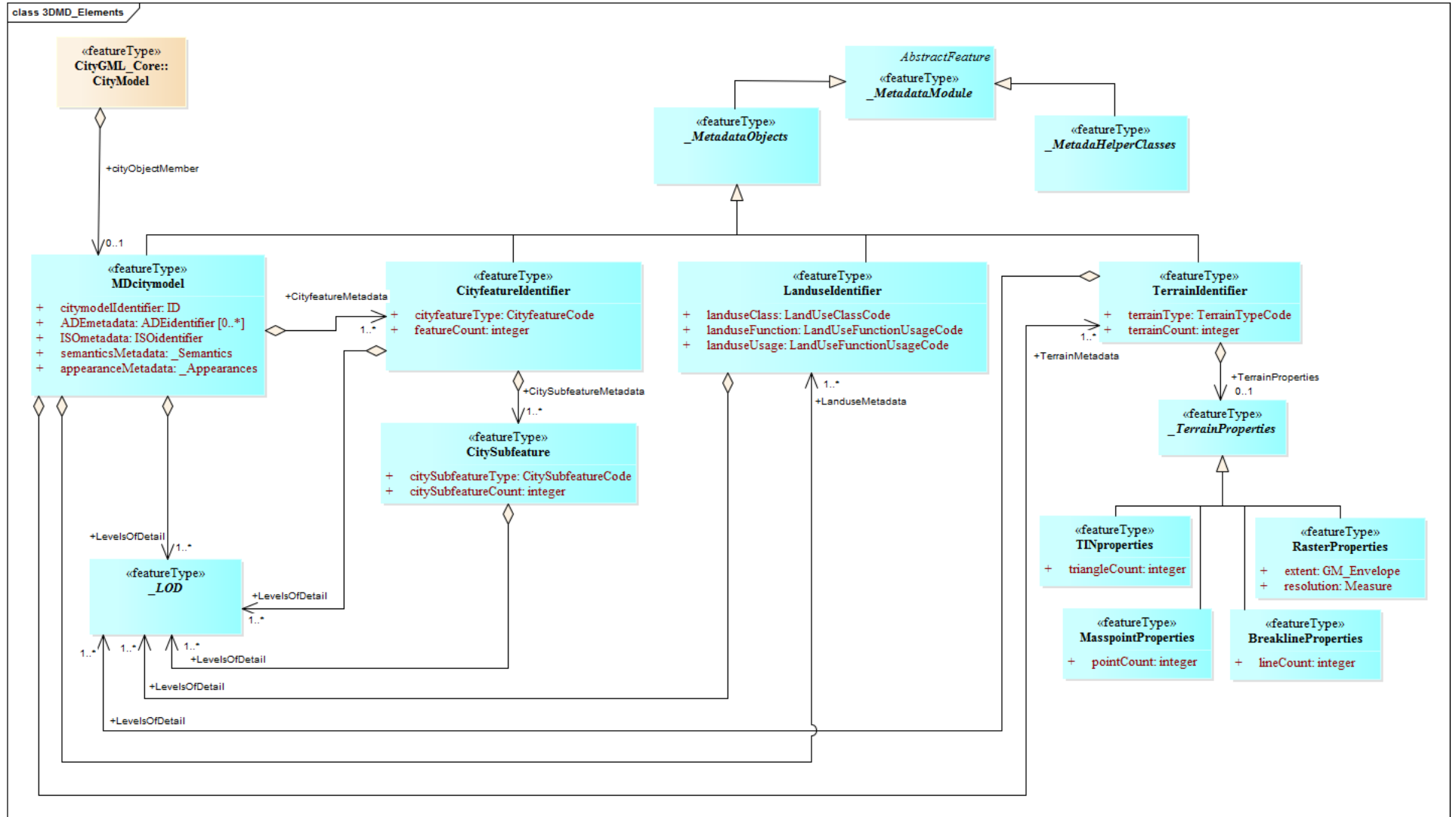
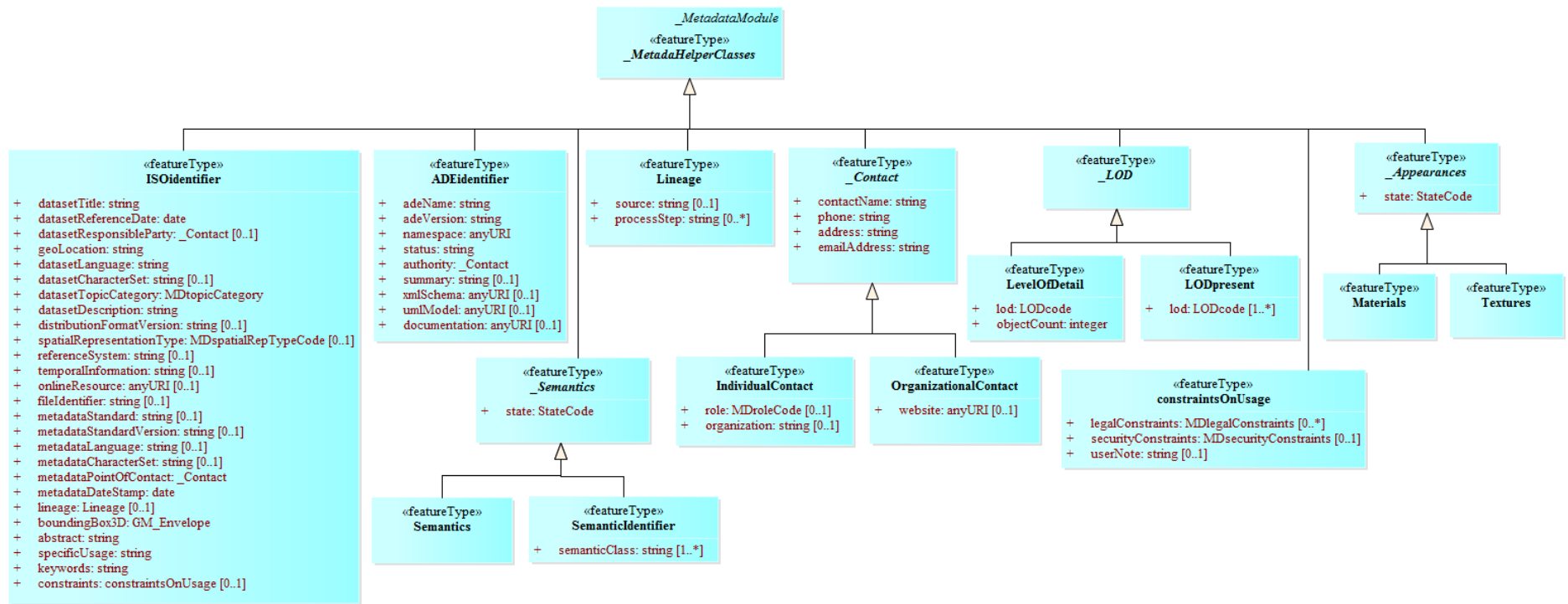


