

INTRODUCTION

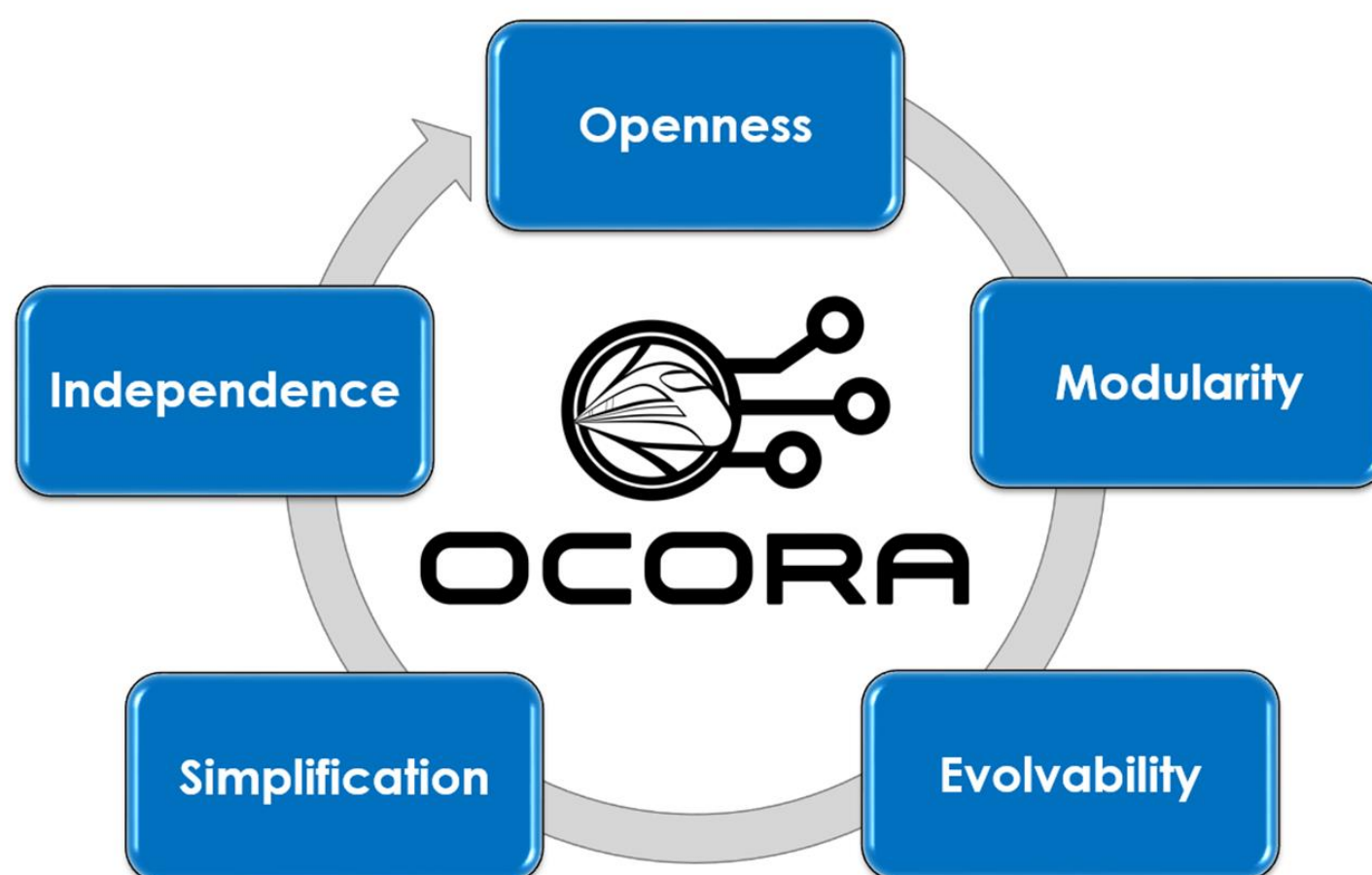


Open CCS On-Board Reference Architecture

European Initiative

Open Standardized Architecture for CCS On-Board

