



Route Blueprint Guide Commercial Developers

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1 Route Blueprints

The Route XML Blueprint is used for setting up details of a new route to be created. In order to place a route at specific Long/Lat co-ordinates rather than using ones already supplied with Rail Simulator, this is where it is done. Once exported, the route blueprints appear in the game as 'Templates' from which you create a new route.

Initially you need to have the correct folder structure complete so that data is created in the correct location. Create the following file structure (you may modify this if Rail Simulator is installed anywhere other than the default location):

C:\Program Files\Rail Simulator\Source\<DeveloperName>\<ProductName>\TemplateRoutes

The <DeveloperName> can be your name or the name of your company, and <ProductName> can be the name of your route or general product name.

You can now launch the Asset Editor, and browse using the left window to your TemplateRoutes folder. Right Click this folder and select New Blueprint. Scroll through the list to Route Blueprint and select OK.

This creates the Route Blueprint ready for you to edit; details of which are described in this document.

1.1 Requirements before you start

In order to create a Route Blueprint to use as a template for your new route, you will need several other files already created.

1.1.1 Sky Settings

In order to generate the sky, sun and moon, you will need to have created a Sky Dome in the form of an .IGS file. Please see 4.04 Asset Authoring Guidelines document for further details.

In addition to the Sky Dome, you will need a Sun and Moon texture in the form of .ACE files.

These files should be placed in your Source directory here:

Source\<provider name>\<product name>\Environment\Sky

1.1.2 Terrain Textures

You will need a Terrain Textures Blueprint containing details about the terrain textures to apply to the surface as well as those you will use to further texture the landscape. Please see 4.09 Terrain Textures document for further details on creating these.

These files should be placed in your Source directory here:

Source\<provider name>\<product name>\Environment\Terrain

1.1.3 Time of Day Settings

You will need at least one Sky Info Blueprint containing details about the sky throughout the day. Please see the Sky Info Blueprint document for further details on creating these.

These files should be placed in your Source directory here:

Source\<provider name>\<product name>\TimeOfDay

1.1.4 Weather Patterns

You will need at least one Weather Pattern Blueprint containing details about the different weather types and a default weather pattern for Free Roam Mode. Please see the Weather Pattern Blueprint document for further details on creating these.

In addition to this blueprint you will need raindrop and snowflake textures in .ACE format.

These files should be placed in your Source directory here:

Source\<provider name>\<product name>\Weather

2 Browser Information

2.1 Display Name

This is the template name seen in the Choose a Template screen when creating a new route. This is NOT the final name of the route you wish to create which will appear in the route selection screen. However, for consistency and ease of bug finding it is recommended that you use similar names or a system that will be relevant to your new route or company..

English, French, Italian, German and Spanish fields are available for you to localise your template to each of the countries.

2.1.1 Other

Allows other Languages to be specified

2.1.1.1 Lang ID

A numeric identifier

2.1.1.2 String

The text string in that Language

2.1.2 Route intro description filename

Not currently used

2.1.3 Origin Longitude

This is the co-ordinate of chosen routes origin. When this template is used to create your new route, it will base the centre of the UTM projection zone here.

2.1.4 Origin Latitude

This is the co-ordinate of chosen routes origin. When this template is used to create your new route, it will base the centre of the UTM projection zone here.

2.1.5 Timetable tolerance

Not currently used

Skies

2.1.6 Spring Sky Blueprint Fields

This is the location of the blueprint containing all the sky details for the Spring Season

2.1.6.1 Provider

Input the name of your main source folder. This field is text sensitive so make sure it matches exactly.

2.1.6.2 Product

Input the name of your product folder found under the main developer folder. This field is text sensitive so make sure it matches exactly.

2.1.6.3 Blueprint ID

Input the location of your Sky Info Blueprint for spring here. As you have already stated the Provider and Product names above, you can omit this detail from location you type in.

For Example:

Source\<provider name>\<product name>\TimeOfDay\Spring.xml

Should be written as:

TimeOfDay\Spring.xml

2.1.7 Summer Sky Blueprint

Complete this section in the same way as described under 2.2.1 Spring Sky Blueprint

2.1.8 Autumn Sky Blueprint

Complete this section in the same way as described under 2.2.1 Spring Sky Blueprint

2.1.9 Winter Sky Blueprint

Complete this section in the same way as described under 2.2.1 Spring Sky Blueprint

2.1.10 Max Ghost Trains

Not currently used

2.1.11 Ghost Service Frequency

Not currently used

2.2 Ghost Entry

2.2.1.1 S Ghost Consist

Not currently used

2.2.1.2 Consist Name

Not currently used

2.2.1.3 Service Ratio

Not currently used

2.2.2 Texture ID

This field is used to specify the location of the loading screen to be displayed for the route. As you have already stated the Provider and Product names above, you can omit this detail from location you type in.

For Example:

Source\<provider name>\<product name>\TemplateRoutes\loading_screen.ace

Should be written as:

TemplateRoutes\loading_screen.ace

2.3 Weather Blueprint Fields

This is the location of the blueprint containing all the weather details for the route.

2.3.1.1 Provider

Input the name of your main source folder. This field is text sensitive so make sure it matches exactly.

2.3.1.2 Product

Input the name of your product folder found under the main developer folder. This field is text sensitive so make sure it matches exactly.

2.3.1.3 Blueprint ID

Input the location of your Weather Pattern Blueprint here. As you have already stated the Provider and Product names above, you can omit this detail from location you type in.

For Example:

Source\<provider name>\<product name>\Weather\Weather.xml

Should be written as:

Weather\Weather.xml

2.4 Terrain Blueprint Fields

This is the location of the blueprint containing all the Terrain texture details for the route.

2.4.1.1 Provider

Input the name of your main source folder. This field is text sensitive so make sure it matches exactly.

2.4.1.2 Product

Input the name of your product folder found under the main developer folder. This field is text sensitive so make sure it matches exactly.

2.4.1.3 Blueprint ID

Input the location of your Terrain Texture Blueprint here. As you have already stated the Provider and Product names above, you can omit this detail from location you type in.

For Example:

Source\<provider name>\<product name>\Environment\Terrain\Textures.xml

Should be written as:

Environment\Terrain\Textures.xml

3 Exporting the Blueprint and Using the Route Template

Once your Route Blueprint has been completed you can save and export it. With a successful export it will appear as an additional Route Template in the main game.

To use this new template and actually create a new route based on it you need to run Rail Simulator. Select Routes > New Route and the list of templates appear. The newly created template will appear in the list as named in the blueprint. Select the template and press Create.