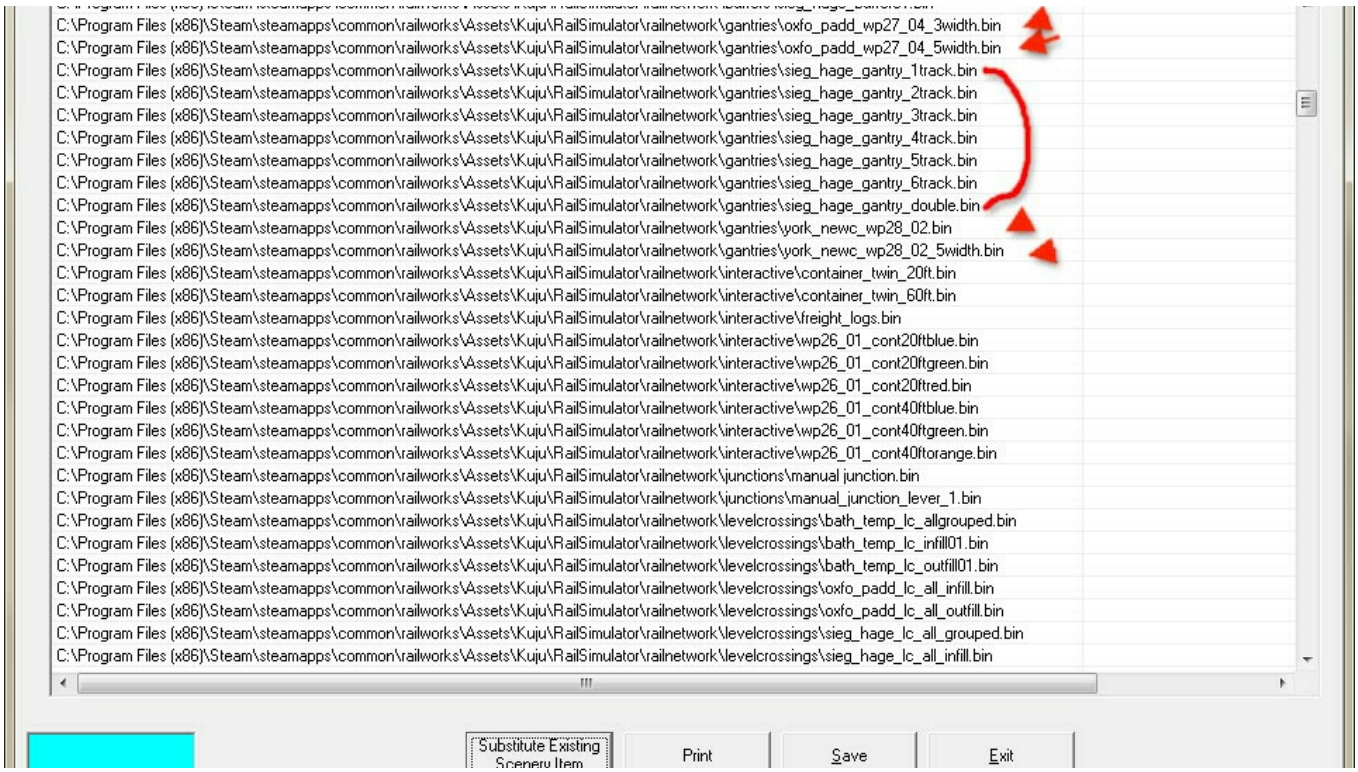
Removing electricification from a route

Often users wish to revert existing routes back to a pre-electric era, but removing all of the overhead electric wires and gantries manually is a time consuming task. With RW_Tools you can do it much faster.

1. You need to find which gantries are used by your route, use the Check Selected Route option to do this (using Hagen to Siegen as an example). Once this option runs, you will get a screen listing any missing assets, it should however be blank. Exit this screen and when asked if you wish to see a list of Assets used, click Yes.

This brings up a screen with all of the assets used in the route listed.



