

# bSI UML Model Report

*UML Model Report for Excavation, Support & Lining taxonomy and IFC mapping*

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V11	FINAL	2022-10-20	Final version including changes after work with the IFC specification

## Author List

IFC Tunnel

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## 1 Introduction

The IFC Tunnel project extends the IFC data model into the domain of tunnels by describing the semantics and geometry for tunnels. The conceptual model documentation for IFC Tunnel is divided in these parts:

- **IR-TUN\_ConceptualModelReport - Excavation, support and lining\_v1.1 (this document)**. Describes the domain taxonomy concepts specified within the excavation, support and lining domain and their mapping to existing, modified or proposed entities, predefined types or property sets in the IFC specification
- IR-TUN\_ConceptualModelReport - Geotechnics\_v1.1. Describes the domain taxonomy concepts in the geological and geotechnical domain and their mapping to existing, modified or proposed entities, predefined types or property sets in the IFC specification
- IR-TUN\_ConceptualModelReport - Systems\_v1.1. Describes the domain taxonomy concepts in the systems domain and their mapping to existing, modified or proposed entities, predefined types or property sets in the IFC specification
- IR-TUN\_ConceptualModelReport – IFC Extension\_v1.1. Describes the proposed extensions to the IFC schema based on the requirements from the three above documents.
- IR-TUN\_ConceptualModelReport – Annex I – Reading guide\_v1.0. Describes the UML notation used in the above documents.

The IFC Tunnel project has based the definition of tunnel concepts in taxonomies specified by the three domain expert teams and on the previously distributed requirements analysis report (IR-TUN\_Requirement-Analysis-Report\_v1.1).

## 2 Package: Excavation, support and lining

A package containing the excavation taxonomy concepts and their mappings towards existing or new IFC elements.

All classes stereotyped <<VirtualEntity>> represent the domain taxonomy concepts. The mappings towards IFC is made through UML Realization relationships. The IFC Entities are represented by classes with no stereotype. Property sets and Predefined types are represented by UML classes stereotyped as <<PropertySet>> and <<PredefinedType>>.

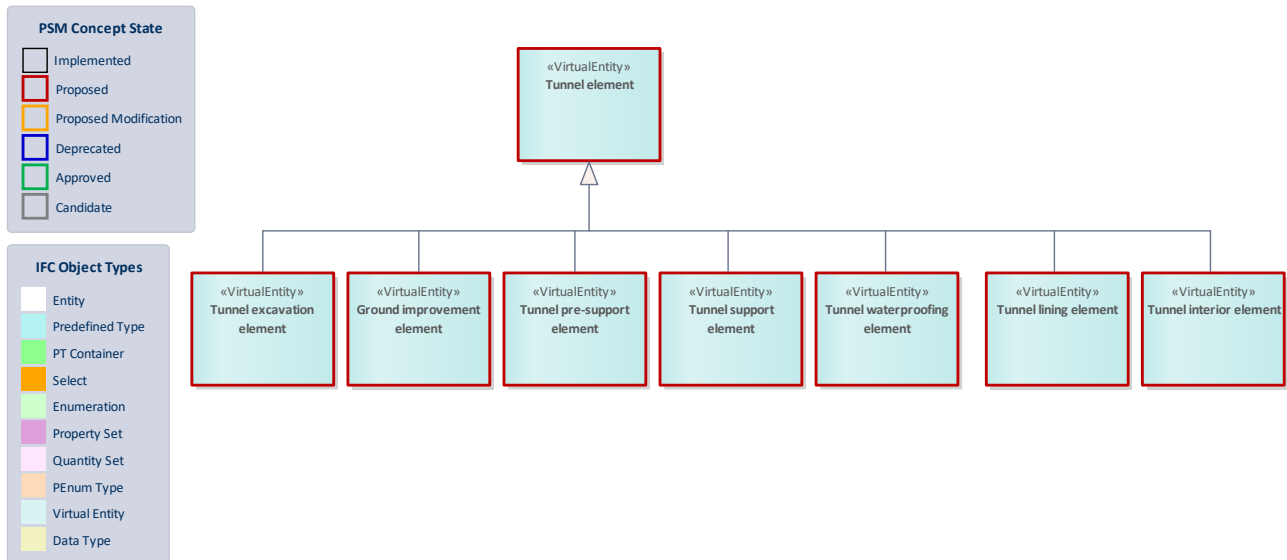


Figure 1: Excavation, support and lining – Taxonomy base classes

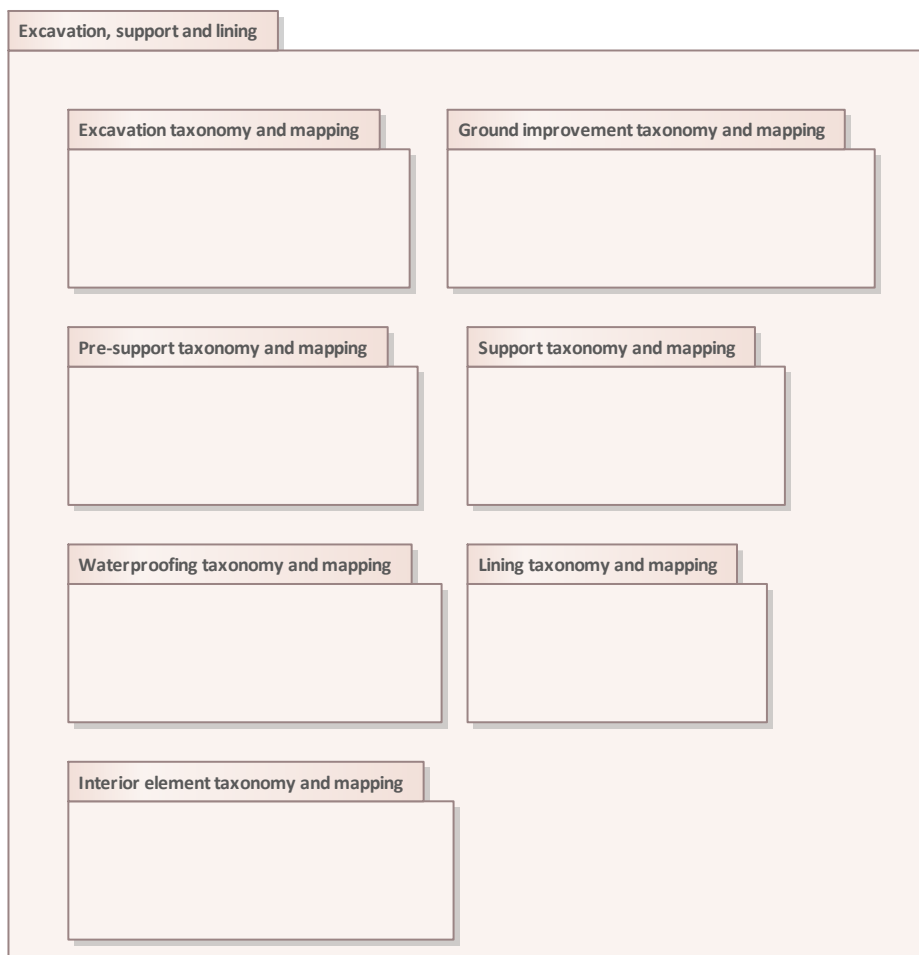


Figure 2: Excavation, support and lining – Package structure

## 2.1 Virtual Entity: Tunnel excavation element

The resulting void from modification of existing terrain or road structure by excavation or by other means of removing material.

Entity Properties	
Realizing Parent	
Notes	Mapping on subclasses.

## 2.2 Virtual Entity: Ground improvement element

An element that improves the physical and mechanical properties of the ground.

Entity Properties	
Realizing Parent	
Notes	Mapping on subclasses.

## 2.3 Virtual Entity: Tunnel interior element

<<ToDo: definition>>

Entity Properties	
Realizing Parent	
Notes	Element contained in a tunnel spatial structure element.

## 2.4 Virtual Entity: Tunnel lining element

Entity Properties	
Realizing Parent	
Notes	Elements are grouped into a TUNNEL_LINING system to indicate this function.

## 2.5 Virtual Entity: Tunnel pre-support element

Rigid element installed before excavation at the tunnel face at the top perimeter of the tunnel section.

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	Elements are grouped into a TUNNEL_PRESUPPORT system to indicate this function.

## 2.6 Virtual Entity: Tunnel support element

Element providing permanent support that is designed and installed to guarantee the long term stability of the underground structure.

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	Elements are grouped into a TUNNEL_SUPPORT system to indicate this function.

## 2.7 Virtual Entity: Tunnel waterproofing element

Elements used to protect the tunnel construction against damage from moisture or the unintentional entry of water as well as the danger posed by aggressive water or soils and the effects of chemicals.

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	Elements are grouped into a TUNNEL_WATERPROOFING system to indicate this function.

## 2.8 Virtual Entity: Tunnel element

A generalization of all elements occurring in tunnel construction.

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	

## 2.9 Package: Excavation taxonomy and mapping

Taxonomy and mapping for the excavation part.



### 2.9.1 PDT Container: IfcEarthworksCutTypeEnum

This container defines the different predefined types of earthworks cut elements that can specify an IfcEarthworksCut.

**Status:** ProposedModification

**Package:** IfcSharedInfrastructureElements

Container Properties			
Parent Entity	<a href="#">IfcEarthworksCut</a>	Stereotype	«PTContainer»
Contains	EXISTING	PROPOSED	
	<a href="#">IfcEarthworksCutTypeEnum.BASE_EXCAVATION</a>	<a href="#">IfcEarthworksCutTypeEnum.CONFINEDOPENEXCAVATION</a>	
	<a href="#">IfcEarthworksCutTypeEnum.CUT</a>	<a href="#">IfcEarthworksCutTypeEnum.BRACEDOPENEXCAVATION</a>	
	<a href="#">IfcEarthworksCutTypeEnum.PAVEMENTMILLING</a>	<a href="#">IfcEarthworksCutTypeEnum.ANCHOREDOPENEXCAVATION</a>	
	<a href="#">IfcEarthworksCutTypeEnum.STEPEXCAVATION</a>		
	<a href="#">IfcEarthworksCutTypeEnum.TOPSOILREMOVAL</a>		
	<a href="#">IfcEarthworksCutTypeEnum.OVEREXCAVATION</a>		

	<a href="#">IfcEarthworksCutTypeEnum.EXCAVATION</a> <a href="#">IfcEarthworksCutTypeEnum.DREDGING</a> <a href="#">IfcEarthworksCutTypeEnum.TRENCH</a>	
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### 2.9.2 Class: IfcEarthworksCut

The resulting void from modification of existing terrain or road structure by excavation of the surface or by other means of removing material.

NOTE Definition from ISO 6707-1: void that results from bulk excavation of material.

NOTE The material excavated and either used as fill or discarded as waste is not modelled as Cut, but may be handled as a different concept (Resource) in the future.

*Status:* **ProposedModification**

*Package:* **IfcSharedInfrastructureElements**

Class Properties			
<b>Status</b>	ProposedModification	<b>Is Abstract</b>	
<b>Property sets</b>			

Inheritance Statement		
<b>Subtype Of</b>	<a href="#">IfcExcavation</a>	
<b>Subtypes</b>	EXISTING	PROPOSED

#### Class Attributes

Name	Type	Multiplicity	Definition
PredefinedType	IfcEarthworksCutTypeEnum	[0..1]	Identifies the predefined type of a earthworks cut elements from which the type modelled, may be set. This type may associate additional specific property sets.

### 2.9.3 Predefined Type: ANCHOREDOPENEXCAVATION

*Full Identifier:* **IfcEarthworksCutTypeEnum.ANCHOREDOPENEXCAVATION**

A confined open excavation where the vertical walls are anchored.

Status: **Proposed**

Package: **Earthworks and Excavation**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcEarthworksCutTypeEnum</a>	Parent Entity	<a href="#">IfcEarthworksCut</a>
Stereotype	«PredefinedType»		
Property sets			

## 2.9.4 Predefined Type: BRACEDOPENEXCAVATION

Full Identifier: **IfcEarthworksCutTypeEnum.BRACEDOPENEXCAVATION**

A confined open excavation where the vertical walls are braced.

Status: **Proposed**

Package: **Earthworks and Excavation**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcEarthworksCutTypeEnum</a>	Parent Entity	<a href="#">IfcEarthworksCut</a>
Stereotype	«PredefinedType»		
Property sets			

## 2.9.5 Predefined Type: CONFINEDOPENEXCAVATION

Full Identifier: **IfcEarthworksCutTypeEnum.CONFINEDOPENEXCAVATION**

An open slope excavation where the sides are vertical or near vertical

Status: **Proposed**

Package: **Earthworks and Excavation**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcEarthworksCutTypeEnum</a>	Parent Entity	<a href="#">IfcEarthworksCut</a>
Stereotype	«PredefinedType»		

Property sets	
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### 2.9.6 Class: IfcExcavation

The resulting void from modification of existing terrain or road structure by excavation or by other means of removing material.

NOTE Definition from ISO 6707-1: void that results from bulk excavation of material.

NOTE The material excavated and either used as fill or discarded as waste is not modelled as Cut, but may be handled as a different concept (Resource) in the future.

*Status:* **Proposed**

*Package:* **Earthworks and Excavation**

Class Properties			
Status	Proposed	Is Abstract	Abstract
Property sets			

Inheritance Statement		
Subtype Of	<a href="#">IfcFeatureElementSubtraction</a>	
Subtypes	EXISTING	PROPOSED
		<a href="#">IfcUndergroundExcavation</a>

### 2.9.7 Class: IfcUndergroundExcavation

The resulting void from an underground excavation where the uppermost terrain surface is not affected

*Status:* **Proposed**

*Package:* **Earthworks and Excavation**

Class Properties			
Status	Proposed	Is Abstract	
Property sets			

Inheritance Statement
-----------------------



Subtype Of	<a href="#">IfcExcavation</a>	
Subtypes	EXISTING	PROPOSED

#### Class Attributes

Name	Type	Multiplicity	Definition
PredefinedType	IfcUndergroundExcavationTypeEnum	[0..1]	

### 2.9.8 PDT Container: IfcUndergroundExcavationTypeEnum

This enumeration defines the range of different types of underground excavation elements that can further specify an `_IfcUndergroundExcavationTypeEnum_`.

Status: **Proposed**

Package: **Earthworks and Excavation**

Container Properties			
Parent Entity	<a href="#">IfcUndergroundExcavation</a>	Stereotype	«PTContainer»
Contains	EXISTING	PROPOSED	
		<a href="#">IfcUndergroundExcavationTypeEnum.RADIALEXCAVATION</a> <a href="#">IfcUndergroundExcavationTypeEnum.FACEEXCAVATION</a>	

### 2.9.9 Predefined Type: FACEEXCAVATION

Full Identifier: `IfcUndergroundExcavationTypeEnum.FACEEXCAVATION`

A longitudinal underground excavation either of the full face or parts of the full face.

Status: **Proposed**

Package: **Earthworks and Excavation**

#### Predefined Type Properties

<b>Predefined Type Container</b>	<a href="#">IfcUndergroundExcavationTypeEnum</a> <a href="#">m</a>	<b>Parent Entity</b>	<a href="#">IfcUndergroundExcavatio</a> <a href="#">n</a>
<b>Stereotype</b>	«PredefinedType»		
<b>Property sets</b>			

### 2.9.10 Predefined Type: RADIALEXCAVATION

Full Identifier: **IfcUndergroundExcavationTypeEnum.RADIALEXCAVATION**

A lateral underground excavation where the tunnel profile is changed, e.g. widened..

Status: **Proposed**

Package: **Earthworks and Excavation**

Predefined Type Properties			
<b>Predefined Type Container</b>	<a href="#">IfcUndergroundExcavationTypeEnum</a> <a href="#">m</a>	<b>Parent Entity</b>	<a href="#">IfcUndergroundExcavatio</a> <a href="#">n</a>
<b>Stereotype</b>	«PredefinedType»		
<b>Property sets</b>			

### 2.9.11 Virtual Entity: Anchored open excavation

A confined open excavation where the vertical walls are anchored.

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcEarthworksCutTypeEnum.ANCHOREDOPENEXCAVATION</a>
<b>Notes</b>	

### 2.9.12 Virtual Entity: Braced open excavation

A confined open excavation where the vertical walls are braced.

Entity Properties
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<b>Realizing Parent</b>	<a href="#">IfcEarthworksCutTypeEnum.BRACEDOPENEXCAVATION</a>
<b>Notes</b>	

### 2.9.13 Virtual Entity: Confined open excavation

An open slope excavation where the sides are vertical or near vertical

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcEarthworksCutTypeEnum.CONFINEDOPENEXCAVATION</a>
<b>Notes</b>	

### 2.9.14 Virtual Entity: Fill

A type of earthworks element created by earthwork activities to build subgrade or to raise the level of the ground in general.

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcEarthworksFill</a>
<b>Notes</b>	

### 2.9.15 Virtual Entity: Full face excavation

An underground excavation where the full face was excavated at a single stage.

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcUndergroundExcavationTypeEnum.FACEEXCAVATION</a>
<b>Notes</b>	

### 2.9.16 Virtual Entity: Open slope excavation

The resulting void from an excavation of a trench where the alignment is exposed from the surface

Entity Properties	
-------------------	--

<b>Realizing Parent</b>	<a href="#">IfcEarthworksCutTypeEnum.TRENCH</a>
<b>Notes</b>	

### 2.9.17 Virtual Entity: Pilot bore

An underground excavation where only a part of the full face was excavated as an initial stage.

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcUndergroundExcavationTypeEnum.FACEEXCAVATION</a>
<b>Notes</b>	

### 2.9.18 Virtual Entity: Profile widening

<<ToDo: definition>>

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcUndergroundExcavationTypeEnum.RADIALEXCAVATION</a>
<b>Notes</b>	

### 2.9.19 Virtual Entity: Reaming

An underground excavation stage following the pilot bore where the excavation is enlarged until it covers the full face.

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcUndergroundExcavationTypeEnum.RADIALEXCAVATION</a>
<b>Notes</b>	

### 2.9.20 Virtual Entity: Reprofilling

<<ToDo: Definition>>

Entity Properties	
-------------------	--

<b>Realizing Parent</b>	<a href="#">IfcUndergroundExcavationTypeEnum.RADIALEXCAVATION</a>
<b>Notes</b>	

### 2.9.21 Virtual Entity: Staged excavation

<<ToDo: Definition>>

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	No mapping. Propose to handle through IfcProcess.

### 2.9.22 Virtual Entity: Tunnel excavation element

The resulting void from modification of existing terrain or road structure by excavation or by other means of removing material.

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	Mapping on subclasses.

## 2.10 Package: Ground improvement taxonomy and mapping

A package containing the ground improvement taxonomy elements and their mappings towards IFC elements.

