

















Snippets

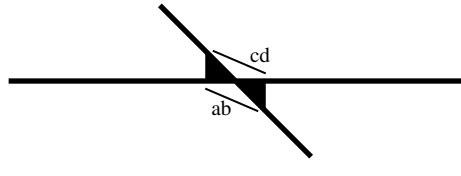
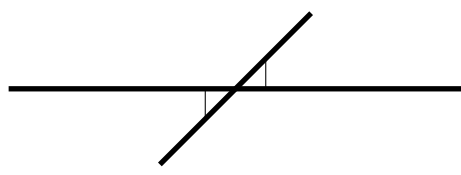
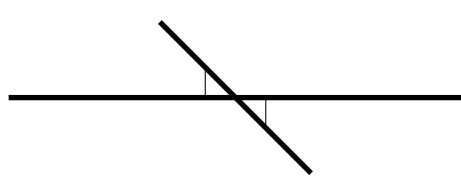
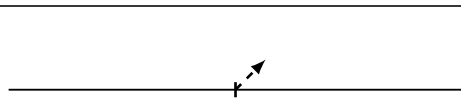


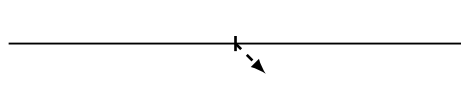
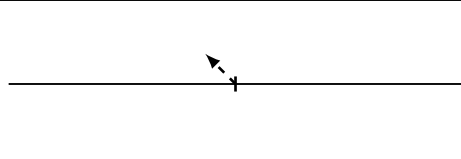
Version 0.7.1 from 2022-06-02

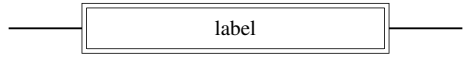
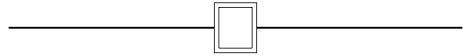
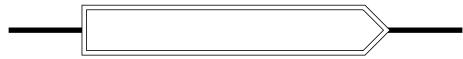
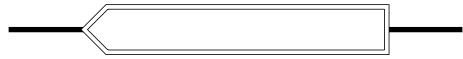
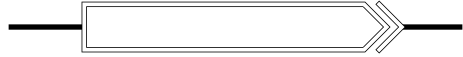

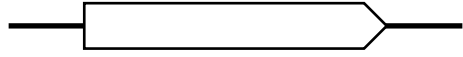
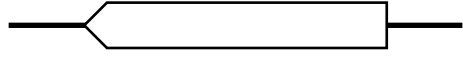
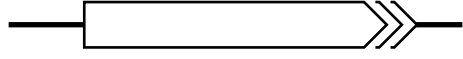
No.	Name	Clip	Code	Manual reference
1	main track		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \maintrack (A) -- (B);</pre>	topology Section 3.2.1 p. 6
2	main line (double track)		<pre>\coordinate (A1) at (0,-0.5); \coordinate (B1) at (6,-0.5); \coordinate (A2) at (0, 0.5); \coordinate (B2) at (6, 0.5); \maintrack (A1) -- (B1); \maintrack (A2) -- (B2);</pre>	topology Section 3.2.1 p. 6
3	secondary track		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \secondarytrack (A) -- (B);</pre>	topology Section 3.2.1 p. 6
4	track number		<pre>\coordinate (A) at (0,0); \coordinate (X) at (3,0); \coordinate (B) at (6,0); % order is important \maintrack (A) -- (B); % first \tracklabel at (X) label (No.); % secound</pre>	topology Section 3.2.1 p. 7
5	bufferstop (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (3,0); \maintrack (A) -- (B); \bufferstop[forward] at (B);</pre>	topology Section 3.2.1 p. 7
6	bufferstop (backward)		<pre>\coordinate (A) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \bufferstop[backward] at (A);</pre>	topology Section 3.2.1 p. 7
7	friction bufferstop (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (3,0); \maintrack (A) -- (B); \bufferstop[forward,friction=.5] at (B);</pre>	topology Section 3.2.1 p. 7

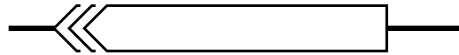
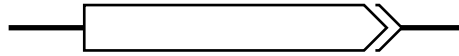
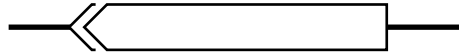
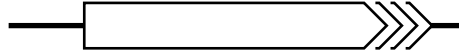
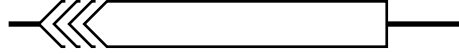
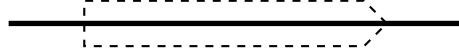
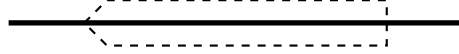
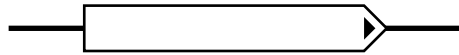
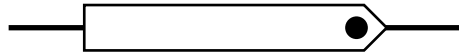
No.	Name	Clip	Code	Manual reference
8	friction bufferstop (backward)		<pre>\coordinate (A) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \bufferstop[backward,friction=.5] at (A);</pre>	topology Section 3.2.1 p. 7
9	track closure		<pre>\coordinate (A) at (0,0); \coordinate (B) at (3,0); \maintrack (A) -- (B); \trackclosure at (B);</pre>	topology Section 3.2.1 p. 7
10	turnout left (forward)		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,1); \turnout[forward,branch=left] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
11	turnout left (backward)		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(-1,1); \turnout[backward,branch=left] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
12	turnout right (forward)		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,-1); \turnout[forward,branch=right] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
13	turnout right (backward)		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(-1,-1); \turnout[backward,branch=right] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
14	turnout left (forward) with fouling point indicator		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,1); \turnout[forward,branch=left,fouling point] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
15	turnout left (backward) with fouling point indicator		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(-1,1); \turnout[backward,branch=left,fouling point] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
16	turnout right (forward) with fouling point indicator		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,-1); \turnout[forward,branch=right,fouling point] at (Y) label ();</pre>	topology Section 3.2.2 p. 8

