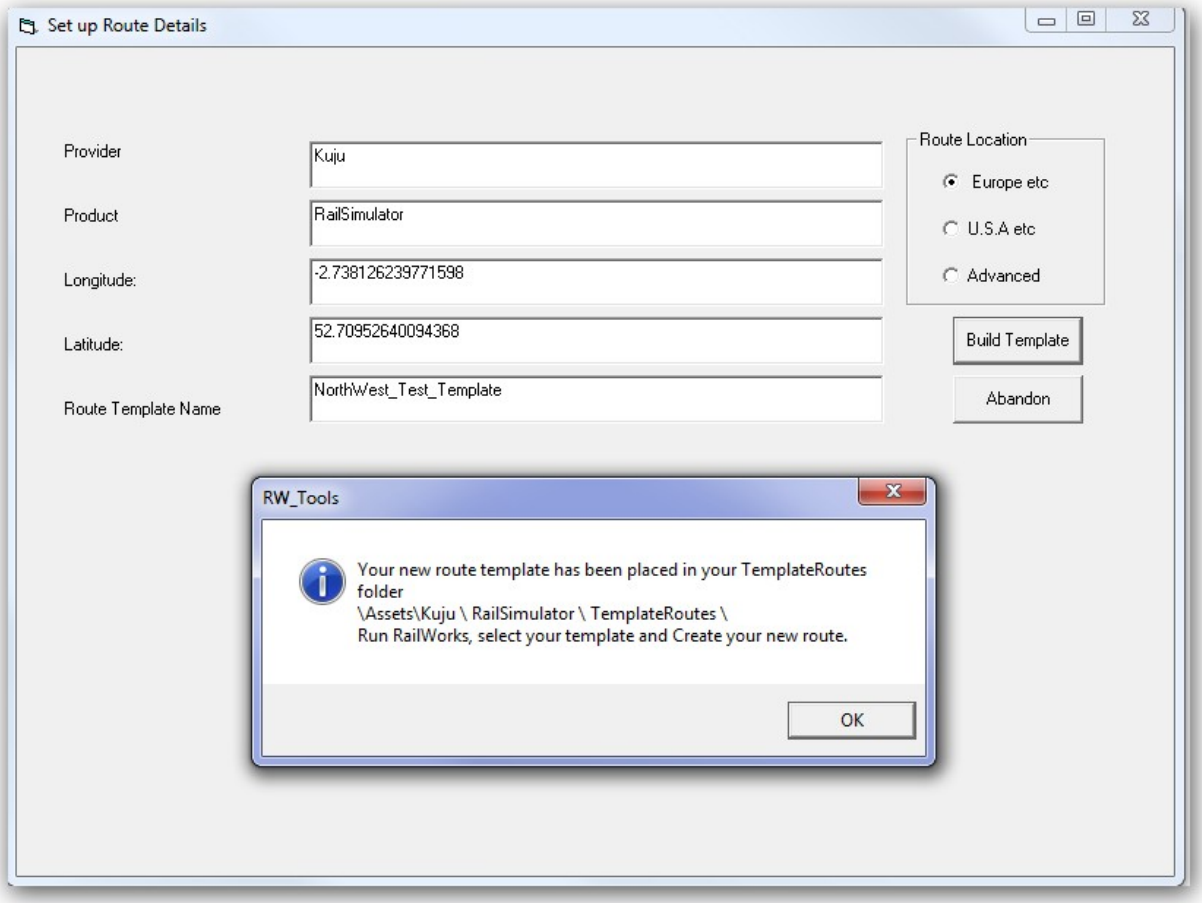
Building a New Route and adding markers in RW_Tools

To start up a new route, all you need to do is to run RW_Tools and from the menu select 'Route Building Tools/Blueprints/Direct Route Setup' - This will bring up a screen as under:-



If your route is in Europe then the top two boxes are already completed for you, if for the U.S. Click the USA etc button (these options only change the ground textures and weather patterns), for more advanced users there is a 3rd selection, but ignore that for the purposes of this tutorial. Fill in the Long/Lat boxes and a name for your route template, click Build Template and that is it. A box appears telling you where your template is located, exit RW_Tools and run RailWorks.

