Subject: How to implement crossings
Posted by Volker Knollmann on Mon, 14 Jun 2004 16:03:52 GMT
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Hello again,

while I was playing with connections, branches and switches it occured
to me that V0.94_18 lacks the ability to define crossings between tracks.

Since you cannot change the track at a crossing, the element may not be
constructed of a set of switches or similar.

I think, we need a separate element like <levelCrossing>. In addition to
<levelCrossing>'s attributes an ID for the crossing track (and its
line?) should be included.

Regarding the redundancy problem: is that <crossing>-element to be used
in BOTH crossing tracks or only in one?

Once a crossing has been defined it would be possible to describe single
and double diamond crossings as well ("Einfache und doppelte
Kreuzungsweichen" for our German readers - I hope my translation was
correct), since they can be constructed as a combination of crossings
and ordinary switches. Or will these type be included in the
<switch>-element? If so, we have to define additional
connectionID-elements for the additionally connected track(s)...

What do you think?

Thanks for your comments,
Volker Knollmann