
Subject: Time vs. Timer in element and attribute names

Posted by [Thomas Nygreen JBD](#) on Sat, 29 Dec 2018 00:19:09 GMT

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Dear all,

A timer is an object, not a time period or duration. Therefore, anything called *Timer should be a reference to a timer, or a description of one. The 3.1-RC has some attributes that end in Timer, all of type xs:duration, which should be renamed to *Time:

maxThrowTimer constantWarningTimer releaseDelayTimer callOnAspectTimer keyRequestTimer
keyAuthoriseTimer endSectionTimer residualRouteCancellationTimer partialRouteReleaseTimer
invalidTolerationTimer switchoverTolerationTimer

The following attributes are already named *Time:

typicalThrowTime minimumOpenTime maximumClosedTime overlapValidityTime

There are also two elements named *Timer: overlapReleaseTimer and hasSignalDelayTimer. These can be interpreted as a description of an actual timer, and the names are therefore suitable. However, the attribute @timer of overlapReleaseTimer should be renamed to @time or @delay. The latter matches hasSignalDelayTimer/@delay.
