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possible further editors

OGC City Geography Markup Language (CityGML) Conceptual Model Standard

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i. Abstract

CityGML is an open data model and XML-based format for the storage and exchange of virtual 3D city models. It is an application schema for the Geography Markup Language version 3.2.1 (GML3), the extendible international standard for spatial data exchange issued by the Open Geospatial Consortium (OGC) and the ISO TC211.

The aim of the development of CityGML is to reach a common definition of the basic entities, attributes, and relations of a 3D city model. This is especially important with respect to the cost-effective sustainable maintenance of 3D city models, allowing the reuse of the same data in different application fields.

ii. Keywords

The following are keywords to be used by search engines and document catalogues.

ogcdoc, OGC document, CityGML, 3D city models <tags separated by commas>

iii. Preface

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. The Open Geospatial Consortium shall not be held responsible for identifying any or all such patent rights.

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More content to be provided.

iv. Submitting organizations



This is the official CityGML logo. For current news on CityGML and information about ongoing projects and fields of research in the area of CityGML see <http://www.citygml.org> and <http://www.citygmlwiki.org>

NOTE

PNG interlace method not supported for PDF generation. Find a more compatible OGC logo for "image::images/OGC_Logo.png[]"

This Document was submitted to the Open Geospatial Consortium (OGC) by the members of the CityGML Standards Working Group of the OGC. Amongst others, this comprises the following organizations:

- To be provided
- ...

v. Submitters

All questions regarding this submission should be directed to the editors or the submitters:

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|------|----------------|-------|
| | To be provided | |

vi. Participants in development

Table 2. Participants in Development

| Name | Institution |
|------|----------------|
| | To be provided |

The table only lists persons that were involved in the development of CityGML 3.0. CityGML 3.0 is based on extensive previous work that was done for CityGML 2.0. For persons involved in the previous work, please refer to the CityGML 2.0 specification.

vii. Acknowledgements

The editors wish to thank the Special Interest Group 3D (SIG 3D) of the initiative Geodata Infrastructure Germany (GDI-DE) which originally started the development of CityGML, the CityGML Standards Working Group and the 3D Information Management (3DIM) Working Group of the OGC as well as all contributors of change requests and comments.

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Chapter 1. Introduction

1.1. Motivation

An increasing number of cities and companies are building virtual 3D city models for different application areas like urban planning, mobile telecommunication, disaster management, 3D cadastre, tourism, vehicle and pedestrian navigation, facility management and environmental simulations. Furthermore, in the implementation of the European Environmental Noise Directive (END, 2002/49/EC) 3D geoinformation and 3D city models play an important role.

In recent years, most virtual 3D city models have been defined as purely graphical or geometrical models, neglecting the semantic and topological aspects. Thus, these models could almost only be used for visualisation purposes but not for thematic queries, analysis tasks, or spatial data mining. Since the limited reusability of models inhibits the broader use of 3D city models, a more general modelling approach had to be taken in order to satisfy the information needs of the various application fields.

CityGML is a common semantic information model for the representation of 3D urban objects that can be shared over different applications. The latter capability is especially important with respect to the cost-effective sustainable maintenance of 3D city models, allowing the possibility of selling the same data to customers from different application fields. The targeted application areas explicitly include city planning, architectural design, tourist and leisure activities, environmental simulation, mobile telecommunication, disaster management, homeland security, real estate management, vehicle and pedestrian navigation, and training simulators.

CityGML is designed as an open data model and XML-based format for the storage and exchange of virtual 3D city models. It is implemented as an application schema of the Geography Markup Language 3 (GML3), the extendible international standard for spatial data exchange and encoding issued by the Open Geospatial Consortium (OGC) and the ISO TC211. CityGML is based on a number of standards from the ISO 191xx family, the Open Geospatial Consortium, the W3C Consortium, the Web 3D Consortium, and OASIS.

CityGML defines the classes and relations for the most relevant topographic objects in cities and regional models with respect to their geometrical, topological, semantical, and appearance properties. “City” is broadly defined to comprise not just built structures, but also elevation, vegetation, water bodies, “city furniture”, and more. Included are generalisation hierarchies between thematic classes, aggregations, relations between objects, and spatial properties. CityGML is applicable for large areas and small regions and can represent the terrain and 3D objects in different levels of detail simultaneously. Since either simple, single scale models without topology and few semantics or very complex multi-scale models with full topology and fine-grained semantical differentiations can be represented, CityGML enables lossless information exchange between different GI systems and users.

1.2. Historical background

To be provided

1.3. Additions and changes in CityGML 3.0

To be provided

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Chapter 2. Scope

This document is an OGC Encoding Standard for the representation, storage and exchange of virtual 3D city and landscape models. CityGML is implemented as an application schema of the Geography Markup Language version 3.1.1 (GML3).

CityGML models both complex and georeferenced 3D vector data along with the semantics associated with the data. In contrast to other 3D vector formats, CityGML is based on a rich, general purpose information model in addition to geometry and appearance information. For specific domain areas, CityGML also provides an extension mechanism to enrich the data with identifiable features under preservation of semantic interoperability.

Targeted application areas explicitly include urban and landscape planning; architectural design; tourist and leisure activities; 3D cadastres; environmental simulations; mobile telecommunications; disaster management; homeland security; vehicle and pedestrian navigation; training simulators and mobile robotics.

CityGML is considered a source format for 3D portraying. The semantic information contained in the model can be used in the styling process which generates computer graphics represented e.g. as KML/COLLADA or X3D files. The appropriate OGC Portrayal Web Service for this process is the OGC Web 3D Service (W3DS). An image-based 3D portrayal service for virtual 3D landscape and city models is provided by the OGC Web View Service (WVS).

Features of CityGML:

- Geospatial information model (ontology) for urban landscapes based on the ISO 191xx family
- GML3 representation of 3D geometries, based on the ISO 19107 model
- Representation of object surface characteristics (e.g. textures, materials)
- Taxonomies and aggregations
 - Digital Terrain Models as a combination of (including nested) triangulated irregular networks (TINs), regular rasters, break and skeleton lines, mass points
 - Sites (currently buildings, bridges, and tunnels)
 - Vegetation (areas, volumes, and solitary objects with vegetation classification)
 - Water bodies (volumes, surfaces)
 - Transportation facilities (both graph structures and 3D surface data)
 - Land use (representation of areas of the earth's surface dedicated to a specific land use)
 - City furniture
 - Generic city objects and attributes
 - User-definable (recursive) grouping
- Multiscale model with 5 well-defined consecutive Levels of Detail (LOD):
 - LOD0 – regional, landscape
 - LOD1 – city, region

- LOD2 – city districts, projects
- LOD3 – architectural models landmarks
- Multiple representations in different LODs simultaneously; generalisation relations between objects in different LODs
- Optional topological connections between feature (sub)geometries
- Application Domain Extensions (ADE): Specific “hooks” in the CityGML schema allow to define application specific extensions, for example for noise pollution simulation, or to augment CityGML by properties of the new National Building Information Model Standard (NBIMS) in the U.S.

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Chapter 3. Conformance

This standard defines a Conceptual Model which is independent of any encoding or formatting techniques. The Standardization Targets for this standard are Implementation Specifications. These Implementation Specifications specify how the Conceptual Model shall be implemented for specific technologies. Conformant Implementation Specifications provide evidence that they are an accurate representation of the Conceptual Model. This evidence shall include implementations of the abstract tests specified in Annex A (normative) of this document.

Since this standard is agnostic to the implementing technologies, the specific techniques to be used for conformance testing cannot be specified. It is the responsibility of the Implementation Specifications to provide evidence of conformance which is appropriate for the implementing technologies. This evidence should be provided as an annex to the Implementation Specification document.

This standard identifies seventeen (17) conformance classes. One conformance class is defined for each Package in the UML model. Each conformance class is defined by one requirements class. The tests in Annex A are organized by Requirements Class. So an implementation of the *Core* conformance class must pass all tests specified in Annex A for the *Core* requirements class.

Of these seventeen conformance classes, Implementation Specifications are only required to implement the *Core* conformance class. All other conformance classes are optional. In the case where an implemented conformance class has a dependency on another conformance class, that conformance class shall also be implemented.

The CityGML Conceptual Model is defined by the CityGML UML model. This specification is a representation of that UML model in document form. In the case of a discrepancy between the UML model and this document, the UML model is authoritative.

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Chapter 4. References

The following normative documents contain provisions that, through reference in this text, constitute provisions of OGC 20-010. For dated references, subsequent amendments to, or revisions of, any of these publications do not apply. However, parties to agreements based on this part of OGC 12-019 are encouraged to investigate the possibility of applying the most recent editions of the normative documents indicated below. For undated references, the latest edition of the normative document referred to applies.

- ISO: ISO 8601:2004, Data elements and interchange formats – Information interchange – Representation of dates and times
- ISO: ISO 19103:2015, Geographic Information – Conceptual Schema Language
- ISO: ISO 19105:2000, Geographic information – Conformance and testing
- ISO: ISO 19107:2003, Geographic Information – Spatial Schema
- ISO: ISO 19109:2015, Geographic Information – Rules for Application Schemas
- ISO: ISO 19111:2019, Geographic information – Referencing by coordinates
- ISO: ISO 19115-1:2014, Geographic information — Metadata — Part 1: Fundamentals
- ISO: ISO 19123:2005, Geographic information — Schema for coverage geometry and functions
- ISO: ISO 19156:2011, Geographic information – Observations and measurements
- ISO: ISO/IEC 19505-2:2012, Information technology — Object Management Group Unified Modeling Language (OMG UML) — Part 2: Superstructure
- ISO/IEC 19507:2012, Information technology — Object Management Group Object Constraint Language (OCL)
- ISO: ISO/IEC 19775-1:2013 Information technology — Computer graphics, image processing and environmental data representation — Extensible 3D (X3D) — Part 1: Architecture and base components
- OGC: The OpenGIS® Abstract Specification Topic 5: Features, OGC document 08-126
- OGC: The OpenGIS™ Abstract Specification Topic 8: Relationships Between Features, OGC document 99-108r2
- OGC: The OpenGIS™ Abstract Specification Topic 10: Feature Collections, OGC document 99-110
- IETF: RFC 2045 & 2046, Multipurpose Internet Mail Extensions (MIME). (November 1996)
- IETF: RFC 3986, Uniform Resource Identifier (URI): Generic Syntax. (January 2005)
- OASIS: extensible Address Language (xAL v2.0)
- Khronos Group Inc.: COLLADA – Digital Asset Schema Release 1.5.0

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Chapter 5. Terms and Definitions

This document uses the terms defined in Sub-clause 5.3 of [OGC 06-121r8], which is based on the ISO/IEC Directives, Part 2, Rules for the structure and drafting of International Standards. In particular, the word “shall” (not “must”) is the verb form used to indicate a requirement to be strictly followed to conform to this Best Practice.

For the purposes of this document, the following additional terms and definitions apply.

I looked at several standards and copied some relevant definitions. The list needs to be reviewed once all sections have been updated. It needs to be checked, if all important terms are included, if all defined terms actually appear in the text, and if all defined terms are necessary. Also, the formatting should be improved.

2D data

geometry of features is represented in a two-dimensional space

NOTE In other words, the geometry of 2D data is given using (X,Y) coordinates.

[INSPIRE D2.8.III.2, definition 1]

2.5D data

geometry of features is represented in a three-dimensional space with the constraint that, for each (X,Y) position, there is only one Z

[INSPIRE D2.8.III.2, definition 2]

3D data

Geometry of features is represented in a three-dimensional space.

NOTE In other words, the geometry of 2D data is given using (X,Y,Z) coordinates without any constraints.

[INSPIRE D2.8.III.2, definition 3]

conceptual model

model that defines concepts of a universe of discourse

[ISO 19101-1:2014, 4.1.5]

conceptual schema

formal description of a conceptual model

[ISO 19101-1:2014, 4.1.6]

conformance test class

set of conformance test modules that must be applied to receive a single certificate of conformance

[OGC 08-131r3, definition 4.4]

feature

abstraction of real world phenomena

[ISO 19101-1:2014, definition 4.1.11]

feature attribute

characteristic of a feature

[ISO 19101-1:2014, definition 4.1.12]

feature type

class of features having common characteristics

[ISO 19156:2011, definition 4.7]

level of detail

quantity of information that portrays the real world

NOTE The concept comprises data capturing rules of spatial object types, the accuracy and the types of geometries, and other aspects of a data specification. In particular, it is related to the notions of scale and resolution.

[INSPIRE Glossary]

life-cycle information

set of properties of a spatial object that describe the temporal characteristics of a version of a spatial object or the changes between versions

[INSPIRE Glossary]

measurement

set of operations having the object of determining the value of a quantity

[ISO 19101-2:2018, definition 3.21] / [VIM:1993, 2.1]

model

abstraction of some aspects of reality

[ISO 19109:2015, definition 4.15]

observation

act of measuring or otherwise determining the value of a property

[ISO 19156:2011, definition 4.11]

observation procedure

method, algorithm or instrument, or system of these, which may be used in making an observation

[ISO 19156:2011, 4.12]

observation result

estimate of the value of a property determined through a known observation procedure

[ISO 19156:2011, 4.14]

property

facet or attribute of an object referenced by a name.

[ISO 19143:2010, definition 4.21]

requirements class

aggregate of all requirement modules that must all be satisfied to satisfy a conformance test class

[OGC 08-131r3, definition 4.19]

schema

formal description of a model

[ISO 19101-1:2014, definition 4.1.34]

sensor

type of observation procedure that provides the estimated value of an observed property at its

output

[OGC 08-094r1, definition 4.5]

timeseries

sequence of data values which are ordered in time

[OGC 15-043r3]

universe of discourse

view of the real or hypothetical world that includes everything of interest

[ISO 19101-1:2014, definition 4.1.38]

version

Particular variation of a spatial object

[INSPIRE Glossary]

5.1. Abbreviated Terms

The following abbreviated terms are used in this document:

The list of acronyms needs to be reviewed once all sections have been updated.

- 2D Two Dimensional
- 3D Three Dimensional
- AEC Architecture, Engineering, Construction
- ALKIS German National Standard for Cadastral Information
- ATKIS German National Standard for Topographic and Cartographic Information
- B-Rep Boundary Representation
- bSI buildingSMART International
- CAD Computer Aided Design
- COLLADA Collaborative Design Activity
- CSG Constructive Solid Geometry
- DTM Digital Terrain Model
- DXF Drawing Exchange Format
- EuroSDR European Spatial Data Research Organisation
- ESRI Environmental Systems Research Institute
- FM Facility Management
- GDF Geographic Data Files
- GDI-DE Spatial Data Infrastructure Germany (Geodateninfrastruktur Deutschland)
- GDI NRW Geodata Infrastructure North-Rhine Westphalia
- GML Geography Markup Language
- IAI International Alliance for Interoperability (now buildingSMART International (bSI))

- IETF Internet Engineering Task Force
- IFC Industry Foundation Classes
- ISO International Organization for Standardisation
- LOD Level of Detail
- NBIMS National Building Information Model Standard
- OASIS Organisation for the Advancement of Structured Information Standards
- OGC Open Geospatial Consortium
- OSCRE Open Standards Consortium for Real Estate
- SIG 3D Special Interest Group 3D of the GDI-DE
- TC211 ISO Technical Committee 211
- TIC Terrain Intersection Curve
- TIN Triangulated Irregular Network
- UML Unified Modeling Language
- URI Uniform Resource Identifier
- VRML Virtual Reality Modeling Language
- W3C World Wide Web Consortium
- W3DS OGC Web 3D Service
- WFS OGC Web Feature Service
- X3D Open Standards XML-enabled 3D file format of the Web 3D Consortium
- XML Extensible Markup Language
- xAL OASIS extensible Address Language

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Chapter 6. Conventions

6.1. Identifiers

The normative provisions in this document are denoted by the URI

<http://www.opengis.net/spec/CityGML/3.0>

All requirements and conformance tests that appear in this document are denoted by partial URIs which are relative to this base.

6.2. UML Notation

The CityGML standard is presented in this document in diagrams using the Unified Modeling Language (UML) static structure diagram (see Booch et al. 1997). The UML notations used in this standard are described in the diagram below [Figure 1](#).

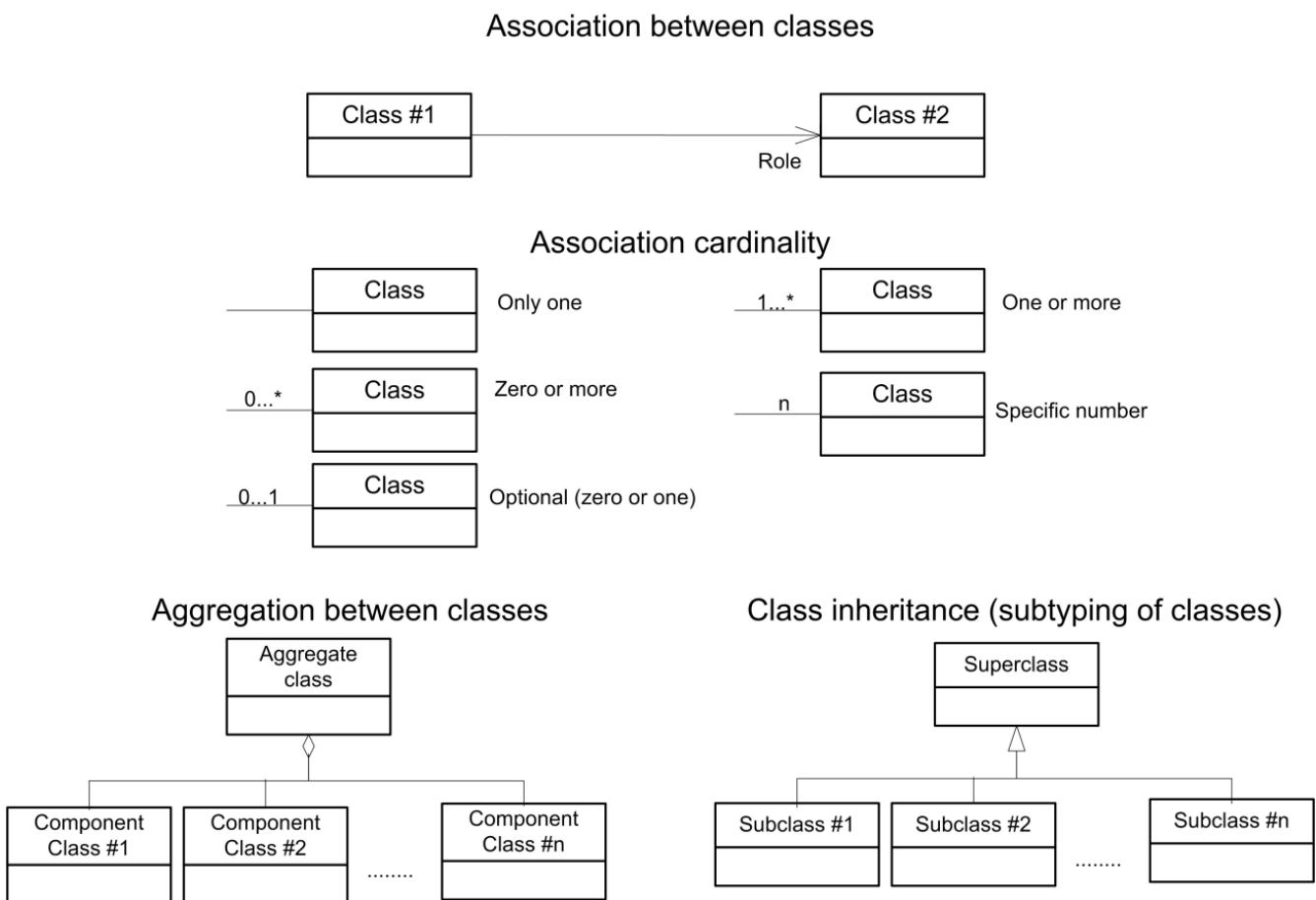


Figure 1. UML notation (see ISO TS 19103, Geographic information - Conceptual schema language).

All associations between model elements in CityGML are uni-directional. Thus, associations in CityGML are navigable in only one direction. The direction of navigation is depicted by an arrowhead. In general, the context an element takes within the association is indicated by its role. The role is displayed near the target of the association. If the graphical representation is ambiguous though, the position of the role has to be drawn to the element the association points to.

NOTE Need formal definitions for the stereotypes

The following stereotypes are used:

- <<FeatureType>>
- <<TopLevelFeatureType>>
- <<type>>
- <<ObjectType>>
- <<DataType>> is used as a descriptor of a set of values that lack identity. Data types include primitive prede-fined types and user-definable types. A DataType is thus a class with few or no operations whose primary purpose is to hold the abstract state of another class for transmittal, storage, encoding or persistent storage.
- <<enumeration>> enumerates the valid attribute values in a fixed list of named literal values. Enumerations are specified in the CityGML schema.
- <<BasicType>>
- <<CodeList>> enumerates the valid attribute values. In contrast to Enumeration, the list of values is open and, thus, not given inline the CityGML UML Model. The allowed values can be provided within an external code list.
- <<Union>> is a list of attributes. The semantics are that only one of the attributes can be present at any time.

NOTE Update to the current convention

In order to enhance the readability of the CityGML UML diagrams, classes are depicted in different colors if they belong to different UML packages. The following coloring scheme is applied:

Feature Types: Yellow TopLevelFeatureType: Orange Type :Green ObjectType: Orange DataType: Blue Enumration: Purple Basictype: Brown Codelist: Pink Union: Blue

- Classes painted in yellow belong to the UML package which is subject of discussion in that clause of the specification in which the UML diagram is given. For example, in the context of chapter 10.1 which introduces the *CityGML Core* module, the yellow color is used to denote classes which are defined in the *CityGML Core* UML package. Likewise, the yellow classes shown in UML diagrams in chapter 10.3 are associated with the *Building* module which is subject of discussion in that chapter.
- Classes painted in blue belong to a CityGML UML package different to that associated with the yellow color. In order to explicitly denote the UML package of such classes, their class names carry a naoughout this specification mespace prefix which is uniquely associated with a CityGML module throughout this specification . For example, in the context of the *Building* module, classes from the *CityGML Core* module are painted in blue and their class names are preceded by the prefix core.

The following example UML diagram demonstrates the UML notation and coloring scheme used throughout this specification. In this example, the yellow classes are associated with the *CityGML Building* module, the blue classes are from the *CityGML Core* module, and the green class depicts a

geometry element defined by GML3.

Virtual Paradigm for UML Standard Edition (Technical University Berlin)

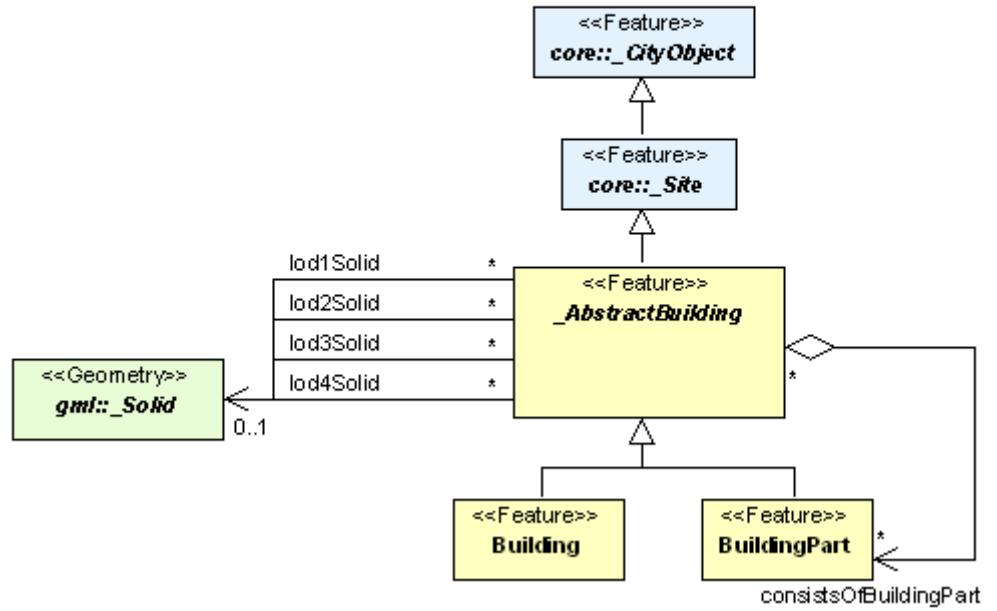


Figure 2. Example UML diagram demonstrating the UML notation and coloring scheme used throughout the CityGML specification.

6.3. Conceptual Modeling (Informative)

ISO 19101 defines universe of discourse to be a view of the real or hypothetical world that includes everything of interest. That standard then defines conceptual model to be a model that defines concepts of a universe of discourse.

The scope of this CityGML Conceptual Model Standard establishes the limits of the universe of discourse for this Standard. The next task is to discover and standardize the concepts within this scope. CityGML will potentially support numerous diverse application software packages covering multiple disciplines and facility life cycle phases. Each conceivably can have its own universe of discourse and their own set of concepts.

The goal of this CityGML Conceptual Model Standard is to establish and document a common set of concepts that spans the applications supported. This does not attempt to redefine application concepts, but merely present a common set of concepts from and to which their concepts can be understood and mapped.

GML and JSON encodings are planned and other encodings are anticipated. Each encoding addresses a specific information community and set of application software packages. However, with the increasing desire to share information between communities and applications having a common conceptual model across all of these encodings is highly advantageous.

An added benefit of the development of a conceptual model results from the rigor involved in achieving consensus. After numerous iterations, the end result is consistent, cohesive, and complete. Updating a conceptual model is far easier than rewriting software code. Further, the

iterations help to flesh out details as well as to unearth differences in individual conceptualizations.

Perhaps the greatest benefit of the standards activity is the ability to communicate the resultant model. This is in part due to using a standardized conceptual modelling language like UML and the agreed OGC and TC211 conventions for using UML. The eventual outcome of being able to provide formal documentation for what is meant by each concept is invaluable in understanding the subsequent encodings and applications.

This will be the first OGC conceptual model standard, without accompanying encodings. Yet the model is presented in a manner consistent with the formalisms adopted for writing OGC standards. This Standard follows the OGC Specification Model standard for modular specifications [10] and is consistent with the OGC Naming Authority conventions and recommendations. The target of this Standard are the encoding standards which will follow and not the application software that will implement these encodings. Requirements for the encodings are explicit and grouped into Requirements Classes. Accompanying Conformance Classes are included to determine if an encoding conforms to the conceptual model.

UML has been used as the conceptual modeling language in this Standard. Class Diagrams have been created and inserted as Figures. The boxes in these diagrams (officially “Classifiers” in UML) typically represent classes, data types, enumerations, code lists, unions, etc. and this terminology is used throughout the Standard. However, since this is a Conceptual Model, these should all be interpreted to be “concepts”. For each Requirements Class, an introductory diagram is included which contains all of the concepts relevant to that Requirements Class. However, the boxes are simplified by suppressing attributes. These attributes are provided in a series of context diagrams which follow, each focusing on a particular set of concepts in the Requirements Class.

Though redundant with the UML diagrams, all of the class attributes are repeated in the document text, including attribute definitions not visible in the diagrams. If these differ, the UML takes precedence. Because association roles behave similar to attributes, they appear at the end of the textual attribute listing as if they were attributes. The cardinality of the association is depicted as the attribute cardinality and the associated class as the data type.

NOTE Explanatory text edit 06 for 01.04.2020 release starts here

Chapter 7. Overview of CityGML

CityGML is an open data model and XML-based format for the storage and exchange of virtual 3D city models. It is an application schema for the Geography Markup Language version 3.1.1 (GML3), the extendible international standard for spatial data exchange issued by the Open Geospatial Consortium (OGC) and the ISO TC211.

The aim of the development of CityGML is to reach a common definition of the basic entities, attributes, and relations of a 3D city model. This is especially important with respect to the cost-effective sustainable maintenance of 3D city models, allowing the reuse of the same data in different application fields.

CityGML not only represents the graphical appearance of city models but specifically addresses the representation of the semantic and thematic properties, taxonomies and aggregations. CityGML includes a geometry model and a thematic model. The geometry model allows for the consistent and homogeneous definition of geometrical and topological properties of spatial objects within 3D city models (chapter 8). The base class of all objects is *_CityObject* which is a subclass of the GML class *_Feature*. All objects inherit the properties from *_CityObject*.

The thematic model of CityGML employs the geometry model for different thematic fields like Digital Terrain Models, sites (i.e. buildings, bridges, and tunnels), vegetation (solitary objects and also areal and volumetric biotopes), land use, water bodies, transportation facilities, and city furniture (chapter 10). Further objects, which are not explicitly modelled yet, can be represented using the concept of generic objects and attributes (chapter 6.11). In addition, extensions to the CityGML data model applying to specific application fields can be realised using the Application Domain Extensions (ADE) (chapter 6.12). Spatial objects of equal shape which appear many times at different positions like e.g. trees, can also be modelled as prototypes and used multiple times in the city model (chapter 8.2). A grouping concept allows the combination of single 3D objects, e.g. buildings to a building complex (chapter 6.8). Objects which are not geometrically modelled by closed solids can be virtually sealed in order to compute their volume (e.g. pedestrian underpasses, tunnels, or airplane hangars). They can be closed using *ClosureSurfaces* (chapter 6.4). The concept of the *TerrainIntersectionCurve* is introduced to integrate 3D objects with the Digital Terrain Model at their correct positions in order to prevent e.g. buildings from floating over or sinking into the terrain (chapter 6.5).

CityGML differentiates five consecutive Levels of Detail (LOD), where objects become more detailed with increasing LOD regarding both their geometry and thematic differentiation (chapter 6.2). CityGML files can - but do not have to - contain multiple representations (and geometries) for each object in different LOD simultaneously. Generalisation relations allow the explicit representation of aggregated objects over different scales.

In addition to spatial properties, CityGML features can be assigned appearances. Appearances are not limited to visual data but represent arbitrary observable properties of the feature's surface such as infrared radiation, noise pollution, or earthquake-induced structural stress (chapter 9).

Furthermore, objects can have external references to corresponding objects in external datasets (chapter 6.7). The possible attribute values of enumerative object attributes can be enumerated in code lists defined in external, redefinable dictionaries (chapter 6.6).

NOTE

Explanatory text edit 06 for 01.04.2020 release ends here

Chapter 8. CityGML Conceptual Model

The CityGML UML model is the normative definition of the CityGML Conceptual Model. The tables and figures in this section were software generated from the UML model. As such, this section provides a normative representation of the CityGML Conceptual Model.

An alternate representation can be found in the [CityGML Data Dictionary](#).

8.1. Structural Overview of Requirements Classes

The Requirements Classes for this standard are structured as UML Packages as illustrated in [CityGML UML Packages](#). Each Requirements Class is specified in detail in their respective subsections. These subsections include a UML diagram, data dictionary, and the applicable requirements.

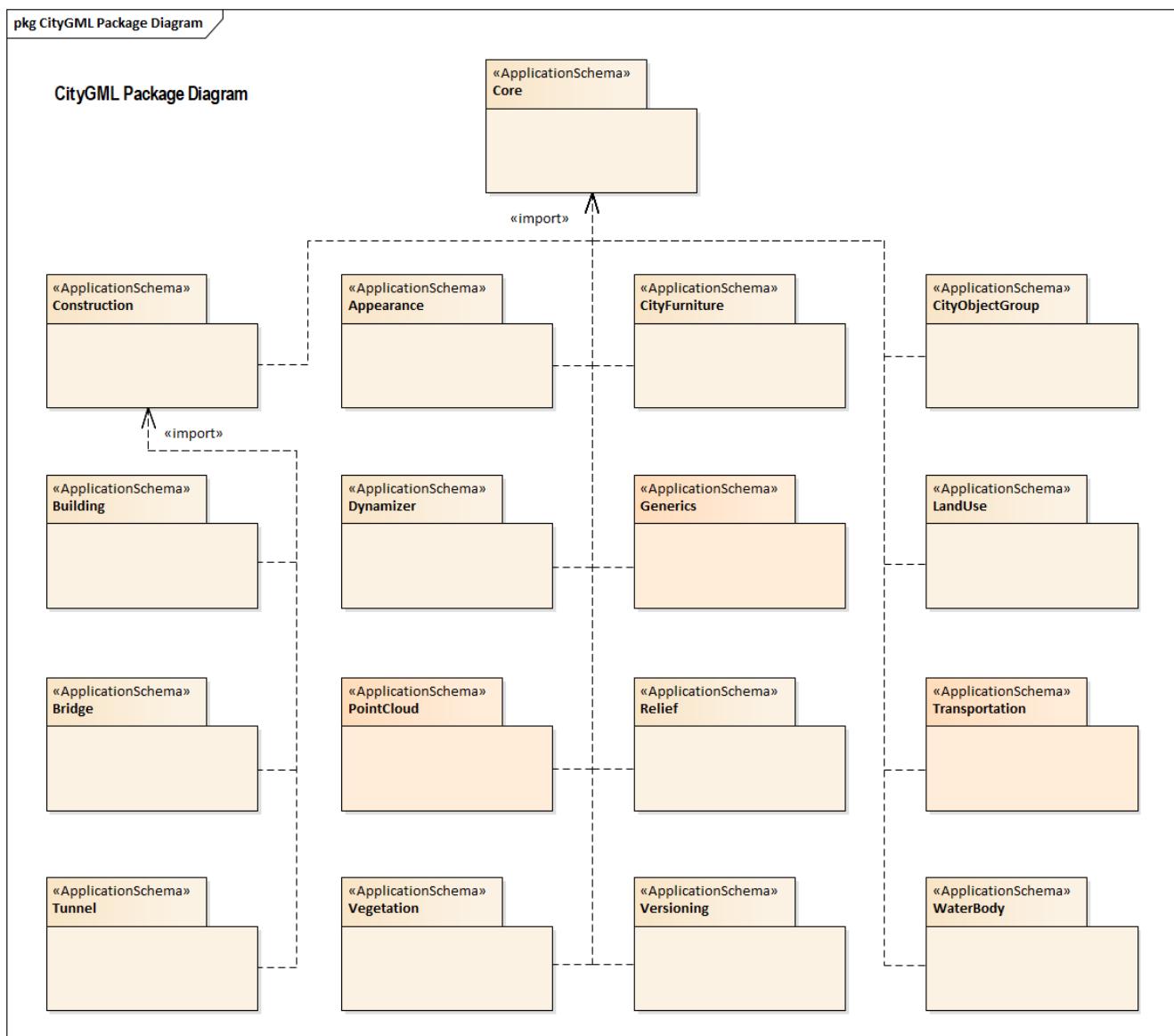


Figure 3. CityGML UML Packages

8.2. Core

| Requirements Class | |
|---|--------------------------------|
| http://www.opengis.net/spec/CityGML/3.0/req/req-class-core | |
| Target type | Implementation Specification |
| Dependency | ISO 19103:2015 |
| Dependency | ISO 19107:2003 |
| Dependency | ISO 19109:2015 |
| Dependency | ISO 19111:2019 |
| Dependency | ISO 19123:2005 |

The Core module defines the basic concepts and components of city models. This rather large body of work has been divided into five sections. These sections build on each other from the fundamental principles specified by the ISO up through the full CityGML model. These sections are summarized in the [CityGML Core Sections](#) table.

Table 3. CityGML Core Sections

| | |
|--|--|
| The Use of ISO Standards | Describes the use of ISO 191** standards to provide a foundation to the CityGML model. |
| Space Concepts | Defines the concepts of space as used in the CityGML model |
| Geometry and LOD | Defines the geometry and Level Of Detail concepts |
| CityGML | The core elements of the model. where it all comes together |
| Basic Types, Enumerations and Codelist | Defines the little things which make this model work. |

8.2.1. Requirements

| Requirement 1 | /req/Core/Classes |
|---|--|
| For each UML class defined or referenced in the Core Package: | |
| A | The Implementation Specification SHALL contain an element which represents the same concept as that defined for the UML class. |
| B | The Implementation Specification SHALL represent associations with the same source, target, direction, roles, and cardinalities as those of the UML class. |

| | |
|---|---|
| C | The implementation Specification SHALL represent the attributes of the UML class including the name, definition, type, and cardinality. |
| D | The implementation Specification SHALL represent the attributes of all parent classes of the the UML class including the name, definition, type, and cardinality. |

8.2.2. ISO Dependencies

CityGML builds on the ISO 191** family of standards. The applicable standards are identified in the [Use of ISO Standards in CityGML](#) diagram. Data dictionaries are included for all of the ISO-defined classes explicitly referenced in the CityGML UML model. These data dictionaries are provided for the convinience of the user. The ISO standards are the normative source.

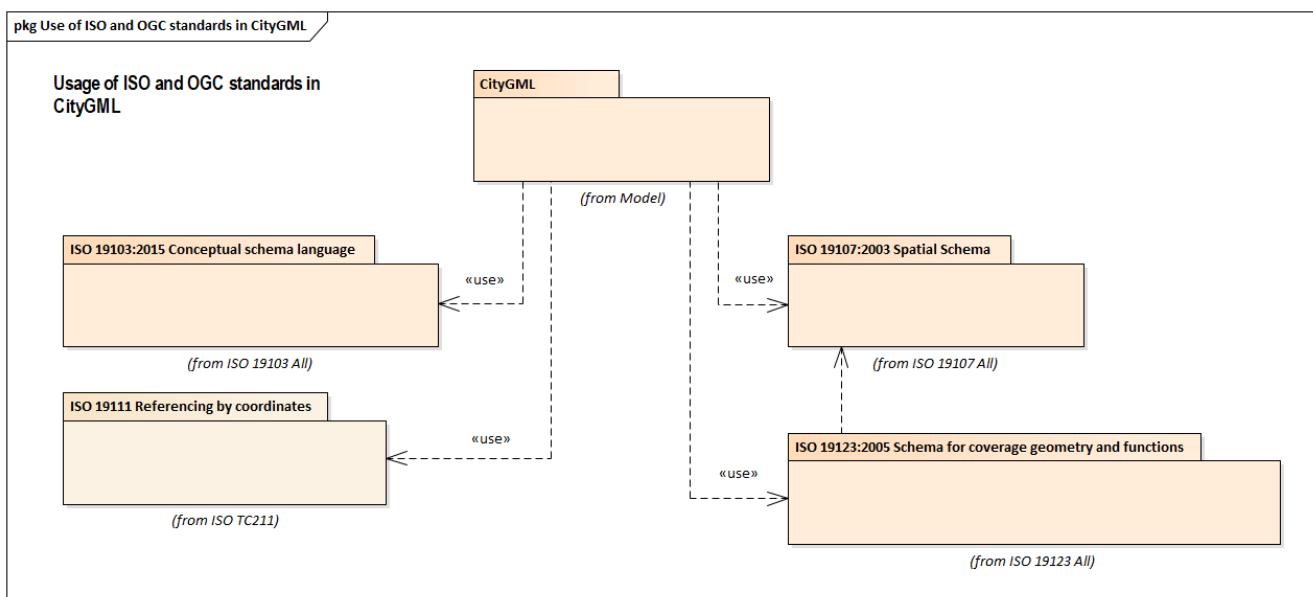


Figure 4. Use of ISO Standards in CityGML

The ISO classes explicitly used in the CityGML UML model are introduced in the [ISO Classes used in CityGML](#) table. More detail about these classes can be found in the [Data Dictionaries](#) section.

Table 4. ISO Classes used in CityGML

| Class Name | Description |
|---|--|
| AnyFeature | A generalization of all feature types |
| CV_DiscreteGridPointC overage | undefined |
| GM_Object | root class of the geometric object taxonomy. |
| GM_MultiCurve | undefined. |
| GM_MultiSurface | undefined. |
| GM_Point | The basic data type for a geometric object consisting of one and only one point. |

| | |
|--|--|
| GM_Solid | The basis for 3-dimensional geometry. The extent of a solid is defined by the boundary surfaces. |
| GM_Surface | The basis for 2-dimensional geometry. |
| GM_Tin | A GM_TriangulatedSurface which uses the Delaunay or similar algorithm. |
| GM_TriangulatedSurface | A GM_PolyhedralSurface that is composed only of triangles |
| SC_CRS | Coordinate reference system which is usually single but may be compound. |

8.2.3. Spatial Concepts

All city objects are differentiated into spaces and space boundaries. Spaces are entities of volumetric extent in the real world. Buildings, water bodies, trees, rooms, and traffic spaces, for instance, have a volumetric extent. Spaces can be classified into physical spaces and logical spaces. Physical spaces, in turn, can be further classified into occupied spaces and unoccupied spaces.

Space boundaries, in contrast, are entities with a real extent in the real world. Space boundaries can be differentiated into different types of thematic surfaces, such as wall surfaces and roof surfaces.

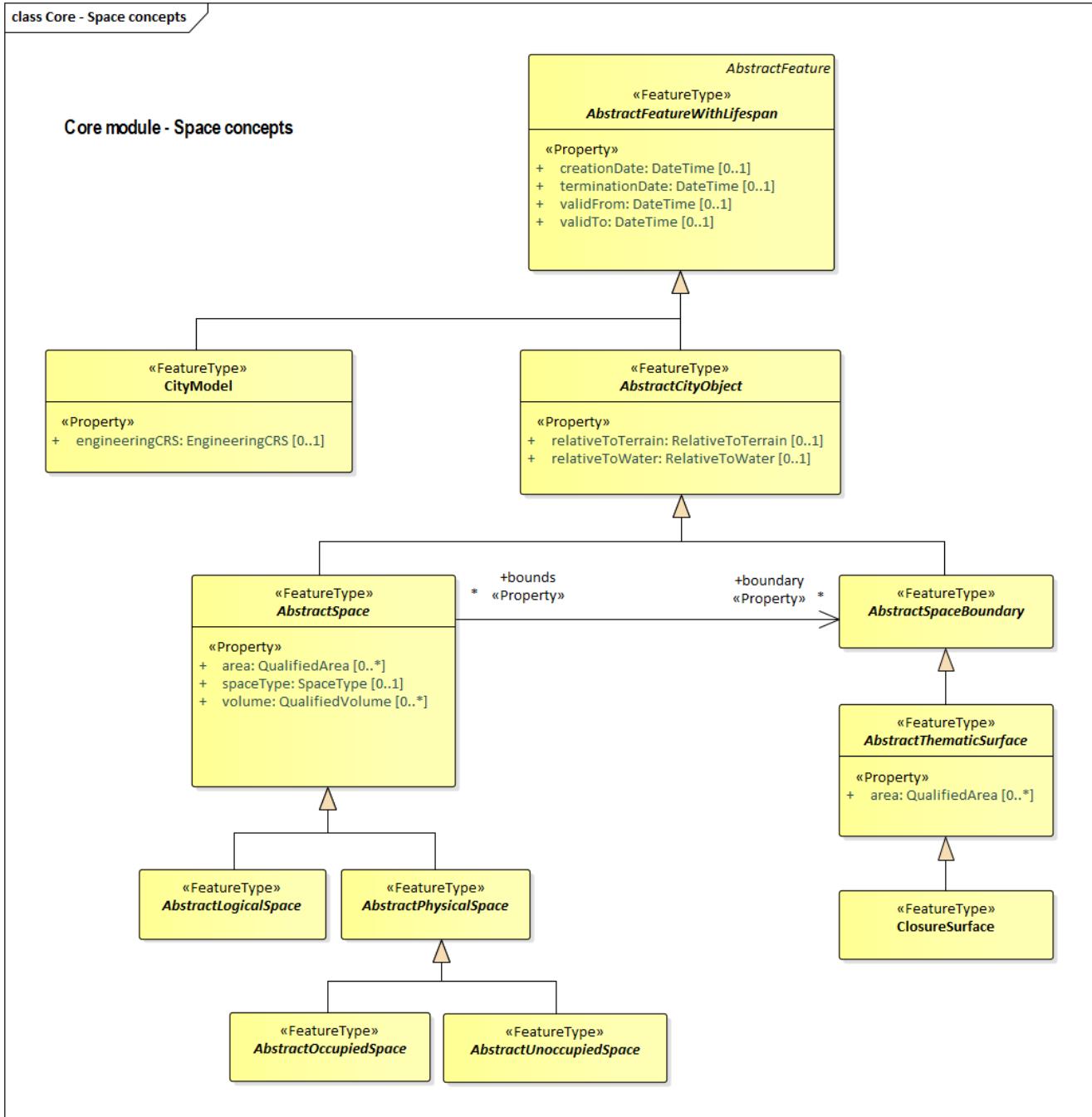


Figure 5. UML Space Concepts

The Space Concept classes defined in the CityGML UML model are introduced in the [Space Concept Classes used in CityGML](#) table. More detail about these classes can be found in the [Data Dictionaries](#) section.

Table 5. Space Concept Classes used in CityGML

| Class Name | Description |
|-----------------------------|--|
| AbstractCityObject | AbstractCityObject is the abstract superclass of all thematic classes within the CityGML data model. |
| AbstractFeatureWithLifespan | AbstractFeatureWithLifespan is the base class for all CityGML features. It allows the optional specification of the real-world and database times for the existence of each feature. |

| | |
|---|--|
| AbstractLogicalSpace | AbstractLogicalSpace is the abstract superclass for all types of logical spaces. Logical space refers to spaces that are not bounded by physical surfaces but are defined according to thematic considerations. |
| AbstractOccupiedSpace | AbstractOccupiedSpace is the abstract superclass for all types of physically occupied spaces. Occupied space refers to spaces that are partially or entirely filled with matter. |
| AbstractPhysicalSpace | AbstractPhysicalSpace is the abstract superclass for all types of physical spaces. Physical space refers to spaces that are fully or partially bounded by physical objects. |
| AbstractSpace | AbstractSpace is the abstract superclass for all types of spaces. A space is an entity of volumetric extent in the real world. |
| AbstractSpaceBoundary | AbstractSpaceBoundary is the abstract superclass for all types of space boundaries. A space boundary is an entity with areal extent in the real world. Space boundaries are objects that bound a Space. They also realize the contact between adjacent spaces. |
| AbstractThematicSurface | AbstractThematicSurface is the abstract superclass for all types of thematic surfaces. |
| AbstractUnoccupiedSpace | AbstractUnoccupiedSpace is the abstract superclass for all types of physically unoccupied spaces. Unoccupied space refers to spaces that are entirely or mostly free of matter. |
| CityModel | CityModel is the container for all objects belonging to a city model. |
| ClosureSurface | ClosureSurface is a special type of thematic surface used to close holes in volumetric objects. Closure surfaces are virtual (non-physical) surfaces. |

8.2.4. Geometry and LOD

Spaces and space boundaries can have various geometry representations depending on the Level of Detail (LOD). Spaces can be spatially represented as single points in LOD0, multi-surfaces in LOD0/2/3, solids in LOD1/2/3, and multi-curves in LOD2/3. Space boundaries can be represented as multi-surfaces in LOD0/2/3 and as multi-curves in LOD2/3. All Levels of Detail allow for the representation of the interior of city objects.