In Railworks, click the Create New Route button, and select the NorthWest_Test_Template

Click the 'Create Route' button and your route will be built for you and you will see the start of your route.

The route is correctly located at the Lat/Long you entered when setting up the template, but at this point there are no visible route markers, even when the markers button indicated is clicked. As the template is in the Kuju/RailSimulator folder, you should also add your own Assets folder by clicking the Provider box (blue cube with orange arrow in the centre left pop-out).

This will bring up the following right-hand pop-out, select your Product folder so that our markers are correctly correctly stored and will display for you.

Creating Markers for your Route

If you are setting up a prototypical route, you will need to create markers to make it easier to lay track. The easiest way to make markers is to use Google Earth. There are 2 types of markers, Named Markers and Series Markers.

Named Markers

These are prepared in Google Earth by using the 'Pin' object, place a pin from the toolbar in each place you wish a named marker to appear in your route and add a name in the box which appears. I only use the named markers for things like stations, bridges and other structures.

Series Markers

These are entered in Google Earth by dragging the path tool along the track and draw a line on the map.

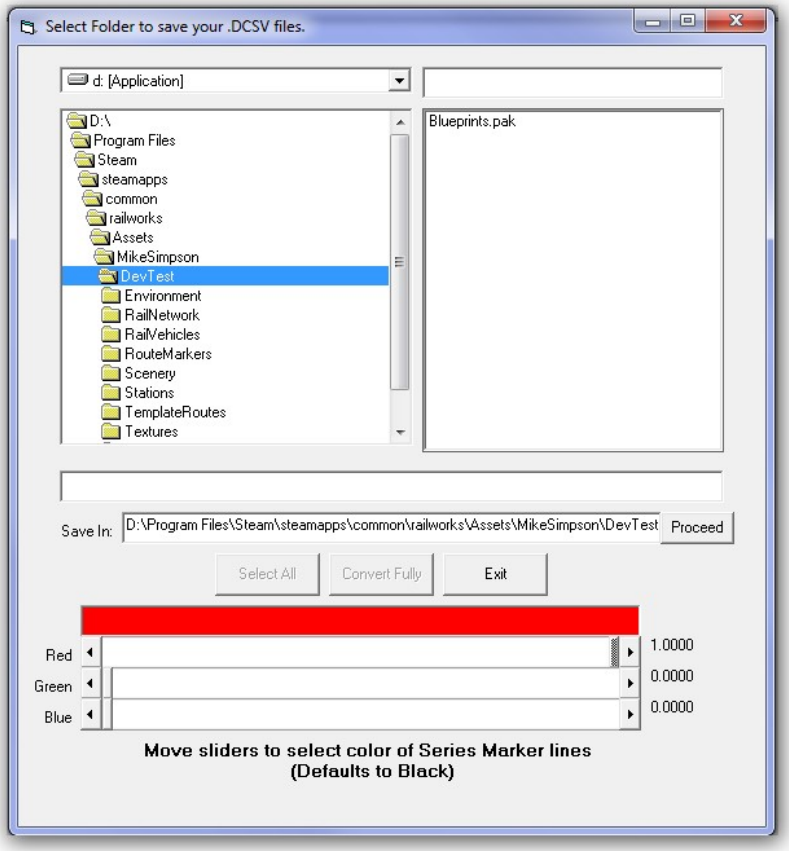
The markers appear in the box on the left hand of the Google screen, right click on each one and select to save as .kml files (not .kmz) and save them somewhere safe on your PC. You should name them clearly so that you know what each is, e.g. Named_NorthWest.kml and Series_NorthWest.kml are easily understood.