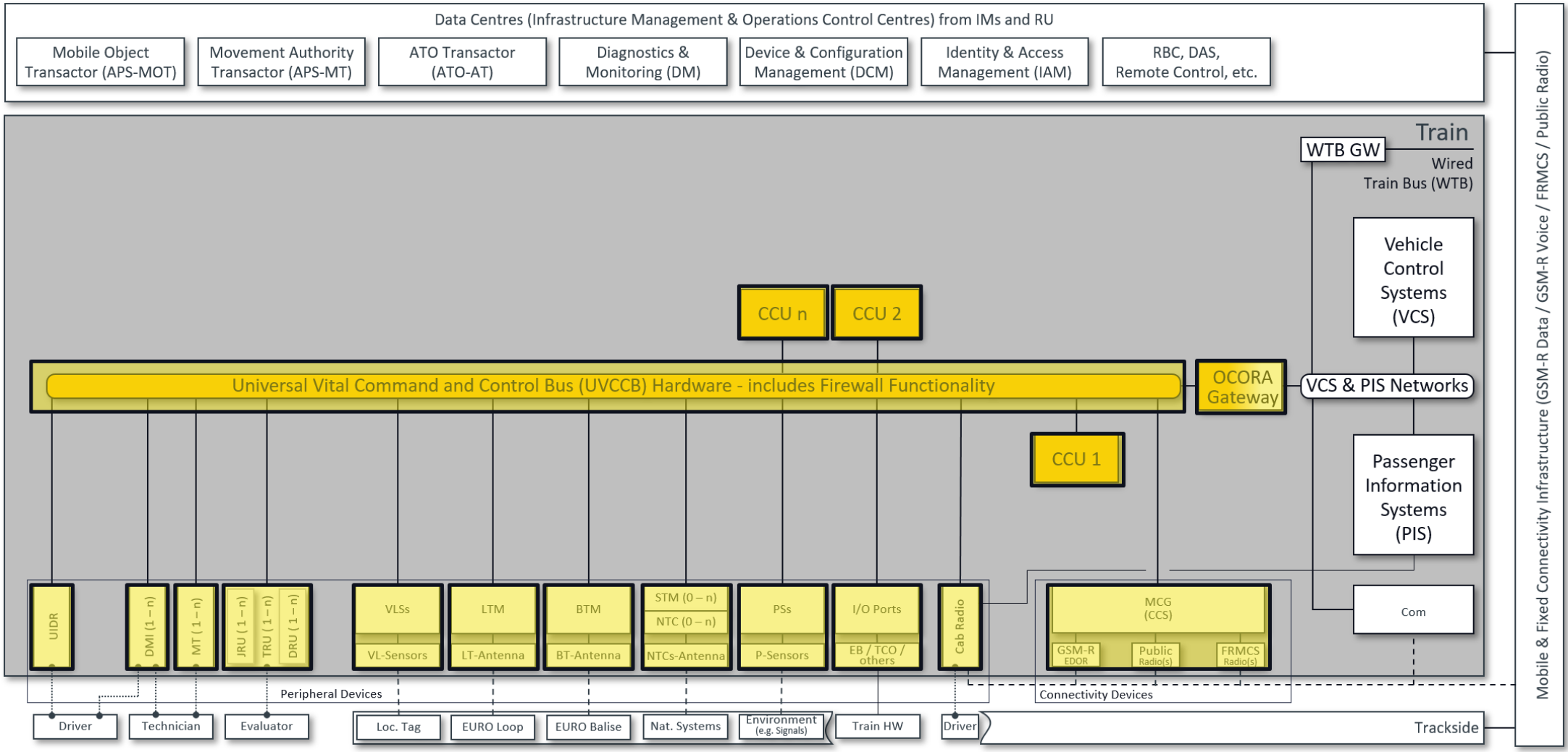
KEY PRINCIPLES



OCORA System Architecture

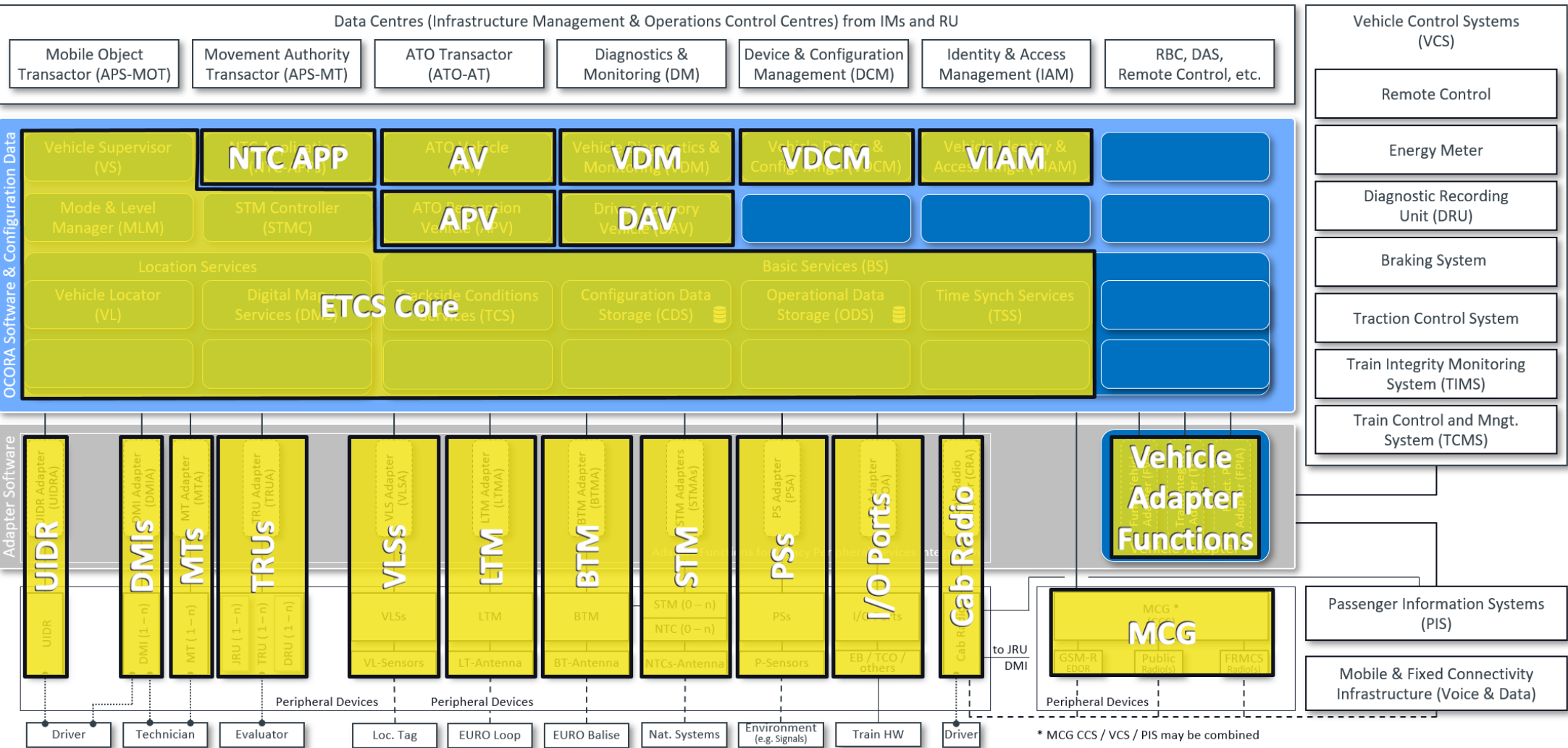


HARDWARE VIEW – BUILDING BLOCKS



OCORA plans to introduce a reasonable number of Building Blocks (yellow blocks).
Each Building Block shall be “Plug & Play”-Like exchangeable. The granularity to be used is still under discussion.

