










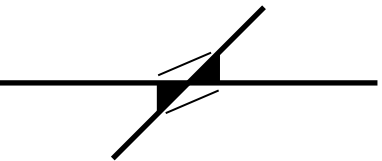
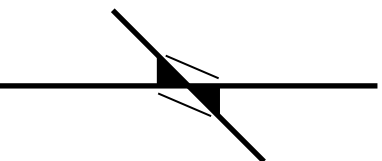
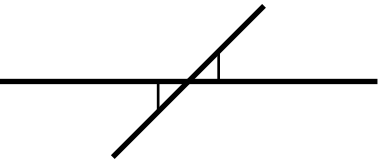
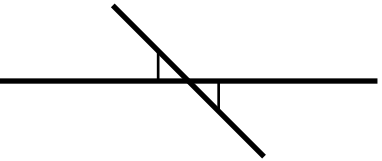
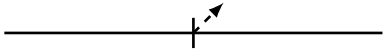
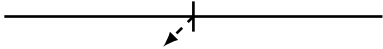
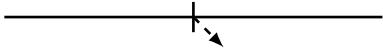
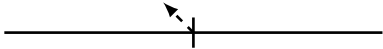


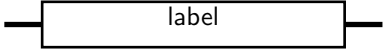





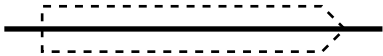


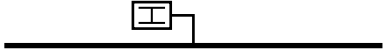
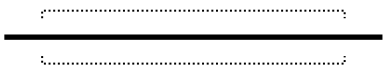
No.	Name	Symbol	Code	File
1	main track		<code>\draw[line width=2pt] (-2.5,0) -- ++(5,0);</code>	<i>none</i>
2	main line (double track)		<code>\draw[line width=2pt] (-2.5, 0.5) -- ++(5,0);</code> <code>\draw[line width=2pt] (-2.5,-0.5) -- ++(5,0);</code>	<i>none</i>
3	side track		<code>\draw[line width=1pt] (-2.5,0) -- ++(5,0);</code>	<i>none</i>
4	turnout left (forward)		<code>\draw[line width=2pt] (-2.5,0) -- ++(5,0);</code> <code>\draw[line width=2pt] (0,0) -- ++(1,1);</code> <code>\pic at (0,0) {turnout_left_forward};</code>	topology.tikz
5	turnout left (backward)		<code>\draw[line width=2pt] (-2.5,0) -- ++(5, 0);</code> <code>\draw[line width=2pt] (0,0) -- ++(-1,-1);</code> <code>\pic at (0,0) {turnout_left_backward};</code>	topology.tikz

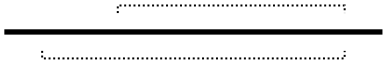
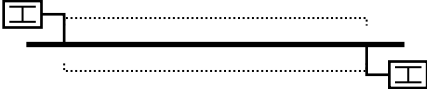
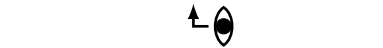


No.	Name	Symbol	Code	File
6	turnout right (forward)		<pre> \draw[line width=2pt] (-2.5,0) -- ++(5, 0); \draw[line width=2pt] (0,0) -- ++(1,-1); \pic at (0,0) {turnout_right_forward}; </pre>	topology.tikz
7	turnout right (backward)		<pre> \draw[line width=2pt] (-2.5,0) -- ++(5,0); \draw[line width=2pt] (0,0) -- ++(-1,1); \pic at (0,0) {turnout_right_backward}; </pre>	topology.tikz
8	turnout left (forward) with fouling point indicator		<pre> \draw[line width=2pt] (-2.5,0) -- ++(5,0); \draw[line width=2pt] (0,0) -- ++(1,1); \pic at (0,0) {turnout_left_forward}; \pic at (0,0) {fouling_point_left_forward}; </pre>	topology.tikz
9	turnout left (backward) with fouling point indicator		<pre> \draw[line width=2pt] (-2.5,0) -- ++(5, 0); \draw[line width=2pt] (0,0) -- ++(-1,-1); \pic at (0,0) {turnout_left_backward}; \pic at (0,0) {fouling_point_left_backward}; </pre>	topology.tikz
10	turnout right (forward) with fouling point indicator		<pre> \draw[line width=2pt] (-2.5,0) -- ++(5, 0); \draw[line width=2pt] (0,0) -- ++(1,-1); \pic at (0,0) {turnout_right_forward}; \pic at (0,0) {fouling_point_right_forward}; </pre>	topology.tikz

