
Subject: Re: [railML2] Re: Extensions to railML for passenger information at stations
Posted by on Tue, 14 Apr 2020 18:10:49 GMT

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Hi Milan,

I am not sure what you mean with "only potentially". In a deterministic system, there should always be a cause for each effect. It seems to me that the cause should only not be exchanged in your use-case, or the cause should not be standardised by railML. A kind of "trigger=other:...", but surely not "trigger=none".

However, it is not important whether I understand it or not. I only want to ask you, as you yourself already know, to reduce wild-grow in railML. So if possible, please try to describe the actual trigger/cause for the announcement as tellingly as possible.

- > 1) change announcementRef so that it is possible to neither
- > specify a trigger nor periodic playback

In general, an attribute which end with "...Ref" should always be restricted to values of id's defined in the same railML file. In my opinion, this is a basic "common" rule at least in railML 2.

- > 2) add a new trigger "manual" which specifies that the
- > referred to announcement is not to be played unless a user
- > decides otherwise

Sounds better than option 1 for me. It would be the right one in case the driver/conductor/guard presses a kind of button to trigger the announcement. In other cases - not linked to staff/humans - please specify the trigger in a more technical resolvable way - I think.

Best regards,
Dirk.
