# Test Dataset: 101AA00DS0008 – Dataset 08 (20239005) FINAL

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(104feature 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** | 8.2 | | |  |
| **Description** | | Checkpoint | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. checkpoint (Point)    1. display name = “Checkpoint”    2. category of checkpoint = 1 (custom) 2. checkpoint (Surface)    1. display name = “Checkpoint”    2. category of checkpoint = 1 (custom) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.3 | | |  |
| **Description** | | Hulks | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Hulk (Point)    1. Display name = “Hulk” 2. Hulk (point)    1. Display name = “Floating Breakwater – Hulk”    2. Category of hulk = 5 (floating breakwater) 3. Hulk (surface)    1. Display name = “Hulk” 4. Hulk (surface)    1. Display name = “Floating Breakwater – Hulk”    2. Category of hulk = 5 (floating breakwater) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.4 | | |  |
| **Description** | | Piles | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Pile (Point)    1. Display name = “Stake”    2. Category of pile = 1 (Stake) 2. Pile (Point)    1. Display name = “Post”    2. Category of pile = 3 (Post) 3. Pile (Point)    1. Display name = “Piling”    2. Category of pile = 5 (piling) 4. Pile (Point)    1. Display name = “Pipe”    2. Category of pile = 7 (pipe) 5. Pile (Curve)    1. Display name = “Sheet Piling”    2. Category of pile = 5 (piling) 6. Pile (surface)    1. Display name = “Sheet Piling”    2. Category of pile = 6 (area of piles) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.5 | | |  |
| **Description** | | Dyke | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Dyke (curve)    1. Display name = “Dyke” 2. Dyke (Surface)    1. Display name = “Dyke” | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.6 | | |  |
| **Description** | | Shoreline construction | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Shoreline construction (point)    1. Display name = “floating breakwater”    2. Category of shoreline construction = 1 (breakwater)    3. Water level effect = 7 (floating) 2. Shoreline construction (curve)    1. Display name = “breakwater”    2. Category of shoreline construction = 1 (breakwater) 3. Shoreline construction (surface)    1. Display name = “breakwater”    2. Category of shoreline construction = 1 (breakwater) 4. Shoreline construction (curve)    1. Display name = “Groyne”    2. Category of shoreline construction = 2 (groyne) 5. Shoreline construction (surface)    1. Display name = “Groyne”    2. Category of shoreline construction = 2 (groyne) 6. Shoreline construction (curve)    1. Display name = “mole”    2. Category of shoreline construction = 3 (mole) 7. Shoreline construction (surface)    1. Display name = “mole”    2. Category of shoreline construction = 3 (mole) 8. Shoreline construction (curve)    1. Display name = “pier”    2. Category of shoreline construction = 4 (pier) 9. Shoreline construction (curve)    1. Display name = “ruined pier”    2. Category of shoreline construction = 4 (pier)    3. Condition = 2 (ruined)    4. Water level effect = 1 (partly submerged at high water) 10. Shoreline construction (curve)     1. Display name = “pier under construction”     2. Category of shoreline construction = 4 (pier)     3. Condition = 1 (under construction) 11. Shoreline construction (surface)     1. Display name = “pier”     2. Category of shoreline construction = 4 (pier) 12. Shoreline construction (surface)     1. Display name = “ruined pier”     2. Category of shoreline construction = 4 (pier)     3. Condition = 2 (ruined)     4. Water level effect = 1 (partly submerged at high water) 13. Shoreline construction (surface)     1. Display name = “pier under construction”     2. Category of shoreline construction = 4 (pier)     3. Condition = 1 (under construction) 14. Shoreline construction (curve)     1. Display name = “promenade pier”     2. Category of shoreline construction = 5 ( promenade pier) 15. Shoreline construction (surface)     1. Display name = “promenade pier”     2. Category of shoreline construction = 5 ( promenade pier) 16. Shoreline construction (curve)     1. Display name = “wharf”     2. Category of shoreline construction = 6 (wharf) 17. Shoreline construction (surface)     1. Display name = “wharf”     2. Category of shoreline construction = 6 (wharf) 18. Shoreline construction (curve)     1. Display name = “quay”     2. Category of shoreline construction = 22 (quay) 19. Shoreline construction (surface)     1. Display name = “quay”     2. Category of shoreline construction = 22 (quay) 20. Shoreline construction (curve)     1. Display name = “sea