

---

Subject: Re: [railml3] Signal types and functions  
Posted by [Jörg von Lingen](#) on Tue, 05 Mar 2024 05:25:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dear all,

the differentiation of values for <signalS>@type and for <signalIL>@signalFunction are still not clear to everyone.

<signalS>@type shall define the basic types of signals like main, distant and shunting signal. This basic classification might be enough for some user. If more details are needed than <signalIL>@signalFunction is to be used in addition covering the interlocking related functions of the signal.

In case of type="main" the possible functions can be <https://wiki3.railml.org/wiki/IL:signalIL>:

- block
- entry
- exit
- group
- intermediate
- intermediateStop
- junction
- trackEnd (with v3.3)

The values 'blockInterface' and 'lineInterface' are like a main signal but a supporting virtual construction used to transfer information over the border between two interlockings or between station and open line. As they are virtual and for interlocking use only they will never appear as signalS.

The types 'shunting' and 'distant' are related to similar functions, i.e. type="shunting" + function="shunting" or type="distant" + function="distant".

--

Best regards,  
Joerg v. Lingen - Interlocking Coordinator

---