

Summary of Change Proposals

Presented by SPAWAR

for S100WG4

Feb 2019

4.6 - Catalogue CSS Files

- Modify the schema for *portrayal_catalogue.xml* so that stylesheet files can be enumerated.
 - Currently stylesheet files (CSS) used to modify the SVG symbols are not enumerated within *portrayal_catalogue.xml*
 - All other contents of the portrayal catalogue are enumerated within *portrayal_catalogue.xml* (Symbols, Rules, Linestyles, etc.)
- If approved, will be supported in S100Viewer v1.7

4.6 - Catalogue CSS Files

Before

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<?pccinfo name="S-101" fieldOfApplication="Marine Navigation" scope="Ocean, Coa
Harbors. Excludes Inland waters. Supports QualityOfBathymetricData and 2015 up
versionDate="2018-11-05T00:00:00+0000" user="IHO Testbed" organization="Intern
Hydrographic Organization"?>
<portrayalCatalog xmlns:xsl="http://www.w3.org/2001/XMLSchema" productId="S-101"
  <pixmap/>
  <colorProfiles/>
  <symbols/>
  <lineStyles/>
  <areaFills/>
  <font/>
  <viewingGroups/>
  <foundationMode/>
  <viewingGroupLayers/>
  <displayModes/>
  <displayPlane/>
  <context/>
  <rules/>
</portrayalCatalog>
```

After

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<?pccinfo name="S-101" fieldOfApplication="Marine Navigation" scope="Ocean, Coa
Harbors. Excludes Inland waters. Supports QualityOfBathymetricData and 2015 up
versionDate="2018-11-05T00:00:00+0000" user="IHO Testbed" organization="Intern
Hydrographic Organization"?>
<portrayalCatalog xmlns:xsl="http://www.w3.org/2001/XMLSchema" productId="S-101"
  <pixmap/>
  <colorProfiles/>
  <symbols/>
  <styleSheets>
    <styleSheet id="dayStyle">
      <fileName>daySvgStyle.css</fileName>
      <fileType>StyleSheet</fileType>
      <fileFormat>XML</fileFormat>
    </styleSheet>
    <styleSheet id="duskStyle">
      <fileName>duskSvgStyle.css</fileName>
      <fileType>StyleSheet</fileType>
      <fileFormat>XML</fileFormat>
    </styleSheet>
  </styleSheets>
  <lineStyles/>
  <areaFills/>
  <font/>
  <viewingGroups/>
  <foundationMode/>
  <viewingGroupLayers/>
  <displayModes/>
  <displayPlane/>
  <context/>
  <rules/>
</portrayalCatalog>
```