
Subject: [railML3] Refactoring of OrganizationalUnits
Posted by [Milan Wölke](#) on Mon, 28 Mar 2022 13:38:34 GMT
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Hi all,

the ITMS use case working group asked me to write this forum post to inform the community about the intended changes regarding organizational units.

In railML 3.1 organizational units have been defined in the same fashion as in railML 2.x. That means that an organizational unit always was defined in a singular role.

```
<common><organizationalUnits>
  <vehicleOperator id="operator1" code="SomeRail">...</vehicleOperator>
  <vehicleOperator id="operator2" code="SomeOtherRail">...</vehicleOperator>
  <vehicleOwner id="owner1" code="SomeRail">...</vehicleOwner>
</organizationalUnits></common>
```

As a consequence organizationalUnits that were operating in multiple roles needed to be matched.

The new model in railML3 allows specifying an organizationalUnit and then assigning it multiple roles. Like this it is far easier to identify organizationalUnits that are referenced in multiple roles.

```
<common><organizationalUnits>
  <organizationalUnit id="ou1" code="SomeRail">
    ...
    <isVehicleOperator/>
    <isVehicleOwner/>
  </organizationalUnit>
  <organizationalUnit id="ou2" code="SomeOtherRail">
    ...
    <isVehicleOperator/>
  </organizationalUnit>
</organizationalUnits></common>
```

This should make dealing with organizationalUnits more flexible and easier to use. Please let us know what you think.

Best regards, Milan