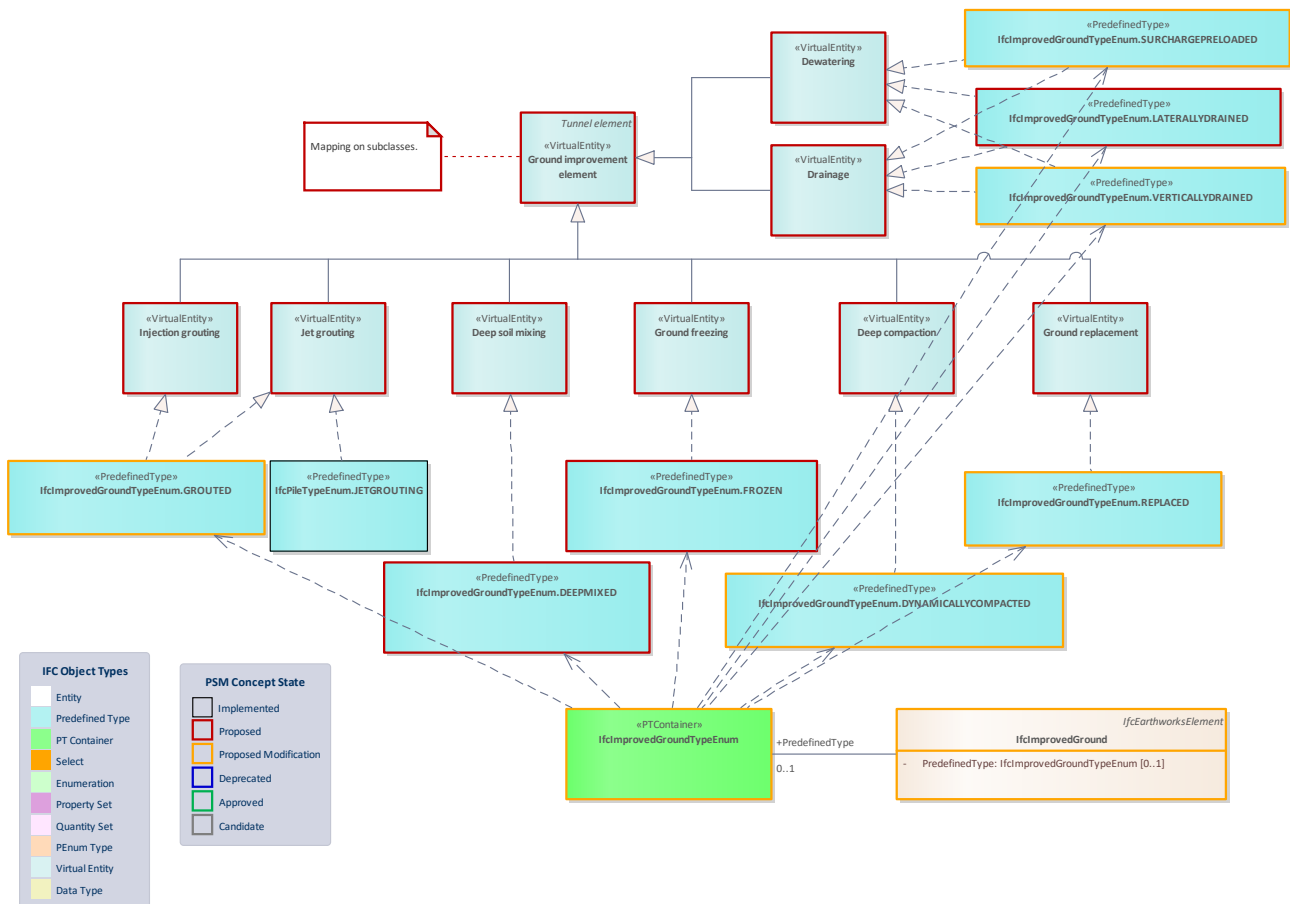


Figure 4: Ground improvement taxonomy and mapping -

### 2.10.1 Class: IfcImprovedGround

Ground stabilized by some mechanical or chemical method.

Note: Renamed IfcReinforcedSoil.

Status: **ProposedModification**

Package: **IfcSharedInfrastructureElements**

Class Properties			
Status	ProposedModification	Is Abstract	
Property sets			
Inheritance Statement			
Subtype Of	<a href="#">IfcEarthworksElement</a>		

Subtypes	EXISTING	PROPOSED

### Class Attributes

Name	Type	Multiplicity	Definition
PredefinedType	IfcImprovedGroundTypeEnum	[0..1]	Identifies the predefined type of a reinforced soil elements from which the type modelled, may be set. This type may associate additional specific property sets.

### 2.10.2 PDT Container: IfcImprovedGroundTypeEnum

This container defines the different predefined types of soil reinforcement that can specify an IfcReinforcedSoil.

Status: **ProposedModification**

Package: **IfcSharedInfrastructureElements**

Container Properties			
Parent Entity	<a href="#">IfcImprovedGround</a>	Stereotype	«PTContainer»
Contains	EXISTING	PROPOSED	
	<a href="#">IfcImprovedGroundTypeEnum.GROUTED</a> <a href="#">IfcImprovedGroundTypeEnum.ROLLERCOMPACTED</a> <a href="#">IfcImprovedGroundTypeEnum.REPLACED</a> <a href="#">IfcImprovedGroundTypeEnum.DYNAMICALLYCOMPACTED</a> <a href="#">IfcImprovedGroundTypeEnum.VERTICALLYDRAINED</a> <a href="#">IfcImprovedGroundTypeEnum.SURCHARGEPRELOAD</a>	<a href="#">IfcImprovedGroundTypeEnum.LATERALLYDRAINED</a> <a href="#">IfcImprovedGroundTypeEnum.DEEP MIXED</a> <a href="#">IfcImprovedGroundTypeEnum.FROZEN</a>	

### 2.10.3 Predefined Type: DYNAMICALLYCOMPACTED

Full Identifier: **IfcImprovedGroundTypeEnum.DYNAMICALLYCOMPACTED**

The method of using dynamic tamping machine to drop the heavy hammer freely from the high place, compacting the soil and quickly improving the bearing capacity of the foundation.

*Status:* **ProposedModification**

*Package:* **IfcSharedInfrastructureElements**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcImprovedGroundTypeEnum</a>	Parent Entity	<a href="#">IfcImprovedGround</a>
Stereotype	«PredefinedType»		
Property sets			

#### 2.10.4 Predefined Type: GROUTED

*Full Identifier:* **IfcImprovedGroundTypeEnum.GROUTED**

A method of injecting some curable slurry into cracks or pores of a geotechnical foundation to improve its physical and mechanical properties.

*Status:* **ProposedModification**

*Package:* **IfcSharedInfrastructureElements**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcImprovedGroundTypeEnum</a>	Parent Entity	<a href="#">IfcImprovedGround</a>
Stereotype	«PredefinedType»		
Property sets			

#### 2.10.5 Predefined Type: REPLACED

*Full Identifier:* **IfcImprovedGroundTypeEnum.REPLACED**

Dig out the soft soil in a certain range below the foundation ground and then backfill the area with high strength, low compressibility and no corrosive materials.

*Status:* **ProposedModification**

*Package:* **IfcSharedInfrastructureElements**



Predefined Type Properties			
Predefined Type Container	<a href="#">IfcImprovedGroundTypeEnum</a>	Parent Entity	<a href="#">IfcImprovedGround</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.10.6 Predefined Type: SURCHARGEPRELOADED

*Full Identifier:* **IfcImprovedGroundTypeEnum.SURCHARGEPRELOADED**

A method that applies load to the foundation to discharge pore water, and the foundation is consolidated to improve the foundation strength. Unloading when the carrying capacity reaches the required level.

*Status:* **ProposedModification**

*Package:* **IfcSharedInfrastructureElements**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcImprovedGroundTypeEnum</a>	Parent Entity	<a href="#">IfcImprovedGround</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.10.7 Predefined Type: VERTICALLYDRAINED

*Full Identifier:* **IfcImprovedGroundTypeEnum.VERTICALLYDRAINED**

A method to set vertical drainage measures in the foundation, so that pore water in the soil is discharged and the foundation strength is improved.

*Status:* **ProposedModification**

*Package:* **IfcSharedInfrastructureElements**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcImprovedGroundTypeEnum</a>	Parent Entity	<a href="#">IfcImprovedGround</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.10.8 Predefined Type: LATERALLYDRAINED

*Full Identifier:* **IfcImprovedGroundTypeEnum.LATERALLYDRAINED**

A method to set lateral drainage measures in the foundation, so that pore water in the soil is discharged and the foundation strength is improved.

*Status:* **Proposed**

*Package:* **Earthworks and Excavation**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcImprovedGroundTypeEnum</a>	Parent Entity	<a href="#">IfcImprovedGround</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.10.9 Predefined Type: DEEPMIXED

*Full Identifier:* **IfcImprovedGroundTypeEnum.DEEPMIXED**

A ground improvement technique that improves soft, high moisture clays, peats, and other weak soils, by mechanically mixing them with dry cementitious binder.

*Status:* **Proposed**

*Package:* **Earthworks and Excavation**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcImprovedGroundTypeEnum</a>	Parent Entity	<a href="#">IfcImprovedGround</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.10.10 Predefined Type: FROZEN

*Full Identifier:* **IfcImprovedGroundTypeEnum.FROZEN**

Artificial ground freezing is used for waterproofing and/or temporary consolidation to support the excavation of underground structures under water in loose soils or in jointed rocks. It is suitable for any type of soil and fractured rock. Most used technologies are either direct method (liquid nitrogen) or indirect method (brine).

*Status:* **Proposed**

*Package:* **Earthworks and Excavation**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcImprovedGroundTypeEnum</a>	Parent Entity	<a href="#">IfcImprovedGround</a>
Stereotype	«PredefinedType»		
Property sets			

#### 2.10.11 Virtual Entity: Deep compaction

Dynamic compaction is a ground improvement technique that uses a drop weight to densify loose soils

Entity Properties	
Realizing Parent	<a href="#">IfcImprovedGroundTypeEnum.DYNAMICALLYCOMPACTED</a>
Notes	

#### 2.10.12 Virtual Entity: Deep soil mixing

A ground improvement technique that improves soft, high moisture clays, peats, and other weak soils, by mechanically mixing them with dry cementitious binder.

Entity Properties	
Realizing Parent	<a href="#">IfcImprovedGroundTypeEnum.DEEP MIXED</a>
Notes	

#### 2.10.13 Virtual Entity: Dewatering

Same as Drainage?

Entity Properties
-------------------

<b>Realizing Parent</b>	<a href="#">IfcImprovedGroundTypeEnum.LATERALLYDRAINED</a> <a href="#">IfcImprovedGroundTypeEnum.VERTICALLYDRAINED</a> <a href="#">IfcImprovedGroundTypeEnum.SURCHARGEPRELOADED</a>
<b>Notes</b>	

#### 2.10.14 Virtual Entity: Drainage

A kind of ground improvement method where water is removed to lower water pressure in the ground, limit surface runoff from the tunnel face and facing and lowering the pore pressure in loose granular soils and very fractured rock masses.

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcImprovedGroundTypeEnum.LATERALLYDRAINED</a> <a href="#">IfcImprovedGroundTypeEnum.VERTICALLYDRAINED</a> <a href="#">IfcImprovedGroundTypeEnum.SURCHARGEPRELOADED</a>
<b>Notes</b>	

#### 2.10.15 Virtual Entity: Ground freezing

Artificial ground freezing is used for waterproofing and/or temporary consolidation to support the excavation of underground structures under water in loose soils or in jointed rocks. It is suitable for any type of soil and fractured rock. Most used technologies are either direct method (liquid nitrogen) or indirect method (brine).

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcImprovedGroundTypeEnum.FROZEN</a>
<b>Notes</b>	

#### 2.10.16 Virtual Entity: Ground improvement element

An element that improves the physical and mechanical properties of the ground.

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	Mapping on subclasses.

#### 2.10.17 Virtual Entity: Ground replacement

A method for ground improvement by replacement of the ground by using a cement grout at high pressure, forming contiguous columns of "soil-cement".

Entity Properties	
Realizing Parent	<a href="#">IfcImprovedGroundTypeEnum.REPLACED</a>
Notes	

#### 2.10.18 Virtual Entity: Injection grouting

A method of injecting curable slurry into cracks or pores of a geotechnical foundation to improve its physical and mechanical properties.

Entity Properties	
Realizing Parent	<a href="#">IfcImprovedGroundTypeEnum.GROUTED</a>
Notes	

#### 2.10.19 Virtual Entity: Jet grouting

A method of ground reinforcement that unlike classical forms of grouting that permeate through the soil uses high kinetic energy in the form of a high velocity jet of grout to breakdown the soil structure and simultaneously mix cement grout with the in-situ soil.

Entity Properties	
Realizing Parent	<a href="#">IfcPileTypeEnum.JETGROUTING</a> <a href="#">IfcImprovedGroundTypeEnum.GROUTED</a>
Notes	

### 2.11 Package: Interior element taxonomy and mapping

A package containing the tunnel interior taxonomy elements and their mappings towards IFC elements.

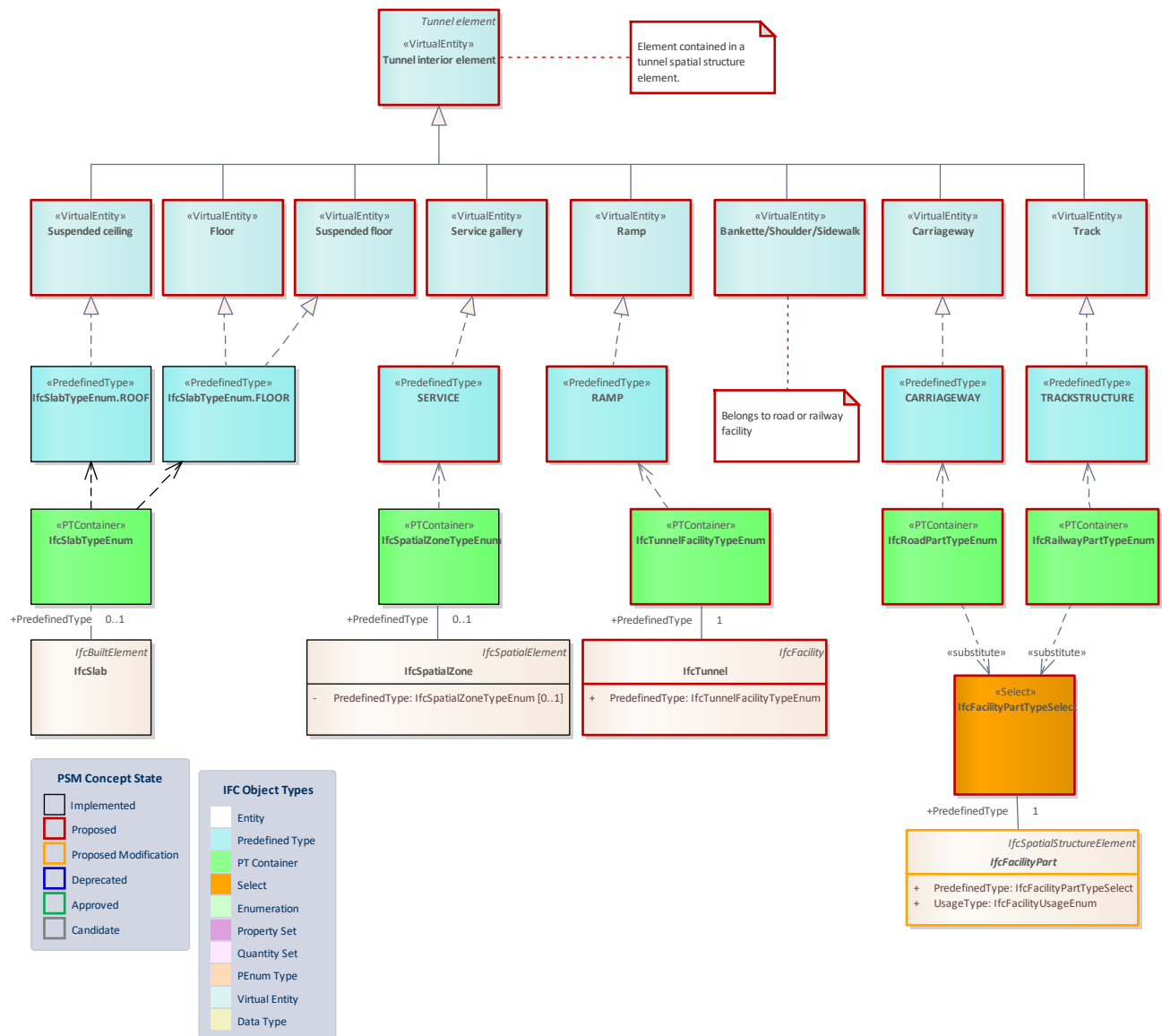


Figure 5: Interior element taxonomy and mapping - spatial concepts -

### 2.11.1 Class: IfcFacilityPart

IfcFacilityPart provides for spatial breakdown of built facilities. It may be further specialised according to the type of facility being broken down.

BSI Documentation

Status: **ProposedModification**

Package: **IfcProductExtension**

#### Class Properties

<b>Status</b>	ProposedModification	<b>Is Abstract</b>	Abstract
<b>Property sets</b>	<a href="#">Oto_FacilityPartBaseQuantities</a>		

Inheritance Statement		
<b>Subtype Of</b>	<a href="#">IfcSpatialStructureElement</a>	
<b>Subtypes</b>	EXISTING	PROPOSED
	<a href="#">IfcFacilityPartCommon</a>	<a href="#">IfcTunnelPart</a>
	<a href="#">IfcBridgePart</a>	
	<a href="#">IfcMarinePart</a>	
	<a href="#">IfcRoadPart</a>	
	<a href="#">IfcRailwayPart</a>	

#### Class Attributes

Name	Type	Multiplicity	Definition
PredefinedType	IfcFacilityPartTypeSelect		
UsageType	IfcFacilityUsageEnum		

### 2.11.2 PDT Container: IfcRailwayPartTypeEnum

The IfcRailwayPartTypeEnum defines the range of different types of railway part that can be specified.

*Status:* **Proposed**

*Package:* **IfcRail**

Container Properties			
<b>Parent Entity</b>		<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	EXISTING	PROPOSED	
		<a href="#">IfcRailwayPartTypeEnum.TURNOUTSUPERSTRUCTURE</a>	
		<a href="#">IfcRailwayPartTypeEnum.SUPERSTRUCTURE</a>	
		<a href="#">IfcRailwayPartTypeEnum.LINESIDESTRUCTURE</a>	
		<a href="#">IfcRailwayPartTypeEnum.PLAINTRACKSUPERSTRUCTURE</a>	
		<a href="#">IfcRailwayPartTypeEnum.SUBSTRUCTURE</a>	

		<a href="#">IfcRailwayPartTypeEnum.DILATATIONSUPERSTRUCTURE</a> <a href="#">IfcRailwayPartTypeEnum.LINESIDESTRUCTUREPART</a> <a href="#">IfcRailwayPartTypeEnum.TRACKSTRUCTUREPART</a> <a href="#">IfcRailwayPartTypeEnum.TRACKSTRUCTURE</a>
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### 2.11.3 Predefined Type: TRACKSTRUCTURE

Full Identifier: **IfcRailwayPartTypeEnum.TRACKSTRUCTURE**

A spatial structure element that contains track-related elements.

