

Case study:

Use of the Coastal Standing Orders

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Use of the Coastal Standing Orders

Idea: predefine a set of coastal polygons along the coast line

Why?

- to have them ready for activation
- To avoid using one large polygon, which may generate high costs

How?

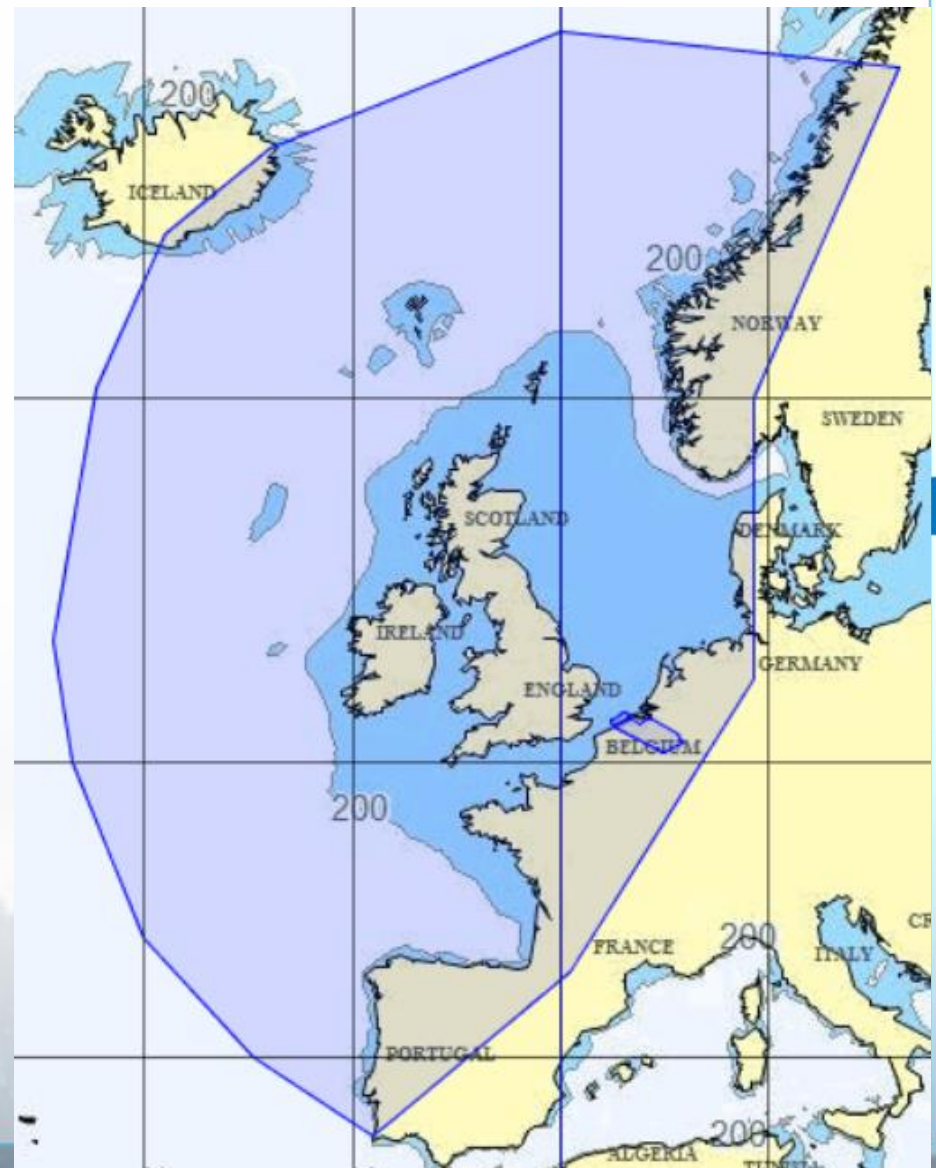
By uploading polygons in the DDP server

Example: one polygon

If activated:

Thousands of
positions to pay!