In addition, the geometry can also be represented implicitly, i.e. the shape is stored only once as a prototypical geometry, which then is re-used or referenced, wherever the corresponding feature occurs in the 3D city model.

The thematic classes, such as building, tunnel, road, land use, water body, or city furniture are defined as subclasses of the space and space boundary classes within the thematic modules. Since all city objects in the thematic modules represent subclasses of the space and space boundary classes, they automatically inherit the geometries defined in the Core module.

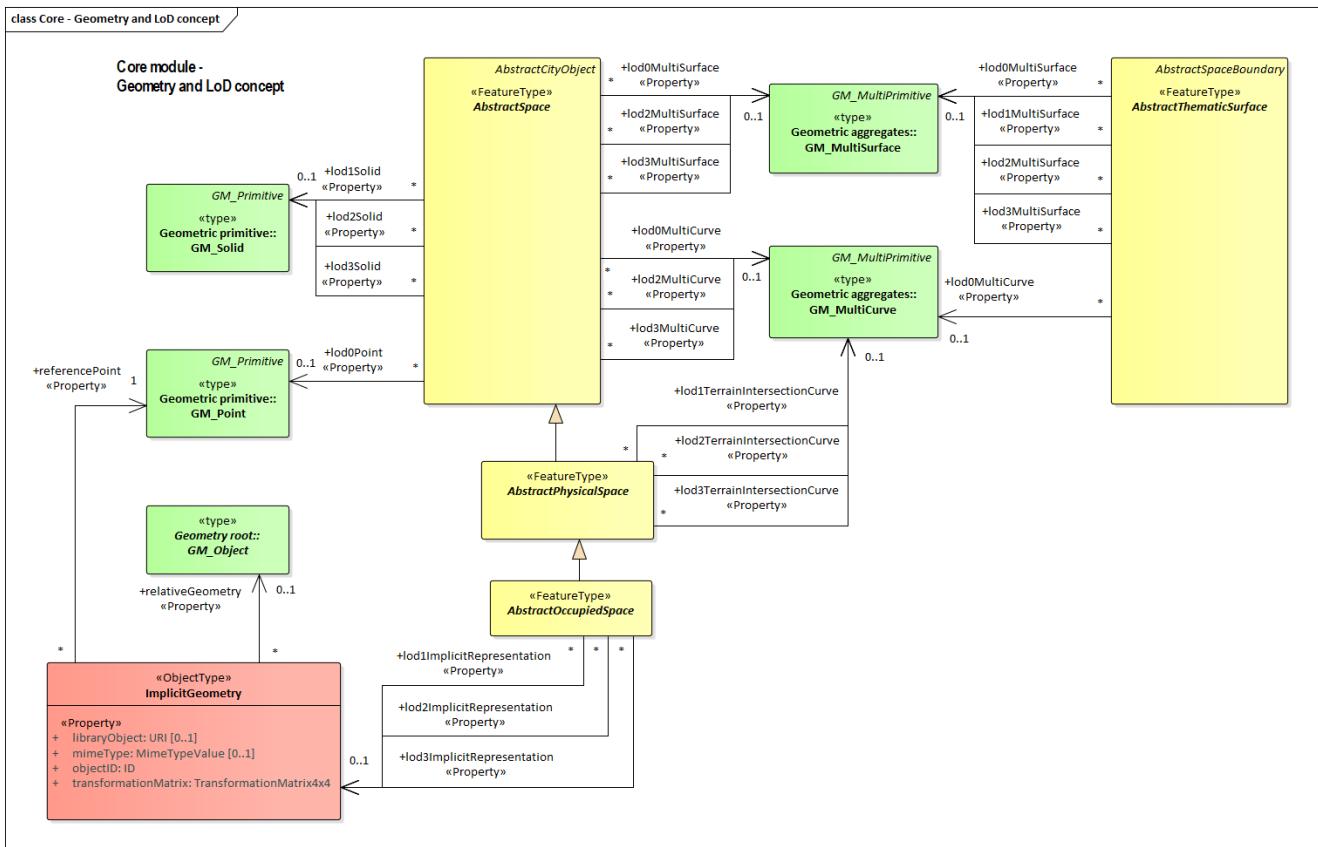


Figure 6. UML Geometry and LoD Concepts

The Geometry and LOD Concept classes defined in the CityGML UML model are introduced in the [Geometry and LOD Classes used in CityGML](#) table. More detail about these classes can be found in the [Data Dictionaries](#) section.

Of particular note is the Implicit Geometry concept. Many of the objects encountered in a city landscape have the same geometry. How many types of street lamps can there be? An Implicit Geometry captures that geometry once, and re-uses that one geometry for all similar street lamp objects.

Table 6. Geometry and LOD Classes used in CityGML

| Class Name | Description |
|---|--|
| AbstractOccupiedSpace | AbstractOccupiedSpace is the abstract superclass for all types of physically occupied spaces. Occupied space refers to spaces that are partially or entirely filled with matter. |
| AbstractPhysicalSpace | AbstractPhysicalSpace is the abstract superclass for all types of physical spaces. Physical space refers to spaces that are fully or partially bounded by physical objects. |
| AbstractPointCloud | AbstractPointCloud is the abstract superclass to represent PointCloud objects. |
| AbstractSpace | AbstractSpace is the abstract superclass for all types of spaces. A space is an entity of volumetric extent in the real world. |
| AbstractThematicSurface | AbstractThematicSurface is the abstract superclass for all types of thematic surfaces. |

| | |
|-------------------------|---|
| ImplicitGeometry | <p>ImplicitGeometry is a geometry representation where the shape is stored only once as a prototypical geometry, for example a tree or other vegetation object, a traffic light or a traffic sign. This prototypic geometry object can be re-used or referenced many times, wherever the corresponding feature occurs in the 3D city model.</p> |
|-------------------------|---|

8.2.5. CityGML

City models are virtual representations of real-world cities and landscapes. A city model aggregates different types of objects, which can be city objects, appearances, different versions of the city model, transitions between different versions of the city model, and feature objects. All objects defined in CityGML are features with lifespan. This allows the optional specification of the real-world and database times for the existence of each feature, as is required by the Versioning module (cf. Section [Versioning](#)). Features that define thematic concepts related to cities and landscapes, such as building, bridge, water body, or land use, are referred to as city objects.

The UML diagram of the Core module is depicted in the [Core UML Diagram](#).

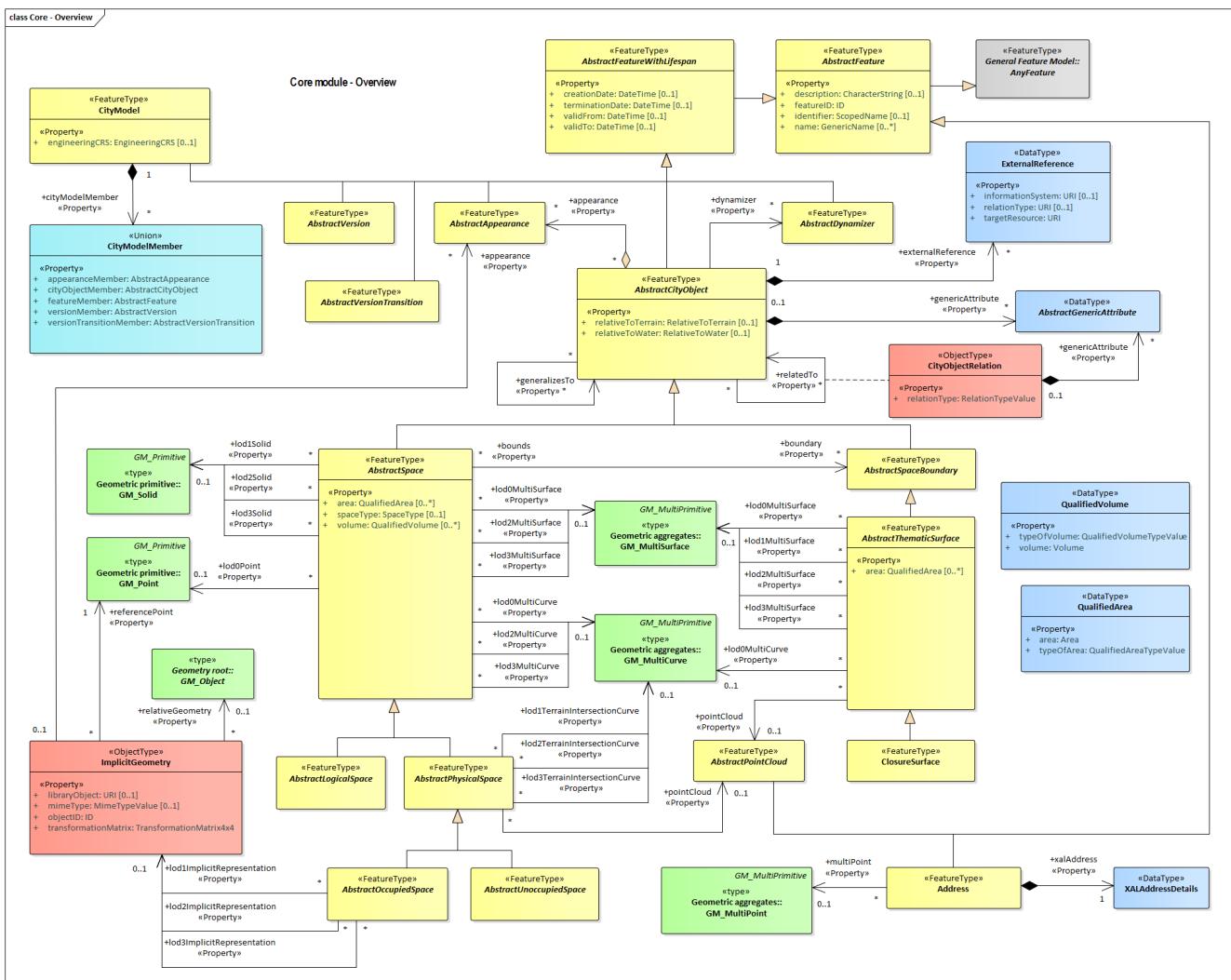


Figure 7. UML diagram of CityGML's core module.

The Geometry and LOD Concept classes defined in the CityGML UML model are introduced in the [Core Classes used in CityGML](#) table. More detail about these classes can be found in the [Data Dictionaries](#) section.

Table 7. Core Classes used in CityGML

| Class Name | Description |
|-----------------------------|--|
| AbstractAppearance | AbstractAppearance is the abstract superclass to represent any kind of appearance objects. |
| AbstractCityObject | AbstractCityObject is the abstract superclass of all thematic classes within the CityGML data model. |
| AbstractDynamizer | AbstractDynamizer is the abstract superclass to represent Dynamizer objects. |
| AbstractFeature | AbstractFeature is the abstract superclass of all feature types within the CityGML data model. |
| AbstractFeatureWithLifespan | AbstractFeatureWithLifespan is the base class for all CityGML features. It allows the optional specification of the real-world and database times for the existence of each feature. |
| AbstractLogicalSpace | AbstractLogicalSpace is the abstract superclass for all types of logical spaces. Logical space refers to spaces that are not bounded by physical surfaces but are defined according to thematic considerations. |
| AbstractOccupiedSpace | AbstractOccupiedSpace is the abstract superclass for all types of physically occupied spaces. Occupied space refers to spaces that are partially or entirely filled with matter. |
| AbstractPhysicalSpace | AbstractPhysicalSpace is the abstract superclass for all types of physical spaces. Physical space refers to spaces that are fully or partially bounded by physical objects. |
| AbstractPointCloud | AbstractPointCloud is the abstract superclass to represent PointCloud objects. |
| AbstractSpace | AbstractSpace is the abstract superclass for all types of spaces. A space is an entity of volumetric extent in the real world. |
| AbstractSpaceBoundary | AbstractSpaceBoundary is the abstract superclass for all types of space boundaries. A space boundary is an entity with areal extent in the real world. Space boundaries are objects that bound a Space. They also realize the contact between adjacent spaces. |
| AbstractThematicSurface | AbstractThematicSurface is the abstract superclass for all types of thematic surfaces. |
| AbstractUnoccupiedSpace | AbstractUnoccupiedSpace is the abstract superclass for all types of physically unoccupied spaces. Unoccupied space refers to spaces that are entirely or mostly free of matter. |
| AbstractVersion | AbstractVersion is the abstract superclass to represent Version objects. |
| AbstractVersionTransition | AbstractVersionTransition is the abstract superclass to represent VersionTransition objects. |
| Address | Address represents an address of a city object. |
| CityModel | CityModel is the container for all objects belonging to a city model. |

| | |
|---|--|
| CityObjectRelation | CityObjectRelation represents a specific relation from the city object in which it is included to another city object. |
| ClosureSurface | ClosureSurface is a special type of thematic surface used to close holes in volumetric objects. Closure surfaces are virtual (non-physical) surfaces. |
| DoubleBetween0and1 | DoubleBetween0and1 is a basic type for values, which are greater or equal than 0 and less or equal than 1. The type is used for color encoding, for example. |
| DoubleBetween0and1List | DoubleBetween0and1List is a basic type that represents a list of double values greater or equal than 0 and less or equal than 1. The type is used for color encoding, for example. |
| DoubleList | DoubleList is an ordered sequence of double values. |
| DoubleOrNilReasonList | DoubleOrNilReasonList is a basic type that represents a list of double values and/or nil reasons. |
| ID | ID is a basic type that represents a unique identifier. |
| ImplicitGeometry | ImplicitGeometry is a geometry representation where the shape is stored only once as a prototypical geometry, for example a tree or other vegetation object, a traffic light or a traffic sign. This prototypic geometry object can be re-used or referenced many times, wherever the corresponding feature occurs in the 3D city model. |
| IntegerBetween0and3 | IntegerBetween0and3 is a basic type for integer values, which are greater or equal than 0 and less or equal than 3. The type is used for encoding the LOD number. |
| IntervalValue | IntervalValue is a code list used to specify a time period. |
| MeasureOrNilReasonList | MeasureOrNilReasonList is a basic type that represents a list of double values and/or nil reasons together with a unit of measurement. |
| MimeTypeValue | MimeTypeValue is a code list used to specify the MIME type of a referenced resource. |
| NilReasonEnumeration | NilReasonEnumeration is a code list that enumerates the different nil reasons. |
| OccupantTypeValue | OccupantTypeValue is a code list used to classify occupants. |
| OtherRelationTypeValue | OtherRelationTypeValue is a code list used to classify other types of city object relations. |
| QualifiedAreaTypeValue | QualifiedAreaTypeValue is a code list used to specify area types. |
| QualifiedVolumeTypeValue | QualifiedVolumeTypeValue is a code list used to specify volume types. |
| RelationTypeValue | RelationTypeValue is a code list used to classify city object relations. |
| TemporalRelationTypeValue | TemporalRelationTypeValue is a code list used to classify temporal city object relations. |

| | |
|--|---|
| TopologicRelationTypeValue | TopologicRelationTypeValue is a code list used to classify topological city object relations. |
| TransformationMatrix2x2 | TransformationMatrix2x2 is a 2 by 2 matrix represented as a list of four double values in row major order. |
| TransformationMatrix3x4 | TransformationMatrix3x4 is a 3 by 4 matrix represented as a list of twelve double values in row major order. |
| TransformationMatrix4x4 | TransformationMatrix4x4 is a 4 by 4 matrix represented as a list of sixteen double values in row major order. |
| AbstractGenericAttribute | AbstractGenericAttribute is the abstract superclass for all types of generic attributes. |
| CityModelMember | CityModelMember is a union type that enumerates the different types of objects that can occur as members of a city model. |
| DoubleOrNilReason | DoubleOrNilReason is a union type that allows for choosing between a double value and a nil reason. |
| ExternalReference | ExternalReference is a reference to a corresponding object in another information system, for example in the German cadastre (ALKIS), the German topographic information system (ATKIS), or the OS UK MasterMap®. |
| NilReason | NilReason is a union type that allows for choosing between two different types of nil reason. |
| Occupancy | Occupancy is an application-dependent indication of what is contained by a feature. |
| QualifiedArea | QualifiedArea is an application-dependent measure of the area of a space or of a thematic surface. |
| QualifiedVolume | QualifiedVolume is an application-dependent measure of the volume of a space. |
| RelativeToTerrain | RelativeToTerrain enumerates the spatial relations of a city object relative to terrain in a qualitative way. |
| RelativeToWater | RelativeToWater enumerates the spatial relations of a city object relative to the water surface in a qualitative way. |
| SpaceType | SpaceType is an enumeration that characterises a space according to its closure properties. |
| XALAddressDetails | XALAddressDetails represents address details according to the OASIS xAL standard. |

Table 8. Core Classes used in CityGML

| Class Name | Description |
|------------------------------------|--|
| AbstractAppearance | AbstractAppearance is the abstract superclass to represent any kind of appearance objects. |

| | |
|---|--|
| AbstractCityObject | AbstractCityObject is the abstract superclass of all thematic classes within the CityGML data model. |
| AbstractDynamizer | AbstractDynamizer is the abstract superclass to represent Dynamizer objects. |
| AbstractFeature | AbstractFeature is the abstract superclass of all feature types within the CityGML data model. |
| AbstractFeatureWithLifespan | AbstractFeatureWithLifespan is the base class for all CityGML features. It allows the optional specification of the real-world and database times for the existence of each feature. |
| AbstractLogicalSpace | AbstractLogicalSpace is the abstract superclass for all types of logical spaces. Logical space refers to spaces that are not bounded by physical surfaces but are defined according to thematic considerations. |
| AbstractOccupiedSpace | AbstractOccupiedSpace is the abstract superclass for all types of physically occupied spaces. Occupied space refers to spaces that are partially or entirely filled with matter. |
| AbstractPhysicalSpace | AbstractPhysicalSpace is the abstract superclass for all types of physical spaces. Physical space refers to spaces that are fully or partially bounded by physical objects. |
| AbstractPointCloud | AbstractPointCloud is the abstract superclass to represent PointCloud objects. |
| AbstractSpace | AbstractSpace is the abstract superclass for all types of spaces. A space is an entity of volumetric extent in the real world. |
| AbstractSpaceBoundary | AbstractSpaceBoundary is the abstract superclass for all types of space boundaries. A space boundary is an entity with areal extent in the real world. Space boundaries are objects that bound a Space. They also realize the contact between adjacent spaces. |
| AbstractThematicSurface | AbstractThematicSurface is the abstract superclass for all types of thematic surfaces. |
| AbstractUnoccupiedSpace | AbstractUnoccupiedSpace is the abstract superclass for all types of physically unoccupied spaces. Unoccupied space refers to spaces that are entirely or mostly free of matter. |
| AbstractVersion | AbstractVersion is the abstract superclass to represent Version objects. |
| AbstractVersionTransition | AbstractVersionTransition is the abstract superclass to represent VersionTransition objects. |
| Address | Address represents an address of a city object. |
| CityModel | CityModel is the container for all objects belonging to a city model. |
| CityObjectRelation | CityObjectRelation represents a specific relation from the city object in which it is included to another city object. |
| ClosureSurface | ClosureSurface is a special type of thematic surface used to close holes in volumetric objects. Closure surfaces are virtual (non-physical) surfaces. |

| | |
|-------------------------|---|
| ImplicitGeometry | <p>ImplicitGeometry is a geometry representation where the shape is stored only once as a prototypical geometry, for example a tree or other vegetation object, a traffic light or a traffic sign. This prototypic geometry object can be re-used or referenced many times, wherever the corresponding feature occurs in the 3D city model.</p> |
|-------------------------|---|

8.2.6. Basic Types, Enumerations, and CodeLists

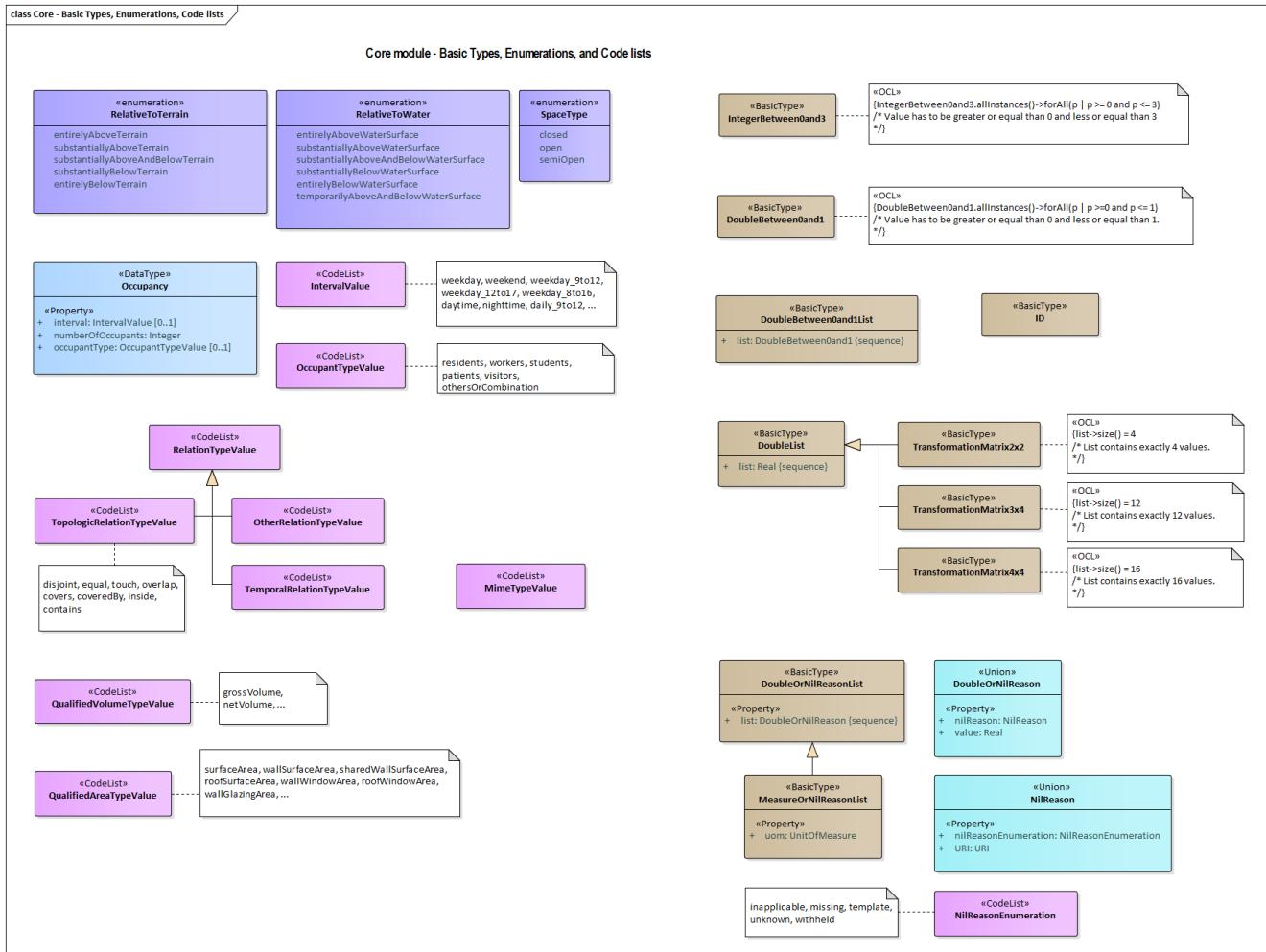


Figure 8. UML Basic Types, Enumerations, and Code Lists

Table 9. Enumeration Classes used in CityGML

| Class Name | Description |
|-----------------------------------|---|
| RelativeToTerrain | RelativeToTerrain enumerates the spatial relations of a city object relative to terrain in a qualitative way. |
| RelativeToWater | RelativeToWater enumerates the spatial relations of a city object relative to the water surface in a qualitative way. |
| SpaceType | SpaceType is an enumeration that characterises a space according to its closure properties. |

Table 10. Code List Classes used in CityGML

| Class Name | Description |
|------------|-------------|
|------------|-------------|

| | |
|--|---|
| IntervalValue | IntervalValue is a code list used to specify a time period. |
| MimeTypeValue | MimeTypeValue is a code list used to specify the MIME type of a referenced resource. |
| NilReasonEnumeration | NilReasonEnumeration is a code list that enumerates the different nil reasons. |
| OccupantTypeValue | OccupantTypeValue is a code list used to classify occupants. |
| OtherRelationTypeValue | OtherRelationTypeValue is a code list used to classify other types of city object relations. |
| QualifiedAreaTypeValue | QualifiedAreaTypeValue is a code list used to specify area types. |
| QualifiedVolumeTypeValue | QualifiedVolumeTypeValue is a code list used to specify volume types. |
| RelationTypeValue | RelationTypeValue is a code list used to classify city object relations. |
| TemporalRelationTypeValue | TemporalRelationTypeValue is a code list used to classify temporal city object relations. |
| TopologicRelationTypeValue | TopologicRelationTypeValue is a code list used to classify topological city object relations. |

Table 11. Data Type Classes used in CityGML

| Class Name | Description |
|--|---|
| AbstractGenericAttribute | AbstractGenericAttribute is the abstract superclass for all types of generic attributes. |
| ExternalReference | ExternalReference is a reference to a corresponding object in another information system, for example in the German cadastre (ALKIS), the German topographic information system (ATKIS), or the OS UK MasterMap®. |
| Occupancy | Occupancy is an application-dependent indication of what is contained by a feature. |
| QualifiedArea | QualifiedArea is an application-dependent measure of the area of a space or of a thematic surface. |
| QualifiedVolume | QualifiedVolume is an application-dependent measure of the volume of a space. |
| XALAddressDetails | XALAddressDetails represents address details according to the OASIS xAL standard. |

Table 12. Union Classes used in CityGML

| Class Name | Description |
|---------------------------------|---|
| CityModelMember | CityModelMember is a union type that enumerates the different types of objects that can occur as members of a city model. |

| | |
|-----------------------------------|---|
| DoubleOrNilReason | DoubleOrNilReason is a union type that allows for choosing between a double value and a nil reason. |
| NilReason | NilReason is a union type that allows for choosing between two different types of nil reason. |

Table 13. Basic Type Classes used in CityGML

| Class Name | Description |
|---|--|
| DoubleBetween0and1 | DoubleBetween0and1 is a basic type for values, which are greater or equal than 0 and less or equal than 1. The type is used for color encoding, for example. |
| DoubleBetween0and1List | DoubleBetween0and1List is a basic type that represents a list of double values greater or equal than 0 and less or equal than 1. The type is used for color encoding, for example. |
| DoubleList | DoubleList is an ordered sequence of double values. |
| DoubleOrNilReasonList | DoubleOrNilReasonList is a basic type that represents a list of double values and/or nil reasons. |
| ID | ID is a basic type that represents a unique identifier. |
| IntegerBetween0and3 | IntegerBetween0and3 is a basic type for integer values, which are greater or equal than 0 and less or equal than 3. The type is used for encoding the LOD number. |
| MeasureOrNilReasonList | MeasureOrNilReasonList is a basic type that represents a list of double values and/or nil reasons together with a unit of measurement. |
| TransformationMatrix2x2 | TransformationMatrix2x2 is a 2 by 2 matrix represented as a list of four double values in row major order. |
| TransformationMatrix3x4 | TransformationMatrix3x4 is a 3 by 4 matrix represented as a list of twelve double values in row major order. |
| TransformationMatrix4x4 | TransformationMatrix4x4 is a 4 by 4 matrix represented as a list of sixteen double values in row major order. |

8.2.7. Additional Information

A detailed discussion of the CityGML Core can be found in the CityGML Best Practices document [here](#).

8.3. Appearance

| Requirements Class | |
|---|-------------------------------------|
| http://www.opengis.net/spec/CityGML/3.0/req/req-class-appearance | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The Appearance module provides the representation of surface data, i.e. observable properties for surface geometry objects in the form of textures and material. Appearances are not limited to visual data but represent arbitrary categories called themes such as infrared radiation, noise pollution, or earthquake-induced structural stress. A single surface geometry object may have surface data for multiple themes. Similarly, surface data can be shared by multiple surface geometry objects (e.g. road paving).

Surface data that is constant across a surface is modelled as material based on the material definitions from the standards X3D and COLLADA. Surface data that depends on the exact location within the surface is modelled as texture. This can either be a parameterized texture, i.e. a texture that uses texture coordinates or a transformation matrix for parameterization, or a georeferenced texture, i.e. a texture that uses a planimetric projection. Each surface geometry object can have both, a material and a texture per theme and side. This allows for providing a constant approximation and a complex measurement of a surface's property simultaneously.

The UML diagram of the Appearance module is illustrated in [Appearance UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

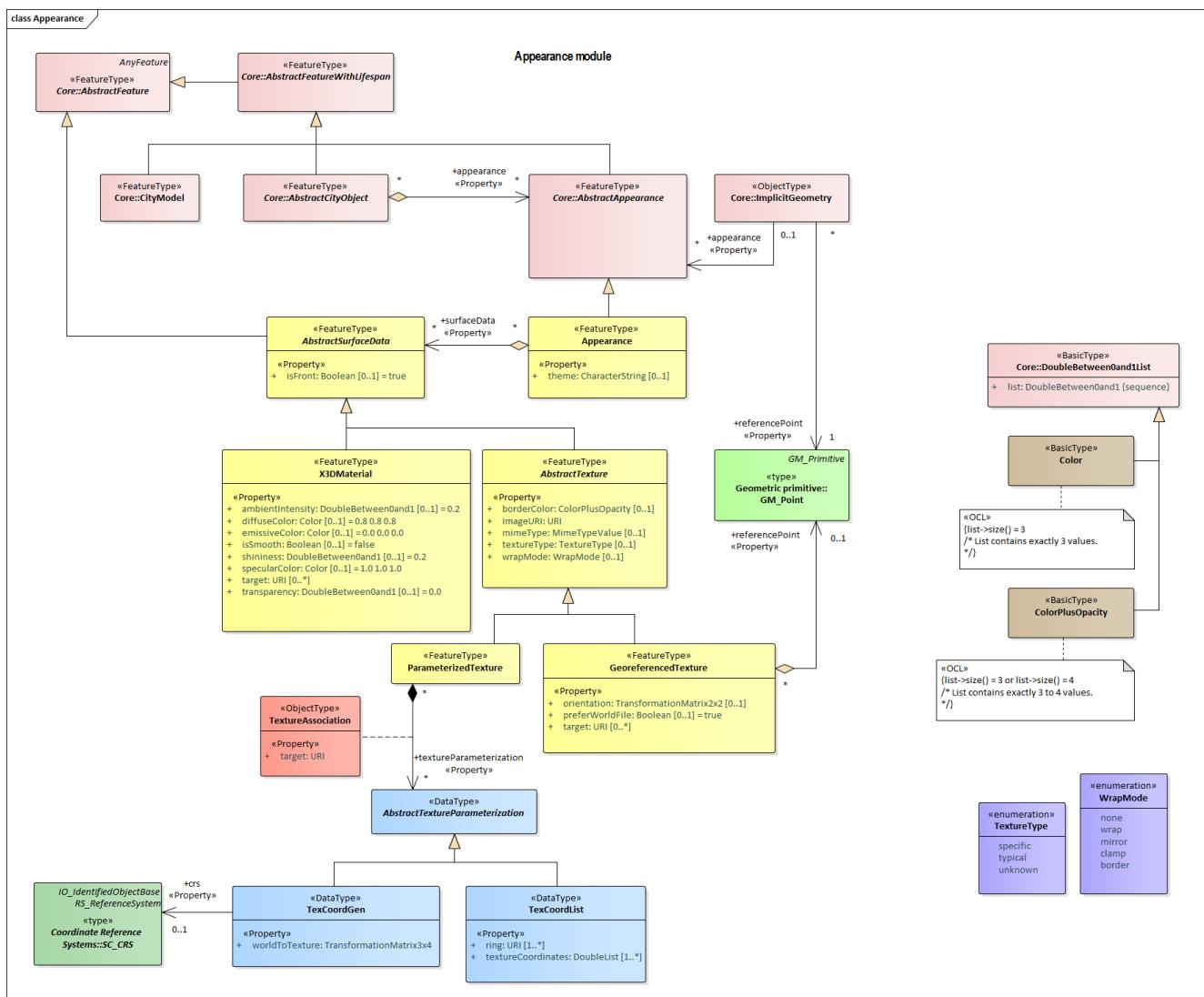


Figure 9. UML diagram of CityGML's appearance model.

Table 14. Classes used in Appearance

| Class Name | Description |
|--------------------------------------|--|
| AbstractSurfaceData | AbstractSurfaceData is the abstract superclass for different kinds of textures and material. |
| AbstractTexture | AbstractTexture is the abstract superclass to represent the common attributes of the classes ParameterizedTexture and GeoreferencedTexture. |
| Appearance | An Appearance is a collection of surface data, i.e. observable properties for surface geometry objects in the form of textures and material. |
| GeoreferencedTexture | A GeoreferencedTexture is a texture that uses a planimetric projection. It contains an implicit parameterization that is either stored within the image file, an accompanying world file or specified using the orientation and referencePoint elements. |
| ParameterizedTexture | A ParameterizedTexture is a texture that uses texture coordinates or a transformation matrix for parameterization. |
| TextureAssociation | TextureAssociation denotes the relation of a texture to a surface geometry object. |
| X3DMaterial | X3DMaterial defines properties for surface geometry objects based on the material definitions from the standards X3D and COLLADA. |

Table 15. Data Types used in Appearance

| Class Name | Description |
|---|--|
| AbstractTextureParameterization | AbstractTextureParameterization is the abstract superclass for different kinds of texture parameterizations. |
| TexCoordGen | TexCoordGen defines texture parameterization using a transformation matrix. |
| TexCoordList | TexCoordList defines texture parameterization using texture coordinates. |

Table 16. Primitive Data Types used in Appearance

| Class Name | Description |
|----------------------------------|---|
| Color | Color is a list of three double values between 0 and 1 defining an RGB color value. |
| ColorPlusOpacity | Color is a list of four double values between 0 and 1 defining an RGBA color value. Opacity value of 0 means transparent. |

Table 17. Union types used in Appearance

| Class Name | Description |
|-------------------|--------------------|
| | |

Table 18. Enumerated Classes used in Appearance

| Class Name | Description |
|-----------------------------|---|
| TextureType | TextureType enumerates the different texture types. |

WrapMode

WrapMode enumerates the different fill modes for textures.

Table 19. CodeList Classes used in Appearance

| Class Name | Description |
|------------|-------------|
|------------|-------------|

8.3.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.4. Bridge

Requirements Class

<http://www.opengis.net/spec/CityGML/3.0/req/req-class-bridge>

| | |
|-------------|-------------------------------------|
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The Bridge module provides the representation of thematic and spatial aspects of bridges. Bridges are movable or unmovable structures that span intervening natural or built elements. In this way, bridges allow the passage of pedestrians, animals, vehicles, and service(s) above obstacles or between two points at a height above ground. Bridges are represented in the UML model by the top-level feature type *Bridge*, which is the main class of the Bridge module. Bridges can physically or functionally be subdivided into bridge parts. In addition, bridges can be decomposed into structural elements, such as pylons, anchorages, cables, slabs, and beams.

The free space inside bridges is represented by rooms, which allows a virtual accessibility of bridges. Bridges can contain installations and furniture. Installations are permanent parts of a bridge that strongly affect the outer or inner appearance of the bridge and that cannot be moved. Examples are stairways, signals, railings, and lamps. Furniture, in contrast, represent moveable objects of a bridge, like signs, art works, and benches. Bridges can be bounded by different types of surfaces. In this way, the outer structure of bridges can be differentiated semantically into wall surfaces, roof surfaces, ground surfaces, outer floor surfaces, and outer ceiling surfaces, whereas the visible surface of rooms can be structured into interior wall surfaces, floor surfaces, and ceiling surfaces. Furthermore, the openings of bridges, i.e. windows and doors, can be represented including their corresponding surfaces.

The UML diagram of the Bridge module is depicted in [Bridge UML Diagram](#). The Bridge module inherits concepts from the Construction module ([cf. Section Construction](#)). The Construction module defines objects that are common to all types of construction, such as the different surface types and the openings. A detailed discussion of Requirements Class Bridge can be found in the CityGML Best Practices document [here](#).

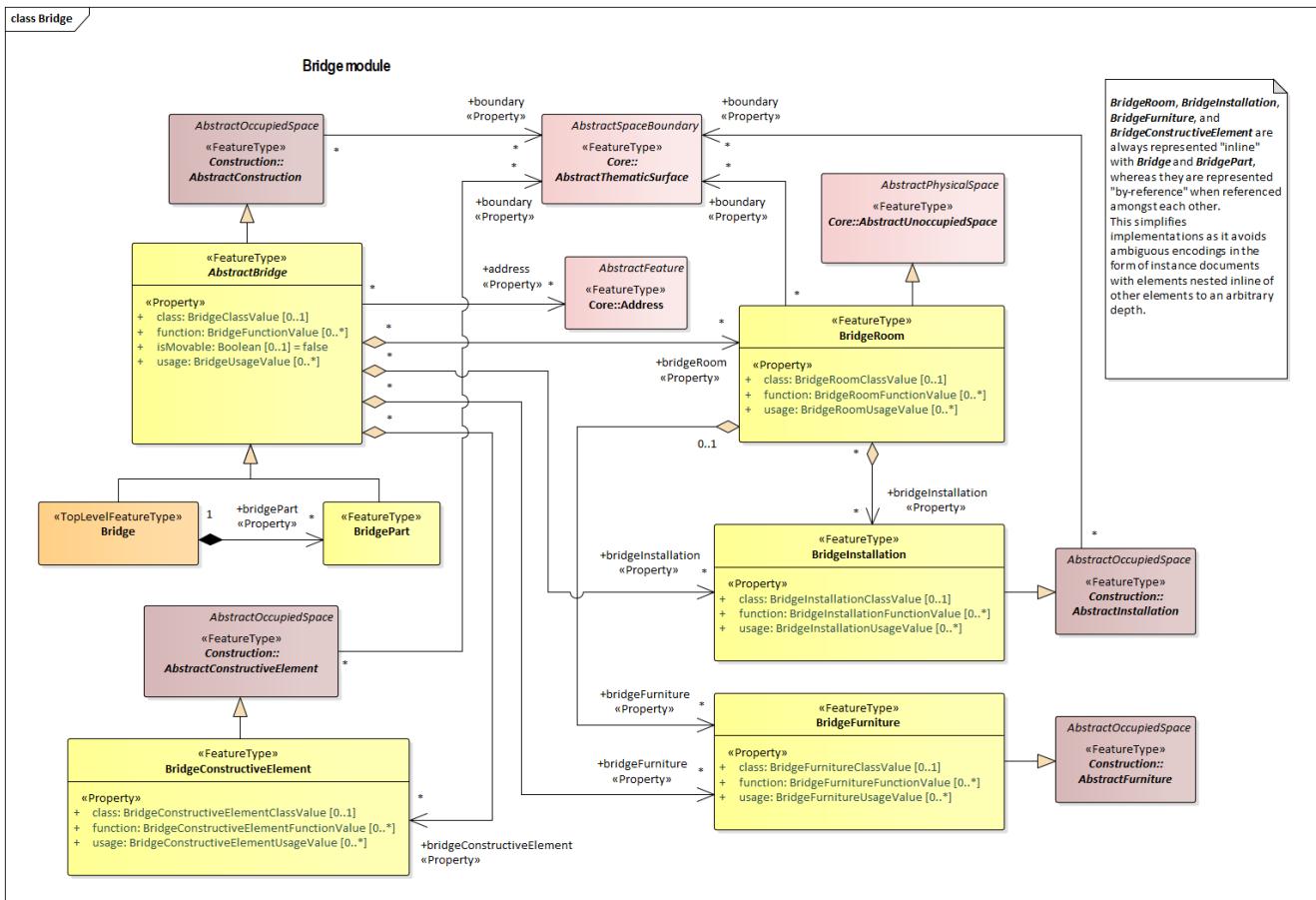


Figure 10. UML diagram of the Bridge Model.

Table 20. Classes used in Bridge

| Class | Description |
|--|---|
| AbstractBridge «FeatureType» | AbstractBridge is an abstract superclass representing the common attributes and associations of the classes Bridge and BridgePart. |
| Bridge «TopLevelFeatureType» | A Bridge represents a structure that affords the passage of pedestrians, animals, vehicles, and service(s) above obstacles or between two points at a height above ground. [cf. ISO 6707-1] |
| BridgeClassValue «CodeList» | BridgeClassValue is a code list used to further classify a Bridge. |
| BridgeConstructiveElement «FeatureType» | A BridgeConstructiveElement is an element of a bridge which is essential from a structural point of view. Examples are pylons, anchorages, slabs, beams. |
| BridgeConstructiveElementClassName «CodeList» | BridgeConstructiveElementClassName is a code list used to further classify a BridgeConstructiveElement. |
| BridgeConstructiveElementFunctionName «CodeList» | BridgeConstructiveElementFunctionName is a code list that enumerates the different purposes of a BridgeConstructiveElement. |
| BridgeConstructiveElementUsageName «CodeList» | BridgeConstructiveElementUsageName is a code list that enumerates the different uses of a BridgeConstructiveElement. |

| | |
|---|---|
| BridgeFunctionValue «CodeList» | BridgeFunctionValue is a code list that enumerates the different purposes of a Bridge. |
| BridgeFurniture «FeatureType» | A BridgeFurniture is an equipment for occupant use, usually not fixed to the bridge. [cf. ISO 6707-1] |
| BridgeFurnitureClassValue «CodeList» | BridgeFurnitureClassValue is a code list used to further classify a BridgeFurniture. |
| BridgeFurnitureFunctionValue «CodeList» | BridgeFurnitureFunctionValue is a code list that enumerates the different purposes of a BridgeFurniture. |
| BridgeFurnitureUsageValue «CodeList» | BridgeFurnitureUsageValue is a code list that enumerates the different uses of a BridgeFurniture. |
| BridgeInstallation «FeatureType» | A BridgeInstallation is a permanent part of a Bridge (inside and/or outside) which does not have the significance of a BridgePart. In contrast to BridgeConstructiveElements, a BridgeInstallation is not essential from a structural point of view. Examples are stairs, antennas or railways. |
| BridgeInstallationClassValue «CodeList» | BridgeInstallationClassValue is a code list used to further classify a BridgeInstallation. |
| BridgeInstallationFunctionValue «CodeList» | BridgeInstallationFunctionValue is a code list that enumerates the different purposes of a BridgeInstallation. |
| BridgeInstallationUsageValue «CodeList» | BridgeInstallationUsageValue is a code list that enumerates the different uses of a BridgeInstallation. |
| BridgePart «FeatureType» | A BridgePart is a physical or functional subdivision of a Bridge. It would be considered a Bridge, if it were not part of a collection of other BridgeParts. |
| BridgeRoom «FeatureType» | A BridgeRoom is a space within a Bridge or BridgePart intended for human occupancy (e.g. a place of work or recreation) and/or containment (storage) of animals or things. A BridgeRoom is bounded physically and/or virtually (e.g. by ClosureSurfaces or GenericSurfaces). |
| BridgeRoomClassValue «CodeList» | BridgeRoomClassValue is a code list used to further classify a BridgeRoom. |
| BridgeRoomFunctionValue «CodeList» | BridgeRoomFunctionValue is a code list that enumerates the different purposes of a BridgeRoom. |
| BridgeRoomUsageValue «CodeList» | BridgeRoomUsageValue is a code list that enumerates the different uses of a BridgeRoom. |
| BridgeUsageValue «CodeList» | BridgeUsageValue is a code list that enumerates the different uses of a Bridge. |

Table 21. Data Types used in Bridge

| Class Name | Description |
|------------|-------------|
| | |

Table 22. Primitive Data Types used in Bridge

| Class Name | Description |
|------------|-------------|
| | |

Table 23. Union types used in Bridge

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 24. Enumerated Classes used in Bridge

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 25. CodeList Classes used in Bridge

| Class Name | Description |
|------------|-------------|
|------------|-------------|

8.4.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.5. Building

| Requirements Class | |
|---|-------------------------------------|
| http://www.opengis.net/spec/CityGML/3.0/req/req-class-building | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The Building module provides the representation of thematic and spatial aspects of buildings. Buildings are free-standing, self-supporting constructions that are roofed and usually walled, and that can be entered by humans and are normally designed to stand permanently in one place. Buildings are intended for human occupancy (e.g. a place of work or recreation), habitation and/or shelter of humans, animals or things. Buildings are represented in the UML model by the top-level feature type *Building*, which is the main class of the Building module. Buildings can physically or functionally be subdivided into building parts and logically into storeys and building units (e.g. apartments). In addition, buildings can be decomposed into structural elements, such as walls, slabs, staircases, and beams.

The interior of buildings is represented by rooms. This allows a virtual accessibility of buildings, e.g. for visitor information in a museum (“Location Based Services”), the examination of accommodation standards or the presentation of daylight illumination of a building. Buildings can contain installations and furniture. Installations are permanent parts of a building that strongly affect the outer or inner appearance of the building and that cannot be moved. Examples are balconies, chimneys, dormers or stairs. Furniture, in contrast, represent moveable objects inside a building, like tables and chairs. Buildings can be bounded by different types of surfaces. In this way, the outer façade of buildings can be differentiated semantically into wall surfaces, roof surfaces, ground surfaces, outer floor surfaces, and outer ceiling surfaces, whereas the visible surface of rooms can be structured into interior wall surfaces, floor surfaces, and ceiling surfaces. Furthermore, the openings of buildings, i.e. windows and doors, can be represented including their corresponding surfaces.

The UML diagram of the building module is depicted in [Building UML Diagram](#). The Building

module inherits concepts from the Construction module (cf. [Section Construction](#)). The Construction module defines objects that are common to all types of construction, such as the different surface types and the openings. A detailed discussion of the Requirements Class Building can be found in the CityGML Best Practices document [here](#).

