Subject: [railML3]: Code points in routes used for TMS
Posted by Jörg von Lingen   on Fri, 25 Jun 2021 08:26:08 GMT
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Dear all,

I received a request to introduce Codepoints (and LS-Codepoints): which are fixed points on the infrastructure,
primarily associated with driving paths - thus linked to signals. A special type of LS-Codepoints are also used to
denote the place where the train identifiers will be displayed on the GUI (berths).

In the discussion it was stated the special type for display of train identifiers can be the already developed
"trainNumberField" in interlocking, which refers to "tvdSection" concerning train location.

The code points associated with driving path needs to be added in the route definition in order to identify alternative
paths (red line in attached sketch with code points "503" and "509"). The idea was to refer to "trackIL" elements as
code points from the route.

Questions to you:
1) Would this fulfil your needs? Remember "trackIL" refers to "track" in IS, which is a part of a "netElement".

2) Would you need code points at route entry and route exit, as well?

3) Would you require for the code points to refer only to a spotLocation instead of a linearLocation like "track" has?
If so, what kind of infrastructure element shall be referred to?

Your opinions on the issue are welcome.
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Regards,
Jörg von Lingen - Interlocking Coordinator

Subject: Re: [railML3]: Code points in routes used for TMS
Posted by coordination on Sun, 25 Jul 2021 14:08:11 GMT
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Dear all,

please follow up to railML's timetable group for further discussion.

Best regards,

Vasco