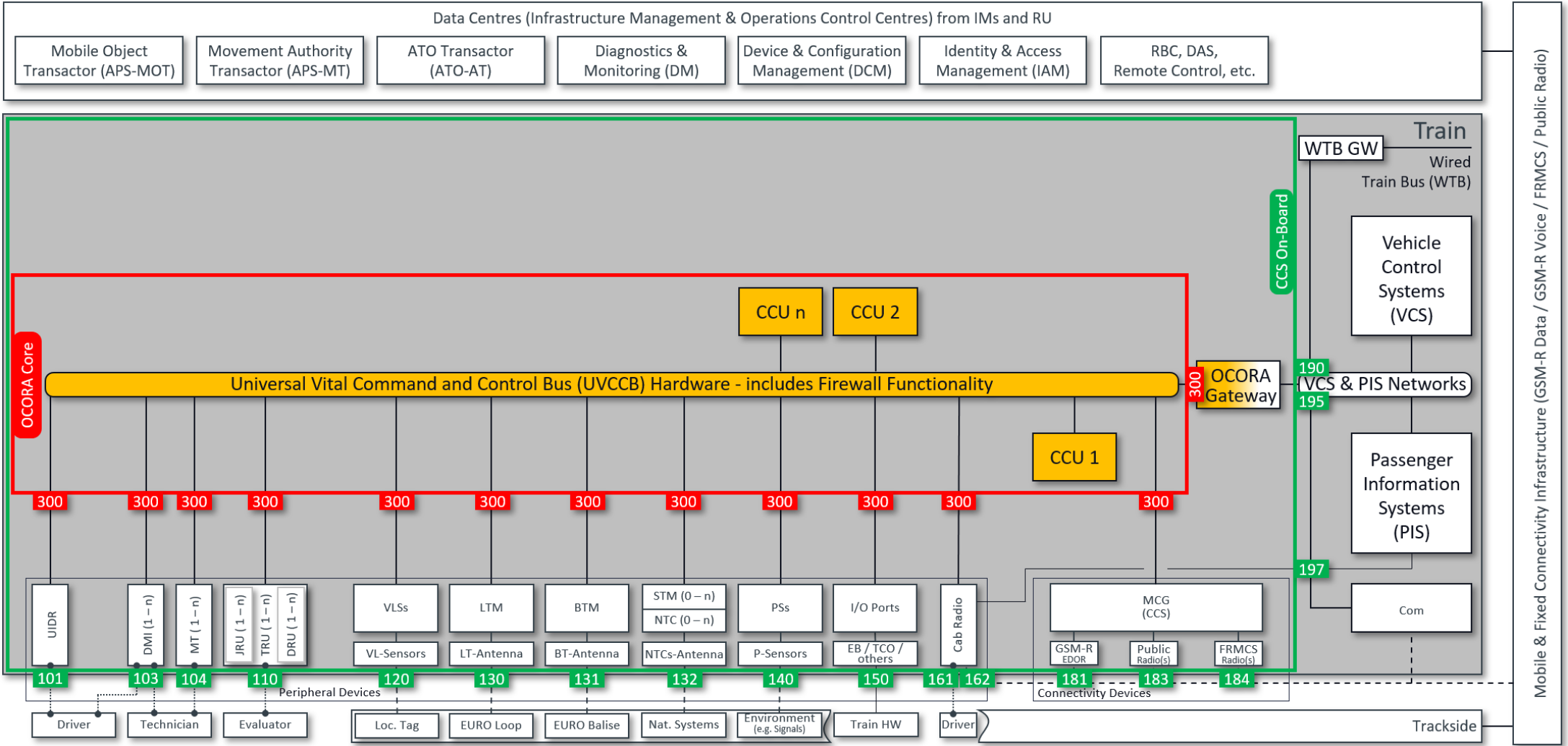
FUNCTIONAL VIEW – BUILDING BLOCKS – INITIAL ITERATION



