# Test Dataset: 101AA00XXXXXXXXXXX – Dataset 019 (20220822)

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| **Ref** | **Feature** | **Page** |
| 19.2 | Light all Around (21) | 2 - 5 |
| 19.3 | Sector Light (6) | 6 - 9 |
| 19.4 | Fog Detector Light (2) | 9 |
| 19.5 | Air Obstruction Light (9) | 9 - 11 |

(38 feature instances)

## General Guidelines

1. The dataset shall cover the extent specified in the test dataset scheme.
2. Cells should have a minimum display scale of 22000 and a maximum display scale of 90000
3. Features should be captured to allow some room for additional features in the dataset in future.
4. Although features should be captured in a logical combination in terms of geometry they do not need to reflect real world features so an approach similar to that used in S-64 dataset GB4X0001 is expected.
5. Single overall DEPARE 20m shall be included and other features added as required so that a consistent scheme exists.
6. Producer Agency code AA00 shall be used with the numerical value 1810.
7. All mandatory S-101 features shall be present in the dataset and all mandatory attributes shall be populated.
   1. Data Coverage
   2. Quality of Bathymetric data (areas containing depth information and at maximum display scale 1:700000 and larger)
   3. Navigational System of Marks
8. The dataset shall conform to S-101 Feature Catalogue 1.0.2 20220419 and DCEG 1.0.2.
9. Screenshots in the below documentation should be created using the latest available version of the NIWC viewer.

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| **Scenario** | 19.2 | | |  |
| **Description** | | Lights all around | | |
| **Location** | | | **Description** | |
| 32°20’25.03”S 60°54’41.85”E | | | * + - 1. Light All Around (point)          1. Colour = 1 (white)          2. Display name = “Light A”          3. Height = 54          4. Rhythm of light   Light characteristic = 1 (fixed)   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 3 (red)          2. Display name = “Light B”          3. Height = 54          4. Rhythm of light   Light characteristic = 8 (occulting)  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 4 (green)          2. Display name = “Light C”          3. Height = 54          4. Rhythm of light   Light characteristic = 8 (occulting)  Signal group = 2  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 5 (blue)          2. Display name = “Light D”          3. Height = 54          4. Rhythm of light   Light characteristic = 8 (occulting)  Signal group = 2+3  Signal period = 8   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 6 (yellow)          2. Display name = “Light E”          3. Height = 54          4. Rhythm of light   Light characteristic = 7 (isophase)  Signal group = 1  Signal period = 5   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 9 (amber)          2. Display name = “Light F”          3. Height = 54          4. Rhythm of light   Light characteristic = 2 (flashing)  Signal group = 1  Signal period = 7   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 10 (violet)          2. Display name = “Light G”          3. Height = 54          4. Rhythm of light   Light characteristic = 2 (flashing)  Signal group = 3  Signal period = 7   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 11 (orange)          2. Display name = “Light H”          3. Height = 54          4. Rhythm of light   Light characteristic = 3 (long-flashing)  Signal group = 1  Signal period = 8   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 1 (white)          2. Display name = “Light I”          3. Height = 54          4. Rhythm of light   Light characteristic = 4 (quick-flashing)  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 3 (red)          2. Display name = “Light J”          3. Height = 54          4. Rhythm of light   Light characteristic = 4 (quick-flashing)  Signal group = 3  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 4 (green)          2. Display name = “Light K”          3. Height = 54          4. Rhythm of light   Light characteristic = 5 (very quick-flashing)  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 6 (yellow)          2. Display name = “Light L”          3. Height = 54          4. Rhythm of light   Light characteristic = 5 (quick-flashing)  Signal group = 3  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 5 (blue)          2. Display name = “Light L”          3. Height = 54          4. Rhythm of light   Light characteristic = 5 (quick-flashing)  Signal group = 3  Signal period = 4   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 1 (white)          2. Display name = “Light M”          3. Height = 54          4. Rhythm of light   Light characteristic = 5 (ultra quick-flashing)  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 3 (red)          2. Display name = “Light N”          3. Height = 54          4. Rhythm of light   Light characteristic = 11 (interrupted ultra quick-flashing)  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 4 (white)          2. Display name = “Light O”          3. Height = 54          4. Rhythm of light   Light characteristic = 12 (morse)  Signal group = K  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 5 (blue)          2. Display name = “Light P”          3. Height = 54          4. Rhythm of light   Light characteristic = 13 (fixed and flash)  Signal group =  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 3 (red)          2. Display name = “Light Q”          3. Height = 54          4. Rhythm of light   Light characteristic = 25 (quick-flash plus long-flash)  Signal group = 6  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 1 (white)          2. Display name = “Light R”          3. Height = 54          4. Rhythm of light   Light characteristic = 26 (very quick-flash plus long-flash)  Signal group = 6  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 1 (white)          2. Colour = 3 (red)          3. Display name = “Light S”          4. Height = 54          5. Rhythm of light   Light characteristic = 28 (alternating)  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 1 (white)          2. Colour = 3 (red)          3. Display name = “Light T”          4. Height = 54          5. Rhythm of light   Light characteristic = 19 (flash alternating)  Signal group = 2+1  Signal period = 3   * + - * 1. Value of nominal range = 9 | |
| **Screen Capture** | |  | | |

