
Subject: Re: railML 2.3 infrastructure extension proposal switch / crossing

Posted by [christian.rahmig](#) on Mon, 02 Jan 2017 16:30:53 GMT

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Dear Torben,

Am 20.12.2016 um 18:31 schrieb Torben Brand:

- > [...]
- > switch & crossing
- > We need to define which controller controls a switch or
- > crossing, and how. The elements <crossing> and <switch> are extended
- > with the
- > new attribute @NO:levelOfControll with the preset values:
- > "controlled", "supervised" or "unsupervised"

This attribute is misleading as in the end all switches and crossings are somehow controlled (even if it is manually controlled). Can you please clarify this requirement by providing some more information about the use case behind?

- > The elements <crossing> and <switch> are extended with the
- > new attributes @controllerRef and @NO:typicalThrowTime
- > [datatype: time in seconds]

These two suggested parameters make sense to me. In fact, all infrastructure elements that can be incorporated in an interlocking controlling, may have a reference to a controller. Alternatively (from an interlocking point of view), the controller/interlocking shall reference all the infrastructure elements that it controls. We should decide for one direction of referencing, but not implement both.

- > The last attribute is needed as we need to define the
- > average time a switch uses from the command is given in the
- > interlocking to turn the switch and its points are indicated
- > locked in the interlocking in the new position.

Understood. However, instead of a "typical" throw time, which may vary a lot, I prefer defining a "minimumThrowTime" and/or a "maximumThrowTime".

Best regards
Christian

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