



Provider & Product Setup

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|---|----------|
| PROVIDER & PRODUCT SETUP | 1 |
| 1 DEVELOPER SETUP | 2 |
| 2 ADD-ON FOLDER STRUCTURE | 3 |
| 3 EXPORTED FILE STRUCTURE..... | 4 |
| 4 USING PROVIDER/PRODUCT ASSETS IN RAIL SIMULATOR..... | 5 |

1 Developer Setup

3rd Party Developers need to establish their own folder structure for Source material to be located. To do this you need to first decide upon your provider name. It should have no spaces or unusual characters.

Create a new folder here: \Rail Simulator**Source\Developer**

Each add-on should exist in its own folder under the Developers folder as follows:

\Rail Simulator\Source**Developer\AddOn01**

\Rail Simulator\Source**Developer\AddOn02**

\Rail Simulator\Source**Developer\AddOn03**

Again do not use spaces or unusual characters in the add-on product names.

2 Add-On Folder Structure

Under each add-on product folders you can store your assets in any* folder structure. We have used the following:

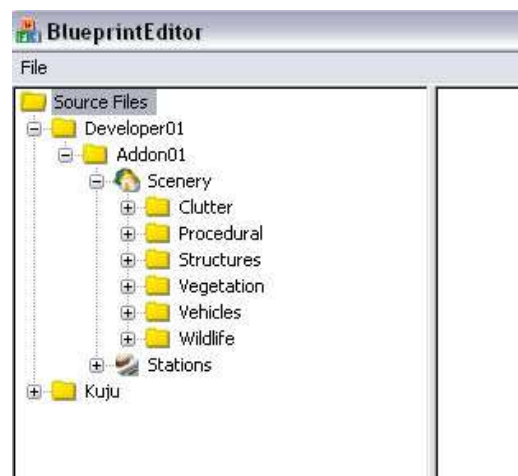


*Note: If you use the same folder names as we have at this level you will get icons in the blueprint editor. If you use other names you will not get these icons.

Then under the above scenery folder we have further subdivided our assets into the following:



Once setup you will find in the Blueprint and Depot Editors, your folders appear automatically:



3 Exported File Structure

Once you have put your source files into a structure, completed setup and exported them to run in the game, a matching structure is **automatically** created in the Asset folder, at which point you can start placing the items into routes.



There are certain assets of ours you can use and these should stay in the Kuju folder structure so when placed they are referenced from the Kuju, Rail Simulator folder. Please ask if there are specific assets you want to use.

4 Using Provider/Product assets in Rail Simulator

Now that you have setup your own source material and exported it to the game for use when route building, you will need to add them to the object browser book.

All assets created under each product will automatically be contained within one "object set" instead of a GLOBAL object set. This makes management of assets easier and enables you to switch off the Kuju object sets and just create routes with yours.

To locate and activate object sets, enter the World Editor and navigate to the Object Placement Window. Located in the left middle pane is the following icon:



Click on this icon to open the Object Set Selection Window in the top right side of the screen.

In this window is a drop down menu of Developer folders that have been setup and below are the Object Sets assigned to each developer listed.



Tick the box next to the Object Set you want to activate (*Please note that once added, these selections cannot be undone*). In order to refresh the object browser list with your new choices, select another menu section (*Linear Object / Terrain...*) and then reselect the Object Placement Tool set and the menu will have updated.