No.	Name	Clip	Code	Manual reference
17	turnout right (backward) with fouling point indicator		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(-1,-1); \turnout[backward,branch=right,fouling point] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
18	turnout left (forward) with points in right position		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,1); \turnout[forward,branch=left,points=right] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
19	turnout left (forward) with points in left position		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,1); \turnout[forward,branch=left,points=left] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
20	turnout left (forward) with moving points		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,1); \turnout[forward,branch=left,points=moving] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
21	turnout left (backward) with points in right position		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(-1,1); \turnout[backward,branch=left,points=right] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
22	turnout left (backward) with points in left position		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(-1,1); \turnout[backward,branch=left,points=left] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
23	turnout left (backward) with moving points		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(-1,1); \turnout[backward,branch=left,points=moving] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
24	turnout right (forward) with points in right position		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,-1); \turnout[forward,branch=right,points=right] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
25	turnout right (forward) with points in left position		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,-1); \turnout[forward,branch=right,points=left] at (Y) label ();</pre>	topology Section 3.2.2 p. 8

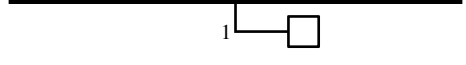
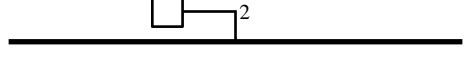
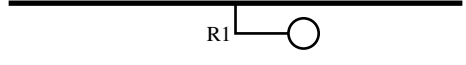
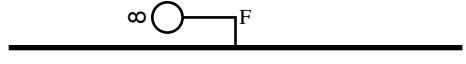
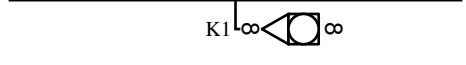
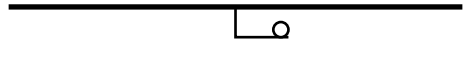
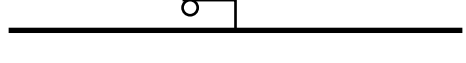

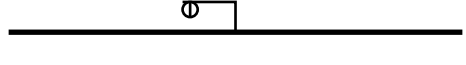
No.	Name	Clip	Code	Manual reference
26	turnout right (forward) with moving points		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,-1); \turnout[forward,branch=right,points=moving] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
27	turnout right (backward) with points in right position		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(-1,-1); \turnout[backward,branch=right,points=right] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
28	turnout right (backward) with points in left position		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(-1,-1); \turnout[backward,branch=right,points=left] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
29	turnout right (backward) with moving points		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(-1,-1); \turnout[backward,branch=right,points=moving] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
30	turnout left (forward) operated manually		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \secondarytrack (A) -- (B); \secondarytrack (Y) -- ++(1,1); \turnout[forward,branch=left,operation=manual] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
31	turnout right (forward) operated manually		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \secondarytrack (A) -- (B); \secondarytrack (Y) -- ++(1,-1); \turnout[forward,branch=right,operation=manual] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
32	turnout left (backward) operated manually		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \secondarytrack (A) -- (B); \secondarytrack (Y) -- ++(-1,1); \turnout[backward,branch=left,operation=manual] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
33	turnout right (backward) operated manually		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \secondarytrack (A) -- (B); \secondarytrack (Y) -- ++(-1,-1); \turnout[backward,branch=right,operation=manual] at (Y) label ();</pre>	topology Section 3.2.2 p. 8
34	double-slip turnout left		<pre>\coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1, 1); \maintrack (Y) -- ++(-1,-1); \slipturnout[branch=left] at (Y) label (ab)(cd);</pre>	topology Section 3.2.2 p. 9

No.	Name	Clip	Code	Manual reference
35	double-slip turnout right		<pre> \coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,-1); \maintrack (Y) -- ++(-1, 1); \slipturnout[branch=right] at (Y) label (ab)(cd); </pre>	<p>topology Section 3.2.2 p. 9</p>
36	diamond crossing left		<pre> \coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1, 1); \maintrack (Y) -- ++(-1,-1); \crossing[branch=left] at (Y) label (); </pre>	<p>topology Section 3.2.2 p. 8</p>
37	diamond crossing right		<pre> \coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,-1); \maintrack (Y) -- ++(-1, 1); \crossing[branch=right] at (Y) label (); </pre>	<p>topology Section 3.2.2 p. 8</p>
38	derailer left (forward)		<pre> \coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \secondarytrack (A) -- (B); \derailer[forward,branch=left] at (Y) label (); </pre>	<p>topology Section 3.2.2 p. 9</p>
39	derailer left (backward)		<pre> \coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \secondarytrack (A) -- (B); \derailer[backward,branch=left] at (Y) label (); </pre>	<p>topology Section 3.2.2 p. 9</p>
40	derailer right (forward)		<pre> \coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \secondarytrack (A) -- (B); \derailer[forward,branch=right] at (Y) label (); </pre>	<p>topology Section 3.2.2 p. 9</p>
41	derailer right (backward)		<pre> \coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \secondarytrack (A) -- (B); \derailer[backward,branch=right] at (Y) label (); </pre>	<p>topology Section 3.2.2 p. 9</p>
42	vehicles (parked)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (3,0); \secondarytrack (A) -- (B); \parkedvehicles[] at (T) label (); </pre>	<p>vehicles Section 3.3 p. 10</p>

