

(*Returns a zone number given a position*)

if TrainData.Position > 4 then

 if TrainData.Position = 13 or TrainData.Position = 14 or TrainData.Position = 15 or TrainData.Position = 23 or TrainData.Position = 24 or TrainData.Position = 25 then

 TrainData.Zone := 5;

 elsif TrainData.Position = 11 or TrainData.Position = 19 or TrainData.Position = 18 or TrainData.Position = 21 or TrainData.Position = 29 or TrainData.Position = 28 then

 TrainData.Zone := 6;

 end_if;

else

TrainData.Zone := real_to_int(TrainData.Position);

end_if;

if TrainData.Next_Position > 4 then

 if TrainData.Next_Position = 13 or TrainData.Next_Position = 14 or TrainData.Next_Position = 15 or TrainData.Next_Position = 23 or TrainData.Next_Position = 24 or TrainData.Next_Position = 25 then

 TrainData.Next_Zone := 5;

 elsif TrainData.Next_Position = 11 or TrainData.Next_Position = 19 or TrainData.Next_Position = 18 or TrainData.Next_Position = 21 or TrainData.Next_Position = 29 or TrainData.Next_Position = 28 then

 TrainData.Next_Zone := 6;

 end_if;

else

TrainData.Next_Zone := real_to_int(TrainData.Next_Position);

end_if;