

APPENDIX C

UNIQUE NUMBERING SCHEME

A point numbering scheme was designed to allow a unique label for each selected feature. All revolutions and identification exposures within a revolution were assigned logical alpha/numeric identifiers as shown in the following table.

<u>REVOLUTION</u>	<u>LOGICAL STRIP IDENTIFIER</u>	<u>LOGICAL PHOTO IDENTIFIER WITHIN STRIP*</u>	
		<u>FIRST EXPOSURE</u>	<u>LAST EXPOSURE</u>
02	S	01 (170)	69 (306)
14	T	01 (328)	53 (430)
29	U	03 (1384)	51 (1480)
38	V	02 (1692)	70 (1828)
49	W	01 (2030)	11 (2050)
62	X	01 (2200)	11 (2220)
66	Y	01 (2630)	33 (2732)
74	Z	01 (2796)	69 (2932)

* Numbers in parenthesis are the actual exposure numbers.

The reseau intersections were used for the point number scheme by sequentially numbering 99 of the 121 intersections as shown in the "Diagram of Reseau Numbering Scheme."

Five characters were used for each feature (point) number. The first character was the logical strip identifier and the second and third characters were the logical photo identifier of the exposure on which the feature was identified and selected. The fourth and fifth characters were the sequential number assigned to the reseau intersection nearest to the imaged feature. For example:

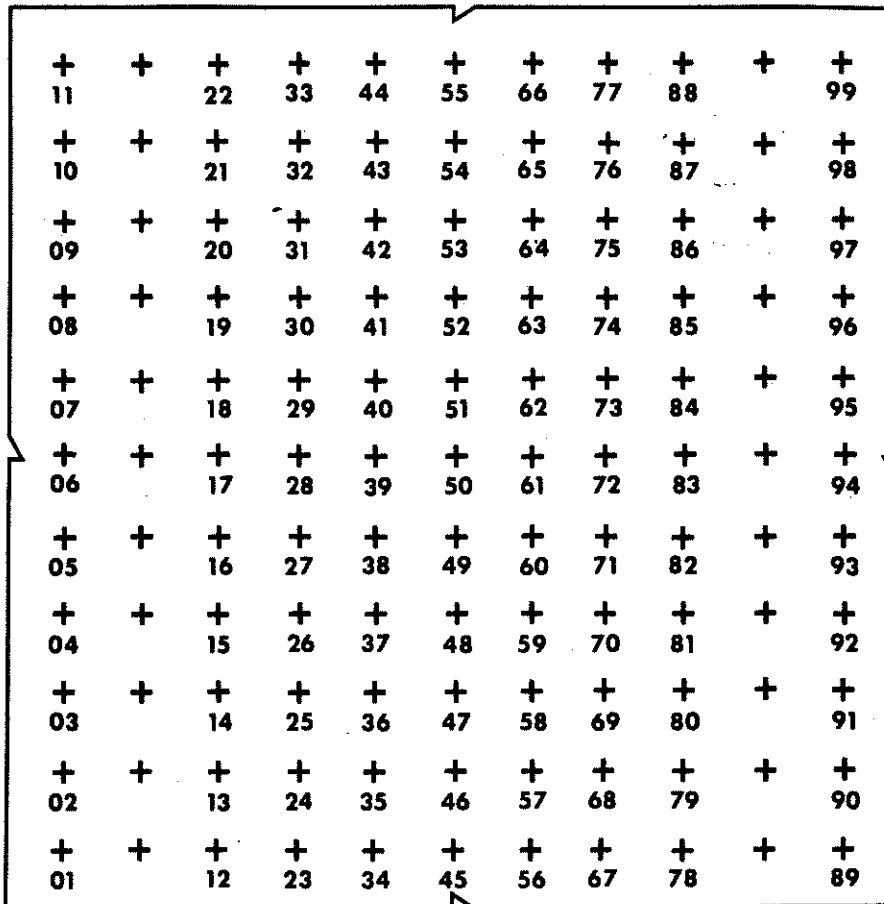
A point number such as X0266 would be located as follows:

X = Revolution No. 62

02 = Exposure No. 2201

66 = Reseau Intersection number nearest to the point

DIAGRAM OF RESEAU SCHEME



— LINE OF FLIGHT →

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