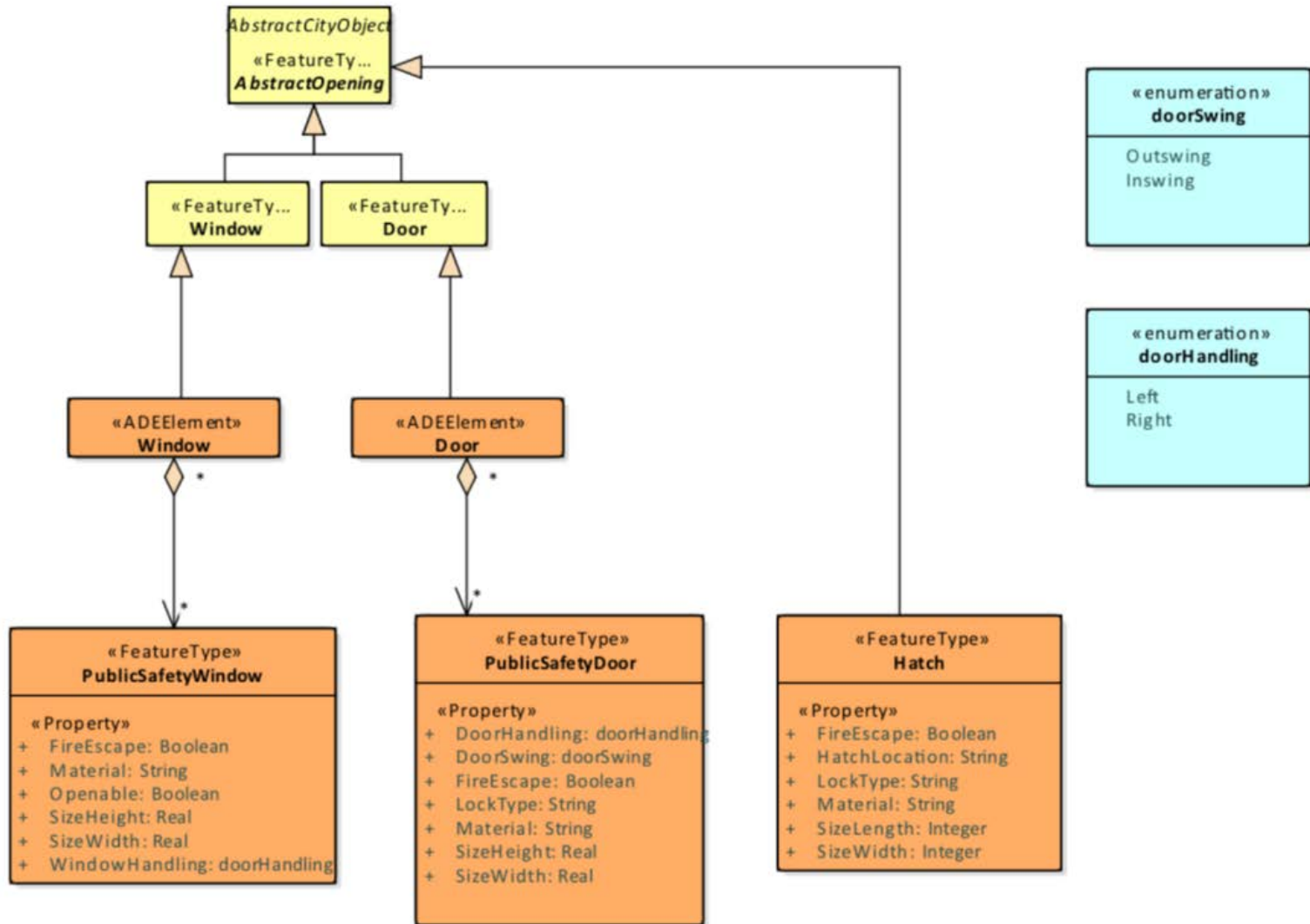# Extension of IndoorGML for Public Safety

