

Other nature information

Draft

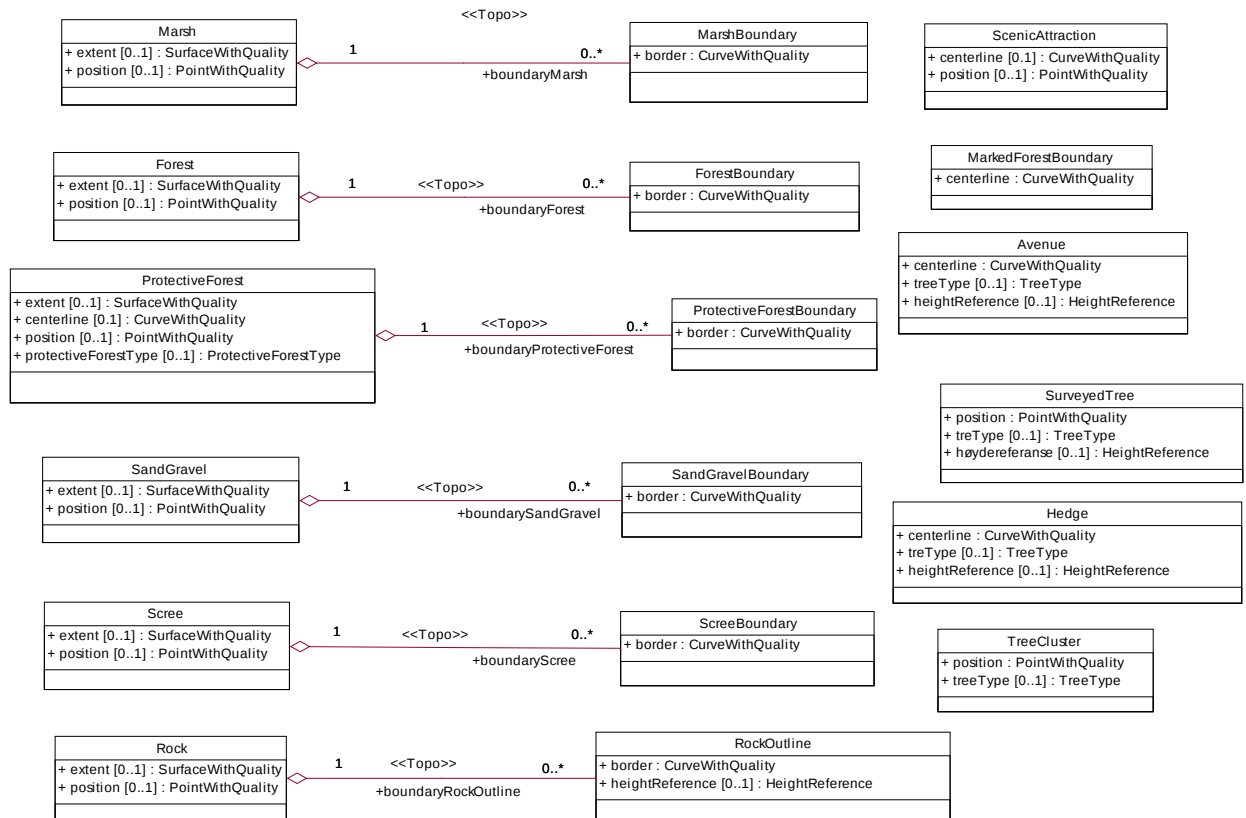


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1.1 Application schema



Codelists

<<CodeList>> TreeType	<<CodeList>> ProtectiveForestType
+ Unclassified /unknown = 1	+ Mountainous = 1
+ Coniferous = 2	+ Coastal = 2
+ Deciduous = 3	+ North = 3

1.2 Description

1.2.1 Avenue

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
1	Class Avenue	trees planted along all types of roads				
1.1	centerline	course followed by the central part of the object	1	1	CurveWithQuality	
1.2	treeType	??current/relevant tree type	0	1	TreeType	
1.3	heightReference		0	1	HeightReference	

1.2.2 Hedge

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
2	Class Hedge	planted bushes forming a hedge				
2.1	centerline	course followed by the central part of the object	1	1	CurveWithQuality	
2.2	treeType	aktuell tretype	0	1	TreeType	
2.3	heightReference		0	1	HeightReference	

1.2.3 SurveyedTree

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
3	Class SurveyedTree	individually marked trees				
3.1	position	location where the object exists	1	1	PointWithQuality	
3.2	treeType	aktuell tretype	0	1	TreeType	
3.3	høydereferanse		0	1	HeightReference	

1.2.4 MarkedForestBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
4	Class MarkedForestBoundary	distinct boundary between forest and other area				
4.1	centerline	course followed by the central part of the object	1	1	CurveWithQuality	

1.2.5 TreeCluster

No	Name/	Description	Obligation/	Maximum	Type	Constraint
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	Role name		Condition	Occurrence		
5	Class TreeCluster	single tree or trees in small groups				
5.1	position	location where the object exists	1	1	PointWithQuality	
5.2	treeType	aktuell tretype	0	1	TreeType	

1.2.6 Marsh

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
6	Class Marsh	open, non-forested area with marsh vegetation				
6.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
6.2	position	location where the object exists	0	1	PointWithQuality	
6.3	Role boundaryMarsh		0	N	MarshBoundary	Aggregation

