Subject: speed change in 'both' directions
Posted by Susanne Wunsch railML on Mon, 19 Apr 2010 10:43:47 GMT
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What does an import filter do, if it gets an dir="both" attribute in
'speedChange'?

km ->
0----------400--------800

km/h ->
80---------120---------

<- km/h
-----------100--------120

unambigously defined with dir="up/down":

```
<rail:speedChange id="sc0" pos="0" vMax="80" dir="up"/>
<rail:speedChange id="sc1" pos="400" vMax="120" dir="up"/>
<rail:speedChange id="sc2" pos="800" vMax="120" dir="down"/>
<rail:speedChange id="sc3" pos="400" vMax="100" dir="down"/>
```

But if somebody wants to use dir="both" for the track section between
pos=400 and pos=800, where speed restriction is 120 km/h in _both_
directions, how to use it?

```
<rail:speedChange id="sc0" pos="0" vMax="80" dir="up"/>
<rail:speedChange id="sc1" pos="400" vMax="120" dir="both"/>
<rail:speedChange id="sc3" pos="400" vMax="100" dir="down"/>
```

That oviously can't work! There are duplicated but conflicting data for
pos=400.

Other possibility:

```
<rail:speedChange id="sc0" pos="0" vMax="80" dir="up"/>
<rail:speedChange id="sc1" pos="400" vMax="120" dir="both"/>
<rail:speedChange id="sc3" pos="0" vMax="100" dir="down"/>
```

That also doesn't define, what the example shows: now in pos=0 100km/h
starts downwards, that means no-where!

What's the problem?

The 'dir' attribute applies to a change point, but with the perspective
of a railway engineer it should apply to a track section instead of a
point.

How do you use it? What do you think about this issue?

Any comments would be appreciated.

Kind regards,
Susanne

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