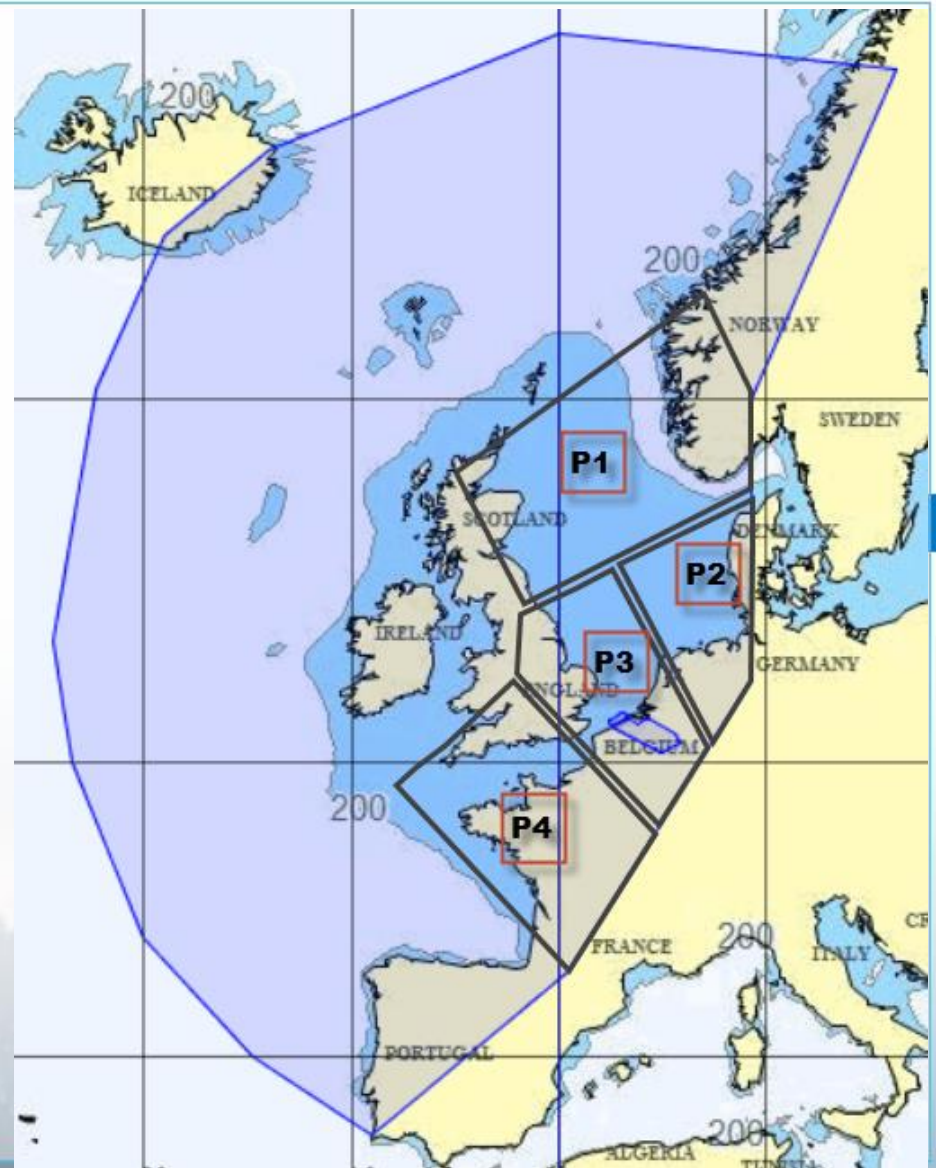
Not all positions
relevant



Example: several polygons

You can activate one
or several polygons,
depending on your
current interest

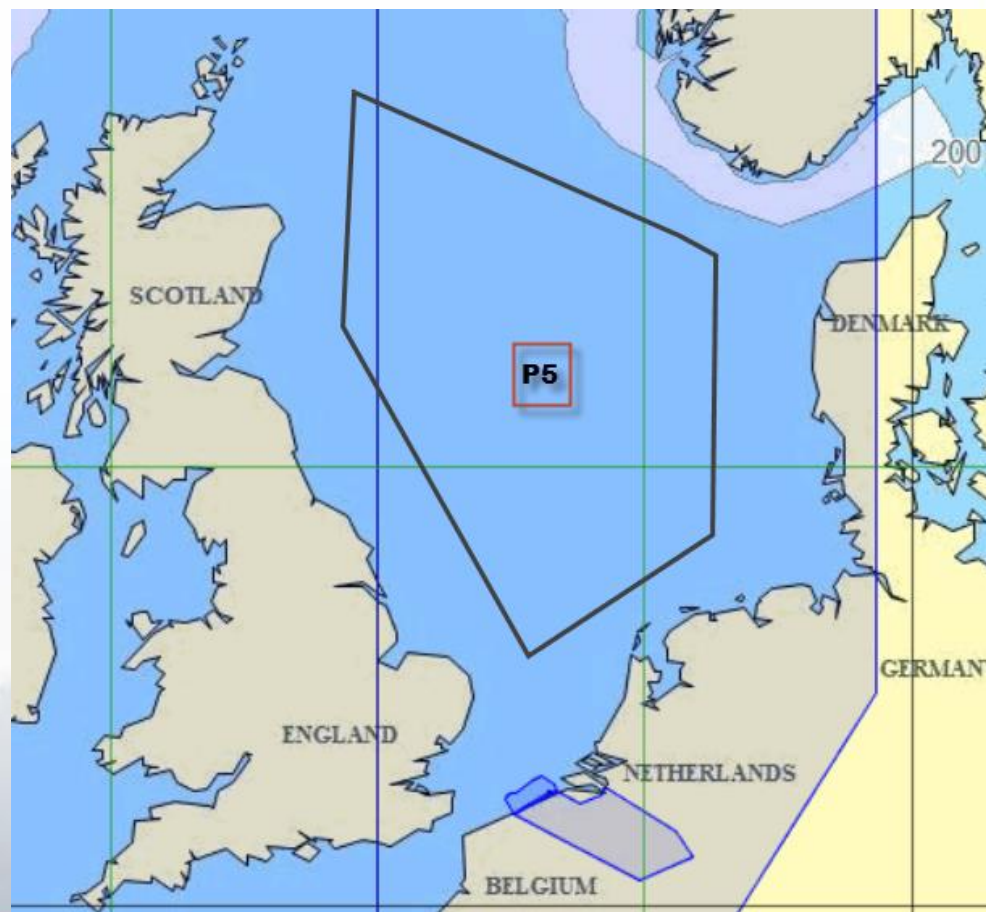
Positions you pay are
the ones really
needed



Example: several polygons

Polygons can be drafted out of AIS coverage

-> positions you pay are the ones really needed



Reminder: incremental DDP updating process

- **Regular** Update : routine daily incremental update available every **24 hours**:
 - Update/new polygon;
 - New CG, DC, SAR...
- **Immediate** Update: implemented after **1 hour**:
 - Exclusion of a country/security force;
 - Activation or deactivation of a standing order on pre-existing polygon -> **advantage of pre-loaded polygons for quick availability when needed.**

Accessing DDP

- <https://ddp-test.gisis.imo.org/Members/>
- <https://gisis.imo.org/Members/>
- Each CG has a login for Test and Prod: see the result in Test, before deploying in Prod

Log In

Authority: Member State/Authorized Administration ▼
Belgium ▼

Username:

Password:

☐ Remember my username

[Manage your account](#)

Define an area in the DDP

Polygon must be technically valid (MSC 1259):

- Min 4 vertices (points)
- Each vertice= longitude, latitude (degrees and 2 decimals)
