

Spatial type	TSMAD27	S-100 SubWG	Post Hamburg	TSMAD28
(circular) Arc by centre point and radius	Rejected as too complicated to implement	Accepted as defined in 19136 with additional attribute for direction	SevenCs request a non standard rework	To be modeled with attributes center, start angle, and (signed) angular distance. (Sign gives direction.)
Circle by centre point and radius	Rejected as too complicated to implement	Accepted as defined in 19136 Derived from the arc type so it inherits the new "direction" attribute	SevenCs request a non standard rework	Model as subtype of Arc by c.p1.
Sector by centre point and radius	Rejected as too complicated to implement	Rejected as a work around process can produce	Status quo	Status quo
Offset curve	Rejected as too complicated to implement	Rejected as too complicated to implement	Status quo	Status quo
Ellipse	Rejected as too complicated to implement	Not finalized	Status quo	Status quo
Annular sector	Rejected as too complicated to implement	Not finalized Acceptance unlikely for same reason as sector	Status quo	Status quo
GM_Conic spatial type	Jeppesen/SNPWG asked to bring back a conic proposal	GM_Conic not favoured	Status quo	Unlikely since circle and arc by c.p. and curve interpolation types are agreed
conic curve interpolation types in enumeration S100_Curve Interpolation ²	interpolation type circularArc3Points already included in Edition 1.0.0	interpolation types conic, elliptical, circularArcCenter PointWithRadius added	Status quo	Status quo

Accepted

¹ Modeling circle as subtype of circular arc is consistent with practice in ISO 191xx standards,

² These theoretically allow encoding conic sections in terms of "N" points ON the curve. E.g., circular arcs need 3 points and interpolation type "circularArc3points", elliptical arcs need 4 points and interpolation type "elliptical", other conic sections (parabola, hyperbola) need 5 points and "conic". S-101 (ENCs) - Note that S-101 restricts interpolation of GM_CurveSegment to "loxodromic" only.

Postponed to S-100 Ed 3.0

No longer needed