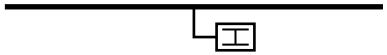
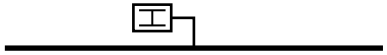
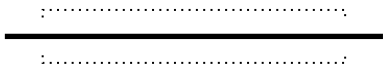
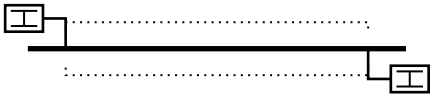
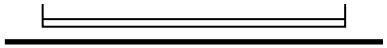
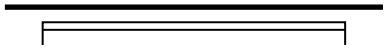
Name	Symbol	Code	File
main track		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`	*none*
main line (double track)		`\draw[line width=2pt] (-2.5, 0.5) -- ++(5,0);` `\draw[line width=2pt] (-2.5,-0.5) -- ++(5,0);`	*none*
side track		`\draw[line width=1pt] (-2.5,0) -- ++(5,0);`	*none*
train berth sign (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {train_berth_sign_forward};`	`topologySymbols.tex`
train berth sign (backward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {train_berth_sign_backward};`	`topologySymbols.tex`

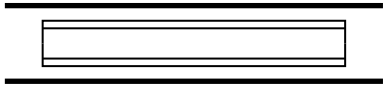
train berth shape		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (-2,0) {train_berth_shape=4};`
		`% change the 4 to desired length`
			`topologySymbols.tex`

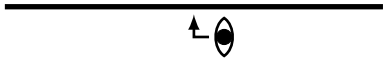
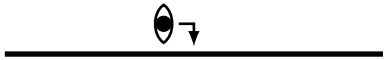
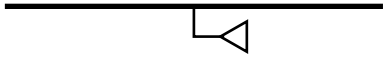
train berth		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (-2,0) {train_berth_sign_backward};`
		`\pic at (-2,0) {train_berth_shape};`
		`\pic at ( 2,0) {train_berth_sign_forward};`
			`topologySymbols.tex`

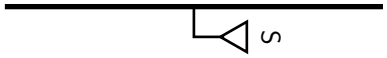
Name	Symbol	Code	File

platform (left)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (-2,0) {platform_left=4};`
		`% change the 4 to desired length`
			topologySymbols.tex

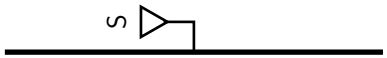
platform (right)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (-2,0) {platform_right=4};`
		`% change the 4 to desired length`
			topologySymbols.tex

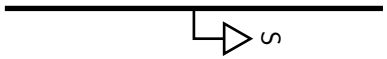
platform (middle)		`\draw[line width=2pt] (-2.5, 0.5) -- ++(5,0);`
		`\draw[line width=2pt] (-2.5,-0.5) -- ++(5,0);`
		`\pic at (-2, 0.5) {platform_right};`
		`\pic at (-2,-0.5) {platform_left};`
			topologySymbols.tex

view point (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {view_point_forward};`	topologySymbols.tex
view point (backward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {view_point_backward};`	topologySymbols.tex
distant signal (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {distant_signal_forward};`	topologySymbols.tex

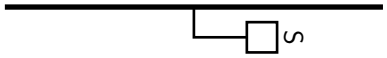
distant signal
with speed
		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (0,0) {distant_signal_forward=S};`
		`% replace the S with desired speed or remove`
			topologySymbols.tex

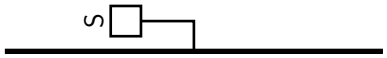
Name	Symbol	Code	File
distant signal (backward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {distant_signal_backward};`	topologySymbols.tex

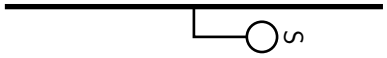
distant signal
with speed
		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (0,0) {distant_signal_backward=S};`
		`% replace the S with desired speed or remove`
			topologySymbols.tex

speed signal (forward)		`\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`
			topologySymbols.tex

speed signal (backward)		`\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`
			topologySymbols.tex

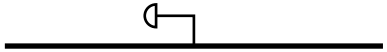
block signal (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (0,0) {block_signal_forward=S};`
		`% replace the S with desired speed or remove`
			topologySymbols.tex

block signal (backward)		`\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`
			topologySymbols.tex

route signal (forward)		`\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`
			topologySymbols.tex

Name	Symbol	Code	File

route signal (backward)		`\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`
			topologySymbols.tex

shunt signal (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {shunt_signal_forward};`	topologySymbols.tex
shunt signal (backward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {shunt_signal_backward};`	topologySymbols.tex
shunt limit (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {shunt_limit_forward};`	topologySymbols.tex
shunt limit (backward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {shunt_limit_backward};`	topologySymbols.tex
block end marker (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {block_end_marker_forward};`	topologySymbols.tex
block end marker (backward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {block_end_marker_backward};`	topologySymbols.tex