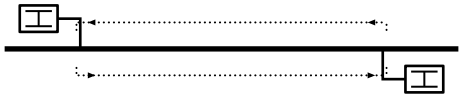
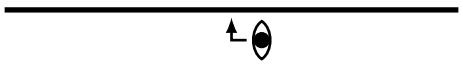

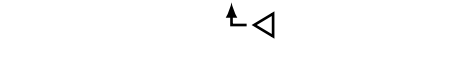
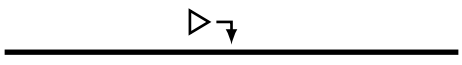
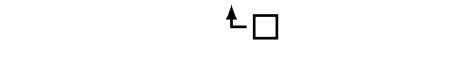
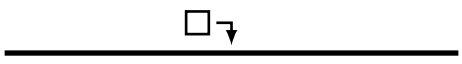

No.	Name	Clip	Code	Manual reference
43	vehicles with label (parked)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (3,0); \secondarytrack (A) -- (B); \parkedvehicles[] at (T) label (label);</pre>	vehicles Section 3.3 p. 10
44	vehicle (parked)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (3,0); \secondarytrack (A) -- (B); \parkedvehicles[length=0.5cm] at (T) label ();</pre>	vehicles Section 3.3 p. 10
45	train in shunting mode (direction forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (5,0); \maintrack (A) -- (B); \shunting[forward] at (T) label ();</pre>	vehicles Section 3.3 p. 10
46	train in shunting mode (direction backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (1,0); \maintrack (A) -- (B); \shunting[backward] at (T) label ();</pre>	vehicles Section 3.3 p. 10
47	train shunting (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (5,0); \maintrack (A) -- (B); \shunting[movement,forward] at (T) label ();</pre>	vehicles Section 3.3 p. 10
48	train shunting (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (1,0); \maintrack (A) -- (B); \shunting[movement,backward] at (T) label ();</pre>	vehicles Section 3.3 p. 10
49	train (direction forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (5,0); \maintrack (A) -- (B); \train[forward] at (T) label ();</pre>	vehicles Section 3.3 p. 11
50	train (direction backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (1,0); \maintrack (A) -- (B); \train[backward] at (T) label ();</pre>	vehicles Section 3.3 p. 11
51	train moving (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (5,0); \maintrack (A) -- (B); \train[run=normal,forward] at (T) label ();</pre>	vehicles Section 3.3 p. 11





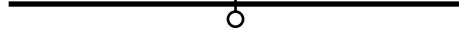
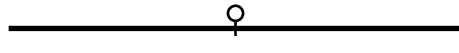

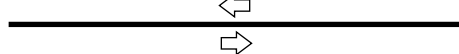

No.	Name	Clip	Code	Manual reference
52	train moving (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (1,0); \maintrack (A) -- (B); \train[run=normal,backward] at (T) label ();</pre>	vehicles Section 3.3 p. 11
53	train moving slow (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (5,0); \maintrack (A) -- (B); \train[run=slow,forward] at (T) label ();</pre>	vehicles Section 3.3 p. 11
54	train moving slow (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (1,0); \maintrack (A) -- (B); \train[run=slow,backward] at (T) label ();</pre>	vehicles Section 3.3 p. 11
55	train moving fast (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (5,0); \maintrack (A) -- (B); \train[run=fast,forward] at (T) label ();</pre>	vehicles Section 3.3 p. 11
56	train moving fast (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (1,0); \maintrack (A) -- (B); \train[run=fast,backward] at (T) label ();</pre>	vehicles Section 3.3 p. 11
57	train ghost (direction forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (5,0); \maintrack (A) -- (B); \train[ghost,forward] at (T) label ();</pre>	vehicles Section 3.3 p. 11
58	train ghost (direction backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (1,0); \maintrack (A) -- (B); \train[ghost,backward] at (T) label ();</pre>	vehicles Section 3.3 p. 11
59	train operated automatic (direction forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (5,0); \maintrack (A) -- (B); \train[operation=automatic,forward] at (T) label ();</pre>	vehicles Section 3.3 p. 11
60	train operated by human (direction forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (5,0); \maintrack (A) -- (B); \train[operation=manual,forward] at (T) label ();</pre>	vehicles Section 3.3 p. 11

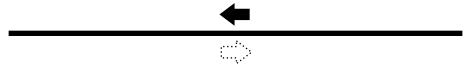
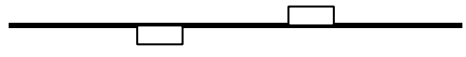
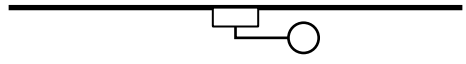

