



## Route Folders & File Types

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## 1 Adding a New Route

New routes are created in the front end UI. Run the game and select "Routes > New Route".

You are presented with a list of templates from which to use as the basis of your new route. Select the most appropriate then press the "Create" button where you will be prompted to enter a name for the new route.

Upon entering a name, you then create the route and taken to the route in edit mode.

## 2 Route Tiles

The routes are divided into 1024 metre squares. Each square is called a tile and is given its own unique number:



When you load a route you can turn on the “Tile Boundaries” button to display lines between tiles. The tile you are currently on is displayed in the bottom left corner of the editor.

On a route with no track, the game will load with the camera located on the origin tile. The origin position of the route is always the SW corner of the tile 000000-000000.xml.

Once a route has track, the start position will be determined by the track layout or the user by making a simple activity.

The tile names are two strings of six numbers preceded by a plus or a minus sign (xxxxxx-zzzzzz.xml). The first six numbers relates to the North-South tile position in relation to the origin tile and the second six relate to the East-West position to the origin.

Increasing values for x means going east and increasing values for z means going north.

### 3 Route Folder Structure & File Types

When a route is created, the tiles related to that route are held under the following folder structure\*. The tiles in these folder match but they each contain information about a different aspect of the route.



MixMap	- These tiles contain information about terrain textures
Networks	- These tiles contain track, road and loft information
RouteInformation	- This folder contains the in-game route details in HTML format
Scenarios	- This folder contains the scenarios built for this route
Scenery	- These tiles contain information about placed scenery
Terrain	- These tiles relate to the terrain information

As each of these areas of route building is recorded in different tile sets, multiple tasks can be undertaken at the same time by different users. For example: 3 people could be working on track laying, scenery placement and terrain texturing in the same location at the same time.

Tiles themselves are saved as Binary (\*.bin) files. If so desired, these can be converted to XML (\*.xml) format for manual editing. To do this, open up the application called SerzMaster.exe found in the root game directory. Once edited the same application is used to convert the XML back to a BIN file for use in Rail Simulator.

\*Note – When a route is initially created, only the Route Information folder will be present. Only once terrain has been extracted from DEM data will the Terrain folder be created. Then as track, roads, texturing and scenery placement are undertaken the related folders will be created automatically by the game.

## 4 Networks Folder in detail

Under the Network folder is an additional folder set. This is because a network structure applies to Track, Roads and Lofted Objects such as walls and fences. Their creation is all completed using the Linear Object Tools.



The tile folders work in exactly the same way as other tiles. They contain position information about track roads and lofted objects. The files next to each tile folder are more central to each of the networks they govern.

In particular the Tracks.bin file is probably considered the most important file of a route. This file contains all the data of the track as well as all objects linked to the track. These include (but are not limited to) Signals, Speed Signs, Platform & Siding Markers etc...