Status: **Proposed**

Package: **IfcRail**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcRailwayPartTypeEnum</a>	Parent Entity	<a href="#">IfcFacilityPart</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.11.4 PDT Container: IfcRoadPartTypeEnum

Status: **Proposed**

Package: **IfcRoad**

Container Properties			
Parent Entity		Stereotype	«PTContainer»
Contains	EXISTING	PROPOSED	
		<a href="#">IfcRoadPartTypeEnum.TRAFFICISLAND</a> <a href="#">IfcRoadPartTypeEnum.RAILWAYCROSSING</a> <a href="#">IfcRoadPartTypeEnum.PARKINGBAY</a> <a href="#">IfcRoadPartTypeEnum.SIDEWALK</a>	



		<a href="#">IfcRoadPartTypeEnum.CENTRALRESERVE</a> <a href="#">IfcRoadPartTypeEnum.TOLLPLAZA</a> <a href="#">IfcRoadPartTypeEnum.REFUGEISLAND</a> <a href="#">IfcRoadPartTypeEnum.ROADSIDE</a> <a href="#">IfcRoadPartTypeEnum.ROADWAYPLATEAU</a> <a href="#">IfcRoadPartTypeEnum.PASSINGBAY</a> <a href="#">IfcRoadPartTypeEnum.INTERSECTION</a> <a href="#">IfcRoadPartTypeEnum.HARDSHOULDER</a> <a href="#">IfcRoadPartTypeEnum.BUS_STOP</a> <a href="#">IfcRoadPartTypeEnum.ROADSIDEPART</a> <a href="#">IfcRoadPartTypeEnum.CARRIAGEWAY</a> <a href="#">IfcRoadPartTypeEnum.LAYBY</a> <a href="#">IfcRoadPartTypeEnum.ROUNDABOUT</a> <a href="#">IfcRoadPartTypeEnum.ROADSEGMENT</a> <a href="#">IfcRoadPartTypeEnum.TRAFFICLANE</a> <a href="#">IfcRoadPartTypeEnum.SHOULDER</a> <a href="#">IfcRoadPartTypeEnum.CENTRALISLAND</a> <a href="#">IfcRoadPartTypeEnum.BICYCLECROSSING</a> <a href="#">IfcRoadPartTypeEnum.SOFTSHOULDER</a> <a href="#">IfcRoadPartTypeEnum.PEDESTRIAN_CROSSING</a>
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### 2.11.5 Predefined Type: CARRIAGEWAY

Full Identifier: **IfcRoadPartTypeEnum.CARRIAGEWAY**

Unitary lateral part of Road built for traffic. Carriageway may comprise several kinds of traffic lanes and lay-bys, as well as traffic islands, and in case of dual carriageway road they are separated by central reserve.

NOTE Definition from ISO 6707-1: part of the road or highway constructed for use by vehicular traffic, including auxiliary traffic lanes, passing places, and lay-bys (US:Roadway).

Status: **Proposed**

Package: **IfcRoad**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcRoadPartTypeEnum</a>	Parent Entity	<a href="#">IfcFacilityPart</a>
Stereotype	«PredefinedType»		

Property sets	
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### 2.11.6 Select: IfcFacilityPartTypeSelect

This is a select of enumerations to provide the option of groups of predefined types for an IfcFacilityPart.

*Status:* **Proposed**

*Package:* **IfcSharedInfrastructureElements**

Select Properties	
Stereotype	«Select»
Substitutions	<a href="#">IfcTunnelPartTypeEnum</a> <a href="#">IfcFacilityPartCommonTypeEnum</a> <a href="#">IfcRoadPartTypeEnum</a> <a href="#">IfcRailwayPartTypeEnum</a> <a href="#">IfcBridgePartTypeEnum</a> <a href="#">IfcMarinePartTypeEnum</a>

### 2.11.7 Predefined Type: RAMP

*Full Identifier:* **IfcTunnelFacilityTypeEnum.RAMP**

A tunnel connecting tunnels at different levels or a tunnel with the above ground

*Status:* **Proposed**

*Package:* **Facilities**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcTunnelFacilityTypeEnum</a>	Parent Entity	<a href="#">IfcTunnel</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.11.8 Class: IfcTunnel

An artificial underground passage, especially one built through a hill or under a building, road, or river.

NOTE Definition from PIARC : Long enclosed transport route.

Status: **Proposed**

Package: **Facilities**

Class Properties			
Status	Proposed	Is Abstract	
Property sets			

Inheritance Statement		
Subtype Of	<a href="#">IfcFacility</a>	
Subtypes	EXISTING	PROPOSED

#### Class Attributes

Name	Type	Multiplicity	Definition
PredefinedType	IfcTunnelFacilityTypeEnum		

### 2.11.9 PDT Container: IfcTunnelFacilityTypeEnum

Predefined types for IfcTunnel.

Status: **Proposed**

Package: **Facilities**

Container Properties			
Parent Entity	<a href="#">IfcTunnel</a>	Stereotype	«PTContainer»
Contains	EXISTING	PROPOSED	
		<a href="#">IfcTunnelFacilityTypeEnum.SHAFT</a> <a href="#">IfcTunnelFacilityTypeEnum.PEDESTRIAN</a> <a href="#">IfcTunnelFacilityTypeEnum.ROAD</a> <a href="#">IfcTunnelFacilityTypeEnum.RAILWAY</a> <a href="#">IfcTunnelFacilityTypeEnum.MAINTENANCE</a> <a href="#">IfcTunnelFacilityTypeEnum.UNDERGROUND_FACILITIES</a>	

		<a href="#">IfcTunnelFacilityTypeEnum.METRO</a> <a href="#">IfcTunnelFacilityTypeEnum.ACCESTUNNEL</a> <a href="#">IfcTunnelFacilityTypeEnum.BYPASS</a> <a href="#">IfcTunnelFacilityTypeEnum.BICYCLE</a> <a href="#">IfcTunnelFacilityTypeEnum.UTILITIES</a> <a href="#">IfcTunnelFacilityTypeEnum.RAMP</a>
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### 2.11.10 Predefined Type: SERVICE

Full Identifier: **IfcSpatialZoneTypeEnum.SERVICE**

Status: **Proposed**

Package: **Spatial zones**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcSpatialZoneTypeEnum</a>	Parent Entity	<a href="#">IfcSpatialZoneType</a> <a href="#">IfcSpatialZone</a>
Stereotype	«PredefinedType»		
Property sets			

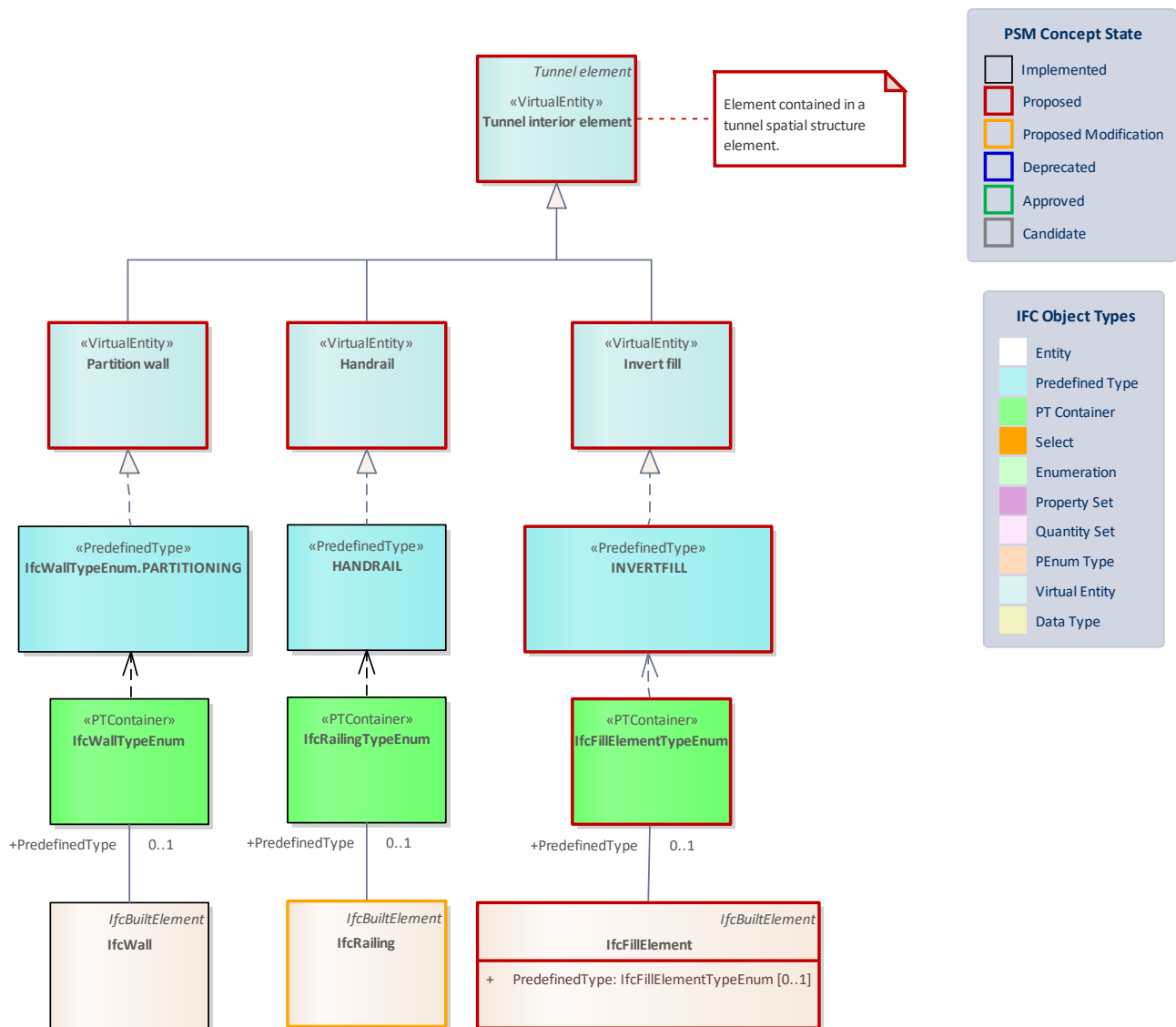


Figure 6: Interior element taxonomy and mapping part 1 -

### 2.11.11 Class: IfcRailing

The railing is a frame assembly adjacent to human or vehicle circulation spaces and at some space boundaries where it is used in lieu of walls or to complement walls. REMOVE{ Designed to aid humans, either as an optional physical support, or to prevent injury or damage, either by falling or collision.} Designed as an optional physical support, or to prevent injury or damage, either by falling or collision.

> HISTORY New entity in IFC2.0

BSI Documentation

Status: **ProposedModification**

Package: **IfcSharedBldgElements**

Class Properties			
Status	ProposedModification	Is Abstract	
Property sets			
Inheritance Statement			
Subtype Of	<a href="#">IfcBuiltElement</a>		
Subtypes	EXISTING		PROPOSED

### 2.11.12 Predefined Type: INVERTFILL

Full Identifier: **IfcFillElementTypeEnum.INVERTFILL**

The fill element used to fill the tunnel invert, i.e. The lowest section of a tunnel, i.e., the floor.

Status: **Proposed**

Package: **Built elements**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcFillElementTypeEnum</a>	Parent Entity	<a href="#">IfcFillElement</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.11.13 Class: IfcFillElement

An element with the purpose of filling gaps between other elements.

Status: **Proposed**

Package: **Built elements**

Class Properties			
Status	Proposed	Is Abstract	
Property sets			

Inheritance Statement		
Subtype Of	<a href="#">IfcBuiltElement</a>	
Subtypes	EXISTING	PROPOSED

#### Class Attributes

Name	Type	Multiplicity	Definition
PredefinedType	IfcFillElementTypeEnum	[0..1]	

#### 2.11.14 PDT Container: IfcFillElementTypeEnum

This enumeration defines the range of different types of fill elements that can further specify an `_IfcFillElementTypeEnum_`.

*Status:* **Proposed**

*Package:* **Built elements**

Container Properties			
Parent Entity	<a href="#">IfcFillElement</a>	Stereotype	«PTContainer»
Contains	EXISTING	PROPOSED	
		<a href="#">IfcFillElementTypeEnum.ANNULARGAPFILL</a> <a href="#">IfcFillElementTypeEnum.INVERTFILL</a>	

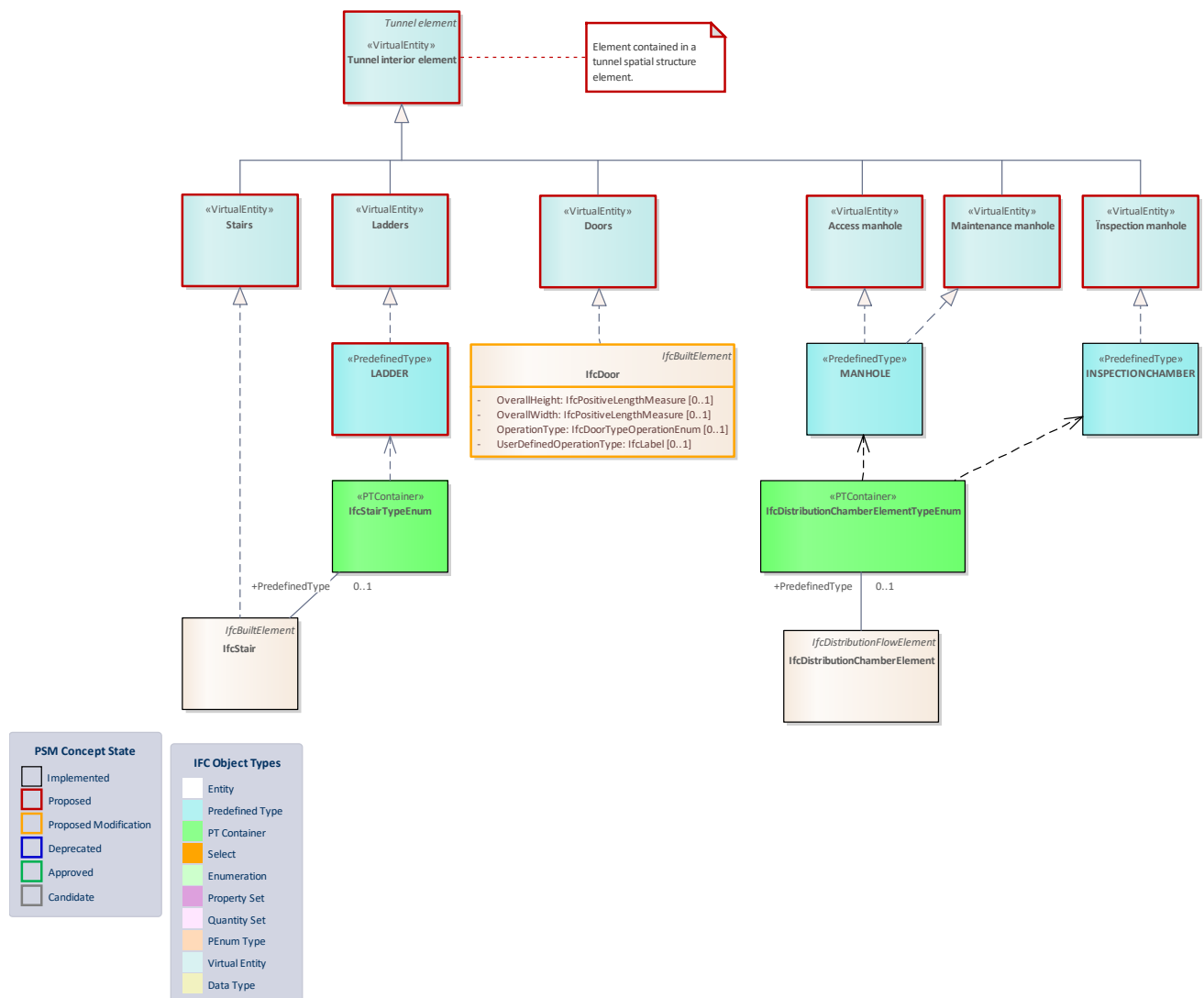


Figure 7: Interior element taxonomy and mapping part 2 -

### 2.11.15 Class: IfcDoor

The door is a built element that is predominately used to provide controlled access for people, goods, animals and vehicles. It includes constructions with hinged, pivoted, sliding, and additionally revolving and folding operations. REMOVE: A door consists of a lining and one or several panels.

NOTE Definition according to ISO 6707-1: construction for closing an opening, intended primarily for access with hinged, pivoted or sliding operation.

The `_IfcDoor_` defines a particular occurrence of a door inserted in the spatial context of a project. A door can:

- be inserted as a filler in an opening using the `_IfcRelFillsElement_` relationship, then the `_IfcDoor_` has an inverse attribute `_FillsVoids_` provided;



NOTE View definitions or implementer agreements may restrict the relationship to only include one door into one opening

- be part of an element assembly, in general an `_IfcCurtainWall_`, using the `_IfcRelAggregates_` relationship, then the `_IfcDoor_` has an inverse attribute `_Decomposes_` is provided;
- be a "free standing" door, then the `_IfcDoor_` has no inverse attributes `_FillsVoids_` or `_Decomposes_` provided.

This specification provides two entities for door occurrences:

- `_IfcDoorStandardCase_` used for all occurrences of doors, that have a "Profile" shape representation defined to which a set of shape parameters for lining and framing properties apply. Additionally it requires the provision of an `_IfcDoorType_` that references one `_IfcDoorLiningProperties_` and on to many `_IfcDoorPanelProperties_`;  
NOTE see `_IfcDoorStandardCase_` for all specific constraints imposed by this subtype.
- `_IfcDoor_` used for all other occurrences of doors, particularly for doors having only "Brep", or "SurfaceModel" geometry without applying shape parameters.

The actual parameters of the door and/or its shape are defined by the `_IfcDoor_` as the occurrence definition (or project instance), or by the `_IfcDoorType_` as the specific definition (or project type). The following parameters are given:

at the `_IfcDoor_` or `_IfcDoorStandardCase_` for occurrence specific parameters. The `_IfcDoor_` specifies:

- the door width and height
- the door opening direction (by the y-axis of the `_ObjectPlacement_`)\* at the `_IfcDoorType_`, to which the `_IfcDoor_` is related by the inverse relationship `_IsTypedBy_` pointing to `_IfcRelDefinesByType_`, for type parameters common to all occurrences of the same type.

at the `IfcDoorType`, to which the `IfcDoor` is related by the inverse relationship `IsTypedBy` pointing to `IfcRelDefinesByType`, for type parameters common to all occurrences of the same type.

- the operation type (single swing, double swing, revolving, etc.)
- the door hinge side (by using two different styles for right and left opening doors)
- the construction material type
- the particular attributes for the lining by the `_IfcDoorLiningProperties_`
- the particular attributes for the panels by the `_IfcDoorPanelProperties_`

The geometric representation of `_IfcDoor_` is given by the `_IfcProductDefinitionShape_`, allowing multiple geometric representations. The `_IfcDoor_` may get its parameter and shape from the `_IfcDoorType_`. If an

\_IfcRepresentationMap\_ (a block definition) is defined for the \_IfcDoorType\_, then the \_IfcDoor\_ inserts it through the \_IfcMappedItem\_.

The geometric representation of \_IfcDoor\_ is defined using the following (potentially multiple) \_IfcShapeRepresentation\_'s for its \_IfcProductDefinitionShape\_:

- **'Profile'**: A "Curve3D" consisting of a single closed curve defining the outer boundary of the door (lining). The door parametric representation uses this profile in order to apply the door lining and panel parameter. If not provided, the profile of the \_IfcOpeningElement\_ is taken.
- **'FootPrint'**: A "GeometricCurveSet", or "Annotation2D" representation defining the 2D shape of the door
- **'Body'**: A "SweptSolid", "SurfaceModel", or "Brep" representation defining the 3D shape of the door.

