120 CODED DATA FIELD: CARTOGRAPHIC MATERIALS – GENERAL

Field Definition

This field contains fixed-length coded data generally applicable to cartographic material.

Occurrence

Mandatory for cartographic materials. Not repeatable.

Indicators

Indicator 1: blank (not defined)

Indicator 2: blank (not defined)

Subfields

$a Cartographic Material Coded Data (General)

All data is entered in subfield $a and identified by character position within the subfield. Conventionally the character positions are numbered from 0 to 12. All character positions defined must appear in the subfield. Not repeatable.

Subfield $a Fixed-length Data Elements:

Name of Data Element	Number of Characters	Character Positions
Colour indicator	1	0
Index indicator	1	1
Narrative text indicator	1	2
Relief codes	4	3-6
Map projection	2	7-8
Prime meridian	4	9-12

Notes on Field Contents

$a/0 Colour indicator

A one-character code indicates the use of colour on the item.

a = one colour

b = multi-colour

$a/1 Index indicator

A one-character code indicates whether the item carries an index or name list.

a = index or name list on cartographic item itself

b = index or name list accompanying cartographic item in booklet, pamphlet, unattached cover, etc.

c = index or name list present but location not specified

y = no index or name list

$a/2 Narrative text indicator

A one-character code indicates whether the item has text.

a = text on cartographic item itself

b = text accompanying cartographic item in booklet, pamphlet, unattached cover, etc.

y = no narrative text

$a/3-6 Relief codes

Alphabetic character codes indicate the types of relief. The list is intended to encode only the most commonly found types of relief representation. Up to four codes can be used (left justified); unused positions contain blanks, when no relief code is applied, the four character positions contain blanks. The types are recorded in the record in order of their importance to the material being described.

a = contours

b = continuous tone shaded relief

c = hypsometric tints – layer method

d = hachures

e = bathymetry – soundings

f = form lines

g = spot heights

h = other methods in colour (e.g. in the style of Imhof)

i = pictorially

j = landforms (e.g. in the style of Lobeck, Raisz, Fenneman)

k = bathymetry – isolines

x = not applicable

z = other methods of relief representation

$a/7-8 Map projection

A two-character code indicates the type of projection if the projection is on the item.

Azimuthal projections: Conic projections:

aa = Aitoff

ca = Albers equal area

ab = gnomonic

cb = Bonne

ac = Lambert's azimuthal equal area

cc = Lambert's conformal conic

ad = orthographic

cd = conic (simple)

ae = azimuthal equidistant

ce = Miller's bipolar oblique conformal conic

af = stereographic

cf = De Lisle

ag = azimuthal equal area

cg = projection of the International Map

au = azimuthal, specific type unknown

az = azimuthal, other known specific type

ch = Tissot's conformal conic

cp = polyconic

cu = conic, specific type unknown

cz = conic, other known specific type

Cylindrical projections:

ba = Gall

bb = Goode's homolographic

bc = Lambert's cylindrical equal area

bd = Mercator

be = Miller

bf = Mollweide

bg = sinusoidal

bh = transverse Mercator

bi = Gauss

bj = Plate Carree

bk = Cassini's

bl = Laborde

bm = Oblique Mercator

bu = cylindrical, specific type unknown

Other projections:

da = armadillo

db = butterfly

dc = Eckert

dd = Goode's homolosine

de = Miller's bipolar

df = Van der Griten

dg = dimaxion

dh = cordiform

di = polyhedric

bz = cylindrical, other known specific type

uu = type of projection unknown xx = not applicable

zz = other known type

$a/9-12 Prime meridian

A two-character code indicates the prime meridian of the item when it is mentioned or is easily determined. Up to two prime meridians can be specified (left justified); unused positions contain blanks.

aa = Greenwich, United Kingdom (International prime meridian)
ab = Amsterdam, Netherlands
ac = Athens, Greece
ad = Batavia (Djakarta) Indonesia
ae = Berne, Switzerland
af = Bogota, Colombia
ag = Bombay, India
ah = Brussels, Belgium
ai = Cadiz, Spain
aj = Capetown, South Africa
ak = Caracas, Venezuela
al = Copenhagen, Denmark
am = Cordoba, Argentina
an = Ferro, Canary Islands
ao = Helsinki, Finland
ap = Istanbul, Turkey
aq = Julianehaab, Greenland
ar = Lisbon, Portugal
as = London, United Kingdom
at = Madras, India
ba = Madrid, Spain
bb = Mexico City, Mexico
bc = Moscow, Russia
bd = Munich, Germany
be = Naples, Italy
bf = Oslo (Christiania) Norway
bg = Paris, France
bh = Peking, China
bi = Philadelphia, USA
bj = Pulkova, Russia
bk = Rio de Janeiro, Brazil
bl = Rome, Italy
bm = Santiago, Chile
bn = Stockholm, Sweden
bo = Sydney, Australia
bp = Tirana, Albania
bq = Tokyo, Japan
br = Washington, DC, USA
uu = unknown
zz = other

Related Fields

131 CODED DATA FIELD: CARTOGRAPHIC MATERIALS – GEODETIC, GRID AND VERTICAL MEASUREMENT

This field describes other physical attributes.

206 CARTOGRAPHIC MATERIALS : MATHEMATICAL DATA

Contains statements of projection in the form required by ISBD(CM).

215 PHYSICAL DESCRIPTION

This field also contains data about an item's colour.

Examples

EX1: 120 ##$abyaa###bdaa##

A coloured map has text on it but no index. The projection is Mercator's, relief is shown by contours and the prime meridian is Greenwich.