OCORA System Architecture

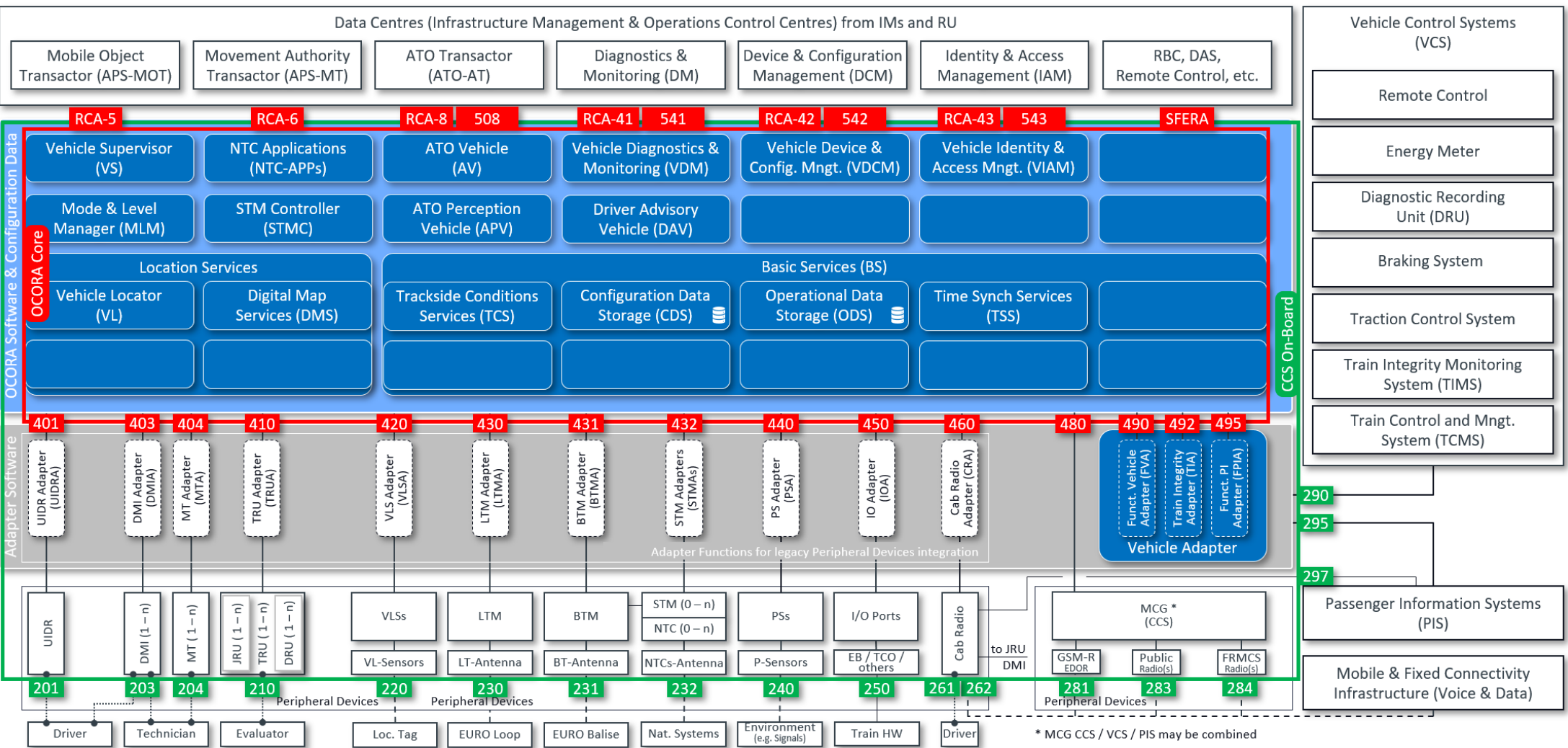


HARDWARE VIEW (SCOPE / EXTERNAL INTERFACE IDENTIFICATION)



Defining the “Red Interfaces” is the main focus of OCORA.
This is to allow each Building Block to be “Plug & Play”-Like exchangeable.