In addition the parametric representation of a (limited) door shape is available by applying the parameters from \_IfcDoorType\_ referencing \_IfcDoorLiningProperties\_ and \_IfcDoorPanelProperties\_. The purpose of the parameter is described at those entities and below (door opening operation by door type).

The overall size of the \_IfcDoor\_ to be used to apply the lining or panel parameter provided by the \_IfcDoorType\_ is determined by the IfcShapeRepresentation with the RepresentationIdentifier = "Profile".

#### bSI Documentation

*Status:* **ProposedModification**

*Package:* **IfcSharedBldgElements**

Class Properties			
<b>Status</b>	ProposedModification	<b>Is Abstract</b>	
<b>Property sets</b>			

Inheritance Statement		
<b>Subtype Of</b>	<a href="#">IfcBuiltElement</a>	
<b>Subtypes</b>	EXISTING	PROPOSED
	<a href="#">IfcDoorStandardCase</a>	

#### **Class Attributes**

Name	Type	Multiplicity	Definition
------	------	--------------	------------

OverallHeight	IfcPositiveLengthMeasure	[0..1]	<p>Overall measure of the height, it reflects the Z Dimension of a bounding box, enclosing the body of the door opening. If omitted, the _OverallHeight_ should be taken from the geometric representation of the _IfcOpening_ in which the door is inserted.</p> <p>NOTE The body of the door might be taller than the door opening (e.g. in cases where the door lining includes a casing). In these cases the _OverallHeight_ shall still be given as the door opening height, and not as the total height of the door lining.</p>
OverallWidth	IfcPositiveLengthMeasure	[0..1]	<p>Overall measure of the width, it reflects the X Dimension of a bounding box, enclosing the body of the door opening. If omitted, the _OverallWidth_ should be taken from the geometric representation of the _IfcOpening_ in which the door is inserted.</p> <p>NOTE The body of the door might be wider than the door opening (e.g. in cases where the door lining includes a casing). In these cases the _OverallWidth_ shall still be given as the door opening width, and not as the total width of the door lining.</p>
OperationType	IfcDoorTypeOperationEnum	[0..1]	<p>Type defining the general layout and operation of the door type in terms of the partitioning of panels and panel operations.</p> <p>NOTE The _OperationType_ shall only be used, if no type object _IfcDoorType_ is assigned, providing its own _IfcDoorType.OperationType_.</p>
UserDefinedOperationType	IfcLabel	[0..1]	<p>Designator for the user defined operation type, shall only be provided, if the value of _OperationType_ is set to USERDEFINED.</p>

### 2.11.16 Predefined Type: LADDER

*Full Identifier:* **IfcStairTypeEnum.LADDER**

a piece of equipment consisting of a series of bars or steps between two upright elements used for climbing up or down something

Status: **Proposed**

Package: **IfcSharedBldgElements**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcStairTypeEnum</a>	Parent Entity	<a href="#">IfcStairType</a>
Stereotype	«PredefinedType»		
Property sets			

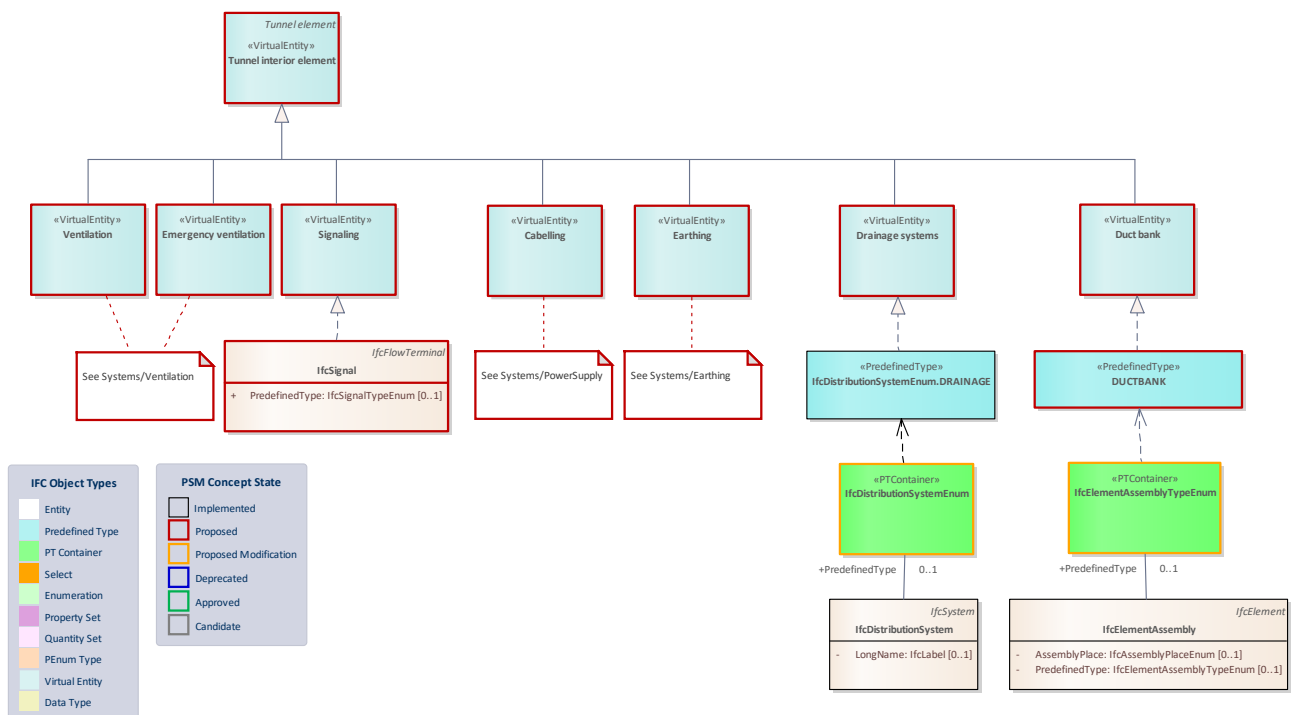


Figure 8: Interior element taxonomy and mapping part3 -

### 2.11.17 PDT Container: **IfcElementAssemblyTypeEnum**

This enumeration defines the basic configuration types for element assemblies.

> HISTORY New enumeration in IFC2x2.

bSI Documentation

Status: **ProposedModification**

Package: **IfcProductExtension**

Container Properties			
<b>Parent Entity</b>	<a href="#">IfcElementAssemblyType</a> <a href="#">IfcElementAssembly</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	EXISTING	PROPOSED	
	<a href="#">IfcElementAssemblyTypeEnum.ABUTMENT</a> <a href="#">IfcElementAssemblyTypeEnum.DECK</a> <a href="#">IfcElementAssemblyTypeEnum.PYLON</a> <a href="#">IfcElementAssemblyTypeEnum.ACCESSORY_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.TRUSS</a> <a href="#">IfcElementAssemblyTypeEnum.BRACED_FRAME</a> <a href="#">IfcElementAssemblyTypeEnum.CROSS_BRACING</a> <a href="#">IfcElementAssemblyTypeEnum.REINFORCEMENT_UNIT</a> <a href="#">IfcElementAssemblyTypeEnum.BEAM_GRID</a> <a href="#">IfcElementAssemblyTypeEnum.ARCH</a> <a href="#">IfcElementAssemblyTypeEnum.SLAB_FIELD</a> <a href="#">IfcElementAssemblyTypeEnum.PIER</a> <a href="#">IfcElementAssemblyTypeEnum.RIGID_FRAME</a> <a href="#">IfcElementAssemblyTypeEnum.GIRDER</a>	<a href="#">IfcElementAssemblyTypeEnum.DUCTBANK</a> <a href="#">IfcElementAssemblyTypeEnum.TRACKPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.DILATATIONPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.UMBRELLAVALT</a> <a href="#">IfcElementAssemblyTypeEnum.ENTRANCEWORKS</a> <a href="#">IfcElementAssemblyTypeEnum.SUPPORTINGASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SUMPBUSTER</a> <a href="#">IfcElementAssemblyTypeEnum.RAIL_MECHANICAL_EQUIPMENT_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.MAST</a> <a href="#">IfcElementAssemblyTypeEnum.TRACTION_SWITCHING_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SUSPENSIONASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SHELTER</a> <a href="#">IfcElementAssemblyTypeEnum.TURNOUTPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.TRAFFIC_CALMING_DEVICE</a> <a href="#">IfcElementAssemblyTypeEnum.GRID</a> <a href="#">IfcElementAssemblyTypeEnum.SIGNALASSEMBLY</a>	

### 2.11.18 PDT Container: [IfcDistributionSystemEnum](#)

This enumeration identifies different types of distribution systems. It is used to designate systems by their function as well as ports of devices within such systems to restrict connectivity to compatible connections.

> HISTORY New enumeration in IFC4.

Ports for cable carriers may be connected using `_IfcCableCarrierSegment_` and `_IfcCableCarrierFitting_`. Type objects for cable carrier segments and fittings (`_IfcCableCarrierSegmentType_` and

\_IfcCableCarrierFittingType\_ that are not specific to a particular system type may have ports with \_PredefinedType\_ of NOTDEFINED which indicates that occurrences of such objects may connect to ports of any other cable-carrier based port. Valid enumerations for cable carriers are the same as that for cables, and may be asserted if ports of the contained cables are all of the same type.

#### bSI Documentation

Status: **ProposedModification**

Package: **IfcSharedBldgServiceElements**

Container Properties			
Parent Entity	<a href="#">IfcDistributionSystem</a> <a href="#">IfcDistributionPort</a>	Stereotype	«PTContainer»
Contains	EXISTING	PROPOSED	
	<a href="#">IfcDistributionSystemEnum.MONITORINGSYSTEM</a> <a href="#">IfcDistributionSystemEnum.COMPRESSED AIR</a> <a href="#">IfcDistributionSystemEnum.EARTHING</a> <a href="#">IfcDistributionSystemEnum.VENTILATION</a> <a href="#">IfcDistributionSystemEnum.TELEPHONE</a> <a href="#">IfcDistributionSystemEnum.HEATING</a> <a href="#">IfcDistributionSystemEnum.DISPOSAL</a> <a href="#">IfcDistributionSystemEnum.TV</a> <a href="#">IfcDistributionSystemEnum.HAZARDOUS</a> <a href="#">IfcDistributionSystemEnum.CONVEYING</a> <a href="#">IfcDistributionSystemEnum.OIL</a> <a href="#">IfcDistributionSystemEnum.EXHAUST</a> <a href="#">IfcDistributionSystemEnum.REFRIGERATION</a> <a href="#">IfcDistributionSystemEnum.LIGHTNING PROTECTION</a> <a href="#">IfcDistributionSystemEnum.DATA</a> <a href="#">IfcDistributionSystemEnum.CHEMICAL</a> <a href="#">IfcDistributionSystemEnum.DRAINAGE</a> <a href="#">IfcDistributionSystemEnum.SEWAGE</a> <a href="#">IfcDistributionSystemEnum.AIRCONDITIONING</a> <a href="#">IfcDistributionSystemEnum.FIREPROTECTION</a> <a href="#">IfcDistributionSystemEnum.OPERATIONAL</a> <a href="#">IfcDistributionSystemEnum.CONDENSERWATER</a> <a href="#">IfcDistributionSystemEnum.CONTROL</a> <a href="#">IfcDistributionSystemEnum.SECURITY</a> <a href="#">IfcDistributionSystemEnum.DOMESTIC COLD WATER</a>	<a href="#">IfcDistributionSystemEnum.SAFETY</a> <a href="#">IfcDistributionSystemEnum.CATENARY_SYSTEM</a> <a href="#">IfcDistributionSystemEnum.OVERHEAD CONTACT LINE_SYSTEM</a> <a href="#">IfcDistributionSystemEnum.RETURN_CIRCUIT</a>	

<a href="#">IfcDistributionSystemEnum.DOMESTICHOTWATER</a> <a href="#">IfcDistributionSystemEnum.VENT</a> <a href="#">IfcDistributionSystemEnum.WASTEWATER</a> <a href="#">IfcDistributionSystemEnum.ELECTRICAL</a> <a href="#">IfcDistributionSystemEnum.LIGHTING</a> <a href="#">IfcDistributionSystemEnum.FUEL</a> <a href="#">IfcDistributionSystemEnum.AUDIOVISUAL</a> <a href="#">IfcDistributionSystemEnum.VACUUM</a> <a href="#">IfcDistributionSystemEnum.STORMWATER</a> <a href="#">IfcDistributionSystemEnum.RAINWATER</a> <a href="#">IfcDistributionSystemEnum.CHILLEDWATER</a> <a href="#">IfcDistributionSystemEnum.COMMUNICATION</a> <a href="#">IfcDistributionSystemEnum.ELECTROACOUSTIC</a> <a href="#">IfcDistributionSystemEnum.WATERSUPPLY</a> <a href="#">IfcDistributionSystemEnum.GAS</a> <a href="#">IfcDistributionSystemEnum.SIGNAL</a> <a href="#">IfcDistributionSystemEnum.POWERGENERATION</a> <a href="#">IfcDistributionSystemEnum.MUNICIPALSOLIDWAST</a> <a href="#">E</a>	
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### 2.11.19 Class: IfcSignal

A signal is an active device that conveys information or instructions to users, by means of an audio, visual signal or a combination of both.

The primary distinction from an IfcSign is that a signal is active and therefore a subtype of IfcFlowTerminal usually requiring power and data connections for its operation.

An instance of IfcSignal represents a singular signalling device in a larger assembled unit or connected system, such as an individual frame within a railway signal, a single light unit in a traffic light system or an audio signal or light mounted on a navigational buoy.

Signals can be physically aggregated together into an assembly which can include multiple signal instances (and also sign instances) and the associated supporting structural elements such as a simple pole or a rigid frame gantry (see Signal Assembly for examples).

Signals can be logically (functionally) grouped together into a signalling system (a type of distribution system) to represent a connected group of signals for example a group of traffic lights controlling an road intersection.

*Status: Proposed*

Class Properties			
Status	Proposed	Is Abstract	
Property sets	<a href="#">Pset_RailwaySignalGeneral</a>		

Inheritance Statement		
Subtype Of	<a href="#">IfcFlowTerminal</a>	
Subtypes	EXISTING	PROPOSED

#### Class Attributes

Name	Type	Multiplicity	Definition
PredefinedType	IfcSignalTypeEnum	[0..1]	<p>Identifies the predefined type of a signal from which the type modelled, may be set. This type may associate additional specific property sets.</p> <p>NOTE The PredefinedType shall only be used, if no <a href="#">IfcSignalType</a> is assigned, providing its own IfcSignalType.PredefinedType.</p>

### 2.11.20 Predefined Type: DUCTBANK

Full Identifier: **IfcElementAssemblyTypeEnum.DUCTBANK**

A Duct Bank is two or more ducts or conduits used as part of a system.

A duct bank is designed to protect and group or consolidate data and electrical cables to and from a facility. The cables are laid in PVC pipes or conduits. These conduit are bundled together and protected with either steel or reinforced concrete casings.

Duct banks are often located underground. They can carry cables for all electrical wiring and data requirements in the facility as well as extra cables that are not for immediate use, but may be valuable for future requirements.

Status: **Proposed**



Predefined Type Properties			
Predefined Type Container	<a href="#">IfcElementAssemblyTypeEnum</a>	Parent Entity	<a href="#">IfcElementAssemblyType</a>
			<a href="#">IfcElementAssembly</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.11.21 Virtual Entity: Access manhole

Chamber constructed on a drain, sewer or pipeline with a removable cover that permits the entry of a person.

Entity Properties	
Realizing Parent	<a href="#">IfcDistributionChamberElementTypeEnum.MANHOLE</a>
Notes	

### 2.11.22 Virtual Entity: Bankette/Shoulder/Sidewalk

<<ToDo: definition>>

Entity Properties	
Realizing Parent	
Notes	Belongs to road or railway facility

### 2.11.23 Virtual Entity: Cabelling

<<ToDo: definition>>

Entity Properties	
Realizing Parent	
Notes	See Systems/PowerSupply

### 2.11.24 Virtual Entity: Carriageway

Unitary lateral part of Road built for traffic. Carriageway may comprise several kinds of traffic lanes and lay-bys, as well as traffic islands, and in case of dual carriageway road they are separated by central reserve.

Entity Properties	
Realizing Parent	<a href="#">IfcRoadPartTypeEnum.CARRIAGEWAY</a>
Notes	

#### 2.11.25 Virtual Entity: Doors

The door is a built element that is predominately used to provide controlled access for people, goods, animals and vehicles. It includes constructions with hinged, pivoted, sliding, and additionally revolving and folding operations.

Entity Properties	
Realizing Parent	<a href="#">IfcDoor</a>
Notes	

#### 2.11.26 Virtual Entity: Drainage systems

<<ToDo: definition>>

Entity Properties	
Realizing Parent	<a href="#">IfcDistributionSystemEnum.DRAINAGE</a>
Notes	

#### 2.11.27 Virtual Entity: Duct bank

A Duct Bank is two or more ducts or conduits used as part of a system.

A duct bank is designed to protect and group or consolidate data and electrical cables to and from a facility. The cables are laid in PVC pipes or conduits. These conduit are bundled together and protected with either steel or reinforced concrete casings.

Duct banks are often located underground. They can carry cables for all electrical wiring and data requirements in the facility as well as extra cables that are not for immediate use, but may be valuable for future requirements.

Entity Properties	
Realizing Parent	<a href="#">IfcElementAssemblyTypeEnum.DUCTBANK</a>
Notes	

### 2.11.28 Virtual Entity: Earthing

<<ToDo: definition>>

Entity Properties	
Realizing Parent	
Notes	See Systems/Earthing

### 2.11.29 Virtual Entity: Emergency ventilation

<<ToDo: definition>>

Entity Properties	
Realizing Parent	
Notes	See Systems/Ventilation

### 2.11.30 Virtual Entity: Floor

<<ToDo: definition>>

Entity Properties	
Realizing Parent	<a href="#">IfcSlabTypeEnum.FLOOR</a>
Notes	

### 2.11.31 Virtual Entity: Handrail

A type of railing designed to serve as an optional structural support for loads applied by human occupants (at hand height). Generally located adjacent to ramps and stairs. Generally floor or wall mounted.

Entity Properties	
Realizing Parent	<a href="#">IfcRailingTypeEnum.HANDRAIL</a>
Notes	

### 2.11.32 Virtual Entity: Inspection manhole

Chamber constructed on a drain, sewer or pipeline with a removable cover that permits visible inspection.

Entity Properties	
Realizing Parent	<a href="#">IfcDistributionChamberElementTypeEnum.INSPECTIONCHAMBER</a>
Notes	

### 2.11.33 Virtual Entity: Invert fill

<<ToDo: definition>>

Entity Properties	
Realizing Parent	<a href="#">IfcFillElementTypeEnum.INVERTFILL</a>
Notes	

### 2.11.34 Virtual Entity: Ladders

a piece of equipment consisting of a series of bars or steps between two upright elements used for climbing up or down something

Entity Properties	
Realizing Parent	<a href="#">IfcStairTypeEnum.LADDER</a>
Notes	

### 2.11.35 Virtual Entity: Maintenance manhole

Chamber constructed on a drain, sewer or pipeline with a removable cover that permits the entry of a person.

Entity Properties	
Realizing Parent	<a href="#">IfcDistributionChamberElementTypeEnum.MANHOLE</a>
Notes	

### 2.11.36 Virtual Entity: Partition wall

<<ToDo: definition>>

Entity Properties	
Realizing Parent	<a href="#">IfcWallTypeEnum.PARTITIONING</a>
Notes	

### 2.11.37 Virtual Entity: Ramp

??

