## Subject: dayOffset vs. arrival/departureDay Posted by on Mon, 12 Nov 2012 12:04:09 GMT

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Dear all,

in March 2012 we have created the operatingPeriod.dayOffset attribute.
The original thought was to allow bitmasks with one or more digits than
the there are days in the period. This was to describe a midnight-overrun
before the station where the bitmask relates to.

Anyway, the longer bitmasks were not agreed. Instead, the new <operatingPeriod>.dayOffset attribute was created.

Since then, I have written some strange explanations at [1] and elsewhere but I am not satisfied with the redundancy which comes with <operatingPeriod>.dayOffset. With implementation, it becomes once more clear that it is always possible to avoid <operatingPeriod>.dayOffset>0 by using the already existing arrival/departureDay even at the first <operatinPart>. Even more worst, dayOffset leads by trend to define every <operatingPeriod> several times, one with dayOffset=0 and one with dayOffset=1 a.s.o.

See last sentence of my writings:

"It seams as if it is redundant whether a <trainPart> starts with departureDay=1 or refers to an <operatingPeriod> with dayOffset=1. It is not, since a train shall always start with departureDay=0 at its fist <ocpTT> in its first section; departureDay>0 is intended to happen only in first <ocpTT>s in further sections."

I think we should throw it away before it becomes valid for the sake of less redundancy. Instead, we should turn that sentence around and say:

"Always when we thought we have to use dayOffset=1 we should use departureDay=1 instead."

Therefore, I plead for deleting <operatingPeriod>.dayOffset before it ever became valid with RailML 2.2.

If the others agree, I would simplify the Wiki in that way.

Dirk.

[1] http://wiki.railml.org/index.php?title=TT:times#notes