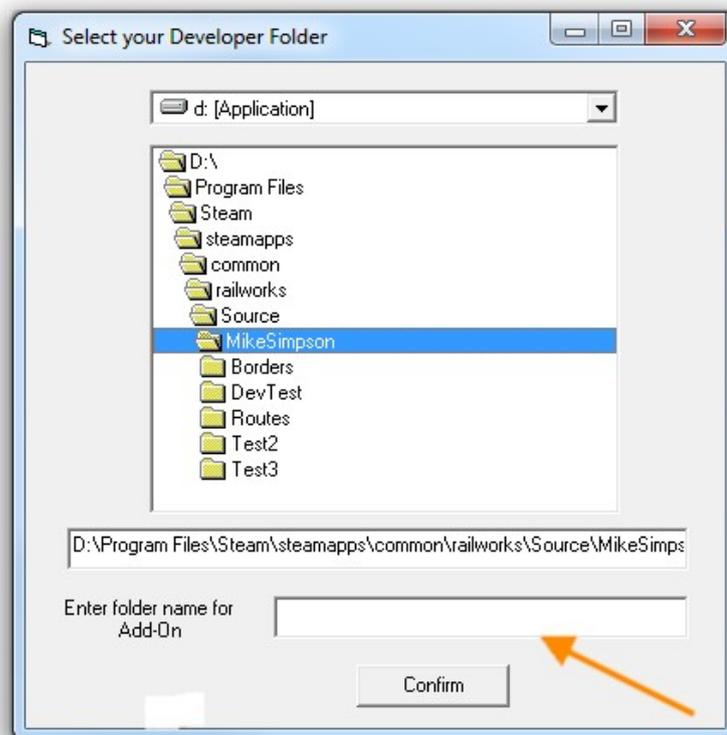


## Starting a New Route using RW Tools

Before you can start building your own routes in RailWorks, you need to set up your own Developer structure of folders in RailWorks where your work will be held.

The RailWorks Wiki describes how your work should be set up and recommends a folder structure to hold your work and which you should abide by. This involves you setting up about 30 folders and sub-folders in the RailWorks\Source folder and the same in your Assets folder. It is much easier to have RW\_Tools do this for you as it only involves your typing two words and clicking a couple of buttons:-

1. Run RW\_Tools and from the Route Building Tools menu select 'Set up Developer Folder'.
2. This brings up a simple box into which you may enter your Developer's name, e.g. MikeSimpson it must be Alpha characters only with no spaces. Click OK and your Source\YourName folder is set up.
3. Now select the Set up Sub-Folders menu and you will get the following window:-



4. Click on the Developer folder you set up, i.e. Source\MikeSimpson from 2. Above and enter your Product name, e.g. Routes in the box where indicated and click 'Confirm'
5. You will be advised when your folders are set up.

## Starting a New Route

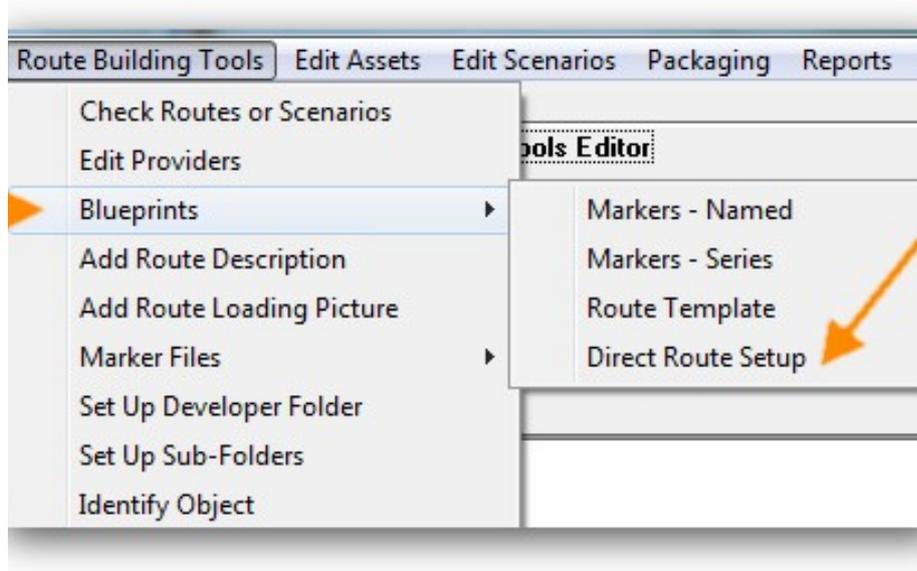
There are several ways to start off your new route like using an existing template from RailWorks, but this means you can't add your own Route Description or Route Startup Picture screens as these are called from the templates.

