1. I have modified S-129 files for partial use in our S100Viewer. In the PC mods zip there is document with more details. Side-by-side inspection by production experts will be needed to see the changes.
2. To support 1, I have provided a S100Viewer BETA build for the S-129 WG members. This beta has some changes to our viewer so that you can further experiment with S-129 changes. By no means is our viewer complete in GML support and functionality.
3. I would say that every aspect of the S-129 digital files were tweaked in some way, but nothing major as I don’t have production tools.
4. I think the greatest changes will be needed in the XSLT portrayal. As you may be aware, we have migrated to Lua for S-101, but are attempting to maintain support for XSLT portrayal due to other products such as S-129 continuing to use XSLT. This is perfectly fine to use XSLT. However, I’m no expert on XSLT and it is somewhat difficult to debug problems in the XSLT files.
5. Keep in mind that I have attempted to apply universal S-100 GML rules of processing for S-129 as I would for any other GML based product.
6. After some review by the broader S-129WG, I’ll be happy to discuss some of the findings in greater detail by video conference or email exchanges.