Feb. 8, 2019
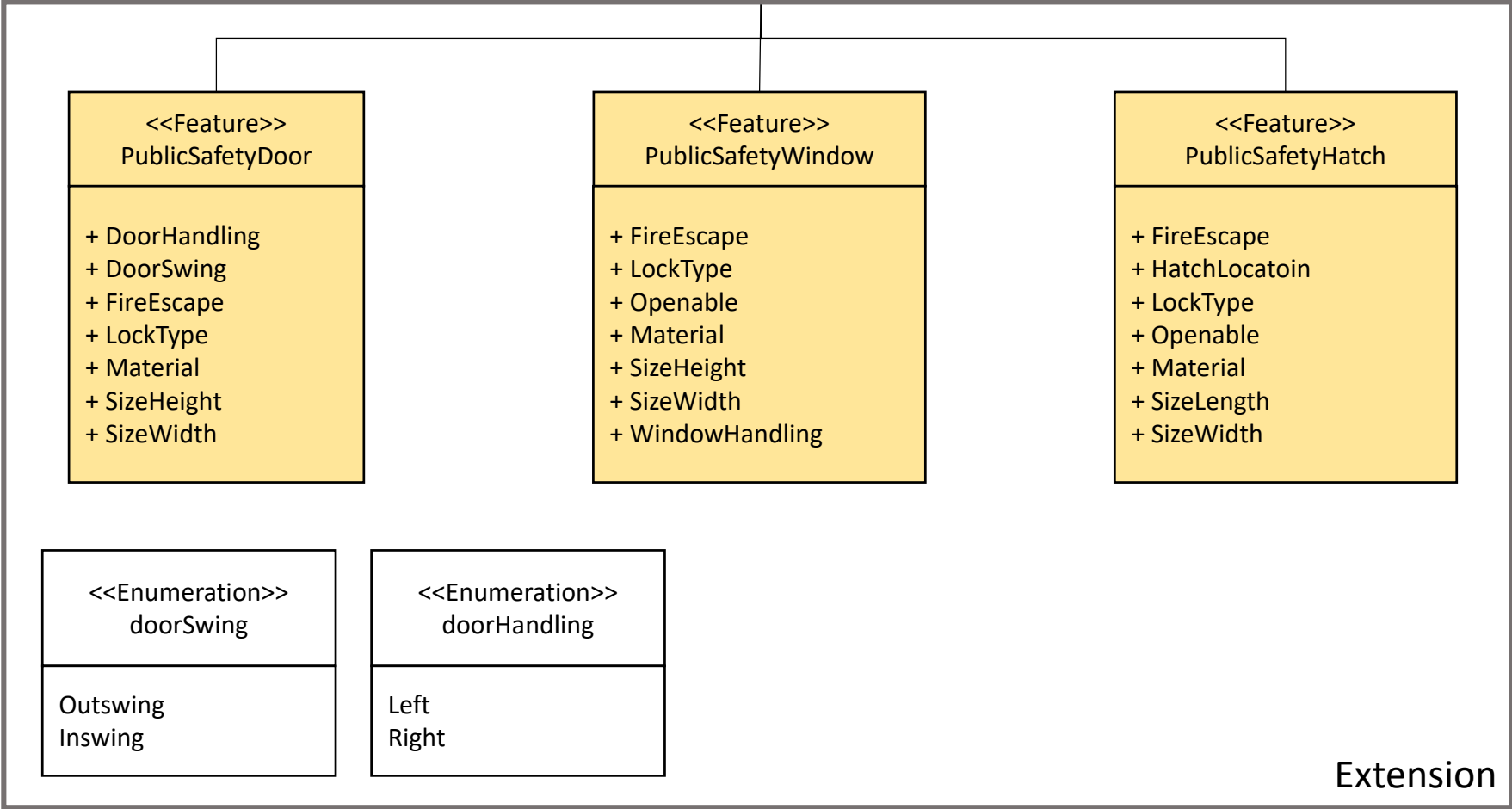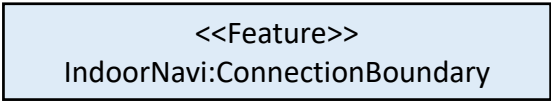
Modified on Feb. 22,2019

Ki-Joune Li

Opening in CityGML PS ADE

Extension of Boundaries for Opening

```
        ┌──────────────────────────────────┐
        │           <<Feature>>            │
        │   IndoorNavi:ConnectionBoundary  │
        └──────────────────────────────────┘
                         △
```

<<Feature>> PublicSafetyDoor

+ DoorHandling
+ DoorSwing
+ FireEscape
+ LockType
+ Material
+ SizeHeight
+ SizeWidth

<<Feature>> PublicSafetyWindow

+ FireEscape
+ LockType
+ Openable
+ Material
+ SizeHeight
+ SizeWidth
+ WindowHandling