The second method is to set up your own Route Blueprint using the Blueprint editor, however for a beginner this is daunting to say the least and involves filling in a lot of boxes, the meaning of which can be very confusing to those who have not delved into the midst of such esoteric documents.

To save users having any such problems, I have now added an option to my Route Building Tools menu named Direct Route Setup which produces an individualised template for your route and which only requires you to fill in 5 boxes all of which are quite clear as to what is required:-

## Direct Route Setup

On the Route Building Tools/Blueprints menu is 'Direct Route Setup' this allows you to prepare a new Route Template without having to use the Blueprint Editor at all.



1. Click Blueprints and on the pop-out click 'Direct Route Setup'.

A screenshot of a 'Route Details' form. The form has several input fields: 'Provider Name' (containing 'MikeSimpson'), 'Product Name' (containing 'Routes'), 'Longitude' (containing '-2.008295'), 'Latitude' (containing '55.760501'), and 'Template Name' (containing 'Borders\_Temp'). To the right, there is a 'Route Location' section with three radio buttons: 'Europe etc' (selected), 'U.S.A etc', and 'Advanced'. Below this are two buttons: 'Build Template' and 'Abandon'.

2. Tick if the route is European or U.S. Based (just changes the default weather etc).
3. Enter your Provider Name, e.g. MikeSimpson
4. Enter your Product Name e.g. Routes
5. Enter Longitude and Latitude of the starting point of the route
6. Enter the Template Name (This name will appear in the list of Templates in RailWorks)
7. Click Build Route - Your Route Template will be made automatically and when you run RailWorks it will be available in the list of Route Templates when you select to build a New Route.

There is also an advanced route builders option, which if selected, opens up extra boxes on the above screen where you can enter all of the above plus:-

Provider	MikeSimpson			
Product	Routes			
Longitude:	-2.008295			
Latitude:	55.760501			
Route Template Name	Borders_Temp			
Spring Sky	Kuju	RailSimulatorCore	TimeOfDay\Core_Spring.xml	....
Summer Sky	Kuju	RailSimulatorCore	TimeOfDay\Core_Summer.xml	....
Autumn Sky	Kuju	RailSimulatorCore	TimeOfDay\Core_Autumn.xml	....
Winter Sky	Kuju	RailSimulatorCore	TimeOfDay\Core_Winter.xml	....
Weather	Kuju	RailSimulatorCore	Weather\RW_Overcast_HeavyRain.xml	....
Terrain	Kuju	RailSimulator	Environment\Terrain\EUTexturing.xml	....

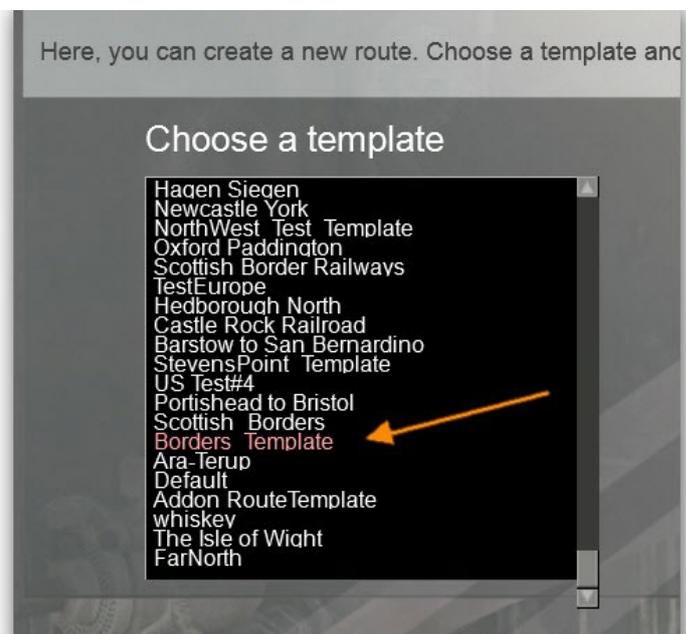
8. Spring, Summer, Autumn and Winter skies

9. Weather

10. Terrain

These allow you to add non-default environments to your Route Template and in this case you should click the Build Advanced button to complete the template. These options are for more advanced route builders, just click the .... Buttons and select the various files you wish to use and the boxes will be filled automatically.

