
Subject: Re: [railml3] Signal types and functions

Posted by [Jörg von Lingen](#) on Sat, 09 Feb 2019 08:32:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dear all,

we (IS/IL coordinators) have discussed the differences of <signalS>@type and <signalL>@signalFunction (may be renamed to <signalL>@function):

<signalS>@type is about the physical types of objects one will call "signal"

<signalL>@signalFunction is about the function of the signal as seen from the interlocking "main" could be seen as a duplication but its meaning is more anything else but the specific uses - "The main signal is a normal signal for train traffic protection which is neither used as block, entry, exit nor intermediate signal."

<signalL>@isVirtual is especially considering ETCS systems where the interlocking in its data still has signals which are switched to particular aspects. But on the outside there are only marker boards to identify the position of these interlocking only signals. In that sense they are physical outside but virtual for the interlocking. Whereas <signalS>/<signalConstruction>@type="virtual" really means no physical object outside.

<signalS>@switchable is a real addition to <signalConstruction>@type because there are signals of type "semaphore" which may be switchable or not, e.g. electrification signals like "main switch off". Of course, with "light" signals one can assume they are always switchable.

Regards,
Jörg von Lingen - Interlocking Coordinator