<<Feature>> PublicSafetyHatch

+ FireEscape
+ HatchLocatoin
+ LockType
+ Openable
+ Material
+ SizeLength
+ SizeWidth

<<Enumeration>> doorSwing

Outswing
Inswing

<<Enumeration>> doorHandling

Left
Right
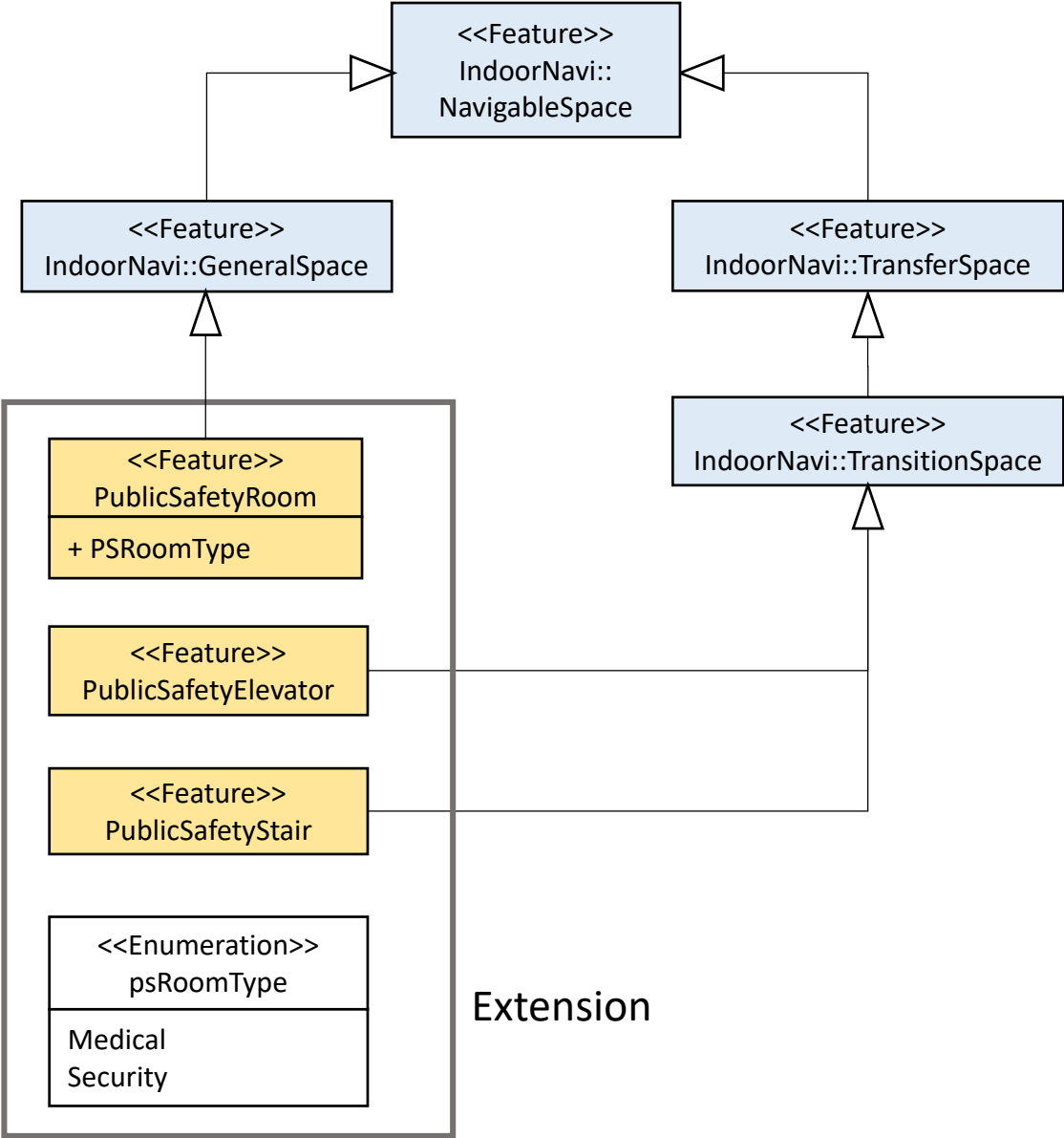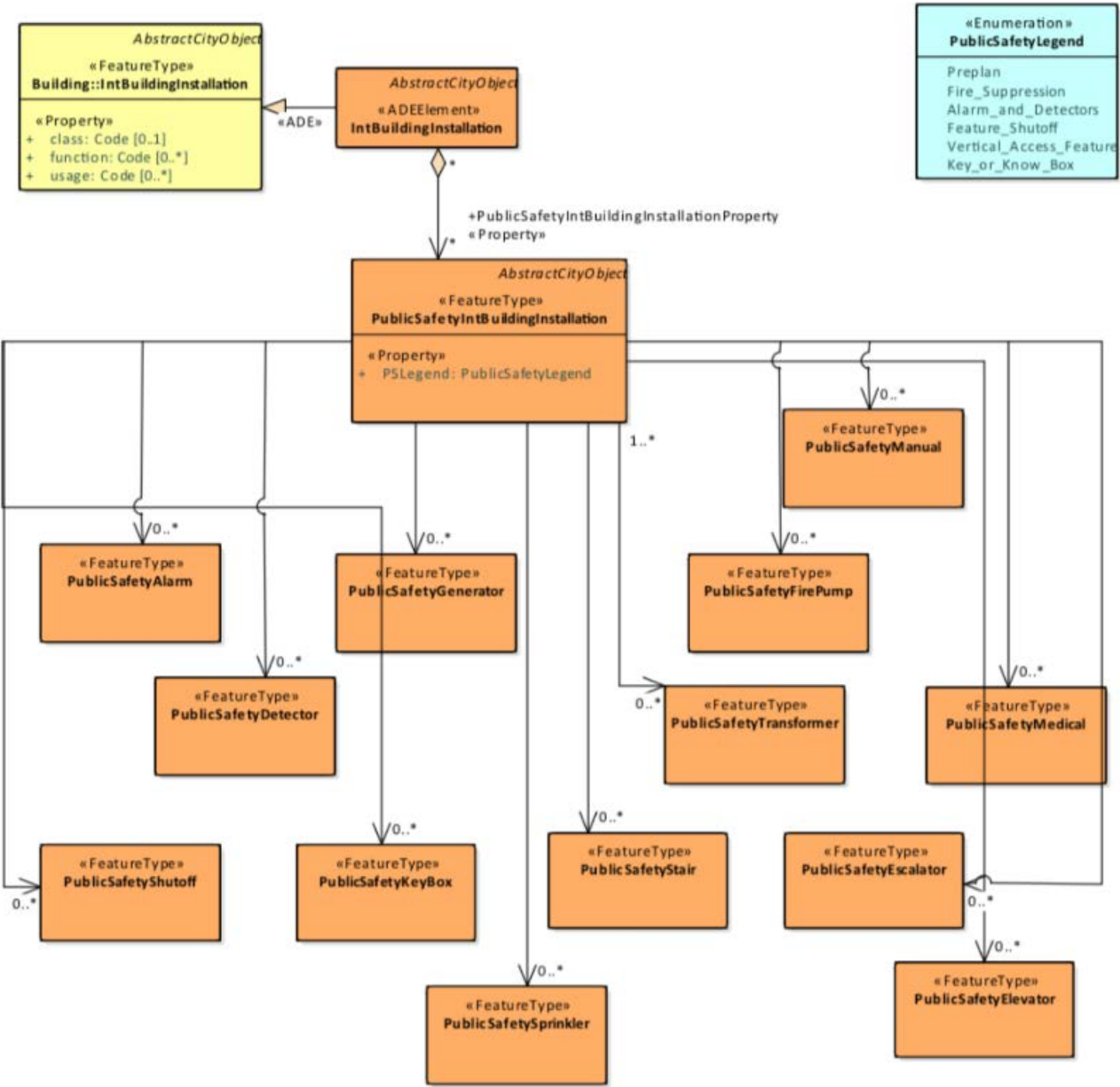
Extension

