
Subject: Re: Mandatory stops e.g. before a level crossing
Posted by on Mon, 03 Sep 2018 17:28:11 GMT
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I must complement Christians answer a bit: It is not such a special exception as Christian writes.

Theoretically, a "speed change" which is a mandatory stop could be encoded as:

- one speed <speedChange> with @speed=0,
- one more <speedChange> with @speed>0 and @trainRelation='headOfTrain' at the same position.

This would be logical (at least as long as the order is out of question) and no exception. This is how we write it into driver's timetables.

But for railML, we did want to avoid having two <speedChange>s (of the same speed profile) at the same position.

So, we introduces <speedChange>@mandatoryStop="true". Such a <speedChange>@mandatoryStop="true" implies the two above mentioned <speedChange>s and avoids speed=0.

Best regards,
Dirk.