Entity Properties	
Realizing Parent	<a href="#">IfcTunnelFacilityTypeEnum.RAMP</a>
Notes	

### 2.11.38 Virtual Entity: Service gallery

A spatial zone used to house public and also electrical and mechanical facilities such as drainage pipes, fire mains, power supply and control systems within a facility, so that part of the daily maintenance work can be carried out at the same time as the operation.

Entity Properties	
Realizing Parent	<a href="#">IfcSpatialZoneTypeEnum.SERVICE</a>
Notes	

### 2.11.39 Virtual Entity: Signaling

A signal is an active device that conveys information or instructions to users, by means of an audio, visual signal or a combination of both.

Entity Properties	
Realizing Parent	<a href="#">IfcSignal</a>
Notes	

#### 2.11.40 Virtual Entity: Stairs

A stair is a vertical passageway allowing occupants to walk (step) from one floor level to another floor level at a different elevation. It may include a landing as an intermediate floor slab.

Entity Properties	
Realizing Parent	<a href="#">IfcStair</a>
Notes	

#### 2.11.41 Virtual Entity: Suspended ceiling

<<ToDo: definition>>

Entity Properties	
Realizing Parent	<a href="#">IfcSlabTypeEnum.ROOF</a>
Notes	

#### 2.11.42 Virtual Entity: Suspended floor

<<ToDo: definition>>

Entity Properties	
Realizing Parent	<a href="#">IfcSlabTypeEnum.FLOOR</a>
Notes	

#### 2.11.43 Virtual Entity: Track

A spatial structure element that contains track-related elements.

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcRailwayPartTypeEnum.TRACKSTRUCTURE</a>
<b>Notes</b>	

#### 2.11.44 Virtual Entity: Tunnel interior element

<<ToDo: definition>>

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	<p>Element contained in a tunnel spatial structure element.</p> <p>Element contained in a tunnel spatial structure element.</p> <p>Element contained in a tunnel spatial structure element.</p>

#### 2.11.45 Virtual Entity: Ventilation

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	See Systems/Ventilation

#### 2.12 Package: Lining taxonomy and mapping

A package containing the tunnel lining taxonomy elements and their mappings towards IFC elements.

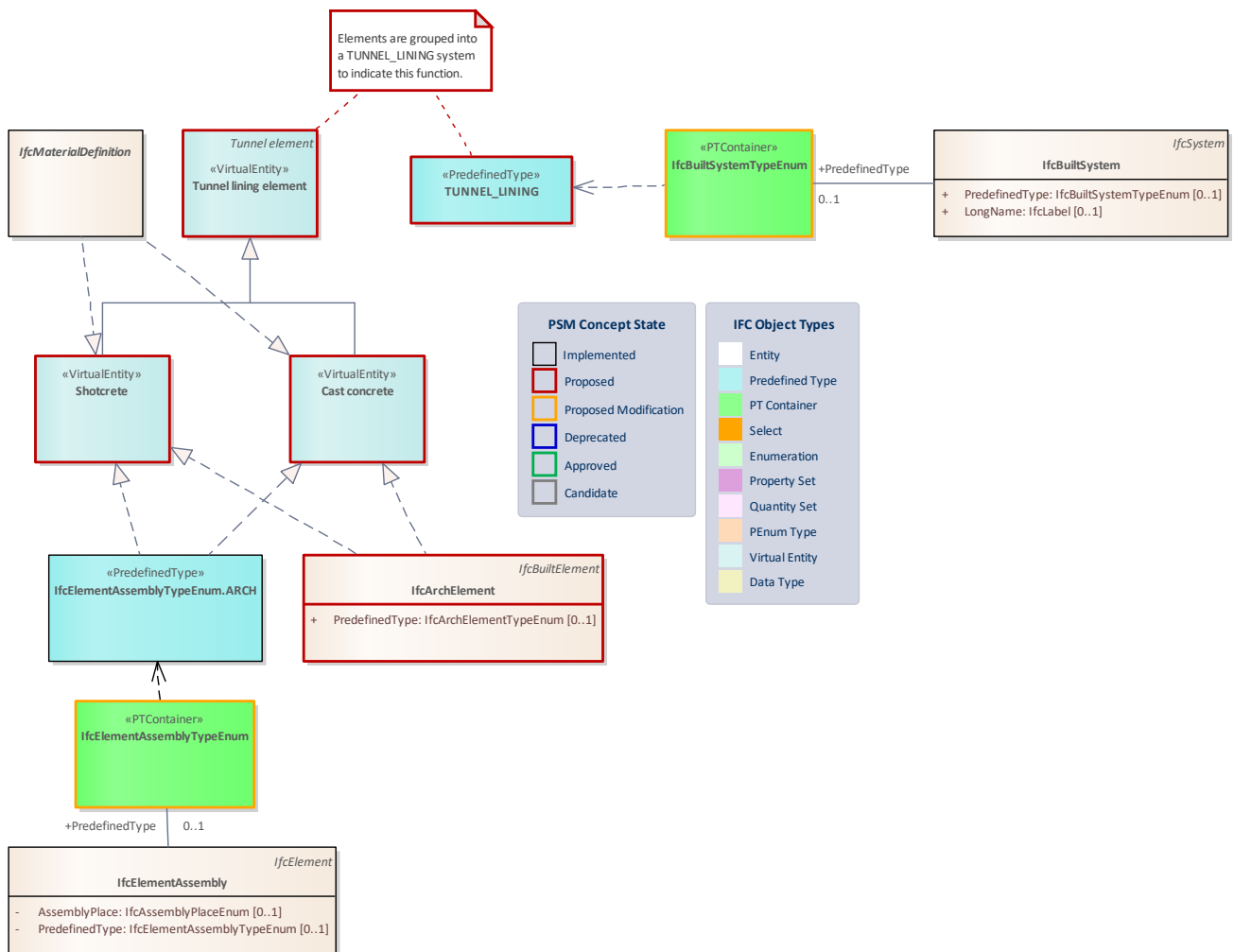


Figure 9: Lining - <<ToDo: definition>>

### 2.12.1 PDT Container: IfcElementAssemblyTypeEnum

This enumeration defines the basic configuration types for element assemblies.

> HISTORY New enumeration in IFC2x2.

bSI Documentation

Status: **ProposedModification**

Package: **IfcProductExtension**

Container Properties



Parent Entity	<a href="#">IfcElementAssemblyType</a> <a href="#">IfcElementAssembly</a>	Stereotype	«PTContainer»
Contains	EXISTING	PROPOSED	
	<a href="#">IfcElementAssemblyTypeEnum.ABUTMENT</a> <a href="#">IfcElementAssemblyTypeEnum.DECK</a> <a href="#">IfcElementAssemblyTypeEnum.PYLON</a> <a href="#">IfcElementAssemblyTypeEnum.ACCESSORY_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.TRUSS</a> <a href="#">IfcElementAssemblyTypeEnum.BRACED_FRAME</a> <a href="#">IfcElementAssemblyTypeEnum.CROSS_BRACING</a> <a href="#">IfcElementAssemblyTypeEnum.REINFORCEMENT_UNIT</a> <a href="#">IfcElementAssemblyTypeEnum.BEAM_GRID</a> <a href="#">IfcElementAssemblyTypeEnum.ARCH</a> <a href="#">IfcElementAssemblyTypeEnum.SLAB_FIELD</a> <a href="#">IfcElementAssemblyTypeEnum.PIER</a> <a href="#">IfcElementAssemblyTypeEnum.RIGID_FRAME</a> <a href="#">IfcElementAssemblyTypeEnum.GIRDER</a>	<a href="#">IfcElementAssemblyTypeEnum.DUCTBANK</a> <a href="#">IfcElementAssemblyTypeEnum.TRACKPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.DILATATIONPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.UMBRELLAVALT</a> <a href="#">IfcElementAssemblyTypeEnum.ENTRANCEWORKS</a> <a href="#">IfcElementAssemblyTypeEnum.SUPPORTINGASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SUMPBUSTER</a> <a href="#">IfcElementAssemblyTypeEnum.RAIL_MECHANICAL_EQUIPMENT_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.MAST</a> <a href="#">IfcElementAssemblyTypeEnum.TRACTION_SWITCHING_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SUSPENSIONASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SHELTER</a> <a href="#">IfcElementAssemblyTypeEnum.TURNOUTPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.TRAFFIC_CALMING_DEVICE</a> <a href="#">IfcElementAssemblyTypeEnum.GRID</a> <a href="#">IfcElementAssemblyTypeEnum.SIGNALASSEMBLY</a>	

### 2.12.2 PDT Container: IfcBuiltSystemTypeEnum

This enumeration identifies different types of built systems.

Status: **ProposedModification**

Package: **IfcSharedInfrastructureElements**

Container Properties			
Parent Entity	<a href="#">IfcBuiltSystem</a>	Stereotype	«PTContainer»
Contains	EXISTING	PROPOSED	
		<a href="#">IfcBuiltSystemTypeEnum.FIREPROTECTION</a>	

		<a href="#">IfcBuiltSystemTypeEnum.SHADING</a> <a href="#">IfcBuiltSystemTypeEnum.MOORINGSYSTEM</a> <a href="#">IfcBuiltSystemTypeEnum.OUTERSHELL</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_SUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.TRANSPORT</a> <a href="#">IfcBuiltSystemTypeEnum.FOUNDATION</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_SUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.PRESTRESSING</a> <a href="#">IfcBuiltSystemTypeEnum.LOADBEARING</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_LINING</a> <a href="#">IfcBuiltSystemTypeEnum.REINFORCING</a> <a href="#">IfcBuiltSystemTypeEnum.EROSIONPREVENTION</a> <a href="#">IfcBuiltSystemTypeEnum.TRACKCIRCUIT</a> <a href="#">IfcBuiltSystemTypeEnum.WATERPROOFING</a> <a href="#">IfcBuiltSystemTypeEnum.MOORING</a> <a href="#">IfcBuiltSystemTypeEnum.FENESTRATION</a>
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### 2.12.3 Class: IfcArchElement

A unitary curved structure

Status: **Proposed**

Package: **Built elements**

Class Properties			
Status	Proposed	Is Abstract	
Property sets			

Inheritance Statement		
Subtype Of	<a href="#">IfcBuiltElement</a>	
Subtypes	EXISTING	PROPOSED

#### Class Attributes

Name	Type	Multiplicity	Definition
------	------	--------------	------------

PredefinedType	IfcArchElementTypeEnum	[0..1]	
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#### 2.12.4 Predefined Type: TUNNEL\_LINING

Full Identifier: IfcBuiltSystemTypeEnum.TUNNEL\_LINING

A functional grouping of tunnel lining elements.

Status: **Proposed**

Package: **Systems**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcBuiltSystemTypeEnum</a>	Parent Entity	<a href="#">IfcBuiltSystem</a>
Stereotype	«PredefinedType»		
Property sets			

#### 2.12.5 Virtual Entity: Cast concrete

A concreting technique which is undertaken in situ or in the concrete component's finished position

Entity Properties	
Realizing Parent	<a href="#">IfcMaterialDefinition</a> <a href="#">IfcElementAssemblyTypeEnum.ARCH</a> <a href="#">IfcArchElement</a>
Notes	

#### 2.12.6 Virtual Entity: Shotcrete

A method of applying concrete projected at high velocity primarily on to a vertical or overhead surface

Entity Properties	
Realizing Parent	<a href="#">IfcMaterialDefinition</a> <a href="#">IfcElementAssemblyTypeEnum.ARCH</a> <a href="#">IfcArchElement</a>

Notes	
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### 2.12.7 Virtual Entity: Tunnel lining element

Entity Properties	
Realizing Parent	
Notes	Elements are grouped into a TUNNEL_LINING system to indicate this function.

### 2.13 Package: Pre-support taxonomy and mapping

A package containing the tunnel pre-support taxonomy elements and their mappings towards IFC elements.

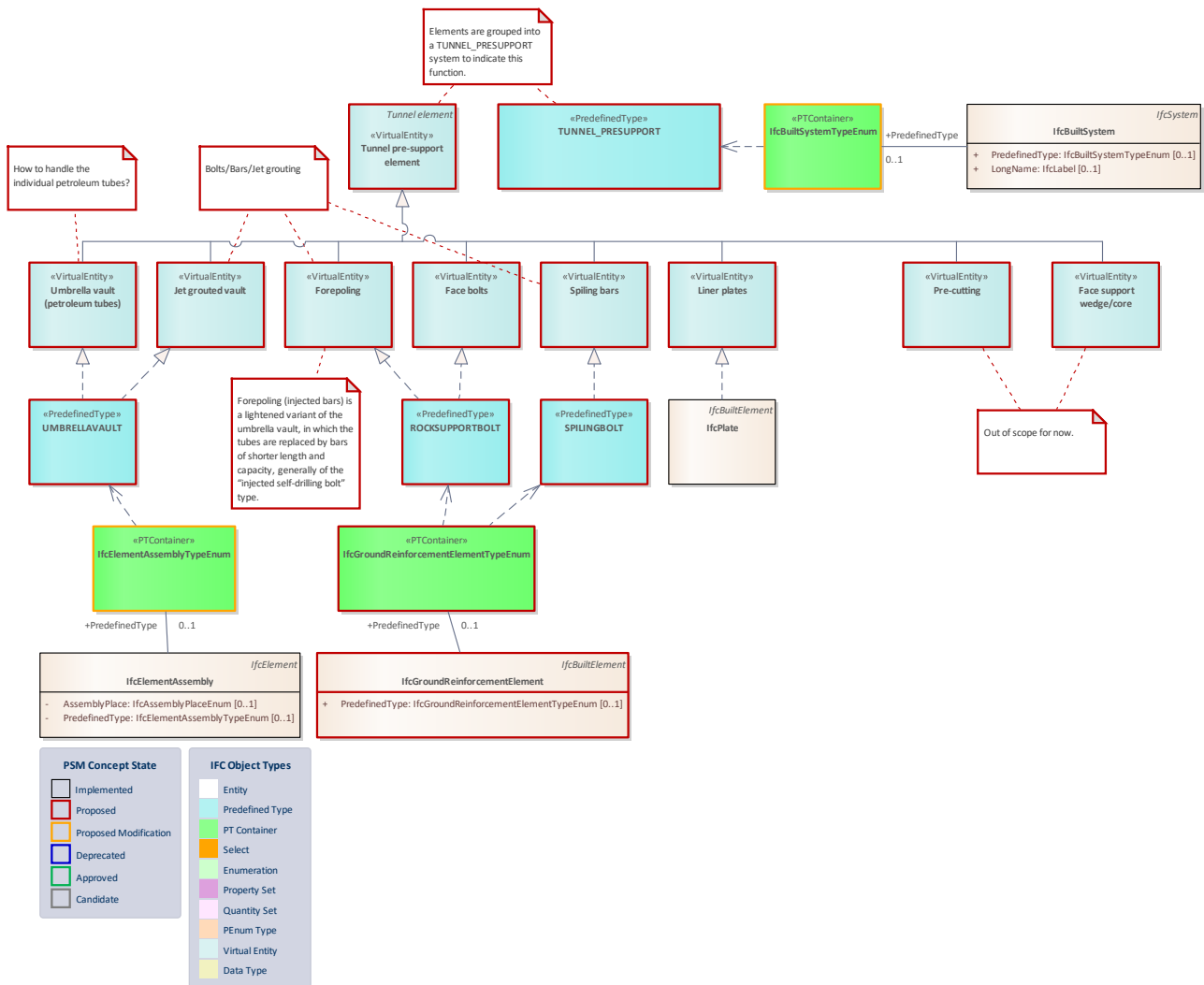


Figure 10: Pre-support taxonomy and mapping -

### 2.13.1 PDT Container: IfcElementAssemblyTypeEnum

This enumeration defines the basic configuration types for element assemblies.

> HISTORY New enumeration in IFC2x2.

bSI Documentation

Status: **ProposedModification**

Package: **IfcProductExtension**

#### Container Properties

<b>Parent Entity</b>	<a href="#">IfcElementAssemblyType</a> <a href="#">IfcElementAssembly</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	EXISTING	PROPOSED	
	<a href="#">IfcElementAssemblyTypeEnum.ABUTMENT</a> <a href="#">IfcElementAssemblyTypeEnum.DECK</a> <a href="#">IfcElementAssemblyTypeEnum.PYLON</a> <a href="#">IfcElementAssemblyTypeEnum.ACCESSORY_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.TRUSS</a> <a href="#">IfcElementAssemblyTypeEnum.BRACED_FRAME</a> <a href="#">IfcElementAssemblyTypeEnum.CROSS_BRACING</a> <a href="#">IfcElementAssemblyTypeEnum.REINFORCEMENT_UNIT</a> <a href="#">IfcElementAssemblyTypeEnum.BEAM_GRID</a> <a href="#">IfcElementAssemblyTypeEnum.ARCH</a> <a href="#">IfcElementAssemblyTypeEnum.SLAB_FIELD</a> <a href="#">IfcElementAssemblyTypeEnum.PIER</a> <a href="#">IfcElementAssemblyTypeEnum.RIGID_FRAME</a> <a href="#">IfcElementAssemblyTypeEnum.GIRDER</a>	<a href="#">IfcElementAssemblyTypeEnum.DUCTBANK</a> <a href="#">IfcElementAssemblyTypeEnum.TRACKPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.DILATATIONPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.UMBRELLAVALT</a> <a href="#">IfcElementAssemblyTypeEnum.ENTRANCEWORKS</a> <a href="#">IfcElementAssemblyTypeEnum.SUPPORTINGASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SUMPBUSTER</a> <a href="#">IfcElementAssemblyTypeEnum.RAIL_MECHANICAL_EQUIPMENT_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.MAST</a> <a href="#">IfcElementAssemblyTypeEnum.TRACTION_SWITCHING_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SUSPENSIONASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SHELTER</a> <a href="#">IfcElementAssemblyTypeEnum.TURNOUTPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.TRAFFIC_CALMING_DEVICE</a> <a href="#">IfcElementAssemblyTypeEnum.GRID</a> <a href="#">IfcElementAssemblyTypeEnum.SIGNALASSEMBLY</a>	

### 2.13.2 PDT Container: IfcBuiltSystemTypeEnum

This enumeration identifies different types of built systems.

Status: **ProposedModification**

Package: **IfcSharedInfrastructureElements**

Container Properties			
<b>Parent Entity</b>	<a href="#">IfcBuiltSystem</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	EXISTING	PROPOSED	
		<a href="#">IfcBuiltSystemTypeEnum.FIREPROTECTION</a>	

		<a href="#">IfcBuiltSystemTypeEnum.SHADING</a> <a href="#">IfcBuiltSystemTypeEnum.MOORINGSYSTEM</a> <a href="#">IfcBuiltSystemTypeEnum.OUTERSHELL</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_SUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.TRANSPORT</a> <a href="#">IfcBuiltSystemTypeEnum.FOUNDATION</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_SUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.PRESTRESSING</a> <a href="#">IfcBuiltSystemTypeEnum.LOADBEARING</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_LINING</a> <a href="#">IfcBuiltSystemTypeEnum.REINFORCING</a> <a href="#">IfcBuiltSystemTypeEnum.EROSIONPREVENTION</a> <a href="#">IfcBuiltSystemTypeEnum.TRACKCIRCUIT</a> <a href="#">IfcBuiltSystemTypeEnum.WATERPROOFING</a> <a href="#">IfcBuiltSystemTypeEnum.MOORING</a> <a href="#">IfcBuiltSystemTypeEnum.FENESTRATION</a>
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### 2.13.3 Class: IfcGroundReinforcementElement

A kind of element used for ground reinforcement.

