
Subject: Namespace not recognised for v3.1 (v2.4 works!)

Posted by [Tom James](#) on Fri, 24 Apr 2020 13:24:54 GMT

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Hi. I have been working with WS Atkins on similar rail XSD projects to RailML, in the UK (namely SDEF & Rail IFC). I have been testing my own software products that convert XSD files to a 'full stack' solution (see: <https://github.com/LightosLimited/RailML>).

I tried converting the latest format (3.1) but I receive an error that no "namespaces" are recognised from the 8 number XSD files. This has prevented my from using the latest version. As a sense check, I have successfully converted the 2.4 version (also in the GitHub link above).

I've looked at the XSD code but am unable to see the reason for my code not detecting any namespaces, I am still relatively new the XSDs. I am using "CodeComplieUnits" to automate conversion into C# software code.

Are you able to advise what needs to be altered so that the namespaces can be detected?

Regards,
Tom James
Lightos, Woldingham/United Kingdom

Subject: Re: Namespace not recognised for v3.1 (v2.4 works!)

Posted by [Thomas Nygreen](#) on Mon, 27 Apr 2020 20:45:59 GMT

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Hi,

I need some more information to be able to advise you.

From what you write, I assume that your software uses the .NET class CodeCompileUnit. I also assume that the contents of the GitHub repository are the outputs of the successful railML 2.4 conversion and failed railML 3.1 conversion. However, I cannot find any debugging info, logs or error messages from the failed conversion.

Without a more detailed error message (like a stack trace) and without any knowledge of your code, it is very hard to guess what changes you need to make.

Keep in mind that railML 2.4 and railML 3.1 have different namespaces. See [https://wiki2.railml.org/index.php?title=Dev:versions#railML .C2.AE_namespace_declarations](https://wiki2.railml.org/index.php?title=Dev:versions#railML_.C2.AE_namespace_declarations)

Best regards,
Thomas Nygreen
