



Track Rules Setup

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1 Track Rules

Track Rules are used to setup default values and track types that you wish to use while building your route. Rather than have every track type and setting available in the game, you can pre-define what you will most commonly use when constructing your track and enable those elements to be quickly selectable.

However, defining values in a track rule does not restrict the track laid to just those settings. Once laid, track can have its properties changed manually also, to define more accurate values and areas. Track rules are in used to setup the most commonly used track over a route.

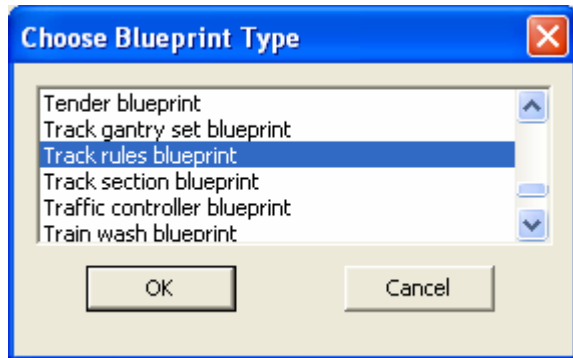
1.1 Using Track Rules

Track rules are selected in game from the Network toolbox, Options menu. This is the bottom right side window when using the Linear Object Placement Toolset. The track icon in the circle indicates the drop down track rule selection box. This list contains all setup and exported track rules available in the game.

It is strongly recommended that only one track rule is used per track network. Defining properties across two track rules that are connected together is very problematic. If more than one track network exists in the route, and these are not directly connected together then different track rules can be used for each network.

2 Creating Track Rules

The track rules are created by selecting the Track rules blueprint from the Blueprint choices.



Once created it is recommended that an appropriate name similar to that of the route is used to name the Track Rule.

2.1 Track Types

This section of the blueprint is used to list all the track types that will be listed in this Track Rule within the game. Those included in this list will not be the only types displayed, instead they will be the ones placed at the top of available Linear Objects. All others not listed in this Track Rule will be separated by a dashed line.

To Add a Track Type to the blueprint first expand the track type field by clicking the + symbol and then click on the '**Insert First**' button.

Fill in the **Provider** and **Product** fields as appropriate, and place the location of your track type blueprint in the **Blueprint ID** field. For Rail Simulator, we located these at:

RailNetwork\Track\bath_temp_track01.xml

If you wish to add further track types, you can either click on the arrow button to the left of the previous track type added, or use the '**Insert First**' button as before.

2.2 Default line type

The Line type defined here will apply to all track types entered into field 1.

In the drop down menu the options are:

Mainline
Yard
Passenger
Freight

2.3 Default speed limit

The default speed limits defined here will apply to all track types entered in field 1.

There are two fields:

- Primary - Determines the Primary speed limit of the track placed.
- Secondary - Determines the Secondary speed limit of the track placed.

2.4 Default line direction

The Line direction defined here will apply to all track types entered into field 1.
In the drop down menu the options are:

Up
Down
Both

2.5 Default electrification

The default electrification property defined here will apply to all track types entered in the first field.

In the drop down menu the options are:

- None
- Overhead Wires
- Third Rail
- Fourth Rail

2.6 Various properties

Gradient value	This defines a default gradient value to apply to all the track types in field 1.
Speed unit value	This determines what units of measurement are used for the speed values. The choices in the drop down menu are: MPH KPH
Track gauge	This determines the track Gauge value. Changing this value will not alter the appearance of the track lain but will prevent track of a different gauge connecting with this gauged track.
Parallel distance	This defines the ground distance between the centre lines of two or more track lengths when two or more track lengths are placed at the same time.
Min Radius	This defines the minimum curvature a length of track can be placed with. This can be defined per line type.
Super elevation	This value sets the maximum super elevation used on the defined track types.

2.7 Catenary blueprint

With the Default Electrification field (field 6) set to Overhead wires, when any track type is lain the gantry blue print ID defined here will be the gantry placed over the track.

2.8 Third rail blueprints

With the Default Electrification field (field 6) set to Third Rail, when any track type is lain the Third Rail blue print ID defined here will be the third rail object placed over the track.

2.9 Fourth rail blueprint

With the Default Electrification field (field 6) set to Fourth rail, when any track type is lain the fourth rail blue print ID defined here will be the third rail object placed over the track.

2.10 Manual Junction Entity

This field defines the blueprint ID for the manual junction indicator.

-	Manual junction entity	
-	Blueprint	
-	Blueprint set ID	
	Provider	Kuju
	Product	RailSimulator
	Blueprint ID	RailNetwork\Junctions\Manual Junction.xml
	Sideways offset	1.5700000524520874 METRES
	Anim ID	Switch
	Transition time	2

The fields are as follows:

- Provider - <provider name>
- Product - <product name>
- Blueprint ID- This is the root of the manual junction indicator .xml file. An Animated Procedural Scenery blueprint is set up to determine the manual junction indicator object. It also determines the animation associated with the object.
- Sideways offset- This is the distance that the manual junction indicator appears from the junction start point, measured in meters. The object can also be manually adjustable once in the Editor.
- Anim ID - This references the animation linked to the Blueprint ID.
- Transition Time- This is the time taken for the referenced animation.

2.11 Automatic Junction Entity

This will define the blueprint ID for the automatic junction indication such as a point motor. Complete this section just as you did with the Manual Junction fields.

3 Example Track Rule

The following details show how the **Bath_temp: Main Down70mph** Track Rule is setup.

It is not possible to lay both the UP and DOWN line directions at the same time, so one line will need to have its directionality reversed once laid.

Save Preview Validate Export Bath_Temp_TrackRules_MainDown 70 - cTrackRulesBlueprint	
Track types...	
Insert first Remove all	
X	Absolute blueprint ID
-	Blueprint set ID
	Provider Kuju
>	Product RailSimulator
	Blueprint ID RailNetwork\Track\bath_temp_track01.xml
X	Absolute blueprint ID
-	Blueprint set ID
	Provider Kuju
>	Product RailSimulator
	Blueprint ID RailNetwork\Track\bath_temp_track02.xml
X	Absolute blueprint ID
-	Blueprint set ID
	Provider Kuju
>	Product RailSimulator
	Blueprint ID RailNetwork\Track\bath_temp_track01_tun01.xml
Default track type	
-	Blueprint set ID
	Provider Kuju
	Product RailSimulator
	Blueprint ID RailNetwork\Track\bath_temp_track01.xml
Default line type	
	Line type Main line
Default speed limit	
	Primary 70
	Secondary 0
Default line direction	
	Line direction Down
Default electrification	
	Electrification None
	Gradient value One in x
	Speed unit value MPH
	Track gauge 143.5
	Parallel distance 3.1400001049041748
	Easement KV blue main line 1.000000
	Easement KV blue yard 1
	Easement KV blue passenger 1.000000
	Easement KV blue freight 1.000000
	Super elevation 0.000000
Catenary blueprint	
-	Blueprint set ID
	Provider
	Product
	Blueprint ID
Third rail blueprint	
-	Blueprint set ID
	Provider
	Product
	Blueprint ID