

---

Subject: What is the rationale for multiple <assetsForIL>s?

Posted by [Thomas Nygreen JBD](#) on Fri, 28 Dec 2018 22:00:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dear all,

I cannot find any documentation of what should determine which assets that go into which <assetForIL>. I assume that there is a reason why the schema allows multiple <assetsForIL>s, but I cannot find that reason in the drafted tutorial or in the forum.

What is the rationale for multiple <assetsForIL>s? If we look to the infrastructure domain, the closest relative to <assetForIL> is <functionalInfrastructure>, which does not multiply. So why not remove <assetsForILs> and have only one <assetsForIL>?

Best regards,  
Thomas Nygreen

---

---

Subject: Re: What is the rationale for multiple <assetsForIL>s?

Posted by [Joerg von Lingen](#) on Sun, 30 Dec 2018 04:26:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi Thomas,

in the beginning <assetForIL> was single but as it contains engineering data of interlockings one might consider different phases of evolution during reconstruction of stations. Although explicit validity times are not yet implemented this was the rationale for having more than one <assetForIL>.

Best regards,  
Joerg v. Lingen

Rollingstock Coordinator

On 28.12.2018 23:00, Thomas Nygreen wrote:

> Dear all,

>

> I cannot find any documentation of what should determine  
> which assets that go into which <assetForIL>. I assume that  
> there is a reason why the schema allows multiple  
> <assetsForIL>s, but I cannot find that reason in the drafted  
> tutorial or in the forum.

>

> What is the rationale for multiple <assetsForIL>s? If we  
> look to the infrastructure domain, the closest relative to  
> <assetForIL> is <functionalInfrastructure>, which does not  
> multiply. So why not remove <assetsForILs> and have only one  
> <assetsForIL>?

>  
> Best regards,  
> Thomas Nygreen

---

---

Subject: Re: What is the rationale for multiple <assetsForIL>s?  
Posted by [Thomas Nygreen JBD](#) on Thu, 03 Jan 2019 18:41:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi Jörg,

Would this not be the same for all subschemas? At least, both infrastructure and timetables have phases during their planning. Yet, the infrastructure subschema does not have such a grouping of entities. Instead, all functional infrastructure entities are in one view, only grouped into containers by type. I would welcome a coordination of the strategies in the different schemas.

---

---

Subject: Re: What is the rationale for multiple <assetsForIL>s?  
Posted by [Joerg von Lingen](#) on Wed, 13 Jan 2021 04:41:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dear all,

about two years ago the question for multiple <assetsForIL>s was raised. Subsequently the superior container was removed for railML3.1. However, in-between the need for having more than one asset list became apparent. So for railML3.2 the superior container was re-introduced.

In the definition of the generic types of a specificInfrastructureManager there is the reference to the asset lists belonging to this infrastructure manager. It is also conceivable to have several asset lists covering different stages of a project although a status attribute is not yet included.

Finally, it means there can be several asset lists belonging to one infrastructure manager but any asset list belongs only to a single infrastructure manager.

--  
Regards,  
Jörg von Lingen - Rollingstock Coordinator

Thomas Nygreen wrote on 28.12.2018 23:00:  
> Dear all,  
>

> I cannot find any documentation of what should determine  
> which assets that go into which <assetForIL>. I assume that  
> there is a reason why the schema allows multiple  
> <assetsForIL>s, but I cannot find that reason in the drafted  
> tutorial or in the forum.  
>  
> What is the rationale for multiple <assetsForIL>s? If we  
> look to the infrastructure domain, the closest relative to  
> <assetForIL> is <functionalInfrastructure>, which does not  
> multiply. So why not remove <assetsForILs> and have only one  
> <assetsForIL>?  
>  
> Best regards,  
> Thomas Nygreen  
>

---