Subject: Re: Time vs. Timer in element and attribute names
Posted by Joerg von Lingen on Sun, 30 Dec 2018 04:21:03 GMT
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Thanks for your specific comments. I will consider this during current
refactoring of schema.

Best regards,
Joerg v. Lingen

Rollingstock Coordinator

On 29.12.2018 01:19, Thomas Nygreen wrote:
> Dear all,
>
> A timer is an object, not a time period or duration.
> Therefore, anything called *Timer should be a reference to a
> timer, or a description of one. The 3.1-RC has some
> attributes that end in Timer, all of type xs:duration, which
> should be renamed to *Time:
> maxThrowTimer constantWarningTimer releaseDelayTimer
> callOnAspectTimer keyRequestTimer keyAuthoriseTimer
> endSectionTimer residualRouteCancellationTimer
> partialRouteReleaseTimer invalidTolerationTimer
> switchoverTolerationTimer
>
> The following attributes are already named *Time:
> typicalThrowTime minimumOpenTime maximumClosedTime
> overlapValidityTime
>
> There are also two elements named *Timer:
> overlapReleaseTimer and hasSignalDelayTimer. These can be
> interpreted as a description of an actual timer, and the
> names are therefore suitable. However, the attribute @timer
> of overlapReleaseTimer should be renamed to @time or @delay.
> The latter matches hasSignalDelayTimer/@delay.