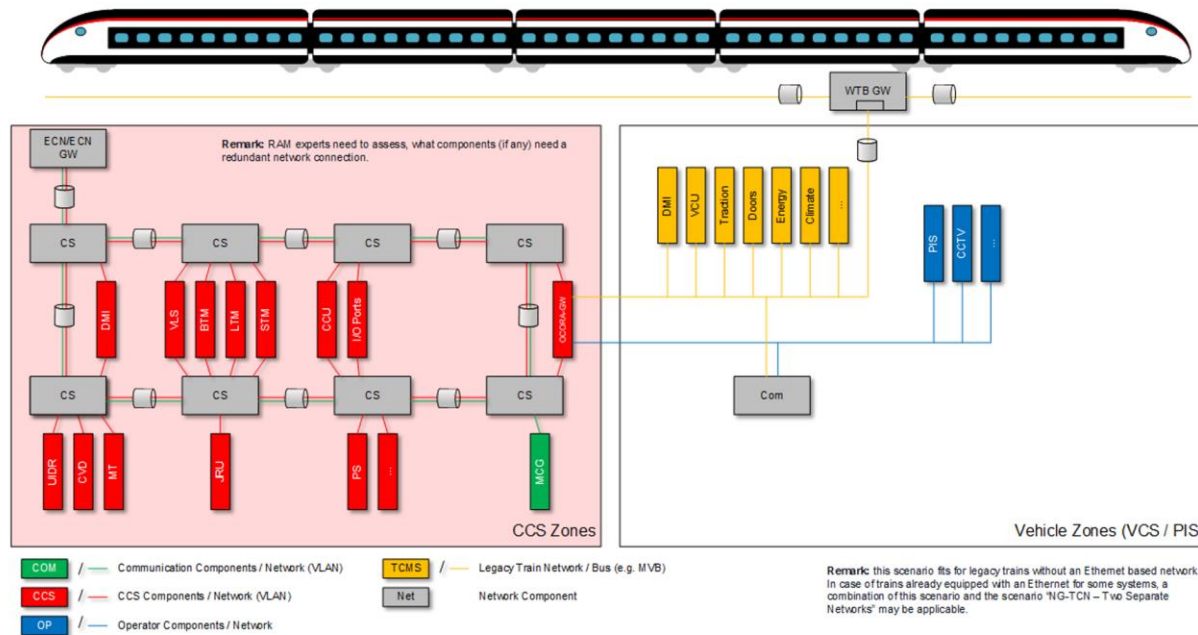
FUNCTIONAL VIEW (SCOPE / EXTERNAL INTERFACE IDENTIFICATION)



