
Subject: RailML-Editor

Posted by [mhengart](#) on Thu, 13 Nov 2003 09:16:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

some weeks ago, I successfully completed my diploma thesis "Graphik-Editor für RailML-basierte Eisenbahninfrastrukturdaten". The result was a prototype of a tool called RailML-Editor.

From today on, I'll do further work on this developed tool to make it more usable.

Feel free to ask or make suggestions.

Best regards,
Matthias Hengartner

Subject: Re: RailML-Editor

Posted by [volker.knollmann](#) on Thu, 13 Nov 2003 14:39:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Matthias Hengartner 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?

> Feel free to ask or make suggestions.

Okay:

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

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)...

Best regards,
Volker Knollmann

Subject: Re: RailML-Editor

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

[View Forum Message](#) <> [Reply to Message](#)

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 developers; with or without the source code).

With kind regards
Matthias Hengartner

Subject: Re: RailML-Editor
Posted by [volker.knollmann](#) on Thu, 20 Nov 2003 11:42:08 GMT

Matthias Hengartner wrote:

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

Thanks!

>> 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.

Aaaargh OpenStep! My personal nightmare!

I spent 4 hours trying to run OpenStep with Wine in order to use OpenTrack with Linux. But I failed. Ever since that time, tiny little red spots pop out all over my face as soon as I hear the words "OpenStep".

But for portability between Mac and Windows, OpenStep may surely be a good solution....

- > 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).

Okay, that sounds pretty promising!

Best regards,
Volker Knollmann

Subject: Re: RailML-Editor

Posted by [volker.knollmann](#) on Thu, 20 Nov 2003 11:42:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Matthias Hengartner wrote:

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

Thanks!

>> 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.

Aaaargh OpenStep! My personal nightmare!

I spent 4 hours trying to run OpenStep with Wine in order to use OpenTrack with Linux. But I failed. Ever since that time, tiny little red spots pop out all over my face as soon as I hear the words "OpenStep".

But for portability between Mac and Windows, OpenStep may surely be a good solution....

- > 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).

Okay, that sounds pretty promising!

Best regards,
Volker Knollmann

Subject: Re: RailML-Editor

Posted by [volker.knollmann](#) on Thu, 20 Nov 2003 11:43:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry for that double posting...
