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Subject: Definition of Actuators (Point machines) for switches, crossings and derailleurs

Posted by [Georg Boasson](#) on Thu, 02 Jun 2022 07:58:45 GMT

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The Interlocking elements <switchIL>, <derailerIL>, <movableCrossings> contains attributes to define the number of actuators:

- numberOfBladeSwitchActuators: number of switch actuators controlled from interlocking to throw the switch
- numberOfFrogSwitchActuators: number of switch actuators controlled from interlocking to throw the frog nose(s)

See railML3 Wiki for more details

We very much like the possibility to define position, name and maybe also other actuator-related data in the railML format. Since the actuator is both a physical and a functional element, implementation in both the Infrastructure- and Interlocking-schema must be considered.

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