*Status:* **Proposed**

*Package:* **Earthworks and Excavation**

Class Properties			
<b>Status</b>	Proposed	<b>Is Abstract</b>	
<b>Property sets</b>			

Inheritance Statement		
<b>Subtype Of</b>	<a href="#">IfcBuiltElement</a>	
<b>Subtypes</b>	EXISTING	PROPOSED

#### Class Attributes

Name	Type	Multiplicity	Definition
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PredefinedType	IfcGroundReinforcement ElementTypeEnum	[0..1]	
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#### 2.13.4 PDT Container: IfcGroundReinforcementElementTypeEnum

This enumeration defines the range of different types of ground reinforcement elements that can further specify an `_IfcGroundReinforcementElementTypeEnum_`.

*Status:* **Proposed**

*Package:* **Earthworks and Excavation**

Container Properties			
<b>Parent Entity</b>	<a href="#">IfcGroundReinforcementElement</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	<b>EXISTING</b>	<b>PROPOSED</b>	
		<a href="#">IfcGroundReinforcementElementTypeEnum.ROCKSUPPORTBOLT</a> <a href="#">IfcGroundReinforcementElementTypeEnum.SPILINGBOLT</a>	

#### 2.13.5 Predefined Type: ROCKSUPPORTBOLT

*Full Identifier:* `IfcGroundReinforcementTypeEnum.ROCKSUPPORTBOLT`

<<ToDo: Definition – comes from the excavation domain requirements for face bolts, forepoling and anchors>>

*Status:* **Proposed**

*Package:* **Earthworks and Excavation**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcGroundReinforcementElementTypeEnum</a>	Parent Entity	<a href="#">IfcGroundReinforcementElement</a>
Stereotype	«PredefinedType»		
Property sets			



### 2.13.6 Predefined Type: SPILINGBOLT

Full Identifier: `IfcGroundReinforcementElementTypeEnum.SPILINGBOLT`

<<ToDo: Definition – comes from the excavation domain requirements for spiling bars>>

Status: **Proposed**

Package: **Earthworks and Excavation**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcGroundReinforcementElementTypeEnum</a>	Parent Entity	<a href="#">IfcGroundReinforcementElement</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.13.7 Predefined Type: UMBRELLAVALT

Full Identifier: `IfcElementAssemblyTypeEnum.UMBRELLAVALT`

A set of boreholes armed with high inertia tubes resting, on the one hand, on the advancement core (part of the ground not yet excavated at the front) and on the other hand, on a rigid support, placed behind the face.

Status: **Proposed**

Package: **Element assemblies**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcElementAssemblyTypeEnum</a>	Parent Entity	<a href="#">IfcElementAssemblyType</a>
			<a href="#">IfcElementAssembly</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.13.8 Predefined Type: TUNNEL\_PRESUPPORT

Full Identifier: `IfcBuiltSystemTypeEnum.TUNNEL_PRESUPPORT`

A grouping of rigid elements installed before excavation at the tunnel face at the top perimeter of the tunnel section.

Status: **Proposed**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcBuiltSystemTypeEnum</a>	Parent Entity	<a href="#">IfcBuiltSystem</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.13.9 Virtual Entity: Face bolts

<<ToDo: definition>>

Entity Properties	
Realizing Parent	<a href="#">IfcGroundReinforcementElementTypeEnum.ROCKSUPPORTBOLT</a>
Notes	

### 2.13.10 Virtual Entity: Face support wedge/core

<<ToDo: definition>>

Entity Properties	
Realizing Parent	
Notes	Out of scope for now.

### 2.13.11 Virtual Entity: Forepoling

Forepoling (injected bars) is a lightened variant of the umbrella vault, in which the tubes are replaced by bars of shorter length and capacity, generally of the “injected self-drilling bolt” type.

Entity Properties	
Realizing Parent	<a href="#">IfcGroundReinforcementElementTypeEnum.ROCKSUPPORTBOLT</a>

<b>Notes</b>	Forepoling (injected bars) is a lightened variant of the umbrella vault, in which the tubes are replaced by bars of shorter length and capacity, generally of the “injected self-drilling bolt” type. Bolts/Bars/Jet grouting
--------------	--

#### 2.13.12 Virtual Entity: Jet grouted vault

Is there a difference between this and Jet grouting or umbrella vault in the ground improvement context?

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcElementAssemblyTypeEnum.UMBRELLAVault</a>
<b>Notes</b>	Bolts/Bars/Jet grouting

#### 2.13.13 Virtual Entity: Liner plates

<<ToDo: definition>>

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcPlate</a>
<b>Notes</b>	

#### 2.13.14 Virtual Entity: Pre-cutting

<<ToDo: definition>>

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	Out of scope for now.

#### 2.13.15 Virtual Entity: Spiling bars

Bolts drilled along the tunnel perimeter in the direction of the tunnel axis. They are typically 20 – 25 meter long. This rock support is applied where the rock conditions are poor. The spiling bolts works as permanent support too. Then they are fixed to the rock surface by steel straps or fixed to arcs/sprayed ribs.

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcGroundReinforcementElementTypeEnum.SPILINGBOLT</a>
<b>Notes</b>	Bolts/Bars/Jet grouting

#### 2.13.16 Virtual Entity: Tunnel pre-support element

Rigid element installed before excavation at the tunnel face at the top perimeter of the tunnel section.

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	Elements are grouped into a TUNNEL_PRESUPPORT system to indicate this function.

#### 2.13.17 Virtual Entity: Umbrella vault (petroleum tubes)

A set of boreholes armed with high inertia tubes resting, on the one hand, on the advancement core (part of the ground not yet excavated at the front) and on the other hand, on a rigid support, placed behind the face.

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcElementAssemblyTypeEnum.UMBRELLAVALT</a>
<b>Notes</b>	How to handle the individual petroleum tubes?

### 2.14 Package: Support taxonomy and mapping

A package containing the tunnel support taxonomy elements and their mappings towards IFC elements.

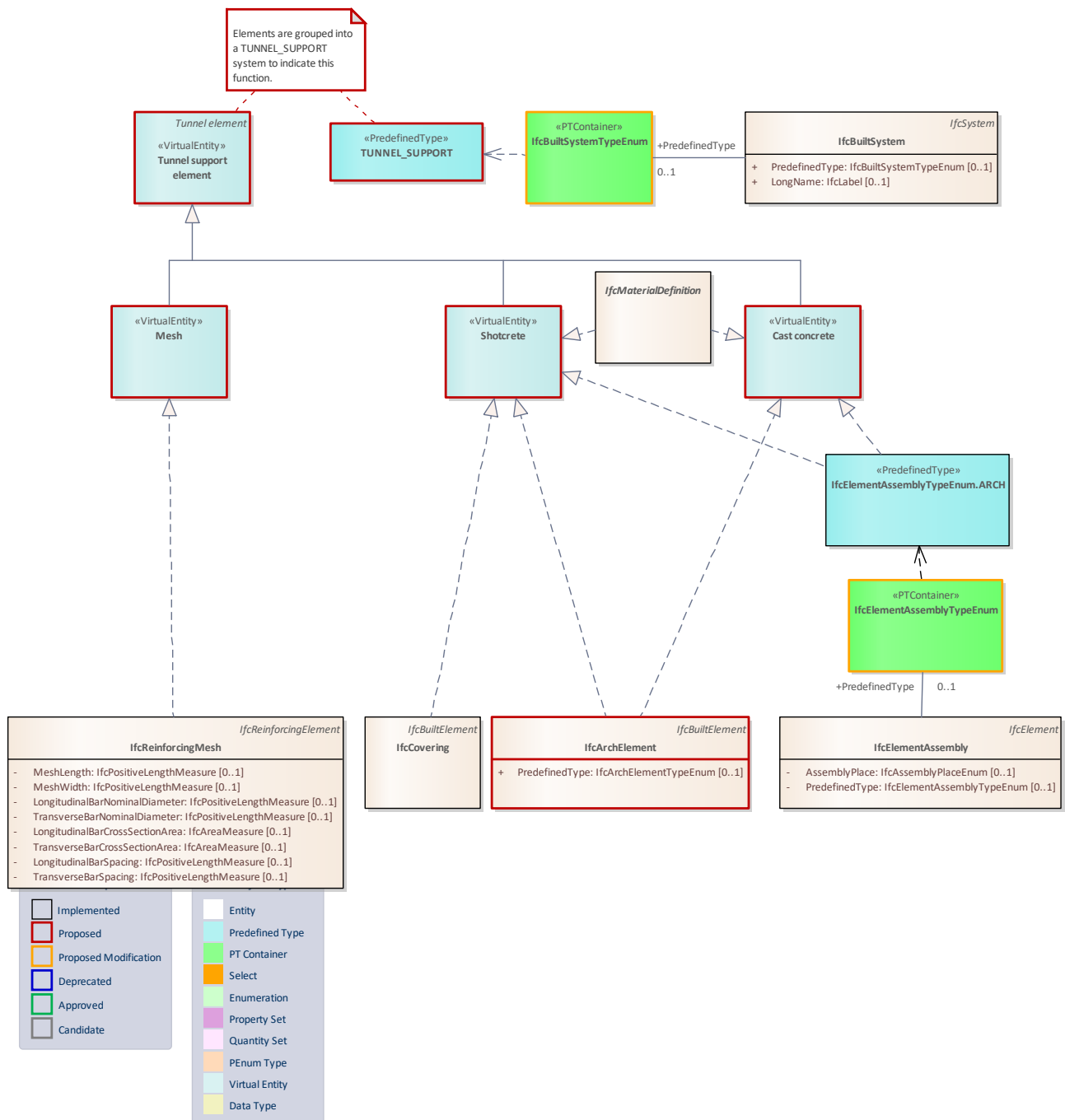


Figure 11: Support taxonomy and mapping part 1 -

### 2.14.1 PDT Container: IfcElementAssemblyTypeEnum

This enumeration defines the basic configuration types for element assemblies.

> HISTORY New enumeration in IFC2x2.

Container Properties			
<b>Parent Entity</b>	<a href="#">IfcElementAssemblyType</a> <a href="#">IfcElementAssembly</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	EXISTING	PROPOSED	
	<a href="#">IfcElementAssemblyTypeEnum.ABUTMENT</a> <a href="#">IfcElementAssemblyTypeEnum.DECK</a> <a href="#">IfcElementAssemblyTypeEnum.PYLON</a> <a href="#">IfcElementAssemblyTypeEnum.ACCESSORY_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.TRUSS</a> <a href="#">IfcElementAssemblyTypeEnum.BRACED_FRAME</a> <a href="#">IfcElementAssemblyTypeEnum.CROSS_BRACING</a> <a href="#">IfcElementAssemblyTypeEnum.REINFORCEMENT_UNIT</a> <a href="#">IfcElementAssemblyTypeEnum.BEAM_GRID</a> <a href="#">IfcElementAssemblyTypeEnum.ARCH</a> <a href="#">IfcElementAssemblyTypeEnum.SLAB_FIELD</a> <a href="#">IfcElementAssemblyTypeEnum.PIER</a> <a href="#">IfcElementAssemblyTypeEnum.RIGID_FRAME</a> <a href="#">IfcElementAssemblyTypeEnum.GIRDER</a>	<a href="#">IfcElementAssemblyTypeEnum.DUCTBANK</a> <a href="#">IfcElementAssemblyTypeEnum.TRACKPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.DILATATIONPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.UMBRELLAVault</a> <a href="#">IfcElementAssemblyTypeEnum.ENTRANCEWORKS</a> <a href="#">IfcElementAssemblyTypeEnum.SUPPORTINGASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SUMPBUSTER</a> <a href="#">IfcElementAssemblyTypeEnum.RAIL_MECHANICAL_EQUIPMENT_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.MAST</a> <a href="#">IfcElementAssemblyTypeEnum.TRACTION_SWITCHING_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SUSPENSIONASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SHELTER</a> <a href="#">IfcElementAssemblyTypeEnum.TURNOUTPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.TRAFFIC_CALMING_DEVICE</a> <a href="#">IfcElementAssemblyTypeEnum.GRID</a> <a href="#">IfcElementAssemblyTypeEnum.SIGNALASSEMBLY</a>	

### 2.14.2 PDT Container: IfcBuiltSystemTypeEnum

This enumeration identifies different types of built systems.

Container Properties			
Parent Entity	<a href="#">IfcBuiltSystem</a>	Stereotype	«PTContainer»
Contains	EXISTING	PROPOSED	
		<a href="#">IfcBuiltSystemTypeEnum.FIREPROTECTION</a> <a href="#">IfcBuiltSystemTypeEnum.SHADING</a> <a href="#">IfcBuiltSystemTypeEnum.MOORINGSYSTEM</a> <a href="#">IfcBuiltSystemTypeEnum.OUTERSHELL</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL PRESUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.TRANSPORT</a> <a href="#">IfcBuiltSystemTypeEnum.FOUNDATION</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_SUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.PRESTRESSING</a> <a href="#">IfcBuiltSystemTypeEnum.LOADBEARING</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL LINING</a> <a href="#">IfcBuiltSystemTypeEnum.REINFORCING</a> <a href="#">IfcBuiltSystemTypeEnum.EROSIONPREVENTION</a> <a href="#">IfcBuiltSystemTypeEnum.TRACKCIRCUIT</a> <a href="#">IfcBuiltSystemTypeEnum.WATERPROOFING</a> <a href="#">IfcBuiltSystemTypeEnum.MOORING</a> <a href="#">IfcBuiltSystemTypeEnum.FENESTRATION</a>	

### 2.14.3 Class: IfcArchElement

A unitary curved structure

Status: **Proposed**

Package: **Built elements**

Class Properties			
Status	Proposed	Is Abstract	
Property sets			

Inheritance Statement		
Subtype Of	<a href="#">IfcBuiltElement</a>	
Subtypes	EXISTING	PROPOSED

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#### Class Attributes

Name	Type	Multiplicity	Definition
PredefinedType	IfcArchElementTypeEnum	[0..1]	

#### 2.14.4 Predefined Type: TUNNEL\_SUPPORT

Full Identifier: IfcBuiltSystemTypeEnum.TUNNEL\_SUPPORT

Grouping of elements designed and installed to guarantee the long term stability of the underground structure.

Status: **Proposed**

Package: **Systems**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcBuiltSystemTypeEnum</a>	Parent Entity	<a href="#">IfcBuiltSystem</a>
Stereotype	«PredefinedType»		
Property sets			



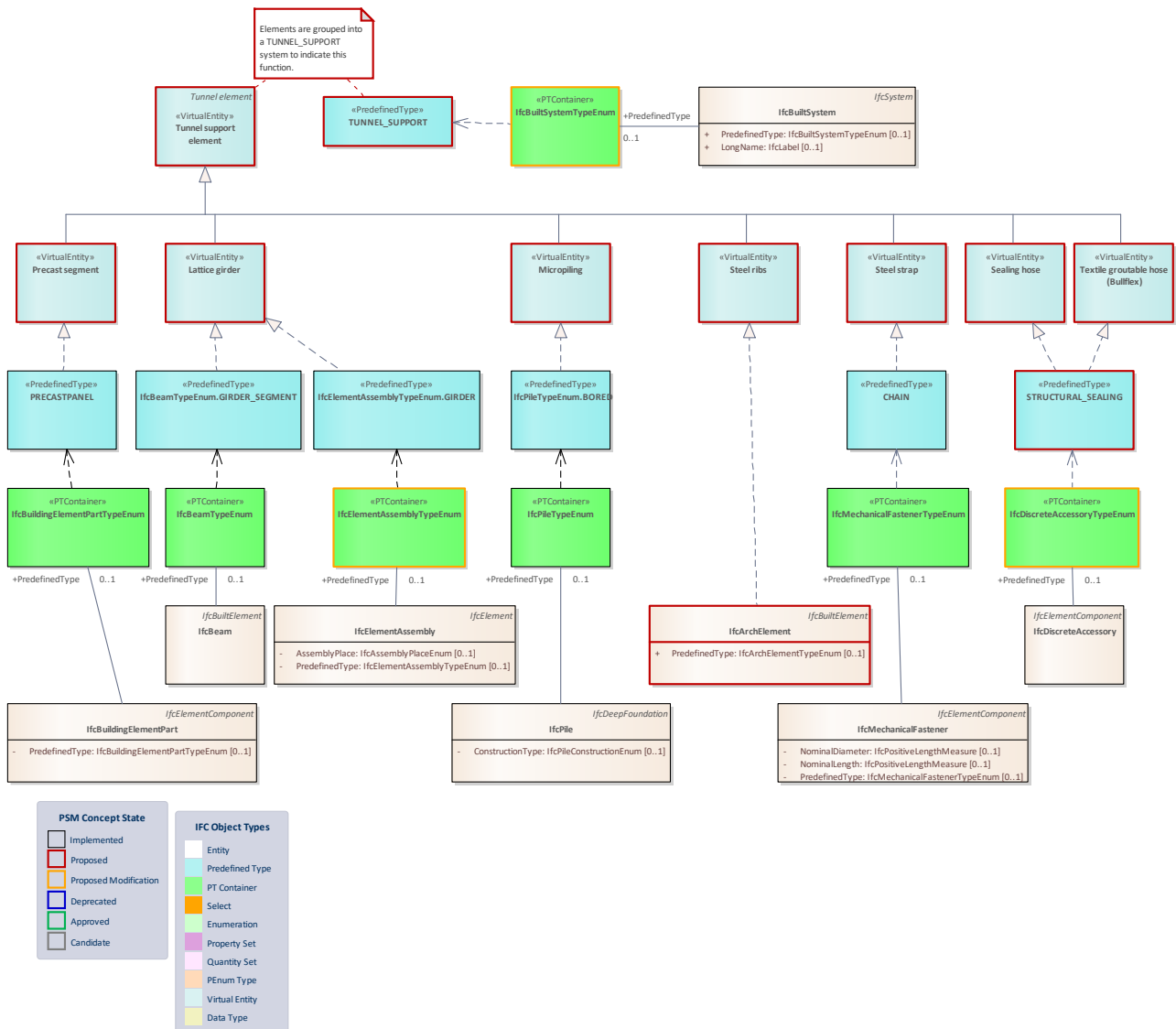


Figure 12: Support taxonomy and mapping part 2 -

### 2.14.5 PDT Container: IfcElementAssemblyTypeEnum

This enumeration defines the basic configuration types for element assemblies.

> HISTORY New enumeration in IFC2x2.

