

# DIGEST Support Document



## Part 2 — Table of Options for Encoding Geographic Entities

DIGEST Support Document is module-based, and is designed to provide additional information to users of DIGEST Edition 2.0 where required.

Part 2 is produced and issued under the direction of the Centro Informazioni Geotopografiche Aeronautiche (CIGA), IT, on behalf of the Digital Geographic Information Working Group.

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## 5.1 Use of FACC

FACC has not been developed to the requirements of any single application, or level of resolution, and in itself cannot support a digital product. For a product, the menus of features and attributes must be employed in concert with a product specification. Users of FACC are advised that, as with any dictionary, there may be more than one way to encode geographic entities, either by offering a choice of features or a combination of features and attributes. For example, a heliport is listed as feature GB035 (Heliport), but could also be coded as feature code GB006 (Airfield) with attribute APT (Airfield type) with a coded value of 009 (Heliport). Another example would be AK090 (Fairgrounds) and AK091 (Exhibition Grounds) which could be interchanged, depending on the user's own interpretation. This table should be useful to the product developer who can tailor the coding to best fit the application.

If a geographic feature does not reside within FACC, DIGEST allows for a Data Dictionary to store user-designated features and associated attributes. Otherwise, features and attributes shall be encoded using the FACC standard. The procedure for amending and updating FACC is described in Section 5.3.

### Table of Options for Encoding Geographic Entities

A listing of features, attributes and attribute values that allows both product and system designers to examine alternative ways to encode the same or similar geographical entities. It should be noted that the selection of the appropriate code or combination of codes is highly dependent upon the context in which it is to be used. This list, the result of a thorough review of FACC by subject matter experts, does not claim to represent every conceivable way to encode geographic entities.

<b>Geographic Entity (Feature Name)</b>	<b>Feature Code</b>	<b>Attribute Code</b>	<b>Alternative Feature Code(s)</b>	<b>Alternative Feature + Attribute Code(s)</b>
Amusement Park	AK030		AK090 Fairgrounds AK091 Exhibition Grounds	
Anchor Berth	BB012	MAC012		FC031 Maritime Area + MAC012 Anchorage Berths
Anchorage	BB010	MAC011		FC031 Maritime Area + MAC011 Anchorage (general)

Anchorage	BB011	MAC011		FC031 Maritime Area + MAC011 Anchorage (general)
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<b>Geographic Entity (Feature Name)</b>	<b>Feature Code</b>	<b>Attribute Code</b>	<b>Alternative Feature Code(s)</b>	<b>Alternative Feature + Attribute Code(s)</b>
Benchmark	ZB020	CPA011		ZB035 Control Point / Control Station + CPA011 Benchmark
Bog	BH015			DA010 Ground Surface Element + STP015 Peat DA010 Ground Surface Element + VEG007 Peat
Bollard	BB030	MWF004		BB079 Mooring/Warping Facility + MWF004 Bollard
Bridge Tower/Bridge Pylon	AQ055			AL240 Tower (Non-Communication) + TTC001 Bridge
Building	AL015		AL100 Hut	
Causeway	AQ064			AP030 Road + USE127 as a Causeway
Cleared Way/Cut Line/Firebreak	EC040	USE122		EC015 Forest + VEG052 Forest Clearing EC015 Forest + USE122 Firebreak
Common Open Water	SA010		BA040 Water (Except Inland)	BH000 Inland Water
Communication Building	AT050			AT015 Building + USE134 Utilities and Transportation
Control Tower	AQ060			AL240 Tower (Non-Communication) + TTC016 Control AT080 Communication Tower + TTC016 Control

Dam/Weir	BI020		BI043 Flood Barrage	
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<b>Geographic Entity (Feature Name)</b>	<b>Feature Code</b>	<b>Attribute Code</b>	<b>Alternative Feature Code(s)</b>	<b>Alternative Feature + Attribute Code(s)</b>
Deep Water Route	FC166	RTT004		FC165 Route (Maritime) + RTT004 Deep Water Route + RTT098 Deep Water Route-Centerline + RTT099 Deep Water Route-Part
Depression	DB080	COT001		CA010 Contour Line (Land) + COT001 Depression
Dolphin	BB080	MWF002		BB079 Mooring/Warping Facility + MWF002 Dolphin
Dragon Teeth	AL060	SSC081		AP041 Barrier +SSC081 Dragons Teeth
Exposed Bedrock	SA030			DA010 Ground Surface Element + SMC007 Bedrock
Fish Stakes	BB100	FFC001		FC031 Maritime Area + FFC001 Fishing Stake
Fish Traps/Fish Weirs	BB110	FFC002 FFC003		FC031 Maritime Area + FFC002 Fish trap + FFC003 Fish weirs + MAC056 Fish Trap Area
Fog Signal	BC101	STA022		BC010 Beacon + LFA056 Fog Detector + LFC007 Fog Detector Light + SST003 Explosive Fog Signal + SST008 Radio Fog Signal + SST010 Submarine Fog Bell + STA022 Fog Signal

