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Subject: Re: [railml3] Signal types and functions  
Posted by [Torben Brand](#) on Fri, 23 Feb 2024 09:57:08 GMT  
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I allow myself to revive this old post as it is relevant to the topic. The latest relevant discussions and implementations and suggestions can be found in the infrastructure forum in the postings [1] and [2]

The current modelling is good, but we need a more unambiguous definition of what is a «main» signal in IL terms and which signal@functions are considered to be «main».

Suggestion:

Definition «main» in IL terms: signal that forms a route start or end with handlesRouteType@ref to hasRouteType@genericRouteType="normal".

Alternative definition: a main signal is located at the railway vehicles movement end of authority.

signal@functions that are considered to be «main»: entry, exit, intermediate (in station) and block (on open line).

This based upon existing listing in deprecated «main» enumeration.

If this is correct please revise XSD documentation (and subsequent wiki) with (bold=new, italics=remove):

- block: The block signal is a main signal used on the open line at the start of a block route.
- entry: The entry signal is a the main signal protecting the entrance of a station from the open line.
- exit: The exit signal is a main signal at the start of a route from within a station onto the open line.
- intermediate: The intermediate signal is a main signal within a station neither used for entry nor exit routes.

[1] [https://www.railml.org/forum/index.php?t=msg&goto=3070&am](https://www.railml.org/forum/index.php?t=msg&goto=3070&amp;&srch=signal+main#msg_3070)  
[p;&srch=signal+main#msg\\_3070](https://www.railml.org/forum/index.php?t=msg&goto=3070&amp;&srch=signal+main#msg_3070)

[2] <https://www.railml.org/forum/index.php?t=msg&th=648>