

N.1 Light Structures

N.1.1 Bridge Light (C)

A navigation light positioned on a bridge span or support pier.

Graphics	Encoding Instructions	Object Encoding
<p><i>Real World</i></p>  <p><i>Chart Symbol</i></p>  <p><i>IENC Symbolization</i></p> 	<p>A) EU: If the lights are CEVNI signs A.1, D.1 and D.2, which are combined with the corresponding notice marks for day time (see N.3.2), they do not need to be encoded as LIGHTS. But, if they are important for the safety of navigation, they should be indicated (e.g., to prevent confusion with other lights).</p> <p>B) US: Name of the light should be placed in the INFORM field, e.g. "Bridge Name" + (River Mile)</p> <p>C) Place the LIGHTS object on navigable span and piers bounding navigable span. No master object is required.</p> <p>D) If there are multiple lights in the same position, make one LIGHTS object and use MLTYLT to define the number of lights represented.</p> <p>E) Use one LIGHTS feature to represent upper and lower deck lights, unless the two lights are used for navigation alignment.</p> <p>F) EU: The exhibition condition of light EXCLIT is defined as follows:</p> <ol style="list-style-type: none"> 1. light shown without change of character: a light shown throughout the 24 hours without change of character. 2. daytime light: a light that is only exhibited by day. 3. fog light: a light that is exhibited in fog or conditions of reduced visibility. 4. night light: a light that is only exhibited at night. <p>G) The light characteristic LITCHR is defined as follows:</p> <ol style="list-style-type: none"> 1. fixed: a signal light that shows continuously, in any given direction, with constant luminous intensity and colour 	<p>Object Encoding</p> <p>Object Class = LIGHTS(P)</p> <p>(M) COLOUR = [1 (white), 3 (red), 4 (green), 6 (yellow)]</p> <p>(C) EXCLIT = [1 (light shown without change of character), 2 (daytime light), 3 (fog light), 4 (night light)]</p> <p>(M) LITCHR = [1 (fixed), 2 (flashing), 4 (quick-flashing), 7 (isophased)]</p> <p>(C) SIGPER = [xx.xx] (e.g. signal period of 12 seconds, coded as 12)</p> <p>(C) INFORM = (Refer to letter B)</p> <p>(C) MLTYLT = Integer number of lights, minimum 2.</p> <p>(C) SIGGRP = [(x),(x)...], e.g., (), (2), (2+1)</p> <p>(C) SIGSEQ = [L.LL + (E.EE)] (seconds)</p> <p>(M) ORIENT = [xxx or (UNKNOWN)] (degree (°)), e.g., 110</p> <p>(O) CONDTN = [1 (under construction), 2 (ruined), 3 (under reclamation), 5 (planned construction)]</p> <p>(M) SCAMIN = [EU: 8000; US: 60000]</p> <p>(C) SORDAT = [YYYYMMDD]</p> <p>(C) SORIND = (Refer to Section B, General Guidance)</p>

2. flashing: a rhythmic light in which the total duration of light in a period is clearly shorter than the total duration of darkness and all the appearances of light are of equal duration

3. long-flashing: a flashing light in which a single flash of not less than two seconds duration is regularly repeated

4. quick-flashing: a light exhibiting without interruption very rapid regular alternations of light and darkness

5. very quick flashing: a flashing light in which flashes are repeated at a rate of not less than 80 flashes per minute but less than 160 flashes per minute

6. ultra quick flashing: a flashing light in which flashes are repeated at a rate of not less than 160 flashes per minute

7. isophased: a light with all durations of light and darkness equal

8. occulting: a rhythmic light in which the total duration of light in a period is clearly longer than the total duration of darkness and all the eclipses are of equal duration

9. interrupted quick flashing: a quick light in which the sequence of flashes is interrupted by regularly repeated eclipses of constant and long duration

10. interrupted very quick flashing: a light in which the very rapid alterations of light and darkness are interrupted at regular intervals by eclipses of long duration

11. interrupted ultra quick flashing: a light in which the ultra quick flashes (160 or more per minute) are interrupted at regular intervals by eclipses of long duration

12. morse: a rhythmic light in which appearances of light of two clearly different durations are grouped to represent a character or characters in the Morse code

28. alternating: a signal light that shows, in any given direction, two or more colours in a regularly repeated sequence with a regular periodicity

H) The signal period SIGPER is the time occupied by an entire cycle of

	<p>intervals of light and eclipse.</p> <p>I) The signal group SIGGRP is the number of signals, and the combination of signals or the morse character(s) within one period of full sequence. The signal group of a light is encoded using brackets to separate the individual groups. A group of signals may be a single number, a chain of numbers separated by "+", a sequence of up to 4 letters or a letter and a number. A fixed light has no signal group. Where no specific signal group is given for one of the light characteristics, this should be shown by an empty pair of brackets.</p> <p>J) The sequence of times occupied by intervals of light and eclipse is encoded in SIGSEQ. Example: "00.8+(02.2)+00.8+(05.2)" encodes a signal sequence with two intervals of light and two intervals of eclipse.</p> <p>K) This feature must be aggregated to a bridge by a C_AGGR object.</p>	
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