# **Test Dataset: 101AA00DS0019 – Dataset 19 (FINAL 20230712) – Edtn 7**

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| **Ref** | **Feature** | **Page** |
| 19.2 | Light all Around (22) | 2 - 5 |
| 19.3 | Sector Light (6) | 6 - 9 |
| 19.4 | Fog Detector Light (2) | 9 |
| 19.5 | Air Obstruction Light (9) | 9 - 11 |

(38 feature instances)

Dataset Specifications

See document located in github [S-101-Test-Datasets/S-101 Test Dataset Specification 20220725 1.0 FINAL.docx at main · iho-ohi/S-101-Test-Datasets (github.com)](https://github.com/iho-ohi/S-101-Test-Datasets/blob/main/dev/docs/S-101%20Test%20Dataset%20Specification%2020220725%201.0%20FINAL.docx)

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| **Scenario** | 19.2 | | |  |
| **Description** | | Lights all around | | |
| **Location** | | | **Description** | |
| 32°20’25.03”S 60°54’41.85”E | | | * + - 1. Light All Around (point)          1. Colour = 1 (white)          2. Display name = “Light A”          3. Height = 54          4. Rhythm of light   Light characteristic = 1 (fixed)   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 3 (red)          2. Display name = “Light B”          3. Height = 54          4. Rhythm of light   Light characteristic = 8 (occulting)  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 4 (green)          2. Display name = “Light C”          3. Height = 54          4. Rhythm of light   Light characteristic = 8 (occulting)  Signal group = 2  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 5 (blue)          2. Display name = “Light D”          3. Height = 54          4. Rhythm of light   Light characteristic = 8 (occulting)  Signal group = 2+3  Signal period = 8   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 6 (yellow)          2. Display name = “Light E”          3. Height = 54          4. Rhythm of light   Light characteristic = 7 (isophase)  Signal group = 1  Signal period = 5   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 9 (amber)          2. Display name = “Light F”          3. Height = 54          4. Rhythm of light   Light characteristic = 2 (flashing)  Signal group = 1  Signal period = 7   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 10 (violet)          2. Display name = “Light G”          3. Height = 54          4. Rhythm of light   Light characteristic = 2 (flashing)  Signal group = 3  Signal period = 7   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 11 (orange)          2. Display name = “Light H”          3. Height = 54          4. Rhythm of light   Light characteristic = 3 (long-flashing)  Signal group = 1  Signal period = 8   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 1 (white)          2. Display name = “Light I”          3. Height = 54          4. Rhythm of light   Light characteristic = 4 (quick-flashing)  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 3 (red)          2. Display name = “Light J”          3. Height = 54          4. Rhythm of light   Light characteristic = 4 (quick-flashing)  Signal group = 3  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 4 (green)          2. Display name = “Light K”          3. Height = 54          4. Rhythm of light   Light characteristic = 5 (very quick-flashing)  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 6 (yellow)          2. Display name = “Light L”          3. Height = 54          4. Rhythm of light   Light characteristic = 5 (quick-flashing)  Signal group = 3  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 5 (blue)          2. Display name = “Light L”          3. Height = 54          4. Rhythm of light   Light characteristic = 5 (quick-flashing)  Signal group = 3  Signal period = 4   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 1 (white)          2. Display name = “Light M”          3. Height = 54          4. Rhythm of light   Light characteristic = 5 (ultra quick-flashing)  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 3 (red)          2. Display name = “Light N”          3. Height = 54          4. Rhythm of light   Light characteristic = 11 (interrupted ultra quick-flashing)  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 4 (white)          2. Display name = “Light O”          3. Height = 54          4. Rhythm of light   Light characteristic = 12 (morse)  Signal group = K  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 5 (blue)          2. Display name = “Light P”          3. Height = 54          4. Rhythm of light   Light characteristic = 13 (fixed and flash)  Signal group =  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 3 (red)          2. Display name = “Light Q”          3. Height = 54          4. Rhythm of light   Light characteristic = 25 (quick-flash plus long-flash)  Signal group = 6  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 1 (white)          2. Display name = “Light R”          3. Height = 54          4. Rhythm of light   Light characteristic = 26 (very quick-flash plus long-flash)  Signal group = 6  Signal group = 1  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 1 (white)          2. Colour = 3 (red)          3. Display name = “Light S”          4. Height = 54          5. Rhythm of light   Light characteristic = 28 (alternating)  Signal period = 3   * + - * 1. Value of nominal range = 9       1. Light All Around (point)          1. Colour = 1 (white)          2. Colour = 3 (red)          3. Display name = “Light T”          4. Height = 54          5. Rhythm of light   Light characteristic = 19 (flash alternating)  Signal group = 2+1  Signal period = 3   * + - * 1. Value of nominal range = 9   22. Building Single (point) coincident with item 21) a. Status = 12 (illuminated)  b. Building Shape = 7 (cylindrical)  c. InTheWater = True | |
| **Screen Capture** | |  | | |

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

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

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