Subject: Re: [railML 3] Areas in railML 3
Posted by christian.rahmig on Mon, 11 Oct 2021 10:37:23 GMT
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Dear Fabiana, dear Thomas,

thank you for your input and ideas regarding modelling specific areas with railML 3.x. I agree with you to have a look at railML 2.5 implementation of <genericArea> first [1] and evaluate how to adapt it for railML 3.x.

Here comes my proposal:
* a new "view" is added to <infrastructure>: it is named <genericLocations>
* within <genericLocations> an arbitrary number of <genericArea> elements may exist
* a <genericArea> has an ID, name and designator attributes / child elements
* a <genericArea> contains child elements for specifying a location, e.g. as <circle> or <polygon>
* like any functional infrastructure element, the <genericArea> shall have child elements to be located within the topology network using <spotLocation>, <linearLocation> and/or <areaLocation>
* the <genericArea> may reference bounding elements using <isLimitedBy> references pointing to functional infrastructure elements
* the specific purpose of the generic area comes from outside via the specific elements pointing to the <genericArea>, e.g. an <etcsArea>

What does the community think about this approach?

[1] https://trac.railml.org/ticket/393

Best regards
Christian