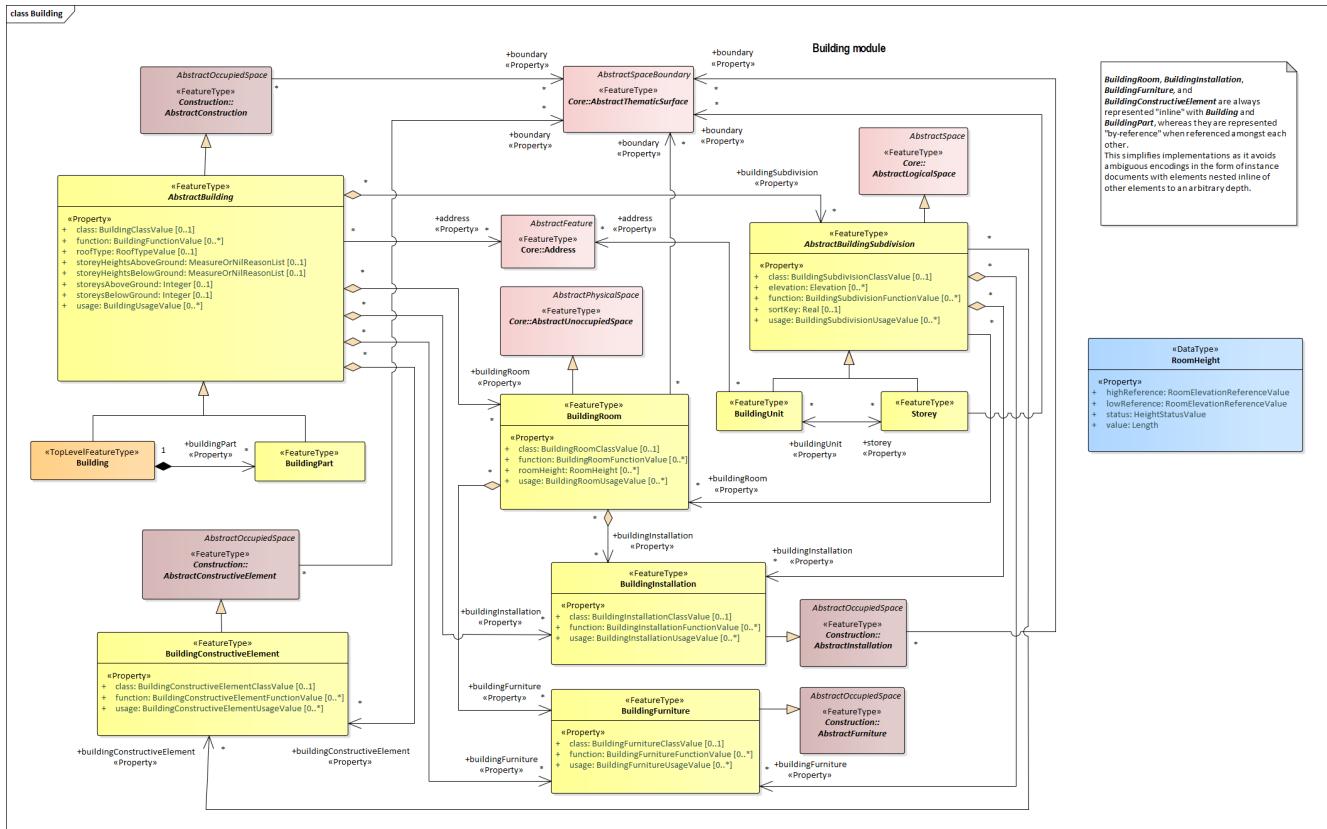


Figure 11. UML diagram of CityGML's building model.

Table 26. Classes used in Building

| Class | Description |
|---|---|
| AbstractBuilding «FeatureType» | AbstractBuilding is an abstract superclass representing the common attributes and associations of the classes Building and BuildingPart. |
| AbstractBuildingSubdivision «FeatureType» | AbstractBuildingSubdivision is the abstract superclass for different kinds of logical building subdivisions. |
| Building «TopLevelFeatureType» | A Building is a free-standing, self-supporting construction that is roofed, usually walled, and can be entered by humans and is normally designed to stand permanently in one place. It is intended for human occupancy (e.g. a place of work or recreation), habitation and/or shelter of humans, animals or things. |
| BuildingClassValue «CodeList» | BuildingClassValue is a code list used to further classify a Building. |
| BuildingConstructiveElement «FeatureType» | A BuildingConstructiveElement is an element of a Building which is essential from a structural point of view. Examples are walls, slabs, staircases, beams. |

| | |
|--|--|
| BuildingConstructiveElementClassValue «CodeList» | BuildingConstructiveElementClassValue is a code list used to further classify a BuildingConstructiveElement. |
| BuildingConstructiveElementFunctionValue «CodeList» | BuildingConstructiveElementFunctionValue is a code list that enumerates the different purposes of a BuildingConstructiveElement. |
| BuildingConstructiveElementUsageValue «CodeList» | BuildingConstructiveElementUsageValue is a code list that enumerates the different uses of a BuildingConstructiveElement. |
| BuildingFunctionValue «CodeList» | BuildingFunctionValue is a code list that enumerates the different purposes of a Building. |
| BuildingFurniture «FeatureType» | A BuildingFurniture is an equipment for occupant use, usually not fixed to the building. [cf. ISO 6707-1] |
| BuildingFurnitureClassValue «CodeList» | BuildingFurnitureClassValue is a code list used to further classify a BuildingFurniture. |
| BuildingFurnitureFunctionValue «CodeList» | BuildingFurnitureFunctionValue is a code list that enumerates the different purposes of a BuildingFurniture. |
| BuildingFurnitureUsageValue «CodeList» | BuildingFurnitureUsageValue is a code list that enumerates the different uses of a BuildingFurniture. |
| BuildingInstallation «FeatureType» | A BuildingInstallation is a permanent part of a Building (inside and/or outside) which has not the significance of a BuildingPart. Examples are stairs, antennas, balconies or small roofs. |
| BuildingInstallationClassValue «CodeList» | BuildingInstallationClassValue is a code list used to further classify a BuildingInstallation. |
| BuildingInstallationFunctionValue «CodeList» | BuildingInstallationFunctionValue is a code list that enumerates the different purposes of a BuildingInstallation. |
| BuildingInstallationUsageValue «CodeList» | BuildingInstallationUsageValue is a code list that enumerates the different uses of a BuildingInstallation. |
| BuildingPart «FeatureType» | A BuildingPart is a physical or functional subdivision of a Building. It would be considered a Building, if it were not part of a collection of other BuildingParts. |
| BuildingRoom «FeatureType» | A BuildingRoom is a space within a Building or BuildingPart intended for human occupancy (e.g. a place of work or recreation) and/or containment of animals or things. A BuildingRoom is bounded physically and/or virtually (e.g. by ClosureSurfaces or GenericSurfaces). |
| BuildingRoomClassValue «CodeList» | BuildingRoomClassValue is a code list used to further classify a BuildingRoom. |
| BuildingRoomFunctionValue «CodeList» | BuildingRoomFunctionValue is a code list that enumerates the different purposes of a BuildingRoom. |
| BuildingRoomUsageValue «CodeList» | BuildingRoomUsageValue is a code list that enumerates the different uses of a BuildingRoom. |

| | |
|--|--|
| <code>BuildingSubdivisionClassValue</code> «CodeList» | BuildingSubdivisionClassValue is a code list used to further classify a BuildingSubdivision. |
| <code>BuildingSubdivisionFunctionValue</code> «CodeList» | BuildingSubdivisionFunctionValue is a code list that enumerates the different purposes of a BuildingSubdivision. |
| <code>BuildingSubdivisionUsageValue</code> «CodeList» | BuildingSubdivisionUsageValue is a code list that enumerates the different uses of a BuildingSubdivision. |
| <code>BuildingUnit</code> «FeatureType» | A BuildingUnit is a logical subdivision of a Building. BuildingUnits are formed according to some homogeneous property like function, ownership, management, or accessibility. They may be separately sold, rented out, inherited, managed, etc. |
| <code>BuildingUsageValue</code> «CodeList» | BuildingUsageValue is a code list that enumerates the different uses of a Building. |
| <code>RoofTypeValue</code> «CodeList» | RoofTypeValue is a code list that enumerates different roof types. |
| <code>RoomElevationReferenceValue</code> «CodeList» | RoomElevationReferenceValue is a code list that enumerates the different elevation reference levels used to measure room heights. |
| <code>Storey</code> «FeatureType» | A Storey is a horizontal section of a Building. |
| <code>RoomHeight</code> «DataType» | The RoomHeight represents a vertical distance (measured or estimated) between a low reference and a high reference. [cf. INSPIRE] |

Table 27. Data Types used in Building

| Class Name | Description |
|------------|-------------|
| | |

Table 28. Primitive Data Types used in Building

| Class Name | Description |
|------------|-------------|
| | |

Table 29. Union types used in Building

| Class Name | Description |
|------------|-------------|
| | |

Table 30. Enumerated Classes used in Building

| Class Name | Description |
|------------|-------------|
| | |

Table 31. CodeList Classes used in Building

| Class Name | Description |
|------------|-------------|
| | |

8.5.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.6. City Furniture

Requirements Class

<http://www.opengis.net/spec/CityGML/3.0/req/req-class-cityfurniture>

| | |
|-------------|-------------------------------------|
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The CityFurniture module provides the representation of objects or pieces of equipment that are installed in the outdoor environment for various purposes, such as decoration, explanation or control. City furniture objects are relatively small, immovable objects and usually are of stereotypical form. Examples include road signs, traffic signals, bicycle racks, street lamps, fountains, flower buckets, advertising columns, and benches.

City furniture is represented in the UML model by the top-level feature type *CityFurniture*, which is also the only class of the CityFurniture module.

The UML diagram of the CityFurniture module is depicted in the [City Furniture UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

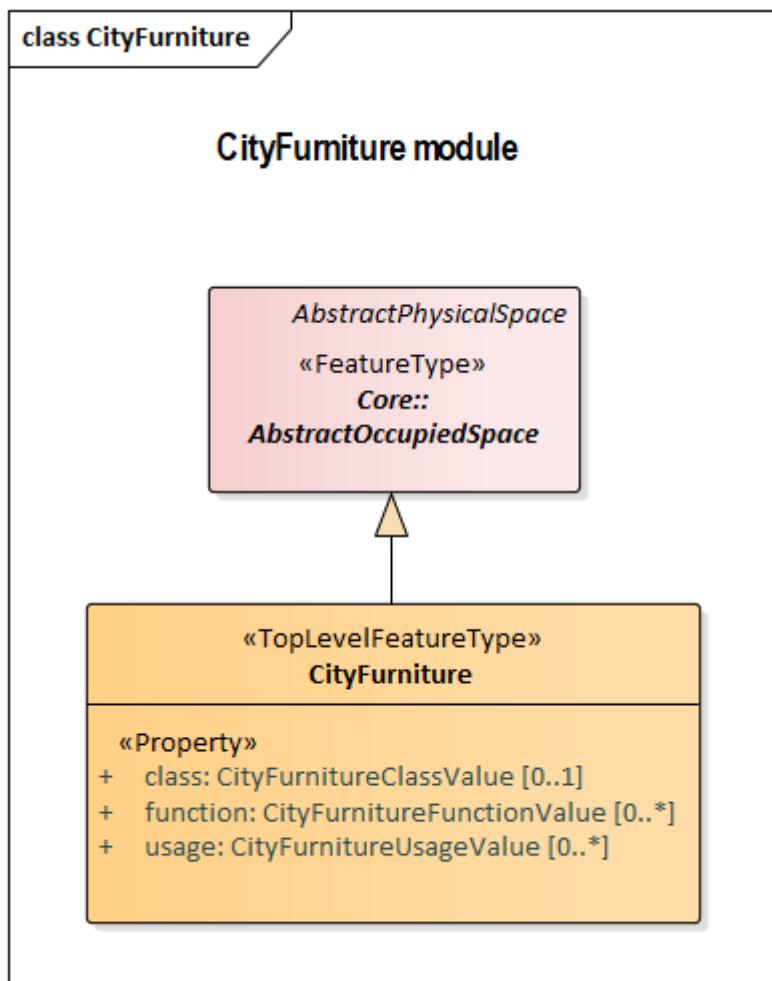


Figure 12. UML diagram of CityGML's City Furniture model.

Table 32. Classes used in CityFurniture

| Class | Description |
|--|---|
| CityFurniture «TopLevelFeatureType» | CityFurniture is an object or piece of equipment installed in the outdoor environment for various purposes. Examples include street signs, traffic signals, street lamps, benches, fountains. |
| CityFurnitureClassValue «CodeList» | CityFurnitureClassValue is a code list used to further classify a CityFurniture. |
| CityFurnitureFunctionValue «CodeList» | CityFurnitureFunctionValue is a code list that enumerates the different purposes of a CityFurniture. |
| CityFurnitureUsageValue «CodeList» | CityFurnitureUsageValue is a code list that enumerates the different uses of a CityFurniture. |

Table 33. Data Types used in CityFurniture

| Class Name | Description |
|-------------------|--------------------|
| | |

Table 34. Primitive Data Types used in CityFurniture

| Class Name | Description |
|-------------------|--------------------|
| | |

Table 35. Union types used in CityFurniture

| Class Name | Description |
|-------------------|--------------------|
| | |

Table 36. Enumerated Classes used in CityFurniture

| Class Name | Description |
|-------------------|--------------------|
| | |

Table 37. CodeList Classes used in CityFurniture

| Class Name | Description |
|-------------------|--------------------|
| | |

8.6.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.7. City Object Group

| Requirements Class | |
|---|------------------------------|
| http://www.opengis.net/spec/CityGML/3.0/req/req-class-cityobjectgroup | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The CityObjectGroup module provides the application-specific aggregation of city objects according to some user-defined criteria. Examples for groups are the buildings in a specific region, the result of a query, or objects put together for visualization purposes. Each member of a group may be qualified by a role name, reflecting the role each city object plays in the context of the group. City

object groups are represented in the UML model by the top-level feature type *CityObjectGroup*, which is the main class of the CityObjectGroup module.

City object groups can be linked to other city objects, the so-called parent objects, which allows for modelling a generic hierarchical grouping concept. In addition, as city object groups represent city objects themselves, a group may become a member of another group realizing recursive aggregation in this way.

The UML diagram of the CityObjectGroup module is depicted in [City Object Group UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

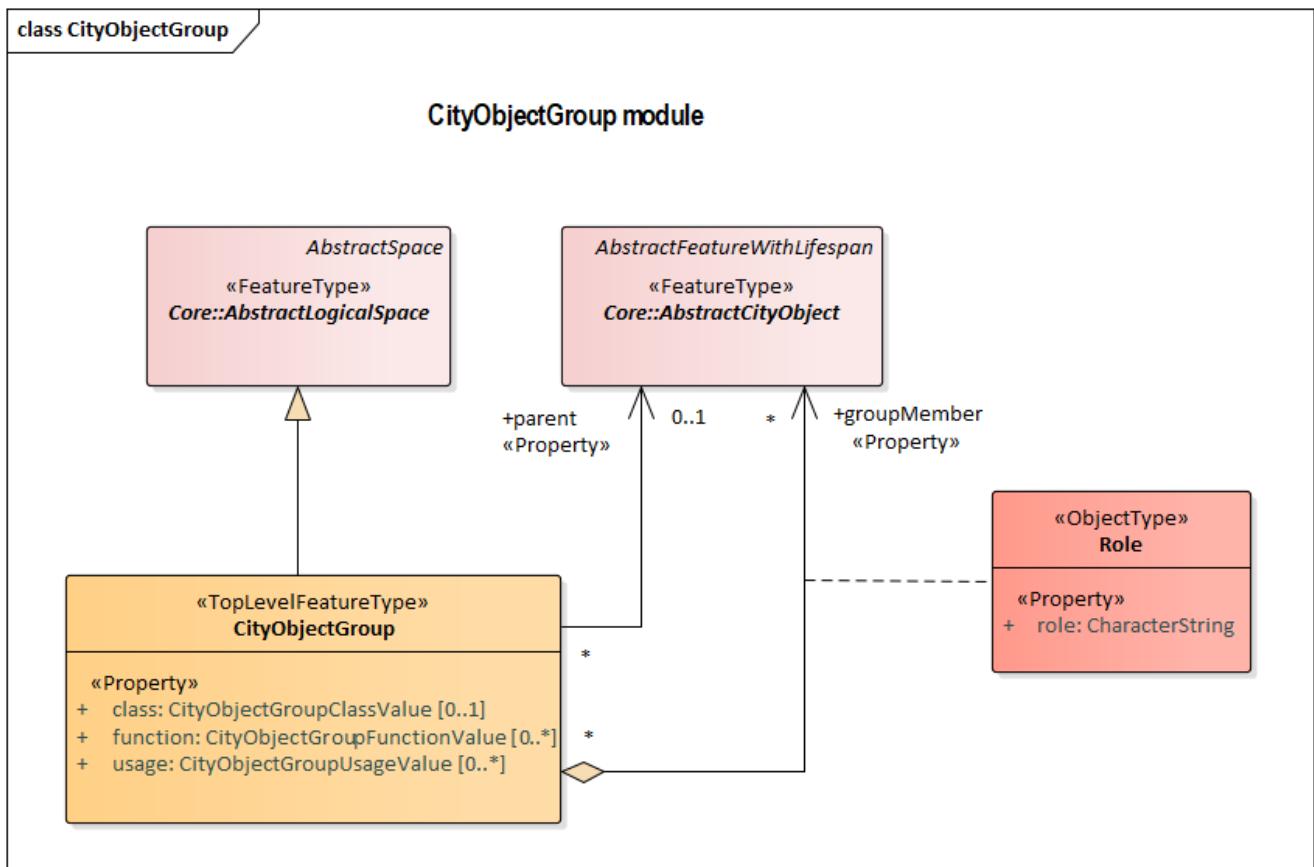


Figure 13. UML diagram of the City Object Group Model.

Table 38. Classes used in CityObjectGroup

| Class | Description |
|--|--|
| CityObjectGroup «TopLevelFeatureType» | A CityObjectGroup represents an application-specific aggregation of city objects according to some user-defined criteria. Examples for groups are the buildings in a specific region, the result of a query, or objects put together for visualization purposes. Each member of a group may be qualified by a role name, reflecting the role each city object plays in the context of the group. |
| CityObjectGroupClassValue «CodeList» | CityObjectGroupClassValue is a code list used to further classify a CityObjectGroup. |

| | |
|---|--|
| CityObjectGroupFunctionValue «CodeList» | CityObjectGroupFunctionValue is a code list that enumerates the different purposes of a CityObjectGroup. |
| CityObjectGroupUsageValue «CodeList» | CityObjectGroupUsageValue is a code list that enumerates the different uses of a CityObjectGroup. |
| Role «ObjectType» | Role qualifies the function of a city object within the CityObjectGroup. |

Table 39. Data Types used in CityObjectGroup

| Class Name | Description |
|------------|-------------|
| | |

Table 40. Primitive Data Types used in CityObjectGroup

| Class Name | Description |
|------------|-------------|
| | |

Table 41. Union types used in CityObjectGroup

| Class Name | Description |
|------------|-------------|
| | |

Table 42. Enumerated Classes used in CityObjectGroup

| Class Name | Description |
|------------|-------------|
| | |

Table 43. CodeList Classes used in CityObjectGroup

| Class Name | Description |
|------------|-------------|
| | |

8.7.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.8. Construction

| Requirements Class | |
|---|---|
| http://www.opengis.net/spec/CityGML/3.0/req/req-class-construction | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The Construction module defines concepts that are common to all kinds of constructions. Constructions are objects that are manufactured by humans from construction materials, are connected to earth and are intended to be permanent. The Construction module focuses on as-built representations of constructions and integrates all concepts that are similar over different types of constructions, in particular buildings, bridges, and tunnels. In addition, for representing man-made structures that are neither buildings, nor bridges, nor tunnels so-called other constructions (e.g. large chimneys or city walls) can be defined.

Furniture, installations, and constructive elements are further concepts that are defined in the Construction module. Installations are permanent parts of a construction that strongly affect the

outer or inner appearance of the construction and that cannot be moved (e.g. balconies, chimneys, or stairs), whereas furniture represent moveable objects of a construction (e.g. tables and chairs). Constructive elements allow for decomposing a construction into volumetric components, such as walls, beams, and slabs. Constructions and constructive elements can be bounded by different types of surfaces. In this way, the outer structure of constructions and constructive elements can be differentiated semantically into wall surfaces, roof surfaces, ground surfaces, outer floor surfaces, and outer ceiling surfaces, whereas the visible surface of interior spaces can be structured into interior wall surfaces, floor surfaces, and ceiling surfaces. Furthermore, the openings of constructions, i.e. windows and doors, can be represented as so-called filling elements including their corresponding filling surfaces.

The UML diagram of the Construction module is depicted in [Construction UML Diagram](#). The Construction module defines concepts that are inherited and, where necessary, are specialized by the modules Building, Bridge, and Tunnel (cf. sections [Building](#), [Bridge](#), and [Tunnel](#)). A detailed discussion of the Requirements Class Construction can be found in the CityGML Best Practices document [here](#).

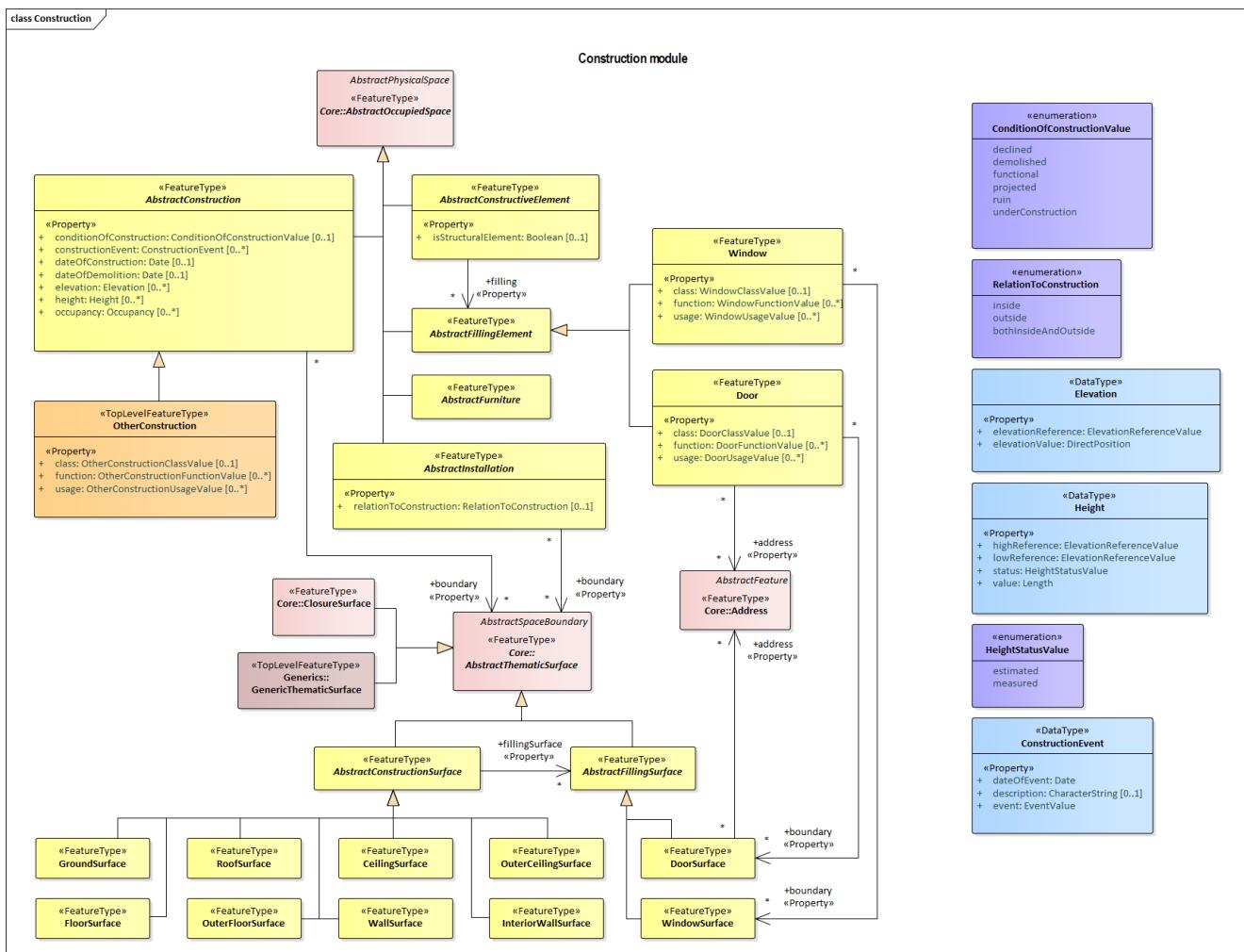


Figure 14. UML diagram of the Construction Model.

Table 44. Classes used in Construction

| Class | Description |
|-------|-------------|
|-------|-------------|

| | |
|--|--|
| AbstractConstruction «FeatureType» | AbstractConstruction is the abstract superclass for objects that are manufactured by humans from construction materials, are connected to earth and are intended to be permanent. A connection with the ground also exists when the construction rests by its own weight on the ground or is moveable limited on stationary rails or if the construction is intended to be used mainly stationary. |
| AbstractConstructionSurface «FeatureType» | AbstractConstructionSurface is the abstract superclass for different kinds of surfaces that bound a construction. |
| AbstractConstructiveElement «FeatureType» | AbstractConstructiveElement is the abstract superclass for the representation of volumetric elements of a construction. Examples are walls, beams, slabs. |
| AbstractFillingElement «FeatureType» | AbstractFillingElement is the abstract superclass for different kinds of elements that fill the openings of constructive elements. |
| AbstractFillingSurface «FeatureType» | AbstractFillingSurface is the abstract superclass for different kinds of surfaces that seal openings filled by filling elements. |
| AbstractFurniture «FeatureType» | AbstractFurniture is the abstract superclass for the representation of furniture objects of a construction. |
| AbstractInstallation «FeatureType» | AbstractInstallation is the abstract superclass for the representation of installation objects of a construction. |
| CeilingSurface «FeatureType» | A CeilingSurface is a surface that represents the interior ceiling of a construction. An example is the ceiling of a room. |
| Door «FeatureType» | A Door is a construction for closing an opening intended primarily for access or egress or both. [cf. ISO 6707-1] |
| DoorClassValue «CodeList» | DoorClassValue is a code list used to further classify a Door. |
| DoorFunctionValue «CodeList» | DoorFunctionValue is a code list that enumerates the different purposes of a Door. |
| DoorSurface «FeatureType» | A DoorSurface is either a boundary surface of a Door feature or a surface that seals an opening filled by a door. |
| DoorUsageValue «CodeList» | DoorUsageValue is a code list that enumerates the different uses of a Door. |
| ElevationReferenceValue «CodeList» | ElevationReferenceValue is a code list that enumerates the different elevation reference levels used to measure construction heights. |
| EventValue «CodeList» | EventValue is a code list that enumerates the different events of a construction. |
| FloorSurface «FeatureType» | A FloorSurface is surface that represents the interior floor of a construction. An example is the floor of a room. |
| GroundSurface «FeatureType» | A GroundSurface is a surface that represents the ground plate of a construction. The polygon defining the ground plate is congruent with the footprint of the construction. |

| | |
|---|---|
| InteriorWallSurface «FeatureType» | An InteriorWallSurface is a surface that is visible from inside a construction. An example is the wall of a room. |
| OtherConstruction «TopLevelFeatureType» | An OtherConstruction is a construction that is not covered by any of the other subclasses of AbstractConstruction. |
| OtherConstructionClass Value «CodeList» | OtherConstructionClassName is a code list used to further classify an OtherConstruction. |
| OtherConstructionFunc tionValue «CodeList» | OtherConstructionFunctionValue is a code list that enumerates the different purposes of an OtherConstruction. |
| OtherConstructionUsag eValue «CodeList» | OtherConstructionUsageValue is a code list that enumerates the different uses of an OtherConstruction. |
| OuterCeilingSurface «FeatureType» | An OuterCeilingSurface is a surface that belongs to the outer building shell with the orientation pointing downwards. An example is the ceiling of a loggia. |
| OuterFloorSurface «FeatureType» | An OuterFloorSurface is a surface that belongs to the outer construction shell with the orientation pointing upwards. An example is the floor of a loggia. |
| RoofSurface «FeatureType» | A RoofSurface is a surface that delimits major roof parts of a construction. |
| WallSurface «FeatureType» | A WallSurface is a surface that is part of the building facade visible from the outside. |
| Window «FeatureType» | A Window is a construction for closing an opening in a wall or roof, primarily intended to admit light and/or provide ventilation. [cf. ISO 6707-1] |
| WindowClassName «CodeList» | WindowClassName is a code list used to further classify a Window. |
| WindowFunctionValue «CodeList» | WindowFunctionValue is a code list that enumerates the different purposes of a Window. |
| WindowSurface «FeatureType» | A WindowSurface is either a boundary surface of a Window feature or a surface that seals an opening filled by a window. |
| WindowUsageValue «CodeList» | WindowUsageValue is a code list that enumerates the different uses of a Window. |
| ConditionOfConstructio nValue | ConditionOfConstructionValue enumerates different conditions of a construction. [cf. INSPIRE] |
| ConstructionEvent «DataType» | A ConstructionEvent is a data type used to describe a specific event that is associated with a construction. Examples are the issuing of a building permit or the renovation of a building. |
| Elevation «DataType» | Elevation is a data type that includes the elevation value itself and information on how this elevation was measured. [cf. INSPIRE] |
| Height «DataType» | Height represents a vertical distance (measured or estimated) between a low reference and a high reference. [cf. INSPIRE] |

| | |
|--|--|
| HeightStatusValue | HeightStatusValue enumerates the different methods used to capture a height. [cf. INSPIRE] |
| RelationToConstruction | RelationToConstruction is an enumeration used to describe whether an installation is positioned inside and/or outside of a construction. |

Table 45. Data Types used in Construction

| Class Name | Description |
|------------|-------------|
| | |

Table 46. Primitive Data Types used in Construction

| Class Name | Description |
|------------|-------------|
| | |

Table 47. Union types used in Construction

| Class Name | Description |
|------------|-------------|
| | |

Table 48. Enumerated Classes used in Construction

| Class Name | Description |
|------------|-------------|
| | |

Table 49. CodeList Classes used in Construction

| Class Name | Description |
|------------|-------------|
| | |

8.8.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.9. Dynamizer

| Requirements Class | |
|---|---|
| http://www.opengis.net/spec/CityGML/3.0/req/req-class-dynamizer | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The Dynamizer module provides the concepts that allow for representing time-varying data for city object properties as well as for integrating sensors with 3D city models. Dynamizers are objects that inject timeseries data for an individual attribute of the city object in which it is included. The timeseries data overrides the static value of the referenced city object attribute in order to represent dynamic, i.e. time-dependent, variations of its value.

The dynamic values may be given by retrieving observation results directly from external sensor/IoT services using a sensor connection (e.g. OGC SensorThings API, Sensor Observation Service, or other sensor data platforms including MQTT). Alternatively, the dynamic values may be provided as atomic timeseries that represent time-varying data of a specific data type for a single contiguous time interval. The data can be provided in external tabulated files, such as CSV or Excel sheets, in external files that format timeseries data according to the OGC TimeseriesML or OGC

Observations & Measurements standards, or inline as embedded time-value-pairs. Furthermore, timeseries data can also be aggregated to form composite timeseries with non-overlapping time intervals.

By using the Dynamizer module, fast changes over a short or longer time period with respect to cities and city models can be represented. This includes variations of spatial properties, i.e. change of a feature's geometry, both in respect to shape and to location (e.g. moving objects), variations of thematic attributes, i.e. changes of physical quantities like energy demands, temperatures, solar irradiation, traffic density, pollution concentration, or overpressure on building walls, and variations with respect to sensor or real-time data resulting from simulations or measurements.

The UML diagram of the Dynamizer module is depicted in [Dynamizer UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

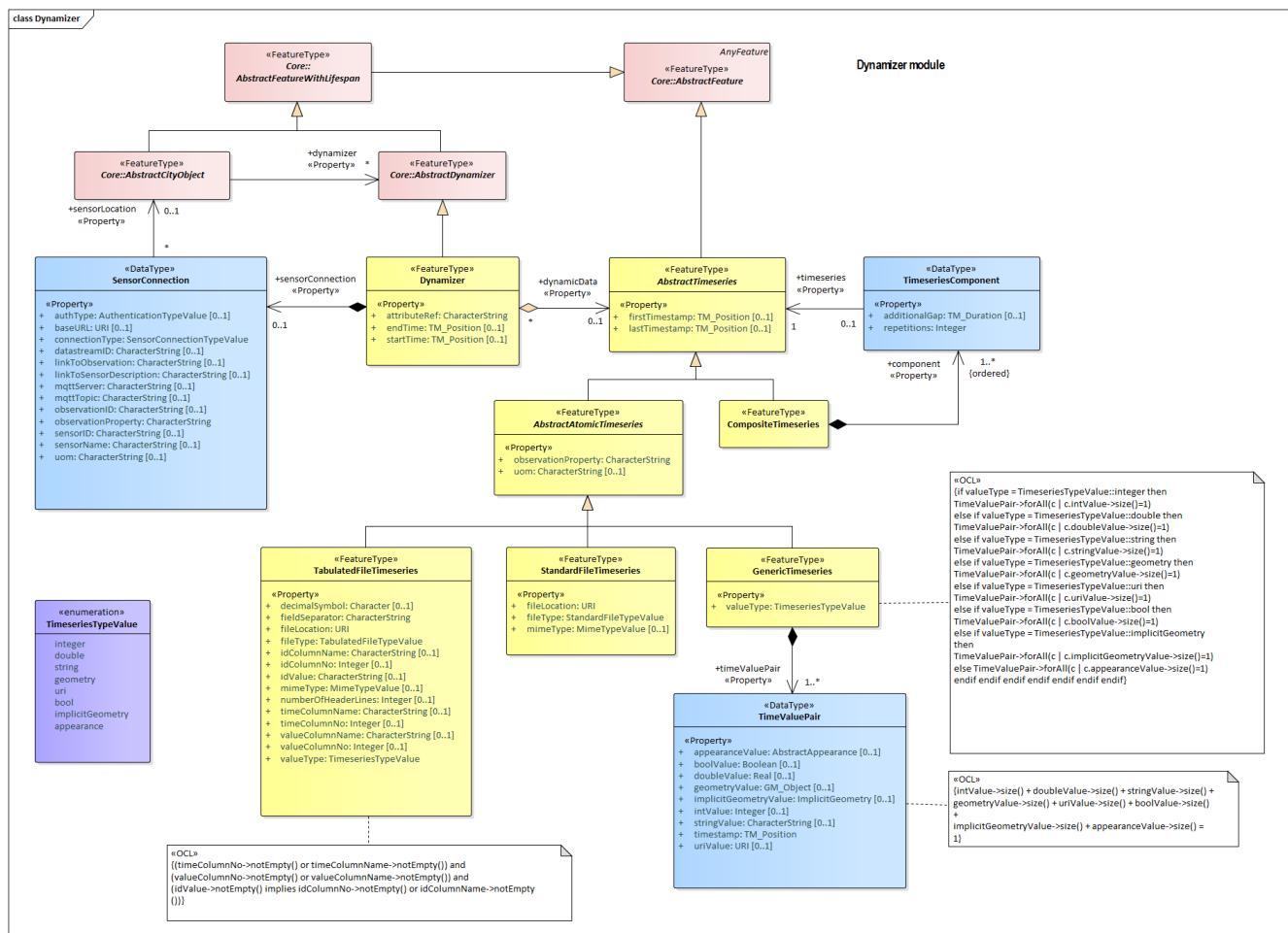


Figure 15. UML diagram of the Dynamizer Model.

Table 50. Classes used in Dynamizer

| Class | Description |
|---|--|
| AbstractAtomicTimeseries «FeatureType» | AbstractAtomicTimeseries represents the attributes and relationships that are common to all kinds of atomic timeseries (GenericTimeseries, TabulatedFileTimeseries, StandardFileTimeseries). An atomic timeseries represents time-varying data of a specific data type for a single contiguous time interval. |

| | |
|--|--|
| AbstractTimeseries «FeatureType» | AbstractTimeseries is the abstract superclass representing any type of timeseries data. |
| AuthenticationTypeValue «CodeList» | AuthenticationTypeValue is a code list used to specify the authentication method to be used to access the referenced sensor service. Each value shall provide enough information such that a software application could determine the required access credentials. |
| CompositeTimeseries «FeatureType» | A CompositeTimeseries is a (possibly recursive) aggregation of atomic and composite timeseries. The components of a composite timeseries must have non-overlapping time intervals. |
| Dynamizer «FeatureType» | A Dynamizer is an object that injects timeseries data for an individual attribute of the city object in which it is included. The timeseries data overrides the static value of the referenced city object attribute in order to represent dynamic, i.e. time-dependent, variations of its value. |
| GenericTimeseries «FeatureType» | A GenericTimeseries represents time-varying data in the form of embedded time-value-pairs of a specific data type for a single contiguous time interval. |
| SensorConnectionTypeValue «CodeList» | SensorConnectionTypeValue is a code list used to specify the type of the referenced sensor service. Each value shall provide enough information such that a software application would be able to identify the API type and version. |
| StandardFileTimeseries «FeatureType» | A StandardFileTimeseries represents time-varying data for a single contiguous time interval. The data is provided in an external file referenced in the StandardFileTimeseries. The data within the external file shall be encoded according to a dedicated format for the representation of timeseries data, for example, the OGC TimeseriesML or OGC Observations & Measurements standard. The data type of the data has to be specified within the external file. |
| StandardFileTypeValue «CodeList» | StandardFileTypeValue is a code list used to specify the type of the referenced external timeseries data file. Each value shall provide information about the standard and version. |
| TabulatedFileTimeseries «FeatureType» | A TabulatedFileTimeseries represents time-varying data of a specific data type for a single contiguous time interval. The data is provided in an external file referenced in the TabulatedFileTimeseries. The file shall contain table structured data using an appropriate file format like comma separated values (CSV), Microsoft Excel (XLSX) or Google Spreadsheet. The timestamps and the values are given in specific columns of the table. Each row represents a single time-value-pair. A subset of rows can be selected using the idColumn and idValue attributes. |
| TabulatedFileTypeValue «CodeList» | TabulatedFileTypeValue is a code list used to specify the data format of the referenced external tabulated data file. |

| | |
|--|--|
| SensorConnection «DataType» | A SensorConnection provides all details that are required to retrieve a specific datastream from an external sensor web service. It comprises the service type (e.g. OGC SensorThings API, OGC Sensor Observation Services, MQTT, proprietary platforms), the URL of the sensor service, the identifier for the sensor or thing and its observed property as well as information about the required authentication method. |
| TimeseriesComponent «DataType» | TimeseriesComponent represents an element of a CompositeTimeseries. |
| TimeseriesTypeValue | TimeseriesTypeValue enumerates the possible value types for GenericTimeseries and TimeValuePair. |
| TimeValuePair «DataType» | A TimeValuePair represents a value that is valid for a given timepoint. For each TimeValuePair only one of the value properties can be used mutually exclusive. Which value property has to be provided depends on the selected value type in the GenericTimeSeries feature, in which the TimeValuePair is included. |

Table 51. Data Types used in Dynamizer

| Class Name | Description |
|-------------------|--------------------|
| | |

Table 52. Primitive Data Types used in Dynamizer

| Class Name | Description |
|-------------------|--------------------|
| | |

Table 53. Union types used in Dynamizer

| Class Name | Description |
|-------------------|--------------------|
| | |

Table 54. Enumerated Classes used in Dynamizer

| Class Name | Description |
|-------------------|--------------------|
| | |

Table 55. CodeList Classes used in Dynamizer

| Class Name | Description |
|-------------------|--------------------|
| | |

8.9.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.10. Generics

| Requirements Class | |
|---|------------------------------|
| http://www.opengis.net/spec/CityGML/3.0/req/req-class-generics | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The Generics module provides the representation of generic city objects, i.e. city objects that are not covered by any explicitly modelled thematic class within CityGML, and of generic attributes, i.e. attributes that are not explicitly represented in CityGML. In order to avoid problems concerning semantic interoperability, generic city objects and generic attributes shall only be used if appropriate thematic classes and attributes are not provided by any other CityGML module.

In accordance with the CityGML Space concept defined in the Core module ([cf. Section Core](#)) generic city objects can be represented as generic logical spaces, generic occupied spaces, generic unoccupied spaces, and generic thematic surfaces. In this way, spaces and surfaces can be defined that are not represented by any explicitly modelled class within CityGML that is a subclass of the classes `AbstractLogicalSpace`, `AbstractOccupiedSpace`, `AbstractUnoccupiedSpace` or `AbstractThematicSurface`, respectively. Generic city objects are represented in the UML model by the top-level feature types `GenericLogicalSpace`, `GenericOccupiedSpace`, `GenericUnoccupiedSpace` and `GenericThematicSurface`.

Generic attributes are defined as name-value pairs and are always associated with a city object. Generic attributes can be of type String, Integer, Double, Date, URI, and Measure. In addition, generic attributes can be grouped under a common name as generic attribute sets.

The UML diagram of the Generics module is depicted in [Generics UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

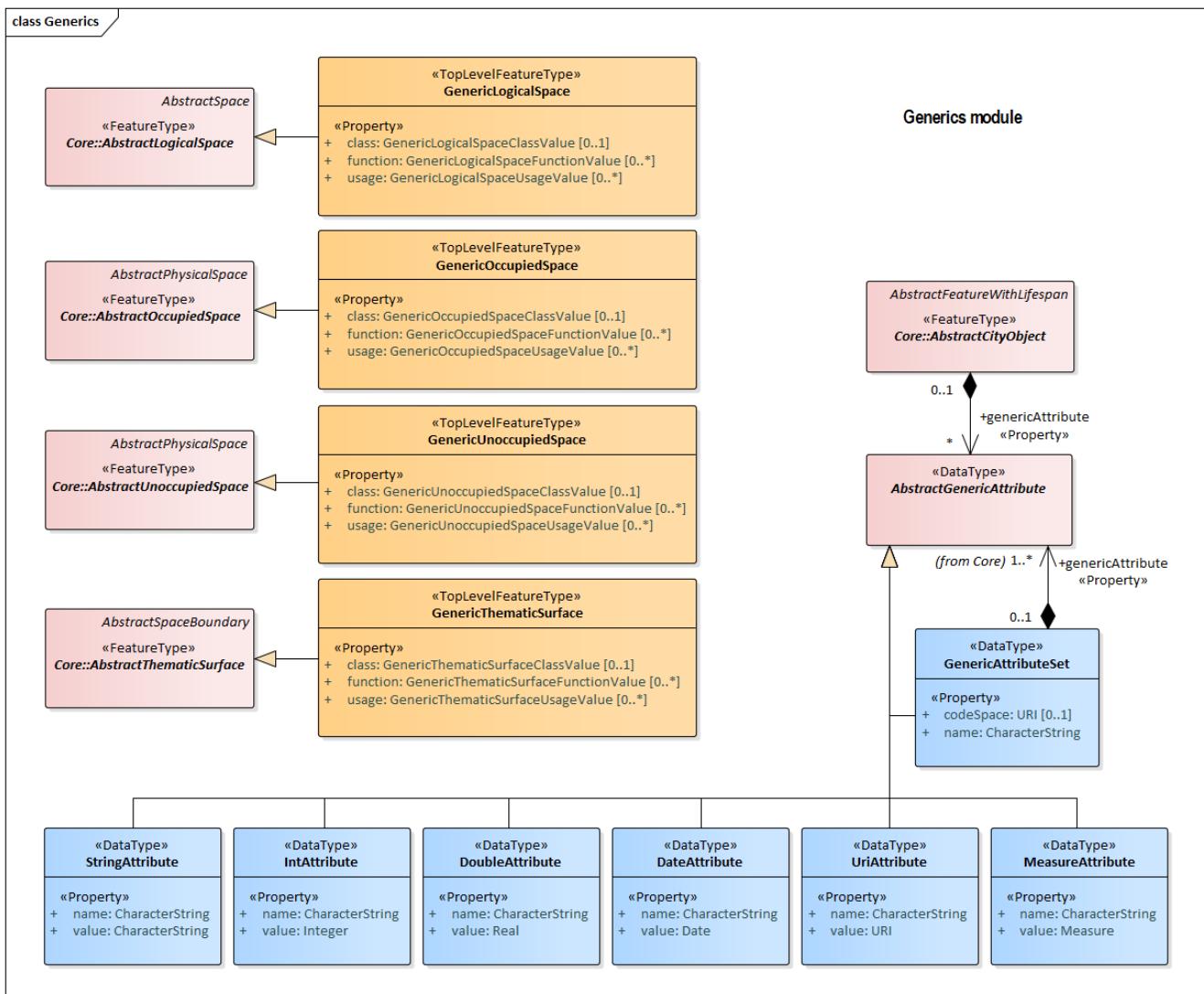


Figure 16. UML diagram of the Generics Model.