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| **Scenario** | 19.3 | | |  |
| **Description** | | Sector Lights | | |
| **Location** | | | **Description** | |
| 32°20’25.03”S 60°54’41.85”E | | | 1. Sector Light (Point)    1. Display name = “Sector Light A”    2. Height = 25    3. Sector characteristics       1. Light characteristics = 1 (fixed)       2. Light sector          1. Colour = 4 (green)          2. Sector limit             1. Sector limit one = 15             2. Sector limit two = 30          3. Value of nominal range = 8       3. Light sector          1. Colour = 3 (red)          2. Sector limit             1. Sector limit one   Sector bearing = 30   * + - * 1. Sector limit two   Sector bearing = 45   * + - 1. Value of nominal range = 8     1. Light sector        1. Colour = 4 (green)        2. Sector limit           1. Sector limit one   Sector bearing = 45   * + - * 1. Sector limit two   Sector bearing = 60   * + - 1. Value of nominal range = 8  1. Sector Light (Point)    1. Display name = “Sector Light B”    2. Height = 25    3. Sector characteristics       1. Light characteristics = 1 (fixed)       2. Light sector          1. Colour = 3 (red)          2. Sector limit             1. Sector limit one = 60             2. Sector limit two = 75          3. Value of nominal range = 8    4. Sector characteristics       1. Light characteristics = 2 (flashing)       2. Light sector          1. Colour = 4 (green)          2. Sector limit             1. Sector limit one = 75             2. Sector limit two = 90          3. Value of nominal range = 8    5. Sector characteristics       1. Light characteristics = 4 (quick-flashing)       2. Light sector          1. Colour = 1 (white)          2. Sector limit             1. Sector limit one = 90             2. Sector limit two = 105          3. Value of nominal range = 8 2. Sector Light (Point)    1. Display name = “Sector Light C”    2. Height = 25    3. Sector characteristics       1. Light characteristics = 7 (isophase)       2. Light sector          1. Colour = 3 (red)          2. Sector limit             1. Sector limit one = 60             2. Sector limit two = 75          3. Value of nominal range = 8    4. Sector characteristics       1. Light characteristics = 2 (flashing)       2. Light sector          1. Colour = 4 (green)          2. Sector limit             1. Sector limit one = 75             2. Sector limit two = 90          3. Value of nominal range = 15    5. Sector characteristics       1. Light characteristics = 8 (occulting)       2. Light sector          1. Colour = 1 (white)          2. Sector limit             1. Sector limit one = 90             2. Sector limit two = 105          3. Value of nominal range = 8 3. Sector Light (Point)    1. Display name = “Sector Light D”    2. Height = 25    3. Sector characteristics       1. Light characteristics = 1 (fixed)       2. Light sector          1. Colour = 4 (green)          2. Sector limit             1. Sector limit one = 60             2. Sector limit two = 75          3. Value of nominal range =12    4. Sector characteristics       1. Light characteristics = 7 (isophase)       2. Light sector          1. Colour = 3 (red)          2. Sector limit             1. Sector limit one = 75             2. Sector limit two = 90          3. Value of nominal range = 15    5. Sector characteristics       1. Light characteristics = 8 (occulting)       2. Light sector          1. Colour = 1 (white)          2. Sector limit             1. Sector limit one = 90             2. Sector limit two = 105          3. Value of nominal range = 8 4. Sector Light (Point)    1. Display name = “Sector Light E”    2. Height = 25    3. Sector characteristics       1. Light characteristics = 4 (quick-flashing)       2. Light sector          1. Colour = 6 (yellow)          2. Sector limit             1. Sector limit one = 60             2. Sector limit two = 75          3. Value of nominal range =15    4. Sector characteristics       1. Light characteristics = 13 (fixed and flash)       2. Light sector          1. Colour = 3 (red)          2. Sector limit             1. Sector limit one = 75             2. Sector limit two = 90          3. Value of nominal range = 8    5. Sector characteristics       1. Light characteristics = 8 (occulting)       2. Light sector          1. Colour = 1 (white)          2. Sector limit             1. Sector limit one = 90             2. Sector limit two = 105          3. Value of nominal range = 15 5. Sector Light (Point)    1. Display name = “Sector Light F”    2. Height = 25    3. Sector characteristics       1. Light characteristics = 4 (quick-flashing)       2. Light sector          1. Colour = 6 (red)          2. Light visibility = 8 (partially obscured)          3. Sector limit             1. Sector limit one = 60             2. Sector limit two = 75          4. Value of nominal range =6    4. Sector characteristics       1. Light characteristics = 13 (fixed and flash)       2. Light sector          1. Colour = 3 (white)          2. Sector limit             1. Sector limit one = 75             2. Sector limit two = 90          3. Value of nominal range = 15    5. Sector characteristics       1. Light characteristics = 8 (occulting)       2. Light sector          1. Colour = 1 (green)          2. Sector limit             1. Sector limit one = 90             2. Sector limit two = 105          3. Value of nominal range = 15 | |
| **Screen Capture** | |  | | |