That is all you need from RW\_Tools for the time being, now you must run Rail Works and from the main screen, select Routes / New Route (bottom right of the screen) then you will see the Choose a Template window, scroll down and you should see the template you set up.



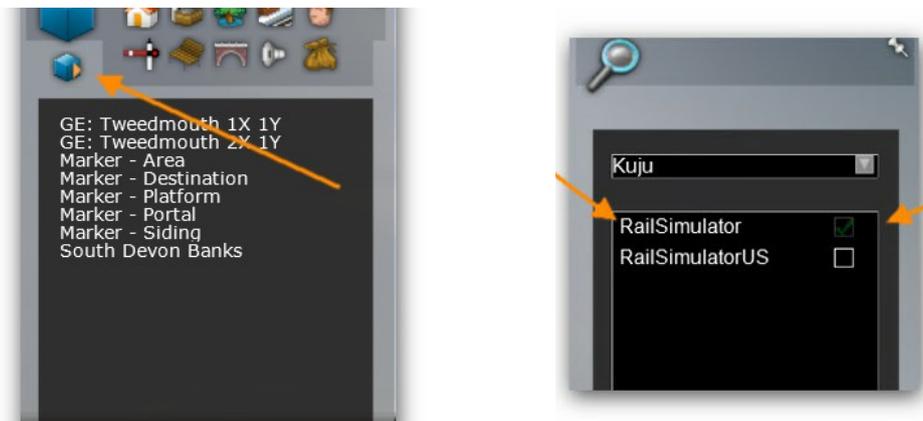
Select your template, and click the Create button.

Click the 'Create' button and you will be asked to enter a name for your new Route and after a short while you will get a screen as under.



The black earth is not very inspiring, but this is because the route template probably gets its grass from Kuju and you have not yet added Kuju as a provider of Assets for your route.

To add Providers and their Products to your route, click and pin the 3 left hand pop-out boxes, and on the middle one click on the Provider button as shown". This will open the right-hand pop-out as under, scroll



Down to Kuju and select RailSimulator (it sometimes takes a little while for the green tick to appear in the box), you may also select RailSimulatorUS at this time if you are intending to use any of the US assets in your route, also any other Providers which you are intending to use. No assets will appear in the left-hand boxes until their providers are selected.

Once this is done, click F2 to save your route, and exit the World Editor. Go back to the RailWorks route selection screen and you will find your route listed there somewhere (this list is not in alphabetic order for some reason known only to the authors of the program, so you might have to dig around a bit if you have a lot of routes installed). Select your route, click on Edit and this time you should see a flat grassed area where you can start building your route.

I have done my best to explain how to set up and get started on your route, however building it is all up to you. Good luck.

### **Adding a Route Description**

Once your route is looking good enough to show to other users, you might like to add a Route Description which is the text which appears in RailWorks when you click on a Route's name in the list of available routes. Usually this is the History of the route in just a few short paragraphs as well as the route author's name etc.

Although this is quite a simple document, RailWorks does not provide a simple editor for you to use for this purpose, so RW\_Tools has an editor which will handle the task for you. Just run RW\_Tools, go to the Route Building Tools menu and select Add Route Description. Just select your route from the list of installed routes and click the 'Add Description to Selected Route' button (right-hand button, middle row).

This brings up a screen which just consists of 5 text boxes for Title, Sub-Title and 3 paragraphs. Empty boxes are ignored, so just type in what you wish and a suitable Route Description will appear next time you run RailWorks.

### **Adding a Route Loading Picture**

A route loading picture is the graphic which appears after you have selected a Route and Scenario in RailWorks and which appears on the screen while awaiting the loading of the program. Usually it is a map of your route along with the Route's name, but can be anything at all.

Before using RW\_Tools to insert the graphic, you must first make your own picture. For Rail Simulator there were some restrictions as to the size of the graphic at 1024x512 pixels, but RailWorks appears to be able to accept larger pictures.

The graphic must be saved in .dds format, type DXT1 - ARGB and with 8 mip maps. If you use PhotoShop or Paint Shop Pro with the Nvidia DDS plug in then you can select these settings when you save the graphic.

2. Then run RW\_Tools and select the Easy Blueprints\Add Route Loading Picture menu option. You will be asked for to select your route and to select your picture (which can be saved anywhere).

3. Click OK and the picture will be converted to loading\_'your routes name'.TgPcDx and will appear when you are loading your route.

Good luck with your route, and I hope the above helps in your endeavours.

Mike Simpson

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www.rstools.info