



Asset Editor Guide

Release version 1.0 (2007-11-09)

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1 Introduction

Welcome to this guide to the Asset Editor.

The Asset Editor allows you to take total control over the content you create for Rail Simulator. It is the central control point in which all elements of content creation come together and are imported into Rail Simulator to be used.

To access the Asset Editor, you may have chosen to add an Icon to your desktop during the installation of the Developer Pack that can simply be clicked on. Alternatively the Editor can be accessed from the Programs list in the Start Menu – See the Rail Simulator Developer Pack item.

It is to be noted at this stage, that the Asset Editor is not intended for use by the casual player, and requires both railway and technical games creation knowledge to use effectively.

Due to the heavily technical aspects, complex behavior and comprehensive operation, Rail Simulator Developers nor EA can guarantee to provide support for the Developer Tools including the Asset Editor.

This guide does not cover everything the Asset Editor is capable of doing, although we have done our best to cover all the aspects required to understand its purpose. Many additional documents will be made available on a continuing basis, covering assets that are created using the Asset Editor. Once you understand the concept of the Asset Editor, we recommend you refer to individual documents to create specific items for use in Rail Simulator.

Notes

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2 Asset Editor

The core purpose in the development of the Asset Editor is creation and preparation of elements to be used in Rail Simulator. To this end, the Asset Editor is used on the '**Source**' side of Rail Simulator, and not the '**Game**' side.

Items available to be created, viewed, edited, and exported in the Asset Editor will need to be located in a '**Source**' folder inside the main Rail Simulator directory. By default, Rail Simulator does not feature this folder.

After installation of the Developer Pack, this Source folder can be found here:

C:\Program Files\Rail Simulator\Source

2.1 The Asset Editor

The Asset Editor consists of two screens. A white file editing screen and a 3D Preview screen. Within the editing screen are several elements, each of which is described below.

2.1.1 Browser

This window allows you to navigate the folder tree of your source directory within Rail Simulator. Its usage is very similar to Windows Explorer. This saves you having to search through the various folders to find the file you need before loading up the Asset Editor.

2.1.2 Editor

This window is where all the data is input and edited. Each element can be expanded or reduced to view the contents within, as more often than not elements in Rail Simulator have a vast number of adjustable parameters to allow extreme accuracy in creation.

2.1.3 Action Buttons

These can be found at the top of the window.

- **Save** – Saves any changes or the new data that you have input or deleted.
- **Preview** – Processes the data entered into the active blueprint and loads it into the 3D preview window for inspection and further adjustment.
- **Export** – This processes the active blueprint and exports it into Rail Simulator for use in-game.

2.1.4 Message Area

This window gives message outputs related to an action being taken. It will display any error messages from badly setup data when loading a blueprint, as well as relay any issues when trying to export the active blueprint. These actions also occur when saving.

3 3D Preview window

3.1 Using the 3D Preview window

3.2 Tools Panel



This is the main tool panel in the top left corner.

3.2.1 Torch



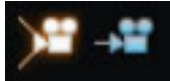
The Torch button turns the mouse over selection colour on and off. This is particularly useful if you wish to zoom in close to see your object so that it fills the screen. With the selection highlight turned OFF, you can zoom in close to your object without.

3.2.2 Day/Night



This feature is to test your day and night texture setup.

3.2.3 Free/Fixed Camera



The Free Camera acts in the same manner as when you are in the Rail Simulator World Editor. Using a combination of the arrow keys and mouse you can move to any distance or angle you wish.

The Fixed Camera acts in the same manner as when you are playing Rail Simulator and attached to a rail vehicle. *Note* - only the arrow keys can be used to move the camera in this mode.

3.2.4 Collision Box



This feature turns the visibility of the collision box you have setup, On or OFF.

3.2.5 Season



This feature allows you to cycle through different seasonal textures on your object.

3.2.6 Level Of Detail Slider



The **Level Of Detail** slider, or LOD for short, allows you to check that your model is LOD'ing correctly and that nothing is going a miss or not filtering down appropriately when it is seen in Rail Simulator.

3.3 Animation Preview Panel



This is the centre left panel. Its functionality is similar to the browser panel from within the Rail Simulator World Editor, but will only list animated objects. If no animated objects have been setup in the active blueprint, this panel will be empty.

To play an animated object on your model, simply click on it in this panel.

3.4 Component List Panel



The component panel in the bottom left corner lists objects that can be moved around in the 3D Preview Window. These objects are defined as 'Child Objects' in the active blueprint. These may include smoke emitters, coupling points, the collision box, or the 3D Driver model.

To pick an object, simply click on its name in the list. This will generate a movement gizmo as seen in the World Editor of Rail Simulator. Using this gizmo you can move and adjust the child object to the position you require.

By default, all child objects will appear at the origin of the model until they are moved in the 3D Preview window, to their final locations.

4 Troubleshooting

This section will evolve over time as the user base use the tool and begin raising questions.

4.1 Unable to write to read-only file: <filename>

When exporting an asset you may get this error message and the asset will fail to export. This means there are existing files that the asset editor needs access to but cannot due to them being read-only.

Change the status of the file by navigating to it in windows explorer, right click and bring up the properties. Change the attribute so that the read-only box is unchecked.

This may need to be done for other files that are referenced indirectly by the blueprint: For example, a shape may be referenced in the blueprint and that shape may have animations or sounds.

4.2 The attribute <attribute name> doesn't exist. Information will be lost on save.

Some blueprints supplied with the game were created using earlier revisions of the asset editor. The structure of the blueprint may therefore be slightly out of sync with the most recent version of the asset editor. This message is the asset editor effectively tidying up the blueprint.