wall”     2. Category of shoreline construction = 10 (sea wall) 21. Shoreline construction (surface)     1. Display name = “sea wall”     2. Category of shoreline construction = 10 (sea wall) 22. Shoreline construction (curve)     1. Display name = “ramp”     2. Category of shoreline construction = 12 (ramp) 23. Shoreline construction (surface)     1. Display name = “ramp”     2. Category of shoreline construction = 12 (ramp) 24. Shoreline construction (surface)     1. Display name = “landing steps”     2. Category of shoreline construction = 11 (landing steps) 25. Training wall (curve)     1. Display name = “Training wall” 26. Training wall (curve)     1. Display name = “Submerged training wall”     2. Water level effect = 1 (partly submerged at high water) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.7 | | |  |
| **Description** | | Causeway | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. causeway (curve)    1. Display name = “Causeway”    2. Water level effect = 2 (always dry) 2. Causeway (curve)    1. Display name = “Covers and uncovers Causeway”    2. Water level effect = 4 (covers and uncovers) 3. causeway (surface)    1. Display name = “Causeway”    2. Water level effect = 2 (always dry) 4. Causeway (surface)    1. Display name = “Covers and uncovers Causeway”    2. Water level effect = 4 (covers and uncovers) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.8 | | |  |
| **Description** | | Canal | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Canal (curve)    1. Display name = “Transport Canal”    2. Category of canal = 1 (transportation) 2. Canal (curve)    1. Display name = “Drainage Canal”    2. Category of canal = 2 (Drainage) 3. Canal (curve)    1. Display name = “Irrigation Canal”    2. Category of canal = 3 (Irrigation) 4. Canal (surface)    1. Display name = “Transport Canal”    2. Category of canal = 1 (transportation) 5. Canal (surface)    1. Display name = “Drainage Canal”    2. Category of canal = 2 (Drainage) 6. Canal (surface)    1. Display name = “Irrigation Canal”    2. Category of canal = 3 (Irrigation) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.9 | | |  |
| **Description** | | Distance mark | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Distance mark (point)    1. Display name = “Visible Distance Mark”    2. Distance mark visible = “True”    3. Distance unit of measurement = 3 (kilometres)    4. Reference location = 7    5. Waterway distance = 5 2. Distance mark (point)    1. Display name = “Unmarked Distance Mark”    2. Distance mark visible = “False”    3. Distance unit of measurement = 5 (nautical miles)    4. Reference location = 5    5. Waterway distance = 10 3. Distance mark (point)    1. Display name = “Unmarked Distance Mark”    2. Distance mark visible = “False”    3. Distance unit of measurement = 4 (statute miles)    4. Reference location = “Tower Bridge”    5. Waterway distance = 20 4. Distance mark (point)    1. Display name = “Unmarked Distance Mark”    2. Distance mark visible = “False”    3. Distance unit of measurement = 1 (metres)    4. Reference location = “Tower Bridge”    5. Waterway distance = 2000 5. Distance mark (point)    1. Display name = “Unmarked Distance Mark”    2. Distance mark visible = “False”    3. Distance unit of measurement = 2 (yards)    4. Reference location = alpha    5. Waterway distance = 1000 | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.10 | | |  |
| **Description** | | Gate | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Gate (point)    1. Display name = “Flood Barrage Gate” 2. Gate (point)    1. Display name = “Caisson” 3. Gate (point)    1. Display name = “Lock Gate”    2. Horizontal clearance value = 25 4. Gate (point)    1. Display name = “Non-navigable Lock Gate” 5. Gate (point)    1. Display name = “Sluice” 6. Gate (point)    1. Display name = “Dyke Gate” 7. Gate (curve)    1. Display name = “Flood Barrage Gate” 8. Gate (curve)    1. Display name = “Caisson” 9. Gate (surface)    1. Display name = “Flood Barrage Gate” 10. Gate (surface)     1. Display name = “Caisson” | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.11 | | |  |
| **Description** | | Dam | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Dam (curve)    1. Display name = “Dam”    2. Category of dam = 2 (dam) 2. Dam (curve)    1. Display name = “Weir”    2. Category of dam = 1 (weir) 3. Dam (curve)    1. Display name = “Submerged Weir”    2. Category of dam = 1 (weir)    3. Water level effect = 3 (always under water/submerged) 4. Dam (curve)    1. Display name = “flood barrage”    2. Category of dam = 3 (flood barrage) 5. Dam (surface)    1. Display name = “Dam”    2. Category of dam = 2 (dam) 6. Dam (surface)    1. Display name = “Weir”    2. Category of dam = 1 (weir) 7. Dam (surface)    1. Display name = “Submerged Weir”    2. Category of dam = 1 (weir)    3. Water level effect = 3 (always under water/submerged) 8. Dam (surface)    1. Display name = “flood barrage”    2. Category of dam = 3 (flood barrage) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.12 | | |  |
