
Subject: Definition of track/stoppingPlace/platform infrastructure vs. timetable

Posted by [Stefan Hubrig](#) on Wed, 02 Oct 2019 15:00:21 GMT

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Dear all,

I stumbled over the definition of the <track> in infrastructure:

<xs:documentation>A Track is defined by a railway section between two switches/crossings or between a switch/crossing and a buffer stop.</xs:documentation>

Does this definition cover tracks in the context of timetables? For those, we would want to describe where the train stops inside an operationalPoint. In that case, there would be a single line track through many operationalPoints since there is no switch. What would <track> <length> refer to?

If <track> is not the right fit here, what would we choose instead?

For most timetable applications it is sufficient to know on which "track" of the operational point the train will stop (or pass). But a more specific description could be either of:

- stoppingPosition (currently not in railML)

Describes where the front of the train stops

important parameters for compatibility with a train: train type/category, direction

- stoppingPlace

Refers to the train stop position with the length

important parameters for compatibility with a train: train type/category, direction, train length

- platform

Important for passenger trains.

So what do we choose when the meaning of <track> in infrastructure is something different? More generally, when do we use track, platform or stoppingPlace?

Best regards,
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