

<b>Technical description</b>	
<b>1</b>	<b>General</b>
10a	all track elements are instances of classes: TrainSignal, Track, Point, Block, Rhomb
10b	these instances own static and dynamic properties (variables), details see register 'classes'
10c	the static properties contain mainly geographic informations (position, neighbours etc.)
10d	the dynamic property 'ok' (not faulty) is used in all classes of track elements
10e	tracks and points own always a property 'free' (not occupied)
10f	speciality: all instances of tracks and points own the properties 'ZfL' and 'ZfR' (train route is set in left resp. in right direction)
10g	all instances of tracks and points own the properties 'oL', 'oR' and 'flProt': overlap element for right/left direction and element of a flank protection
11a	all existing train routes are instances of the class Zf
11b	the class Zf (train route) contains mainly the direction (r/l), the start and the end point (TrainSignal or Rhomb)
11c	setting a train route (Zf): see point 6
11d	a track element (track or point) belayed with a train route ('ZfR' or 'ZfL') is reset, if it was occupied and then free and if the preceding track element is free and not belayed with a train route
<b>2</b>	<b>Software</b>
2a	program language: Java Script with canvas
<b>3</b>	<b>Files</b>
3a	root: index.html calls the canvas, sets the buttons and calls the 3 js scripts
3b	<i>/scripts/...classes.js</i> defines the classes (see also file <i>classes.pdf</i> )
3c	<i>/scripts/...functions.js</i> defines all functions
3d	<i>/scripts/...definitions.js</i> defines all parameters
3e	<i>/lock_tables/checkAll.csv</i> defines per train route (Zf) the elements to be checked
3f	<i>/lock_tables/setAll.csv</i> defines per train route (Zf) the elements to be set
<b>4</b>	<b>Classes (details see file <i>classes.pdf</i>)</b>

4a	TrainSignal
4b	Track
4c	Block
4d	Point
4e	Rhomb
4f	Zf (train route)
<b>5</b>	<b>functions</b>
5a	<i>onNewLoad()</i> resets all dynamic parameters [Grundzustand] and redraws everything in magenta
5b	<i>loadDoc(url,target)</i> loads the logic tables (csv) [Verschlusstabellen]
5c	<i>prepareTable(input, rowFrom, rowTo, output)</i> extracts defined areas from the logic tables
5d	<i>initialize()</i> - if all docs loaded - starts loadDoc for the different tables, normalizes all elements and redraws everything
5e	<i>drawStatics()</i> draws the title (here: "F-Dorf" in a rectangle)
5f	<i>onClickCanvas(event)</i> checks the coordinates of the mouse and calls with them all methods named ...click() of all instances of the classes
<b>6</b>	<b>setting a train route (Zf)</b>
6a	When a TrainSignal is clicked, it begins flashing during the time 'tStartSignal' and can be used as start signal
6b	When a train signal is clicked and a matching start signal is flashing, a train route can be started
6c	start of a train route: the method prebuild() of corresponding instance of class Zf is started
6d	method prebuild(): check other Zf, tracks and points according lock table <i>checkAll.csv</i>
6e	if ok: set corresponding points flashing (for the time tChangeSwitch)
6f	after tChangeSwitch: call method build() of corresponding instance of class Zf
6g	method build(): check tracks and points according lock table <i>checkAll.csv</i>
6h	if ok: set all elements according lock table <i>setAll.csv</i>
	setting start signal: track after this signal, 'overlap' is set to false
	setting target signal: track after this signal is set to 'overlap'

<b>7</b>	<b>block</b>
7a	the simulation of the blocks is simplified to avoid actions on the neighbour stations
7b	if a section track (Streckengleis) gets occupied, the corresponding block changes to the state "blocked", direction to F-Dorf
7c	to release the block, a train route has to be set and a train has to enter the station (F-Dorf)
7d	departure train route from F-Dorf: by setting a route the block changes to the state "preblocked"
7e	when the corresponding train gets on the section track, the block changes to the state "blocked"
7f	when after this the corresponding section track gets free, the block changes to the state "free" [not as in reality!]
	(will be continued)