Subject: Re: Balise / baliseGroups : structure & attributes
Posted by Christian Rahmig on Sat, 27 Oct 2012 11:00:38 GMT
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Dear Pierre and other railML users,

>> Conceptually a balise belongs to one and only one balise group. So why
>> not
>> create the parent node <baliseGroup> having a list of 1..8 balises ?
>> On top of that, attributes like countryID which today is attached to
>> <balise> could be move the parent node <baliseGroup> (+ some additional
>> attributes like
>> - idBaliseGroup
>> - its type (in Belgium we have Infill Balise Group / Signal Balise
>> Group /
>> Technical Fixed Balise Group / Technical Switchable Balise Group)
>> - its reference to the signal (xs:IDRef)
>
> the grouping of <balise> elements within a <baliseGroup> instead of
> referencing the balises from the balise group is a change that is only
> possible with a next major release 3.0. However, it is very useful to
> define the attributes of a <balise> element within a <baliseGroup> as
> well. And in case we define these attributes being optional, it will be
> possible to implement them with railML 2.2.

based on your forum entry, I created a trac ticket [1] summarizing the
proposed modification of the <baliseGroup> for railML 2.2. Please have a
look at it and reply here whether the following attributes fulfill your
requirements:

  - A <baliseGroup> is modelled as an element with ID and name and
therefore inherits the parameters id, name and code.

  - A <baliseGroup> fulfills a certain function, which will be defined
in the parameter "type" with the possible values 'infill', 'signal',
'technicalFixed' and 'technicalSwitchable'.

  - A <baliseGroup> may have a reference to a <signal>, which will be
defined in the optional parameter "signalRef".

  - The reference from a <baliseGroup> to up to eight single <balise>
elements remains with the sequence of <baliseRef> objects.

[1] https://trac.assembla.com/railML/ticket/174

Regards

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Christian Rahmig
railML.infrastructure coordinator