${f geoPositionsUpdate}$

objet geoPositionsUpdate



position

objet position

resourceId *string* : [1..1]

datetime date-time: [1..1]

speed number: [0..1]

cap number : [0..1]

move string:[0..1]

engineOn boolean: [0..1]

groundStatus boolean: [0..1]

status string: [0..1]

engagedStatus string: [0..1]



coord

objet coord

lat number: [1..1]

lon number: [1..1]

height number: [0..1]