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Subject: Re: RailML-Editor

Posted by [hengartner](#) on Wed, 19 Nov 2003 14:45:31 GMT

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Volker Knollmann wrote:

>> The result was a prototype of a tool called RailML-Editor.  
> That sounds really promising! Can you give us a short overview about the  
> features of that tool?

Daniel Hürlimann sent the documentation of my work to Vasco Paul Krauss.  
This and other documents will be published on railml.org as soon as the  
next update is done.

Anyway, i try to give you a short overview about the features implemented  
(all or part) so far:

- Open & save of valid railML infrastructure files (v.0.94.10/11)
- Schematic visualisation of infrastructure elements (tracks, trackElements, stations) according to the visualisation data
- Generation of a visualisation in case there is no visualisation data
- Graphic editor functionalities (add, move, remove, multiselect) for infrastructure elements
- Editing of the attributes of infrastructure elements
- Computation of corridor-oriented and geographic views of an infrastructure
- Import- and export-filter for railML/OpenTrack

> Which platforms (Windows, Mac, \*nix) are supported?

At present only Windows. But it's implemented on OpenStep, so I guess it  
SHOULD be portable on Mac without really significant problems.

> Is it open or closed source? If you decide to make it "open source" (that  
> would fit nicely to an open standard like RailML), you could get support  
> for your development. On the other hand: if you get paid by your institute  
> for the development of that tool, then open source is not really an option  
> for you (or your superiors, to be precise)...

As you need OpenStep to run RailML-Editor, it is not really "open source".  
I think, as soon as there is a more useable version, we will publish this  
tool (at least for railML developpers; with or without the source code).

With kind regards  
Matthias Hengartner

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