1.2.7 Forest

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
7	Class Forest	all types of forest land, such as coniferous forest, deciduous forest and mixed forest				
7.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
7.2	position	location where the object exists	0	1	PointWithQuality	
7.3	Role boundaryForest		0	N	ForestBoundary	Aggregation

1.2.8 Rock

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
8	Class Rock	marked rock				
8.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
8.2	position	location where the object exists	0	1	PointWithQuality	
8.3	Role boundaryRockOutline		0	N	RockOutline	Aggregation

1.2.9 Scree

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
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9	Class Scree	scree, rocky areas				
9.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
9.2	position	location where the object exists	0	1	PointWithQuality	
9.3	Role boundaryScree		0	N	ScreeBoundary	Aggregation

1.2.10 SandGravel

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
10	Class SandGravel	sand and gravel areas without forest				
10.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
10.2	position	location where the object exists	0	1	PointWithQuality	
10.3	Role boundarySandGravel		0	N	SandGravelBoundary	Aggregation

1.2.11 ProtectiveForest

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
11	Class ProtectiveForest	forest which forms protection against other forest or natural hazards, as well as areas up towards the mountains or out towards the sea where the forest is vulnerable, and could be damaged by maltreatment.				
11.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
11.2	centerline	course followed by the central part of the Object	0	1	CurveWithQuality	
11.3	position	location where the object exists	0	1	PointWithQuality	
11.4	protectiveForestType		0	1	ProtectiveForestType	
11.5	Role boundaryProtectiveForest		0	N	ProtectiveForestBoundary	Aggregation

1.2.12 ScenicAttraction

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
12	Class	sights and attractions				

	ScenicAttraction	which are of general interest and which are not covered by preservation object types such as cultural heritage site or natural monument				
12.1	centerline	course followed by the central part of the Object	0	1	CurveWithQuality	
12.2	position	location where the object exists	0	1	PointWithQuality	

1.2.13 MarshBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
13	Class MarshBoundary	delimitation of a marsh				
13.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
13.2	Role (unnamed) Marsh		1	1	Marsh	

1.2.14 SandGravelBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
14	Class SandGravelBoundary	delimitation of sand/gravel				
14.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
14.2	Role (unnamed) SandGravel		1	1	SandGravel	

1.2.15 ForestBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
15	Class ForestBoundary	delimitation of forest				
15.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
15.2	Role (unnamed) Forest		1	1	Forest	

1.2.16 RockOutline

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
16	Class RockOutline	delimitation of marked rock				
16.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
16.2	heightReference		0	1	HeightReference	
16.3	Role (unnamed) Rock		1	1	Rock	

1.2.17 ScreeBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
17	Class ScreeBoundary	delimitation of scree				
17.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
17.2	Role (unnamed) Scree		1	1	Scree	

1.2.18 ProtectiveForestBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
18	Class ProtectiveForestBoundary	delimits a ProtectiveForest				
18.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
18.2	Role (unnamed) ProtectiveForest		1	1	ProtectiveForest	

1.2.19 Association <<Topo>> Marsh -MarshBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
19	Association Marsh - MarshBoundary					
19.1	Role boundaryMarsh		0	N	MarshBoundary	Aggregation
19.	Role		1	1	Marsh	

2	(unnamed) Marsh					
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1.2.20 Association <<Topo>> Forest -ForestBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
20	Association Forest - ForestBoundary					
20.1	Role boundaryForest		0	N	ForestBoundary	Aggregation
20.2	Role (unnamed) Forest		1	1	Forest	

1.2.21 Association <<Topo>> ProtectiveForest-ProtectiveForestBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
21	Association ProtectiveForest- ProtectiveForest Boundary					
21.1	Role boundaryProtecti veForest		0	N	ProtectiveFore stBoundary	Aggregation
21.2	Role (unnamed) ProtectiveForest		1	1	ProtectiveFore st	

1.2.22 Association <<Topo>> SandGravel -SandGravelBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
22	Association SandGravel - SandGravelBoun dary					
22.1	Role boundarySandGr avel		0	N	SandGravelBo undary	Aggregation
22.2	Role (unnamed) SandGravel		1	1	SandGravel	

1.2.23 Association <<Topo>> Scree -ScreeBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
23	Association Scree - ScreeBoundary					
23.	Role		0	N	ScreeBoundar	Aggregation

1	boundaryScree				y	n
23. 2	Role (unnamed) Scree		1	1	Scree	

1.2.24 Association <<Topo>> Rock-RockOutline

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
24	Association Rock- RockOutline					
24. 1	Role boundaryRockOutline		0	N	RockOutline	Aggregation
24. 2	Role (unnamed) Rock		1	1	Rock	

1.2.24.1 <<CodeList>> TreeType

Nr	Code name	Definition/Description	Code
1	CodeList TreeType	main categorization of trees	
1.1	Unclassified /unknown		1
1.2	Coniferous	Bartrær	2
1.3	Deciduous	Lauvtrær	3

1.2.24.2 <<CodeList>> ProtectiveForestType

Nr	Code name	Definition/Description	Code
2	CodeList ProtectiveForestType	various types of protective forest	
2.1	Mountainous	Skog som fungerer som klimavern i fjellnære områder	1
2.2	Coastal	Skog som fungerer som klimavern i kystområder	2
2.3	North	Skog som fungerer som klimavern i nordlige deler av landet	3