Name	Symbol	Code	File
block clearing point (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {block_clearing_point_forward};`	`topologySymbols.tex`
block clearing point (backward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {block_clearing_point_backward};`	`topologySymbols.tex`
route clearing point (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {route_clearing_point_forward};`	`topologySymbols.tex`
route clearing point (backward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {route_clearing_point_backward};`	`topologySymbols.tex`
clearing point		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {clearing_point};`	`topologySymbols.tex`

turnout left (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\draw[line width=2pt] ( 0,0) -- ++(1,1);`
		`\pic at (0,0) {turnout_left_forward};`
			`topologySymbols.tex`

turnout left (backward)		`\draw[line width=2pt] (-2.5,0) -- ++( 5, 0);`
		`\draw[line width=2pt] ( 0,0) -- ++(-1,-1);`
		`\pic at (0,0) {turnout_left_backward};`
			`topologySymbols.tex`

Name	Symbol	Code	File

turnout right (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5, 0);`
		`\draw[line width=2pt] ( 0,0) -- ++(1,-1);`
		`\pic at (0,0) {turnout_right_forward};`
			`topologySymbols.tex`

turnout right (backward)		`\draw[line width=2pt] (-2.5,0) -- ++( 5,0);`
		`\draw[line width=2pt] ( 0,0) -- ++(-1,1);`
		`\pic at (0,0) {turnout_right_backward};`
			`topologySymbols.tex`

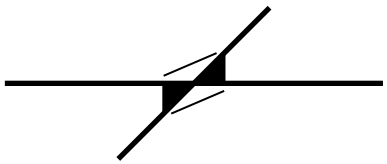
turnout left (forward)
with fouling point indicator
		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\draw[line width=2pt] ( 0,0) -- ++(1,1);`
		`\pic at (0,0) {turnout_left_forward};`
		`\pic at (0,0) {fouling_point_left_forward};`
			`topologySymbols.tex`

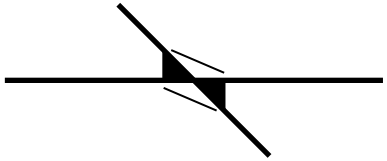
turnout left (backward)
with fouling point indicator
		`\draw[line width=2pt] (-2.5,0) -- ++( 5, 0);`
		`\draw[line width=2pt] ( 0,0) -- ++(-1,-1);`
		`\pic at (0,0) {turnout_left_backward};`
		`\pic at (0,0) {fouling_point_left_backward};`
			`topologySymbols.tex`

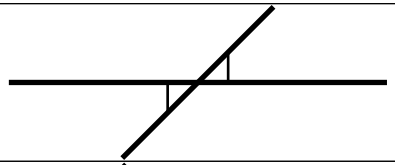
turnout right (forward)
with fouling point indicator
		`\draw[line width=2pt] (-2.5,0) -- ++(5, 0);`
		`\draw[line width=2pt] ( 0,0) -- ++(1,-1);`
		`\pic at (0,0) {turnout_right_forward};`
		`\pic at (0,0) {fouling_point_right_forward};`
			`topologySymbols.tex`

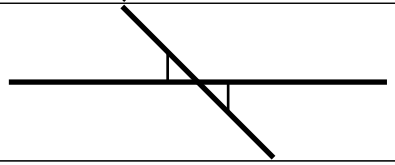
turnout right (backward)
with fouling point indicator
		`\draw[line width=2pt] (-2.5,0) -- ++( 5,0);`
		`\draw[line width=2pt] ( 0,0) -- ++(-1,1);`
		`\pic at (0,0) {turnout_right_backward};`
		`\pic at (0,0) {fouling_point_right_backward};`
			`topologySymbols.tex`

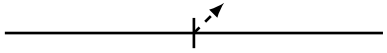
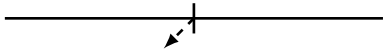
Name	Symbol	Code	File

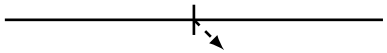
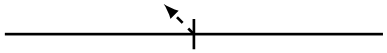
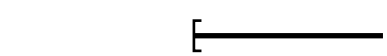
double-slip turnout left		`\draw[line width=2pt] (-2.5, 0) -- ++(5,0);`
		`\draw[line width=2pt] (-1 ,-1) -- ++(2,2);`
		`\pic at (0,0) {turnout_left_forward};`
		`\pic at (0,0) {turnout_left_backward};`
		`\pic at (0,0) {slip_left_forward};`
		`\pic at (0,0) {slip_left_backward};`
			`topologySymbols.tex`