- Polygon is closed (first vertice=last vertice)
- No overlapping in one group (internal waters, territorial waters, 1000NM, coastal standing orders)
- No intersection of segments

Upload in DDP

In Data > Geographical Areas:

- One vertice at a time: **Enter manually**
 - no validity check (DDP server does not check)
 - slow
- Through GML file: **Upload file**
 - first check polygon validity in IDE AI
 - fast

Final gml polygon

```
<gml:MultiSurface xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:schemaLocation="http://www.opengis.net/gml/3.2 http://schemas.opengis.net/gml/3.2.1/gml.xsd" gml:id="CustomCoastalAreas" xmlns:gml="http://www.opengis.net/gml/3.2">
  <gml:surfaceMembers>
    <gml:Polygon gml:id="GACA1071_1">
      <gml:description>Italy, Standing Order, Test</gml:description>
      <gml:exterior>
        <gml:LinearRing>
          <gml:posList>17.49 37.22 22.05 37.22 22.05 32.91 17.49 32.91 17.49 37.22</gml:posList>
        </gml:LinearRing>
      </gml:exterior>
    </gml:Polygon>
  </gml:surfaceMembers>
</gml:MultiSurface>
```

Conclusion: advantage of pre-loaded small polygons

- Customize the polygons to fit your needs (sensitive area, etc)
- Limited cost
- Ready in 1 hour
- EMSA can help, but
 - Can take time depending on workload
 - Needs of CG sending vertices in a table

