS_PAD, T_NHMN, T_HMON, T_TIMS, TESARE, TS_FEB
3	BUAARE, PRDARE, SEAARE, SLOGRD, SLOTOP, WATTUR, WEDKLP	CBLSUB, FNCLNE, RAPIDS, TIDEWY, STSLNE, VEGATN, WATFAL	ACHARE, BERTHS, BUAARE, CBLARE, CTSARE, CTNARE, DAMCON, DYKCON, DMPGRD, FERYRT, FSHGRD, ICEARE, ICNARE, LNDRGN, MARCUL, PIPARE, RADRNG, RAPIDS, SEAARE, SLOGRD, SBDARE, VEGATN, WEDKLP
4	AIRARE, BUISGL, CTSARE, CTNARE, CRANES, CTRPNT, DAMCON, DMPGRD, FSHFAC, FORSTC, LNDARE, HRBFAC, ICNARE, LOCMAG, LNDELV, LNDRGN, LNDMRK, OBSTRN, MAGVAR, LOGPON, MIPARE, MARCUL, PIPARE, PRDARE, RCTLPT, RDOSTA, SNDWAV, SILTNK, SBDARE, SPLARE, TS_PNH, TS_PRH, TS_TIS, TS_PAD, T_NHMN, T_HMON, T_TIMS, SPRING, UWTRC, WRECKS, TS_FEB, M_NPUB	DYKCON, FSHFAC, FERYRT, FORSTC, LOCMAG, LNDELV, LNDMRK, NAVLNE, OBSTRN, MAGVAR, MARCUL, OILBAR, RAILWY, SNDWAV, ROADWY, SLOTOP, SBDARE, WATTUR, TUNNEL	BUISGL, CHKPNT, CRANES, DWRTPT, DRYDOC, FAIRWY, FSHFAC, FORSTC, HRBFAC, LOCMAG, LNDMRK, OBSTRN, MAGVAR, MIPARE, OSPARE, PILBOP, PRCARE, PRDARE, RCTLPT, SNDWAV, ROADWY, SILTNK, SPLARE, SMCFAC, SUBTLN, SWPARE, TWRTPT, WATTUR, WRECKS, TSEZNE, TUNNEL, TS_FEB, M_NSYS, M_QUAL

5	ACHBRT, BERTHS, CURENT, HULKES, OFSPLF, PILPNT, RADSTA, PRCARE	BERTHS, CAUSWY, DEPCNT, FLODOC, PONTON, ASLXIS	ACHBRT, CAUSWY, FLODOC, GRIDRN, ISTZNE, HULKES, OFSPLF, LOGPON, PONTON, RUNWAY, RESARE, ARCSLN
6	ACHARE, BUISGL, FOGSIG, LNDMRK, MORFAC, PILBOP, RTPBCN, RADRFL, RDOCAL, RETRFL, SOUNDG, NEWOBJ	CBLSUB, DAMCON, DWRTCL, MORFAC, PIPSOL, RADLNE, RCRTCL, RECTRC, RDOCAL, RUNWAY, NEWOBJ	DAMCON, MORFAC, PYLONS, RECTRC, TSSCRS, TSSLPT, TSSRON, NEWOB
7	CGUSTA, DAYMAR, DISMAR, RSCSTA, SISTAW, SISTAT	COALNE, SLCONS, TSSBND	SLCONS, TIDEWY
8	BCNCAR, BCNISD, BCNLAT, BCNSAW, BCNSPP, BOYCAR, BOYINB, BOYLAT, BOYISD, BOYSPP, BOYSAW, GATCON, LITFLT, LITVES, LIGHTS, MORFAC, PYLONS, SLCONS	BRIDGE, CBLOHD, CONVYR, GATCON, LNDARE, PIPOHD, TSELNE	BRIDGE, CONVYR, GATCON
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**ACRONYM**=> Area Object Class with fill color instruction

**ACRONYM** => Area Object Class with fill pattern instruction