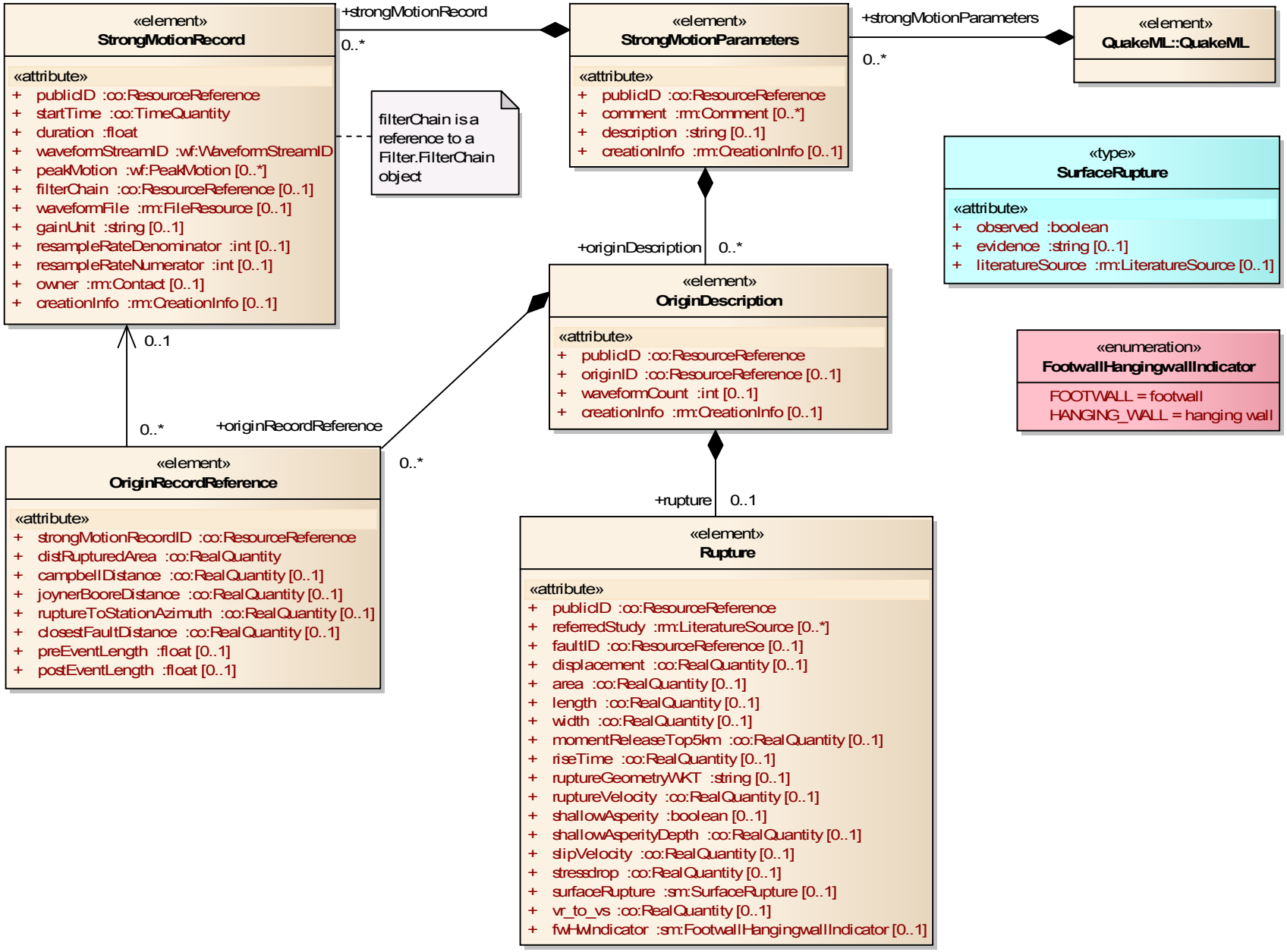
«element»
StrongMotionRecord
«attribute»
+ publicID :co:ResourceReference
+ startTime :co:TimeQuantity
+ duration :float
+ waveformStreamID :wf:WaveformStreamID
+ peakMotion :wf:PeakMotion [0..*]
+ filterChain :co:ResourceReference [0..1]
+ waveformFile :rm:FileResource [0..1]
+ gainUnit :string [0..1]
+ resampleRateDenominator :int [0..1]
+ resampleRateNumerator :int [0..1]
+ owner :rm:Contact [0..1]
+ creationInfo :rm:CreationInfo [0..1]
+strongMotionRecord
0..*
filterChain is a reference to a Filter.FilterChain object
«element»
StrongMotionParameters
«attribute»
+ publicID :co:ResourceReference
+ comment :rm:Comment [0..*]
+ description :string [0..1]
+ creationInfo :rm:CreationInfo [0..1]
+strongMotionParameters
0..*
«element»
QuakeML::QuakeML
«type»
SurfaceRupture
«attribute»
+ observed :boolean
+ evidence :string [0..1]
+ literatureSource :rm:LiteratureSource [0..1]
+originDescription
0..*
«element»
OriginDescription
«attribute»
+ publicID :co:ResourceReference
+ originID :co:ResourceReference [0..1]
+ waveformCount :int [0..1]
+ creationInfo :rm:CreationInfo [0..1]
«enumeration»
FootwallHangingwallIndicator
FOOTWALL = footwall
HANGING_WALL = hanging wall
0..1
0..*
+originRecordReference
0..*
«element»
OriginRecordReference
«attribute»
+ strongMotionRecordID :co:ResourceReference
+ distRupturedArea :co:RealQuantity
+ campbellDistance :co:RealQuantity [0..1]
+ joynerBooreDistance :co:RealQuantity [0..1]
+ ruptureToStationAzimuth :co:RealQuantity [0..1]
+ closestFaultDistance :co:RealQuantity [0..1]
+ preEventLength :float [0..1]
+ postEventLength :float [0..1]
+rupture
0..1
«element»
Rupture
«attribute»
+ publicID :co:ResourceReference
+ referredStudy :rm:LiteratureSource [0..*]
+ faultID :co:ResourceReference [0..1]
+ displacement :co:RealQuantity [0..1]
+ area :co:RealQuantity [0..1]
+ length :co:RealQuantity [0..1]
+ width :co:RealQuantity [0..1]
+ momentReleaseTop5km :co:RealQuantity [0..1]
+ riseTime :co:RealQuantity [0..1]
+ ruptureGeometryWKT :string [0..1]
+ ruptureVelocity :co:RealQuantity [0..1]
+ shallowAsperity :boolean [0..1]
+ shallowAsperityDepth :co:RealQuantity [0..1]
+ slipVelocity :co:RealQuantity [0..1]
+ stressdrop :co:RealQuantity [0..1]
+ surfaceRupture :sm:SurfaceRupture [0..1]
+ vr_to_vs :co:RealQuantity [0..1]
+ fwHwIndicator :sm:FootwallHangingwallIndicator [0..1]