RRW Flex Track Documentation

Introduction

The Real Railway (RRW) FlexTrack is designed to complement and enhance the work already done to for the RRW plugin for the Network Addon Mod (NAM).

The flextrack system is designed with the vision of a flexible, override able and fully fluent track system for your cities. The contents of this upgrade are to overtake almost all of the existing DTR and STR pieces as well as adding additional functionality. You will notice that when certain configurations are drawn out, you will get tracks that resemble the puzzle pieces that you are use too. All new content from this release forward will be either flexed or draggable. There will be no more Puzzle Pieces made unless absolutely necessary.

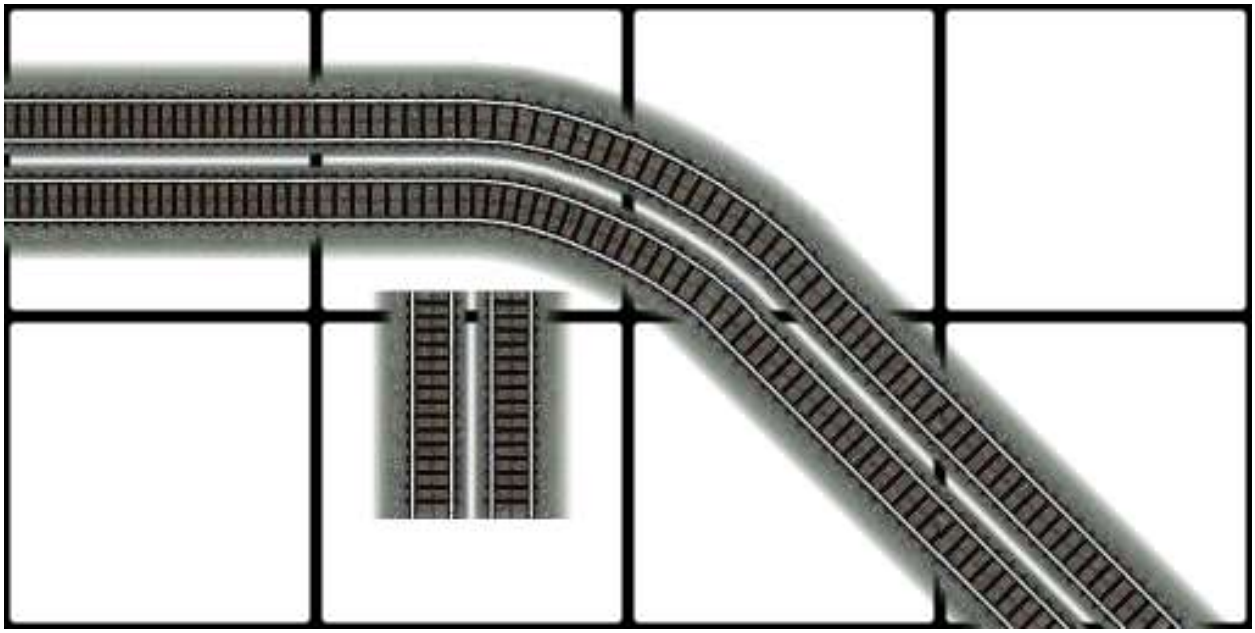
Please note that draggable FARR is not included in the FlexTrack system for this release! It is slated for a future release as well as other additions.

FlexTrack Draggable Patterns

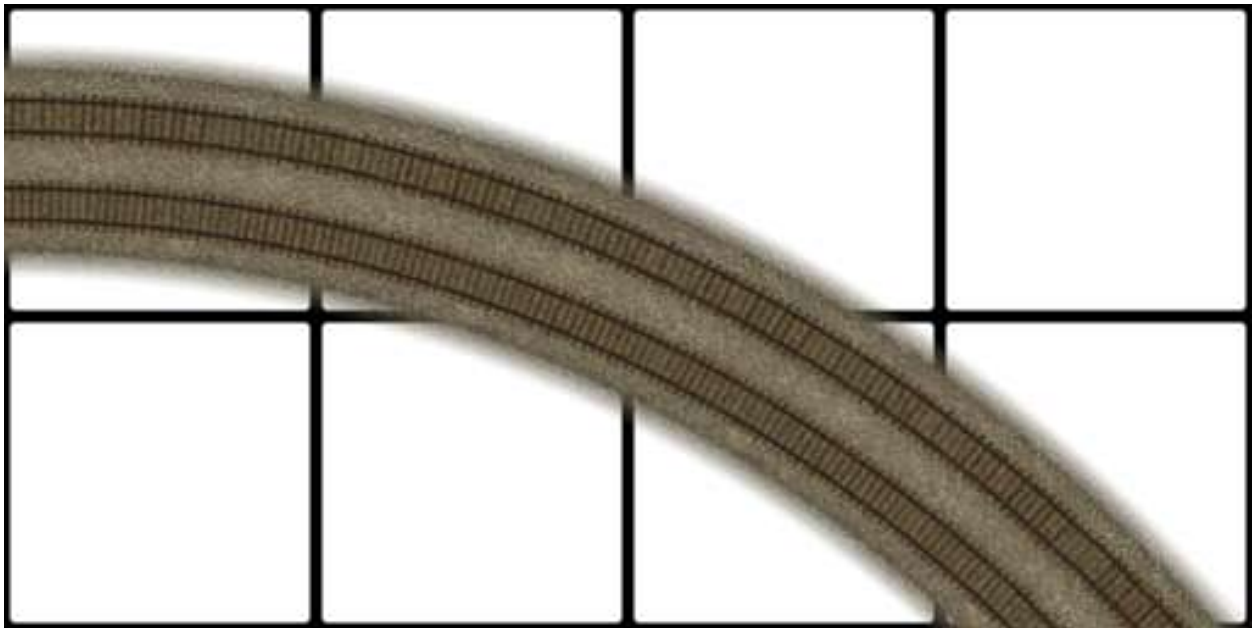
Instead of finding Puzzle pieces in the Rail Menu the Track sections are drawn out by "*patterns"*. Some are quite easy to figure out while many may be tricky to draw out. This is due to the nature of the network and the flags involved. Curves and Switches have been defined in the draggable patterns and similar geometry has been used to help mimic the resultant pattern. Some patterns can be overridden to become STR while others will remain as DTR. The base STR Puzzle Pieces have been converted to Draggable components also. "*White squares*" show the tiles and the "*maxis"* Rails have been used to demonstrate the patterns and as well as the RRW Track resultant. Additional content is shown below.