Table 56. Classes used in Generics

| Class | Description |
|--|---|
| GenericLogicalSpace «TopLevelFeatureType» | A GenericLogicalSpace is a space that is not represented by any explicitly modelled AbstractLogicalSpace subclass within CityGML. |
| GenericLogicalSpaceClassValue «CodeList» | GenericLogicalSpaceClassValue is a code list used to further classify a GenericLogicalSpace. |
| GenericLogicalSpaceFunctionValue «CodeList» | GenericLogicalSpaceFunctionValue is a code list that enumerates the different purposes of a GenericLogicalSpace. |
| GenericLogicalSpaceUsageValue «CodeList» | GenericLogicalSpaceUsageValue is a code list that enumerates the different uses of a GenericLogicalSpace. |
| GenericOccupiedSpace «TopLevelFeatureType» | A GenericOccupiedSpace is a space that is not represented by any explicitly modelled AbstractOccupiedSpace subclass within CityGML. |
| GenericOccupiedSpaceClassValue «CodeList» | GenericOccupiedSpaceClassValue is a code list used to further classify a GenericOccupiedSpace. |

| | |
|--|---|
| GenericOccupiedSpaceFunctionValue «CodeList» | GenericOccupiedSpaceFunctionValue is a code list that enumerates the different purposes of a GenericOccupiedSpace. |
| GenericOccupiedSpaceUsageValue «CodeList» | GenericOccupiedSpaceUsageValue is a code list that enumerates the different uses of a GenericOccupiedSpace. |
| GenericThematicSurface «TopLevelFeatureType» | A GenericThematicSurface is a surface that is not represented by any explicitly modelled AbstractThematicSurface subclass within CityGML. |
| GenericThematicSurfaceClassValue «CodeList» | GenericThematicSurfaceClassValue is a code list used to further classify a GenericThematicSurface. |
| GenericThematicSurfaceFunctionValue «CodeList» | GenericThematicSurfaceFunctionValue is a code list that enumerates the different purposes of a GenericThematicSurface. |
| GenericThematicSurfaceUsageValue «CodeList» | GenericThematicSurfaceUsageValue is a code list that enumerates the different uses of a GenericThematicSurface. |
| GenericUnoccupiedSpace «TopLevelFeatureType» | A GenericUnoccupiedSpace is a space that is not represented by any explicitly modelled AbstractUnoccupiedSpace subclass within CityGML. |
| GenericUnoccupiedSpaceClassValue «CodeList» | GenericUnoccupiedSpaceClassValue is a code list used to further classify a GenericUnoccupiedSpace. |
| GenericUnoccupiedSpaceFunctionValue «CodeList» | GenericUnoccupiedSpaceFunctionValue is a code list that enumerates the different purposes of a GenericUnoccupiedSpace. |
| GenericUnoccupiedSpaceUsageValue «CodeList» | GenericUnoccupiedSpaceUsageValue is a code list that enumerates the different uses of a GenericUnoccupiedSpace. |
| DateAttribute «DataType» | DateAttribute is a data type used to define generic attributes of type "Date". |
| DoubleAttribute «DataType» | DoubleAttribute is a data type used to define generic attributes of type "Double". |
| GenericAttributeSet «DataType» | A GenericAttributeSet is a named collection of generic attributes. |
| IntAttribute «DataType» | IntAttribute is a data type used to define generic attributes of type "Integer". |
| MeasureAttribute «DataType» | MeasureAttribute is a data type used to define generic attributes of type "Measure". |
| StringAttribute «DataType» | StringAttribute is a data type used to define generic attributes of type "String". |
| UriAttribute «DataType» | UriAttribute is a data type used to define generic attributes of type "URI". |

Table 57. Data Types used in Generics

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 58. Primitive Data Types used in Generics

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 59. Union types used in Generics

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 60. Enumerated Classes used in Generics

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 61. CodeList Classes used in Generics

| Class Name | Description |
|------------|-------------|
|------------|-------------|

8.10.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.11. Land Use

| Requirements Class | |
|---|---|
| http://www.opengis.net/spec/CityGML/3.0/req/req-class-landuse | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The LandUse module defines objects that can be used to describe areas of the earth's surface dedicated to a specific land use or having a specific land cover with or without vegetation, such as sand, rock, mud flats, forest, grasslands, or wetlands (i.e. the physical appearance). Land use and land cover are different concepts; the first describes human activities on the earth's surface, the second describes its physical and biological cover. However, the two concepts are interlinked and often mixed in practice. Land use objects in CityGML support both concepts: They can be employed to represent parcels, spatial planning objects, recreational objects and objects describing the physical characteristics of an area in 3D. Land use objects are represented in the UML model by the top-level feature type *LandUse*, which is also the only class of the LandUse module.

The UML diagram of the LandUse module is depicted in [Land Use UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

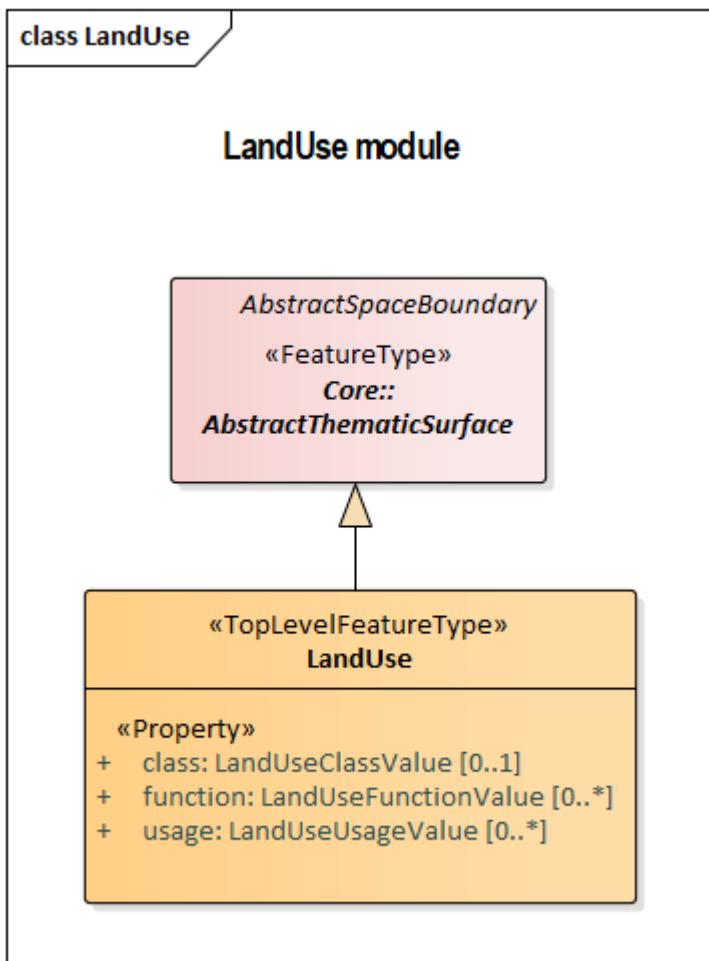


Figure 17. UML diagram of the Land Use Model.

Table 62. Classes used in LandUse

| Class | Description |
|---|---|
| LandUse «TopLevelFeatureType» | A LandUse object is an area of the earth's surface dedicated to a specific land use or having a specific land cover with or without vegetation, such as sand, rock, mud flats, forest, or grasslands. |
| LandUseClassValue «CodeList» | LandUseClassValue is a code list used to further classify a LandUse. |
| LandUseFunctionValue «CodeList» | LandUseFunctionValue is a code list that enumerates the different purposes of a LandUse. |
| LandUseUsageValue «CodeList» | LandUseUsageValue is a code list that enumerates the different uses of a LandUse. |

Table 63. Data Types used in LandUse

| Class Name | Description |
|------------|-------------|
| | |

Table 64. Primitive Data Types used in LandUse

| Class Name | Description |
|------------|-------------|
| | |

Table 65. Union types used in LandUse

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 66. Enumerated Classes used in LandUse

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 67. CodeList Classes used in LandUse

| Class Name | Description |
|------------|-------------|
|------------|-------------|

8.11.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.12. Point Cloud

| Requirements Class | |
|---|---|
| http://www.opengis.net/spec/CityGML/3.0/req/req-class-pointcloud | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The PointCloud module offers the possibility to provide the geometry of physical spaces and of thematic surfaces by 3D point clouds. In this way, the building hull, a room within a building or a single wall surface can be spatially represented by a point cloud only. The same applies to all other thematic feature types including transportation objects, vegetation, city furniture, etc. Point clouds can either be provided inline within a CityGML file or as reference to external point cloud files of common file types such as LAS or LAZ. Point clouds are represented in the UML model by the feature type *PointCloud*, which is also the only class of the PointCloud module.

The UML diagram of the PointCloud module is depicted in [Point Cloud UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

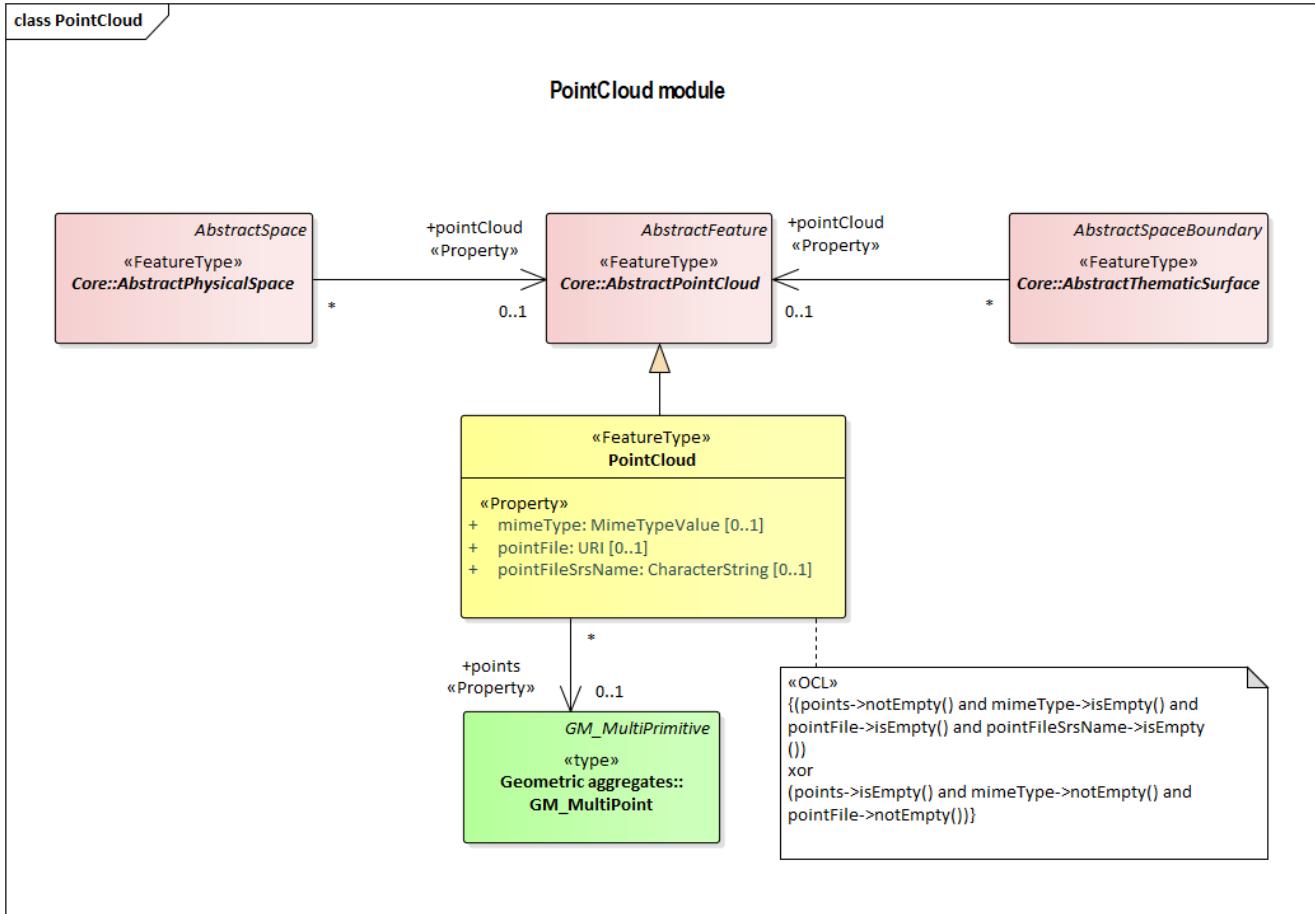


Figure 18. UML diagram of the Point Cloud Model.

Table 68. Classes used in PointCloud

| Class | Description |
|-----------------------------|--|
| PointCloud «FeatureType» | A PointCloud is an unordered collection of points that is a sampling of the geometry of a space or space boundary. |

8.12.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.13. Digital Terrain Model

Requirements Class

<http://www.opengis.net/spec/CityGML/3.1/req/req-class-relief>

| | |
|-------------|-------------------------------------|
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The Relief module provides the representation of terrain which is an essential part of city models. In CityGML, the terrain is modelled by relief features. They are represented in the UML model by the top-level feature type *ReliefFeature*, which is the main class of the Relief module. The relief features, in turn, are collections of relief components that describe the Earth's surface, a.k.a. the

Digital Terrain Model. The relief components can have different terrain representations which can coexist. Each relief component may be specified as a regular raster or grid, as a TIN (Triangulated Irregular Network), by break lines, or by mass points. In addition, the validity of the relief components may be restricted to certain areas.

The UML diagram of the Relief module is depicted in [Relief UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

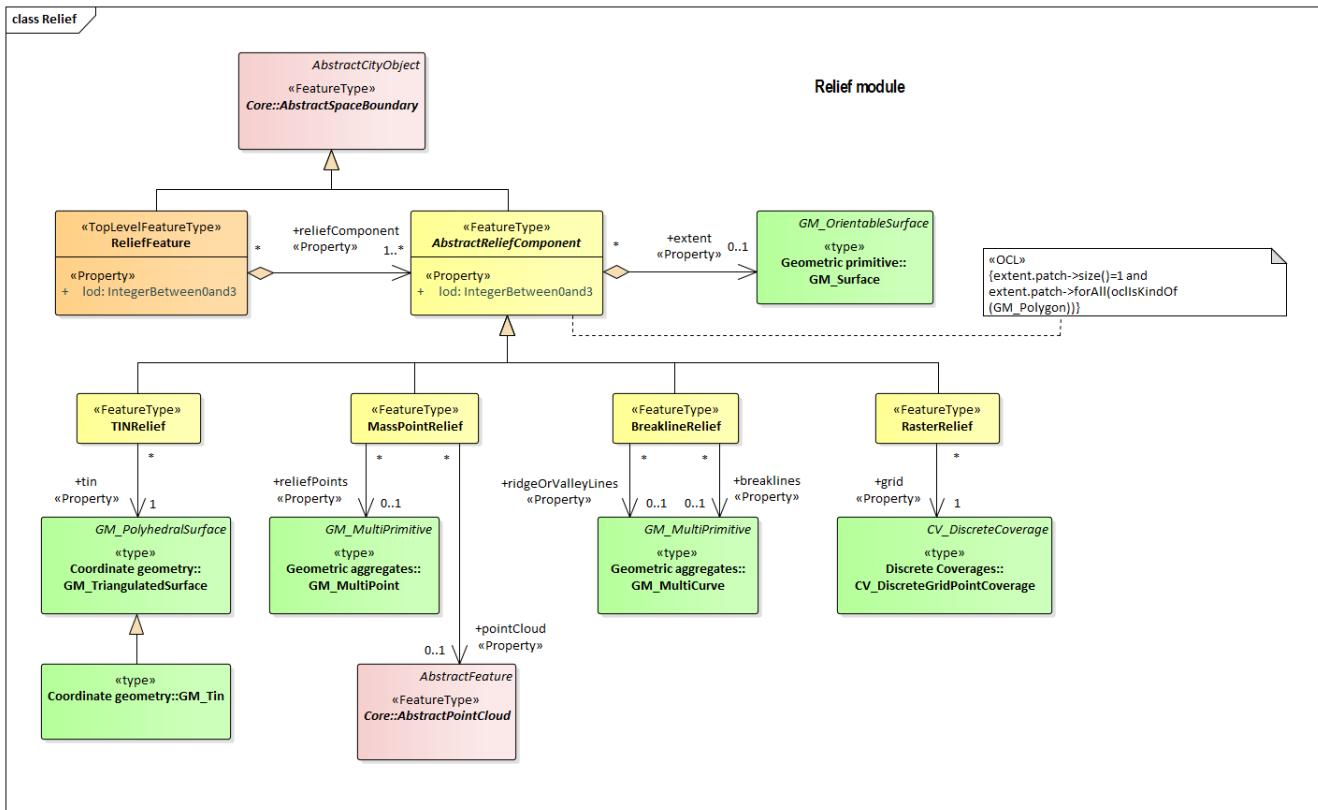


Figure 19. UML diagram of Relief module.

Table 69. Classes used in Relief

| Class | Description |
|--|--|
| <code>AbstractReliefComponent</code> «FeatureType» | An <code>AbstractReliefComponent</code> represents an element of the terrain surface - either a TIN, a Grid, mass points or break lines. |
| <code>BreaklineRelief</code> «FeatureType» | A <code>BreaklineRelief</code> represents a terrain component with 3D lines. These lines denote break lines or ridge/valley lines. |
| <code>MassPointRelief</code> «FeatureType» | A <code>MassPointRelief</code> represents a terrain component as a collection of 3D points. |
| <code>RasterRelief</code> «FeatureType» | A <code>RasterRelief</code> represents a terrain component as a regular raster or grid. |
| <code>ReliefFeature</code> «TopLevelFeatureType» | A <code>ReliefFeature</code> is a collection of terrain components representing the Earth's surface, a.k.a. the Digital Terrain Model. |
| <code>TINRelief</code> «FeatureType» | A <code>TINRelief</code> represents a terrain component as a triangulated irregular network. |

Table 70. Data Types used in Relief

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 71. Primitive Data Types used in Relief

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 72. Union types used in Relief

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 73. Enumerated Classes used in Relief

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 74. CodeList Classes used in Relief

| Class Name | Description |
|------------|-------------|
|------------|-------------|

8.13.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.14. Transportation

| Requirements Class | |
|---|-------------------------------------|
| http://www.opengis.net/spec/CityGML/3.0/req/req-class-transportation | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The Transportation module defines central elements of the traffic infrastructure. This includes the transportation objects road, track, and square for the movement of vehicles, bicycles, and pedestrians, the transportation object railway for the movement of wheeled vehicles on rails, as well as the transportation object waterway for the movement of vessels upon or within water bodies. The transportation objects are represented in the UML model by the top-level feature types *Road*, *Track*, *Square*, *Railway*, and *Waterway*, which are the main classes of the Transportation module. Transportation objects can be subdivided into sections, which can be regular road, track or railway legs, into intersection areas, and into roundabouts.

For each transportation object, traffic spaces and auxiliary traffic spaces can be provided, which are bounded at the bottom by traffic areas and auxiliary traffic areas, respectively. Traffic areas are elements that are important in terms of traffic usage, such as driving lanes, sidewalks, and cycle lanes, whereas auxiliary traffic areas describe further elements, such as kerbstones, middle lanes, and green areas. The corresponding spaces define the free space above the areas. In addition, each traffic space can have an optional clearance space. The transportation objects can be represented in different levels of granularity, either as a single area, split up into individual lanes or even decomposed into individual (carriage)ways. Furthermore, holes in the surfaces of roads, tracks or squares, such as road damages, manholes or drains, can be represented including their corresponding boundary surfaces. In addition, markings for the structuring or restriction of traffic

can be added to the transportation areas. Examples are road markings and markings related to railway or waterway traffic.

The UML diagram of the Transportation module is depicted in [Transportation UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

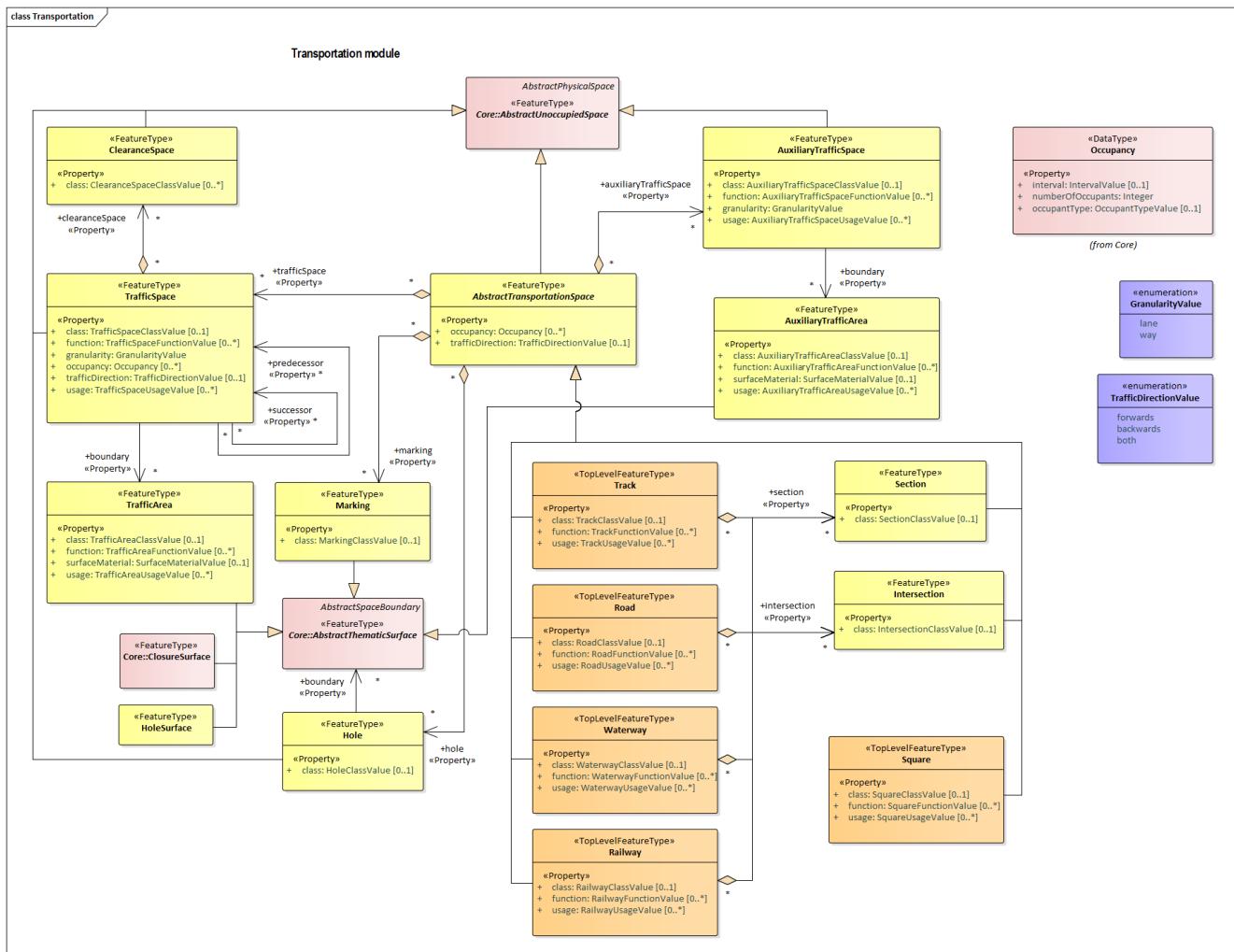


Figure 20. UML diagram of the Transportation Model.

Table 75. Classes used in Transportation

| Class | Description |
|---|---|
| AbstractTransportationSpace «FeatureType» | AbstractTransportationSpace is the abstract superclass of transportation objects such as Roads, Tracks, Railways, Waterways or Squares. |
| AuxiliaryTrafficArea «FeatureType» | An AuxiliaryTrafficArea is the ground surface of an AuxiliaryTrafficSpace. |
| AuxiliaryTrafficAreaClassName «CodeList» | AuxiliaryTrafficAreaClassName is a code list used to further classify an AuxiliaryTrafficArea. |
| AuxiliaryTrafficAreaFunctionValue «CodeList» | AuxiliaryTrafficAreaFunctionValue is a code list that enumerates the different purposes of an AuxiliaryTrafficArea. |
| AuxiliaryTrafficAreaUsageValue «CodeList» | AuxiliaryTrafficAreaUsageValue is a code list that enumerates the different uses of an AuxiliaryTrafficArea. |

| | |
|--|--|
| AuxiliaryTrafficSpace «FeatureType» | An AuxiliaryTrafficSpace is a space within the transportation space not intended for traffic purposes. |
| AuxiliaryTrafficSpaceClassValue «CodeList» | AuxiliaryTrafficSpaceClassValue is a code list used to further classify an AuxiliaryTrafficSpace. |
| AuxiliaryTrafficSpaceFunctionValue «CodeList» | AuxiliaryTrafficSpaceFunctionValue is a code list that enumerates the different purposes of an AuxiliaryTrafficSpace. |
| AuxiliaryTrafficSpaceUsageValue «CodeList» | AuxiliaryTrafficSpaceUsageValue is a code list that enumerates the different uses of an AuxiliaryTrafficSpace. |
| ClearanceSpace «FeatureType» | A ClearanceSpace represents the actual free space above a TrafficArea within which a mobile object can move without contacting an obstruction. |
| ClearanceSpaceClassValue «CodeList» | ClearanceSpaceClassValue is a code list used to further classify a ClearanceSpace. |
| Hole «FeatureType» | A Hole is an opening in the surface of a Road, Track or Square such as road damages, manholes or drains. Holes can span multiple transportation objects. |
| HoleClassValue «CodeList» | HoleClassValue is a code list used to further classify a Hole. |
| HoleSurface «FeatureType» | A HoleSurface is a representation of the ground surface of a hole. |
| Intersection «FeatureType» | An Intersection is a transportation space that is a shared segment of multiple Road, Track, Railway, or Waterway objects (e.g. a crossing of two roads or a level crossing of a road and a railway). |
| IntersectionClassValue «CodeList» | IntersectionClassValue is a code list used to further classify an Intersection. |
| Marking «FeatureType» | A Marking is a visible pattern on a transportation area relevant to the structuring or restriction of traffic. Examples are road markings and markings related to railway or waterway traffic. |
| MarkingClassValue «CodeList» | MarkingClassValue is a code list used to further classify a Marking. |
| Railway «TopLevelFeatureType» | A Railway is a transportation space used by wheeled vehicles on rails. |
| RailwayClassValue «CodeList» | RailwayClassValue is a code list used to further classify a Railway. |
| RailwayFunctionValue «CodeList» | RailwayFunctionValue is a code list that enumerates the different purposes of a Railway. |
| RailwayUsageValue «CodeList» | RailwayUsageValue is a code list that enumerates the different uses of a Railway. |
| Road «TopLevelFeatureType» | A Road is a transportation space used by vehicles, bicycles and/or pedestrians. |

| | |
|--|---|
| RoadClassValue «CodeList» | RoadClassValue is a code list used to further classify a Road. |
| RoadFunctionValue «CodeList» | RoadFunctionValue is a code list that enumerates the different purposes of a Road. |
| RoadUsageValue «CodeList» | RoadUsageValue is a code list that enumerates the different uses of a Road. |
| Section «FeatureType» | A Section is a transportation space that is a segment of a Road, Railway, Track, or Waterway. |
| SectionClassValue «CodeList» | SectionClassValue is a code list used to further classify a Section. |
| Square «TopLevelFeatureType» | A Square is a transportation space for unrestricted movement for vehicles, bicycles and/or pedestrians. This includes plazas as well as large sealed surfaces such as parking lots. |
| SquareClassValue «CodeList» | SquareClassValue is a code list used to further classify a Square. |
| SquareFunctionValue «CodeList» | SquareFunctionValue is a code list that enumerates the different purposes of a Square. |
| SquareUsageValue «CodeList» | SquareUsageValue is a code list that enumerates the different uses of a Square. |
| SurfaceMaterialValue «CodeList» | SurfaceMaterialValue is a code list that enumerates the different surface materials. |
| Track «TopLevelFeatureType» | A Track is a small path mainly used by pedestrians. Tracks can be segmented into Sections and Intersections. |
| TrackClassValue «CodeList» | TrackClassValue is a code list used to further classify a Track. |
| TrackFunctionValue «CodeList» | TrackFunctionValue is a code list that enumerates the different purposes of a Track. |
| TrackUsageValue «CodeList» | TrackUsageValue is a code list that enumerates the different uses of a Track. |
| TrafficArea «FeatureType» | A TrafficArea is the ground surface of a TrafficSpace. Traffic areas are the surfaces upon which traffic actually takes place. |
| TrafficAreaClassValue «CodeList» | TrafficAreaClassValue is a code list used to further classify a TrafficArea. |
| TrafficAreaFunctionValue «CodeList» | TrafficAreaFunctionValue is a code list that enumerates the different purposes of a TrafficArea. |
| TrafficAreaUsageValue «CodeList» | TrafficAreaUsageValue is a code list that enumerates the different uses of a TrafficArea. |
| TrafficSpace «FeatureType» | A TrafficSpace is a space in which traffic takes place. Traffic includes the movement of entities such as trains, vehicles, pedestrians, ships, or other transportation types. |

| | |
|--|--|
| TrafficSpaceClassValue «CodeList» | TrafficSpaceClassValue is a code list used to further classify a TrafficSpace. |
| TrafficSpaceFunctionValue «CodeList» | TrafficSpaceFunctionValue is a code list that enumerates the different purposes of a TrafficSpace. |
| TrafficSpaceUsageValue «CodeList» | TrafficSpaceUsageValue is a code list that enumerates the different uses of a TrafficSpace. |
| TransportationSpaceClassValue «CodeList» | TransportationSpaceClassValue is a code list used to further classify a TransportationSpace. |
| TransportationSpaceFunctionValue «CodeList» | TransportationSpaceFunctionValue is a code list that enumerates the different purposes of a TransportationSpace. |
| TransportationSpaceUsageValue «CodeList» | TransportationSpaceUsageValue is a code list that enumerates the different uses of a TransportationSpace. |
| Waterway «TopLevelFeatureType» | A Waterway is a transportation space used for the movement of vessels upon or within a water body. |
| WaterwayClassValue «CodeList» | WaterwayClassValue is a code list used to further classify a Waterway. |
| WaterwayFunctionValue «CodeList» | WaterwayFunctionValue is a code list that enumerates the different purposes of a Waterway. |
| WaterwayUsageValue «CodeList» | WaterwayUsageValue is a code list that enumerates the different uses of a Waterway. |
| GranularityValue | GranularityValue enumerates the different levels of granularity in which transportation objects are represented. |
| TrafficDirectionValue | TrafficDirectionValue enumerates the allowed directions of travel of a mobile object. |

Table 76. Data Types used in Transportation

| Class Name | Description |
|------------|-------------|
| | |

Table 77. Primitive Data Types used in Transportation

| Class Name | Description |
|------------|-------------|
| | |

Table 78. Union types used in Transportation

| Class Name | Description |
|------------|-------------|
| | |

Table 79. Enumerated Classes used in Transportation

| Class Name | Description |
|------------|-------------|
| | |

Table 80. CodeList Classes used in Transportation

| Class Name | Description |
|------------|-------------|
| | |

8.14.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model

8.15. Tunnel

| Requirements Class | |
|---|---|
| http://www.opengis.net/spec/CityGML/3.1/req/req-class-tunnel | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The Tunnel module provides the representation of thematic and spatial aspects of tunnels. Tunnels are horizontal or sloping enclosed passage ways of a certain length, mainly underground or underwater. Tunnels are intended for passing obstacles such as mountains, waterways or other traffic routes by humans, animals or goods. Tunnels are represented in the UML model by the top-level feature type *Tunnel*, which is the main class of the Tunnel module. Tunnels can physically or functionally be subdivided into tunnel parts. In addition, tunnels can be decomposed into structural elements, such as walls, slabs, staircases, and beams.

The interior of tunnels is represented by hollow spaces. This allows a virtual accessibility of tunnels, e.g. for driving through a tunnel, for simulating disaster management or for presenting the light illumination within a tunnel. Tunnels can contain installations and furniture. Installations are permanent parts of a tunnel that strongly affect the outer or inner appearance of the tunnel and that cannot be moved. Examples are stairs, railings, radiators or pipes. Furniture, in contrast, represent moveable objects inside a tunnel, like movable equipment in control areas. Tunnels can be bounded by different types of surfaces. In this way, the outer structure of tunnels can be differentiated semantically into wall surfaces, roof surfaces, ground surfaces, outer floor surfaces, and outer ceiling surfaces, whereas the visible surface of hollow spaces can be structured into interior wall surfaces, floor surfaces, and ceiling surfaces. Furthermore, the openings of tunnels, i.e. windows and doors, can be represented including their corresponding surfaces.

The UML diagram of the Tunnel module is depicted in [Tunnel UML Diagram](#). The Tunnel module inherits concepts from the Construction module ([cf. Section Construction](#)). The Construction module defines objects that are common to all types of construction, such as the different surface types and the openings. A detailed discussion of the Requirements Class Tunnel can be found in the CityGML Best Practices document [here](#).

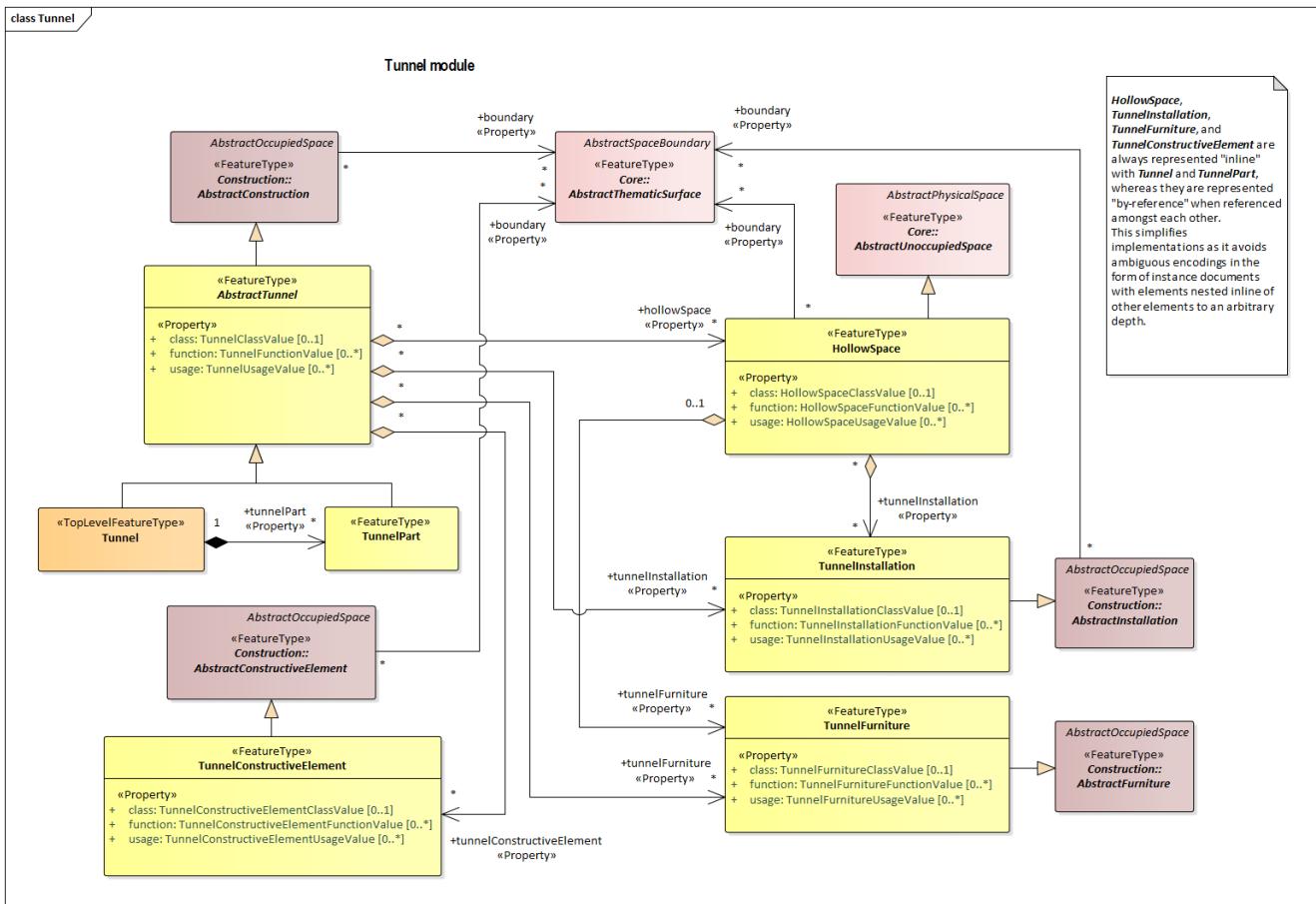


Figure 21. UML diagram of the Tunnel Model.

Table 81. Classes used in Tunnel

| Class | Description |
|---|---|
| AbstractTunnel «FeatureType» | AbstractTunnel is an abstract superclass representing the common attributes and associations of the classes Tunnel and TunnelPart. |
| HollowSpace «FeatureType» | A HollowSpace is a space within a Tunnel or TunnelPart intended for certain functions (e.g. transport or passage ways, service rooms, emergency shelters). A HollowSpace is bounded physically and/or virtually (e.g. by ClosureSurfaces or GenericSurfaces). |
| HollowSpaceClassValue «CodeList» | HollowSpaceClassValue is a code list used to further classify a HollowSpace. |
| HollowSpaceFunctionValue «CodeList» | HollowSpaceFunctionValue is a code list that enumerates the different purposes of a HollowSpace. |
| HollowSpaceUsageValue «CodeList» | HollowSpaceUsageValue is a code list that enumerates the different uses of a HollowSpace. |
| Tunnel «TopLevelFeatureType» | A Tunnel represents a horizontal or sloping enclosed passage way of a certain length, mainly underground or underwater. [cf. ISO 6707-1] |
| TunnelClassValue «CodeList» | TunnelClassValue is a code list used to further classify a Tunnel. |

| | |
|---|--|
| TunnelConstructiveElement «FeatureType» | A TunnelConstructiveElement is an element of a Tunnel which is essential from a structural point of view. Examples are walls, slabs, beams. |
| TunnelConstructiveElementClassValue «CodeList» | TunnelConstructiveElementClassValue is a code list used to further classify a TunnelConstructiveElement. |
| TunnelConstructiveElementFunctionValue «CodeList» | TunnelConstructiveElementFunctionValue is a code list that enumerates the different purposes of a TunnelConstructiveElement. |
| TunnelConstructiveElementUsageValue «CodeList» | TunnelConstructiveElementUsageValue is a code list that enumerates the different uses of a TunnelConstructiveElement. |
| TunnelFunctionValue «CodeList» | TunnelFunctionValue is a code list that enumerates the different purposes of a Tunnel. |
| TunnelFurniture «FeatureType» | A TunnelFurniture is an equipment for occupant use, usually not fixed to the tunnel. [cf. ISO 6707-1] |
| TunnelFurnitureClassValue «CodeList» | TunnelFurnitureClassValue is a code list used to further classify a TunnelFurniture. |
| TunnelFurnitureFunctionValue «CodeList» | TunnelFurnitureFunctionValue is a code list that enumerates the different purposes of a TunnelFurniture. |
| TunnelFurnitureUsageValue «CodeList» | TunnelFurnitureUsageValue is a code list that enumerates the different uses of a TunnelFurniture. |
| TunnelInstallation «FeatureType» | A TunnelInstallation is a permanent part of a Tunnel (inside and/or outside) which does not have the significance of a TunnelPart. In contrast to TunnelConstructiveElement, a TunnelInstallation is not essential from a structural point of view. Examples are stairs, antennas or railings. |
| TunnelInstallationClassValue «CodeList» | TunnelInstallationClassValue is a code list used to further classify a TunnelInstallation. |
| TunnelInstallationFunctionValue «CodeList» | TunnelInstallationFunctionValue is a code list that enumerates the different purposes of a TunnelInstallation. |
| TunnelInstallationUsageValue «CodeList» | TunnelInstallationUsageValue is a code list that enumerates the different uses of a TunnelInstallation. |
| TunnelPart «FeatureType» | A TunnelPart is a physical or functional subdivision of a Tunnel. It would be considered a Tunnel, if it were not part of a collection of other TunnelParts. |
| TunnelUsageValue «CodeList» | TunnelUsageValue is a code list that enumerates the different uses of a Tunnel. |

Table 82. Data Types used in Tunnel

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 83. Primitive Data Types used in Tunnel

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 84. Union types used in Tunnel

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 85. Enumerated Classes used in Tunnel

| Class Name | Description |
|------------|-------------|
|------------|-------------|

Table 86. CodeList Classes used in Tunnel

| Class Name | Description |
|------------|-------------|
|------------|-------------|

8.15.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.16. Vegetation

| Requirements Class | |
|---|-------------------------------------|
| http://www.opengis.net/spec/CityGML/3.1/req/req-class-vegetation | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The Vegetation module defines the concepts to represent vegetation within city models. Vegetation can be represented either as solitary vegetation objects, such as trees, bushes and ferns, or as vegetation areas that are covered by plants of a given species or a typical mixture of plant species, such as forests, steppes and wet meadows. Vegetation is represented in the UML model by the top-level feature types *SolitaryVegetationObject* and *PlantCover*, which are also the only classes of the Vegetation module.

The UML diagram of the Vegetation module is depicted in [Vegetation UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

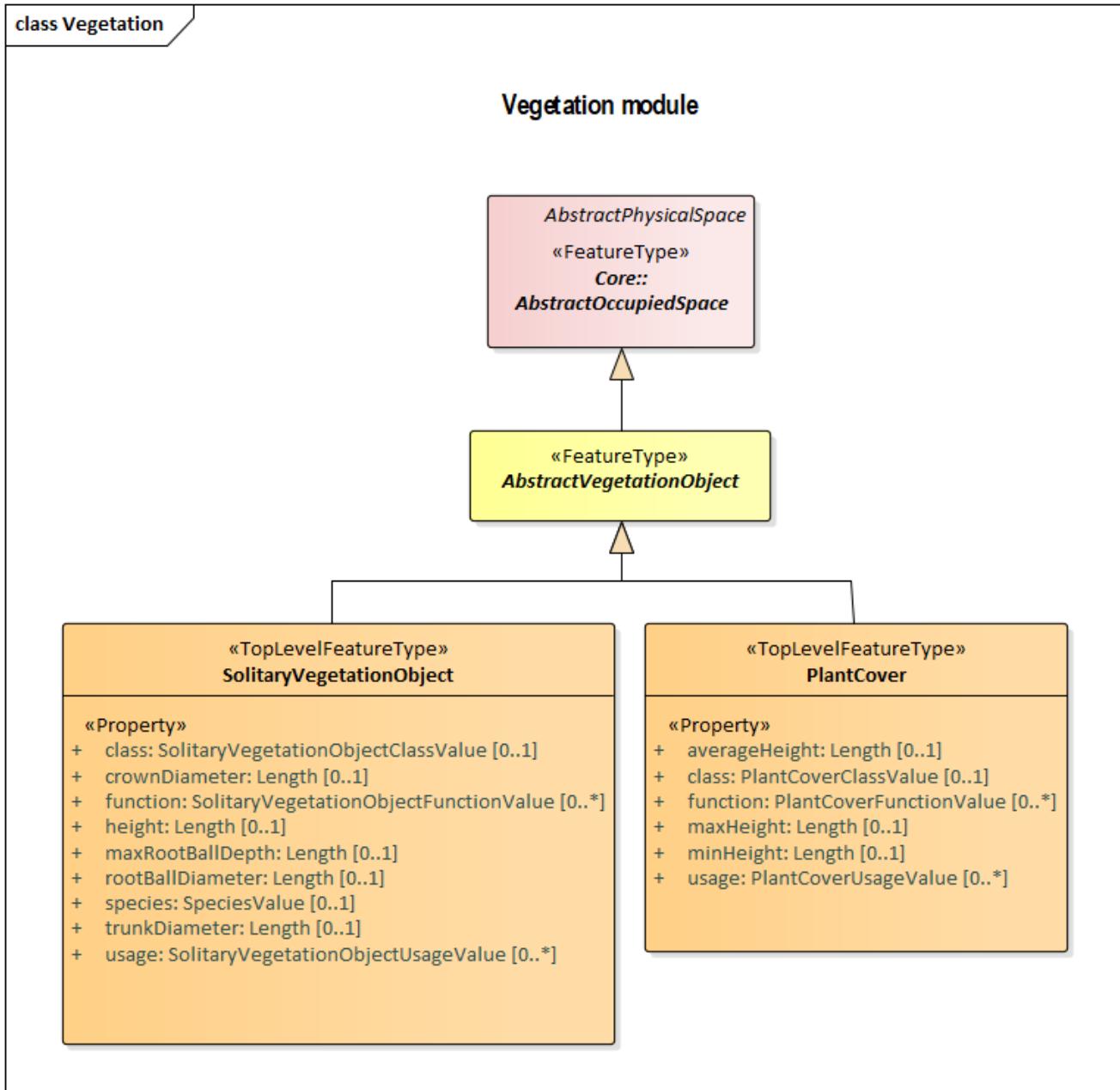


Figure 22. UML diagram of the Vegetation Model.

Table 87. Classes used in Vegetation

| Class | Description |
|---|--|
| <code>AbstractVegetationObject</code> «FeatureType» | AbstractVegetationObject is the abstract superclass for all kinds of vegetation objects. |
| <code>PlantCover</code> «TopLevelFeatureType» | A PlantCover represents a space covered by vegetation. |
| <code>PlantCoverClassValue</code> «CodeList» | PlantCoverClassValue is a code list used to further classify a PlantCover. |
| <code>PlantCoverFunctionValue</code> «CodeList» | PlantCoverFunctionValue is a code list that enumerates the different purposes of a PlantCover. |
| <code>PlantCoverUsageValue</code> «CodeList» | PlantCoverUsageValue is a code list that enumerates the different uses of a PlantCover. |

| | |
|---|--|
| SolitaryVegetationObject «TopLevelFeatureType» | A SolitaryVegetationObject represents individual vegetation objects, e.g. trees or bushes. |
| SolitaryVegetationObjectClassValue «CodeList» | SolitaryVegetationObjectClassValue is a code list used to further classify a SolitaryVegetationObject. |
| SolitaryVegetationObjectFunctionValue «CodeList» | SolitaryVegetationObjectFunctionValue is a code list that enumerates the different purposes of a SolitaryVegetationObject. |
| SolitaryVegetationObjectUsageValue «CodeList» | SolitaryVegetationObjectUsageValue is a code list that enumerates the different uses of a SolitaryVegetationObject. |
| SpeciesValue «CodeList» | A SpeciesValue is a code list that enumerates the species of a SolitaryVegetationObject. |

Table 88. Data Types used in Vegetation

| Class Name | Description |
|------------|-------------|
| | |

Table 89. Primitive Data Types used in Vegetation

| Class Name | Description |
|------------|-------------|
| | |

Table 90. Union types used in Vegetation

| Class Name | Description |
|------------|-------------|
| | |

Table 91. Enumerated Classes used in Vegetation

| Class Name | Description |
|------------|-------------|
| | |

Table 92. CodeList Classes used in Vegetation

| Class Name | Description |
|------------|-------------|
| | |

8.16.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.17. Versioning

| Requirements Class | |
|---|---|
| http://www.opengis.net/spec/CityGML/3.0/req/req-class-versioning | |
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The Versioning module provides the concepts that allow for representing multiple versions of a city

model. A specific version represents a defined state of a city model consisting of the dedicated versions of all city object instances that belong to the respective city model version. Each version can be complemented by version transitions that describe the change of the state of a city model from one version to another and that give the reason for the change and the modifications applied. In addition, the Versioning module introduces bitemporal timestamps for all objects. This allows for providing all objects with information on the time period a specific version of an object is an integral part of the 3D city model and on the lifespan a specific version of an object exists in the real world.

