
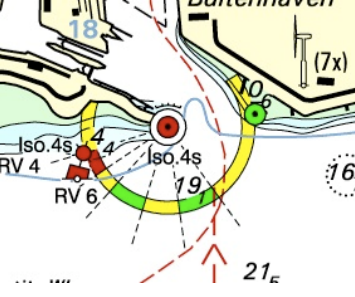



# N - Lights

## N.1 Light Structures

### N.1.5 Sector Light (C)

A sector light consists of a single light whose total luminous beam is divided into sectors of different colours to provide a warning or a leading line to mariners. (IALA Aids to Navigation Manual – IALA NAVGUIDE 3 Edition 5 2006)

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) Each sector in which the light is visible from the waterway is encoded with one object LIGHTS</p> <p>C) No object is created to encode a sector where no light is transmitted.</p> <p>D) Limits of sectors are encoded with the attributes SECTR1 and SECTR2.</p> <p>E) SECTR1 specifies the first limit of the sector. The order of SECTR1 and SECTR2 is clockwise around the central object (e.g. a light).</p> <p>F) OBJNAM should be placed on the supporting structure (master object) and not on the LIGHTS.</p> <p>G) EU: The exhibition condition of light EXCLIT is defined as follows:</p> <ol style="list-style-type: none"> <li>1. light shown without change of character: a light shown throughout the 24 hours without change of character.</li> <li>2. daytime light: a light that is only exhibited by day.</li> <li>3. fog light: a light that is exhibited in fog or conditions of reduced visibility.</li> <li>4. night light: a light that is only exhibited at night.</li> </ol> <p>H) The light characteristic LITCHR is defined as follows:</p> <ol style="list-style-type: none"> <li>1. fixed: a signal light that shows continuously, in any given direction, with constant luminous intensity and colour</li> <li>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</li> </ol>	<p><b>Coding of Master Object</b></p> <p><b>Object Class = PILPNT(P)</b></p> <p>(M) 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><b>Coding of Equipment Object</b></p> <p><b>Object Class = LIGHTS(P)</b></p> <p>(M) COLOUR = [1 (white), 3 (red), 4 (green), 6 (yellow)]</p> <p>(M) 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>(M) SECTR1 = [xxx.xx]</p> <p>(M) SECTR2 = [xxx.xx]</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>(C) INFORM = US: descending bank (e.g. LDB for left descending bank)</p> <p>(O) STATUS = [8 (private), 14 (public)]</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)

	<p>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>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.</p> <p>L) Official aids to navigation shall be encoded.</p>	
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