

Hello,

I'm fine with the changes and answers in the discussion thread of V.095-02.

There are some little remarks and questions left about V1.0 RC1.

One of them is about switches/crossings on trackBegin/trackEnd (as mentioned in the discussion thread v.095.02).

In Berlin, we forgot to discuss about the implementation of switches/crossings which are placed on a <trackBegin>/<trackEnd>. In the last thread of this newsgroup, I suggested the following:  
"I'd prefer to have only a reference to a switch/crossing which is located in the <connections>-container."

Concretely, I have the following outlined example of a very simple possible implementation of this idea:

```
-----  
<track trackID="track1" ...>  
  <trackTopology>  
    <trackBegin>  
      ...  
    </trackBegin>  
  <trackEnd>  
    <switchRef elemIDRef="SW01"/>  
  </trackEnd>  
<connections>  
  <switch elemID="SW01" ...>  
    <connection connectionID="connection1A"...(to track2,  
connection2)/>  
    <connection connectionID="connection1B"...(to track3,  
connection3)/>  
  </switch>  
</connections>  
</trackTopology>  
</track>  
<track trackID="track2" ...>  
  <trackTopology>  
    <trackBegin>  
      <simpleConnection ...>  
        <connection connectionID="connection2" ... (to track1,  
connection1A)/>  
      </simpleConnection>
```

```

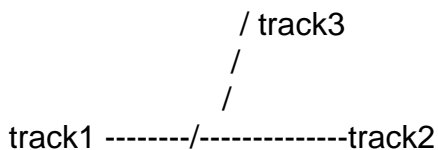
    </trackBegin>
    <trackEnd>
    ...
    </trackEnd>
</track>
<track trackID="track3" ...>
  <trackTopology>
    <trackBegin>
      <simpleConnection ...>
        <connection connectionID="connection3" ... (to track1,
connection1B)/>
      </simpleConnection>
    </trackBegin>
  <trackEnd>
  ...
</trackEnd>
</track>
-----

```

Explanations:

- elemIDRef is required and must refer to a switch within the SAME <track>!!  
 For tracks which begin/end connected to a switch of another track, we have the <simpleConnection>

- in the example above (and in fact in case in which we use this construct), we have 3 tracks which are connected in one switch. The switch is defined in exactly ONE of these tracks (in our example in track1), the other 2 tracks are connected via simpleConnections.



- analogously, there would be a crossingRef as child of <trackEnd>/<trackBegin>, which would refer to a <crossing>. analogous to the previous explanation point, there are normally 4 tracks which are connected in one crossing, the crossing is defined in exactly ONE of these tracks, and the other 3 tracks are connected via simpleConnections.

This is a possible modelling. Please tell me your opinion about this. Especially, I'm not quite sure if it's ok that we have only the attribute "elemIDRef" in <switchRef>/<crossingRef>. Perhaps, we should include some attributes like "pos" or "elemID" there, too. What do you think?

Thanks for your answers and best regards

Matthias Hengartner

-----  
Matthias Hengartner

++ 41 1 633 31 09  
hengartner@ivt.baug.ethz.ch  
-----

"Ulrich Linder" <ULinder@Railways.TU-Berlin.de> wrote in message  
news:cirfid\$b0k\$1@sifa.ivi.fhg.de...

> Hello,  
>  
> the first release candidate of V1.00 is released:  
>  
> <http://www.railml.org/genesis/infrastructure>  
>  
> The handling of switches and crossings is improved. The orientation and  
> the  
> course of a connection is moved from the switch/crossing the the relevant  
> "connection"-child. Look at the discussion thread of V0.95-02 for more  
> informations about other (minor) changes.  
>  
> With best regards  
>  
> Ulrich Linder  
>  
> -----  
> Dr.-Ing. Ulrich Linder  
> Linder Rail Consult  
  
> D-14169 Berlin  
>  
> Tel. +49.30.84 72 56 87  
> Fax. +49.30.84 47 11 56  
>  
> Email <mailto:Ulrich.Linder@linder-rail-consult.de>  
> www <http://www.Linder-rail-consult.de>  
>

>  
>  
>