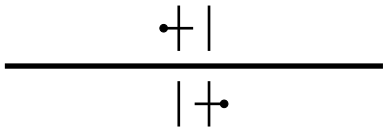
double-slip turnout right		`\draw[line width=2pt] (-2.5,0) -- ++(5, 0);`
		`\draw[line width=2pt] (-1 ,1) -- ++(2,-2);`
		`\pic at (0,0) {turnout_right_forward};`
		`\pic at (0,0) {turnout_right_backward};`
		`\pic at (0,0) {slip_right_forward};`
		`\pic at (0,0) {slip_right_backward};`
			`topologySymbols.tex`

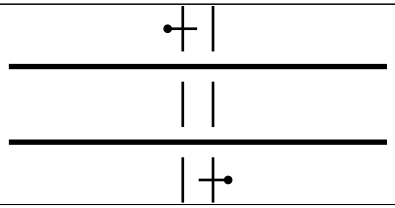
diamond crossing left		`\draw[line width=2pt] (-2.5, 0) -- ++(5,0);`
		`\draw[line width=2pt] (-1 ,-1) -- ++(2,2);`
		`\pic at (0,0) {turnout_left_forward=none};`
		`\pic at (0,0) {turnout_left_backward=none};`
			`topologySymbols.tex`

diamond crossing right		`\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};`
			`topologySymbols.tex`

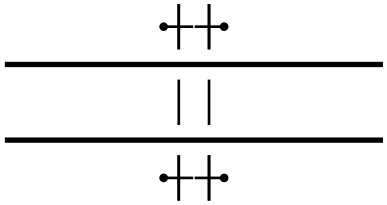
derailer left (forward)		`\draw[line width=1pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {derailer_left_forward};`	`topologySymbols.tex`
derailer left (backward)		`\draw[line width=1pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {derailer_left_backward};`	`topologySymbols.tex`

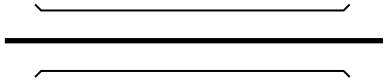
Name	Symbol	Code	File
derailer right (forward)		`\draw[line width=1pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {derailer_right_forward};`	`topologySymbols.tex`
derailer right (backward)		`\draw[line width=1pt] (-2.5,0) -- ++(5,0);` `\pic at (0,0) {derailer_right_backward};`	`topologySymbols.tex`
bufferstop (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(2.5,0);` `\pic at (0,0) {bufferstop_forward};`	`topologySymbols.tex`
bufferstop (backward)		`\draw[line width=2pt] (0,0) -- ++(2.5,0);` `\pic at (0,0) {bufferstop_backward};`	`topologySymbols.tex`

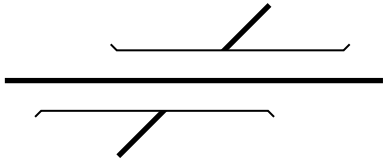
level crossing (single track)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (0,0) {level_crossing_barrier_left};`
		`\pic at (0,0) {level_crossing_barrier_right};`
			`topologySymbols.tex`

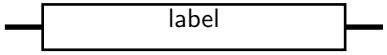
level crossing (double track)		`\draw[line width=2pt] (-2.5,-0.5) -- ++(5,0);`
		`\draw[line width=2pt] (-2.5, 0.5) -- ++(5,0);`
		`\pic at (0, 0.5) {level_crossing_barrier_left};`
		`\pic at (0, 0.5) {level_crossing};`
		`\pic at (0,-0.5) {level_crossing_barrier_right};`
			`topologySymbols.tex`

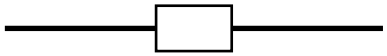
Name	Symbol	Code	File

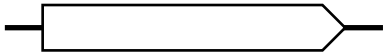
level crossing (double track) with full closure		`\draw[line width=2pt] (-2.5,-0.5) -- ++(5,0);`
		`\draw[line width=2pt] (-2.5, 0.5) -- ++(5,0);`
		`\pic at (0, 1.5) {level_crossing_barrier_right};`
		`\pic at (0, 0.5) {level_crossing_barrier_left};`
		`\pic at (0, 0.5) {level_crossing};`
		`\pic at (0,-0.5) {level_crossing_barrier_right};`
		`\pic at (0,-1.5) {level_crossing_barrier_left};`
			topologySymbols.tex

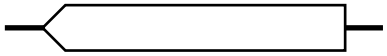
bridge		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (-2,0) {bridge_left=4};`
		`\pic at (-2,0) {bridge_right=4};`
			topologySymbols.tex