By using the Versioning module, slow changes over a long time period with respect to cities and city models can be represented. This includes the creation and termination of objects (e.g. construction or demolition of sites, planting of trees, construction of new roads), structural changes of objects (e.g. raising of buildings), and changes in the status of an object (e.g. change of building owner, change of the traffic direction of a road to a one-way street). In this way, the history or evolution of cities and city models can be modelled, parallel or alternative versions of cities and city models can be managed, and changes of geometries and thematic properties of individual city objects over time can be tracked.

The UML diagram of the Versioning module is depicted in [Versioning UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

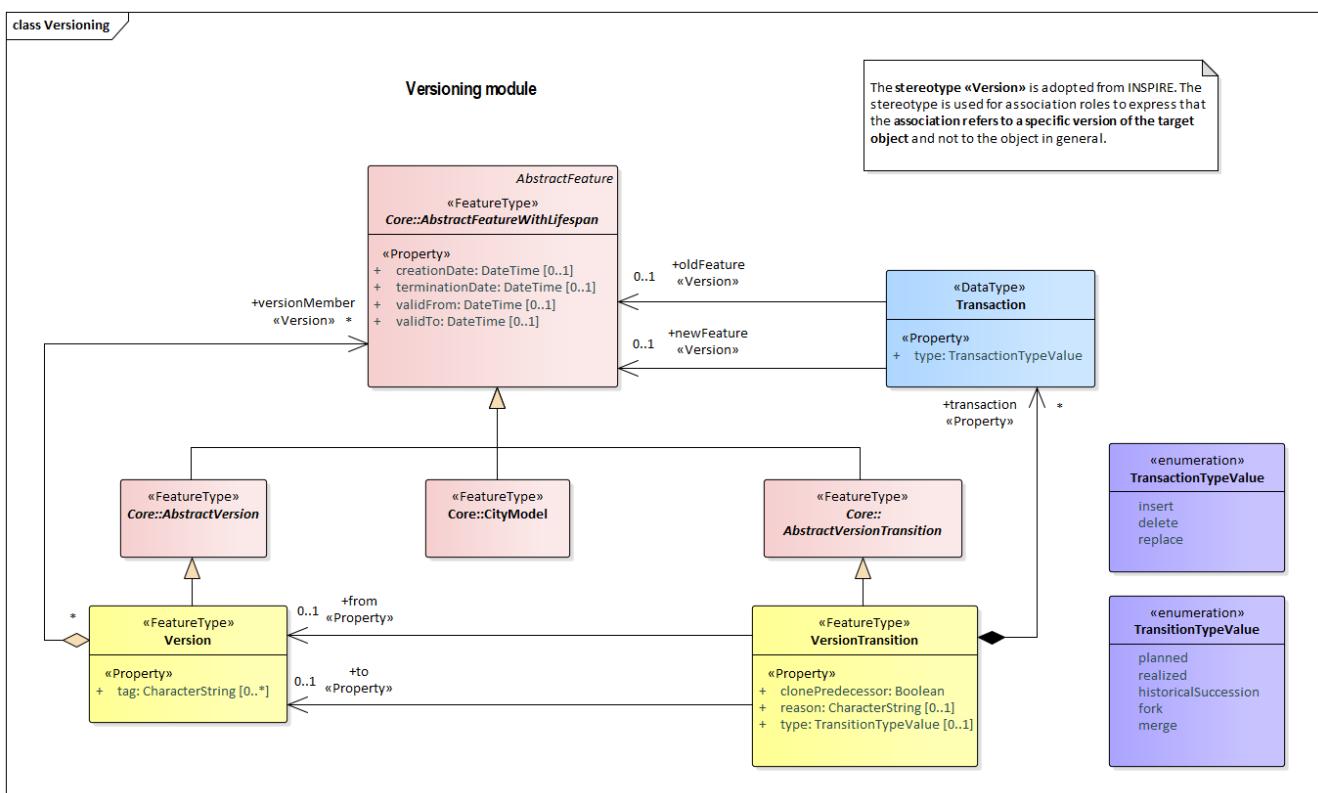


Figure 23. UML diagram of the Versioning Model.

Table 93. Classes used in Versioning

| Class | Description |
|-------|-------------|
|-------|-------------|

| | |
|---|---|
| Version «FeatureType» | Version represents a defined state of a city model consisting of the dedicated versions of all city object instances that belong to the respective city model version. Versions can have names, a description and can be labeled with an arbitrary number of user defined tags. |
| VersionTransition «FeatureType» | VersionTransition describes the change of the state of a city model from one version to another. Version transitions can have names, a description and can be further qualified by a type and a reason. |
| Transaction «DataType» | Transaction represents a modification of the city model by the creation, termination, or replacement of a specific city object. While the creation of a city object also marks its first object version, the termination marks the end of existence of a real world object and, hence, also terminates the final version of a city object. The replacement of a city object means that a specific version of it is replaced by a new version. |
| TransactionTypeValue | TransactionTypeValue enumerates the three possible types of transactions: insert, delete, or replace. |
| TransitionTypeValue | TransitionTypeValue enumerates the different kinds of version transitions. “planned” and “fork” should be used in cases when from one city model version multiple successor versions are being created. “realized” and “merge” should be used when different city model versions are converging into a common successor version. |

Table 94. Data Types used in Versioning

| Class Name | Description |
|------------|-------------|
| | |

Table 95. Primitive Data Types used in Versioning

| Class Name | Description |
|------------|-------------|
| | |

Table 96. Union types used in Versioning

| Class Name | Description |
|------------|-------------|
| | |

Table 97. Enumerated Classes used in Versioning

| Class Name | Description |
|------------|-------------|
| | |

Table 98. CodeList Classes used in Versioning

| Class Name | Description |
|------------|-------------|
| | |

8.17.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

8.18. Water Body

Requirements Class

<http://www.opengis.net/spec/CityGML/3.1/req/req-class-waterbody>

| | |
|-------------|---|
| Target type | Implementation Specification |
| Dependency | /req/req-class-core |

The WaterBody module provides the representation of significant and permanent or semi-permanent accumulations of surface water, usually covering a part of the Earth. Examples of such water bodies that can be modelled with CityGML are rivers, canals, lakes, and basins. Water bodies are represented in the UML model by the top-level feature type *WaterBody*, which is the main class of the WaterBody module.

Water bodies can be bounded by water surfaces, which represent the upper exterior interface between the water body and the atmosphere, and by water ground surfaces, which represent the exterior boundary surfaces of the submerged bottom of a water body (e.g. DTM or floor of a 3D basin object). Water surfaces are dynamic surfaces, thus, the visible water surface can regularly as well as irregularly change in height and covered area due to natural forces such as tides and floods.

The UML diagram of the WaterBody module is depicted in [Water Body UML Diagram](#). A detailed discussion of this Requirements Class can be found in the CityGML Best Practices document [here](#).

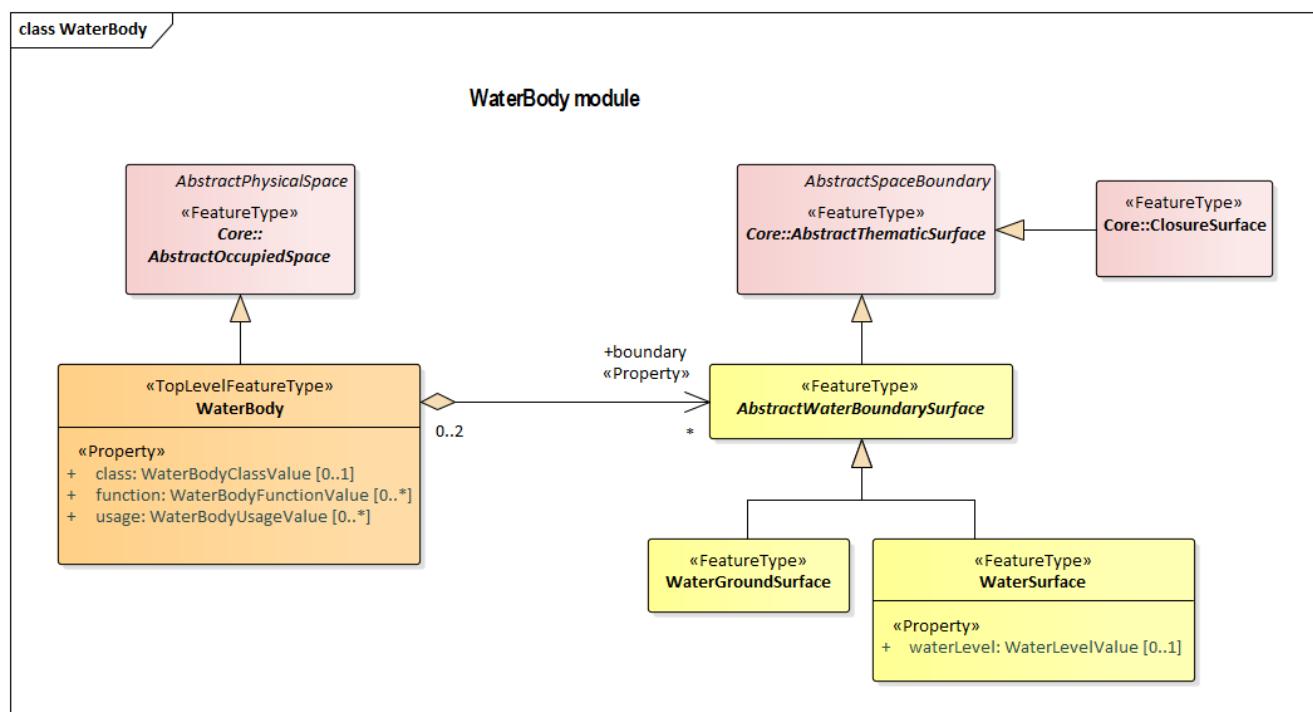


Figure 24. UML diagram of the Water Body Model.

Table 99. Classes used in WaterBody

| Class | Description |
|---|---|
| AbstractWaterBoundarySurface «FeatureType» | AbstractWaterBoundarySurface is the abstract superclass for all kinds of thematic surfaces bounding a water body. |

| | |
|--|--|
| WaterBody «TopLevelFeatureType» | A WaterBody represents significant and permanent or semi-permanent accumulations of surface water, usually covering a part of the Earth. |
| WaterBodyClassValue «CodeList» | WaterBodyClassValue is a code list used to further classify a WaterBody. |
| WaterBodyFunctionValue «CodeList» | WaterBodyFunctionValue is a code list that enumerates the different purposes of a WaterBody. |
| WaterBodyUsageValue «CodeList» | WaterBodyUsageValue is a code list that enumerates the different uses of a WaterBody. |
| WaterGroundSurface «FeatureType» | A WaterGroundSurface represents the exterior boundary surface of the submerged bottom of a water body. |
| WaterLevelValue «CodeList» | WaterLevelValue is a code list that enumerates the different levels of a water surface. |
| WaterSurface «FeatureType» | A WaterSurface represents the upper exterior interface between a water body and the atmosphere. |

Table 100. Data Types used in WaterBody

| Class Name | Description |
|------------|-------------|
| | |

Table 101. Primitive Data Types used in WaterBody

| Class Name | Description |
|------------|-------------|
| | |

Table 102. Union types used in WaterBody

| Class Name | Description |
|------------|-------------|
| | |

Table 103. Enumerated Classes used in WaterBody

| Class Name | Description |
|------------|-------------|
| | |

Table 104. CodeList Classes used in WaterBody

| Class Name | Description |
|------------|-------------|
| | |

8.18.1. Additional Information

The following sections provide additional information which may not be readily available through the UML Model.

Chapter 9. CityGML Data Dictionary

The CityGML UML model is the normative definition of the CityGML Conceptual Model. The Data Dictionary tables in this section were software generated from the UML model. As such, this section provides a normative representation of the CityGML Conceptual Model.

An alternate representation can be found in the [CityGML Conceptual Model](#).

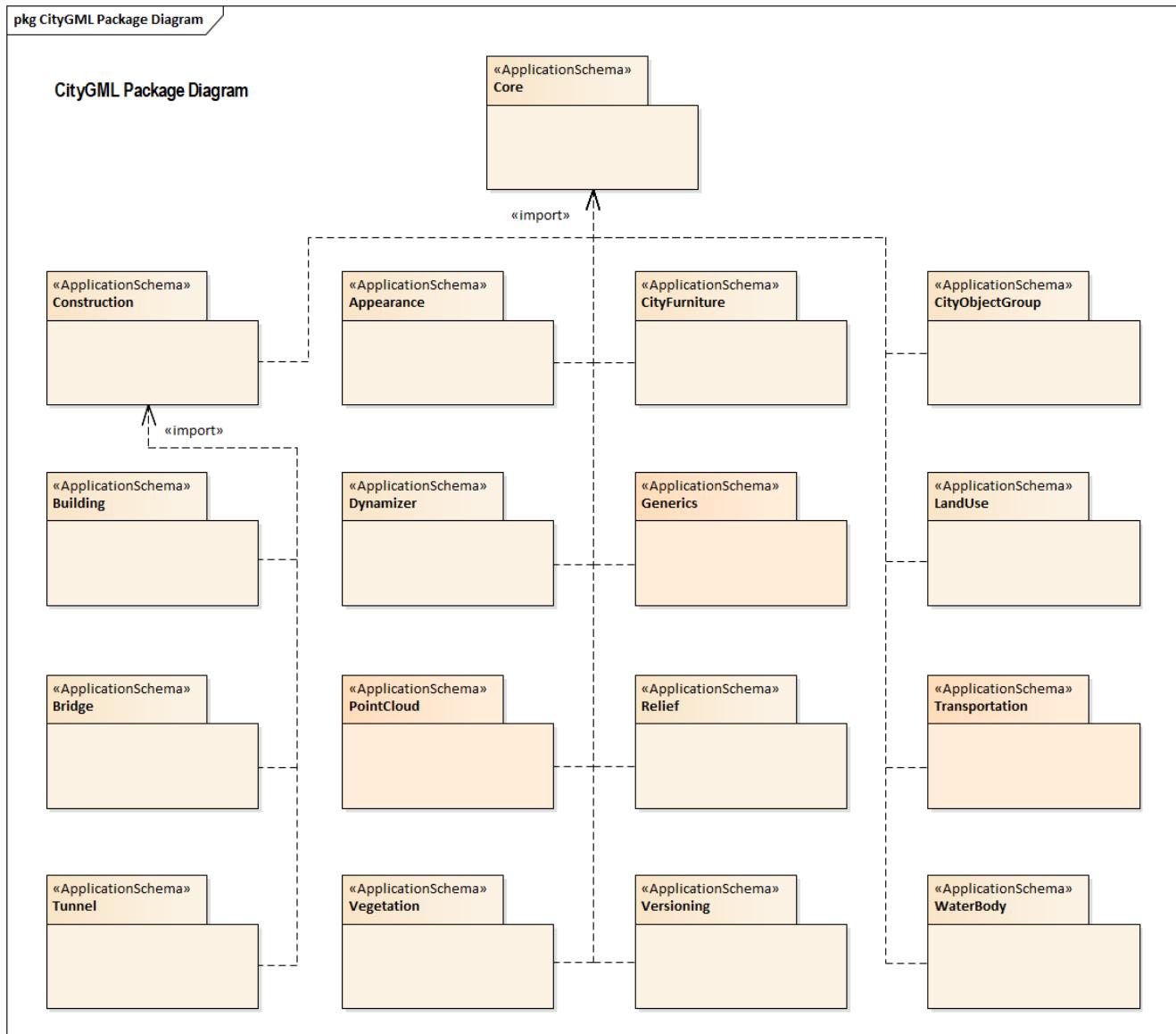


Figure 25. CityGML UML Packages

9.1. ISO Classes Data Dictionary

The following classes are defined in ISO standards and used by the CityGML Conceptual Model.

9.1.1. Classes

9.1.1.1. Class AnyFeature ([ISO 19109:2015](#))

AnyFeature

Definition: AnyFeature is an abstract class that is the generalization of all feature types.
AnyFeature is an instance of the «metaclass» FeatureType [cf. ISO 19109].

Subclass Of: None

Stereotype: «FeatureType»

9.1.1.2. Class CV_DiscreteGridPointCoverage (ISO 19123:2005)

CV_DiscreteGridPointCoverage

Definition:

Subclass Of: CV_DiscreteCoverage

Stereotype: «type»

| Role name | Target class and multiplicity | Definition |
|------------------|--|-------------------|
| valueAssignment | CV_GridValuesMatrix [1] | |
| element | CV_GridPointValue Pair [1..*] | |

9.1.1.3. Class GM_Object

GM_Object

| Definition: | <p>GM_Object is the root class of the geometric object taxonomy and supports interfaces common to all geographically referenced geometric objects.</p> <p>GM_Object instances are sets of direct positions in a particular coordinate reference system. A GM_Object can be regarded as an infinite set of points that satisfies the set operation interfaces for a set of direct positions, TransfiniteSet<DirectPosition>. Since an infinite collection class cannot be implemented directly, a Boolean test for inclusion shall be provided by the GM_Object interface. This international standard concentrates on vector geometry classes, but future work may use GM_Object as a root class without modification. NOTE As a type, GM_Object does not have a well-defined default state or value representation as a data type. Instantiated subclasses of GM_Object will.</p> | |
|--------------|--|---|
| Subclass Of: | None | |
| Stereotype: | «type» | |
| Constraint: | dimension() > boundary().dimension (Invariant): | |
| Constraint: | boundary().notEmpty() implies boundary().dimension() = dimension() - 1 (Invariant): | |
| Constraint: | boundary().isEmpty() = isCycle() (Invariant): | |
| Role name | Target class and multiplicity | Definition |
| CRS | CRS [0..1] | The association "CRS" links this GM_Object to the coordinate reference system, as defined in ISO150456-9, used in its DirectPosition coordinates GM_Object::CRS : CRS NOTE This association shall only be navigable from GM_Object to CRS. This means that the coordinate reference system objects in a data set do not keep a list of GM_Objects that use them. A detailed description of reference systems may be found in ISO 15046 Part 11. |
| CRS | SC_CRS [0..1] | The association "CRS" links this GM_Object to the coordinate reference system, as defined in ISO150456-9, used in its DirectPosition coordinates GM_Object::CRS : CRS NOTE This association shall only be navigable from GM_Object to CRS. This means that the coordinate reference system objects in a data set do not keep a list of GM_Objects that use them. A detailed description of reference systems may be found in ISO 15046 Part 11. |
| | CV_DomainObject [] | |
| | Geometry [] | |

9.1.1.4. Class GM_MultiCurve (ISO 19107: 2003)

GM_MultiCurve

Definition:

Subclass Of: [GM_MultiPrimitive](#)

Stereotype: «type»

9.1.1.5. Class GM_MultiSurface (ISO 19107:2003)

GM_MultiSurface

Definition:

Subclass Of: [GM_MultiPrimitive](#)

Stereotype: «type»

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

area Area

perimeter Length

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.1.1.6. Class GM_Point (ISO 19107:2003)

GM_Point

Definition: GM_Point (Figure 9) is the basic data type for a geometric object consisting of one and only one point.

Subclass Of: [GM_Primitive](#)

Stereotype: «type»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

Point []

composite [GM_CompositePoint](#) [0..*]

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|--|
| position | DirectPosition | The attribute "position" shall be the DirectPosition of this GM_Point. GM_Point::position [1] : DirectPosition NOTE In most cases, the state of a GM_Point is fully determined by its position attribute. The only exception to this is if the GM_Point has been subclassed to provide additional non-geometric information such as symbology. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.1.1.7. Class GM_Solid (ISO 19107:2003)

| GM_Solid | | |
|------------------|---|-------------------|
| Definition: | GM_Solid (Figure 13), a subclass of GM_Primitive, is the basis for 3-dimensional geometry. The extent of a solid is defined by the boundary surfaces. | |
| Subclass Of: | GM_Primitive | |
| Stereotype: | «type» | |
| Role name | Target class and multiplicity | Definition |
| composite | GM_CompositeSolid [0..*] Solid [] | |

9.1.1.8. Class GM_Surface (ISO 19107:2003)

| GM_Surface |
|-------------------|
|-------------------|

| Definition: | GM_Surface (Figure 12) a subclass of GM_Primitive and is the basis for 2-dimensional geometry. Unorientable surfaces such as the Möbius band are not allowed. The orientation of a surface chooses an "up" direction through the choice of the upward normal, which, if the surface is not a cycle, is the side of the surface from which the exterior boundary appears counterclockwise. Reversal of the surface orientation reverses the curve orientation of each boundary component, and interchanges the conceptual "up" and "down" direction of the surface. If the surface is the boundary of a solid, the "up" direction is usually outward. For closed surfaces, which have no boundary, the up direction is that of the surface patches, which must be consistent with one another. Its included GM_SurfacePatches describe the interior structure of a GM_Surface. NOTE Other than the restriction on orientability, no other "validity" condition is required for GM_Surface. | | | | | | | | | | |
|---|---|---------------------------------|-----------|-------------------------------|------------|--|--|--|--|--|---------------------------------|
| Subclass Of: | GM_OrientableSurface | | | | | | | | | | |
| Stereotype: | «type» | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th><th>Target class and multiplicity</th><th>Definition</th></tr> </thead> <tbody> <tr> <td></td><td>GM_GenericSurfac e [1..1]</td><td></td></tr> <tr> <td></td><td></td><td>Building [0..*]</td></tr> </tbody> </table> | | | Role name | Target class and multiplicity | Definition | | GM_GenericSurfac e [1..1] | | | | Building [0..*] |
| Role name | Target class and multiplicity | Definition | | | | | | | | | |
| | GM_GenericSurfac e [1..1] | | | | | | | | | | |
| | | Building [0..*] | | | | | | | | | |

9.1.1.9. Class GM_Tin (ISO 19107:2003)

| GM_Tin | | |
|---------------|--|--|
| Definition: | A GM_Tin (Figure 21) is a GM_TriangulatedSurface that uses the Delaunay algorithm or a similar algorithm complemented with consideration for breaklines, stoplines and maximum length of triangle sides (Figure 22). These networks satisfy the Delaunay criterion away from the modifications: For each triangle in the network, the circle passing through its vertexes does not contain, in its interior, the vertex of any other triangle. | |
| Subclass Of: | GM_TriangulatedSurface | |
| Stereotype: | «type» | |

| Attribute | Value type and multiplicity | Definition |
|---|--|-------------------|
| breakLines | Set<GM_LineString> | |
| controlPoint | GM_Position [3..*] | |
| maxLength | Distance | |
| stopLines | Set<GM_LineString> | |
| | > | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.1.1.10. Class GM_TriangulatedSurface ([ISO 19107:2003](#))

| GM_TriangulatedSurface | |
|-------------------------------|---|
| Definition: | A GM_TriangulatedSurface (Figure 21) is a GM_PolyhedralSurface that is composed only of triangles (GM_Triangle). There is no restriction on how the triangulation is derived. |
| Subclass Of: | GM_PolyhedralSurface |
| Stereotype: | «type» |

9.1.1.11. Class SC_CRS ([ISO 19111:2019](#))

| SC_CRS | | |
|------------------|--|--|
| Role name | Target class and multiplicity | Definition |
| grid | CV_ReferenceableGrid rid [0..*] | |
| coordOperationTo | CC_CoordinateOperation [0..*] | The "sourceCRS" and "targetCRS" associations are mandatory for coordinate transformations only. Coordinate conversions have a source CRS and a target CRS that are NOT specified through these associations, but through associations from GeneralDerivedCRS to SingleCRS. |

| Attribute | Value type and multiplicity | Definition |
|------------------|---|--|
| scope | CharacterString [1..*] | Description of usage, or limitations of usage, for which this CRS is valid. If unknown, enter "not known". |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2. Core Data Dictionary

NOTE changed level of header, header name, and anchor name

| Package Core | |
|---------------------|--|
| Description: | The Core module defines the basic components of the CityGML data model. The Core module defines abstract base classes that define the core properties of more specialized thematic classes defined in other modules. The Core module also defines concrete classes that are common to other modules, for example basic data types. |
| Parent Package: | CityGML |
| Stereotype: | «ApplicationSchema» |

| |
|--|
| Editing instructions: |
| 1) Delete all tables for CodeLists |
| 2) If a subclass value is "<< - section,>>", change it to "none" |
| 3) If a multiplicity value is not provided, set it to "1" |
| 4) If there are no entries in the role subtable, delete that subtable |
| 5) If there are no entries in the attribute subtable, delete that subtable |
| 6) Delete these instructions when done |

9.2.1. Classes

9.2.1.1. Class AbstractAppearance

| AbstractAppearance |
|---------------------------|
|---------------------------|

| | | |
|--------------|--|--|
| Definition: | AbstractAppearance is the abstract superclass to represent any kind of appearance objects. | |
| Subclass Of: | AbstractFeatureWithLifespan | |
| Stereotype: | «FeatureType» | |
| <hr/> | | |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.2. Class AbstractCityObject

| AbstractCityObject | | |
|---------------------------|--|------------|
| Role name | Target class and multiplicity | Definition |
| appearance | AbstractAppearence [*] | |
| dynamizer | AbstractDynamizer [*] | |
| generalizesTo | AbstractCityObject [*] | |
| relatedTo | AbstractCityObject [*] | |
| genericAttribute | AbstractGenericAttribute [*] | |
| externalReference | ExternalReference [*] | |

| Attribute | Value type and multiplicity | Definition |
|-------------------|--|---|
| relativeToTerrain | RelativeToTerrain [0..1] | Describes the vertical position of the city object relative to the surrounding terrain. |
| relativeToWater | RelativeToWater [0..1] | Describes the vertical position of the city object relative to the surrounding water surface. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.3. Class AbstractDynamizer

| AbstractDynamizer | | |
|--------------------------|--|-------------------|
| Definition: | AbstractDynamizer is the abstract superclass to represent Dynamizer objects. | |
| Subclass Of: | AbstractFeatureWithLifespan | |
| Stereotype: | «FeatureType» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.4. Class AbstractFeature

| AbstractFeature | | |
|------------------------|--|-------------------|
| Definition: | AbstractFeature is the abstract superclass of all feature types within the CityGML data model. | |
| Subclass Of: | AnyFeature | |
| Stereotype: | «FeatureType» | |
| Role name | Target class and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|------------------|--|---|
| description | CharacterString [0..1] | Provides further information on the feature. |
| featureID | ID | Specifies the unique identifier of the feature that is valid in the instance document within which it occurs. |
| identifier | ScopedName [0..1] | Specifies the unique identifier of the feature that is valid globally. |
| name | GenericName [0..*] | Specifies the name of the feature. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.5. Class AbstractFeatureWithLifespan

| AbstractFeatureWithLifespan | | |
|------------------------------------|--------------------------------------|---|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| creationDate | DateTime [0..1] | Indicates the date at which a CityGML feature was added to the CityModel. |
| terminationDate | DateTime [0..1] | Indicates the date at which a CityGML feature was removed from the CityModel. |
| validFrom | DateTime [0..1] | Indicates the date at which a CityGML feature started to exist in the real world. |
| validTo | DateTime [0..1] | Indicates the date at which a CityGML feature ended to exist in the real world. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.6. Class AbstractLogicalSpace

| AbstractLogicalSpace | | |
|-----------------------------|--|--|
| | | |

| | |
|--------------|---|
| Definition: | AbstractLogicalSpace is the abstract superclass for all types of logical spaces. Logical space refers to spaces that are not bounded by physical surfaces but are defined according to thematic considerations. |
| Subclass Of: | AbstractSpace |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.7. Class AbstractOccupiedSpace

AbstractOccupiedSpace

| Definition: | AbstractOccupiedSpace is the abstract superclass for all types of physically occupied spaces. Occupied space refers to spaces that are partially or entirely filled with matter. |
|----------------------------|--|
| Subclass Of: | AbstractPhysicalSpace |
| Stereotype: | «FeatureType» |
| Role name | Target class and multiplicity |
| lod1ImplicitRepresentation | ImplicitGeometry [0..1] |
| lod2ImplicitRepresentation | ImplicitGeometry [0..1] |
| lod3ImplicitRepresentation | ImplicitGeometry [0..1] |

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.8. Class AbstractPhysicalSpace

AbstractPhysicalSpace

Definition: AbstractPhysicalSpace is the abstract superclass for all types of physical spaces. Physical space refers to spaces that are fully or partially bounded by physical objects.

Subclass Of: [AbstractSpace](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

lod3TerrainIn [GM_MultiCurve](#)

tersectionCur [0..1]

ve

pointCloud [AbstractPointCloud](#)
[0..1]

lod1TerrainIn [GM_MultiCurve](#)

tersectionCur [0..1]

ve

lod2TerrainIn [GM_MultiCurve](#)

tersectionCur [0..1]

ve

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.9. Class AbstractPointCloud

AbstractPointCloud

Definition: AbstractPointCloud is the abstract superclass to represent PointCloud objects.

Subclass Of: [AbstractFeature](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.10. Class AbstractSpace

AbstractSpace

Definition: AbstractSpace is the abstract superclass for all types of spaces. A space is an entity of volumetric extent in the real world.

Subclass Of: [AbstractCityObject](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

lod2Solid [GM_Solid](#) [0..1]

boundary [AbstractSpaceBoundary](#) [*]

lod3MultiCurv [GM_MultiCurve](#)
e [0..1]

lod1Solid [GM_Solid](#) [0..1]

lod0MultiSurf [GM_MultiSurface](#)
ace [0..1]

lod0MultiCurv [GM_MultiCurve](#)
e [0..1]

lod0Point [GM_Point](#) [0..1]

lod3Solid [GM_Solid](#) [0..1]

lod3MultiSurf [GM_MultiSurface](#)
ace [0..1]

lod2MultiSurf [GM_MultiSurface](#)
ace [0..1]

lod2MultiCurv [GM_MultiCurve](#)
e [0..1]

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

area [QualifiedArea](#) [0..*] Specifies qualified areas related to the space.

spaceType [SpaceType](#) [0..1] Specifies the degree of openness of a space.

volume [QualifiedVolume](#) [0..*] Specifies qualified volumes related to the space.

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.11. Class AbstractSpaceBoundary

AbstractSpaceBoundary

Definition: AbstractSpaceBoundary is the abstract superclass for all types of space boundaries. A space boundary is an entity with areal extent in the real world. Space boundaries are objects that bound a Space. They also realize the contact between adjacent spaces.

Subclass Of: [AbstractCityObject](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|----------------------------------|------------|
|-----------|----------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|--------------------------------|------------|
|-----------|--------------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.12. Class AbstractThematicSurface

AbstractThematicSurface

Definition: AbstractThematicSurface is the abstract superclass for all types of thematic surfaces.

Subclass Of: [AbstractSpaceBoundary](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|----------------------------------|------------|
|-----------|----------------------------------|------------|

| | | |
|---------------|-------------------------------|--|
| lod0MultiCurv | GM_MultiCurve | |
|---------------|-------------------------------|--|

| | | |
|---|--------|--|
| e | [0..1] | |
|---|--------|--|

| | | |
|---------------|---------------------------------|--|
| lod0MultiSurf | GM_MultiSurface | |
|---------------|---------------------------------|--|

| | | |
|-----|--------|--|
| ace | [0..1] | |
|-----|--------|--|

| | | |
|---------------|---------------------------------|--|
| lod3MultiSurf | GM_MultiSurface | |
|---------------|---------------------------------|--|

| | | |
|-----|--------|--|
| ace | [0..1] | |
|-----|--------|--|

| | | |
|---------------|---------------------------------|--|
| lod1MultiSurf | GM_MultiSurface | |
|---------------|---------------------------------|--|

| | | |
|-----|--------|--|
| ace | [0..1] | |
|-----|--------|--|

| | | |
|------------|------------------------------------|--|
| pointCloud | AbstractPointCloud | |
|------------|------------------------------------|--|

| | | |
|--|--------|--|
| | [0..1] | |
|--|--------|--|

| | | |
|---------------|---------------------------------|--|
| lod2MultiSurf | GM_MultiSurface | |
|---------------|---------------------------------|--|

| | | |
|-----|--------|--|
| ace | [0..1] | |
|-----|--------|--|

| Attribute | Value type and multiplicity | Definition |
|------------------|--------------------------------------|--|
| area | QualifiedArea [0..*] | Specifies qualified areas related to the thematic surface. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.13. Class AbstractUnoccupiedSpace

| AbstractUnoccupiedSpace | | |
|--------------------------------|---|-------------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | AbstractUnoccupiedSpace is the abstract superclass for all types of physically unoccupied spaces. Unoccupied space refers to spaces that are entirely or mostly free of matter. | |
| Subclass Of: | AbstractPhysicalSpace | |
| Stereotype: | «FeatureType» | |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.14. Class AbstractVersion

| AbstractVersion | | |
|------------------------|--|-------------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | AbstractVersion is the abstract superclass to represent Version objects. | |
| Subclass Of: | AbstractFeatureWithLifespan | |
| Stereotype: | «FeatureType» | |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.15. Class AbstractVersionTransition

AbstractVersionTransition

Definition: AbstractVersionTransition is the abstract superclass to represent VersionTransition objects.

Subclass Of: [AbstractFeatureWithLifespan](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| | | |
|-----------|-----------------------------|------------|
| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.16. Class Address

Address

Definition: Address represents an address of a city object.

Subclass Of: [AbstractFeature](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| | | |
|------------|---|--|
| multiPoint | GM_MultiPoint [0..1] | |
|------------|---|--|

| | | |
|------------|--|--|
| xalAddress | XALAddressDetails [1] | |
|------------|--|--|

| | | |
|-----------|-----------------------------|------------|
| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.17. Class CityModel

CityModel

Definition: CityModel is the container for all objects belonging to a city model.
 Subclass Of: [AbstractFeatureWithLifespan](#)
 Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------------|-------------------------------------|------------|
| cityModelMember | CityModelMember [*] | |

| Attribute | Value type and multiplicity | Definition |
|----------------|---------------------------------------|---|
| engineeringCRS | EngineeringCRS [0..1] | Specifies the local coordinate reference system of the CityModel. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.18. Class CityObjectRelation

CityObjectRelation

Definition: CityObjectRelation represents a specific relation from the city object in which it is included to another city object.
 Subclass Of: <-- section,>>
 Stereotype: «ObjectType»

| Role name | Target class and multiplicity | Definition |
|------------------|--|------------|
| genericAttribute | AbstractGenericAttribute [*] | |

| Attribute | Value type and multiplicity | Definition |
|--------------|-----------------------------------|--|
| relationType | RelationTypeValue | Indicates the specific type of the CityObjectRelation. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.19. Class ClosureSurface

ClosureSurface

| Definition: | ClosureSurface is a special type of thematic surface used to close holes in volumetric objects. Closure surfaces are virtual (non-physical) surfaces. | |
|---|---|------------|
| Subclass Of: | AbstractThematicSurface | |
| Stereotype: | «FeatureType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.2.1.20. Class DoubleBetween0and1

| DoubleBetween0and1 | | |
|---|--|------------|
| <hr/> | | |
| Definition: | DoubleBetween0and1 is a basic type for values, which are greater or equal than 0 and less or equal than 1. The type is used for color encoding, for example. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «BasicType» | |
| Constraint: | valueBetween0and1 (OCL): inv: DoubleBetween0and1.allInstances() → forAll(p p >= 0 and p ≤ 1) | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.2.1.21. Class DoubleBetween0and1List

| DoubleBetween0and1List | | |
|-------------------------------|--|--|
| <hr/> | | |

| | | |
|--------------|--|--|
| Definition: | DoubleBetween0and1List is a basic type that represents a list of double values greater or equal than 0 and less or equal than 1. The type is used for color encoding, for example. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «BasicType» | |

| Role name | Target class and multiplicity | Definition |
|---|-------------------------------|--------------------------------------|
| Attribute | Value type and multiplicity | Definition |
| list | DoubleBetween0an d1 | Specifies the list of double values. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.2.1.22. Class DoubleList

| DoubleList | | |
|---|---|--------------------------------------|
| Definition: | DoubleList is an ordered sequence of double values. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «BasicType» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| list | Real | Specifies the list of double values. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.2.1.23. Class DoubleOrNilReasonList

| DoubleOrNilReasonList | | |
|------------------------------|--|--|
| | | |

Definition: DoubleOrNilReasonList is a basic type that represents a list of double values and/or nil reasons.

Subclass Of: <– section,>>

Stereotype: «BasicType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

| | | |
|------|-------------------|---|
| list | DoubleOrNilReason | Specifies the list of double values and/or nil reasons. |
|------|-------------------|---|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.24. Class ID

| ID |
|----|
|----|

Definition: ID is a basic type that represents a unique identifier.

Subclass Of: <– section,>>

Stereotype: «BasicType»

| | | |
|------------------|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.25. Class ImplicitGeometry

| ImplicitGeometry |
|------------------|
|------------------|

Definition: ImplicitGeometry is a geometry representation where the shape is stored only once as a prototypical geometry, for example a tree or other vegetation object, a traffic light or a traffic sign. This prototypic geometry object can be re-used or referenced many times, wherever the corresponding feature occurs in the 3D city model.

Subclass Of: <-- section,>>

Stereotype: «ObjectType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------|---|--|
| appearance | AbstractAppearance e [*] | |
|------------|---|--|

| | | |
|--------------|----------------------------------|--|
| relativeGeom | GM_Object [0..1] | |
|--------------|----------------------------------|--|

| | | |
|----------------|------------------------------|--|
| referencePoint | GM_Point [1] | |
|----------------|------------------------------|--|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

| | | |
|---------------|----------------------------|--|
| libraryObject | URI [0..1] | Specifies the URI that points to the prototypical geometry stored in an external file. |
|---------------|----------------------------|--|

| | | |
|-------------|---|---|
| contentType | MimeTypeValue [0..1] | Specifies the MIME type of the external file that stores the prototypical geometry. |
|-------------|---|---|

| | | |
|----------|--------------------|--|
| objectID | ID | Specifies the unique identifier of the ImplicitGeometry. |
|----------|--------------------|--|

| | | |
|----------------------|---|---|
| transformationMatrix | TransformationMatrix4x4 | Specifies the mathematical transformation (translation, rotation, and scaling) between the prototypical geometry and the actual spatial position of the object. |
|----------------------|---|---|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.26. Class IntegerBetween0and3

IntegerBetween0and3

| | | |
|--------------|---|--|
| Definition: | IntegerBetween0and3 is a basic type for integer values, which are greater or equal than 0 and less or equal than 3. The type is used for encoding the LOD number. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «BasicType» | |
| Constraint: | valueBetween0and4 (OCL): inv: IntegerBetween0and4.allInstances() → forAll(p p >= 0 and p ≤ 4) | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.27. Class IntervalValue

IntervalValue

| | |
|--------------|---|
| Definition: | IntervalValue is a code list used to specify a time period. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.28. Class MeasureOrNilReasonList

MeasureOrNilReasonList

Definition: MeasureOrNilReasonList is a basic type that represents a list of double values and/or nil reasons together with a unit of measurement.

Subclass Of: [DoubleOrNilReasonList](#)

Stereotype: «BasicType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

| | | |
|-----|-------------------------------|---|
| uom | UnitOfMeasure | Specifies the unit of measurement of the double values. |
|-----|-------------------------------|---|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.29. Class MimeTypeValue

MimeTypeValue

Definition: MimeTypeValue is a code list used to specify the MIME type of a referenced resource.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| | | |
|------------------|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.30. Class NilReasonEnumeration

NilReasonEnumeration

| | |
|--------------|--|
| Definition: | NilReasonEnumeration is a code list that enumerates the different nil reasons. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.31. Class OccupantTypeValue

OccupantTypeValue

| | |
|--------------|--|
| Definition: | OccupantTypeValue is a code list used to classify occupants. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.32. Class OtherRelationTypeValue

OtherRelationTypeValue

| | |
|--------------|--|
| Definition: | OtherRelationTypeValue is a code list used to classify other types of city object relations. |
| Subclass Of: | RelationTypeValue |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.2.1.33. Class QualifiedAreaTypeValue

QualifiedAreaTypeValue

| Definition: | QualifiedAreaTypeValue is a code list used to specify area types. | |
|---|---|-------------------|
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| <hr/> | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.2.1.34. Class QualifiedVolumeTypeValue

QualifiedVolumeTypeValue

| Definition: | QualifiedVolumeTypeValue is a code list used to specify volume types. | |
|---|---|-------------------|
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| <hr/> | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.2.1.35. Class RelationTypeValue

RelationTypeValue

Definition: RelationTypeValue is a code list used to classify city object relations.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.36. Class TemporalRelationTypeValue

TemporalRelationTypeValue

Definition: TemporalRelationTypeValue is a code list used to classify temporal city object relations.

Subclass Of: [RelationTypeValue](#)

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.37. Class TopologicRelationTypeValue

TopologicRelationTypeValue

Definition: TopologicRelationTypeValue is a code list used to classify topological city object relations.

Subclass Of: [RelationTypeValue](#)

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.2.1.38. Class TransformationMatrix2x2

| TransformationMatrix2x2 | | |
|---|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | | TransformationMatrix2x2 is a 2 by 2 matrix represented as a list of four double values in row major order. |
| Subclass Of: | DoubleList | |
| Stereotype: | «BasicType» | |
| Constraint: | | lengthOfList (OCL): inv: self.list → size() = 4 |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.2.1.39. Class TransformationMatrix3x4

| TransformationMatrix3x4 | | |
|---|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | | TransformationMatrix3x4 is a 3 by 4 matrix represented as a list of twelve double values in row major order. |
| Subclass Of: | DoubleList | |
| Stereotype: | «BasicType» | |
| Constraint: | | lengthOfList (OCL): inv: self.list → size() = 12 |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.2.1.40. Class TransformationMatrix4x4

TransformationMatrix4x4

Definition: TransformationMatrix4x4 is a 4 by 4 matrix represented as a list of sixteen double values in row major order.

Subclass Of: [DoubleList](#)

Stereotype: «BasicType»

Constraint: lengthOfList (OCL): inv: self.list → size() = 16

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.41. Class AbstractGenericAttribute

AbstractGenericAttribute

Definition: AbstractGenericAttribute is the abstract superclass for all types of generic attributes.

Subclass Of: <-- section,>>

Stereotype: «DataType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.42. Class CityModelMember

CityModelMember

| Definition: | CityModelMember is a union type that enumerates the different types of objects that can occur as members of a city model. | |
|---|---|--|
| Subclass Of: | <-- section,>> | |
| Stereotype: | «Union» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| appearanceMember | AbstractAppearance | Specifies the appearances of the CityModel. |
| cityObjectMember | AbstractCityObject | Specifies the city objects that are part of the CityModel. |
| featureMember | AbstractFeature | Specifies the feature objects that are part of the CityModel. It allows to include objects that are not derived from a class defined in the CityGML data model, but from the ISO 19109 class AnyFeature. |
| versionMember | AbstractVersion | Specifies the different versions of the CityModel. |
| versionTransitionMember | AbstractVersionTransition | Specifies the transitions between the different versions of the CityModel. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.2.1.43. Class DoubleOrNilReason

| DoubleOrNilReason | | |
|--------------------------|---|------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | DoubleOrNilReason is a union type that allows for choosing between a double value and a nil reason. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «Union» | |
| Role name | Target class and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-----------------------------|
| nilReason | NilReason | Specifies the nil reason. |
| value | Real | Specifies the double value. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.44. Class ExternalReference

| ExternalReference | | |
|--------------------------|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| informationSystem | URI [0..1] | Specifies the URI that points to the external information system. |
| relationType | URI [0..1] | Specifies an URI that additionally qualifies the ExternalReference. The URI can point to a definition from an external ontology (e.g. the sameAs relation from OWL) and allows for mapping the ExternalReference to RDF triples. |
| targetResource | URI | Specifies the URI that points to the object in the external information system. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.45. Class NilReason

| NilReason |
|------------------|
|------------------|

| | | | | |
|---|---|--|--|--|
| Definition: | NilReason is a union type that allows for choosing between two different types of nil reason. | | | |
| Subclass Of: | <-- section,>> | | | |
| Stereotype: | «Union» | | | |
| Role name Target class and multiplicity Definition | | | | |
| Attribute Value type and multiplicity Definition | | | | |
| nilReasonEnum eration | NilReasonEnumera tion | Indicates a nil reason that is provided in a code list. | | |
| URI | URI | Specifies a URI that points to a resource that describes the nil reason. | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | |

9.2.1.46. Class Occupancy

| | | | | |
|---|---|---|--|--|
| Occupancy | | | | |
| Definition: | Occupancy is an application-dependent indication of what is contained by a feature. | | | |
| Subclass Of: | <-- section,>> | | | |
| Stereotype: | «DataType» | | | |
| Role name Target class and multiplicity Definition | | | | |
| Attribute Value type and multiplicity Definition | | | | |
| interval | IntervalValue [0..1] | Indicates the time period the occupants are contained by a feature. | | |
| numberOfOccupants | Integer | Indicates the number of occupants contained by a feature. | | |
| occupantType | OccupantTypeValue [0..1] | Indicates the specific type of the occupants that are contained by a feature. | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | |

9.2.1.47. Class QualifiedArea

QualifiedArea

Definition: QualifiedArea is an application-dependent measure of the area of a space or of a thematic surface.

Subclass Of: <-- section,>>

Stereotype: «DataType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

area **Area** Specifies the value of the QualifiedArea.

typeOfArea **QualifiedAreaType** Indicates the specific type of the QualifiedArea.
Value

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.48. Class QualifiedVolume

QualifiedVolume

Definition: QualifiedVolume is an application-dependent measure of the volume of a space.

Subclass Of: <-- section,>>

Stereotype: «DataType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

typeOfVolume **QualifiedVolumeType** Indicates the specific type of the QualifiedVolume.
Value

volume **Volume** Specifies the value of the QualifiedVolume.

