Subject: Re: railML 2.3 infrastructure extension proposal switch / crossing
Posted by christian.rahmig on Mon, 02 Jan 2017 16:30:53 GMT
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Dear Torben,

Am 20.12.2016 um 18:31 schrieb Torben Brand:
> [...]
> switch &crossing
> We need to define which controller controls a switch or
> crossing, and how. The elements <crossing> and <switch> are extended
> with the
> new attribute @NO:levelOfControll with the preset values:
> "controlled","supervised" or "unsupervised"

This attribute is misleading as in the end all switches and crossings
are somehow controlled (even if it is manually controlled). Can you
please clarify this requirement by providing some more information about
the use case behind?

> The elements <crossing> and <switch> are extended with the
> new attributes @controllerRef and @NO:typicalThrowTime
> [datatype: time in seconds]

These two suggested parameters make sense to me. In fact, all
infrastructure elements that can be incorporated in an interlocking
controlling, may have a reference to a controller. Alternatively (from
an interlocking point of view), the controller/interlocking shall
reference all the infrastructure elements that it controls. We should
decide for one direction of referencing, but not implement both.

> The last attribute is needed as we need to define the
> average time a switch uses from the command is given in the
> interlocking to turn the switch and its points are indicated
> locked in the interlocking in the new position.

Understood. However, instead of a "typical" throw time, which may vary a
lot, I prefer defining a "minimumThrowTime" and/or a "maximumThrowTime".

Best regards
Christian

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