




E - Cultural Features

E.1 Settlements, Buildings, Political Boundaries

E.1.1 Built-up Areas (O)

An area containing a concentration of buildings and the supporting road or rail infrastructure (S-57 Standard)

Graphics	Encoding Instructions	Object Encoding
<p><i>Real World</i></p>  <p><i>Chart Symbol</i></p>  <p><i>IENC Symbolization (area)</i></p> 	<p>A) EU: Outline of BUAARE using area feature should be real built-up areas; only in case no detailed data is available (e.g., from flight surveys or satellite pictures) the political bounds can be used.</p> <p>B) US: Outline of BUAARE should be the political bounds.</p> <p>C) CATBUA may be encoded according to the following definitions based on inhabitants: Urban area (more than 100.000) City (20.000 – 100.000) Town (5.000 – 20.000) Village (100 - 5000) Settlement (few houses/farms)</p> <p>D) BUAARE should be represented as point object for towns and small communities where the limits are not known. Points should be oriented on the highest buildings (e.g., church towers) or the town centres.</p> <p>E) Built-up areas that use the riverbank as a limit must share the same geometry.</p> <p>F) US: Use name and state abbreviation, e.g., Westport, MS for OBJNAM.</p>	<p>Object Encoding</p> <p>Object Class = BUAARE(P,A)</p> <p>(O) OBJNAM = [urban or settlement name]</p> <p>(O) NOBJNM = (Refer to Section B, General Guidance)</p> <p>(O) CATBUA = [1 (urban area), 2 (settlement), 3 (village), 4 (town), 5 (city)]</p> <p>(O) CONDTN = [1 (under construction), 2 (ruined), 3 (under reclamation), 5 (planned construction)]</p> <p>(M) SCAMIN = [EU: 90000 (except: 700000 for CATBUA1 and 180000 for CATBUA5); US: 75000]</p> <p>(C) SORDAT = [YYYYMMDD]</p> <p>(C) SORIND = (Refer to Section B, General Guidance)</p>

IENC Symbolization (point)