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.49. Class RelativeToTerrain

RelativeToTerrain

| | |
|--------------|---|
| Definition: | RelativeToTerrain enumerates the spatial relations of a city object relative to terrain in a qualitative way. |
| Subclass Of: | <-- section,>> |
| Stereotype: | |

| Role name | Target class and multiplicity | Definition |
|----------------|---|--|
| Attribute | Value type and multiplicity | Definition |
| entirelyAbove | <-- section,>> Terrain | Indicates that the city object is located entirely above the terrain. |
| substantiallyA | <-- section,>> boveTerrain | Indicates that the city object is for the most part located above the terrain. |
| substantiallyA | <-- section,>> boveAndBelo wTerrain | Indicates that the city object is located half above the terrain and half below the terrain. |
| substantiallyB | <-- section,>> elowTerrain | Indicates that the city object is for the most part located below the terrain. |
| entirelyBelow | <-- section,>> Terrain | Indicates that the city object is located entirely below the terrain. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.50. Class RelativeToWater

RelativeToWater

| | |
|--------------|---|
| Definition: | RelativeToWater enumerates the spatial relations of a city object relative to the water surface in a qualitative way. |
| Subclass Of: | <-- section,>> |
| Stereotype: | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| | | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|---|
| entirelyAbove WaterSurface | <-- section,>> | Indicates that the city object is located entirely above the water surface. |
| substantiallyA boveWaterSur face | <-- section,>> | Indicates that the city object is for the most part located above the water surface. |
| substantiallyA boveAndBelo wWaterSurfac e | <-- section,>> | Indicates that the city object is located half above the water surface and half below the water surface. |
| substantiallyB elowWaterSur face | <-- section,>> | Indicates that the city object is for the most part located below the water surface. |
| entirelyBelow WaterSurface | <-- section,>> | Indicates that the city object is located entirely below the water surface. |
| temporarilyA boveAndBelo wWaterSurfac e | <-- section,>> | Indicates that city object is temporarily located above or below the water level, because the height of the water surface is varying. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.51. Class SpaceType

| SpaceType | | |
|------------------|---|-------------------|
| Definition: | SpaceType is an enumeration that characterises a space according to its closure properties. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | | |
| Role name | Target class and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|--|
| closed | <-- section,>> | Indicates that the space has boundaries at the bottom, at the top, and on all sides. |
| open | <-- section,>> | Indicates that the space has at maximum a boundary at the bottom. |
| semiOpen | <-- section,>> | Indicates that the space has a boundary at the bottom and on at least one side. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.2.1.52. Class XALAddressDetails

| XALAddressDetails | | |
|---|--------------------------------------|---|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | XALAddressDetails | represents address details according to the OASIS xAL standard. |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «DataType» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.3. Appearance Data Dictionary

| Package Appearance | |
|---|-----------------------|
| Description | Parent Package |
| The Appearance module supports the modelling of the observable surface properties of CityGML features in the form of textures and material. | CityGML |
| «ApplicationSchema» | |

| |
|---|
| Editing instructions: |
| 1) Delete all tables for CodeLists |
| 2) If a subclass value is "<-- section,>>", change it to "none" |

- 3) If a multiplicity value is not provided, set it to "1"
- 4) If there are no entries in the role subtable, delete that subtable
- 5) If there are no entries in the attribute subtable, delete that subtable
- 6) Delete these instructions when done

9.3.1. Classes

9.3.1.1. Class AbstractSurfaceData

AbstractSurfaceData

Definition: AbstractSurfaceData is the abstract superclass for different kinds of textures and material.

Subclass Of: [AbstractFeature](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

| | | |
|---------|--------------------------------|--|
| isFront | Boolean [0..1] | Indicates whether the texture or material is assigned to the front side or the back side of the surface geometry object. |
|---------|--------------------------------|--|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.3.1.2. Class AbstractTexture

AbstractTexture

Definition: AbstractTexture is the abstract superclass to represent the common attributes of the classes ParameterizedTexture and GeoreferencedTexture.

Subclass Of: [AbstractSurfaceData](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|---|---|
| borderColor | ColorPlusOpacity [0..1] | Specifies the color of that part of the surface that is not covered by the texture. |
| imageURI | URI | Specifies the URI that points to the external image data file. |
| mimeType | MimeTypeValue [0..1] | Specifies the MIME type of the external point cloud file. |
| textureType | TextureType [0..1] | Indicates the specific type of the texture. |
| wrapMode | WrapMode [0..1] | Specifies the behaviour of the texture when the texture is smaller than the surface to which it is applied. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.3.1.3. Class Appearance

| Appearance | | |
|-------------------|--|---|
| Definition: | An Appearance is a collection of surface data, i.e. observable properties for surface geometry objects in the form of textures and material. | |
| Subclass Of: | AbstractAppearance | |
| Stereotype: | «FeatureType» | |
| Role name | Target class and multiplicity | Definition |
| surfaceData | AbstractSurfaceDat a [*] | |
| Attribute | Value type and multiplicity | Definition |
| theme | CharacterString [0..1] | Specifies the topic of the Appearance. Each Appearance contains surface data for one theme only. Examples of themes are infrared radiation, noise pollution, or earthquake-induced structural stress. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.3.1.4. Class Color

| Color |
|--------------|
|--------------|

| | |
|--------------|---|
| Definition: | Color is a list of three double values between 0 and 1 defining an RGB color value. |
| Subclass Of: | DoubleBetween0and1List |
| Stereotype: | «BasicType» |
| Constraint: | lengthOfList (OCL): inv: self.list → size() = 3 |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.3.1.5. Class ColorPlusOpacity

ColorPlusOpacity

| | |
|--------------|---|
| Definition: | Color is a list of four double values between 0 and 1 defining an RGBA color value. Opacity value of 0 means transparent. |
| Subclass Of: | DoubleBetween0and1List |
| Stereotype: | «BasicType» |
| Constraint: | lengthOfList (OCL): inv: self.list → size() = 3 or self.list → size() = 4 |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.3.1.6. Class GeoreferencedTexture

GeoreferencedTexture

| Definition: | A GeoreferencedTexture is a texture that uses a planimetric projection. It contains an implicit parameterization that is either stored within the image file, an accompanying world file or specified using the orientation and referencePoint elements. | |
|---|--|--|
| Subclass Of: | AbstractTexture | |
| Stereotype: | «FeatureType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| referencePoint | GM_Point [0..1] | |
| t | | |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| orientation | TransformationMatrix2x2 [0..1] | Specifies the rotation and scaling of the image in form of a 2x2 matrix. |
| preferWorldFile | Boolean [0..1] | Indicates whether the georeference from the image file or the accompanying world file should be preferred. |
| target | URI [0..*] | Specifies the URI that points to the surface geometry objects to which the texture is applied. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.3.1.7. Class ParameterizedTexture

| ParameterizedTexture | | |
|---|--|------------|
| Definition: | A ParameterizedTexture is a texture that uses texture coordinates or a transformation matrix for parameterization. | |
| Subclass Of: | AbstractTexture | |
| Stereotype: | «FeatureType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| textureParameterization | AbstractTextureParameterization [*] | |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.3.1.8. Class TextureAssociation

TextureAssociation

Definition: TextureAssociation denotes the relation of a texture to a surface geometry object.

Subclass Of: <-- section,>>

Stereotype: «ObjectType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

| | | |
|--------|---------------------|---|
| target | URI | Specifies the URI that points to the surface geometry object to which the texture is applied. |
|--------|---------------------|---|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.3.1.9. Class X3DMaterial

X3DMaterial

Definition: X3DMaterial defines properties for surface geometry objects based on the material definitions from the standards X3D and COLLADA.

Subclass Of: [AbstractSurfaceData](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|---|--|
| ambientIntensity | DoubleBetween0and1 d1 [0..1] | Specifies the minimum percentage of diffuseColor that is visible regardless of light sources. |
| diffuseColor | Color [0..1] | Specifies the color of the light diffusely reflected by the surface geometry object. |
| emissiveColor | Color [0..1] | Specifies the color of the light emitted by the surface geometry object. |
| isSmooth | Boolean [0..1] | Specifies which interpolation method is used for the shading of the surface geometry object. If the attribute is set to true, vertex normals should be used for shading (Gouraud shading). Otherwise, normals should be constant for a surface patch (flat shading). |
| shininess | DoubleBetween0and1 d1 [0..1] | Specifies the sharpness of the specular highlight. |
| specularColor | Color [0..1] | Specifies the color of the light directly reflected by the surface geometry object. |
| target | URI [0..*] | Specifies the URI that points to the surface geometry objects to which the material is applied. |
| transparency | DoubleBetween0and1 d1 [0..1] | Specifies the degree of transparency of the surface geometry object. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.3.1.10. Class AbstractTextureParameterization

| AbstractTextureParameterization | | |
|---|--|-------------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | AbstractTextureParameterization is the abstract superclass for different kinds of texture parameterizations. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «DataType» | |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.3.1.11. Class TexCoordGen

TexCoordGen

Definition: TexCoordGen defines texture parameterization using a transformation matrix.

Subclass Of: <-- section,>>

Stereotype: «DataType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

crs SC_CRS [0..1]

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

worldToTextu TransformationMa
re trix3x4 Specifies the 3x4 transformation matrix that defines the transformation between world coordinates and texture coordinates.

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.3.1.12. Class TexCoordList

TexCoordList

Definition: TexCoordList defines texture parameterization using texture coordinates.

Subclass Of: <-- section,>>

Stereotype: «DataType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

ring URI [1..*] Specifies the URIs that point to the LinearRings that are parameterized using the given texture coordinates.

textureCoordi DoubleList [1..*]
nates Specifies the coordinates of texture used for parameterization. The texture coordinates are provided separately for each LinearRing of the surface geometry object.

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.3.1.13. Class TextureType

TextureType

Definition: TextureType enumerates the different texture types.

Subclass Of: <-- section,>>

Stereotype:

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

specific <-- section,>> Indicates that the texture is specific to a single surface.

typical <-- section,>> Indicates that the texture is characteristic of a surface and can be used repeatedly.

unknown <-- section,>> Indicates that the texture type is not known.

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.3.1.14. Class WrapMode

WrapMode

Definition: WrapMode enumerates the different fill modes for textures.

Subclass Of: <-- section,>>

Stereotype:

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|--|
| none | <-- section,>> | Indicates that the texture is applied to the surface "as is". The part of the surface that is not covered by the texture is shown fully transparent. [cf. COLLADA] |
| wrap | <-- section,>> | Indicates that the texture is repeated until the surface is fully covered. [cf. COLLADA] |
| mirror | <-- section,>> | Indicates that the texture is repeated and mirrored. [cf. COLLADA] |
| clamp | <-- section,>> | Indicates that the texture is stretched to the edges of the surface. [cf. COLLADA] |
| border | <-- section,>> | Indicates that the texture is applied to the surface "as is". The part of the surface that is not covered by the texture is filled with the RGBA color that is specified in the attribute borderColor. [cf. COLLADA] |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.4. Bridge Data Dictionary

Package Bridge

Description: The Bridge module supports representation of thematic and spatial aspects of bridges, bridge parts, bridge installations, and interior bridge structures.

Parent Package: CityGML

Stereotype: «ApplicationSchema»

Editing instructions:

- 1) Delete all tables for CodeLists
- 2) If a subclass value is "<<-- section,>>", change it to "none"
- 3) If a multiplicity value is not provided, set it to "1"
- 4) If there are no entries in the role subtable, delete that subtable
- 5) If there are no entries in the attribute subtable, delete that subtable
- 6) Delete these instructions when done

9.4.1. Classes

9.4.1.1. Class AbstractBridge

AbstractBridge

Definition: AbstractBridge is an abstract superclass representing the common attributes and associations of the classes Bridge and BridgePart.

Subclass Of: [AbstractConstruction](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

bridgeRoom [BridgeRoom](#) [*]

address [Address](#) [*]

bridgeConstructiveElement [BridgeConstructiveElement](#) [Element](#) [*]

bridgeInstallation [BridgeInstallation](#) [*]

bridgeFurniture [BridgeFurniture](#) [*]

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

class [BridgeClassValue](#) [0..1] Indicates the specific type of the Bridge or BridgePart.

function [BridgeFunctionValue](#) [0..*] Specifies the intended purposes of the Bridge or BridgePart.

isMovable [Boolean](#) [0..1] Indicates whether the Bridge or BridgePart can be moved to allow for watercraft to pass.

usage [BridgeUsageValue](#) [0..*] Specifies the actual uses of the Bridge or BridgePart.

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.4.1.2. Class Bridge

Bridge

Definition: A Bridge represents a structure that affords the passage of pedestrians, animals, vehicles, and service(s) above obstacles or between two points at a height above ground. [cf. ISO 6707-1]

Subclass Of: [AbstractBridge](#)

Stereotype: «TopLevelFeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------|--------------------------------|--|
| bridgePart | BridgePart [*] | |
|------------|--------------------------------|--|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.4.1.3. Class BridgeClassValue

BridgeClassValue

Definition: BridgeClassValue is a code list used to further classify a Bridge.

Subclass Of: <– section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.4.1.4. Class BridgeConstructiveElement

BridgeConstructiveElement

| Definition: | A BridgeConstructiveElement is an element of a bridge which is essential from a structural point of view. Examples are pylons, anchorages, slabs, beams. | | | | | | | | | | | | | |
|---|--|---|-----------|-------------------------------|------------|-------|---|---|----------|---|---|-------|---|---|
| Subclass Of: | AbstractConstructiveElement | | | | | | | | | | | | | |
| Stereotype: | «FeatureType» | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th><th>Target class and multiplicity</th><th>Definition</th></tr> </thead> </table> | | | Role name | Target class and multiplicity | Definition | | | | | | | | | |
| Role name | Target class and multiplicity | Definition | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Attribute</th><th>Value type and multiplicity</th><th>Definition</th></tr> </thead> <tbody> <tr> <td>class</td><td>BridgeConstructive ElementClassValue [0..1]</td><td>Indicates the specific type of the BridgeConstructiveElement.</td></tr> <tr> <td>function</td><td>BridgeConstructive ElementFunctionV alue [0..*]</td><td>Specifies the intended purposes of the BridgeConstructiveElement.</td></tr> <tr> <td>usage</td><td>BridgeConstructive ElementUsageValue [0..*]</td><td>Specifies the actual uses of the BridgeConstructiveElement.</td></tr> </tbody> </table> | | | Attribute | Value type and multiplicity | Definition | class | BridgeConstructive ElementClassValue [0..1] | Indicates the specific type of the BridgeConstructiveElement. | function | BridgeConstructive ElementFunctionV alue [0..*] | Specifies the intended purposes of the BridgeConstructiveElement. | usage | BridgeConstructive ElementUsageValue [0..*] | Specifies the actual uses of the BridgeConstructiveElement. |
| Attribute | Value type and multiplicity | Definition | | | | | | | | | | | | |
| class | BridgeConstructive ElementClassValue [0..1] | Indicates the specific type of the BridgeConstructiveElement. | | | | | | | | | | | | |
| function | BridgeConstructive ElementFunctionV alue [0..*] | Specifies the intended purposes of the BridgeConstructiveElement. | | | | | | | | | | | | |
| usage | BridgeConstructive ElementUsageValue [0..*] | Specifies the actual uses of the BridgeConstructiveElement. | | | | | | | | | | | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | | | | | | | | | | | |

9.4.1.5. Class BridgeConstructiveElementClassValue

| BridgeConstructiveElementClassValue | | | | | |
|--|--|------------|-----------|-------------------------------|------------|
| Definition: | BridgeConstructiveElementClassValue is a code list used to further classify a BridgeConstructiveElement. | | | | |
| Subclass Of: | <-- section,>> | | | | |
| Stereotype: | «CodeList» | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th><th>Target class and multiplicity</th><th>Definition</th></tr> </thead> </table> | | | Role name | Target class and multiplicity | Definition |
| Role name | Target class and multiplicity | Definition | | | |
| <table border="1"> <thead> <tr> <th>Attribute</th><th>Value type and multiplicity</th><th>Definition</th></tr> </thead> </table> | | | Attribute | Value type and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition | | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | | |

9.4.1.6. Class BridgeConstructiveElementFunctionValue

BridgeConstructiveElementFunctionValue

| | |
|--------------|--|
| Definition: | BridgeConstructiveElementFunctionValue is a code list that enumerates the different purposes of a BridgeConstructiveElement. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.4.1.7. Class BridgeConstructiveElementUsageValue

BridgeConstructiveElementUsageValue

| | |
|--------------|---|
| Definition: | BridgeConstructiveElementUsageValue is a code list that enumerates the different uses of a BridgeConstructiveElement. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.4.1.8. Class BridgeFunctionValue

BridgeFunctionValue

| | | |
|--------------|--|--|
| Definition: | BridgeFunctionValue is a code list that enumerates the different purposes of a Bridge. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.4.1.9. Class BridgeFurniture

| BridgeFurniture | | |
|---|---|---|
| Definition: | A BridgeFurniture is an equipment for occupant use, usually not fixed to the bridge. [cf. ISO 6707-1] | |
| Subclass Of: | AbstractFurniture | |
| Stereotype: | «FeatureType» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| class | BridgeFurnitureCla <code>ssValue [0..1]</code> | Indicates the specific type of the BridgeFurniture. |
| function | BridgeFurnitureFu <code>nctionValue [0..*]</code> | Specifies the intended purposes of the BridgeFurniture. |
| usage | BridgeFurnitureUs <code>ageValue [0..*]</code> | Specifies the actual uses of the BridgeFurniture. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.4.1.10. Class BridgeFurnitureClassValue

| BridgeFurnitureClassValue |
|----------------------------------|
| |

| | | |
|--------------|--|--|
| Definition: | BridgeFurnitureClassValue is a code list used to further classify a BridgeFurniture. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.4.1.11. Class BridgeFurnitureFunctionValue

BridgeFurnitureFunctionValue

| | | |
|--------------|--|--|
| Definition: | BridgeFurnitureFunctionValue is a code list that enumerates the different purposes of a BridgeFurniture. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.4.1.12. Class BridgeFurnitureUsageValue

BridgeFurnitureUsageValue

| | | |
|--------------|---|--|
| Definition: | BridgeFurnitureUsageValue is a code list that enumerates the different uses of a BridgeFurniture. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.4.1.13. Class BridgeInstallation

| BridgeInstallation | | |
|---|--|--|
| Role name | Target class and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |
| Attribute | Value type and multiplicity | Definition |
| class | BridgeInstallationC lassValue [0..1] | Indicates the specific type of the BridgeInstallation. |
| function | BridgeInstallationF unctionValue [0..*] | Specifies the intended purposes of the BridgeInstallation. |
| usage | BridgeInstallationU sageValue [0..*] | Specifies the actual uses of the BridgeInstallation. |

9.4.1.14. Class BridgeInstallationClassValue

| BridgeInstallationClassValue | | |
|---|--------------------------------------|---|
| Role name | Target class and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |
| Attribute | Value type and multiplicity | Definition |
| Definition: | BridgeInstallationClassValue | is a code list used to further classify a BridgeInstallation. |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.4.1.15. Class BridgeInstallationFunctionValue

BridgeInstallationFunctionValue

| | |
|--------------|--|
| Definition: | BridgeInstallationFunctionValue is a code list that enumerates the different purposes of a BridgeInstallation. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|---|--------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.4.1.16. Class BridgeInstallationUsageValue

BridgeInstallationUsageValue

| | |
|--------------|---|
| Definition: | BridgeInstallationUsageValue is a code list that enumerates the different uses of a BridgeInstallation. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|---|--------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.4.1.17. Class BridgePart

BridgePart

| Definition: | A BridgePart is a physical or functional subdivision of a Bridge. It would be considered a Bridge, if it were not part of a collection of other BridgeParts. | | | | | | | |
|--|--|-------------------|------------------|--------------------------------------|-------------------|------------------|------------------------------------|-------------------|
| Subclass Of: | AbstractBridge | | | | | | | |
| Stereotype: | «FeatureType» | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th> <th>Target class and multiplicity</th> <th>Definition</th> </tr> </thead> <tbody> <tr> <td>Attribute</td> <td>Value type and multiplicity</td> <td>Definition</td> </tr> </tbody> </table> <p>Note: Unless otherwise specified, all attributes have the stereotype «Property»</p> | | | Role name | Target class and multiplicity | Definition | Attribute | Value type and multiplicity | Definition |
| Role name | Target class and multiplicity | Definition | | | | | | |
| Attribute | Value type and multiplicity | Definition | | | | | | |

9.4.1.18. Class BridgeRoom

| BridgeRoom | | |
|--------------------|--|--|
| Role name | Target class and multiplicity | Definition |
| Definition: | | A BridgeRoom is a space within a Bridge or BridgePart intended for human occupancy (e.g. a place of work or recreation) and/or containment (storage) of animals or things. A BridgeRoom is bounded physically and/or virtually (e.g. by ClosureSurfaces or GenericSurfaces). |
| Subclass Of: | | AbstractUnoccupiedSpace |
| Stereotype: | | «FeatureType» |
| Role name | Target class and multiplicity | Definition |
| bridgeInstallation | BridgeInstallation [*] | |
| boundary | AbstractThematicSurface [*] | |
| bridgeFurniture | BridgeFurniture [*] | |

| Attribute | Value type and multiplicity | Definition |
|------------------|---|--|
| class | BridgeRoomClassV alue [0..1] | Indicates the specific type of the BridgeRoom. |
| function | BridgeRoomFunctionV onValue [0..*] | Specifies the intended purposes of the BridgeRoom. |
| usage | BridgeRoomUsageV alue [0..*] | Specifies the actual uses of the BridgeRoom. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.4.1.19. Class BridgeRoomClassValue

| BridgeRoomClassValue | | |
|-----------------------------|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| | | BridgeRoomClassValue is a code list used to further classify a BridgeRoom. |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.4.1.20. Class BridgeRoomFunctionValue

| BridgeRoomFunctionValue | | |
|--------------------------------|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| | | BridgeRoomFunctionValue is a code list that enumerates the different purposes of a BridgeRoom. |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Attribute | Value type and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.4.1.21. Class BridgeRoomUsageValue

| BridgeRoomUsageValue | | |
|---|--------------------------------------|---|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | | BridgeRoomUsageValue is a code list that enumerates the different uses of a BridgeRoom. |
| Subclass Of: | | <-- section,>> |
| Stereotype: | | «CodeList» |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.4.1.22. Class BridgeUsageValue

| BridgeUsageValue | | |
|---|--------------------------------------|---|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | | BridgeUsageValue is a code list that enumerates the different uses of a Bridge. |
| Subclass Of: | | <-- section,>> |
| Stereotype: | | «CodeList» |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.5. Building Data Dictionary

| Package Building |
|-------------------------|
|-------------------------|

| | |
|-----------------|--|
| Description: | The Building module supports representation of thematic and spatial aspects of buildings, building parts, building installations, building subdivisions, and interior building structures. |
| Parent Package: | CityGML |
| Stereotype: | «ApplicationSchema» |

Editing instructions:

- 1) Delete all tables for CodeLists
- 2) If a subclass value is "<<– section,>>", change it to "none"
- 3) If a multiplicity value is not provided, set it to "1"
- 4) If there are no entries in the role subtable, delete that subtable
- 5) If there are no entries in the attribute subtable, delete that subtable
- 6) Delete these instructions when done

9.5.1. Classes

9.5.1.1. Class AbstractBuilding

AbstractBuilding

Definition: AbstractBuilding is an abstract superclass representing the common attributes and associations of the classes Building and BuildingPart.

Subclass Of: [AbstractConstruction](#)

Stereotype: «FeatureType»

| Role name | Target class and definition | multiplicity |
|-----------|-----------------------------|--------------|
|-----------|-----------------------------|--------------|

| | |
|---------------|------------------------------------|
| buildingConst | BuildingConstructi |
|---------------|------------------------------------|

| | |
|------------------|-------------------------------|
| reductiveElement | veElement [*] |
|------------------|-------------------------------|

| | |
|---------|-----------------------------|
| address | Address [*] |
|---------|-----------------------------|

| | |
|---------------------|---------------------------------------|
| buildingSubdivision | AbstractBuildingSubdi |
|---------------------|---------------------------------------|

| | |
|--------|-------------------------------|
| vision | bdivision [*] |
|--------|-------------------------------|

| | |
|-------------------|-----------------------------------|
| buildingFurniture | BuildingFurniture |
|-------------------|-----------------------------------|

| | |
|------|-----|
| ture | [*] |
|------|-----|

| | |
|--------------|----------------------------------|
| buildingRoom | BuildingRoom [*] |
|--------------|----------------------------------|

| | |
|----------------------|-------------------------------------|
| buildingInstallation | BuildingInstallatio |
|----------------------|-------------------------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------------------|--|---|
| class | BuildingClassValue [0..1] | Indicates the specific type of the Building or BuildingPart. |
| function | BuildingFunctionValue [0..*] | Specifies the intended purposes of the Building or BuildingPart. |
| roofType | RoofTypeValue [0..1] | Indicates the shape of the roof of the Building or BuildingPart. |
| storeyHeights AboveGround | MeasureOrNilReas onList [0..1] | Lists the heights of each storey above ground. The first value in the list denotes the height of the storey closest to the ground level, the last value denotes the height furthest away. |
| storeyHeights BelowGround | MeasureOrNilReas onList [0..1] | Lists the height of each storey below ground. The first value in the list denotes the height of the storey closest to the ground level, the last value denotes the height furthest away. |
| storeysAbove Ground | Integer [0..1] | Indicates the number of storeys positioned above ground level. |
| storeysBelow Ground | Integer [0..1] | Indicates the number of storeys positioned below ground level. |
| usage | BuildingUsageValue [0..*] | Specifies the actual uses of the Building or BuildingPart. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.2. Class AbstractBuildingSubdivision

AbstractBuildingSubdivision

Definition: AbstractBuildingSubdivision is the abstract superclass for different kinds of logical building subdivisions.

Subclass Of: [AbstractLogicalSpace](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

buildingInstal
lation [BuildingInstallatio
n](#) [*]

buildingFurni
ture [BuildingFurniture](#)
[*]

buildingRoom [BuildingRoom](#) [*]

buildingConst
ructiveEleme
nt [BuildingConstructi
veElement](#) [*]

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

class [BuildingSubdivisio
nClassValue](#) [0..1] Indicates the specific type of the building subdivision.

elevation [Elevation](#) [0..*] Specifies qualified elevations of the building subdivision in relation to a well-defined surface which is commonly taken as origin (e.g. geoid or water level). [cf. INSPIRE]

function [BuildingSubdivisio
nFunctionValue](#) [0..*] Specifies the intended purposes of the building subdivision.

sortKey [Real](#) [0..1] Defines an order among the objects that belong to the building subdivision. An example is the sorting of storeys.

usage [BuildingSubdivisio
nUsageValue](#) [0..*] Specifies the actual uses of the building subdivision.

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.3. Class Building

Building

Definition: A Building is a free-standing, self-supporting construction that is roofed, usually walled, and can be entered by humans and is normally designed to stand permanently in one place. It is intended for human occupancy (e.g. a place of work or recreation), habitation and/or shelter of humans, animals or things.

Subclass Of: [AbstractBuilding](#)

Stereotype: «TopLevelFeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| | | |
|--------------|----------------------------------|--|
| buildingPart | BuildingPart [*] | |
|--------------|----------------------------------|--|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.4. Class BuildingClassValue

BuildingClassValue

Definition: BuildingClassValue is a code list used to further classify a Building.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.5. Class BuildingConstructiveElement

BuildingConstructiveElement

| | | |
|--------------|---|--|
| Definition: | A BuildingConstructiveElement is an element of a Building which is essential from a structural point of view. Examples are walls, slabs, staircases, beams. | |
| Subclass Of: | AbstractConstructiveElement | |
| Stereotype: | «FeatureType» | |

| Role name | Target class and multiplicity | Definition |
|-----------|---|---|
| Attribute | Value type and multiplicity | Definition |
| class | BuildingConstructiveElementClassValue [0..1] | Indicates the specific type of the BuildingConstructiveElement. |
| function | BuildingConstructiveElementFunctionValue [0..*] | Specifies the intended purposes of the BuildingConstructiveElement. |
| usage | BuildingConstructiveElementUsageValue [0..*] | Specifies the actual uses of the BuildingConstructiveElement. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.6. Class BuildingConstructiveElementClassValue

BuildingConstructiveElementClassValue

| | |
|--------------|--|
| Definition: | BuildingConstructiveElementClassValue is a code list used to further classify a BuildingConstructiveElement. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.7. Class BuildingConstructiveElementFunctionValue

BuildingConstructiveElementFunctionValue

Definition: BuildingConstructiveElementFunctionValue is a code list that enumerates the different purposes of a BuildingConstructiveElement.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.8. Class BuildingConstructiveElementUsageValue

BuildingConstructiveElementUsageValue

Definition: BuildingConstructiveElementUsageValue is a code list that enumerates the different uses of a BuildingConstructiveElement.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.9. Class BuildingFunctionValue

BuildingFunctionValue

Definition: BuildingFunctionValue is a code list that enumerates the different purposes of a Building.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.5.1.10. Class BuildingFurniture

| BuildingFurniture | | |
|---|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| class | BuildingFurnitureC | Indicates the specific type of the BuildingFurniture. classValue [0..1] |
| function | BuildingFurnitureF | Specifies the intended purposes of the BuildingFurniture. unctionValue [0..*] |
| usage | BuildingFurnitureU | Specifies the actual uses of the BuildingFurniture. usageValue [0..*] |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.5.1.11. Class BuildingFurnitureClassValue

| BuildingFurnitureClassValue | | |
|------------------------------------|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | | BuildingFurnitureClassValue is a code list used to further classify a BuildingFurniture. |
| Subclass Of: | | <-- section,>> |
| Stereotype: | | «CodeList» |
| | | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.5.1.12. Class BuildingFurnitureFunctionValue

BuildingFurnitureFunctionValue

| | |
|--------------|--|
| Definition: | BuildingFurnitureFunctionValue is a code list that enumerates the different purposes of a BuildingFurniture. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|---|--------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.5.1.13. Class BuildingFurnitureUsageValue

BuildingFurnitureUsageValue

| | |
|--------------|---|
| Definition: | BuildingFurnitureUsageValue is a code list that enumerates the different uses of a BuildingFurniture. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|---|--------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.5.1.14. Class BuildingInstallation

BuildingInstallation

| Definition: | A BuildingInstallation is a permanent part of a Building (inside and/or outside) which has not the significance of a BuildingPart. Examples are stairs, antennas, balconies or small roofs. | | | | | | | | | | | | | |
|---|---|--|-----------|-------------------------------|------------|-------|--|--|----------|--|--|-------|--|--|
| Subclass Of: | AbstractInstallation | | | | | | | | | | | | | |
| Stereotype: | «FeatureType» | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th><th>Target class and multiplicity</th><th>Definition</th></tr> </thead> </table> | | | Role name | Target class and multiplicity | Definition | | | | | | | | | |
| Role name | Target class and multiplicity | Definition | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Attribute</th><th>Value type and multiplicity</th><th>Definition</th></tr> </thead> <tbody> <tr> <td>class</td><td>BuildingInstallation nClassValue [0..1]</td><td>Indicates the specific type of the BuildingInstallation.</td></tr> <tr> <td>function</td><td>BuildingInstallation nFunctionValue [0..*]</td><td>Specifies the intended purposes of the BuildingInstallation.</td></tr> <tr> <td>usage</td><td>BuildingInstallation nUsageValue [0..*]</td><td>Specifies the actual uses of the BuildingInstallation.</td></tr> </tbody> </table> | | | Attribute | Value type and multiplicity | Definition | class | BuildingInstallation nClassValue [0..1] | Indicates the specific type of the BuildingInstallation. | function | BuildingInstallation nFunctionValue [0..*] | Specifies the intended purposes of the BuildingInstallation. | usage | BuildingInstallation nUsageValue [0..*] | Specifies the actual uses of the BuildingInstallation. |
| Attribute | Value type and multiplicity | Definition | | | | | | | | | | | | |
| class | BuildingInstallation nClassValue [0..1] | Indicates the specific type of the BuildingInstallation. | | | | | | | | | | | | |
| function | BuildingInstallation nFunctionValue [0..*] | Specifies the intended purposes of the BuildingInstallation. | | | | | | | | | | | | |
| usage | BuildingInstallation nUsageValue [0..*] | Specifies the actual uses of the BuildingInstallation. | | | | | | | | | | | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | | | | | | | | | | | |

9.5.1.15. Class BuildingInstallationClassValue

| BuildingInstallationClassValue | | | | | |
|--|-------------------------------|------------|-----------|-------------------------------|------------|
| <p>Definition: BuildingInstallationClassValue is a code list used to further classify a BuildingInstallation.</p> | | | | | |
| Subclass Of: <-- section,>> | | | | | |
| Stereotype: «CodeList» | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th><th>Target class and multiplicity</th><th>Definition</th></tr> </thead> </table> | | | Role name | Target class and multiplicity | Definition |
| Role name | Target class and multiplicity | Definition | | | |
| <table border="1"> <thead> <tr> <th>Attribute</th><th>Value type and multiplicity</th><th>Definition</th></tr> </thead> </table> | | | Attribute | Value type and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition | | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | | |

9.5.1.16. Class BuildingInstallationFunctionValue

| |
|--|
| BuildingInstallationFunctionValue |
| |

Definition: BuildingInstallationFunctionValue is a code list that enumerates the different purposes of a BuildingInstallation.

Subclass Of: <-- section,-->

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.17. Class BuildingInstallationUsageValue

BuildingInstallationUsageValue

Definition: BuildingInstallationUsageValue is a code list that enumerates the different uses of a BuildingInstallation.

Subclass Of: <-- section,-->

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.18. Class BuildingPart

BuildingPart

Definition: A BuildingPart is a physical or functional subdivision of a Building. It would be considered a Building, if it were not part of a collection of other BuildingParts.

Subclass Of: [AbstractBuilding](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.5.1.19. Class BuildingRoom

| BuildingRoom | | |
|----------------------|---|--|
| Role name | Target class and multiplicity | Definition |
| buildingFurniture | BuildingFurniture [*] | A BuildingRoom is a space within a Building or BuildingPart intended for human occupancy (e.g. a place of work or recreation) and/or containment of animals or things. A BuildingRoom is bounded physically and/or virtually (e.g. by ClosureSurfaces or GenericSurfaces). |
| boundary | AbstractThematicSurface [*] | Subclass Of: AbstractUnoccupiedSpace |
| buildingInstallation | BuildingInstallatio n [*] | Stereotype: «FeatureType» |
| Attribute | Value type and multiplicity | Definition |
| class | BuildingRoomClass Value [0..1] | Indicates the specific type of the BuildingRoom. |
| function | BuildingRoomFunc tionValue [0..*] | Specifies the intended purposes of the BuildingRoom. |
| roomHeight | RoomHeight [0..*] | Specifies qualified heights of the BuildingRoom. |
| usage | BuildingRoomUsag e Value [0..*] | Specifies the actual uses of the BuildingRoom. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.20. Class BuildingRoomClassValue

| BuildingRoomClassValue |
|-------------------------------|
|-------------------------------|

| | |
|--------------|--|
| Definition: | BuildingRoomClassValue is a code list used to further classify a BuildingRoom. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.21. Class BuildingRoomFunctionValue

BuildingRoomFunctionValue

| | |
|--------------|--|
| Definition: | BuildingRoomFunctionValue is a code list that enumerates the different purposes of a BuildingRoom. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.22. Class BuildingRoomUsageValue

BuildingRoomUsageValue

| | |
|--------------|---|
| Definition: | BuildingRoomUsageValue is a code list that enumerates the different uses of a BuildingRoom. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.23. Class BuildingSubdivisionClassValue

BuildingSubdivisionClassValue

| | |
|---------------------|--|
| Definition: | BuildingSubdivisionClassValue is a code list used to further classify a BuildingSubdivision. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.24. Class BuildingSubdivisionFunctionValue

BuildingSubdivisionFunctionValue

| | |
|---------------------|--|
| Definition: | BuildingSubdivisionFunctionValue is a code list that enumerates the different purposes of a BuildingSubdivision. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.25. Class BuildingSubdivisionUsageValue

BuildingSubdivisionUsageValue

| | |
|--------------|---|
| Definition: | BuildingSubdivisionUsageValue is a code list that enumerates the different uses of a BuildingSubdivision. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.26. Class BuildingUnit

| BuildingUnit | | |
|---------------------|--|------------|
| Definition: | A BuildingUnit is a logical subdivision of a Building. BuildingUnits are formed according to some homogeneous property like function, ownership, management, or accessibility. They may be separately sold, rented out, inherited, managed, etc. | |
| Subclass Of: | AbstractBuildingSubdivision | |
| Stereotype: | «FeatureType» | |
| Role name | Target class and multiplicity | Definition |
| address | Address [*] | |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.27. Class BuildingUsageValue

| BuildingUsageValue | | |
|---------------------------|--|--|
| | | |

| | |
|--------------|---|
| Definition: | BuildingUsageValue is a code list that enumerates the different uses of a Building. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.28. Class RoofTypeValue

RoofTypeValue

| | |
|--------------|--|
| Definition: | RoofTypeValue is a code list that enumerates different roof types. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.1.29. Class RoomElevationReferenceValue

RoomElevationReferenceValue

| | |
|--------------|---|
| Definition: | RoomElevationReferenceValue is a code list that enumerates the different elevation reference levels used to measure room heights. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.5.1.30. Class Storey

| Storey | | |
|---|---|--|
| Role name | Target class and multiplicity | Definition |
| buildingUnit | BuildingUnit [*] | A Storey is a horizontal section of a Building. |
| boundary | AbstractThematicSurface [*] | Subclass Of: AbstractBuildingSubdivision |
| Stereotype: | | «FeatureType» |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.5.1.31. Class RoomHeight

| RoomHeight | | |
|-------------------|--------------------------------------|---|
| Role name | Target class and multiplicity | Definition |
| Definition: | | The RoomHeight represents a vertical distance (measured or estimated) between a low reference and a high reference. [cf. INSPIRE] |
| Subclass Of: | <-- section,>> | |
| Stereotype: | | «DataType» |
| Attribute | Value type and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|--|
| highReference | RoomElevationRef | Indicates the high point used to calculate the value of the room height. |
| lowReference | RoomElevationRef | Indicates the low point used to calculate the value of the room height. |
| status | HeightStatusValue | Indicates the way the room height has been captured. |
| value | Length | Specifies the value of the room height. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.2. City Furniture Data Dictionary

| Package CityFurniture | |
|------------------------------|--|
| Description: | The CityFurniture module supports representation of city furniture objects. City furniture objects are immovable objects like lanterns, traffic signs, advertising columns, benches, or bus stops that can be found in traffic areas, residential areas, on squares, or in built-up areas. |
| Parent Package: | CityGML |
| Stereotype: | «ApplicationSchema» |

| |
|--|
| Editing instructions: |
| 1) Delete all tables for CodeLists |
| 2) If a subclass value is "<< - section,>>", change it to "none" |
| 3) If a multiplicity value is not provided, set it to "1" |
| 4) If there are no entries in the role subtable, delete that subtable |
| 5) If there are no entries in the attribute subtable, delete that subtable |
| 6) Delete these instructions when done |

9.5.3. Classes

9.5.3.1. Class CityFurniture

| CityFurniture |
|----------------------|
|----------------------|

| Definition: | CityFurniture is an object or piece of equipment installed in the outdoor environment for various purposes. Examples include street signs, traffic signals, street lamps, benches, fountains. | |
|---|---|--|
| Subclass Of: | AbstractOccupiedSpace | |
| Stereotype: | «TopLevelFeatureType» | |
| Constraint: | sdf (OCL): inv: function='sdf' | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| class | CityFurnitureClass | Indicates the specific type of the CityFurniture. Value [0..1] |
| function | CityFurnitureFunct | Specifies the intended purposes of the CityFurniture. ionValue [0..*] |
| usage | CityFurnitureUsage | Specifies the actual uses of the CityFurniture. Value [0..*] |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.5.3.2. Class CityFurnitureClassValue

| CityFurnitureClassValue | | |
|---|--|------------|
| Definition: | CityFurnitureClassValue is a code list used to further classify a CityFurniture. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.5.3.3. Class CityFurnitureFunctionValue

| CityFurnitureFunctionValue | | |
|-----------------------------------|--|--|
|-----------------------------------|--|--|

| | | |
|--------------|--|--|
| Definition: | CityFurnitureFunctionValue is a code list that enumerates the different purposes of a CityFurniture. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.5.3.4. Class CityFurnitureUsageValue

| CityFurnitureUsageValue | | |
|---|-------------------------------|------------|
| <hr/> | | |
| Definition: CityFurnitureUsageValue is a code list that enumerates the different uses of a CityFurniture. | | |
| Subclass Of: <-- section,>> | | |
| Stereotype: «CodeList» | | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |

9.6. City Object Group Data Dictionary

| | | |
|--------------------------------|--|--|
| Package CityObjectGroup | | |
| <hr/> | | |
| Description: | The CityObjectGroup module supports grouping of city objects. Arbitrary city objects may be aggregated in groups according to user-defined criteria. A group may be further classified by application-specific attributes. | |
| Parent Package: | CityGML | |
| Stereotype: | «ApplicationSchema» | |
| <hr/> | | |

Editing instructions:

- 1) Delete all tables for CodeLists
- 2) If a subclass value is "<<← section,>>", change it to "none"
- 3) If a multiplicity value is not provided, set it to "1"
- 4) If there are no entries in the role subtable, delete that subtable
- 5) If there are no entries in the attribute subtable, delete that subtable
- 6) Delete these instructions when done

9.6.1. Classes

9.6.1.1. Class CityObjectGroup

CityObjectGroup

Definition: A CityObjectGroup represents an application-specific aggregation of city objects according to some user-defined criteria. Examples for groups are the buildings in a specific region, the result of a query, or objects put together for visualization purposes. Each member of a group may be qualified by a role name, reflecting the role each city object plays in the context of the group.

Subclass Of: [AbstractLogicalSpace](#)

Stereotype: «TopLevelFeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--|-------------------|
| parent | AbstractCityObject [0..1] | |
| groupMember | AbstractCityObject [*] | |

| Attribute | Value type and multiplicity | Definition |
|------------------|---|---|
| class | CityObjectGroupCla ssValue [0..1] | Indicates the specific type of the CityObjectGroup. |
| function | CityObjectGroupFu nctionValue [0..*] | Specifies the intended purposes of the CityObjectGroup. |
| usage | CityObjectGroupUs ageValue [0..*] | Specifies the actual usages of the CityObjectGroup. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.6.1.2. Class CityObjectGroupClassValue

CityObjectGroupClassValue

Definition: CityObjectGroupClassValue is a code list used to further classify a CityObjectGroup.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.6.1.3. Class CityObjectGroupFunctionValue

CityObjectGroupFunctionValue

Definition: CityObjectGroupFunctionValue is a code list that enumerates the different purposes of a CityObjectGroup.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.6.1.4. Class CityObjectGroupUsageValue

CityObjectGroupUsageValue

| Definition: | CityObjectGroupUsageValue is a code list that enumerates the different uses of a CityObjectGroup. | |
|---|---|------------|
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| <hr/> | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.6.1.5. Class Role

| Role | | |
|---|--|--|
| <hr/> | | |
| Definition: | Role qualifies the function of a city object within the CityObjectGroup. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «ObjectType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| <hr/> | | |
| role | CharacterString | Describes the role the city object plays within the CityObjectGroup. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7. Construction Data Dictionary

| Package Construction | |
|----------------------|---|
| Description: | The Construction module supports representation of key elements of different types of constructions. These key elements include construction surfaces (e.g floor and ceiling), windows and doors, constructive elements (e.g. beams and slabs), installations, and furniture. |
| Parent Package: | CityGML |
| Stereotype: | «ApplicationSchema» |

Editing instructions:

- 1) Delete all tables for CodeLists
- 2) If a subclass value is "<<-- section,>>", change it to "none"
- 3) If a multiplicity value is not provided, set it to "1"
- 4) If there are no entries in the role subtable, delete that subtable
- 5) If there are no entries in the attribute subtable, delete that subtable
- 6) Delete these instructions when done

9.7.1. Classes

9.7.1.1. Class AbstractConstruction

AbstractConstruction

Definition: AbstractConstruction is the abstract superclass for objects that are manufactured by humans from construction materials, are connected to earth and are intended to be permanent. A connection with the ground also exists when the construction rests by its own weight on the ground or is moveable limited on stationary rails or if the construction is intended to be used mainly stationary.

Subclass Of: [AbstractOccupiedSpace](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|---|------------|
| boundary | AbstractThematicSurface [*] | |

| Attribute | Value type and multiplicity | Definition |
|-------------------------|---|---|
| conditionOfConstruction | ConditionOfConstructionValue [0..1] | Indicates the life-cycle status of the construction. [cf. INSPIRE] |
| constructionEvent | ConstructionEvent [0..*] | Describes specific events in the life-time of the construction. |
| dateOfConstruction | Date [0..1] | Indicates the date at which the construction was completed. |
| dateOfDemolition | Date [0..1] | Indicates the date at which the construction was demolished. |
| elevation | Elevation [0..*] | Specifies qualified elevations of the construction in relation to a well-defined surface which is commonly taken as origin (e.g. geoid or water level). [cf. INSPIRE] |
| height | Height [0..*] | Specifies qualified heights of the construction above ground or below ground. [cf. INSPIRE] |
| occupancy | Occupancy [0..*] | Provides qualified information on the residency of persons, animals, or other moveable objects in the construction. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.2. Class AbstractConstructionSurface

| AbstractConstructionSurface | | |
|------------------------------------|---|-------------------|
| Definition: | AbstractConstructionSurface is the abstract superclass for different kinds of surfaces that bound a construction. | |
| Subclass Of: | AbstractThematicSurface | |
| Stereotype: | «FeatureType» | |
| Role name | Target class and multiplicity | Definition |
| fillingSurface | AbstractFillingSurface [*] | |
| Attribute | Value type and multiplicity | Definition |
| | | |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.3. Class AbstractConstructiveElement

AbstractConstructiveElement

Definition: AbstractConstructiveElement is the abstract superclass for the representation of volumetric elements of a construction. Examples are walls, beams, slabs.

Subclass Of: [AbstractOccupiedSpace](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| | | |
|---------|--|--|
| filling | AbstractFillingElement [*] | |
|---------|--|--|

| | | |
|----------|---|--|
| boundary | AbstractThematicSurface [*] | |
|----------|---|--|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

| | | |
|---------------------|--------------------------------|--|
| isStructuralElement | Boolean [0..1] | Indicates whether the constructive element is essential from a structural point of view. A structural element cannot be omitted without collapsing of the construction. Examples are pylons and anchorages of bridges. |
|---------------------|--------------------------------|--|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.4. Class AbstractFillingElement

AbstractFillingElement

Definition: AbstractFillingElement is the abstract superclass for different kinds of elements that fill the openings of constructive elements.

Subclass Of: [AbstractOccupiedSpace](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.5. Class AbstractFillingSurface

AbstractFillingSurface

Definition: AbstractFillingSurface is the abstract superclass for different kinds of surfaces that seal openings filled by filling elements.

Subclass Of: [AbstractThematicSurface](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.6. Class AbstractFurniture

AbstractFurniture

Definition: AbstractFurniture is the abstract superclass for the representation of furniture objects of a construction.