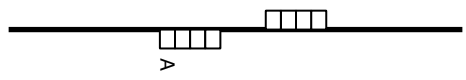
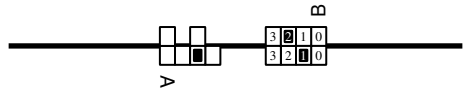
No.	Name	Clip	Code	Manual reference
61	train running over a junction		<pre> \coordinate (A1) at (0,-0.5); \coordinate (Y1) at (2.5,-0.5); \coordinate (B1) at (6,-0.5); \coordinate (A2) at (0,0.5); \coordinate (Y2) at (3.5,0.5); \coordinate (B2) at (6,0.5); \coordinate (T) at (5,0.5); \maintrack (A1) -- (B1); \maintrack (A2) -- (B2); \maintrack (Y1) -- (Y2); \turnout[forward,branch=left] at (Y1) label (Y1); \turnout[backward,branch=right] at (Y2) label (Y2); \train[run=slow,forward, bend left at={(Y1)},bend right at={(Y2)}, shift label={(-2,-0.5)} % relative coordinate] at (T) label (T1); </pre>	vehicles Section 3.3 p. 11
62	distant signal (forward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \distantSignal[forward] at (S) label (d1); </pre>	trafficcontrol Section 3.4.1 p. 12
63	distant signal with speed indicator		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \distantSignal[forward,distant speed={8}] at (S) label (); % replace the 8 with desired speed or remove tikz key </pre>	trafficcontrol Section 3.4.1 p. 12
64	distant signal (backward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \distantSignal[backward] at (S) label (d2); </pre>	trafficcontrol Section 3.4.1 p. 12
65	distant signal with speed indicator		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \distantSignal[backward,distant speed={8}] at (S) label (); % replace the 8 with desired speed or remove tikz key </pre>	trafficcontrol Section 3.4.1 p. 12
66	speed signal (forward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \speedSignal[forward,speed={8}] at (S) label (); % replace the 8 with desired speed </pre>	trafficcontrol Section 3.4.1 p. 13
67	speed signal (backward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \speedSignal[backward,speed={8}] at (S) label (); % replace the 8 with desired speed </pre>	trafficcontrol Section 3.4.1 p. 13


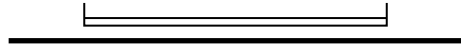
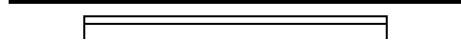
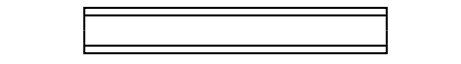
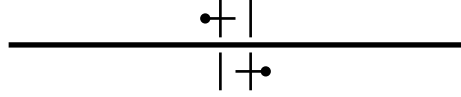
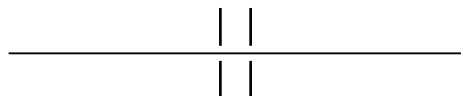
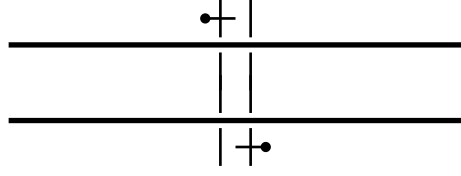
No.	Name	Clip	Code	Manual reference
68	block signal (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \blocksignal[forward] at (S) label (1);</pre>	trafficcontrol Section 3.4.1 p. 13
69	block signal (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \blocksignal[backward] at (S) label (2);</pre>	trafficcontrol Section 3.4.1 p. 13
70	route signal (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \routesignal[forward] at (S) label (R1);</pre>	trafficcontrol Section 3.4.1 p. 14
71	route signal (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \routesignal[backward,speed={8}] at (S) label (F); % replace the 8 with desired speed or remove tikz key</pre>	trafficcontrol Section 3.4.1 p. 14
72	combined signal (distant, block and route signal)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \signal[distant,block,route,forward,distant speed=8,speed=8] at (S) label (K1); % replace the 8 with desired speed or remove tikz key</pre>	trafficcontrol Section 3.4.1 p. 12
73	shunt signal (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \shuntsignal[forward] at (S) label ();</pre>	trafficcontrol Section 3.4.1 p. 14
74	shunt signal (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \shuntsignal[backward] at (S) label ();</pre>	trafficcontrol Section 3.4.1 p. 14
75	shunt signal locked (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \shuntsignal[forward,locked] at (S) label ();</pre>	trafficcontrol Section 3.4.1 p. 14
76	shunt signal locked (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \shuntsignal[backward,locked] at (S) label ();</pre>	trafficcontrol Section 3.4.1 p. 14

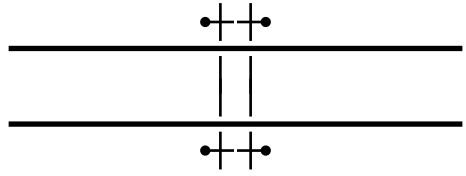
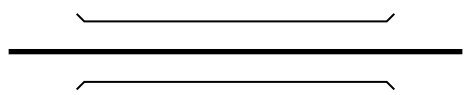
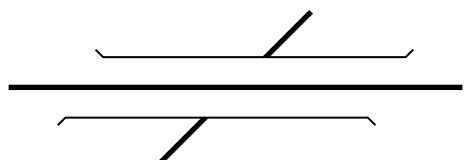


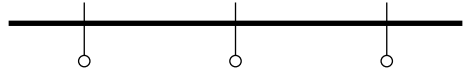
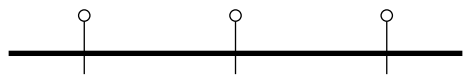
No.	Name	Clip	Code	Manual reference
77	block and shunt signal (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \signal[block,shunting,forward] at (S) label (S1);</pre>	trafficcontrol Section 3.4.1 p. 12
78	block and shunt signal (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \signal[block,shunting,backward] at (S) label (S1);</pre>	trafficcontrol Section 3.4.1 p. 12
79	route and shunt signal (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \signal[route,shunting,forward] at (S) label (S1);</pre>	trafficcontrol Section 3.4.1 p. 12
80	route and shunt signal (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \signal[route,shunting,backward] at (S) label (S1);</pre>	trafficcontrol Section 3.4.1 p. 12
81	shunt limit (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \shuntlimit[forward] at (S) label ();</pre>	trafficcontrol Section 3.4.1 p. 15
82	shunt limit (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \shuntlimit[backward] at (S) label ();</pre>	trafficcontrol Section 3.4.1 p. 15
83	train berth sign (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \berthsignal[forward] at (S) label ();</pre>	trafficcontrol Section 3.4.1 p. 15
84	train berth sign (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \berthsignal[backward] at (S) label ();</pre>	trafficcontrol Section 3.4.1 p. 15

