

BOXY2

Prohibited Zones List format

A) Introduction

The „PZ list” format, short PZL format, is a PZ list definition file.

The PZL file format is a line based format. Empty lines are ignored. Each line contains the definition of a single PZ. There are different types of PZ definitions:

1) Circular

Fields: **UTMcircle**,<name>,<latZ>,<longZ>,<easting>,<northing>,<radius>,<minAlt>,<maxAlt> (,<color>)

<name> is any sequence of symbols. A name **must not** contain a comma!
<latZ> is the latitude zone number
<longZ> is the longitude zone character
<easting> is the easting coordinate
<northing> is the northing coordinate
<radius> is the radius of the PZ
<minAlt> is the minimum altitude (in feet)
<maxAlt> is the maximum altitude (in feet)
<color> *is an optional color (RGB hex format)*

Fields: **LLcircle**,<name>,<lat>,<long>,<radius>,<minAlt>,<maxAlt> (,<color>)

<name> is any sequence of symbols. A name **must not** contain a comma!
<lat> is the latitude
<long> is the longitude
<radius> is the radius of the PZ
<minAlt> is the minimum altitude (in feet)
<maxAlt> is the maximum altitude (in feet)
<color> *is an optional color (RGB hex format)*

Fields: **CHcircle**,<name>,<x>,<y>,<radius>,<minAlt>,<maxAlt> (,<color>)

<name> is any sequence of symbols. A name **must not** contain a comma!
<x> is the x coordinate
<y> is the y coordinate
<radius> is the radius of the PZ (in meter)
<minAlt> is the minimum altitude (in feet)
<maxAlt> is the maximum altitude (in feet)
<color> *is an optional color (RGB hex format)*

2) Polygon

Fields: **poly**,<name>,<filename>,<minAlt>,<maxAlt> (,<color>)

<name> is any sequence of symbols. A name **must not** contain a comma!
<filename> is the URL to the file that contains the points of the polygon (PLT,GPX or IGC)
<minAlt> is the minimum altitude (in feet)
<maxAlt> is the maximum altitude (in feet)
<color> *is an optional color (RGB hex format)*

B) Defining PZ's

Some hints about using the PZL format for defining different types of PZ's:

- If you want to define a "RED" PZ, just set the upper limit to something really high.
- To define a "BLUE" PZ, insert a huge negative minimum altitude.
- If you do not want a PZ to be displayed on the map (as a big blue PZ), assign it the colour "FFFFFF".