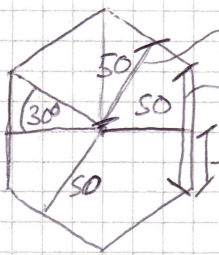


SimTrack Geometry



Innereis Radius

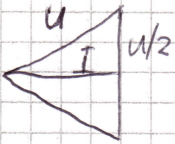
$$50 \text{ pixel (Scene)} = I$$

Umkreis Radius:

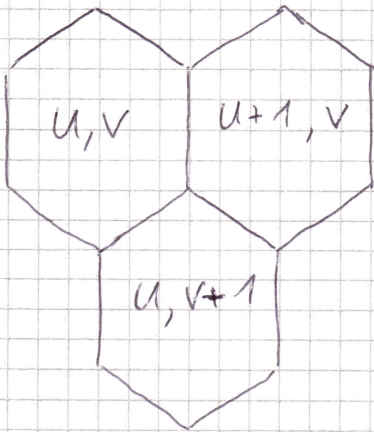
$$57,73 \text{ pixel S.} = U = \frac{2}{\sqrt{3}} I$$

Halbe Seite:

$$28,8 \text{ pixel S.} = U/2$$

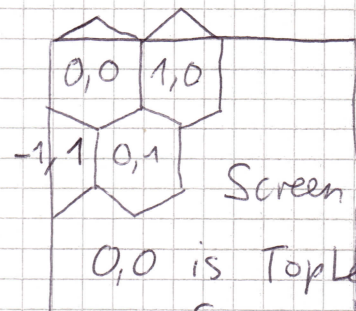
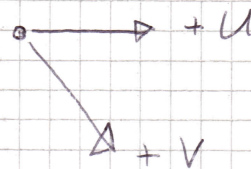


Koordinaten

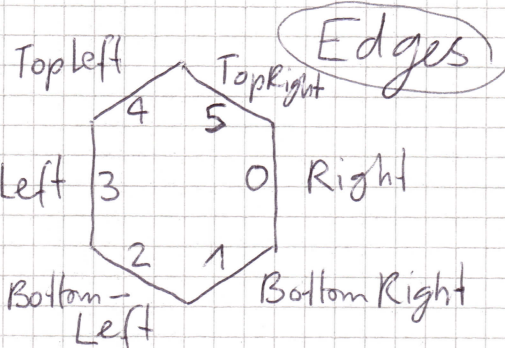


Tile Coordinates

u, v

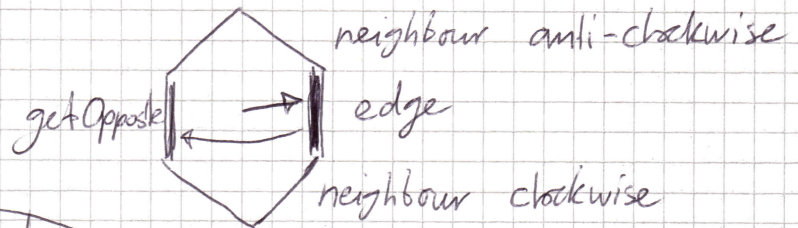


0,0 is TopLeft visible on Screen

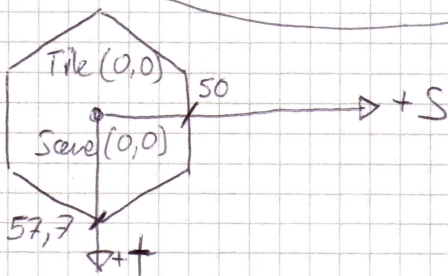


Edges

Any edge is basically the direction a train leaves the tile.



Scene Coordinates



Screen Coordinates / Point

