F.1 Landmarks

F.1.1 Conspicuous Landmark (O)

A prominent object at a fixed location which can be used in determining a location or a direction (adapted from IHO Dictionary, S-32, 5th Edition, 2643).

Graphics	Encoding Instructions	Object Encoding
Real World *IENC Symbolization (point)* *IENC Symbolization (area)*	A) Only visually conspicuous landmarks shall be encoded as landmarks. As a result the mandatory attribute CONVIS shall always be 1 (visually conspicuous). B) Castles, churches, chapels and transmitters can be encoded as CATLMK = 17 (tower), but then the type must be further made clear within the object name. C) If the landmark serves as a navigational light support, FUNCTN = 33 (light support), it must be encoded with a LIGHTS object (see N). D) If the landmark has a navigational function it has to be encoded as a building of navigational significance (see E.1.2).	**Object Encoding** **Object Class =** LNDMRK(P,A) (M) CONVIS = [1 (visually conspicuous)] (M) CATLMK = [1 (cairn), 2 (cemetery), 3 (chimney), 4 (dish aerial), 5 (flagstaff (flagpole)), 6 (flare stack), 7 (mast), 8 (wind sock), 9 (monument), 10 (column (pillar)), 11 (memorial plaque), 12 (obelisk), 13 (statue), 14 (cross), 15 (dome), 16 (radar scanner), 17 (tower), 18 (windmill), 19 (windmotor), 20 (spire/minaret), 21 (large rock or boulder on land)] (O) OBJNAM = [name and/or operator/owner] (O) NOBJNM = (Refer to Section B, General Guidance) (C) FUNCTN = [33 (light support)] (O) CONDTN = [1 (under construction), 2 (ruined), 3 (under reclamation), 4 (wingless), 5 (planned construction)] (M) SCAMIN = [EU: use 22000 for a point object (except 45000 for CONVIS1) and 45000 for line objects; US: 60000] (C) SORDAT = [YYYYMMDD] (C) SORIND = (Refer to Section B, General Guidance)