

Railway Guidelines

Movement

The trains should not drive backwards -> movements cannot be cancelled

A train is not allowed to stop in the following segments, because of their size and their lack of sensors:

- KIO_LN_0 too short according to old documentation
- KH_ST_0
- KH_ST_6
- OC_ST_0
- OC_ST_4
- IC_ST_0
- IC_ST_4
- OC_JCT_0
- IC_JCT_0

The speed of a train may be adjusted to the incline of the track.

The acceleration of a train should not be too harsh. You may have to wait a couple of seconds to accelerate to full speed.

A train should drive slower, if the switch to the next block is branched.

Blocks

Only one train at a time is allowed to use a block.

A train has to reserve all blocks till it reaches a "save" place. It is not allowed to leave, if one of this blocks is already reserved. Only it should be allowed to change switches and power on the reserved blocks.

Before entering a new block a train should set the corresponding signals and switches. The speed for a block should be set before entering it. At this time it should have the same speed as the block the train is leaving.

A train should drive on KH_LN_4 and 6 only against the main travel direction and on KH_LN_3 and 5 only in the main travel direction.

Signals

The default status for a signal is red. If a train wants to drive on a block, the signal is set to green. If the train will leave the block through a branched switch, the yellow light is illuminated and the train should drive slower.

Upon leaving a block the signal should be set to red.

Change Block

To change the current block a train has to reserve all blocks until it reaches a save place to stay (e.g. all blocks until the holding track in KH). If it is successful, it has to set all switches and signals on his track. It sets only the signals of the block that it is currently about to enter and sets the speed of all blocks. To accelerate the speed has to be set synchronous on all used blocks. A train has to get slower before it should break, otherwise it might stop in the next segment. It should get slower, upon triggering the first contact of a block and stop upon triggering the second. The train releases all blocks after completely leaving them (the signal is set to red and the speed to 0). Upon reaching its save place, a train has to check whether it can continue. If this is not possible it must stop at the second contact.

Level Crossing

The gate should be lowered, before a train enters the block with the crossing. The bell should ring before the gates are lowering. After the train leaves the block, the gates should be lifted up again. The signals are used the same way as traffic lights.