Curves Section

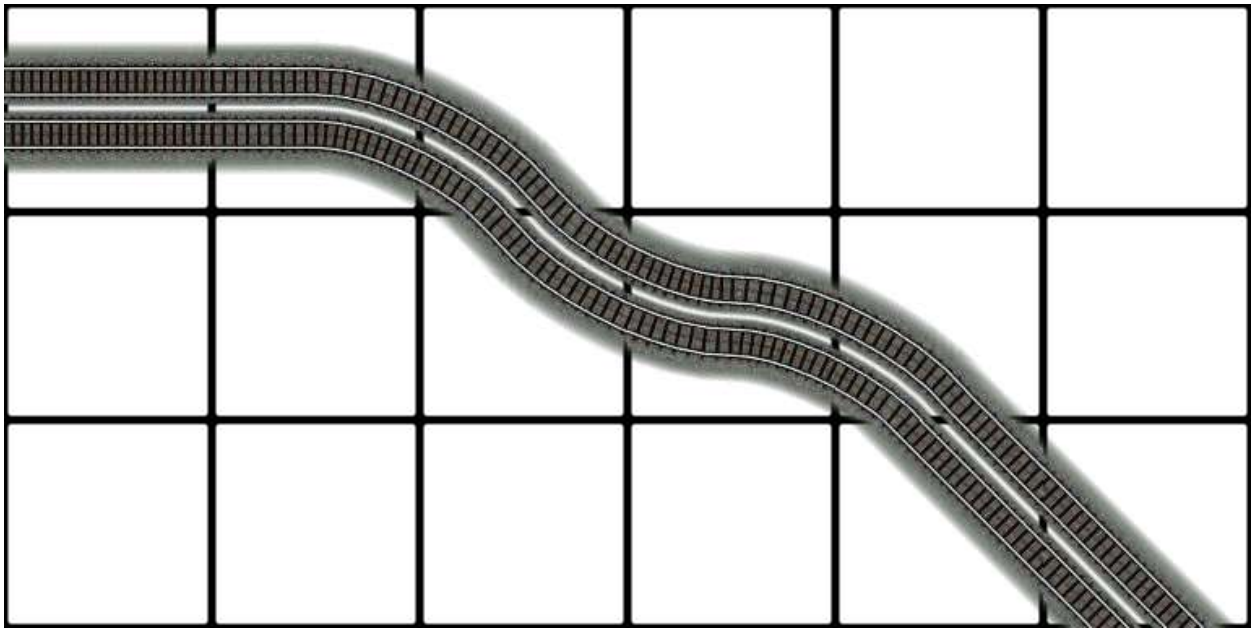
R2 Curve Pattern



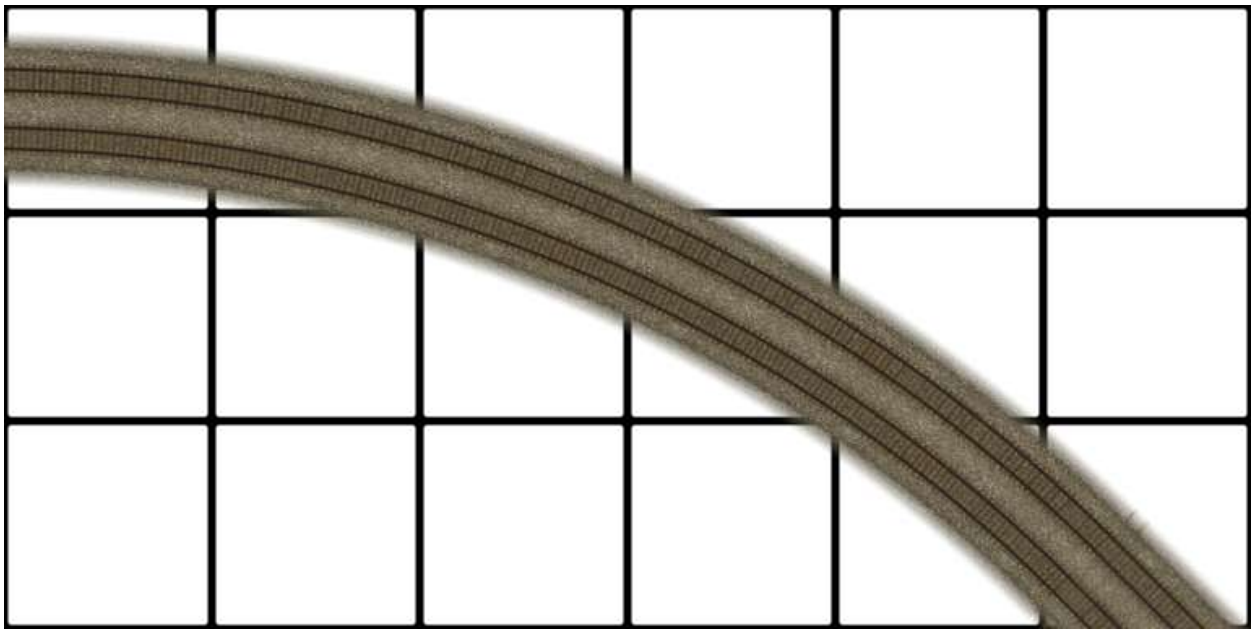
