Subject: Re: Differences between <screenCoordinates> and <Infrastructure visualization> tags
Posted by christian.rahmig on Fri, 05 Jul 2019 09:23:11 GMT
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Dear Fabiana,

<infrastructureVisualizations> contains all the projections of elements for graphical visualization of infrastructure, e.g. points, polygones, etc. while <screenPositioningSystems> is just the container for storing the coordinate system's parameter, e.g. the maximum screen resolution.

So, you shall save the screen coordinates with the elements under <infrastructureVisualizations>.

The connection between both elements is given with the reference attribute <visualization>@positioningSystemRef. Therefore, you need to have both elements in your export file, but the coordinates themselves (x,y) are given in the sub elements of <visualization>.

Best regards
Christian

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Am 24.06.2019 um 12:34 schrieb Fabiana Diotallevi:
> Dear all,
> we are adapting our tool RaIL-AiD to import/export data in
> the new railML 3.1 format.
>
> I have a question regarding the two different tags:
> <infrastructureVisualizations>
> <screenPositioningSystems>
>
> My aim is to draw with RaIL-AiD a railway track-plan, then
> export it in railML 3.1 and then re-import it and visualize
> it. Suppose that I have drawn the station, and that for each of
> my objects (i.e. signals, switches, balises, etc) I have
> defined a specific measure of the linear mileage in meters.
> I need to export, together with the linear coordinates of
> the objects, also the "screen" coordinates, because I would
> like to reload the railML file and see again on the screen
> the exact same drawing I had before the export.

>
> My question is: where do the screen coordinates shall be
> saved in the railML file? In the <screenPositioningSystems>
> or in the <infrastructureVisualizations> tag?
>
> In particular, I have a problem with the netElements, that
> are not simple "point-objects" defined by a couple of (x,y)
> coordinates, but they can be polygonal chains.
> So far the only way I have found is to export them as a
> multi-point <linearElementProjection> in the
> <infrastructureVisualizations> tag.
> The same method (i.e. export objects coordinates using the
> <infrastructureVisualizations> tag) could be applied to map
> all other objects (spot-like, line-like, area-like).
>
> In this approach, what is the use of the
> <screenPositioningSystems> tag? Can I neglect it?
>
> I hope to have explained myself,
> thanks in advance,
>
> Fabiana
>