DumbTrain

There will be an instance of this SCChart for each train. The train gets a pre-calculated path and the direction for each track in the path (forward or reverse). Once the path is loaded it selects a small portion of it, that allows the train to drive and the environment to keep track of it. The portion is then outputted combined with the wanted track speed.

Inputs

Name	Type	Length	Description
in_aiPath	int array	PATH_LENGHT	The path containing all track numbers in correct order from start to finish. The end of the path is specified with -1 (INVALID)
in_aiTrackDirections	int array	PATH_LENGTH	The direction of each track (FORWARD/REVERSE) in the path.
in_iTrainPosition	int		The position of the train on the track.
in_sUpdatePath	signal		Signals that the train con copy the path from the input into memory and start driving.
in_sAbort	signal		Signals to abort the driving process and wait for the new path to be available. Used for dynamical rerouting (NOT IMPLEMENTED)
in_bFacingBackwards	bool		Specifies whether the train initially faces forward or backward.
HAS_TRACK_CONTACTS	bool array	NUM_TRACKS	Specifies whether a track has contacts.
CONTACTS	bool array	NUM_TRACKS, 2	Hold information of triggered contacts.

Outputs

Name	Type	Length	Description
out_aiOccupiedTracks	int aray	MAX_OCCUPIED, 2	
out_iTrainStatus	int		
out_bFacingBackwards			

Methods

Grap