

## Agreed changes to the INSPIRE Technical Documentation for the “D2.8.I.2 INSPIRE data specification on Buildings – Technical Guidelines” version 3.0

**Color coded legend:** onlineDescription - red color: what is agreed to be changed  
externalDescription – yellow color: what is the precise change

### Change: 1

Affected documents: **TG**

Themes: **Buildings**

**Subject:** BU - improve the default styles for building and buildingParts

**Description:** The default style for building and buildingPart use the same fill and outline colour.

In case the reference geometry of Building is polygon and reference geometry of BuildingPart is point, the portrayal rule proposed by TWG BU is not relevant at all. It is proposed to change it in order to make the BuildingPart point more visible.

**Corrigendum:** improve the default styles for building and buildingParts (Sheet 10 Portrayal)

		INSPIRE	Change Proposal
Building	Surface	<span style="background-color: red; color: black;">grey with black outline</span> o Fill colour: <span style="background-color: red; color: black;">SOLID GREY</span> RGB 128,128,128 o Outline colour: <span style="background-color: red; color: black;">SOLID BLACK</span> o Outline width: <span style="background-color: red; color: black;">0,4pt</span>	<span style="background-color: yellow; color: black;">red light with dark red outline</span> Fill colour: <span style="background-color: yellow; color: black;">SOLID light red</span> RGB 255,235,235 Outline colour: <span style="background-color: yellow; color: black;">SOLID RED</span> RGB 255, 0, 0 Outline width: <span style="background-color: yellow; color: black;">1 px</span>
	Point	dark grey circle o Style: CIRCLE o Fill colour: SOLID DARK GREY (RGB 82,82,82) o Width: 10pt	
BuildingPart	Surface	<span style="background-color: red; color: black;">hollow with black outline</span> o Fill colour: <span style="background-color: red; color: black;">TRANSPARENT</span> o Outline colour: <span style="background-color: red; color: black;">SOLID BLACK</span> o Outline width: <span style="background-color: red; color: black;">0,2pt</span>	<span style="background-color: yellow; color: black;">hollow with red outline</span> Fill colour: <span style="background-color: yellow; color: black;">TRANSPARENT</span> Outline colour: <span style="background-color: yellow; color: black;">SOLID RED</span> RGB 255, 0, 0 Outline width: <span style="background-color: yellow; color: black;">: 1 px</span>
	Point	grey circles o Style: CIRCLE o Fill colour: SOLID GREY (RGB 128,128,128) o Width: 5pt	

**Discussion link:** <https://themes.jrc.ec.europa.eu/discussion/view/31242/portrayal-for-buildings-and-buildingparts>

## Change: 2

Affected documents: **TG, UML, XML**

Themes: **Buildings**

**Subject:** BU - correct the multiplicity for spatial object types Building/attribute “geometry2D”

**Description:** In the 2D Buildings schema, the multiple representation is allowed for feature type BuildingPart (attribute geometry2D has multiplicity [1..\*]) but not for feature type Building (attribute geometry2D has multiplicity 1).

This looks like an editorial error as the TWG BU intention was always to allow multiple representation for Building and BuildingPart.

Consequently, the data specification shall be corrected.

**Corrigendum:** correct the multiplicity for building in

1) UML application schema "Buildings2D" class diagram "Buildings - Core 2D" - for feature type "Building" attribute geometry2D:BuildingGeometry2D change multiplicity from 1 to 1..\*

2) TG Buildings

replace figure 25 p.52 and figure 53 page 101

In 5.4.2.1.1 Building for attribute:geomtry2D change multiplicity from 1 to 1..\*

**Discussion link:** <https://themes.jrc.ec.europa.eu/discussion/view/42181/multiple-representation-for-feature-type-building>