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| **Scenario** | 19.4 | | |  |
| **Description** | | Fog Detector Lights | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Fog Detector Light (point)    1. Colour = 3 (Red)    2. Display name = “Red Radio Fog Light”    3. Light characteristic = 1 (fixed)    4. Signal generation = 5 (radio activated) 2. Fog Detector Light (point)    1. Colour = 3 (red)    2. Display Name = “Red Call Fog Light”    3. Light characteristic= 2 (flashing)    4. Signal period = 3    5. Signal generation = 6 (call activated) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 19.5 | | |  |
| **Description** | | Air Obstruction Lights | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Air Obstruction Light (point)    1. Colour = 3 (Red)    2. Display name = “Aero Light Fixed Red”    3. Light visibility = 1 (high intensity)    4. Light characteristic = 1 (fixed)    5. Value of nominal range = 11    6. Height = 75 2. Air Obstruction Light (point)    1. Colour = 1 (White)    2. Display name = “Aero FL.W.50m 6M”    3. Light visibility = 1 (high intensity)    4. Light characteristic = 2 (flashing)    5. Signal Period = 3    6. Value of nominal range = 6    7. Height = 50 3. Air Obstruction Light (point)    1. Colour = 5 (Blue)    2. Display name = “Aero Light Long Flashing Blue”    3. Light visibility = 1 (high intensity)    4. Light characteristic = 3 (long-flashing)    5. Signal Period = 5    6. Value of nominal range = 4    7. Height = 35 4. Air Obstruction Light (point)    1. Colour = 6 (Yellow)    2. Display name = “Aero Light Quick Flashing Yellow”    3. Light visibility = 1 (high intensity)    4. Light characteristic = 4 (Quick flashing)    5. Signal Period = 1    6. Value of nominal range = 5    7. Height = 40 5. Air Obstruction Light (point)    1. Colour = 4 (Green)    2. Display name = “Aero Light isophased Green”    3. Light visibility = 1 (high intensity)    4. Light characteristic = 7 (isophased)    5. Signal Period = 6    6. Value of nominal range = 9    7. Height = 80 6. Air Obstruction Light (point)    1. Colour = 1 (Red)    2. Display name = “Aero Light occulting Red”    3. Light visibility = 1 (high intensity)    4. Light characteristic = 8 (Occulting)    5. Signal Period = 2    6. Value of nominal range = 7    7. Height = 45 7. Air Obstruction Light (point)    1. Colour = 3 (Red)    2. Display name = “Aero Light fixed flashing red”    3. Light visibility = 2 (low intensity)    4. Light characteristic = 13 (fixed and flash)    5. Signal Period = 6    6. Value of nominal range = 3    7. Height = 30 8. Air Obstruction Light (point)    1. Colour = 1 (White)    2. Display name = “Aero Light Flashing White”    3. Light visibility = 3 (faint)    4. Light characteristic = 8 (Occulting)    5. Signal Period = 2    6. Value of nominal range = 2    7. Height = 38 9. Air Obstruction Light (point)    1. Colour = 1 (Red)    2. Display name = “Aero Light Faint general”    3. Light visibility = 3 (faint)    4. Height = 54 | |
| **Screen Capture** | |  | | |