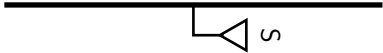


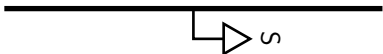

No.	Name	Symbol	Code	File
11	turnout right (backward) with fouling point indicator		<pre> \draw[line width=2pt] (-2.5,0) -- ++(5,0); \draw[line width=2pt] (0,0) -- ++(-1,1); \pic at (0,0) {turnout_right_backward}; \pic at (0,0) {fouling_point_right_backward}; </pre>	topology.tikz
12	double-slip turnout left		<pre> \draw[line width=2pt] (-2.5, 0) -- ++(5,0); \draw[line width=2pt] (-1 ,-1) -- ++(2,2); \pic at (0,0) {turnout_left_forward}; \pic at (0,0) {turnout_left_backward}; \pic at (0,0) {slip_left_forward}; \pic at (0,0) {slip_left_backward}; </pre>	topology.tikz
13	double-slip turnout right		<pre> \draw[line width=2pt] (-2.5,0) -- ++(5, 0); \draw[line width=2pt] (-1 ,1) -- ++(2,-2); \pic at (0,0) {turnout_right_forward}; \pic at (0,0) {turnout_right_backward}; \pic at (0,0) {slip_right_forward}; \pic at (0,0) {slip_right_backward}; </pre>	topology.tikz
14	diamond crossing left		<pre> \draw[line width=2pt] (-2.5, 0) -- ++(5,0); \draw[line width=2pt] (-1 ,-1) -- ++(2,2); \pic at (0,0) {turnout_left_forward=none}; \pic at (0,0) {turnout_left_backward=none}; </pre>	topology.tikz
15	diamond crossing right		<pre> \draw[line width=2pt] (-2.5,0) -- ++(5, 0); \draw[line width=2pt] (-1 ,1) -- ++(2,-2); \pic at (0,0) {turnout_right_forward=none}; \pic at (0,0) {turnout_right_backward=none}; </pre>	topology.tikz

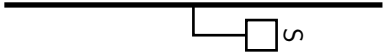

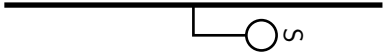


No.	Name	Symbol	Code	File
16	derailer left (forward)		<pre>\draw[line width=1pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {derailer_left_forward};</pre>	topology.tikz
17	derailer left (backward)		<pre>\draw[line width=1pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {derailer_left_backward};</pre>	topology.tikz
18	derailer right (forward)		<pre>\draw[line width=1pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {derailer_right_forward};</pre>	topology.tikz
19	derailer right (backward)		<pre>\draw[line width=1pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {derailer_right_backward};</pre>	topology.tikz
20	bufferstop (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(2.5,0); \pic at (0,0) {bufferstop_forward};</pre>	topology.tikz






No.	Name	Symbol	Code	File
21	bufferstop (backward)		<pre>\draw[line width=2pt] (0,0) -- ++(2.5,0); \pic at (0,0) {bufferstop_backward};</pre>	topology.tikz
22	train (not moving)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-2,0) {train}; \node[font=\sffamily] at (0,0) {label};</pre>	vehicles.tikz
23	short train (not moving)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-0.5,0) {train=1}; % change the 1 to desired length</pre>	vehicles.tikz
24	train moving (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (2,0) {train_moving_forward};</pre>	vehicles.tikz
25	train moving (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-2,0) {train_moving_backward};</pre>	vehicles.tikz




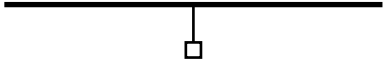
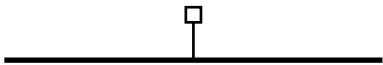
No.	Name	Symbol	Code	File
26	ghost train moving (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (2,0) {ghost_train_moving_forward};</pre>	vehicles.tikz
27	ghost train moving (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-2,0) {ghost_train_moving_backward};</pre>	vehicles.tikz
28	train berth sign (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {train_berth_sign_forward};</pre>	trafficControl.tikz
29	train berth sign (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {train_berth_sign_backward};</pre>	trafficControl.tikz
30	train berth shape bidirectional		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-2,0) {train_berth_shape=4}; % change the 4 to desired length</pre>	trafficControl.tikz






No.	Name	Symbol	Code	File
31	train berth shape		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-2,0) {train_berth_shape_forward=4}; \pic at (-1,0) {train_berth_shape_backward=3};</pre>	trafficControl.tikz
32	train berth		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-2,0) {train_berth_sign_backward}; \pic at (-2,0) {train_berth_shape}; \pic at (2,0) {train_berth_sign_forward};</pre>	trafficControl.tikz
33	view point (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {view_point_forward};</pre>	trafficControl.tikz
34	view point (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {view_point_backward};</pre>	trafficControl.tikz
35	distant signal (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {distant_signal_forward};</pre>	trafficControl.tikz

No.	Name	Symbol	Code	File
36	distant signal with speed indicator		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {distant_signal_forward=S}; % replace the S with desired speed or remove</pre>	trafficControl.tikz
37	distant signal (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {distant_signal_backward};</pre>	trafficControl.tikz
38	distant signal with speed indicator		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {distant_signal_backward=S}; % replace the S with desired speed or remove</pre>	trafficControl.tikz
39	speed signal (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {speed_signal_forward=S}; % replace the S with desired speed or remove</pre>	trafficControl.tikz
40	speed signal (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {speed_signal_backward=S}; % replace the S with desired speed or remove</pre>	trafficControl.tikz