BSI Documentation

Status: **ProposedModification**

Package: **IfcProductExtension**

Container Properties

<b>Parent Entity</b>	<a href="#">IfcElementAssemblyType</a> <a href="#">IfcElementAssembly</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	EXISTING	PROPOSED	
	<a href="#">IfcElementAssemblyTypeEnum.ABUTMENT</a> <a href="#">IfcElementAssemblyTypeEnum.DECK</a> <a href="#">IfcElementAssemblyTypeEnum.PYLON</a> <a href="#">IfcElementAssemblyTypeEnum.ACCESSORY_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.TRUSS</a> <a href="#">IfcElementAssemblyTypeEnum.BRACED_FRAME</a> <a href="#">IfcElementAssemblyTypeEnum.CROSS_BRACING</a> <a href="#">IfcElementAssemblyTypeEnum.REINFORCEMENT_UNIT</a> <a href="#">IfcElementAssemblyTypeEnum.BEAM_GRID</a> <a href="#">IfcElementAssemblyTypeEnum.ARCH</a> <a href="#">IfcElementAssemblyTypeEnum.SLAB_FIELD</a> <a href="#">IfcElementAssemblyTypeEnum.PIER</a> <a href="#">IfcElementAssemblyTypeEnum.RIGID_FRAME</a> <a href="#">IfcElementAssemblyTypeEnum.GIRDER</a>	<a href="#">IfcElementAssemblyTypeEnum.DUCTBANK</a> <a href="#">IfcElementAssemblyTypeEnum.TRACKPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.DILATATIONPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.UMBRELLAVALT</a> <a href="#">IfcElementAssemblyTypeEnum.ENTRANCEWORKS</a> <a href="#">IfcElementAssemblyTypeEnum.SUPPORTINGASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SUMPBUSTER</a> <a href="#">IfcElementAssemblyTypeEnum.RAIL_MECHANICAL_EQUIPMENT_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.MAST</a> <a href="#">IfcElementAssemblyTypeEnum.TRACTION_SWITCHING_ASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SUSPENSIONASSEMBLY</a> <a href="#">IfcElementAssemblyTypeEnum.SHELTER</a> <a href="#">IfcElementAssemblyTypeEnum.TURNOUTPANEL</a> <a href="#">IfcElementAssemblyTypeEnum.TRAFFIC_CALMING_DEVICE</a> <a href="#">IfcElementAssemblyTypeEnum.GRID</a> <a href="#">IfcElementAssemblyTypeEnum.SIGNALASSEMBLY</a>	

#### 2.14.6 PDT Container: **IfcDiscreteAccessoryTypeEnum**

This enumeration defines the different types of discrete accessories.

> HISTORY New enumeration in IFC4.

[bSI Documentation](#)

*Status:* **ProposedModification**

*Package:* **IfcSharedComponentElements**

Container Properties

<b>Parent Entity</b>	<a href="#">IfcDiscreteAccessoryType</a> <a href="#">IfcDiscreteAccessory</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	EXISTING	PROPOSED	
	<a href="#">IfcDiscreteAccessoryTypeEnum.EXPANSION_JOINT_DEVICE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.ANCHORPLATE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.SHOE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.BRACKET</a>	<a href="#">IfcDiscreteAccessoryTypeEnum.STRUCTURAL_SEALING</a> <a href="#">IfcDiscreteAccessoryTypeEnum.WATER_BARRIER</a> <a href="#">IfcDiscreteAccessoryTypeEnum.BIRDPROTECTION</a> <a href="#">IfcDiscreteAccessoryTypeEnum.RAIL_MECHANICAL_EQUIPMENT</a> <a href="#">IfcDiscreteAccessoryTypeEnum.TENSIONINGEQUIPMENT</a> <a href="#">IfcDiscreteAccessoryTypeEnum.LOCK</a> <a href="#">IfcDiscreteAccessoryTypeEnum.SOUNDABSORPTION</a> <a href="#">IfcDiscreteAccessoryTypeEnum.RAIL_LUBRICATION</a> <a href="#">IfcDiscreteAccessoryTypeEnum.CABLEARRANGER</a> <a href="#">IfcDiscreteAccessoryTypeEnum.INSULATOR</a> <a href="#">IfcDiscreteAccessoryTypeEnum.RAILBRACE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.POINT_MACHINE_LOCKING_DEVICE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.ELASTIC_CUSHION</a> <a href="#">IfcDiscreteAccessoryTypeEnum.POINTMACHINEMOUNTINGDEVICE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.SLIDINGCHAIR</a> <a href="#">IfcDiscreteAccessoryTypeEnum.RAILPAD</a> <a href="#">IfcDiscreteAccessoryTypeEnum.PANEL_STRENGTHENING</a>	

#### 2.14.7 PDT Container: IfcBuiltSystemTypeEnum

This enumeration identifies different types of built systems.

*Status:* **ProposedModification**

*Package:* **IfcSharedInfrastructureElements**

Container Properties			
<b>Parent Entity</b>	<a href="#">IfcBuiltSystem</a>	<b>Stereotype</b>	«PTContainer»

	EXISTING	PROPOSED
		<a href="#">IfcBuiltSystemTypeEnum.FIREPROTECTION</a> <a href="#">IfcBuiltSystemTypeEnum.SHADING</a> <a href="#">IfcBuiltSystemTypeEnum.MOORINGSYSTEM</a> <a href="#">IfcBuiltSystemTypeEnum.OUTERSHELL</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_PRESUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.TRANSPORT</a> <a href="#">IfcBuiltSystemTypeEnum.FOUNDATION</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_SUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.PRESTRESSING</a> <a href="#">IfcBuiltSystemTypeEnum.LOADBEARING</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_LINING</a> <a href="#">IfcBuiltSystemTypeEnum.REINFORCING</a> <a href="#">IfcBuiltSystemTypeEnum.EROSIONPREVENTION</a> <a href="#">IfcBuiltSystemTypeEnum.TRACKCIRCUIT</a> <a href="#">IfcBuiltSystemTypeEnum.WATERPROOFING</a> <a href="#">IfcBuiltSystemTypeEnum.MOORING</a> <a href="#">IfcBuiltSystemTypeEnum.FENESTRATION</a>
<b>Contains</b>		

#### 2.14.8 Class: IfcArchElement

A unitary curved structure

Status: **Proposed**

Package: **Built elements**

Class Properties			
<b>Status</b>	Proposed	<b>Is Abstract</b>	
<b>Property sets</b>			

Inheritance Statement		
<b>Subtype Of</b>	<a href="#">IfcBuiltElement</a>	
<b>Subtypes</b>	EXISTING	PROPOSED

**Class Attributes**

Name	Type	Multiplicity	Definition
PredefinedType	IfcArchElementTypeEnum	[0..1]	

#### 2.14.9 Predefined Type: TUNNEL\_SUPPORT

Full Identifier: IfcBuiltSystemTypeEnum.TUNNEL\_SUPPORT

Grouping of elements designed and installed to guarantee the long term stability of the underground structure.

Status: **Proposed**

Package: **Systems**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcBuiltSystemTypeEnum</a>	Parent Entity	<a href="#">IfcBuiltSystem</a>
Stereotype	«PredefinedType»		
Property sets			

#### 2.14.10 Predefined Type: STRUCTURAL\_SEALING

Full Identifier: IfcDiscreteAccessoryTypeEnum.STRUCTURAL\_SEALING

<<ToDo: Definition – comes from the sealing hose/Bullflex requirement from the excavation, support & lining domain>>

Status: **Proposed**

Package: **Accessories**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcDiscreteAccessoryTypeEnum</a>	Parent Entity	<a href="#">IfcDiscreteAccessoryType</a>
			<a href="#">IfcDiscreteAccessory</a>
Stereotype	«PredefinedType»		
Property sets			

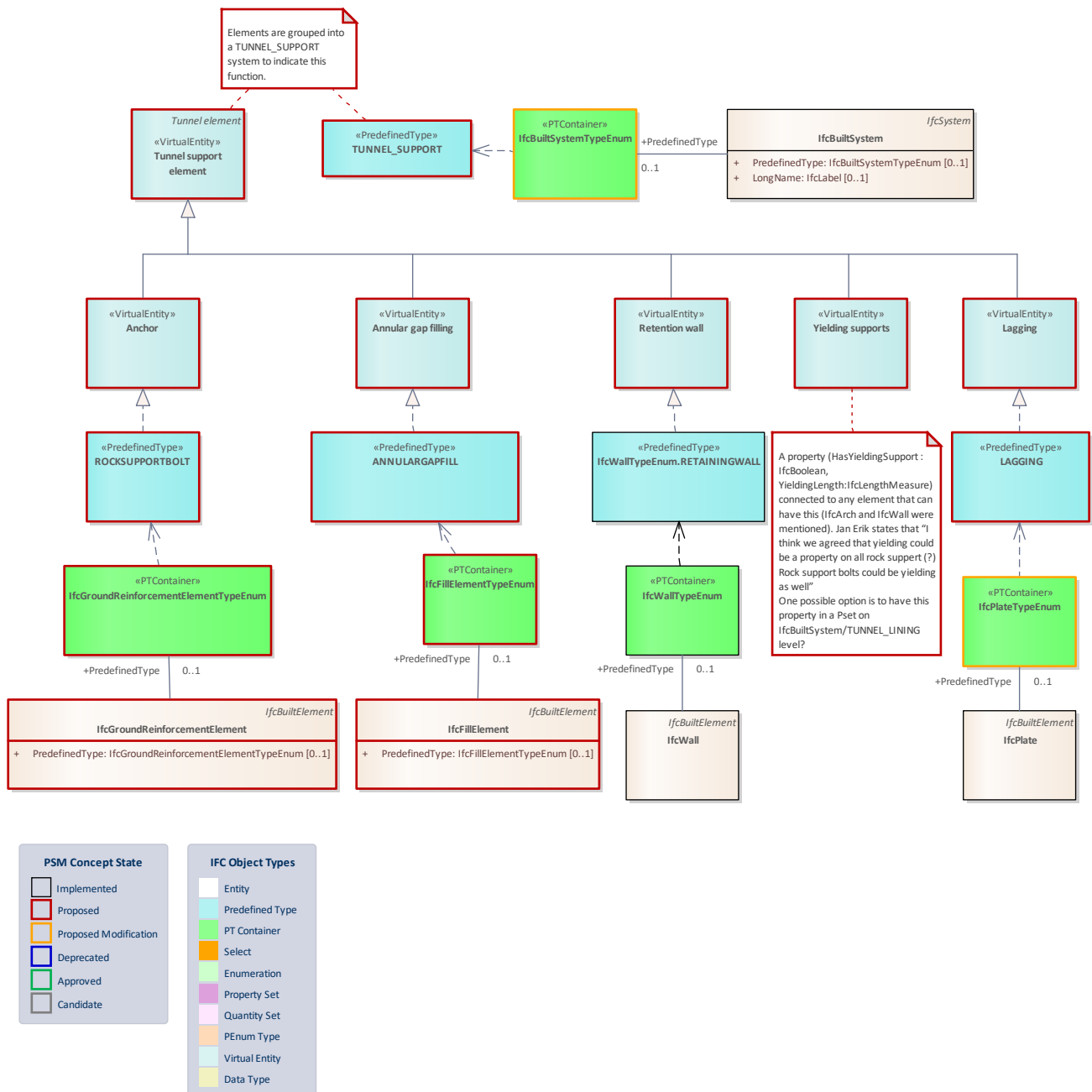


Figure 13: Support taxonomy and mapping part 3 -

### 2.14.11 PDT Container: IfcPlateTypeEnum

This enumeration defines the different types of planar elements an `_IfcPlate_` or `_IfcPlateType_` object can fulfill.

> HISTORY New Enumeration in IFC2x2.

{ .change-ifc2x3}

> IFC2x3 CHANGE The additional identifiers CURTAIN\_PANEL, SHEET have been added.

bSI Documentation

*Status:* **ProposedModification**

*Package:* **IfcSharedBldgElements**

Container Properties			
<b>Parent Entity</b>	<a href="#">IfcPlateType</a> <a href="#">IfcPlate</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	<b>EXISTING</b>	<b>PROPOSED</b>	
	<a href="#">IfcPlateTypeEnum.WEB_PLATE</a>	<a href="#">IfcPlateTypeEnum.LAGGING</a>	
	<a href="#">IfcPlateTypeEnum.COVER_PLATE</a>		
	<a href="#">IfcPlateTypeEnum.SPLICE_PLATE</a>		
	<a href="#">IfcPlateTypeEnum.GUSSET_PLATE</a>		
	<a href="#">IfcPlateTypeEnum.SHEET</a>		
	<a href="#">IfcPlateTypeEnum.CURTAIN_PANEL</a>		
	<a href="#">IfcPlateTypeEnum.BASE_PLATE</a>		
	<a href="#">IfcPlateTypeEnum.FLANGE_PLATE</a>		
	<a href="#">IfcPlateTypeEnum.STIFFENER_PLATE</a>		

#### 2.14.12 PDT Container: **IfcBuiltSystemTypeEnum**

This enumeration identifies different types of built systems.

*Status:* **ProposedModification**

*Package:* **IfcSharedInfrastructureElements**

Container Properties			
<b>Parent Entity</b>	<a href="#">IfcBuiltSystem</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	<b>EXISTING</b>	<b>PROPOSED</b>	
		<a href="#">IfcBuiltSystemTypeEnum.FIREPROTECTION</a> <a href="#">IfcBuiltSystemTypeEnum.SHADING</a>	

		<a href="#">IfcBuiltSystemTypeEnum.MOORINGSYSTEM</a> <a href="#">IfcBuiltSystemTypeEnum.OUTERSHELL</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL PRESUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.TRANSPORT</a> <a href="#">IfcBuiltSystemTypeEnum.FOUNDATION</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL SUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.PRESTRESSING</a> <a href="#">IfcBuiltSystemTypeEnum.LOADBEARING</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL LINING</a> <a href="#">IfcBuiltSystemTypeEnum.REINFORCING</a> <a href="#">IfcBuiltSystemTypeEnum.EROSIONPREVENTION</a> <a href="#">IfcBuiltSystemTypeEnum.TRACKCIRCUIT</a> <a href="#">IfcBuiltSystemTypeEnum.WATERPROOFING</a> <a href="#">IfcBuiltSystemTypeEnum.MOORING</a> <a href="#">IfcBuiltSystemTypeEnum.FENESTRATION</a>
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### 2.14.13 Predefined Type: LAGGING

Full Identifier: **IfcPlateTypeEnum.LAGGING**

Lagging is the structural material (most often wood) that spans the distance between spars at an excavation site. Lagging, and the steel spars they connect to, provides temporary ground support as a safety measure during tunneling. The lagging is installed horizontally between vertically installed spars.

Status: **Proposed**

Package: **Built elements**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcPlateTypeEnum</a>	Parent Entity	<a href="#">IfcPlateType</a>
Stereotype	«PredefinedType»		<a href="#">IfcPlate</a>
Property sets			

### 2.14.14 Class: IfcFillElement

An element with the purpose of filling gaps between other elements.

Status: **Proposed**



Package: **Built elements**

Class Properties			
<b>Status</b>	Proposed	<b>Is Abstract</b>	
<b>Property sets</b>			

Inheritance Statement			
<b>Subtype Of</b>	<a href="#">IfcBuiltElement</a>		
<b>Subtypes</b>	EXISTING	PROPOSED	

#### Class Attributes

Name	Type	Multiplicity	Definition
PredefinedType	IfcFillElementTypeEnum	[0..1]	

#### 2.14.15 PDT Container: IfcFillElementTypeEnum

This enumeration defines the range of different types of fill elements that can further specify an `_IfcFillElementTypeEnum_`.

Status: **Proposed**

Package: **Built elements**

Container Properties			
<b>Parent Entity</b>	<a href="#">IfcFillElement</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	EXISTING	PROPOSED	
		<a href="#">IfcFillElementTypeEnum.ANNULARGAPFILL</a> <a href="#">IfcFillElementTypeEnum.INVERTFILL</a>	

#### 2.14.16 Predefined Type: ANNULARGAPFILL

Full Identifier: `IfcFillElementTypeEnum.ANNULARGAPFILL`

The fill element used to fill the annular gap, e.g. between the tunnel lining and the surrounding ground.

Status: **Proposed**

Package: **Built elements**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcFillElementTypeEnum</a>	Parent Entity	<a href="#">IfcFillElement</a>
Stereotype	«PredefinedType»		
Property sets			

#### 2.14.17 Class: **IfcGroundReinforcementElement**

A kind of element used for ground reinforcement.

Status: **Proposed**

Package: **Earthworks and Excavation**

Class Properties			
Status	Proposed	Is Abstract	
Property sets			

Inheritance Statement		
Subtype Of	<a href="#">IfcBuiltElement</a>	
Subtypes	EXISTING	PROPOSED

#### Class Attributes

Name	Type	Multiplicity	Definition
PredefinedType	IfcGroundReinforcement ElementTypeEnum	[0..1]	

#### 2.14.18 PDT Container: **IfcGroundReinforcementElementTypeEnum**

This enumeration defines the range of different types of ground reinforcement elements that can further specify an `_IfcGroundReinforcementElementTypeEnum_`.

Status: **Proposed**

Package: **Earthworks and Excavation**

Container Properties
----------------------

<b>Parent Entity</b>	<a href="#">IfcGroundReinforcementElement</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	EXISTING	PROPOSED	
		<a href="#">IfcGroundReinforcementElementTypeEnum.ROCKSUPPORTBOLT</a> <a href="#">IfcGroundReinforcementElementTypeEnum.SPILINGBOLT</a>	

### 2.14.19 Predefined Type: ROCKSUPPORTBOLT

*Full Identifier:* **IfcGroundReinforcementElementTypeEnum.ROCKSUPPORTBOLT**

<<ToDo: Definition – comes from the excavation domain requirements for face bolts, forepoling and anchors>>

*Status:* **Proposed**

*Package:* **Earthworks and Excavation**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcGroundReinforcementElementTypeEnum</a>	Parent Entity	<a href="#">IfcGroundReinforcementElement</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.14.20 Predefined Type: TUNNEL\_SUPPORT

*Full Identifier:* **IfcBuiltSystemTypeEnum.TUNNEL\_SUPPORT**

Grouping of elements designed and installed to guarantee the long term stability of the underground structure.

*Status:* **Proposed**

*Package:* **Systems**

#### Predefined Type Properties

<b>Predefined Type Container</b>	<a href="#">IfcBuiltSystemTypeEnum</a>	<b>Parent Entity</b>	<a href="#">IfcBuiltSystem</a>
<b>Stereotype</b>	«PredefinedType»		
<b>Property sets</b>			

#### 2.14.21 Virtual Entity: Anchor

A special bolt which is anchored into concrete, stone, or brickwork.

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcGroundReinforcementElementTypeEnum.ROCKSUPPORTBOLT</a>
<b>Notes</b>	

#### 2.14.22 Virtual Entity: Annular gap filling

Filling with "suitable material" of the clearance between the segment ring and the sides (edges?) of the excavation. Generalize?

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcFillElementTypeEnum.ANNULARGAPFILL</a>
<b>Notes</b>	

#### 2.14.23 Virtual Entity: Cast concrete

A concreting technique which is undertaken in situ or in the concrete component's finished position

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcMaterialDefinition</a> <a href="#">IfcArchElement</a> <a href="#">IfcElementAssemblyTypeEnum.ARCH</a>
<b>Notes</b>	

#### 2.14.24 Virtual Entity: Lagging

Lagging is the structural material (most often wood) that spans the distance between spars at an excavation site. Lagging, and the steel spars they connect to, provides temporary ground support as a safety measure during tunneling. The lagging is installed horizontally between vertically installed spars.

Entity Properties	
Realizing Parent	<a href="#">IfcPlateTypeEnum.LAGGING</a>
Notes	

#### 2.14.25 Virtual Entity: Lattice girder

An iron or steel structure consisting of two horizontal beams connected by diagonal struts.