Subclass Of: [AbstractOccupiedSpace](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.7. Class AbstractInstallation

AbstractInstallation

| Definition: | AbstractInstallation is the abstract superclass for the representation of installation objects of a construction. | |
|---|---|--|
| Subclass Of: | AbstractOccupiedSpace | |
| Stereotype: | «FeatureType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| boundary | AbstractThematicSurface [*] | |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| relationToConstruction | RelationToConstruction [0..1] | Indicates whether the installation is located inside and/or outside of the construction. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.8. Class CeilingSurface

| CeilingSurface | | |
|---|--|--|
| <hr/> | | |
| Definition: | A CeilingSurface is a surface that represents the interior ceiling of a construction. An example is the ceiling of a room. | |
| Subclass Of: | AbstractConstructionSurface | |
| Stereotype: | «FeatureType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| boundary | AbstractThematicSurface [*] | |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| ceilingLevel | CeilingLevel [0..1] | Indicates the level of the ceiling surface relative to other surfaces. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.9. Class Door

| Door | | |
|-------------|--|--|
| <hr/> | | |

| Definition: | A Door is a construction for closing an opening intended primarily for access or egress or both. [cf. ISO 6707-1] | |
|---|---|--|
| Subclass Of: | AbstractFillingElement | |
| Stereotype: | «FeatureType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| boundary | DoorSurface [*] | |
| address | Address [*] | |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| class | DoorClassValue [0..1] | Indicates the specific type of the Door. |
| function | DoorFunctionValue [0..*] | Specifies the intended purposes of the Door. |
| usage | DoorUsageValue [0..*] | Specifies the actual uses of the Door. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.10. Class **DoorClassValue**

| DoorClassValue | | |
|---|--|------------|
| Definition: | DoorClassValue is a code list used to further classify a Door. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| | | |
| Attribute | Value type and multiplicity | Definition |
| | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.11. Class **DoorFunctionValue**

| DoorFunctionValue | | |
|--------------------------|--|--|
| | | |

Definition: DoorFunctionValue is a code list that enumerates the different purposes of a Door.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.12. Class DoorSurface

DoorSurface

Definition: A DoorSurface is either a boundary surface of a Door feature or a surface that seals an opening filled by a door.

Subclass Of: [AbstractFillingSurface](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|---------|-----------------------------|--|
| address | Address [*] | |
|---------|-----------------------------|--|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.13. Class DoorUsageValue

DoorUsageValue

Definition: DoorUsageValue is a code list that enumerates the different uses of a Door.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.14. Class ElevationReferenceValue

| ElevationReferenceValue | | |
|---|---|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | ElevationReferenceValue is a code list that enumerates the different elevation reference levels used to measure construction heights. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.15. Class EventValue

| EventValue | | |
|---|---|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | EventValue is a code list that enumerates the different events of a construction. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.16. Class FloorSurface

| FloorSurface |
|---------------------|
|---------------------|

| | |
|--------------|---|
| Definition: | A FloorSurface is surface that represents the interior floor of a construction. An example is the floor of a room. |
| Subclass Of: | AbstractConstructionSurface |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| | | |

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
| | | |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.17. Class GroundSurface

GroundSurface

| | |
|--------------|---|
| Definition: | A GroundSurface is a surface that represents the ground plate of a construction. The polygon defining the ground plate is congruent with the footprint of the construction. |
| Subclass Of: | AbstractConstructionSurface |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| | | |

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
| | | |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.18. Class InteriorWallSurface

InteriorWallSurface

| | |
|--------------|--|
| Definition: | An InteriorWallSurface is a surface that is visible from inside a construction. An example is the wall of a room. |
| Subclass Of: | AbstractConstructionSurface |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| | | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.19. Class OtherConstruction

| OtherConstruction | | |
|---|--|---|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| class | OtherConstruction ClassValue [0..1] | Indicates the specific type of the OtherConstruction. |
| function | OtherConstruction FunctionValue [0..*] | Specifies the intended purposes of the OtherConstruction. |
| usage | OtherConstruction UsageValue [0..*] | Specifies the actual uses of the OtherConstruction. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.20. Class OtherConstructionClassValue

| OtherConstructionClassValue | | |
|---|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Definition: OtherConstructionClassValue is a code list used to further classify an OtherConstruction. | | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.21. Class OtherConstructionFunctionValue

| OtherConstructionFunctionValue | | |
|---|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: OtherConstructionFunctionValue is a code list that enumerates the different purposes of an OtherConstruction. | | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.22. Class OtherConstructionUsageValue

| OtherConstructionUsageValue | | |
|--|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: OtherConstructionUsageValue is a code list that enumerates the different uses of an OtherConstruction. | | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.23. Class OuterCeilingSurface

| OuterCeilingSurface |
|----------------------------|
|----------------------------|

Definition: An OuterCeilingSurface is a surface that belongs to the outer building shell with the orientation pointing downwards. An example is the ceiling of a loggia.

Subclass Of: [AbstractConstructionSurface](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.24. Class OuterFloorSurface

OuterFloorSurface

Definition: An OuterFloorSurface is a surface that belongs to the outer construction shell with the orientation pointing upwards. An example is the floor of a loggia.

Subclass Of: [AbstractConstructionSurface](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.25. Class RoofSurface

RoofSurface

Definition: A RoofSurface is a surface that delimits major roof parts of a construction.

Subclass Of: [AbstractConstructionSurface](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.26. Class WallSurface

| WallSurface | | |
|---|--|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | A WallSurface is a surface that is part of the building facade visible from the outside. | |
| Subclass Of: | AbstractConstructionSurface | |
| Stereotype: | «FeatureType» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.27. Class Window

| Window | | |
|---|---|-------------------|
| Role name | Target class and multiplicity | Definition |
| boundary | WindowSurface [*] | |
| Attribute | Value type and multiplicity | Definition |
| Definition: | A Window is a construction for closing an opening in a wall or roof, primarily intended to admit light and/or provide ventilation. [cf. ISO 6707-1] | |
| Subclass Of: | AbstractFillingElement | |
| Stereotype: | «FeatureType» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

| Attribute | Value type and multiplicity | Definition |
|------------------|--|--|
| class | WindowClassName [0..1] | Indicates the specific type of the Window. |
| function | WindowFunctionValue [0..*] | Specifies the intended purposes of the Window. |
| usage | WindowUsageValue [0..*] | Specifies the actual uses of the Window. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.28. Class WindowClassName

| WindowClassName | | |
|------------------------|--------------------------------------|---|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| | | WindowClassName is a code list used to further classify a Window. |

Subclass Of: <– section,>>

Stereotype: «CodeList»

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.29. Class WindowFunctionValue

| WindowFunctionValue | | |
|----------------------------|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| | | WindowFunctionValue is a code list that enumerates the different purposes of a Window. |

Subclass Of: <– section,>>

Stereotype: «CodeList»

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.30. Class WindowSurface

| WindowSurface | | |
|---|--|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: A WindowSurface is either a boundary surface of a Window feature or a surface that seals an opening filled by a window. | | |
| Subclass Of: | AbstractFillingSurface | |
| Stereotype: | «FeatureType» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.31. Class WindowUsageValue

| WindowUsageValue | | |
|---|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: WindowUsageValue is a code list that enumerates the different uses of a Window. | | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.32. Class ConditionOfConstructionValue

| ConditionOfConstructionValue |
|-------------------------------------|
|-------------------------------------|

| Definition: | ConditionOfConstructionValue enumerates different conditions of a construction. [cf. INSPIRE] | |
|---|---|--|
| Subclass Of: | <-- section,>> | |
| Stereotype: | | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| declined | <-- section,>> | Indicates that the construction cannot be used under normal conditions, though its main elements (walls, roof) are still present. [cf. INSPIRE] |
| demolished | <-- section,>> | Indicates that the construction has been demolished. There are no more visible remains. [cf. INSPIRE] |
| functional | <-- section,>> | Indicates that the construction is functional. [cf. INSPIRE] |
| projected | <-- section,>> | Indicates that the construction is being designed. Construction works have not yet started. [cf. INSPIRE] |
| ruin | <-- section,>> | Indicates that the construction has been partly demolished and some main elements (roof, walls) have been destroyed. There are some visible remains of the construction. [cf. INSPIRE] |
| underConstruction | <-- section,>> | Indicates that the construction is under construction and not yet functional. This applies only to the initial construction works of the construction and not to maintenance work. [cf. INSPIRE] |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.7.1.33. Class ConstructionEvent

| ConstructionEvent | | |
|-------------------|---|------------|
| <hr/> | | |
| Definition: | A ConstructionEvent is a data type used to describe a specific event that is associated with a construction. Examples are the issuing of a building permit or the renovation of a building. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «DataType» | |
| Role name | Target class and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|--|
| dateOfEvent | Date | Specifies the date at which the event took or will take place. |
| description | CharacterString [0..1] | Provides additional information on the event. |
| event | EventValue | Indicates the specific event type. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.34. Class Elevation

| Elevation | | |
|--------------------|--------------------------------------|---|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| elevationReference | ElevationReference Value | Specifies the level from which the elevation was measured. [cf. INSPIRE] |
| elevationValue | DirectPosition | Specifies the value of the elevation. [cf. INSPIRE] |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.35. Class Height

| Height | | |
|------------------|--------------------------------------|---|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| heightReference | HeightReference Value | Specifies the reference point for the height measurement. [cf. INSPIRE] |
| heightValue | DirectPosition | Specifies the vertical distance between the reference and the height point. [cf. INSPIRE] |

| Attribute | Value type and multiplicity | Definition |
|------------------|--|---|
| highReference | ElevationReference Value | Indicates the high point used to calculate the value of the height. [cf. INSPIRE] |
| lowReference | ElevationReference Value | Indicates the low point used to calculate the value of the height. [cf. INSPIRE] |
| status | HeightStatusValue | Indicates the way the height has been captured. [cf. INSPIRE] |
| value | Length | Specifies the value of the height above or below ground. [cf. INSPIRE] |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.36. Class HeightStatusValue

| HeightStatusValue | | |
|--------------------------|--------------------------------------|---|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| estimated | <-- section,>> | Indicates that the height has been estimated and not measured. [cf. INSPIRE] |
| measured | <-- section,>> | Indicates that the height has been (directly or indirectly) measured. [cf. INSPIRE] |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.7.1.37. Class RelationToConstruction

| RelationToConstruction |
|-------------------------------|
| |

| Definition: | RelationToConstruction is an enumeration used to describe whether an installation is positioned inside and/or outside of a construction. | | | | | | | | | | | | | | | | |
|--|--|--|-----------|-------------------------------|------------|-----------|-----------------------------|------------|--------|----------------|---|---------|----------------|--|----------------------|----------------|--|
| Subclass Of: | <-- section,>> | | | | | | | | | | | | | | | | |
| Stereotype: | | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th> <th>Target class and multiplicity</th> <th>Definition</th> </tr> </thead> <tbody> <tr> <td>Attribute</td> <td>Value type and multiplicity</td> <td>Definition</td> </tr> <tr> <td>inside</td> <td><-- section,>></td> <td>Indicates that the installation is positioned inside of the construction.</td> </tr> <tr> <td>outside</td> <td><-- section,>></td> <td>Indicates that the installation is positioned outside of the construction.</td> </tr> <tr> <td>bothInsideAndOutside</td> <td><-- section,>></td> <td>Indicates that the installation is positioned inside as well as outside of the construction.</td> </tr> </tbody> </table> <p>Note: Unless otherwise specified, all attributes have the stereotype «Property»</p> | | | Role name | Target class and multiplicity | Definition | Attribute | Value type and multiplicity | Definition | inside | <-- section,>> | Indicates that the installation is positioned inside of the construction. | outside | <-- section,>> | Indicates that the installation is positioned outside of the construction. | bothInsideAndOutside | <-- section,>> | Indicates that the installation is positioned inside as well as outside of the construction. |
| Role name | Target class and multiplicity | Definition | | | | | | | | | | | | | | | |
| Attribute | Value type and multiplicity | Definition | | | | | | | | | | | | | | | |
| inside | <-- section,>> | Indicates that the installation is positioned inside of the construction. | | | | | | | | | | | | | | | |
| outside | <-- section,>> | Indicates that the installation is positioned outside of the construction. | | | | | | | | | | | | | | | |
| bothInsideAndOutside | <-- section,>> | Indicates that the installation is positioned inside as well as outside of the construction. | | | | | | | | | | | | | | | |

9.8. Dynamizer Data Dictionary

| Package Dynamizer | |
|-------------------|--|
| Description: | The Dynamizer module supports the injection of timeseries data for individual attributes of CityGML features. Timeseries data can either be retrieved from external Sensor APIs (e.g. OGC SensorThings API, OGC Sensor Observation Services, MQTT, proprietary platforms), external standardized timeseries files (e.g. OGC TimeseriesML or OGC Observations & Measurements), external tabulated files (e.g CSV) or can be represented inline as basic time-value pairs. |
| Parent Package: | CityGML |
| Stereotype: | «ApplicationSchema» |

| |
|--|
| Editing instructions: |
| 1) Delete all tables for CodeLists |
| 2) If a subclass value is "<-- section,>>", change it to "none" |
| 3) If a multiplicity value is not provided, set it to "1" |
| 4) If there are no entries in the role subtable, delete that subtable |
| 5) If there are no entries in the attribute subtable, delete that subtable |

6) Delete these instructions when done

9.8.1. Classes

9.8.1.1. Class AbstractAtomicTimeseries

AbstractAtomicTimeseries

| | |
|--------------|---|
| Definition: | AbstractAtomicTimeseries represents the attributes and relationships that are common to all kinds of atomic timeseries (GenericTimeseries, TabulatedFileTimeseries, StandardFileTimeseries). An atomic timeseries represents time-varying data of a specific data type for a single contiguous time interval. |
| Subclass Of: | AbstractTimeseries |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|---------------------|--|---|
| observationProperty | CharacterString | Specifies the phenomenon for which the atomic timeseries provides observation values. |
| uom | CharacterString [0..1] | Specifies the unit of measurement of the observation values. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.8.1.2. Class AbstractTimeseries

AbstractTimeseries

| | |
|--------------|---|
| Definition: | AbstractTimeseries is the abstract superclass representing any type of timeseries data. |
| Subclass Of: | AbstractFeature |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|--|
| firstTimestamp p | TM_Position [0..1] | Specifies the beginning of the timeseries. |
| lastTimestamp p | TM_Position [0..1] | Specifies the end of the timeseries. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.8.1.3. Class AuthenticationTypeValue

| AuthenticationTypeValue | | |
|--|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: AuthenticationTypeValue is a code list used to specify the authentication method to be used to access the referenced sensor service. Each value shall provide enough information such that a software application could determine the required access credentials. | | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.8.1.4. Class CompositeTimeseries

| CompositeTimeseries | | |
|--|--|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: A CompositeTimeseries is a (possibly recursive) aggregation of atomic and composite timeseries. The components of a composite timeseries must have non-overlapping time intervals. | | |
| Subclass Of: | AbstractTimeseries | |
| Stereotype: | «FeatureType» | |
| component | | |
| component | TimeseriesCompon ent [1..*] | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.8.1.5. Class Dynamizer

| Dynamizer | | |
|------------------|--|---|
| Role name | Target class and multiplicity | Definition |
| dynamicData | AbstractTimeseries [0..1] | A Dynamizer is an object that injects timeseries data for an individual attribute of the city object in which it is included. The timeseries data overrides the static value of the referenced city object attribute in order to represent dynamic, i.e. time-dependent, variations of its value. |
| sensorConnection | SensorConnection [0..1] | Subclass Of: AbstractDynamizer StereoType: «FeatureType» |
| Attribute | Value type and multiplicity | Definition |
| attributeRef | CharacterString | Specifies the attribute of a CityGML feature whose value is overridden or replaced by the (dynamic) values specified by the Dynamizer. |
| endTime | TM_Position [0..1] | Specifies the end of the time span for which the Dynamizer provides dynamic values. |
| startTime | TM_Position [0..1] | Specifies the beginning of the time span for which the Dynamizer provides dynamic values. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.8.1.6. Class GenericTimeseries

| GenericTimeseries |
|--------------------------|
|--------------------------|

| Definition: | A GenericTimeseries represents time-varying data in the form of embedded time-value-pairs of a specific data type for a single contiguous time interval. | |
|---|--|---|
| Subclass Of: | AbstractAtomicTimeseries | |
| Stereotype: | «FeatureType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| timeValuePair | TimeValuePair [1..*] | |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| valueType | TimeseriesTypeVal ue | Indicates the specific type of all time-value-pairs that are part of the GenericTimeseries. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.8.1.7. Class SensorConnectionTypeValue

| SensorConnectionTypeValue | | |
|---|--|------------|
| <hr/> | | |
| Definition: | SensorConnectionTypeValue is a code list used to specify the type of the referenced sensor service. Each value shall provide enough information such that a software application would be able to identify the API type and version. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| | | |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.8.1.8. Class StandardFileTimeseries

| StandardFileTimeseries | | |
|-------------------------------|--|--|
| <hr/> | | |

| Definition: | A StandardFileTimeseries represents time-varying data for a single contiguous time interval. The data is provided in an external file referenced in the StandardFileTimeseries. The data within the external file shall be encoded according to a dedicated format for the representation of timeseries data, for example, the OGC TimeseriesML or OGC Observations & Measurements standard. The data type of the data has to be specified within the external file. | | | | | | | | | | | | | |
|---|--|--|-----------|-------------------------------|------------|--------------|---------------------|--|----------|--|---|----------|--|--|
| Subclass Of: | AbstractAtomicTimeseries | | | | | | | | | | | | | |
| Stereotype: | «FeatureType» | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th><th>Target class and multiplicity</th><th>Definition</th></tr> </thead> </table> | | | Role name | Target class and multiplicity | Definition | | | | | | | | | |
| Role name | Target class and multiplicity | Definition | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Attribute</th><th>Value type and multiplicity</th><th>Definition</th></tr> </thead> <tbody> <tr> <td>fileLocation</td><td>URI</td><td>Specifies the URI that points to the external timeseries file.</td></tr> <tr> <td>fileType</td><td>StandardFileTypeV alue</td><td>Specifies the format used to represent the timeseries data.</td></tr> <tr> <td>mimeType</td><td>MimeTypeValue [0..1]</td><td>Specifies the MIME type of the external timeseries file.</td></tr> </tbody> </table> | | | Attribute | Value type and multiplicity | Definition | fileLocation | URI | Specifies the URI that points to the external timeseries file. | fileType | StandardFileTypeV alue | Specifies the format used to represent the timeseries data. | mimeType | MimeTypeValue [0..1] | Specifies the MIME type of the external timeseries file. |
| Attribute | Value type and multiplicity | Definition | | | | | | | | | | | | |
| fileLocation | URI | Specifies the URI that points to the external timeseries file. | | | | | | | | | | | | |
| fileType | StandardFileTypeV alue | Specifies the format used to represent the timeseries data. | | | | | | | | | | | | |
| mimeType | MimeTypeValue [0..1] | Specifies the MIME type of the external timeseries file. | | | | | | | | | | | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | | | | | | | | | | | |

9.8.1.9. Class StandardFileTypeValue

| StandardFileTypeValue | | | | | |
|--|---|------------|-----------|-------------------------------|------------|
| Definition: | StandardFileTypeValue is a code list used to specify the type of the referenced external timeseries data file. Each value shall provide information about the standard and version. | | | | |
| Subclass Of: | <-- section,>> | | | | |
| Stereotype: | «CodeList» | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th><th>Target class and multiplicity</th><th>Definition</th></tr> </thead> </table> | | | Role name | Target class and multiplicity | Definition |
| Role name | Target class and multiplicity | Definition | | | |
| <table border="1"> <thead> <tr> <th>Attribute</th><th>Value type and multiplicity</th><th>Definition</th></tr> </thead> </table> | | | Attribute | Value type and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition | | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | | |

9.8.1.10. Class TabulatedFileTimeseries

TabulatedFileTimeseries

Definition: A TabulatedFileTimeseries represents time-varying data of a specific data type for a single contiguous time interval. The data is provided in an external file referenced in the TabulatedFileTimeseries. The file shall contain table structured data using an appropriate file format like comma separated values (CSV), Microsoft Excel (XLSX) or Google Spreadsheet. The timestamps and the values are given in specific columns of the table. Each row represents a single time-value-pair. A subset of rows can be selected using the idColumn and idValue attributes.

Subclass Of: [AbstractAtomicTimeseries](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|---------------------|------------------------------------|---|
| decimalSymbol | Character [0..1] | Indicates which symbol is used to separate the integer part from the fractional part of a decimal number. |
| fieldSeparator | CharacterString | Indicates which symbol is used to separate the individual values in the tabulated file. |
| fileLocation | URI | Specifies the URI that points to the external timeseries file. |
| fileType | TabulatedFileType Value | Specifies the format used to represent the timeseries data. |
| idColumnName | CharacterString [0..1] | Specifies the name of the column that stores the identifier of the time-value-pair. |
| idColumnNo | Integer [0..1] | Specifies the number of the column that stores the identifier of the time-value-pair. |
| idValue | CharacterString [0..1] | Specifies the value of the identifier for which the time-value-pairs are to be selected. |
| mimeType | MimeTypeValue [0..1] | Specifies the MIME type of the external timeseries file. |
| numberOfHeaderLines | Integer [0..1] | Indicates the number of lines at the beginning of the tabulated file that represent headers. |
| timeColumnName | CharacterString [0..1] | Specifies the name of the column that stores the timestamp of the time-value-pair. |
| timeColumnNo | Integer [0..1] | Specifies the number of the column that stores the timestamp of the time-value-pair. |
| valueColumnName | CharacterString [0..1] | Specifies the name of the column that stores the value of the time-value-pair. |
| valueColumnNo | Integer [0..1] | Specifies the number of the column that stores the value of the time-value-pair. |
| valueType | TimeseriesTypeValue | Indicates the specific type of the timeseries data. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.8.1.11. Class TabulatedFileTypeValue

TabulatedFileTypeValue

| Definition: | TabulatedFileTypeValue is a code list used to specify the data format of the referenced external tabulated data file. | |
|---|---|------------|
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.8.1.12. Class SensorConnection

| SensorConnection | | |
|-------------------------|--|------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | A SensorConnection provides all details that are required to retrieve a specific datastream from an external sensor web service. It comprises the service type (e.g. OGC SensorThings API, OGC Sensor Observation Services, MQTT, proprietary platforms), the URL of the sensor service, the identifier for the sensor or thing and its observed property as well as information about the required authentication method. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «DataType» | |
| Role name | Target class and multiplicity | Definition |
| sensorLocation | AbstractCityObject | |
| n | [0..1] | |

| Attribute | Value type and multiplicity | Definition |
|-----------------------------|--|--|
| authType | AuthenticationTyp eValue [0..1] | Specifies the type of authentication required to be able to access the Sensor API. |
| baseURL | URI [0..1] | Specifies the base URL of the Sensor API request. |
| connectionTy pe | SensorConnectionT ypeValue | Indicates the type of Sensor API to which the SensorConnection refers. |
| datastreamID | CharacterString [0..1] | Specifies the datastream that is retrieved by the SensorConnection. |
| linkToObserv ation | CharacterString [0..1] | Specifies the complete URL to the observation request. |
| linkToSensor Description | CharacterString [0..1] | Specifies the complete URL to the sensor description request. |
| mqttServer | CharacterString [0..1] | Specifies the name of the MQTT Server. This attribute is relevant when the MQTT Protocol is used to connect to a Sensor API. |
| mqttTopic | CharacterString [0..1] | Names the specific datastream that is retrieved by the SensorConnection. |
| observationID | CharacterString [0..1] | Specifies the unique identifier of the observation that is retrieved by the SensorConnection. |
| observationPr operty | CharacterString | Specifies the phenomenon for which the SensorConnection provides observations. |
| sensorID | CharacterString [0..1] | Specifies the unique identifier of the sensor from which the SensorConnection retrieves observations. |
| sensorName | CharacterString [0..1] | Specifies the name of the sensor from which the SensorConnection retrieves observations. |
| uom | CharacterString [0..1] | Specifies the unit of measurement of the observations. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.8.1.13. Class TimeseriesComponent

TimeseriesComponent

| Definition: | TimeseriesComponent represents an element of a CompositeTimeseries. | |
|---|---|--|
| Subclass Of: | <-- section,>> | |
| Stereotype: | «DataType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| timeseries | AbstractTimeseries [1] | |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| additionalGap | TM_Duration [0..1] | Specifies how much extra time is added after all repetitions as an additional gap. |
| repetitions | Integer | Specifies how often the timeseries that is referenced by the TimeseriesComponent should be iterated. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.8.1.14. Class TimeseriesTypeValue

| TimeseriesTypeValue | | |
|----------------------------|--|------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | TimeseriesTypeValue enumerates the possible value types for GenericTimeseries and TimeValuePair. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | | |
| <hr/> | | |

| Attribute | Value type and multiplicity | Definition |
|-------------------|------------------------------------|--|
| integer | <-- section,>> | Indicates that the values of the GenericTimeseries are of type "Integer". |
| double | <-- section,>> | Indicates that the values of the GenericTimeseries are of type "Double". |
| string | <-- section,>> | Indicates that the values of the GenericTimeseries are of type "String". |
| geometry | <-- section,>> | Indicates that the values of the GenericTimeseries are geometries. |
| uri | <-- section,>> | Indicates that the values of the GenericTimeseries are of type "URI". |
| bool | <-- section,>> | Indicates that the values of the GenericTimeseries are of type "Boolean". |
| implicitGeom etry | <-- section,>> | Indicates that the values of the GenericTimeseries are of type "ImplicitGeometry". |
| appearance | <-- section,>> | Indicates that the values of the GenericTimeseries are of type "Appearance". |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.8.1.15. Class TimeValuePair

| TimeValuePair | | |
|----------------------|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Definition: | | A TimeValuePair represents a value that is valid for a given timepoint. For each TimeValuePair only one of the value properties can be used mutually exclusive. Which value property has to be provided depends on the selected value type in the GenericTimeSeries feature, in which the TimeValuePair is included. |
| Subclass Of: | <-- section,>> | |
| Stereotype: | | «DataType» |

| Attribute | Value type and multiplicity | Definition |
|-----------------------|---|---|
| appearanceValue | AbstractAppearance [0..1] | Specifies the "Appearance" value of the TimeValuePair. |
| boolValue | Boolean [0..1] | Specifies the "Boolean" value of the TimeValuePair. |
| doubleValue | Real [0..1] | Specifies the "Double" value of the TimeValuePair. |
| geometryValue | GM_Object [0..1] | Specifies the geometry value of the TimeValuePair. |
| implicitGeometryValue | ImplicitGeometry [0..1] | Specifies the "ImplicitGeometry" value of the TimeValuePair. |
| intValue | Integer [0..1] | Specifies the "Integer" value of the TimeValuePair. |
| stringValue | CharacterString [0..1] | Specifies the "String" value of the TimeValuePair. |
| timestamp | TM_Position | Specifies the timepoint at which the value of the TimeValuePair is valid. |
| uriValue | URI [0..1] | Specifies the "URI" value of the TimeValuePair. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9. Generics Data Dictionary

| Package Generics | |
|-------------------------|--|
| Description: | The Generics module supports application-specific extensions to the CityGML data model. These extensions may be used to model and exchange additional attributes and features not covered by the predefined thematic classes of CityGML. Generic extensions shall only be used if appropriate thematic classes or attributes are not provided by any other CityGML module. |
| Parent Package: | CityGML |
| Stereotype: | «ApplicationSchema» |

| Editing instructions: |
|--|
| 1) Delete all tables for CodeLists |
| 2) If a subclass value is "<<-- section,>>", change it to "none" |
| 3) If a multiplicity value is not provided, set it to "1" |
| 4) If there are no entries in the role subtable, delete that subtable |
| 5) If there are no entries in the attribute subtable, delete that subtable |
| 6) Delete these instructions when done |

9.9.1. Classes

9.9.1.1. Class GenericLogicalSpace

GenericLogicalSpace

Definition: A GenericLogicalSpace is a space that is not represented by any explicitly modelled AbstractLogicalSpace subclass within CityGML.

Subclass Of: [AbstractLogicalSpace](#)

Stereotype: «TopLevelFeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

class [GenericLogicalSpace](#) [eClassValue](#) [0..1] Indicates the specific type of the GenericLogicalSpace.

function [GenericLogicalSpace](#) [eFunctionValue](#) [0..*] Specifies the intended purposes of the GenericLogicalSpace.

usage [GenericLogicalSpace](#) [eUsageValue](#) [0..*] Specifies the actual uses of the GenericLogicalSpace.

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.2. Class GenericLogicalSpaceClassName

GenericLogicalSpaceClassName

Definition: GenericLogicalSpaceClassName is a code list used to further classify a GenericLogicalSpace.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.3. Class GenericLogicalSpaceFunctionValue

GenericLogicalSpaceFunctionValue

Definition: GenericLogicalSpaceFunctionValue is a code list that enumerates the different purposes of a GenericLogicalSpace.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.4. Class GenericLogicalSpaceUsageValue

GenericLogicalSpaceUsageValue

Definition: GenericLogicalSpaceUsageValue is a code list that enumerates the different uses of a GenericLogicalSpace.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.5. Class GenericOccupiedSpace

GenericOccupiedSpace

| Definition: | A GenericOccupiedSpace is a space that is not represented by any explicitly modelled AbstractOccupiedSpace subclass within CityGML. | | | | | | | | | | | | | | | | |
|--|---|--|-----------|-------------------------------|------------|------------------|------------------------------------|-------------------|-------|---|--|----------|---|--|-------|--|--|
| Subclass Of: | AbstractOccupiedSpace | | | | | | | | | | | | | | | | |
| Stereotype: | «TopLevelFeatureType» | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th> <th>Target class and multiplicity</th> <th>Definition</th> </tr> </thead> <tbody> <tr> <td>Attribute</td> <td>Value type and multiplicity</td> <td>Definition</td> </tr> <tr> <td>class</td> <td>GenericOccupiedSp aceClassValue [0..1]</td> <td>Indicates the specific type of the GenericOccupiedSpace.</td> </tr> <tr> <td>function</td> <td>GenericOccupiedSp aceFunctionValue</td> <td>Specifies the intended purposes of the GenericOccupiedSpace. [0..*]</td> </tr> <tr> <td>usage</td> <td>GenericOccupiedSp aceUsageValue [0..*]</td> <td>Specifies the actual uses of the GenericOccupiedSpace.</td> </tr> </tbody> </table> | | | Role name | Target class and multiplicity | Definition | Attribute | Value type and multiplicity | Definition | class | GenericOccupiedSp aceClassValue [0..1] | Indicates the specific type of the GenericOccupiedSpace. | function | GenericOccupiedSp aceFunctionValue | Specifies the intended purposes of the GenericOccupiedSpace. [0..*] | usage | GenericOccupiedSp aceUsageValue [0..*] | Specifies the actual uses of the GenericOccupiedSpace. |
| Role name | Target class and multiplicity | Definition | | | | | | | | | | | | | | | |
| Attribute | Value type and multiplicity | Definition | | | | | | | | | | | | | | | |
| class | GenericOccupiedSp aceClassValue [0..1] | Indicates the specific type of the GenericOccupiedSpace. | | | | | | | | | | | | | | | |
| function | GenericOccupiedSp aceFunctionValue | Specifies the intended purposes of the GenericOccupiedSpace. [0..*] | | | | | | | | | | | | | | | |
| usage | GenericOccupiedSp aceUsageValue [0..*] | Specifies the actual uses of the GenericOccupiedSpace. | | | | | | | | | | | | | | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | | | | | | | | | | | | | | |

9.9.1.6. Class GenericOccupiedSpaceClassValue

| GenericOccupiedSpaceClassValue | | | | | | | | |
|--|------------------------------------|-------------------|-----------|-------------------------------|------------|------------------|------------------------------------|-------------------|
| <p>Definition: GenericOccupiedSpaceClassValue is a code list used to further classify a GenericOccupiedSpace.</p> <p>Subclass Of: <-- section,>></p> <p>Stereotype: «CodeList»</p> | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th> <th>Target class and multiplicity</th> <th>Definition</th> </tr> </thead> <tbody> <tr> <td>Attribute</td> <td>Value type and multiplicity</td> <td>Definition</td> </tr> </tbody> </table> | | | Role name | Target class and multiplicity | Definition | Attribute | Value type and multiplicity | Definition |
| Role name | Target class and multiplicity | Definition | | | | | | |
| Attribute | Value type and multiplicity | Definition | | | | | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | | | | | |

9.9.1.7. Class GenericOccupiedSpaceFunctionValue

| |
|--|
| GenericOccupiedSpaceFunctionValue |
| |

| | | |
|--------------|--|--|
| Definition: | GenericOccupiedSpaceFunctionValue is a code list that enumerates the different purposes of a GenericOccupiedSpace. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.8. Class GenericOccupiedSpaceUsageValue

GenericOccupiedSpaceUsageValue

| | | |
|--------------|---|--|
| Definition: | GenericOccupiedSpaceUsageValue is a code list that enumerates the different uses of a GenericOccupiedSpace. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.9. Class GenericThematicSurface

GenericThematicSurface

| | | |
|--------------|---|--|
| Definition: | A GenericThematicSurface is a surface that is not represented by any explicitly modelled AbstractThematicSurface subclass within CityGML. | |
| Subclass Of: | AbstractThematicSurface | |
| Stereotype: | «TopLevelFeatureType» | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|---|--|
| class | GenericThematicSurfaceClassValue [0..1] | Indicates the specific type of the GenericThematicSurface. |
| function | GenericThematicSurfaceFunctionValue [0..*] | Specifies the intended purposes of the GenericThematicSurface. |
| usage | GenericThematicSurfaceUsageValue [0..*] | Specifies the actual uses of the GenericThematicSurface. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.10. Class GenericThematicSurfaceClassName

| GenericThematicSurfaceClassName | | |
|--|---|-------------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | GenericThematicSurfaceClassName is a code list used to further classify a GenericThematicSurface. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.11. Class GenericThematicSurfaceFunctionName

| GenericThematicSurfaceFunctionName | | |
|---|---|-------------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | GenericThematicSurfaceFunctionName is a code list that enumerates the different purposes of a GenericThematicSurface. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Attribute | Value type and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.9.1.12. Class GenericThematicSurfaceUsageValue

GenericThematicSurfaceUsageValue

| | |
|--------------|---|
| Definition: | GenericThematicSurfaceUsageValue is a code list that enumerates the different uses of a GenericThematicSurface. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|---|--------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.9.1.13. Class GenericUnoccupiedSpace

GenericUnoccupiedSpace

| | |
|--------------|---|
| Definition: | A GenericUnoccupiedSpace is a space that is not represented by any explicitly modelled AbstractUnoccupiedSpace subclass within CityGML. |
| Subclass Of: | AbstractUnoccupiedSpace |
| Stereotype: | «TopLevelFeatureType» |

| Role name | Target class and multiplicity | Definition |
|---|--------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

| Attribute | Value type and multiplicity | Definition |
|------------------|---|--|
| class | GenericUnoccupied SpaceClassValue [0..1] | Indicates the specific type of the GenericUnoccupiedSpace. |
| function | GenericUnoccupied SpaceFunctionValue e [0..*] | Specifies the intended purposes of the GenericUnoccupiedSpace. |
| usage | GenericUnoccupied SpaceUsageValue [0..*] | Specifies the actual uses of the GenericUnoccupiedSpace. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.14. Class GenericUnoccupiedSpaceClassValue

| GenericUnoccupiedSpaceClassValue | | |
|---|--|-------------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | GenericUnoccupiedSpaceClassValue is a code list used to further classify a GenericUnoccupiedSpace. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.15. Class GenericUnoccupiedSpaceFunctionValue

| GenericUnoccupiedSpaceFunctionValue | | |
|--|--|-------------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | GenericUnoccupiedSpaceFunctionValue is a code list that enumerates the different purposes of a GenericUnoccupiedSpace. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Attribute | Value type and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.9.1.16. Class GenericUnoccupiedSpaceUsageValue

| GenericUnoccupiedSpaceUsageValue | | |
|---|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: GenericUnoccupiedSpaceUsageValue is a code list that enumerates the different uses of a GenericUnoccupiedSpace. | | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.9.1.17. Class DateAttribute

| DateAttribute | | |
|--|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: DateAttribute is a data type used to define generic attributes of type "Date". | | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «DataType» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.9.1.18. Class DoubleAttribute

DoubleAttribute

| | |
|--------------|--|
| Definition: | DoubleAttribute is a data type used to define generic attributes of type "Double". |
| Subclass Of: | <-- section,>> |
| Stereotype: | «DataType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

name [CharacterString](#) Specifies the name of the DoubleAttribute.

value [Real](#) Specifies the "Double" value.

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.19. Class GenericAttributeSet

GenericAttributeSet

| | |
|--------------|--|
| Definition: | A GenericAttributeSet is a named collection of generic attributes. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «DataType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| genericAttribute | AbstractGenericAttribute [1..*] |
|------------------|---------------------------------|
|------------------|---------------------------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

codeSpace [URI](#) [0..1] Associates the GenericAttributeSet with an authority that maintains the collection of generic attributes.

name [CharacterString](#) Specifies the name of the GenericAttributeSet.

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.9.1.20. Class IntAttribute

IntAttribute

| | | |
|--------------|--|--|
| Definition: | IntAttribute is a data type used to define generic attributes of type "Integer". | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «DataType» | |

| Role name | Target class and multiplicity | Definition |
|---|-------------------------------|---|
| Attribute | Value type and multiplicity | Definition |
| name | CharacterString | Specifies the name of the IntAttribute. |
| value | Integer | Specifies the "Integer" value. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.9.1.21. Class MeasureAttribute

| MeasureAttribute | | |
|---|--|---|
| Definition: | MeasureAttribute is a data type used to define generic attributes of type "Measure". | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «DataType» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| name | CharacterString | Specifies the name of the MeasureAttribute. |
| value | Measure | Specifies the value of the MeasureAttribute. The value is of type "Measure", which can additionally provide the units of measure. [cf. ISO 19103] |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.9.1.22. Class StringAttribute

| StringAttribute | | |
|------------------------|--|--|
|------------------------|--|--|

| | | |
|--------------|--|--|
| Definition: | StringAttribute is a data type used to define generic attributes of type "String". | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «DataType» | |

| Role name | Target class and multiplicity | Definition |
|---|-------------------------------|--|
| Attribute | Value type and multiplicity | Definition |
| name | CharacterString | Specifies the name of the StringAttribute. |
| value | CharacterString | Specifies the "String" value. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.9.1.23. Class UriAttribute

| UriAttribute | | |
|---|--|---|
| Definition: | UriAttribute is a data type used to define generic attributes of type "URI". | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «DataType» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| name | CharacterString | Specifies the name of the UriAttribute. |
| value | URI | Specifies the "URI" value. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.10. Land Use Data Dictionary

| Package LandUse |
|------------------------|
|------------------------|

| | |
|-----------------|--|
| Description: | The LandUse module supports representation of areas of the earth's surface dedicated to a specific land use. |
| Parent Package: | CityGML |
| Stereotype: | «ApplicationSchema» |

Editing instructions:

- 1) Delete all tables for CodeLists
- 2) If a subclass value is "<<-- section,>>", change it to "none"
- 3) If a multiplicity value is not provided, set it to "1"
- 4) If there are no entries in the role subtable, delete that subtable
- 5) If there are no entries in the attribute subtable, delete that subtable
- 6) Delete these instructions when done

9.10.1. Classes

9.10.1.1. Class LandUse

LandUse

Definition: A LandUse object is an area of the earth's surface dedicated to a specific land use or having a specific land cover with or without vegetation, such as sand, rock, mud flats, forest, or grasslands.

Subclass Of: [AbstractThematicSurface](#)

Stereotype: «TopLevelFeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

class [LandUseClassValue](#) Indicates the specific type of the LandUse.
[0..1]

function [LandUseFunctionValue](#) Specifies the intended purposes of the LandUse.
[0..*]

usage [LandUseUsageValue](#) Specifies the actual uses of the LandUse.
[0..*]

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.10.1.2. Class LandUseClassValue

LandUseClassValue

Definition: LandUseClassValue is a code list used to further classify a LandUse.
Subclass Of: <-- section,>>
StereoType: «CodeList»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.10.1.3. Class LandUseFunctionValue

LandUseFunctionValue

Definition: LandUseFunctionValue is a code list that enumerates the different purposes of a LandUse.
Subclass Of: <-- section,>>
StereoType: «CodeList»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.10.1.4. Class LandUseUsageValue

LandUseUsageValue

| Definition: | LandUseUsageValue is a code list that enumerates the different uses of a LandUse. | |
|---|---|------------|
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.11. Point Cloud Data Dictionary

| |
|---|
| Package PointCloud |
| Description: The PointCloud module supports representation of CityGML features by a collection of points. |
| Parent Package: CityGML |
| Stereotype: «ApplicationSchema» |

| |
|--|
| Editing instructions: |
| 1) Delete all tables for CodeLists |
| 2) If a subclass value is "<-- section,>>", change it to "none" |
| 3) If a multiplicity value is not provided, set it to "1" |
| 4) If there are no entries in the role subtable, delete that subtable |
| 5) If there are no entries in the attribute subtable, delete that subtable |
| 6) Delete these instructions when done |

9.11.1. Classes

9.11.1.1. Class PointCloud

| |
|-------------------|
| PointCloud |
| |

| Definition: | A PointCloud is an unordered collection of points that is a sampling of the geometry of a space or space boundary. | |
|---|--|--|
| Subclass Of: | AbstractPointCloud | |
| Stereotype: | «FeatureType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| points | GM_MultiPoint [0..1] | |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| mimeType | MimeTypeValue [0..1] | Specifies the MIME type of the external point cloud file. |
| pointFile | URI [0..1] | Specifies the URI that points to the external point cloud file. |
| pointFileSrsName | CharacterString [0..1] | Indicates the coordinate reference system used by the external point cloud file. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.12. Relief Data Dictionary

| Package Relief | |
|-----------------|--|
| Description: | The Relief module supports representation of the terrain. CityGML supports terrain representations at different levels of detail, reflecting different accuracies or resolutions. Terrain may be specified as a regular raster or grid, as a TIN, by break lines, and/or by mass points. |
| Parent Package: | CityGML |
| Stereotype: | «ApplicationSchema» |

| |
|--|
| Editing instructions: |
| 1) Delete all tables for CodeLists |
| 2) If a subclass value is "<< - section,>>", change it to "none" |
| 3) If a multiplicity value is not provided, set it to "1" |
| 4) If there are no entries in the role subtable, delete that subtable |
| 5) If there are no entries in the attribute subtable, delete that subtable |
| 6) Delete these instructions when done |

9.12.1. Classes

9.12.1.1. Class AbstractReliefComponent

AbstractReliefComponent

Definition: An AbstractReliefComponent represents an element of the terrain surface - either a TIN, a Grid, mass points or break lines.

Subclass Of: [AbstractSpaceBoundary](#)

Stereotype: «FeatureType»

Constraint: polygonGeometry (OCL): inv: self.extent.patch → size()=1 and self.extent.patch → forAll(oclIsKindOf(GM_Polygon))

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| | | |
|--------|-----------------------------------|--|
| extent | GM_Surface [0..1] | |
|--------|-----------------------------------|--|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

| | | |
|-----|--------------------------------------|---|
| lod | IntegerBetween0an d3 | Indicates the Level of Detail of the terrain component. |
|-----|--------------------------------------|---|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.12.1.2. Class BreaklineRelief

BreaklineRelief

Definition: A BreaklineRelief represents a terrain component with 3D lines. These lines denote break lines or ridge/valley lines.

Subclass Of: [AbstractReliefComponent](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| | | |
|---------------|-------------------------------|--|
| ridgeOrValley | GM_MultiCurve | |
|---------------|-------------------------------|--|

| | | |
|-------|--------|--|
| Lines | [0..1] | |
|-------|--------|--|

| | | |
|------------|-------------------------------|--|
| breaklines | GM_MultiCurve | |
|------------|-------------------------------|--|

| | | |
|--|--------|--|
| | [0..1] | |
|--|--------|--|

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.12.1.3. Class MassPointRelief

| MassPointRelief | | |
|---|--|--|
| Role name | Target class and multiplicity | Definition |
| reliefPoints | GM_MultiPoint [0..1] | A MassPointRelief represents a terrain component as a collection of 3D points. |
| pointCloud | AbstractPointCloud [0..1] | Subclass Of: AbstractReliefComponent |
| StereoType: «FeatureType» | | |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.12.1.4. Class RasterRelief

| RasterRelief | | |
|---|--|--|
| Role name | Target class and multiplicity | Definition |
| grid | CV_DiscreteGridPointCoverage [1] | A RasterRelief represents a terrain component as a regular raster or grid. |
| Subclass Of: AbstractReliefComponent | | |
| StereoType: «FeatureType» | | |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.12.1.5. Class ReliefFeature

| ReliefFeature | | |
|---|--|-------------------|
| Role name | Target class and multiplicity | Definition |
| reliefCompon | AbstractReliefCom ponent [1..*] | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.12.1.6. Class TINRelief

| TINRelief | | |
|------------------|--|---|
| Role name | Target class and multiplicity | Definition |
| lod | IntegerBetween0an d3 | Indicates the Level of Detail of the ReliefFeature. |
| tin | GM_TriangulatedS urface [1] | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13. Transportation Data Dictionary

Package Transportation

Description: The Transportation module supports representation of the transportation infrastructure. Transportation features include roads, tracks, waterways, railways, and squares. Transportation features may be represented as a network and/or as a collection of spaces or surface elements embedded in a three-dimensional space.