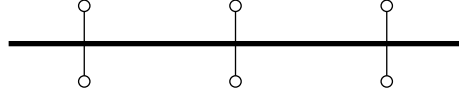
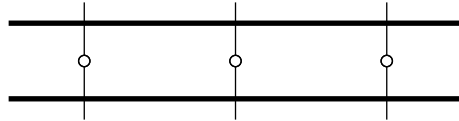


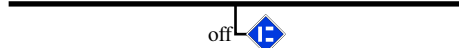


No.	Name	Clip	Code	Manual reference
85	train berth		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (H) at (3,0); \coordinate (S1) at (1,0); \coordinate (S2) at (5,0); \maintrack (A) -- (B); \berth[forward] at (H) length (); \berth[backward] at (H) length (); \berthsignal[backward] at (S1) label (); \berthsignal[forward] at (S2) label (); </pre>	<p>trafficcontrol Section 3.4.1 p. 15 & measures Section 3.7 p. 28</p>
86	view point (forward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \viewpoint[forward] at (S); </pre>	<p>trafficcontrol Section 3.4.2 p. 16</p>
87	view point (backward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \viewpoint[backward] at (S); </pre>	<p>trafficcontrol Section 3.4.2 p. 16</p>
88	braking point (forward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \brakingpoint[forward] at (S) label (); </pre>	<p>trafficcontrol Section 3.4.2 p. 16</p>
89	braking point (backward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \brakingpoint[backward] at (S) label (); </pre>	<p>trafficcontrol Section 3.4.2 p. 16</p>
90	end of movement authority (forward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \movementauthority[forward] at (S) label (); </pre>	<p>trafficcontrol Section 3.4.2 p. 17</p>
91	end of movement authority (backward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \movementauthority[backward] at (S) label (); </pre>	<p>trafficcontrol Section 3.4.2 p. 17</p>
92	danger point (forward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \dangerpoint[forward] at (S) label (); </pre>	<p>trafficcontrol Section 3.4.2 p. 17</p>

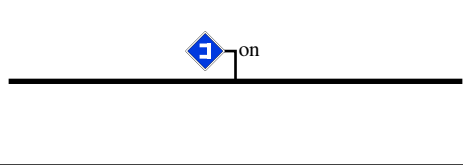
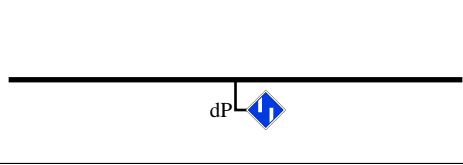
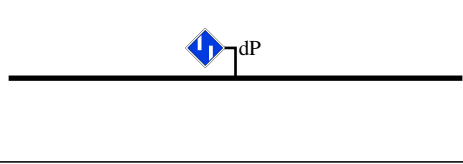
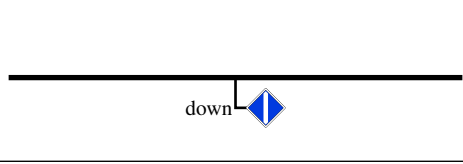
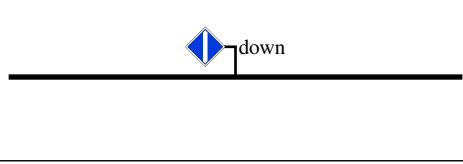
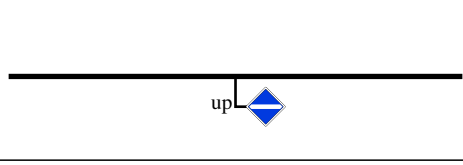
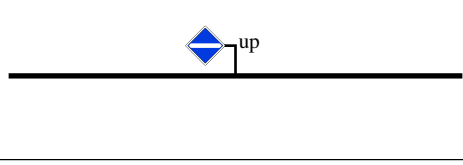
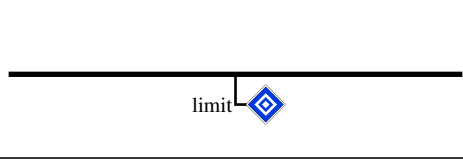
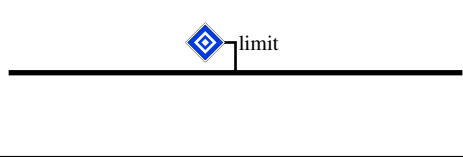
No.	Name	Clip	Code	Manual reference
93	danger point (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \dangerpoint[backward] at (S) label ();</pre>	trafficcontrol Section 3.4.2 p. 17
94	clearing point		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (CP) at (3,0); \maintrack (A) -- (B); \clearingpoint[backward] at (CP) label ();</pre>	trafficcontrol Section 3.4.3 p. 18
95	block clearing point (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (CP) at (3,0); \maintrack (A) -- (B); \blockclearing[forward] at (CP) label ();</pre>	trafficcontrol Section 3.4.3 p. 18
96	block clearing point (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (CP) at (3,0); \maintrack (A) -- (B); \blockclearing[backward] at (CP) label ();</pre>	trafficcontrol Section 3.4.3 p. 18
97	route clearing point (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (CP) at (3,0); \maintrack (A) -- (B); \routeclearing[forward] at (CP) label ();</pre>	trafficcontrol Section 3.4.3 p. 19
98	route clearing point (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (CP) at (3,0); \maintrack (A) -- (B); \routeclearing[backward] at (CP) label ();</pre>	trafficcontrol Section 3.4.3 p. 19
99	route (forward & backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (R1) at (2,0); \coordinate (R2) at (4,0); \maintrack (A) -- (B); \route[backward] at (R1); \route[forward] at (R2);</pre>	trafficcontrol Section 3.4.4 p. 19
100	direction control		<pre>\coordinate (A) at (0,0); \coordinate (DC) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \directioncontrol[bidirectional] at (DC);</pre>	trafficcontrol Section 3.4.4 p. 20
101	direction control granted forward		<pre>\coordinate (A) at (0,0); \coordinate (DC) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \directioncontrol[forward] at (DC);</pre>	trafficcontrol Section 3.4.4 p. 20


