

**Change ID: 5.1-05**

## ***Obstacles with synchronised lighting***

### ***Summary***

It is proposed to add a new attribute to the VerticalStructure class, to model the situations where the flashing light elements that mark the obstacle are synchronised.

### ***Background***

The class [VerticalStructure](#) has an attribute that indicates if the obstacle is lighted or not. More details about the lighting elements can be provided through the associated [VerticalStructureLighting](#) class.

### ***Rationale for the change***

A group of obstacles or the flashing light elements that mark a single obstacle may be synchronised. This requires a new attribute in the model.

### ***Change proposal details***

Introduce a new attribute in the class VerticalStructure **Lighting**: "synchronisedLighting", "*Indicates that the flashing light elements that compose the lighting of the vertical structure (could be a group) are synchronised (flash in unison)*", data type CodeYesNoType.