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Change Request #:	166
Assigned OGC Document #:	11-101
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Document Name/Version:	*City Geography Markup Language (CityGML) Encoding Standard / 1.0.0
OGC Project Document:	*08-007r1

If this is a revision of a previous submission and you have a Change Request Number, then check here: ☐

Enter the CR number here: [   ]

Enter the Revsion Number that you are revising here: [   ]

Title: 🔵	*Clearer guidelines for extending CityGML
Source: 🔵	*Geonovum; the 3D pilot held 2010-2011 in the Netherlands.
Work item code: 🔵	
Category: 🔵	* C (Functional modification of feature) ⬍

Reason for change: 🔵	* The guidelines (or rules) for extending CityGML should be described more fully and clearly so that a working extension of CityGML (i.e. working in CityGML software) can be created by relying on these rules and/or guidelines.
Summary of change: 🔵	* One of the results of the 3D pilot NL was the implementation of the

Dutch national standard for large scale topography as an extension of
CityGML. During the work it became clear that more detailed guidelines
for extending CityGML are needed for CityGML implementation profiles
that support a specific context. Currently it is not clear whether the
extension mechanisms of CityGML (generic objects and attributes and
the ADE mechanism) are guidelines or rules, nor is it clear when to
use which method for extension, although some guidelines are given.
Also, the ADE mechanism is only described in the context of GML
application schemas. How to use the method in UML modelling is not
described.

Consequences if not approved: When creating a CityGML extension, one cannot rely on the description
of the extension method to make sure the extension is correct and
software will support it.

Clauses affected:

*

6.11, 6.12, 10.10, 10.11

Additional Documents affected:

Supporting Documentation:

Comments:

Status: Assigned

Assigned To: CityGML SWG

Disposition: Referred and Posted