Change ID: 5.1-12

Airport marking condition

Summary

It is proposed to introduce a dedicated data type for painted marking condition, instead of using the surface condition list of values, which is inappropriate.

Background

The Marking and RunwayDirection classes have "condition" attributes that indicate the quality of the painted marking.

Rationale for the change

The data type used by the marking "condition" attributes is the same (CodeSurfaceConditionType) which is used to indicate the condition of a airport surface. It includes values such as "unsafe", "deformed", etc. Most of these values are inappropriate for a marking condition.

It is therefore proposed to introduce a dedicated list of values for marking conditions, with the values EXCELLENT, GOOD, FAIR, POOR. If necessary to indicate the reason for which the marking is in poor condition (such as deteriorated paint or rubber deposits), this can be done with a Note.

Change proposal details

Insert a new "enumeration" data type in the model - CodeMarkingConditionType"

- definition = " *A coded list of values that indicate the status of the painted surface marking elements.*"
- list of values:
  - EXCELLENT = Marking is in perfect condition;
  - GOOD = Marking is in good condition;
  - FAIR = Marking is in fair condition;
  - POOR = Marking is in poor condition;
  - OTHER = Other.

Replace the existing data type with the new CodeMarkingConditionType for the following attributes:

- "condition" attribute of the Marking class;
- "approachMarkingCondition" of the RunwayDirection class.