

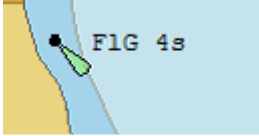


N - Lights

N.1 Light Structures

N.1.2 Minor Light (C)

A navigation light that is supported on a structure, which cannot be depicted using the encoding in Sections O.1 or O.2. As a 'minor' light, its name does not need to be displayed.

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) PILPNT, MORFAC or LNDMRK must be defined as the master object with LIGHTS as the slave object. If the supporting structure is not known, PILPNT must be used.</p> <p>B) OBJNAM should be placed on the supporting structure (master object) and not on the LIGHTS.</p> <p>C) When no specific signal group is provided, use SIGGRP=().</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) 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 which is only exhibited at night. <p>F) US: STATUS = 8 (private)</p> <p>G) US: Western River Rules, RED will always be a double flash SIGGRP (2), and Green will always be a single flash.</p> <p>H) 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 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 	<p>Coding of Structure Object</p> <p>Object Class = PILPNT(P)</p> <p>(O) OBJNAM = ["Name" +(River Mile), e.g. Blackburn Island Lt.(284.4)]</p> <p>(O) NOBJNM = (Refer to Section B, General Guidance)</p> <p>(O) CONDTN = [1 (under construction), 2 (ruined), 3 (under reclamation), 5 (planned construction)]</p> <p>(M) SCAMIN = [EU: 22000; US: 60000]</p> <p>(C) SORDAT = [YYYYMMDD]</p> <p>(C) SORIND = (Refer to Section B, General Guidance)</p> <p>Coding of Equipment Object</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) SIGGRP = [(x),(x)...], e.g., (), (2), (2+1)</p> <p>(C) SIGSEQ = [L.LL + (E.EE)] (seconds)</p> <p>(O) INFORM = [descending bank, structure_up, structure_down (e.g. LDB)]</p> <p>(C) MLTYLT = Integer number of lights, minimum 2.</p> <p>(C) STATUS = (Refer to letter F)</p> <p>(O) CONDTN = [1 (under construction), 2 (ruined), 3 (under reclamation), 5 (planned construction)]</p> <p>(M) SCAMIN = [EU: 22000; US: 60000]</p> <p>(C) SORDAT = [YYYYMMDD]</p> <p>(C) SORIND = (Refer to Section B, General Guidance)</p>

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

I) The signal period SIGPER is the time occupied by an entire cycle of intervals of light and eclipse.

J) The signal group SIGGRP is the number of signals, 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.

- K) 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.
- L) Example of encoding: red night light on a buoy (see illustration): LIGHTS (COLOUR 3, EXCLIT 4, LITCHR 4, SIGPER 3.5, SIGGRP (), SIGSEQ 0.7+(2.8), STATUS 14, SCAMIN 22000)
- M) Official aids to navigation shall be encoded.