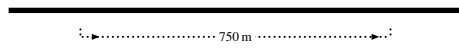
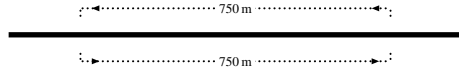
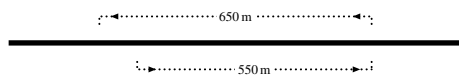


No.	Name	Clip	Code	Manual reference
102	direction control granted backward		<pre>\coordinate (A) at (0,0); \coordinate (DC) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \directioncontrol[backward] at (DC);</pre>	trafficcontrol Section 3.4.4 p. 20
103	balise (forward & backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T1) at (2,0); \coordinate (T2) at (4,0); \maintrack (A) -- (B); \balise[forward] at (T1) label (); \balise[backward] at (T2) label ();</pre>	trafficcontrol Section 3.4.5 p. 20
104	balise (forward) with signal		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (S) at (3,0); \maintrack (A) -- (B); \routesignal[forward] at (S) label (); \balise[forward] at (S) label ();</pre>	trafficcontrol Section 3.4.5 p. 20 & Section 3.4.1 p. 14
105	balise (forward & backward) switched		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T1) at (2,0); \coordinate (T2) at (4,0); \maintrack (A) -- (B); \balise[forward,switched] at (T1) label (); \balise[backward,switched] at (T2) label ();</pre>	trafficcontrol Section 3.4.5 p. 20
106	individual balises (forward & backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T1) at (2,0); \coordinate (T2) at (4,0); \maintrack (A) -- (B); \balise[forward,along={0,1,2,3}] at (T1) label (A); \balise[backward,along={0,1,2,3}] at (T2) label (B);</pre>	trafficcontrol Section 3.4.5 p. 20
107	individual balises (forward & backward) mixed		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T1) at (2,0); \coordinate (T2) at (4,0); \maintrack (A) -- (B); \balise[forward, along={0,1,3}, along switched={2}, oppose={0,2},] at (T1) label (A); \balise[backward, along={0,1,3}, along switched={2}, oppose={0,2,3}, oppose switched={1}, index % show index number] at (T2) label (B);</pre>	trafficcontrol Section 3.4.5 p. 20

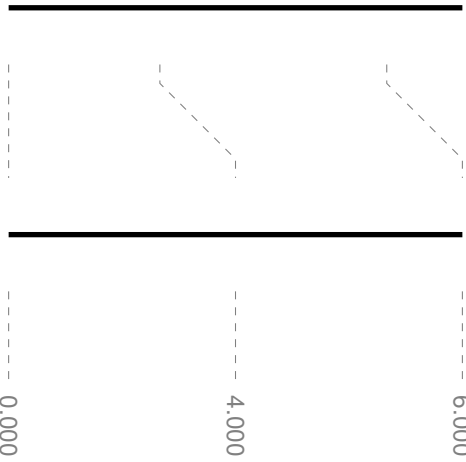
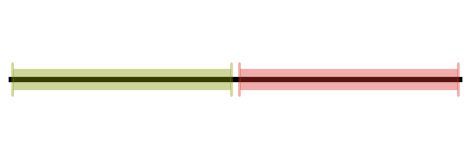
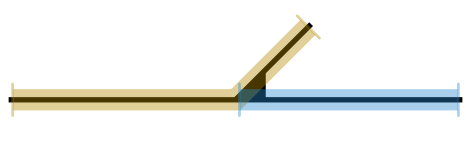
No.	Name	Clip	Code	Manual reference
108	track loop		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (T) at (3,0); \maintrack (A) -- (B); \trackloop[] at (T) label ();</pre>	trafficcontrol Section 3.4.5 p. 21
109	platform (left)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (P) at (3,0); \maintrack (A) -- (B); \platform[side=left] at (P);</pre>	constructions Section 3.5 p. 21
110	platform (right)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (P) at (3,0); \maintrack (A) -- (B); \platform[side=right] at (P);</pre>	constructions Section 3.5 p. 21
111	platform (middle)		<pre>\coordinate (A1) at (0,-0.5); \coordinate (B1) at (6,-0.5); \coordinate (A2) at (0, 0.5); \coordinate (B2) at (6, 0.5); \coordinate (P1) at (3, 0.5); \coordinate (P2) at (3,-0.5); \maintrack (A1) -- (B1); \maintrack (A2) -- (B2); \platform[side=right] at (P1); \platform[side=left] at (P2);</pre>	constructions Section 3.5 p. 21
112	level crossing (single track)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (X) at (3,0); \maintrack (A) -- (B); \levelcrossing[barrier=semi] at (X);</pre>	constructions Section 3.5 p. 22
113	level crossing (secondary track) without barrier		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (X) at (3,0); \secondarytrack (A) -- (B); \levelcrossing[] at (X);</pre>	constructions Section 3.5 p. 22
114	level crossing (double track)		<pre>\coordinate (A1) at (0,-0.5); \coordinate (B1) at (6,-0.5); \coordinate (A2) at (0, 0.5); \coordinate (B2) at (6, 0.5); \coordinate (X1) at (3, 0.5); \coordinate (X2) at (3,-0.5); \maintrack (A1) -- (B1); \maintrack (A2) -- (B2); \levelcrossing[barrier=semi,side=left] at (X1); \levelcrossing[barrier=semi,side=right] at (X2);</pre>	constructions Section 3.5 p. 22