Entity Properties	
Realizing Parent	<a href="#">IfcBeamTypeEnum.GIRDER_SEGMENT</a> <a href="#">IfcElementAssemblyTypeEnum.GIRDER</a>
Notes	

#### 2.14.26 Virtual Entity: Mesh

A reinforcing mesh is a series of longitudinal and transverse wires or bars of various gauges, arranged at right angles to each other and welded at all points of intersection; usually used for concrete slab reinforcement. It is also known as welded wire fabric. In scope are plane meshes as well as bent meshes

Entity Properties	
Realizing Parent	<a href="#">IfcReinforcingMesh</a>
Notes	

#### 2.14.27 Virtual Entity: Micropiling

Small-diameter drilled piles

Entity Properties	
Realizing Parent	<a href="#">IfcPileTypeEnum.BORED</a>
Notes	

#### 2.14.28 Virtual Entity: Precast segment

Concrete that is cast in the form of a structural element (such as a panel or beam) before being placed in final position.

Entity Properties	
Realizing Parent	<a href="#">IfcBuildingElementPartTypeEnum.PRECASTPANEL</a>
Notes	

#### 2.14.29 Virtual Entity: Retention wall

A supporting wall used to protect against soil layers behind. Special types of a retaining wall may be e.g. Gabion wall and Grib wall. Examples of retaining walls are wing wall, headwall, stem wall, pierwall and protecting wall.

Entity Properties	
Realizing Parent	<a href="#">IfcWallTypeEnum.RETAININGWALL</a>
Notes	

#### 2.14.30 Virtual Entity: Sealing hose

<<ToDo: definition>>

Entity Properties	
Realizing Parent	<a href="#">IfcDiscreteAccessoryTypeEnum.STRUCTURAL_SEALING</a>
Notes	

#### 2.14.31 Virtual Entity: Shotcrete

A method of applying concrete projected at high velocity primarily on to a vertical or overhead surface

Entity Properties	
-------------------	--

<b>Realizing Parent</b>	<a href="#">IfcElementAssemblyTypeEnum.ARCH</a> <a href="#">IfcMaterialDefinition</a> <a href="#">IfcCovering</a> <a href="#">IfcArchElement</a>
<b>Notes</b>	

#### 2.14.32 Virtual Entity: Steel ribs

Reinforcement cages or steel profiles are shaped as arcs along the rock perimeter of the tunnel

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcArchElement</a>
<b>Notes</b>	

#### 2.14.33 Virtual Entity: Steel strap

Definition??

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcMechanicalFastenerTypeEnum.CHAIN</a>
<b>Notes</b>	

#### 2.14.34 Virtual Entity: Textile groutable hose (Bullflex)

Patented textile groutable hoses made of high-strength fabric, which are subsequently filled with cement-bonded construction material, featuring an excellent load-bearing capacity

Entity Properties	
<b>Realizing Parent</b>	<a href="#">IfcDiscreteAccessoryTypeEnum.STRUCTURAL_SEALING</a>
<b>Notes</b>	

#### 2.14.35 Virtual Entity: Tunnel support element

Element providing permanent support that is designed and installed to guarantee the long term stability of the underground structure.

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	<p>Elements are grouped into a TUNNEL_SUPPORT system to indicate this function.</p> <p>Elements are grouped into a TUNNEL_SUPPORT system to indicate this function.</p>

#### 2.14.36 Virtual Entity: Yielding supports

<<ToDo: definition>>

Entity Properties	
<b>Realizing Parent</b>	
<b>Notes</b>	<p>A property (HasYieldingSupport : IfcBoolean, YieldingLength:IfcLengthMeasure) connected to any element that can have this (IfcArch and IfcWall were mentioned). Jan Erik states that "I think we agreed that yielding could be a property on all rock support (?) Rock support bolts could be yielding as well"</p> <p>One possible option is to have this property in a Pset on IfcBuiltSystem/TUNNEL_LINING level?</p>

#### 2.15 Package: Waterproofing taxonomy and mapping

A package containing the waterproofing support taxonomy elements and their mappings towards IFC elements.



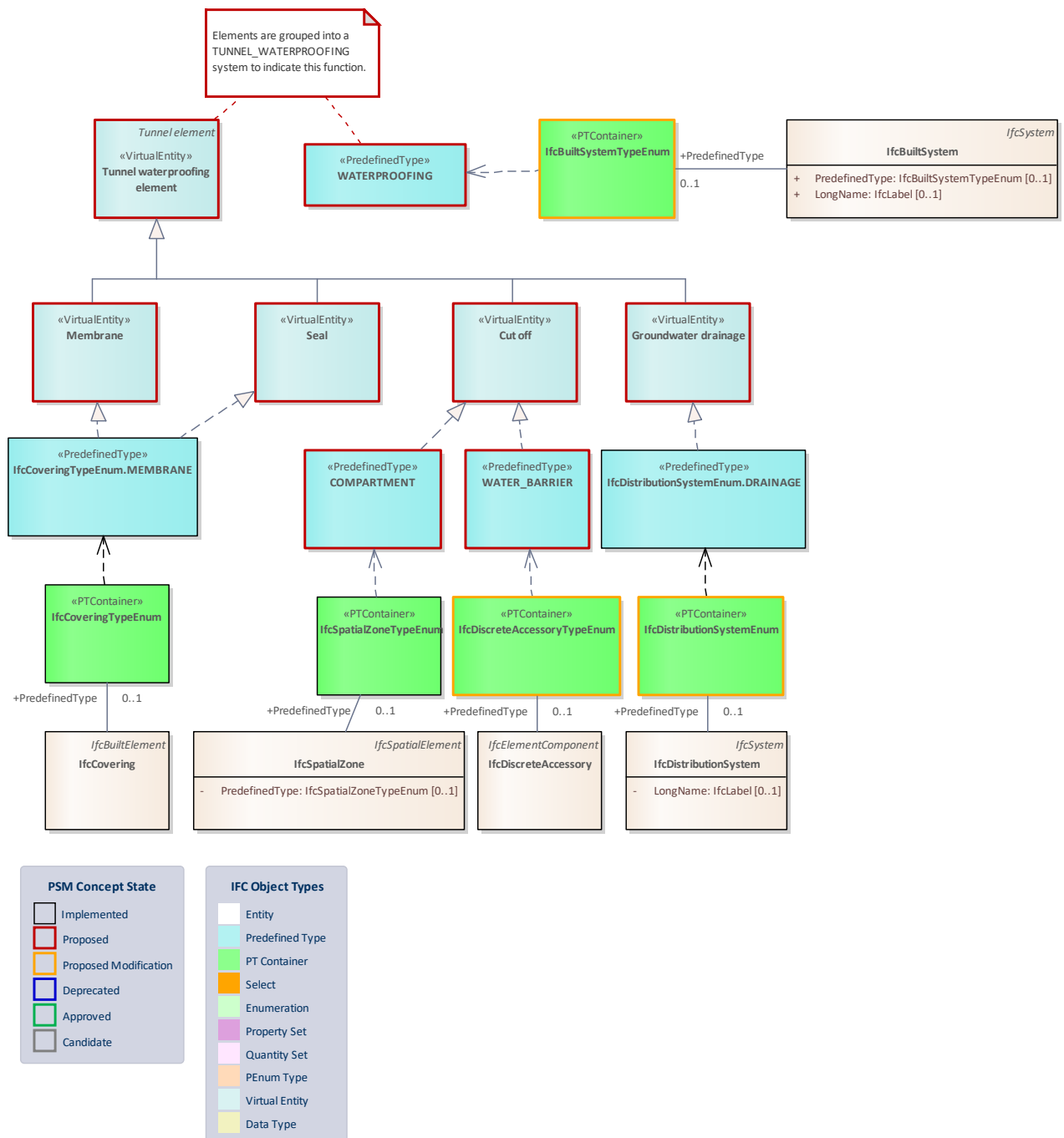


Figure 14: Waterproofing taxonomy and mapping -

### 2.15.1 PDT Container: IfcDistributionSystemEnum

This enumeration identifies different types of distribution systems. It is used to designate systems by their function as well as ports of devices within such systems to restrict connectivity to compatible connections.

> HISTORY New enumeration in IFC4.

Ports for cable carriers may be connected using `_IfcCableCarrierSegment_` and `_IfcCableCarrierFitting_`. Type objects for cable carrier segments and fittings (`_IfcCableCarrierSegmentType_` and `_IfcCableCarrierFittingType_` that are not specific to a particular system type may have ports with `_PredefinedType_` of NOTDEFINED which indicates that occurrences of such objects may connect to ports of any other cable-carrier based port. Valid enumerations for cable carriers are the same as that for cables, and may be asserted if ports of the contained cables are all of the same type.

bSI Documentation

*Status:* **ProposedModification**

*Package:* **IfcSharedBldgServiceElements**

Container Properties			
<b>Parent Entity</b>	<a href="#">IfcDistributionSystem</a> <a href="#">IfcDistributionPort</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	EXISTING	PROPOSED	
	<a href="#">IfcDistributionSystemEnum.MONITORINGSYSTEM</a> <a href="#">IfcDistributionSystemEnum.COMPRESSED AIR</a> <a href="#">IfcDistributionSystemEnum.EARTHING</a> <a href="#">IfcDistributionSystemEnum.VENTILATION</a> <a href="#">IfcDistributionSystemEnum.TELEPHONE</a> <a href="#">IfcDistributionSystemEnum.HEATING</a> <a href="#">IfcDistributionSystemEnum.DISPOSAL</a> <a href="#">IfcDistributionSystemEnum.TV</a> <a href="#">IfcDistributionSystemEnum.HAZARDOUS</a> <a href="#">IfcDistributionSystemEnum.CONVEYING</a> <a href="#">IfcDistributionSystemEnum.OIL</a> <a href="#">IfcDistributionSystemEnum.EXHAUST</a> <a href="#">IfcDistributionSystemEnum.REFRIGERATION</a> <a href="#">IfcDistributionSystemEnum.LIGHTNING PROTECTION</a> <a href="#">IfcDistributionSystemEnum.DATA</a> <a href="#">IfcDistributionSystemEnum.CHEMICAL</a> <a href="#">IfcDistributionSystemEnum.DRAINAGE</a> <a href="#">IfcDistributionSystemEnum.SEWAGE</a> <a href="#">IfcDistributionSystemEnum.AIRCONDITIONING</a> <a href="#">IfcDistributionSystemEnum.FIREPROTECTION</a>	<a href="#">IfcDistributionSystemEnum.SAFETY</a> <a href="#">IfcDistributionSystemEnum.CATENARY SYSTEM</a> <a href="#">IfcDistributionSystemEnum.OVERHEAD CONTACT LINE SYSTEM</a> <a href="#">IfcDistributionSystemEnum.RETURN CIRCUIT</a>	

<a href="#">IfcDistributionSystemEnum.OPERATIONAL</a> <a href="#">IfcDistributionSystemEnum.CONDENSERWATER</a> <a href="#">IfcDistributionSystemEnum.CONTROL</a> <a href="#">IfcDistributionSystemEnum.SECURITY</a> <a href="#">IfcDistributionSystemEnum.DOMESTICCOLDWATER</a> <a href="#">IfcDistributionSystemEnum.DOMESTICHOTWATER</a> <a href="#">IfcDistributionSystemEnum.VENT</a> <a href="#">IfcDistributionSystemEnum.WASTEWATER</a> <a href="#">IfcDistributionSystemEnum.ELECTRICAL</a> <a href="#">IfcDistributionSystemEnum.LIGHTING</a> <a href="#">IfcDistributionSystemEnum.FUEL</a> <a href="#">IfcDistributionSystemEnum.AUDIOVISUAL</a> <a href="#">IfcDistributionSystemEnum.VACUUM</a> <a href="#">IfcDistributionSystemEnum.STORMWATER</a> <a href="#">IfcDistributionSystemEnum.RAINWATER</a> <a href="#">IfcDistributionSystemEnum.CHILLEDWATER</a> <a href="#">IfcDistributionSystemEnum.COMMUNICATION</a> <a href="#">IfcDistributionSystemEnum.ELECTROACOUSTIC</a> <a href="#">IfcDistributionSystemEnum.WATERSUPPLY</a> <a href="#">IfcDistributionSystemEnum.GAS</a> <a href="#">IfcDistributionSystemEnum.SIGNAL</a> <a href="#">IfcDistributionSystemEnum.POWERGENERATION</a> <a href="#">IfcDistributionSystemEnum.MUNICIPALSOLIDWASTE</a> <a href="#">E</a>	
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### 2.15.2 PDT Container: **IfcDiscreteAccessoryTypeEnum**

This enumeration defines the different types of discrete accessories.

> HISTORY New enumeration in IFC4.

[bSI Documentation](#)

*Status:* **ProposedModification**

*Package:* **IfcSharedComponentElements**

Container Properties

<b>Parent Entity</b>	<a href="#">IfcDiscreteAccessoryType</a> <a href="#">IfcDiscreteAccessory</a>	<b>Stereotype</b>	«PTContainer»
<b>Contains</b>	EXISTING	PROPOSED	
	<a href="#">IfcDiscreteAccessoryTypeEnum.EXPANSION_JOINT_DEVICE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.ANCHORPLATE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.SHOE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.BRACKET</a>	<a href="#">IfcDiscreteAccessoryTypeEnum.STRUCTURAL_SEALING</a> <a href="#">IfcDiscreteAccessoryTypeEnum.WATER_BARRIER</a> <a href="#">IfcDiscreteAccessoryTypeEnum.BIRDPROTECTION</a> <a href="#">IfcDiscreteAccessoryTypeEnum.RAIL_MECHANICAL_EQUIPMENT</a> <a href="#">IfcDiscreteAccessoryTypeEnum.TENSIONINGEQUIPMENT</a> <a href="#">IfcDiscreteAccessoryTypeEnum.LOCK</a> <a href="#">IfcDiscreteAccessoryTypeEnum.SOUNDABSORPTION</a> <a href="#">IfcDiscreteAccessoryTypeEnum.RAIL_LUBRICATION</a> <a href="#">IfcDiscreteAccessoryTypeEnum.CABLEARRANGER</a> <a href="#">IfcDiscreteAccessoryTypeEnum.INSULATOR</a> <a href="#">IfcDiscreteAccessoryTypeEnum.RAILBRACE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.POINT_MACHINE_LOCKING_DEVICE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.ELASTIC_CUSHION</a> <a href="#">IfcDiscreteAccessoryTypeEnum.POINTMACHINEMOUNTINGDEVICE</a> <a href="#">IfcDiscreteAccessoryTypeEnum.SLIDINGCHAIR</a> <a href="#">IfcDiscreteAccessoryTypeEnum.RAILPAD</a> <a href="#">IfcDiscreteAccessoryTypeEnum.PANEL_STRENGTHENING</a>	

### 2.15.3 PDT Container: IfcBuiltSystemTypeEnum

This enumeration identifies different types of built systems.

*Status:* **ProposedModification**

*Package:* **IfcSharedInfrastructureElements**

Container Properties			
<b>Parent Entity</b>	<a href="#">IfcBuiltSystem</a>	<b>Stereotype</b>	«PTContainer»

	EXISTING	PROPOSED
Contains		<a href="#">IfcBuiltSystemTypeEnum.FIREPROTECTION</a> <a href="#">IfcBuiltSystemTypeEnum.SHADING</a> <a href="#">IfcBuiltSystemTypeEnum.MOORINGSYSTEM</a> <a href="#">IfcBuiltSystemTypeEnum.OUTERSHELL</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_PRESUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.TRANSPORT</a> <a href="#">IfcBuiltSystemTypeEnum.FOUNDATION</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_SUPPORT</a> <a href="#">IfcBuiltSystemTypeEnum.PRESTRESSING</a> <a href="#">IfcBuiltSystemTypeEnum.LOADBEARING</a> <a href="#">IfcBuiltSystemTypeEnum.TUNNEL_LINING</a> <a href="#">IfcBuiltSystemTypeEnum.REINFORCING</a> <a href="#">IfcBuiltSystemTypeEnum.EROSIONPREVENTION</a> <a href="#">IfcBuiltSystemTypeEnum.TRACKCIRCUIT</a> <a href="#">IfcBuiltSystemTypeEnum.WATERPROOFING</a> <a href="#">IfcBuiltSystemTypeEnum.MOORING</a> <a href="#">IfcBuiltSystemTypeEnum.FENESTRATION</a>

#### 2.15.4 Predefined Type: COMPARTMENT

Full Identifier: **IfcSpatialZoneTypeEnum.COMPARTMENT**

<<ToDo: Definition. Comes from the need to describe the different compartments achieved in tunneling using cut-off>>

Status: **Proposed**

Package: **Spatial zones**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcSpatialZoneTypeEnum</a>	Parent Entity	<a href="#">IfcSpatialZoneType</a>
			<a href="#">IfcSpatialZone</a>
Stereotype	«PredefinedType»		
Property sets			

#### 2.15.5 Predefined Type: WATERPROOFING

Full Identifier: **IfcBuiltSystemTypeEnum.WATERPROOFING**

Grouping of elements used to protect the facility against damage from moisture or the unintentional entry of water as well as the danger posed by aggressive water or soils and the effects of chemicals.

Status: **Proposed**

Package: **Systems**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcBuiltSystemTypeEnum</a>	Parent Entity	<a href="#">IfcBuiltSystem</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.15.6 Predefined Type: WATER\_BARRIER

Full Identifier: **IfcDiscreteAccessoryTypeEnum.WATER\_BARRIER**

<<ToDo: Definition – comes from the cut-off requirement from the excavation, support & lining domain>>

Status: **Proposed**

Package: **Accessories**

Predefined Type Properties			
Predefined Type Container	<a href="#">IfcDiscreteAccessoryTypeEnum</a>	Parent Entity	<a href="#">IfcDiscreteAccessoryType</a>
			<a href="#">IfcDiscreteAccessory</a>
Stereotype	«PredefinedType»		
Property sets			

### 2.15.7 Virtual Entity: Cut off

A device aiding in compartmentalization of water in tunneling.

Entity Properties	
Realizing Parent	<a href="#">IfcDiscreteAccessoryTypeEnum.WATER_BARRIER</a> <a href="#">IfcSpatialZoneTypeEnum.COMPARTMENT</a>
Notes	

#### 2.15.8 Virtual Entity: Groundwater drainage

Elements used to stop the ground from being waterlogged. The ground can be waterlogged due to excess water and rainfall or due to impermeable types of soil such as clay.

Entity Properties	
Realizing Parent	<a href="#">IfcDistributionSystemEnum.DRAINAGE</a>
Notes	

#### 2.15.9 Virtual Entity: Membrane

An impervious layer that could be used for e.g. roof covering (below tiling - that may be known as sarking etc.) or as a damp proof course membrane; also, waterproofing material on a bridge structure (typically on top of bridge slab).

Entity Properties	
Realizing Parent	<a href="#">IfcCoveringTypeEnum.MEMBRANE</a>
Notes	

#### 2.15.10 Virtual Entity: Seal

<<ToDo: definition>>

Entity Properties	
Realizing Parent	<a href="#">IfcCoveringTypeEnum.MEMBRANE</a>
Notes	

#### 2.15.11 Virtual Entity: Tunnel waterproofing element

Elements used to protect the tunnel construction against damage from moisture or the unintentional entry of water as well as the danger posed by aggressive water or soils and the effects of chemicals.

Entity Properties	
Realizing Parent	

<b>Notes</b>	Elements are grouped into a TUNNEL_WATERPROOFING system to indicate this function.
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