



Route Blueprint Guide Freeware 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.

Described beyond, is the details of each field in the blueprint and which ones you need to edit for your chosen 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.

IMPORTANT

NOTE FOR ROUTE CREATORS:

There is currently a known bug whereby on initially loading your route, it will be missing the terrain, sky & weather.

To correct this, click on the Object Set Filter button located in the middle browser pane when in Object Placement mode. This is the small Blue Cube with Orange Triangle on it. When clicked, this will open the Object Set List pane on the right hand side of the screen. From the drop down menu at the top, select **Kuju** and then tick the box next to **RailSimulator**. There will be a brief pause and then all the scenery, track and terrain textures will be accessible in your route.

Simply quit back to the main menu, reload your route again and the terrain/sky/weather will appear correctly.

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.

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

2.2 Skies

2.2.1 Spring Sky Blueprint Fields

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

2.2.1.1 Provider

This should be listed as: **Kuju**

2.2.1.2 Product

This should be listed as: **RailSimulatorCore**

2.2.1.3 Blueprint ID

This should be listed as: **TimeOfDay\Default.xml**

2.2.2 Summer Sky Blueprint

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

2.2.3 Autumn Sky Blueprint

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

2.2.4 Winter Sky Blueprint

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

2.2.5 Max Ghost Trains

Not currently used

2.2.6 Ghost Service Frequency

Not currently used

2.3 Ghost Entry

2.3.1.1 S Ghost Consist

Not currently used

2.3.1.2 Consist Name

Not currently used

2.3.1.3 Service Ratio

Not currently used

2.3.2 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\Kuju\RailSimulator\TemplateRoutes\<file name>.ace

Should be written as:

TemplateRoutes\<file name>.ace

2.4 Weather Blueprint Fields

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

2.4.1.1 Provider

This should be listed as: **Kuju**

2.4.1.2 Product

This should be listed as: **RailSimulatorCore**

2.4.1.3 Blueprint ID

This should be listed as: **Weather\Default.xml**

2.5 Terrain Blueprint Fields

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

2.5.1.1 Provider

This should be listed as: **Kuju**

2.5.1.2 Product

This should be listed as: **RailSimulator**

2.5.1.3 Blueprint ID

This should be listed as: **Environment\Terrain\Texturing.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.