Subject: Re: Definition of track/stoppingPlace/platform infrastructure vs. timetable
Posted by christian.rahmig on Thu, 07 Nov 2019 13:33:03 GMT

christian.rahmig wrote on Mon, 07 October 2019 20:28Dear Stefan,

thank you for your contribution on the question "What is a track?".

Am 02.10.2019 um 17:00 schrieb Stefan Hubrig:
> [...]
> <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?

Following several talks with different railML users and contributors I
can agree that the current definition of a railML <track> seems to be
too strict for certain applications/use cases. There are scenarios like
yours with very long tracks that span over several operational points
and connected switches. On the other side, there are scenarios with very
short tracks or "track sections". In both cases, the constraint that
tracks range from switch/crossing/buffer stop until
switch/crossing/buffer stop, does not match.

My question to the whole community:
Would you like to modify the definition of a railML <track> by removing
the constraints?
In order not to forget about this issue to be solved with railML 3.2 I created Trac ticket #368, see
https://trac.railml.org/ticket/368. Still, I would like to hear your opinion about the best definition of a
track.

Thank you very much and best regards
Christian

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