No.	Name	Clip	Code	Manual reference
115	level crossing (double track) with full closure		<pre> \coordinate (A1) at (0,-0.5); \coordinate (B1) at (6,-0.5); \coordinate (A2) at (0, 0.5); \coordinate (B2) at (6, 0.5); \coordinate (X1) at (3, 0.5); \coordinate (X2) at (3,-0.5); \maintrack (A1) -- (B1); \maintrack (A2) -- (B2); \levelcrossing[barrier=full,side=left] at (X1); \levelcrossing[barrier=full,side=right] at (X2); </pre>	<p>constructions Section 3.5 p. 22</p>
116	bridge		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (X) at (3,0); % order is important \bridge[] at (X); % first \maintrack (A) -- (B); % second </pre>	<p>constructions Section 3.5 p. 22</p>
117	bridge with track beneath		<pre> \coordinate (A1) at (0, 0); \coordinate (B1) at (6, 0); \coordinate (A2) at (2,-1); \coordinate (B2) at (4, 1); \coordinate (X) at (3,0); % order is important \maintrack (A2) -- (B2); % first \bridge[shift left=0.25cm,shift right=-0.25cm] at (X); % second \maintrack (A1) -- (B1); % third </pre>	<p>constructions Section 3.5 p. 22</p>
118	interlocking		<pre> \coordinate (I) at (3,0); \interlocking at (I); </pre>	<p>constructions Section 3.5 p. 23</p>
119	hump		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (H) at (3,0); \secondarytrack (A) -- (B); \hump at (H); </pre>	<p>constructions Section 3.5 p. 23</p>
120	pylons (right)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (P1) at (1,0); \coordinate (P2) at (3,0); \coordinate (P3) at (5,0); \maintrack (A) -- (B); \pylon[side=right] at (P1); \pylon[side=right] at (P2); \pylon[side=right] at (P3); </pre>	<p>constructions Section 3.5 p. 24</p>
121	pylons (left)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (P1) at (1,0); \coordinate (P2) at (3,0); \coordinate (P3) at (5,0); \maintrack (A) -- (B); \pylon[side=left] at (P1); \pylon[side=left] at (P2); \pylon[side=left] at (P3); </pre>	<p>constructions Section 3.5 p. 24</p>

No.	Name	Clip	Code	Manual reference
122	pylons (both sides)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (P1) at (1,0); \coordinate (P2) at (3,0); \coordinate (P3) at (5,0); \maintrack (A) -- (B); \pylon[side=both] at (P1); \pylon[side=both] at (P2); \pylon[side=both] at (P3); </pre>	<p>constructions Section 3.5 p. 24</p>
123	pylons (middle)		<pre> \coordinate (A1) at (0,-0.5); \coordinate (B1) at (6,-0.5); \coordinate (A2) at (0, 0.5); \coordinate (B2) at (6, 0.5); * \coordinate (P1) at (1,-0.5); \coordinate (P2) at (3,-0.5); \coordinate (P3) at (5,-0.5); \coordinate (P4) at (1, 0.5); \coordinate (P5) at (3, 0.5); \coordinate (P6) at (5, 0.5); \maintrack (A1) -- (B1); \maintrack (A2) -- (B2); \pylon[side=left] at (P1); \pylon[side=left] at (P2); \pylon[side=left] at (P3); \pylon[side=right] at (P4); \pylon[side=right] at (P5); \pylon[side=right] at (P6); </pre>	<p>constructions Section 3.5 p. 24</p>
124	distant power off (forward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \distantpoweroff[forward] at (E) label (dP); </pre>	<p>electrics Section 3.6 p. 24</p>
125	distant power off (backward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \distantpoweroff[backward] at (E) label (dP); </pre>	<p>electrics Section 3.6 p. 24</p>
126	power off (forward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \poweroff[forward] at (E) label (off); </pre>	<p>electrics Section 3.6 p. 25</p>
127	power off (backward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \poweroff[backward] at (E) label (off); </pre>	<p>electrics Section 3.6 p. 25</p>
128	power on (forward)		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \poweron[forward] at (E) label (on); </pre>	<p>electrics Section 3.6 p. 25</p>

No.	Name	Clip	Code	Manual reference
129	power on (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \poweron[backward] at (E) label (on);</pre>	<p>electrics Section 3.6 p. 25</p>
130	distant pantograph down (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \distantpantographdown[forward] at (E) label (dP);</pre>	<p>electrics Section 3.6 p. 26</p>
131	distant pantograph down (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \distantpantographdown[backward] at (E) label (dP);</pre>	<p>electrics Section 3.6 p. 26</p>
132	pantograph down (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \pantographdown[forward] at (E) label (down);</pre>	<p>electrics Section 3.6 p. 26</p>
133	pantograph down (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \pantographdown[backward] at (E) label (down);</pre>	<p>electrics Section 3.6 p. 26</p>
134	pantograph up (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \pantographup[forward] at (E) label (up);</pre>	<p>electrics Section 3.6 p. 27</p>
135	pantograph up (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \pantographup[backward] at (E) label (up);</pre>	<p>electrics Section 3.6 p. 27</p>
136	wire limit (forward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \wirelimit[forward] at (E) label (limit);</pre>	<p>electrics Section 3.6 p. 27</p>
137	wire limit (backward)		<pre>\coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (E) at (3,0); \maintrack (A) -- (B); \wirelimit[backward] at (E) label (limit);</pre>	<p>electrics Section 3.6 p. 27</p>