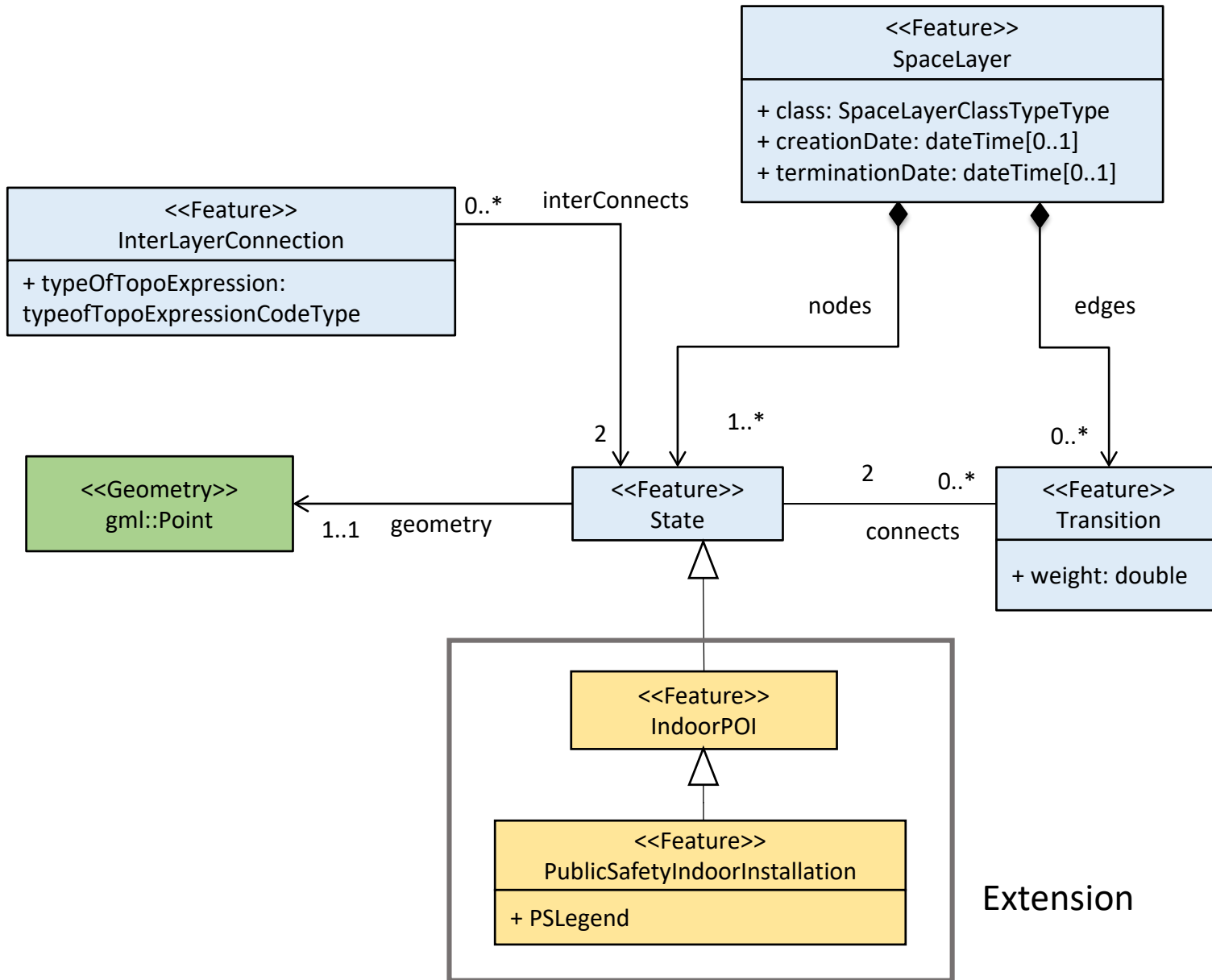# Room in CityGML PS ADE

Extension of Cells

Building Installations in CityGML PS ADE

Extension for Indoor Installations

Extension for Indoor Installations

Extension

<<Feature>>
PublicSafetyIndoorInstallation

+ PSLegend

<<Enumeration>>
PublicSafetyLegend

Preplan
FireSuppression
AlarmAndDetectors
FeatureShutoff
VerticalAccessFeature
KeyOrKnowBox

<<Feature>>
PublicSafetyAlarm

<<Feature>>
PublicSafetyDetector

<<Feature>>
PublicSafetyShutoff

<<Feature>>
PublicSafetyGenerator

<<Feature>>
PublicSafetyKeyBox

<<Feature>>
PublicSafetyEscalator

<<Feature>>
PublicSafetyTransformer

<<Feature>>
PublicSafetyFirePump

<<Feature>>
PublicSafetyMedical

<<Feature>>
PublicSafetySprinkler

<<Feature>>
PublicSafetyManual