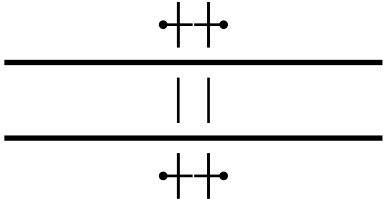
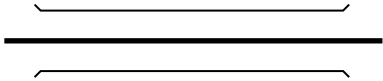
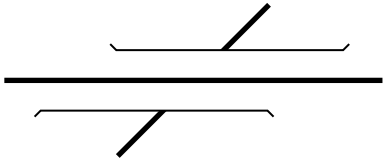
No.	Name	Symbol	Code	File
41	block signal (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {block_signal_forward=S}; % replace the S with desired speed or remove</pre>	trafficControl.tikz
42	block signal (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {block_signal_backward=S}; % replace the S with desired speed or remove</pre>	trafficControl.tikz
43	route signal (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {route_signal_forward=S}; % replace the S with desired speed or remove</pre>	trafficControl.tikz
44	route signal (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {route_signal_backward=S}; % replace the S with desired speed or remove</pre>	trafficControl.tikz
45	shunt signal (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {shunt_signal_forward};</pre>	trafficControl.tikz

No.	Name	Symbol	Code	File
46	shunt signal (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {shunt_signal_backward};</pre>	trafficControl.tikz
47	shunt limit (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {shunt_limit_forward};</pre>	trafficControl.tikz
48	shunt limit (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {shunt_limit_backward};</pre>	trafficControl.tikz
49	transmitter (below & above)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-1,0) {transmitter_below}; \pic at (1,0) {transmitter_above};</pre>	trafficControl.tikz
50	transmitter (below) with signal		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {route_signal_forward}; \pic at (0,0) {transmitter_below};</pre>	trafficControl.tikz

No.	Name	Symbol	Code	File
51	transmitter (below & above) effective forward		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-1,0) {transmitter_below_forward}; \pic at (1,0) {transmitter_above_forward};</pre>	trafficControl.tikz
52	transmitter (below & above) effective backward		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-1,0) {transmitter_below_backward}; \pic at (1,0) {transmitter_above_backward};</pre>	trafficControl.tikz
53	transmitter (below & above) effective bidirectional		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-1,0) {transmitter_below_bidirectional}; \pic at (1,0) {transmitter_above_bidirectional};</pre>	trafficControl.tikz
54	block end marker (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {block_end_marker_forward};</pre>	trafficControl.tikz
55	block end marker (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {block_end_marker_backward};</pre>	trafficControl.tikz

No.	Name	Symbol	Code	File
56	block clearing point (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {block_clearing_point_forward};</pre>	trafficControl.tikz
57	block clearing point (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {block_clearing_point_backward};</pre>	trafficControl.tikz
58	route clearing point (forward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {route_clearing_point_forward};</pre>	trafficControl.tikz
59	route clearing point (backward)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {route_clearing_point_backward};</pre>	trafficControl.tikz
60	clearing point		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {clearing_point};</pre>	trafficControl.tikz

No.	Name	Symbol	Code	File
61	platform (left)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-2,0) {platform_left=4}; % change the 4 to desired length</pre>	constructions.tikz
62	platform (right)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-2,0) {platform_right=4}; % change the 4 to desired length</pre>	constructions.tikz
63	platform (middle)		<pre>\draw[line width=2pt] (-2.5, 0.5) -- ++(5,0); \draw[line width=2pt] (-2.5,-0.5) -- ++(5,0); \pic at (-2, 0.5) {platform_right}; \pic at (-2,-0.5) {platform_left};</pre>	constructions.tikz
64	level crossing (single track)		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (0,0) {level_crossing_barrier_left}; \pic at (0,0) {level_crossing_barrier_right};</pre>	constructions.tikz
65	level crossing (double track)		<pre>\draw[line width=2pt] (-2.5,-0.5) -- ++(5,0); \draw[line width=2pt] (-2.5, 0.5) -- ++(5,0); \pic at (0, 0.5) {level_crossing_barrier_left}; \pic at (0, 0.5) {level_crossing}; \pic at (0,-0.5) {level_crossing_barrier_right};</pre>	constructions.tikz

No.	Name	Symbol	Code	File
66	level crossing (double track) with full closure		<pre>\draw[line width=2pt] (-2.5,-0.5) -- ++(5,0); \draw[line width=2pt] (-2.5, 0.5) -- ++(5,0); \pic at (0, 1.5) {level_crossing_barrier_right}; \pic at (0, 0.5) {level_crossing_barrier_left}; \pic at (0, 0.5) {level_crossing}; \pic at (0,-0.5) {level_crossing_barrier_right}; \pic at (0,-1.5) {level_crossing_barrier_left};</pre>	constructions.tikz
67	bridge		<pre>\draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-2,0) {bridge_left=4}; \pic at (-2,0) {bridge_right=4};</pre>	constructions.tikz
68	bridge with track beneath		<pre>\draw[line width=2pt] (-1,-1) -- ++(2,2); \fill[white] (-1,-0.4) rectangle (1,0.4); \draw[line width=2pt] (-2.5,0) -- ++(5,0); \pic at (-1,0) {bridge_left=3}; \pic at (-2,0) {bridge_right=3};</pre>	constructions.tikz