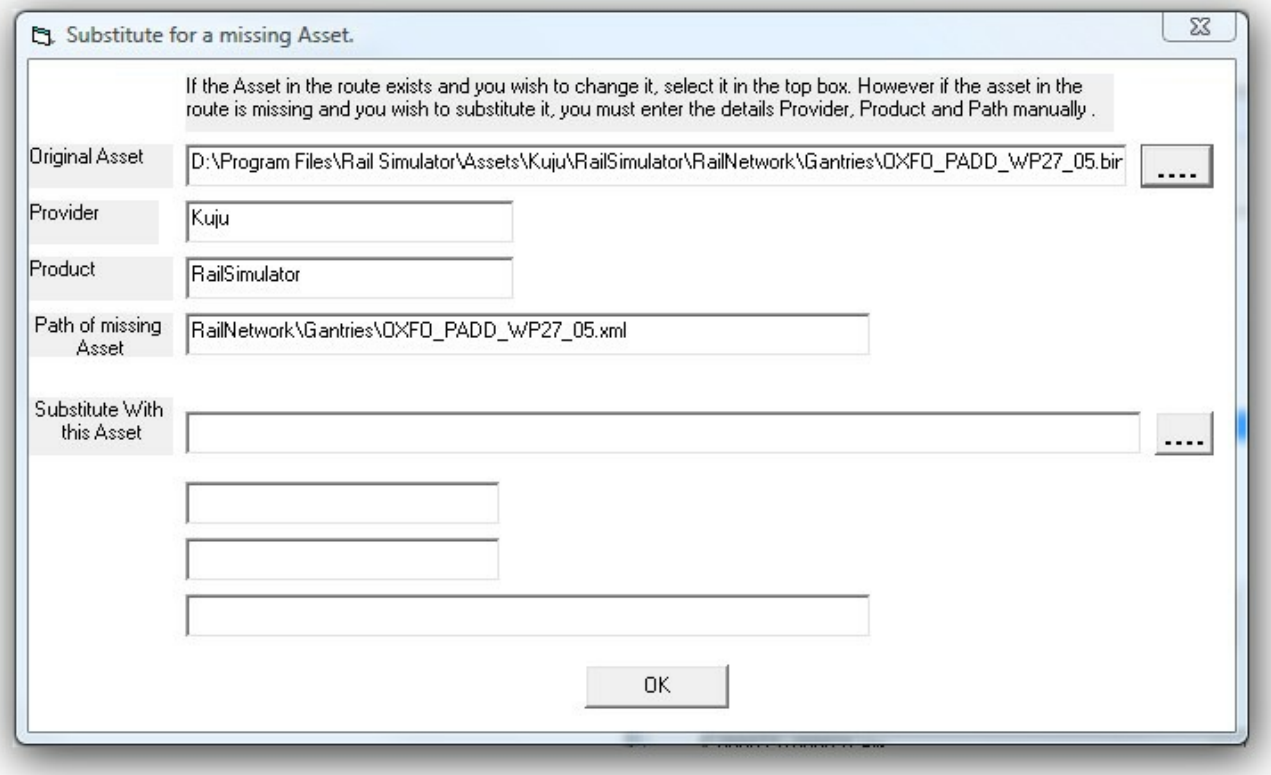
2. From the list you will see that there are both Signal and Wire gantries listed , you do NOT want to remove the Signal gantries, so make a list of the gantry names you wish to delete and use the 'Substitute Existing Scenery Item' button on the ‘Following item(s) were used by this route’ screen to remove them, making sure you remove all the different gantry types.
Note: You can only delete one item at a time, so you will need to run the Substitute option for each gantry.

In the screen above, the gantries marked with arrows are signal gantries and should not be removed.

You may also find ‘Catenary EndPosts’ in the list and these should also be removed.

The screen below shows you the ‘Substitute’ screen, it automatically displays the item you selected above, the bottom section must remain blank as you are not replacing the gantries with another asset.

If you are unsure which gantries are signal and which for overhead wires, you can run the Edit Assets option from the main screen and check the description of the various default gantries, most of which are listed in the Kuju\railnetwork\gantries folder.



3. If you run the route at this point, you will find you have no gantries, but the overhead wires are still there. The Overhead Wires are listed in the file Content\Routes\Route Hex Code\Networks\Tracks.bin so for Hagen to Siegen, we have to go to the Files\Open Railsim File menu and select C:\Program Files\Steam\Steamapps\Common\RailWorks\Content\Routes\00000004-0000-0000-0000-000000000000\Networks\Tracks.bin

Overhead wire indications are held in lines like:-

Electrification d:type="cDeltaString" OverheadWires /Electrification

So open the Search and Replace menu and enter OverheadWires in the top box and click the find button. It should take you to a line as above. Click 'Replace All' and the 'OverheadWires' will disappear from the line, along with all the wires in your route.

4. Catenaries - These are the wire bits from which the power lines hang. They are also listed in the Tracks.bin file, so after removing all the 'Overhead Wire' entries, you will need to do the same for the catenaries.

Firstly do a 'Find' for the word 'catenary' and you will find something like 'scenery\procedural\oxfo_padd_catenary01.xml' highlight all the text between the right and left pointing arrows and paste this into the Find box. Click 'Find' to make sure you have it correct, then click 'Replace All'

Unfortunately, there are several types of catenaries, so you may have to do the above a few times to ensure you get catenary02 etc

Once you have completed the above, run your route again, and with any luck it should look like this:-

Note: In TS2014 overhead wiring may now be placed using the ‘Gantry Tool’ in this case although the above does apply for removal of all gantries etc, the wires are still in place. These are now saved in the Loft Tiles for the route - The following explanation kindly supplied by Malcolm Hill shows how to remove these.

CLONE or COPY or BACKUP the electrified version first, then, using the cloned copy, and also using RW_Tools, go to file open/content/routes/RoutehexNo/Networks/LoftTiles and load up an individual loft tile (unfortunately, this process will have to be done for each loft tile so it is time consuming !!)

Click Search and Replace and Find and type in acat (this is the type of overhead wiring used in this route). If any overhead wiring exists in the loft tile, and therefore this section of route, search will find a line like

<Blueprint ID d:type="cDeltaString">Scenery\Catenary_Auto\Acat_wire_01.xml<\BluePrintID>

Highlight this entire line, including the blank highlighted space on the left and copy and paste this into the Search and Replace box, having first removed ’Scenery\Catenary_Auto\Acat_wire_01.xml’.

Click Replace All and the overhead wires in this loft tile will be removed. Search acat again as there may be different types of overhead wires in this loft tile. When search acat draws a blank, then exit and Files/Save TS2014 File - this saves the wire removal you have just made. If you wish to try this method on one tile only, I suggest using loft tile +000013-000064 in the ECMLS route as it should remove all overhead wires from the Kings Cross area.