# 3D Metadata ADE





«codeList»  
MDtopicCategory

- + farming
- + biota
- + boundaries
- + climatology
- + meteorology
- + atmosphere
- + economy
- + elevation
- + environment
- + geoscientificInformation
- + health
- + imageryBaseMapsEarthCover
- + intelligenceMilitary
- + inlandWaters
- + location
- + oceans
- + planningCadastral
- + society
- + structure
- + transportation
- + utilitiesCommunication
- + extraTerrestrial
- + disaster

«codeList»  
MDroleCode

- + resourceProvider
- + custodian
- + owner
- + user
- + distributor
- + originator
- + pointOfContact
- + principalInvestigator
- + processor
- + publisher
- + author
- + sponsor
- + co-author
- + collaborator
- + editor
- + mediator
- + rightsHolder
- + contributor
- + funder
- + stakeholder

«codeList»  
MDlegalConstraints

- + copyright
- + patent
- + patentPending
- + trademark
- + licence
- + intellectualPropertyRights
- + restricted
- + otherRestrictions
- + unrestricted
- + licenseUnrestricted
- + licenseEndUser
- + licenseDistributor
- + private
- + statutory
- + confidential
- + sensitiveButUnclassified
- + in-confidence

«codeList»  
MDsecurityConstraints

- + unclassified
- + restricted
- + confidential
- + secret
- + topSecret
- + sensitiveButUnclassified
- + forOfficialUseOnly
- + protected
- + limitedDistribution

«codeList»  
MDspatialRepTypeCode

- + Vector
- + grid
- + TIN
- + textTable
- + stereoModel
- + video

«enumeration»  
LODcode

- 0
- 0.0
- 0.1
- 0.2
- 0.3
- 1
- 1.0
- 1.1
- 1.2
- 1.3
- 2
- 2.0
- 2.1
- 2.2
- 2.3
- 3
- 3.0
- 3.1
- 3.2
- 3.3
- 4

«codeList»  
CityfeatureCode

- + Bridge
- + Building
- + CityFurniture
- + CityObjectGroup
- + Generics
- + Transportation
- + Tunnel
- + Vegetation
- + WaterBody

«codeList»  
CitySubfeatureCode

- + Bridge
- + BridgePart
- + Building
- + BuildingPart
- + Tunnel
- + TunnelPart
- + PlantCover
- + SolitaryVegetationObject
- + Road
- + Railway
- + Square
- + Track

«enumeration»  
StateCode

- present
- absent

«codeList»  
TerrainTypeCode

- + TINRelief
- + RasterRelief
- + MassPointRelief
- + BreaklineRelief

class LandUse\_Codelist

«codeList»

LandUseFunctionUsageCode

- + Residential
- + Industry/Business
- + MixedUse
- + SpecialFunctionArea
- + Monument
- + Dump
- + Mining
- + Park
- + Cemetary
- + Sports/Recreation
- + OpenPit/Quarry
- + Road
- + Railway
- + Airfield
- + Shipping
- + Track
- + Square
- + Grassland
- + Agriculture
- + Forest
- + Grove
- + Heath
- + Moor
- + Marsh
- + UntilledLand
- + River
- + StandingWaterbody
- + Harbour
- + Sea

«codeList»

LandUseClassCode

- + SettlementArea
- + UndevelopedArea
- + Traffic
- + Vegetation
- + Water