Parent Package: CityGML

Stereotype: «ApplicationSchema»

Editing instructions:

- 1) Delete all tables for CodeLists
- 2) If a subclass value is "<< - section,>>", change it to "none"
- 3) If a multiplicity value is not provided, set it to "1"
- 4) If there are no entries in the role subtable, delete that subtable
- 5) If there are no entries in the attribute subtable, delete that subtable
- 6) Delete these instructions when done

9.13.1. Classes

9.13.1.1. Class AbstractTransportationSpace

AbstractTransportationSpace

| | |
|--------------|---|
| Definition: | AbstractTransportationSpace is the abstract superclass of transportation objects such as Roads, Tracks, Railways, Waterways or Squares. |
| Subclass Of: | AbstractUnoccupiedSpace |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------------------|---|------------|
| trafficSpace | TrafficSpace [*] | |
| hole | Hole [*] | |
| auxiliaryTrafficSpace | AuxiliaryTrafficSpace [*] | |
| marking | Marking [*] | |

| Attribute | Value type and multiplicity | Definition |
|------------------|--|---|
| occupancy | Occupancy [0..*] | Provides information on the residency of persons, vehicles, or other moving features in the transportation space. |
| trafficDirection | TrafficDirectionValue [0..1] | Indicates the direction of traffic flow relative to the corresponding linear geometry representation. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.2. Class AuxiliaryTrafficArea

AuxiliaryTrafficArea

| | |
|--------------|--|
| Definition: | An AuxiliaryTrafficArea is the ground surface of an AuxiliaryTrafficSpace. |
| Subclass Of: | AbstractThematicSurface |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| | | |

| Attribute | Value type and multiplicity | Definition |
|------------------|--|--|
| class | AuxiliaryTrafficArea aClassValue [0..1] | Indicates the specific type of the AuxiliaryTrafficArea. |
| function | AuxiliaryTrafficArea aFunctionValue [0..*] | Specifies the intended purposes of the AuxiliaryTrafficArea. |
| surfaceMaterial | SurfaceMaterialVal ue [0..1] | Specifies the type of pavement of the AuxiliaryTrafficArea. |
| usage | AuxiliaryTrafficArea aUsageValue [0..*] | Specifies the actual uses of the AuxiliaryTrafficArea. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.3. Class AuxiliaryTrafficAreaClassValue

| AuxiliaryTrafficAreaClassValue | | |
|---------------------------------------|---|-------------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | AuxiliaryTrafficAreaClassValue is a code list used to further classify an AuxiliaryTrafficArea. | |
| Subclass Of: | <-- section,--> | |
| Stereotype: | «CodeList» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.4. Class AuxiliaryTrafficAreaFunctionValue

| AuxiliaryTrafficAreaFunctionValue | | |
|--|---|-------------------|
| Role name | Target class and multiplicity | Definition |
| Definition: | AuxiliaryTrafficAreaFunctionValue is a code list that enumerates the different purposes of an AuxiliaryTrafficArea. | |
| Subclass Of: | <-- section,--> | |
| Stereotype: | «CodeList» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.5. Class AuxiliaryTrafficAreaUsageValue

AuxiliaryTrafficAreaUsageValue

| | |
|--------------|--|
| Definition: | AuxiliaryTrafficAreaUsageValue is a code list that enumerates the different uses of an AuxiliaryTrafficArea. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|---|--------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.6. Class AuxiliaryTrafficSpace

AuxiliaryTrafficSpace

| | |
|--------------|--|
| Definition: | An AuxiliaryTrafficSpace is a space within the transportation space not intended for traffic purposes. |
| Subclass Of: | AbstractUnoccupiedSpace |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|------------------|---|-------------------|
| boundary | AuxiliaryTrafficArea a [*] | |

| Attribute | Value type and multiplicity | Definition |
|------------------|---|---|
| class | AuxiliaryTrafficSpace <code>ceClassValue [0..1]</code> | Indicates the specific type of the AuxiliaryTrafficSpace. |
| function | AuxiliaryTrafficSpace <code>ceFunctionValue [0..*]</code> | Specifies the intended purposes of the AuxiliaryTrafficSpace. |
| granularity | GranularityValue | Defines whether auxiliary traffic spaces are represented by individual ways or by individual lanes, depending on the desired level of detail. |
| usage | AuxiliaryTrafficSpace <code>ceUsageValue [0..*]</code> | Specifies the actual uses of the AuxiliaryTrafficSpace. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.7. Class AuxiliaryTrafficSpaceClassValue

| AuxiliaryTrafficSpaceClassValue | | |
|--|---|-------------------|
| Definition: | AuxiliaryTrafficSpaceClassValue is a code list used to further classify an AuxiliaryTrafficSpace. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.8. Class AuxiliaryTrafficSpaceFunctionValue

| AuxiliaryTrafficSpaceFunctionValue | | |
|---|--|--|
|---|--|--|

| | | |
|--------------|---|--|
| Definition: | AuxiliaryTrafficSpaceFunctionValue is a code list that enumerates the different purposes of an AuxiliaryTrafficSpace. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.9. Class AuxiliaryTrafficSpaceUsageValue

AuxiliaryTrafficSpaceUsageValue

| | | |
|--------------|--|--|
| Definition: | AuxiliaryTrafficSpaceUsageValue is a code list that enumerates the different uses of an AuxiliaryTrafficSpace. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.10. Class ClearanceSpace

ClearanceSpace

| | | |
|--------------|--|--|
| Definition: | A ClearanceSpace represents the actual free space above a TrafficArea within which a mobile object can move without contacting an obstruction. | |
| Subclass Of: | AbstractUnoccupiedSpace | |
| Stereotype: | «FeatureType» | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|---|--|
| class | ClearanceSpaceClassValue ssValue [0..*] | Indicates the specific type of the ClearanceSpace. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.11. Class ClearanceSpaceClassValue

| ClearanceSpaceClassValue | | |
|---|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Definition: | | ClearanceSpaceClassValue is a code list used to further classify a ClearanceSpace. |
| Subclass Of: | | <-- section,>> |
| Stereotype: | | «CodeList» |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.12. Class Hole

| Hole | | |
|------------------|---|--|
| Role name | Target class and multiplicity | Definition |
| Definition: | | A Hole is an opening in the surface of a Road, Track or Square such as road damages, manholes or drains. Holes can span multiple transportation objects. |
| Subclass Of: | | AbstractUnoccupiedSpace |
| Stereotype: | | «FeatureType» |
| Attribute | Value type and multiplicity | Definition |
| boundary | AbstractThematicSurface [*] | |

| Attribute | Value type and multiplicity | Definition |
|------------------|--|--|
| class | HoleClassValue [0..1] | Indicates the specific type of the Hole. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.13. Class HoleClassValue

| HoleClassValue | | |
|-----------------------|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| | | |
| Attribute | Value type and multiplicity | Definition |
| | | |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.14. Class HoleSurface

| HoleSurface | | |
|--------------------|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| | | |
| Attribute | Value type and multiplicity | Definition |
| | | |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.15. Class Intersection

| Intersection |
|---------------------|
|---------------------|

| | |
|--------------|--|
| Definition: | An Intersection is a transportation space that is a shared segment of multiple Road, Track, Railway, or Waterway objects (e.g. a crossing of two roads or a level crossing of a road and a railway). |
| Subclass Of: | AbstractTransportationSpace |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|---|---|--|
| Attribute | Value type and multiplicity | Definition |
| class | IntersectionClassVa true [0..1] | Indicates the specific type of the Intersection. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.16. Class IntersectionClassValue

| IntersectionClassValue | | |
|---|-------------------------------|------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.17. Class Marking

| Marking |
|----------------|
|----------------|

| | |
|--------------|--|
| Definition: | A Marking is a visible pattern on a transportation area relevant to the structuring or restriction of traffic. Examples are road markings and markings related to railway or waterway traffic. |
| Subclass Of: | AbstractThematicSurface |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

| | | |
|-------|-----------------------------------|---|
| class | MarkingClassValue | Indicates the specific type of the Marking. [0..1] |
|-------|-----------------------------------|---|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.18. Class MarkingClassValue

MarkingClassValue

| | |
|--------------|--|
| Definition: | MarkingClassValue is a code list used to further classify a Marking. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.19. Class Railway

Railway

Definition: A Railway is a transportation space used by wheeled vehicles on rails.

Subclass Of: [AbstractTransportationSpace](#)

Stereotype: «TopLevelFeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

section [Section](#) [*]

intersection [Intersection](#) [*]

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

class [RailwayClassValue](#) Indicates the specific type of the Railway.
[0..1]

function [RailwayFunctionValue](#) Specifies the intended purposes of the Railway.
[0..*]

usage [RailwayUsageValue](#) Specifies the actual uses of the Railway.
[0..*]

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.20. Class RailwayClassValue

RailwayClassValue

Definition: RailwayClassValue is a code list used to further classify a Railway.

Subclass Of: <-- section,-->

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.21. Class RailwayFunctionValue

RailwayFunctionValue

Definition: RailwayFunctionValue is a code list that enumerates the different purposes of a Railway.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.22. Class RailwayUsageValue

RailwayUsageValue

Definition: RailwayUsageValue is a code list that enumerates the different uses of a Railway.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.23. Class Road

Road

| Definition: | A Road is a transportation space used by vehicles, bicycles and/or pedestrians. | |
|---|---|--|
| Subclass Of: | AbstractTransportationSpace | |
| Stereotype: | «TopLevelFeatureType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| intersection | Intersection [*] | |
| section | Section [*] | |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| class | RoadClassValue [0..1] | Indicates the specific type of the Road. |
| function | RoadFunctionValue [0..*] | Specifies the intended purposes of the Road. |
| usage | RoadUsageValue [0..*] | Specifies the actual uses of the Road. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.24. Class RoadClassValue

| RoadClassValue | | |
|---|--|------------|
| <hr/> | | |
| Definition: | RoadClassValue is a code list used to further classify a Road. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| | | |
| Attribute | Value type and multiplicity | Definition |
| | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.25. Class RoadFunctionValue

| RoadFunctionValue | | |
|--------------------------|--|--|
| <hr/> | | |

Definition: RoadFunctionValue is a code list that enumerates the different purposes of a Road.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.26. Class RoadUsageValue

RoadUsageValue

Definition: RoadUsageValue is a code list that enumerates the different uses of a Road.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.27. Class Section

Section

Definition: A Section is a transportation space that is a segment of a Road, Railway, Track, or Waterway.

Subclass Of: [AbstractTransportationSpace](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|--|---|
| class | SectionClassValue [0..1] | Indicates the specific type of the Section. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.28. Class SectionClassValue

| SectionClassValue | | |
|---|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | | SectionClassValue is a code list used to further classify a Section. |
| Subclass Of: | | <-- section,>> |
| Stereotype: | | «CodeList» |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.29. Class Square

| Square | | |
|---|--------------------------------------|---|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | | A Square is a transportation space for unrestricted movement for vehicles, bicycles and/or pedestrians. This includes plazas as well as large sealed surfaces such as parking lots. |
| Subclass Of: | | AbstractTransportationSpace |
| Stereotype: | | «TopLevelFeatureType» |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

| Attribute | Value type and multiplicity | Definition |
|------------------|--|--|
| class | SquareClassValue [0..1] | Indicates the specific type of the Square. |
| function | SquareFunctionVal [0..*] | Specifies the intended purposes of the Square. |
| usage | SquareUsageValue [0..*] | Specifies the actual uses of the Square. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.30. Class SquareClassValue

| SquareClassValue | | |
|-------------------------|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| | | Definition: SquareClassValue is a code list used to further classify a Square. |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
| | | Attribute |
| | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.31. Class SquareFunctionValue

| SquareFunctionValue | | |
|----------------------------|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| | | Definition: SquareFunctionValue is a code list that enumerates the different purposes of a Square. |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.32. Class SquareUsageValue

| SquareUsageValue | | |
|---|---|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | SquareUsageValue is a code list that enumerates the different uses of a Square. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.33. Class SurfaceMaterialValue

| SurfaceMaterialValue | | |
|---|--|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: | SurfaceMaterialValue is a code list that enumerates the different surface materials. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.34. Class Track

| Track |
|--------------|
|--------------|

Definition: A Track is a small path mainly used by pedestrians. Tracks can be segmented into Sections and Intersections.

Subclass Of: [AbstractTransportationSpace](#)

Stereotype: «TopLevelFeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

section [Section](#) [*]

intersection [Intersection](#) [*]

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

class [TrackClassValue](#) [0..1] Indicates the specific type of the Track.

function [TrackFunctionValue](#) e [0..*] Specifies the intended purposes of the Track.

usage [TrackUsageValue](#) [0..*] Specifies the actual uses of the Track.

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.35. Class TrackClassValue

TrackClassValue

Definition: TrackClassValue is a code list used to further classify a Track.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.36. Class TrackFunctionValue

TrackFunctionValue

| | | |
|--------------|--|--|
| Definition: | TrackFunctionValue is a code list that enumerates the different purposes of a Track. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.37. Class TrackUsageValue

| TrackUsageValue | | |
|------------------------|---|------------|
| Definition: | TrackUsageValue is a code list that enumerates the different uses of a Track. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.38. Class TrafficArea

| TrafficArea | | |
|--------------------|--|------------|
| Definition: | A TrafficArea is the ground surface of a TrafficSpace. Traffic areas are the surfaces upon which traffic actually takes place. | |
| Subclass Of: | AbstractThematicSurface | |
| Stereotype: | «FeatureType» | |
| Role name | Target class and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|------------------|--|---|
| class | TrafficAreaClassVal ue [0..1] | Indicates the specific type of the TrafficArea. |
| function | TrafficAreaFunction nValue [0..*] | Specifies the intended purposes of the TrafficArea. |
| surfaceMaterial | SurfaceMaterialVal ue [0..1] | Specifies the type of pavement of the TrafficArea. |
| usage | TrafficAreaUsageValue alue [0..*] | Specifies the actual uses of the TrafficArea. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.39. Class TrafficAreaClassValue

| TrafficAreaClassValue | | |
|------------------------------|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| | | |
| Attribute | Value type and multiplicity | Definition |
| | | |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.40. Class TrafficAreaFunctionValue

| TrafficAreaFunctionValue | | |
|---------------------------------|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| | | |
| Attribute | Value type and multiplicity | Definition |
| | | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.41. Class TrafficAreaUsageValue

| TrafficAreaUsageValue | | |
|---|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: TrafficAreaUsageValue is a code list that enumerates the different uses of a TrafficArea. | | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.42. Class TrafficSpace

| TrafficSpace | | |
|---------------------|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| clearanceSpace | ClearanceSpace [*] | A TrafficSpace is a space in which traffic takes place. Traffic includes the movement of entities such as trains, vehicles, pedestrians, ships, or other transportation types. |
| e | | |
| successor | TrafficSpace [*] | Subclass Of: AbstractUnoccupiedSpace |
| boundary | TrafficArea [*] | Stereotype: «FeatureType» |
| predecessor | TrafficSpace [*] | |

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|---|
| class | TrafficSpaceClassValue [0..1] | Indicates the specific type of the TrafficSpace. |
| function | TrafficSpaceFunctionValue [0..*] | Specifies the intended purposes of the TrafficSpace. |
| granularity | GranularityValue | Defines whether traffic spaces are represented by individual ways or by individual lanes, depending on the desired level of detail. |
| occupancy | Occupancy [0..*] | Provides information on the residency of persons, vehicles, or other moving features in the TrafficSpace. |
| trafficDirection | TrafficDirectionValue [0..1] | Indicates the direction of traffic flow relative to the corresponding linear geometry representation. |
| usage | TrafficSpaceUsageValue [0..*] | Specifies the actual uses of the TrafficSpace. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.43. Class TrafficSpaceClassValue

| TrafficSpaceClassValue | | |
|-------------------------------|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| | | |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.44. Class TrafficSpaceFunctionValue

| TrafficSpaceFunctionValue | | |
|----------------------------------|--|--|
| | | |

| | | |
|---|--|-------------------|
| Definition: | TrafficSpaceFunctionValue is a code list that enumerates the different purposes of a TrafficSpace. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.45. Class TrafficSpaceUsageValue

| | | |
|---|---|-------------------|
| TrafficSpaceUsageValue | | |
| <hr/> | | |
| Definition: | TrafficSpaceUsageValue is a code list that enumerates the different uses of a TrafficSpace. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.46. Class TransportationSpaceClassValue

| | | |
|--------------------------------------|--|-------------------|
| TransportationSpaceClassValue | | |
| <hr/> | | |
| Definition: | TransportationSpaceClassValue is a code list used to further classify a TransportationSpace. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.47. Class TransportationSpaceFunctionValue

| TransportationSpaceFunctionValue | | |
|--|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: TransportationSpaceFunctionValue is a code list that enumerates the different purposes of a TransportationSpace. | | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.48. Class TransportationSpaceUsageValue

| TransportationSpaceUsageValue | | |
|---|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: TransportationSpaceUsageValue is a code list that enumerates the different uses of a TransportationSpace. | | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.49. Class Waterway

| Waterway |
|-----------------|
|-----------------|

| Definition: | A Waterway is a transportation space used for the movement of vessels upon or within a water body. | |
|---|--|--|
| Subclass Of: | AbstractTransportationSpace | |
| Stereotype: | «TopLevelFeatureType» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| section | Section [*] | |
| intersection | Intersection [*] | |
| <hr/> | | |
| Attribute | Value type and multiplicity | Definition |
| class | WaterwayClassVal ue [0..1] | Indicates the specific type of the Waterway. |
| function | WaterwayFunction Value [0..*] | Specifies the intended purposes of the Waterway. |
| usage | WaterwayUsageVal ue [0..*] | Specifies the actual uses of the Waterway. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.50. Class WaterwayClassValue

| WaterwayClassValue | | |
|---|--|------------|
| Definition: | WaterwayClassValue is a code list used to further classify a Waterway. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |
| Role name | Target class and multiplicity | Definition |
| | | |
| Attribute | Value type and multiplicity | Definition |
| | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.13.1.51. Class WaterwayFunctionValue

| WaterwayFunctionValue | | |
|------------------------------|--|--|
| | | |

Definition: WaterwayFunctionValue is a code list that enumerates the different purposes of a Waterway.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.52. Class WaterwayUsageValue

WaterwayUsageValue

Definition: WaterwayUsageValue is a code list that enumerates the different uses of a Waterway.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------------|------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.53. Class GranularityValue

GranularityValue

Definition: GranularityValue enumerates the different levels of granularity in which transportation objects are represented.

Subclass Of: <-- section,>>

Stereotype:

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|--|
| lane | <-- section,>> | Indicates that the individual lanes of the transportation object are represented. |
| way | <-- section,>> | Indicates that the individual (carriage)ways of the transportation object are represented. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.13.1.54. Class TrafficDirectionValue

| TrafficDirectionValue | | |
|------------------------------|--------------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| forwards | <-- section,>> | Indicates that traffic flows in the direction of the corresponding linear geometry. |
| backwards | <-- section,>> | Indicates that traffic flows in the opposite direction of the corresponding linear geometry. |
| both | <-- section,>> | Indicates that traffic flows in both directions. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14. Tunnel Data Dictionary

| Package Tunnel | |
|------------------------|---|
| Description: | The Tunnel module supports representation of thematic and spatial aspects of tunnels, tunnel parts, tunnel installations, and interior tunnel structures. |
| Parent Package: | CityGML |
| Stereotype: | «ApplicationSchema» |

Editing instructions:

- 1) Delete all tables for CodeLists
- 2) If a subclass value is "<<-- section,>>", change it to "none"
- 3) If a multiplicity value is not provided, set it to "1"
- 4) If there are no entries in the role subtable, delete that subtable
- 5) If there are no entries in the attribute subtable, delete that subtable
- 6) Delete these instructions when done

9.14.1. Classes

9.14.1.1. Class AbstractTunnel

AbstractTunnel

Definition: AbstractTunnel is an abstract superclass representing the common attributes and associations of the classes Tunnel and TunnelPart.

Subclass Of: [AbstractConstruction](#)

Stereotype: «FeatureType»

| Role name | Target class and definition | multiplicity |
|---------------------------|---|--------------|
| tunnelFurniture | TunnelFurniture | |
| re | | [*] |
| tunnelInstallation | TunnelInstallation | |
| tion | | [*] |
| tunnelConstructiveElement | TunnelConstructiveElement | |
| | Element | [*] |
| hollowSpace | HollowSpace | [*] |

| Attribute | Value type and definition | multiplicity |
|-----------|-------------------------------------|--|
| class | TunnelClassValue | Indicates the specific type of the Tunnel or TunnelPart. [0..1] |
| function | TunnelFunctionValue | Specifies the intended purposes of the Tunnel or TunnelPart. [0..*] |
| usage | TunnelUsageValue | Specifies the actual uses of the Tunnel or TunnelPart. [0..*] |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.2. Class HollowSpace

HollowSpace

Definition: A HollowSpace is a space within a Tunnel or TunnelPart intended for certain functions (e.g. transport or passage ways, service rooms, emergency shelters). A HollowSpace is bounded physically and/or virtually (e.g. by ClosureSurfaces or GenericSurfaces).

Subclass Of: [AbstractUnoccupiedSpace](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

boundary [AbstractThematicSurface](#) [*]

tunnelFurniture [TunnelFurniture](#) [*]

tunnelInstallation [TunnelInstallation](#) [*]

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

class [HollowSpaceClassV](#) Indicates the specific type of the HollowSpace.
alue [0..1]

function [HollowSpaceFunction](#) Specifies the intended purposes of the HollowSpace.
onValue [0..*]

usage [HollowSpaceUsage](#) Specifies the actual uses of the HollowSpace.
Value [0..*]

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.3. Class HollowSpaceClassValue

HollowSpaceClassValue

Definition: HollowSpaceClassValue is a code list used to further classify a HollowSpace.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.14.1.4. Class HollowSpaceFunctionValue

HollowSpaceFunctionValue

| | |
|--------------|--|
| Definition: | HollowSpaceFunctionValue is a code list that enumerates the different purposes of a HollowSpace. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|---|--------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.14.1.5. Class HollowSpaceUsageValue

HollowSpaceUsageValue

| | |
|--------------|---|
| Definition: | HollowSpaceUsageValue is a code list that enumerates the different uses of a HollowSpace. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|---|--------------------------------------|-------------------|
| Attribute | Value type and multiplicity | Definition |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.14.1.6. Class Tunnel

Tunnel

Definition: A Tunnel represents a horizontal or sloping enclosed passage way of a certain length, mainly underground or underwater. [cf. ISO 6707-1]

Subclass Of: [AbstractTunnel](#)

Stereotype: «TopLevelFeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| | | |
|------------|--------------------------------|--|
| tunnelPart | TunnelPart [*] | |
|------------|--------------------------------|--|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.7. Class TunnelClassValue

TunnelClassValue

Definition: TunnelClassValue is a code list used to further classify a Tunnel.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.8. Class TunnelConstructiveElement

TunnelConstructiveElement

Definition: A TunnelConstructiveElement is an element of a Tunnel which is essential from a structural point of view. Examples are walls, slabs, beams.

Subclass Of: [AbstractConstructiveElement](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|--|---|
| class | TunnelConstructive ElementClassValue [0..1] | Indicates the specific type of the TunnelConstructiveElement. |
| function | TunnelConstructive ElementFunctionValue [0..*] | Specifies the intended purposes of the TunnelConstructiveElement. |
| usage | TunnelConstructive ElementUsageValue [0..*] | Specifies the actual uses of the TunnelConstructiveElement. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.9. Class TunnelConstructiveElementClassValue

TunnelConstructiveElementClassValue

| | |
|--------------|--|
| Definition: | TunnelConstructiveElementClassValue is a code list used to further classify a TunnelConstructiveElement. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
| <hr/> | | |

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
| <hr/> | | |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.10. Class TunnelConstructiveElementFunctionValue

TunnelConstructiveElementFunctionValue

| | |
|--------------|--|
| Definition: | TunnelConstructiveElementFunctionValue is a code list that enumerates the different purposes of a TunnelConstructiveElement. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
| <hr/> | | |

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.11. Class TunnelConstructiveElementUsageValue

TunnelConstructiveElementUsageValue

| | |
|--------------|---|
| Definition: | TunnelConstructiveElementUsageValue is a code list that enumerates the different uses of a TunnelConstructiveElement. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.12. Class TunnelFunctionValue

TunnelFunctionValue

| | |
|--------------|--|
| Definition: | TunnelFunctionValue is a code list that enumerates the different purposes of a Tunnel. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
|------------------|--------------------------------------|-------------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|------------------------------------|-------------------|
|------------------|------------------------------------|-------------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.13. Class TunnelFurniture

TunnelFurniture

| Definition: | A TunnelFurniture is an equipment for occupant use, usually not fixed to the tunnel. [cf. ISO 6707-1] | | | | | | | | | | | | | | | | |
|--|---|---|-----------|-------------------------------|------------|------------------|------------------------------------|-------------------|-------|--|---|----------|---|---|-------|--|---|
| Subclass Of: | AbstractFurniture | | | | | | | | | | | | | | | | |
| Stereotype: | «FeatureType» | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th> <th>Target class and multiplicity</th> <th>Definition</th> </tr> </thead> <tbody> <tr> <td>Attribute</td> <td>Value type and multiplicity</td> <td>Definition</td> </tr> <tr> <td>class</td> <td>TunnelFurnitureCl assValue [0..1]</td> <td>Indicates the specific type of the TunnelFurniture.</td> </tr> <tr> <td>function</td> <td>TunnelFurnitureFu nctionValue [0..*]</td> <td>Specifies the intended purposes of the TunnelFurniture.</td> </tr> <tr> <td>usage</td> <td>TunnelFurnitureUs ageValue [0..*]</td> <td>Specifies the actual uses of the TunnelFurniture.</td> </tr> </tbody> </table> | | | Role name | Target class and multiplicity | Definition | Attribute | Value type and multiplicity | Definition | class | TunnelFurnitureCl assValue [0..1] | Indicates the specific type of the TunnelFurniture. | function | TunnelFurnitureFu nctionValue [0..*] | Specifies the intended purposes of the TunnelFurniture. | usage | TunnelFurnitureUs ageValue [0..*] | Specifies the actual uses of the TunnelFurniture. |
| Role name | Target class and multiplicity | Definition | | | | | | | | | | | | | | | |
| Attribute | Value type and multiplicity | Definition | | | | | | | | | | | | | | | |
| class | TunnelFurnitureCl assValue [0..1] | Indicates the specific type of the TunnelFurniture. | | | | | | | | | | | | | | | |
| function | TunnelFurnitureFu nctionValue [0..*] | Specifies the intended purposes of the TunnelFurniture. | | | | | | | | | | | | | | | |
| usage | TunnelFurnitureUs ageValue [0..*] | Specifies the actual uses of the TunnelFurniture. | | | | | | | | | | | | | | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | | | | | | | | | | | | | | |

9.14.1.14. Class TunnelFurnitureClassValue

| TunnelFurnitureClassValue | | | | | | | | |
|--|------------------------------------|-------------------|-----------|-------------------------------|------------|------------------|------------------------------------|-------------------|
| <p>Definition: TunnelFurnitureClassValue is a code list used to further classify a TunnelFurniture.</p> | | | | | | | | |
| Subclass Of: <-- section,>> | | | | | | | | |
| Stereotype: «CodeList» | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th> <th>Target class and multiplicity</th> <th>Definition</th> </tr> </thead> <tbody> <tr> <td>Attribute</td> <td>Value type and multiplicity</td> <td>Definition</td> </tr> </tbody> </table> | | | Role name | Target class and multiplicity | Definition | Attribute | Value type and multiplicity | Definition |
| Role name | Target class and multiplicity | Definition | | | | | | |
| Attribute | Value type and multiplicity | Definition | | | | | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | | | | | | | |

9.14.1.15. Class TunnelFurnitureFunctionValue

| |
|-------------------------------------|
| TunnelFurnitureFunctionValue |
| |

| | |
|--------------|--|
| Definition: | TunnelFurnitureFunctionValue is a code list that enumerates the different purposes of a TunnelFurniture. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.16. Class TunnelFurnitureUsageValue

TunnelFurnitureUsageValue

| | |
|--------------|---|
| Definition: | TunnelFurnitureUsageValue is a code list that enumerates the different uses of a TunnelFurniture. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.17. Class TunnelInstallation

TunnelInstallation

| | |
|--------------|--|
| Definition: | A TunnelInstallation is a permanent part of a Tunnel (inside and/or outside) which does not have the significance of a TunnelPart. In contrast to TunnelConstructiveElement, a TunnelInstallation is not essential from a structural point of view. Examples are stairs, antennas or railings. |
| Subclass Of: | AbstractInstallation |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------|---|--|
| Attribute | Value type and multiplicity | Definition |
| class | TunnelInstallation ClassValue [0..1] | Indicates the specific type of the TunnelInstallation. |
| function | TunnelInstallation FunctionValue [0..*] | Specifies the intended purposes of the TunnelInstallation. |
| usage | TunnelInstallation UsageValue [0..*] | Specifies the actual uses of the TunnelInstallation. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.18. Class TunnelInstallationClassValue

| TunnelInstallationClassValue | | |
|-------------------------------------|-------------------------------|--|
| Role name | Target class and multiplicity | Definition |
| Definition: | TunnelInstallationClassValue | TunnelInstallationClassValue is a code list used to further classify a TunnelInstallation. |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Attribute | Value type and multiplicity | Definition |
| | | |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.19. Class TunnelInstallationFunctionValue

| TunnelInstallationFunctionValue | | |
|--|--|--|
| | | |

| | |
|--------------|--|
| Definition: | TunnelInstallationFunctionValue is a code list that enumerates the different purposes of a TunnelInstallation. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.20. Class TunnelInstallationUsageValue

TunnelInstallationUsageValue

| | |
|--------------|---|
| Definition: | TunnelInstallationUsageValue is a code list that enumerates the different uses of a TunnelInstallation. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.14.1.21. Class TunnelPart

TunnelPart

| | |
|--------------|--|
| Definition: | A TunnelPart is a physical or functional subdivision of a Tunnel. It would be considered a Tunnel, if it were not part of a collection of other TunnelParts. |
| Subclass Of: | AbstractTunnel |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| Attribute | Value type and multiplicity | Definition |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.14.1.22. Class TunnelUsageValue

| TunnelUsageValue | | |
|--|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: TunnelUsageValue is a code list that enumerates the different uses of a Tunnel. Subclass Of: <-- section,>> Stereotype: «CodeList» | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.15. Vegetation Data Dictionary

| Package Vegetation | |
|---------------------------|--|
| Description: | The Vegetation module supports representation of vegetation objects with vegetation-specific thematic classes. CityGML's vegetation model distinguishes between solitary vegetation objects like trees, and vegetation areas which represent biotopes like forests or other plant communities. |
| Parent Package: | CityGML |
| Stereotype: | «ApplicationSchema» |

| |
|--|
| Editing instructions: |
| 1) Delete all tables for CodeLists |
| 2) If a subclass value is "<-- section,>>", change it to "none" |
| 3) If a multiplicity value is not provided, set it to "1" |
| 4) If there are no entries in the role subtable, delete that subtable |
| 5) If there are no entries in the attribute subtable, delete that subtable |
| 6) Delete these instructions when done |

9.15.1. Classes

9.15.1.1. Class AbstractVegetationObject

AbstractVegetationObject

Definition: AbstractVegetationObject is the abstract superclass for all kinds of vegetation objects.

Subclass Of: [AbstractOccupiedSpace](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.15.1.2. Class PlantCover

PlantCover

Definition: A PlantCover represents a space covered by vegetation.

Subclass Of: [AbstractVegetationObject](#)

Stereotype: «TopLevelFeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|------------------|-------------------------------------|--|
| averageHeight | Length [0..1] ue [0..1] | Specifies the average height of the PlantCover. |
| class | PlantCoverClassVal ue [0..1] | Indicates the specific type of the PlantCover. |
| function | PlantCoverFunction nValue [0..*] | Specifies the intended purposes of the PlantCover. |
| maxHeight | Length [0..1] | Specifies the maximum height of the PlantCover. |
| minHeight | Length [0..1] | Specifies the minimum height of the PlantCover. |
| usage | PlantCoverUsageVa lue [0..*] | Specifies the actual uses of the PlantCover. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.15.1.3. Class PlantCoverClassValue

| PlantCoverClassValue | | |
|---|--|-------------------|
| Definition: | PlantCoverClassValue is a code list used to further classify a PlantCover. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Role name Target class and multiplicity Definition | | |
| Attribute | Value type and multiplicity | Definition |
| | | |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.15.1.4. Class PlantCoverFunctionValue

| PlantCoverFunctionValue | | |
|---|--|-------------------|
| Definition: | PlantCoverFunctionValue is a code list that enumerates the different purposes of a PlantCover. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| Role name Target class and multiplicity Definition | | |
| Attribute | Value type and multiplicity | Definition |
| | | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.15.1.5. Class PlantCoverUsageValue

| PlantCoverUsageValue | | |
|--|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: PlantCoverUsageValue is a code list that enumerates the different uses of a PlantCover. Subclass Of: <-- section,>> StereoType: «CodeList» | | |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.15.1.6. Class SolitaryVegetationObject

| SolitaryVegetationObject | | |
|--|--------------------------------------|-------------------|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| Definition: A SolitaryVegetationObject represents individual vegetation objects, e.g. trees or bushes. Subclass Of: AbstractVegetationObject StereoType: «TopLevelFeatureType» | | |
| Role name Target class and multiplicity Definition | | |

| Attribute | Value type and multiplicity | Definition |
|------------------|--|---|
| class | SolitaryVegetationObjectClassValue [0..1] | Indicates the specific type of the SolitaryVegetationObject. |
| crownDiamet er | Length [0..1] | Specifies the diameter of the SolitaryCityObject's crown. |
| function | SolitaryVegetationObjectFunctionValue [0..*] | Specifies the intended purposes of the SolitaryVegetationObject. |
| height | Length [0..1] | Distance between the highest point of the vegetation object and the lowest point of the terrain at the bottom of the object. |
| maxRootBallDepth | Length [0..1] | Specifies the vertical distance between the lowest point of the SolitaryVegetationObject's root ball and the terrain surface. |
| rootBallDiameter | Length [0..1] | Specifies the diameter of the SolitaryCityObject's root ball. |
| species | SpeciesValue [0..1] | Indicates the botanical name of the SolitaryVegetationObject. |
| trunkDiameter | Length [0..1] | Specifies the diameter of the SolitaryCityObject's trunk. |
| usage | SolitaryVegetationObjectUsageValue [0..*] | Specifies the actual uses of the SolitaryVegetationObject. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.15.1.7. Class SolitaryVegetationObjectClassValue

SolitaryVegetationObjectClassValue

Definition: SolitaryVegetationObjectClassValue is a code list used to further classify a SolitaryVegetationObject.

Subclass Of: <-- section,>>

Stereotype: «CodeList»

| Role name | Target class and multiplicity | Definition |
|------------------|--------------------------------------|-------------------|
| | | |

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.15.1.8. Class SolitaryVegetationObjectFunctionValue

SolitaryVegetationObjectFunctionValue

| | |
|--------------|--|
| Definition: | SolitaryVegetationObjectFunctionValue is a code list that enumerates the different purposes of a SolitaryVegetationObject. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|---|--------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.15.1.9. Class SolitaryVegetationObjectUsageValue

SolitaryVegetationObjectUsageValue

| | |
|--------------|---|
| Definition: | SolitaryVegetationObjectUsageValue is a code list that enumerates the different uses of a SolitaryVegetationObject. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|---|--------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.15.1.10. Class SpeciesValue

SpeciesValue

| | | |
|--------------|--|--|
| Definition: | A SpeciesValue is a code list that enumerates the species of a SolitaryVegetationObject. | |
| Subclass Of: | <-- section,>> | |
| Stereotype: | «CodeList» | |
| <hr/> | | |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| | | |
| Attribute | Value type and multiplicity | Definition |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.16. Versioning Data Dictionary

| Package Versioning | |
|--------------------|--|
| Description: | The Versioning module supports representation of multiple versions of CityGML features within a single CityGML model. In addition, also the version transitions and transactions that lead to the different versions can be represented. |
| Parent Package: | CityGML |
| Stereotype: | «ApplicationSchema» |

| |
|--|
| Editing instructions: |
| 1) Delete all tables for CodeLists |
| 2) If a subclass value is "<-- section,>>", change it to "none" |
| 3) If a multiplicity value is not provided, set it to "1" |
| 4) If there are no entries in the role subtable, delete that subtable |
| 5) If there are no entries in the attribute subtable, delete that subtable |
| 6) Delete these instructions when done |

9.16.1. Classes

9.16.1.1. Class Version

| Version |
|---------|
| |

| Definition: | Version represents a defined state of a city model consisting of the dedicated versions of all city object instances that belong to the respective city model version. Versions can have names, a description and can be labeled with an arbitrary number of user defined tags. | | | | | | | | | | | | | |
|---|---|---|-----------|-------------------------------|------------|---------------|---|--|-----------|-----------------------------|------------|-----|--|---|
| Subclass Of: | AbstractVersion | | | | | | | | | | | | | |
| Stereotype: | «FeatureType» | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th><th>Target class and multiplicity</th><th>Definition</th></tr> </thead> <tbody> <tr> <td>versionMember</td><td>AbstractFeatureWithLifespan [*]</td><td></td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Attribute</th><th>Value type and multiplicity</th><th>Definition</th></tr> </thead> <tbody> <tr> <td>tag</td><td>CharacterString [0..*]</td><td>Allows for adding keywords to the city model version.</td></tr> </tbody> </table> <p>Note: Unless otherwise specified, all attributes have the stereotype «Property»</p> | | | Role name | Target class and multiplicity | Definition | versionMember | AbstractFeatureWithLifespan [*] | | Attribute | Value type and multiplicity | Definition | tag | CharacterString [0..*] | Allows for adding keywords to the city model version. |
| Role name | Target class and multiplicity | Definition | | | | | | | | | | | | |
| versionMember | AbstractFeatureWithLifespan [*] | | | | | | | | | | | | | |
| Attribute | Value type and multiplicity | Definition | | | | | | | | | | | | |
| tag | CharacterString [0..*] | Allows for adding keywords to the city model version. | | | | | | | | | | | | |

9.16.1.2. Class VersionTransition

| VersionTransition | | | | | | | | | | | | | | |
|---|---|------------|-----------|-------------------------------|------------|-------------|---------------------------------|--|------|--------------------------------|--|----|--------------------------------|--|
| Definition: | VersionTransition describes the change of the state of a city model from one version to another. Version transitions can have names, a description and can be further qualified by a type and a reason. | | | | | | | | | | | | | |
| Subclass Of: | AbstractVersionTransition | | | | | | | | | | | | | |
| Stereotype: | «FeatureType» | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Role name</th><th>Target class and multiplicity</th><th>Definition</th></tr> </thead> <tbody> <tr> <td>transaction</td><td>Transaction [*]</td><td></td></tr> <tr> <td>from</td><td>Version [0..1]</td><td></td></tr> <tr> <td>to</td><td>Version [0..1]</td><td></td></tr> </tbody> </table> | | | Role name | Target class and multiplicity | Definition | transaction | Transaction [*] | | from | Version [0..1] | | to | Version [0..1] | |
| Role name | Target class and multiplicity | Definition | | | | | | | | | | | | |
| transaction | Transaction [*] | | | | | | | | | | | | | |
| from | Version [0..1] | | | | | | | | | | | | | |
| to | Version [0..1] | | | | | | | | | | | | | |

| Attribute | Value type and multiplicity | Definition |
|------------------|--|--|
| clonePrecedes | Boolean | Indicates whether the set of city object instances belonging to the successor version of the city model is either explicitly enumerated within the successor version object (attribute clonePredecessor=false), or has to be derived from the modifications of the city model provided as a list of transactions on the city object versions contained in the predecessor version (attribute clonePredecessor=true). |
| reason | CharacterString [0..1] | Specifies why the VersionTransition has been carried out. |
| type | TransitionTypeVal ue [0..1] | Indicates the specific type of the VersionTransition. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.16.1.3. Class Transaction

| Transaction | | |
|--------------------|---|--|
| Role name | Target class and multiplicity | Definition |
| newFeature | AbstractFeatureWithLifespan [0..1] | Indicates the creation of a new feature. |
| oldFeature | AbstractFeatureWithLifespan [0..1] | Indicates the termination or replacement of an existing feature. |
| Attribute | Value type and multiplicity | Definition |
| type | TransactionTypeValue | Indicates the specific type of the Transaction. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.16.1.4. Class TransactionTypeValue

TransactionTypeValue

Definition: TransactionTypeValue enumerates the three possible types of transactions: insert, delete, or replace.

Subclass Of: <-- section,>>

Stereotype:

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|---|
| Attribute | Value type and multiplicity | Definition |
| insert | <-- section,>> | Indicates that the feature referenced from the Transaction via the "newFeature" association has been newly created; the association "oldFeature" is empty in this case. |
| delete | <-- section,>> | Indicates that the feature referenced from the Transaction via the "oldFeature" association ceases to exist; the association "newFeature" is empty in this case. |
| replace | <-- section,>> | Indicates that the feature referenced from the Transaction via the "oldFeature" association has been replaced by the feature referenced via the "newFeature" association. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.16.1.5. Class TransitionTypeValue

TransitionTypeValue

Definition: TransitionTypeValue enumerates the different kinds of version transitions. “planned” and “fork” should be used in cases when from one city model version multiple successor versions are being created. “realized” and “merge” should be used when different city model versions are converging into a common successor version.

Subclass Of: <-- section,>>

Stereotype:

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
| | | |

| Attribute | Value type and multiplicity | Definition |
|----------------------|------------------------------------|---|
| planned | <-- section,>> | Indicates that the successor version of the city model represents a planning state for a possible future of the city. |
| realized | <-- section,>> | Indicates that the predecessor version is the chosen one from a number of possible planning versions. |
| historicalSuccession | <-- section,>> | Indicates that the successor version reflects updates on the city model over time (historical timeline). It shall only be used for at most one version transition outgoing from a city model version. |
| fork | <-- section,>> | Indicates other reasons to create alternative city model versions, for example, when different parties are updating parts of the city model or to reflect the results of different simulation runs. |
| merge | <-- section,>> | Indicates other reasons to converge multiple versions back into a common city model version. |

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.17. Water Body Data Dictionary

Package WaterBody

Description: The WaterBody module supports representation of the thematic aspects and 3D geometry of rivers, canals, lakes, and basins. It does, however, not inherit any hydrological or other dynamic aspects of fluid flow.

Parent Package: CityGML

Stereotype: «ApplicationSchema»

Editing instructions:

- 1) Delete all tables for CodeLists
- 2) If a subclass value is "<<-- section,>>", change it to "none"
- 3) If a multiplicity value is not provided, set it to "1"
- 4) If there are no entries in the role subtable, delete that subtable
- 5) If there are no entries in the attribute subtable, delete that subtable
- 6) Delete these instructions when done

9.17.1. Classes

9.17.1.1. Class AbstractWaterBoundarySurface

AbstractWaterBoundarySurface

Definition: AbstractWaterBoundarySurface is the abstract superclass for all kinds of thematic surfaces bounding a water body.

Subclass Of: [AbstractThematicSurface](#)

Stereotype: «FeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.17.1.2. Class WaterBody

WaterBody

Definition: A WaterBody represents significant and permanent or semi-permanent accumulations of surface water, usually covering a part of the Earth.

Subclass Of: [AbstractOccupiedSpace](#)

Stereotype: «TopLevelFeatureType»

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| | | |
|----------|--|--|
| boundary | AbstractWaterBoundarySurface [*] | |
|----------|--|--|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

| | | |
|-------|--|---|
| class | WaterBodyClassVal [0..1] | Indicates the specific type of the WaterBody. |
|-------|--|---|

| | | |
|----------|--|---|
| function | WaterBodyFunction [0..*] | Specifies the intended purposes of the WaterBody. |
|----------|--|---|

| | | |
|-------|--|---|
| usage | WaterBodyUsageValue [0..*] | Specifies the actual uses of the WaterBody. |
|-------|--|---|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.17.1.3. Class WaterBodyClassValue

WaterBodyClassValue

| | |
|--------------|--|
| Definition: | WaterBodyClassValue is a code list used to further classify a WaterBody. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.17.1.4. Class WaterBodyFunctionValue

WaterBodyFunctionValue

| | |
|--------------|--|
| Definition: | WaterBodyFunctionValue is a code list that enumerates the different purposes of a WaterBody. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.17.1.5. Class WaterBodyUsageValue

WaterBodyUsageValue

| | |
|--------------|---|
| Definition: | WaterBodyUsageValue is a code list that enumerates the different uses of a WaterBody. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.17.1.6. Class WaterGroundSurface

WaterGroundSurface

| | |
|--------------|--|
| Definition: | A WaterGroundSurface represents the exterior boundary surface of the submerged bottom of a water body. |
| Subclass Of: | AbstractWaterBoundarySurface |
| Stereotype: | «FeatureType» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|-----------|-----------------------------|------------|
|-----------|-----------------------------|------------|

Note: Unless otherwise specified, all attributes have the stereotype «Property»

9.17.1.7. Class WaterLevelValue

WaterLevelValue

| | |
|--------------|---|
| Definition: | WaterLevelValue is a code list that enumerates the different levels of a water surface. |
| Subclass Of: | <-- section,>> |
| Stereotype: | «CodeList» |

| Role name | Target class and multiplicity | Definition |
|-----------|-------------------------------|------------|
|-----------|-------------------------------|------------|

| Attribute | Value type and multiplicity | Definition |
|---|------------------------------------|-------------------|
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

9.17.1.8. Class WaterSurface

| WaterSurface | | |
|---|---|--|
| Role name | Target class and multiplicity | Definition |
| Attribute | Value type and multiplicity | Definition |
| waterLevel | WaterLevelValue [0..1] | Specifies the level of the WaterSurface. |
| Note: Unless otherwise specified, all attributes have the stereotype «Property» | | |

Chapter 10. Media Types for any data encoding(s)

A section describing the MIME-types to be used is mandatory for any standard involving data encodings. If no suitable MIME type exists in <http://www.iana.org/assignments/media-types/index.html> then this section may be used to define a new MIME type for registration with IANA.

Annex A: Conformance Class Abstract Test Suite (Normative)

Annex B: Revision History

| Date | Release | Editor | Primary clauses modified | Description |
|------------|---------|-----------|--------------------------|-----------------|
| 2016-04-28 | 0.1 | G. Editor | all | initial version |

Chapter 11. Change Log for CityGML 3.0

CityGML 3.0 is the baseline version. Changes appearing in versions following 3.0 will be listed in this section.

| Feature Class / Data Type | Property | New | Changed | Deleted | Description of Change |
|---------------------------|----------|-----|---------|---------|-----------------------|
| | | | | | |

Annex C: Changelog for CityGML 3.0

The following table lists all feature types, properties, and data types which have been added or changed for CityGML 3.0.

| Feature Class / Data Type | Property | New | Changed | Deleted | Description of Change |
|---------------------------|----------|-----|---------|---------|-----------------------|
| | | | | | |

Annex D: Bibliography

Example Bibliography (Delete this note).

The TC has approved Springer LNCS as the official document citation type.

Springer LNCS is widely used in technical and computer science journals and other publications

NOTE

- For citations in the text please use square brackets and consecutive numbers:
[1], [2], [3]

– Actual References:

[n] Journal: Author Surname, A.: Title. Publication Title. Volume number, Issue number, Pages Used (Year Published)

[n] Web: Author Surname, A.: Title, <http://Website-Url>

[1] OGC: OGC Testbed 12 Annex B: Architecture. (2015).