

---

Subject: Re: Signal-light information on signallS?

Posted by [Jörg von Lingen](#) on Sat, 14 Nov 2020 08:16:57 GMT

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

---

Dear Fabiana,

the issue of basic signal types is probably very dependent on the infrastructure manager.

In infrastructure itself it doesn't really matter how much lamps a signal has. But the engineering of interlockings need

to know which lamps any signal has, related to signal aspect and power characteristics. Therefore I had mentioned this

topic already in the IL tutorial.

"The mapping between the aspect and the activated lamps might be done with another genericType but this is currently not yet implemented."

Making such base types with mapping to aspects in

IL/specificInfrastructureManager/genericTypes it would be the best to

number the lamps of a signal from top to down and from left to right to have a common scheme of addressing them.

However, currently no one has yet asked for such information in railML.

Regards,

Jörg von Lingen - Interlocking Coordinator

Fabiana Diotallewi wrote on 13.11.2020 15:25:

> Dear all,

>

> one topic recently discussed in the infrastructure subgroup

> was whether the information regarding the number and other

> additional properties (i.e. the colour) of the signal-lights

> should be added to the signallS element (for example to

> define base types of signals, i.e. two-lights main signal,

> three-lights main signal etc.)

> Another possibility would be to add the same information to

> the signallL element.

> The third option would be not to add anything at all.

>

> Which option would you prefer?

>

> Thanks for your answer,

>

> f.

>

>

>