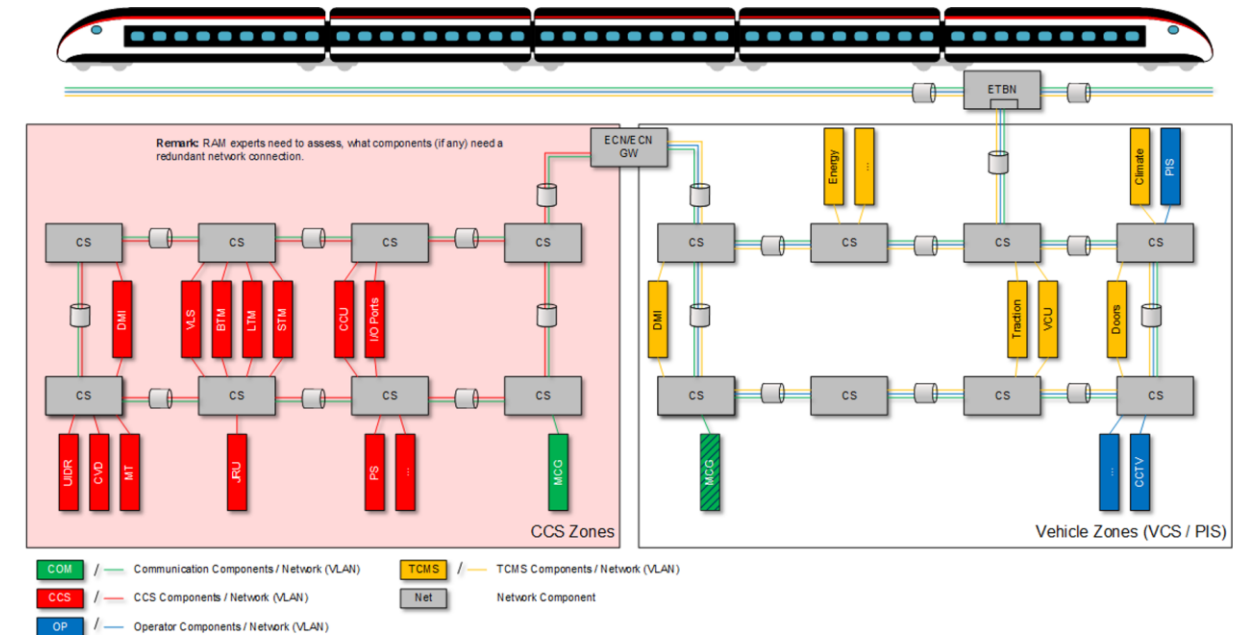
OCORA System Architecture

NETWORK INTEGRATION SCENARIOS

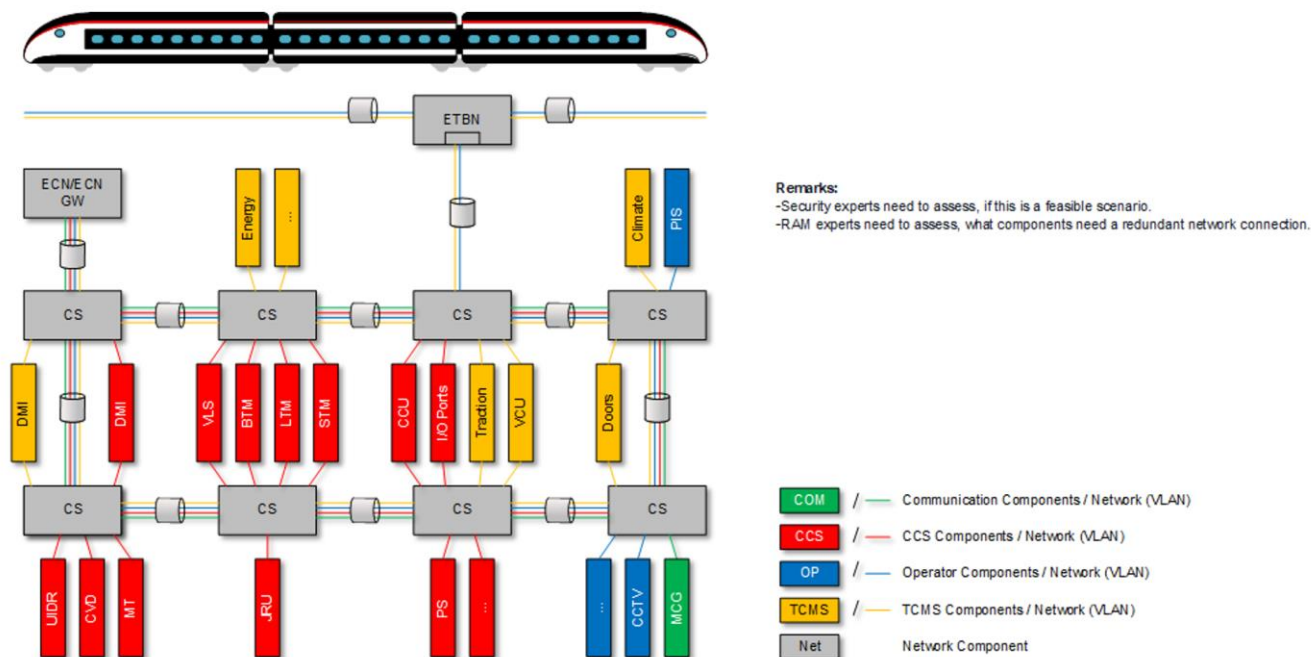
Scenario 1: Legacy Train – Network Integration with OCORA-GW



Scenario 2b: NG-TCN Train – Two Separate Networks



Scenario 3: NG-TCN Train – Common Network (Virtual LANs)



Connecting Multiple Consists