| **Description** | | Crane | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Crane (point)    1. Display name = “Crane” 2. Crane (point)    1. Display name = “Container Crane ”    2. Category of crane = 2 (container crane/gantry)    3. Lifting capacity = 50 3. Crane (point)    1. Display name = “Crane in water”    2. In the water = “True” 4. Crane (curve)    1. Display name = “Crane” 5. Crane (surface)    1. Display name = “Crane” 6. Crane (surface)    1. Display name = “Crane visually conspicuous”    2. Visual prominence = 1 (visually conspicuous) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.13 | | |  |
| **Description** | | Berth | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Berth (point)    1. Display name = “A” 2. Berth (curve)    1. Display name = “Berth” 3. Berth (surface)    1. Display name = “1” | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.14 | | |  |
| **Description** | | Mooring/warping facility | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Mooring/warping facility (point)    1. Display name = “Dolphin”    2. Category of mooring/warping facility = 1 (Dolphin) 2. Mooring/warping facility (point)    1. Display name = “Deviation Dolphin”    2. Category of mooring/warping facility = 2 (Deviation Dolphin) 3. Mooring/warping facility (point)    1. Display name = “Bollard”    2. Category of mooring/warping facility = 3 (Bollard) 4. Mooring/warping facility (point)    1. Display name = “Pile”    2. Category of mooring/warping facility = 5 (Post or Pile) 5. Mooring/warping facility (point)    1. Display name = “Stump”    2. Category of mooring/warping facility = 5 (Pile or Post)    3. Condition = 2 (ruined) 6. Mooring/warping facility (point)    1. Display name = “Mooring Buoy”    2. Category of mooring/warping facility = 7 (mooring buoy)    3. Buoy shape = 6 (barrel) 7. Mooring/warping facility (curve)    1. Display name = “Mooring Cable”    2. Category of mooring/warping facility = 6 (mooring cable) 8. Mooring/warping facility (surface)    1. Display name = “Pile Area”    2. Category of mooring/warping facility = 5 (pile or Post)    3. Water level effect = 4 (covers and uncovers) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.15 | | |  |
| **Description** | | Dry dock | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Dry dock (area)    1. Display name = “Dry Dock” | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.16 | | |  |
| **Description** | | Floating dock | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Floating dock (point)    1. Display name = “Floating Dock” 2. Floating dock (curve)    1. Display name = “Floating Dock” 3. Floating dock (area)    1. Display name = “Floating Dock” | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.17 | | |  |
| **Description** | | Pontoon | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Pontoon (point)    1. Display name = “Pontoon” 2. Pontoon (curve)    1. Display name = “Pontoon” 3. Pontoon (area)    1. Display name = “Pontoon” | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.18 | | |  |
| **Description** | | Dock area | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Dock Area (surface)    1. Display name = “Tidal Dock”    2. Category of dock = 1 (Tidal)    3. Maximum permitted draught = 7.4    4. Status = 1 (permanent) 2. Dock Area (surface)    1. Display name = “Wet Dock”    2. Category of dock = 2 (Wet Dock)    3. Maximum permitted draught = 5.2    4. Status = 1 (permanent) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.19 | | |  |
| **Description** | | Gridiron | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Gridiron (surface)    1. Display name = “Gridiron submerged at high water”    2. Water level effect = 1 (Partly submerged at high water) 2. Gridiron (surface)    1. Display name = “Gridiron covers and uncovers”    2. Water level effect = 4 (covers and uncovers) 3. Gridiron (surface)    1. Display name = “Gridiron awash”    2. Water level effect = 5 (Awash) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 8.20 | | |  |
| **Description** | | Locks | | |
| **Location** | | | **Description** | |
| 32°20'25.03"S 60°54'41.85"E | | | 1. Lock Basin (Surface)    1. Display name = “Lock Basin”    2. Status = 1 (Permanent) 2. Lock Basin (Surface)    1. Display Name = “Lock Basin Not in Use”    2. Status = 4 (Not in Use) | |
| **Screen Capture** | |  | | |