



The contexts in which a feature may be applied may optionally be described in the Feature Concept Dictionary. The Feature Catalogue associated with an Application Schema may define the context in more detail.

The permittedPrimitive attribute is used to represent the spatial geometry of a feature. It may be derived from the intrinsic type of the object; however, other spatial geometry representations are permitted. These are indicated as the (P, L, A, C) Point, Line, Area, Coverage representations of a feature type.

A Maritime Limit and Boundary feature may only have one intrinsic type based on the "truth on the ground".

An object of 0 dimensions is a location and may be represented as a point or topological node.
An object of 1 dimension has only length and no width. It may be represented as a geometric curve (line), or at certain scales as a point.
An object of 2 dimensions has a physical area and can describe a real world physical object in a 2 dimensional space. This is called a zone. It can be represented as a 0, 1 or 2 dimensional object dependant upon the scale of representation and portrayal. An object may actually have more than one spatial geometry associated with it to represent it at different scales.
An object of 3 dimensions has a physical volume and can describe a real world physical object in a 3 dimensional space. This is called a space. It can be represented as a 0, 1, 2 or 3 dimensional object dependant upon the scale of representation and portrayal.

«CodeList»
S100 V2 Part 5 Feature Catalogue::S100_FC_SpatialPrimitiveType

- + arcByCentrePoint: GM_Curve
- + circleByCenterPoint: GM_Curve
- + coverage: CV_Coverage
- + curve: GM_Curve
- + point: GM_Point
- + pointSet: GM_MultiPoint
- + surface: GM_Surface

«enumeration»
S100 V2 Part 5 Feature Catalogue::S100_FD_FeatureUseType

«enumeration»

- + geographic
- + meta
- + cartographic
- + theme

«enumeration»
S121_Feature::IntrinsicSpatialNature

«enumeration»

- location
- limit
- zone
- space