No.	Name	Clip	Code	Manual reference
138	track distance (in m)		<pre> \coordinate (A1) at (0,-0.5); \coordinate (X1) at (3,-0.5); \coordinate (B1) at (6,-0.5); \coordinate (A2) at (0, 0.5); \coordinate (X2) at (3, 0.5); \coordinate (B2) at (6, 0.5); \maintrack (A1) -- (B1); \maintrack (A2) -- (B2); \trackdistance between (X2) and (X1) distance (4.50); </pre>	measures Section 3.7 p. 28
139	train berth shape		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (H) at (3,0); \maintrack (A) -- (B); \berth[forward] at (H) length (\SI{750}{\metre}); </pre>	measures Section 3.7 p. 28
140	train berth shape bidirectional		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (H) at (3,0); \maintrack (A) -- (B); \berth[bidirectional] at (H) length (\SI{750}{\metre}); </pre>	measures Section 3.7 p. 28
141	train berth with special shape		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \coordinate (H1) at (3.25,0); \coordinate (H2) at (3,0); \maintrack (A) -- (B); \berth[forward ,length=3.0cm] at (H1) length (\SI{550}{\metre}); \berth[backward ,length=3.5cm] at (H2) length (\SI{650}{\metre}); </pre>	measures Section 3.7 p. 28
142	measure line		<pre> \coordinate (A) at (0,0); \coordinate (B) at (6,0); \measureline (A) -- (B); \trackclosure at (A); \trackclosure at (B); </pre>	measures Section 3.7 p. 29
143	hectometer (in km)		<pre> \coordinate (A) at (0,0); \coordinate (X1) at (3,0); \coordinate (X2) at (3.5,0); \coordinate (B) at (6,0); \coordinate (hb) at (0,-2); \maintrack (A) -- (B); \tikzset{hectometer base={(hb)},orientation=right} \hectometer[] at (A) mileage (0.000); \hectometer[] at (X1) mileage (4.000); \hectometer[shift label={(0.3,0)}] at (X2) mileage (4.500); \hectometer[] at (B) mileage (6.000); </pre>	measures Section 3.7 p. 29

No.	Name	Clip	Code	Manual reference
144	measure line with hectometer (in km)		<pre> \coordinate (A1) at (0,0); \coordinate (X1) at (3,0); \coordinate (B1) at (6,0); \coordinate (A2) at (0,3); \coordinate (X2) at (2,3); \coordinate (X3) at (5,3); \coordinate (B2) at (6,3); \coordinate (hb) at (0,-2); \maintrack (A1) -- (B1); \maintrack (A2) -- (B2); \measureline (A2) -- (A1); \measureline (X2) -- ++(0,-1) -- ++(1,-1) -- (X1); \measureline (X3) -- ++(0,-1) -- ++(1,-1) -- (B1); \tikzset{hectometer base={(hb)},orientation=right} \hectometer[] at (A) mileage (0.000); \hectometer[] at (X1) mileage (4.000); \hectometer[] at (B) mileage (6.000); </pre>	measures Section 3.7 p. 29
145	track marking		<pre> \coordinate (A) at (0,0); \coordinate (X) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \trackmarking[green] (A) -- (X); \trackmarking[red] (X) -- (B); </pre>	measures Section 3.7 p. 30
146	track marking with turnout		<pre> \coordinate (A) at (0,0); \coordinate (Y) at (3,0); \coordinate (B) at (6,0); \maintrack (A) -- (B); \maintrack (Y) -- ++(1,1); \turnout[forward,branch=left] at (Y) label (); \trackmarking[yellow] (A) -- (Y) -- ++(1,1); \trackmarking[blue] (Y) -- (B); </pre>	measures Section 3.7 p. 30

1 Revision History

Revision	Date	Author(s)	Description
0.1	2018-09-14	MS	Basic concept of a library with railway topology symbols and some examples.
0.2	2018-12-19	MS	Added transmitters and minor improvements.
0.3	2019-04-04	MS	Moved snippet folder to root folder and defined and used color foreground and background.
0.4	2019-07-21	MS	Reworked library for common tikz library layout.
0.5	2020-01-14	MS	Introducing new syntax and providing a documentation.
0.5.1	2020-02-10	MS	Modified symbol "end of movement authority"; added symbols "braking point" and "danger point".
0.6	2021-01-02	MS	Added symbols for "direction control", "track marking", "pylons" and electric wiring; changed symbol for "friction bufferstop"; created an encapsulating package for future flexibility - changed load command for library to <code>\usepackage{tikz-trackschematic}</code> .
0.6.1	2021-09-30	MS	removed package requirement <code>lmodern</code> , minor correction in manual, added citation information
0.6.2	2021-10-15	MS	bug fixing
0.6.3	2022-02-15	MS, GW	fixed spelling error and documented (slip-) turnout option: <code>points=moving</code> ; updated link to <code>signalschablone</code> ; automated testing and releasing
0.7.0	2022-04-02	MS, GW	revised symbol and syntax for balises; replaced <code>"\gettikzxy"</code> with <code>"\path let"</code> syntax; fixed <code>PackageWarning Error</code> in development mode; fixed foreground of sidetrack (alias)