Forest	EC015		EC030 Trees	
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<b>Geographic Entity (Feature Name)</b>	<b>Feature Code</b>	<b>Attribute Code</b>	<b>Alternative Feature Code(s)</b>	<b>Alternative Feature + Attribute Code(s)</b>
Fountain	BH075			AA050 Well + WFT004 Fountain
Geothermal Feature	DB115			BH170 Spring/Water-Hole + SWT001 Geyser + SWT002 Hot Spring + SWT003 Fumarole
Highway Sign		USE019		AL050 Display Sign + USE019 Highway Sign AL080 Gantry + USE019 Highway Sign
Interchange	AP020		AQ062 Crossing	
Jetty	BB140		BB040 Breakwater/Groyne	
Leading Light(s)	BC030	LFC004		BC040 Light + LFC004 Leading Light
Lighthouse	BC050	BFC082		AL015 Building + BFC082 Lighthouse
Measured Distance Line	FC100	RTT007		FC165 Route (Maritime) + RTT007 Measured Distance Line
Mole	BB042		BB190 Pier/Wharf/Quay	
Native Settlement	AL135	PPT002		AL020 Built-Up Area + PPT002 Native Settlement
Oil/Gas Facilities	AC040			AL020 Built-Up Area + AFA009 Fuel Station + AFA011 Bottle Gas/LPG

Permanent Snowfield	SA040		BJ100 Snow Field/Ice Field	
Picnic Site	AK061		AK120 Park	

<b>Geographic Entity (Feature Name)</b>	<b>Feature Code</b>	<b>Attribute Code</b>	<b>Alternative Feature Code(s)</b>	<b>Alternative Feature + Attribute Code(s)</b>
Platform	BD110		BD111 Offshore Platform Site	
Polar Ice	BJ080	ICC008		BJ100 Snow field/Ice Field + IC008 Polar Ice
Potential Landslide Area	DB210	SRD002		DA010 Ground Surface Element + SRD002 Area of high landslide potential DB160 Rock Strata/Rock Formation + SRD002 Area of high landslide potential
US-Power Plant UK-Power Generation	AD010	BFC083		AL015 Building + BFC083 Power Generation
Processing Plant/Treatment Plant	AC000			AL015 Building + BFC089 Processing/Treatment
Ramp	BB020		BB240 Slipway/Patent Slip	
Reservoir	BH130	POP002		BH080 Lake/Pond + POP002 Reservoir
Restricted Area	FC036	MAC007		FC031 Maritime Area + MAC007 Restricted Area
Rock Strata/Rock Formation	DB160			DA010 Ground Surface Element + SMC007 Bedrock + SMC084 Rock/Rocky
Safety Fairway	FC170	RTT008		FC165 Route (Maritime) + RTT008 Safety Fairway/Channel

Salt Evaporator	BH155	SRD087		DA010 Ground Surface Element + SRD087 Salt Evaporators
Sand Dune/Sand Hills	DB170	SRD038		DA010 Ground Surface Element + SRD038 Sand Dunes

<b>Geographic Entity (Feature Name)</b>	<b>Feature Code</b>	<b>Attribute Code</b>	<b>Alternative Feature Code(s)</b>	<b>Alternative Feature + Attribute Code(s)</b>
School		BFC015		AL015 Building + USE901 School
Seaplane Base	GB065	APT004		GB005 Airport/Airfield + APT004 Seaplane Base
Shed	AL019	BFC098		AL015 Building + BFC098 Shed
Snow Shed/Rock Shed	AL210	USE115 USE116		AL075 Gallery + USE115 Snow Shed + USE116 Rock Shed
Swept Area	FC177	MAC010		FC031 Maritime Area + MAC010 Wire Drag Area/Swept Area
Telephone-Telegraph Pylon/Pole	AT070			AQ021 Mast + USE134 Utilities and Transportation
Tower	AL241			AL240 Tower (Non-Communication) + TTC000 Unknown AL240 Tower (Non- Communication) + TTC004 Undefined
Tunny (Tuna) Nets Area	BB111	FFC004		FC031 Maritime Area + FFC004 Tunny/Tuna Net
Underground Danger/Hazard	BD000		BD070 Obstruction (Nautical)	
Underground Danger/Hazard	BD000			BD005 Miscellaneous Underwater Feature + SOH001 Dangerous

Water Tower	AM080	TTC006		AL240 Tower (Non-Communication) + TTC006 Water Tower
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<b>Geographic Entity (Feature Name)</b>	<b>Feature Code</b>	<b>Attribute Code</b>	<b>Alternative Feature Code(s)</b>	<b>Alternative Feature + Attribute Code(s)</b>
Well + LOC004 Below Surface/Submerged + SOH001 Dangerous	AA050			BD000 Underwater Danger/Hazard + SFC004 Well
Wreck + LOC004 Below Surface/Submerged + SOH001 Dangerous	BD180			BD000 Underwater Danger/Hazard + WRK002 Dangerous Wreck
Wreck	BD180			BD180 Underwater Danger + WRK004 Wreck showing mast