Putting your Markers into RailWorks

To import your markers, run RW_Tools and from the menu select Route Building Tools/Marker Files/Convert Markers direct to .DCSV

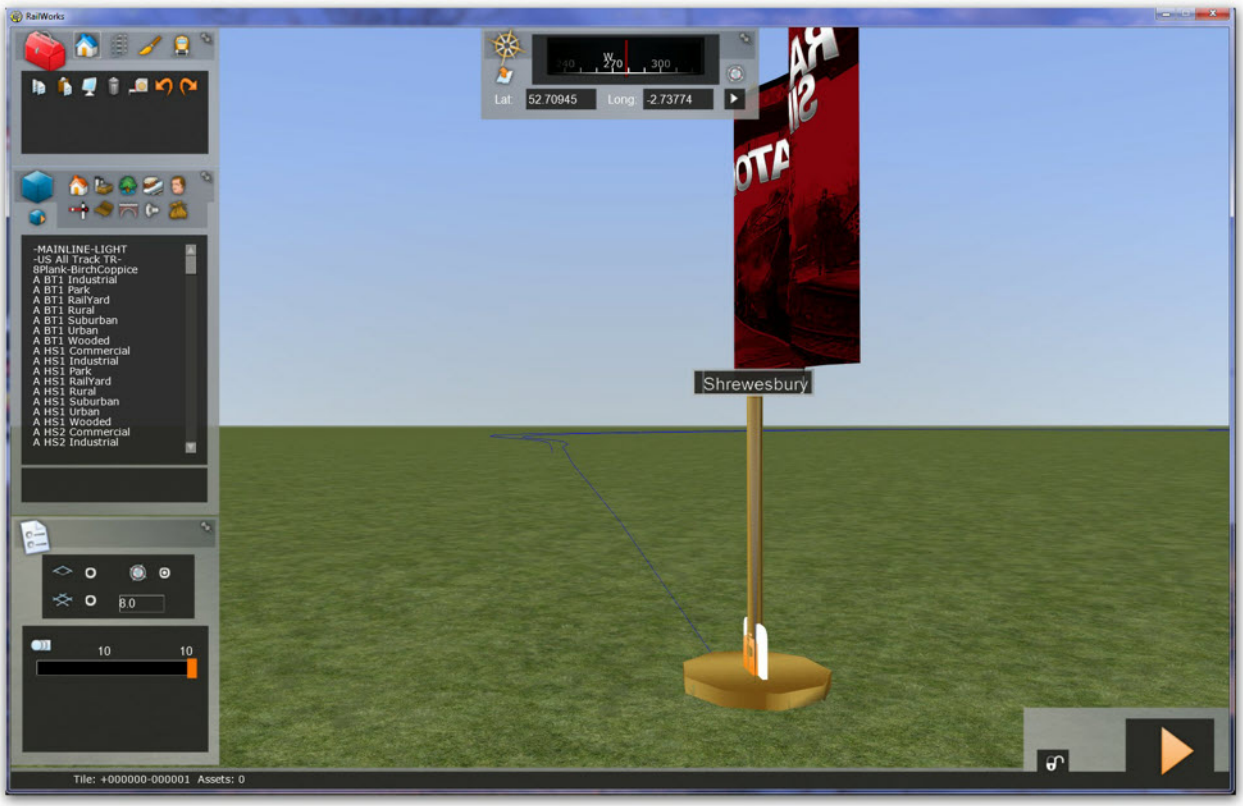
This brings up the screen as under.

Firstly you must select the path where you wish to SAVE your .dcsv and .bin files, this should be your Assets\YourName\YourRoute\RouteMarkers folder as selected in the picture above.



Once you have selected this path, click the 'Proceed' button and you will be asked to select your marker files, navigate to wherever you saved these and select the .kml file(s) in the right hand window. In the case of series markers, you can move the sliders in the bottom boxes to select a colour for your marker lines.

Once complete, click the Convert Fully button and your marker files will be set up for you.



If the markers do not appear even when the ‘Markers’ button in the bottom right hand flyout is ticked, it is sometimes necessary for you to open the compass at the top of the screen, click the round button on the middle right of the compass and the available Markers are listed on the right-hand pop-out. These should include your Named markers. Select one of these and use the arrow button at the bottom right of the compass to navigate to the marker, at this point they should all appear as above.

The name tag does not appear on the flag markers until you exit the World Editor by clicking the ‘Play” arrow and go into the game. Press F6 to turn name tags on, and then return to the World Editor and the names will have appeared.

Now that the hard work has been done, lay the track, stick a few buildings here and there, upload the route and thats it ...