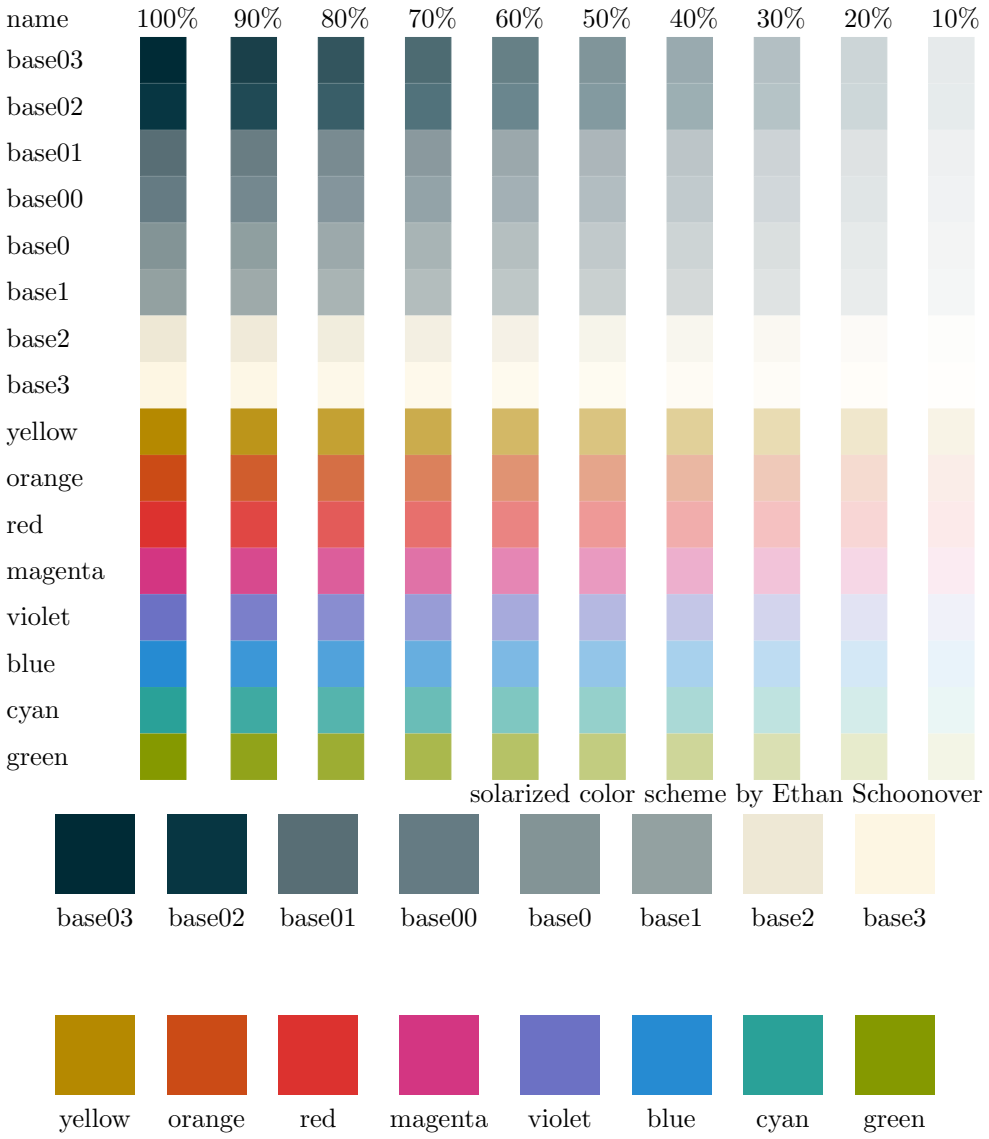
bridge with track beneath		`\draw[line width=2pt] (-1,-1) -- ++(2,2);`
		`\fill[white] (-1,-0.4) rectangle (1,0.4);`
		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (-1,0) {bridge_left=3};`
		`\pic at (-2,0) {bridge_right=3};`
			topologySymbols.tex

train (not moving)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (-2,0) {train};`
		`\node[font=\sffamily] at (0,0) {label};`
			vehicles.tex

short train (not moving)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);`
		`\pic at (-0.5,0) {train=1};`
		`% change the 1 to desired length`
			vehicles.tex

train moving (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (2,0) {train_moving_forward};`	vehicles.tex

Name	Symbol	Code	File
train moving (backward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (-2,0) {train_moving_backward};`	`vehicles.tex`
ghost train moving (forward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (2,0) {ghost_train_moving_forward};`	`vehicles.tex`
ghost train moving (backward)		`\draw[line width=2pt] (-2.5,0) -- ++(5,0);` `\pic at (-2,0) {ghost_train_moving_backward};`	`vehicles.tex`


name
100%
90%
80%
70%
60%
50%
40%
30%
20%
10%
base03
base02
base01
base00
base0
base1
base2
base3
yellow
orange
red
magenta
violet
blue
cyan
green
solarized color scheme by Ethan Schoonover
base03
base02
base01
base00
base0
base1
base2
base3
yellow
orange
red
magenta
violet
blue
cyan
green