
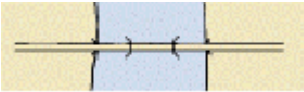



# G - Ports, Waterways

## G.1 Bridges, Tunnels, Overhead Obstructions

### G.1.10 Pylons, Piers, and Bridge, Cable, Pipeline Support (C)

A vertical construction consisting, for example, of a steel framework or pre-stressed concrete to carry cables, pipelines or bridges. (S-57 Standard)

Graphics	Encoding Instructions	Object Encoding
<p><i>Real World</i></p>  <p><i>Chart Symbol (bridge with piers)</i></p>  <p><i>IENC Symbolization (point)</i></p> 	<p>A) Use PYLONS (P) objects to code supports for overhead cables and pipelines (CATPYL=1,2,3).</p> <p>B) PYLON (A) must have a LNDARE underneath</p> <p>C) Pylons and bridge piers in the water and the bridge piers on land closest to the water must be encoded.</p> <p>D) For suspension bridges use CATPYL = 4 (bridge pylon) For all other bridges use CATPYL = 5 (bridge pier)</p> <p>E) This feature could be aggregated to a bridge or an overhead cable or pipeline by a C_AGGR object.</p>	<p><b>Object Encoding</b></p> <p><b>Object Class = PYLONS(P,A)</b></p> <p>(M) CATPYL = [1 (power transmission pylon/pole), 2 (telephone/telegraph pylon/pole), 3 (aerial cableway/sky pylon), 4 (bridge pylon/tower), 5 (bridge pier)]</p> <p>(M) WATLEV = [2 (always dry)]</p> <p>(O) CONDTN = [1 (under construction), 2 (ruined), 3 (under reclamation), 5 (planned construction)]</p> <p>(M) SCAMIN = [EU: 22000; US: 30000]</p> <p>(C) SORDAT = [YYYYMMDD]</p> <p>(C) SORIND = (Refer to Section B, General Guidance)</p>

*IENC Symbolization (area)*

