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Subject: Rollingstock - modelling patterns

Posted by [Joerg von Lingen](#) on Tue, 20 Nov 2018 03:54:05 GMT

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Dear all,

in the misc-forum we have discussed about modelling patterns which shall apply for railML3 development. In the current RS schema there is one main conflict with the set rules - model hierarchy.

- 1) What do you think about hierarchy issue concerning a perspective RS in railML3?
- 2) Shall the modelling split into vehicle components (independent of vehicle) in order to achieve a rather flat hierarchy?
- 3) What would you see in RS as "view", "container", "object" and "part"?

Refer also [https://www.railml.org/forum/index.php?t=msg&th=573&goto=2014&#msg\\_2014](https://www.railml.org/forum/index.php?t=msg&th=573&goto=2014&#msg_2014)

Regards,  
Jörg v.Lingen - Rollingstock coordinator

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