R2 Curve Resultant



R3 Curve Patten

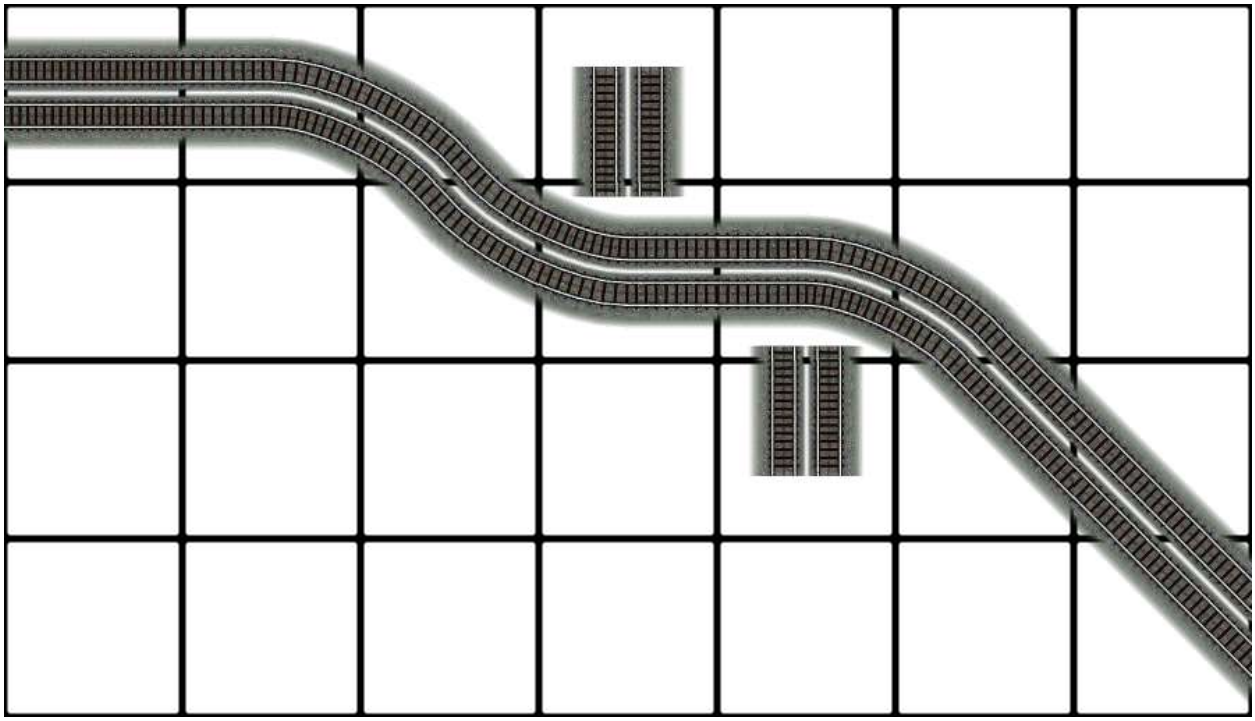


R3 Curve Resultant

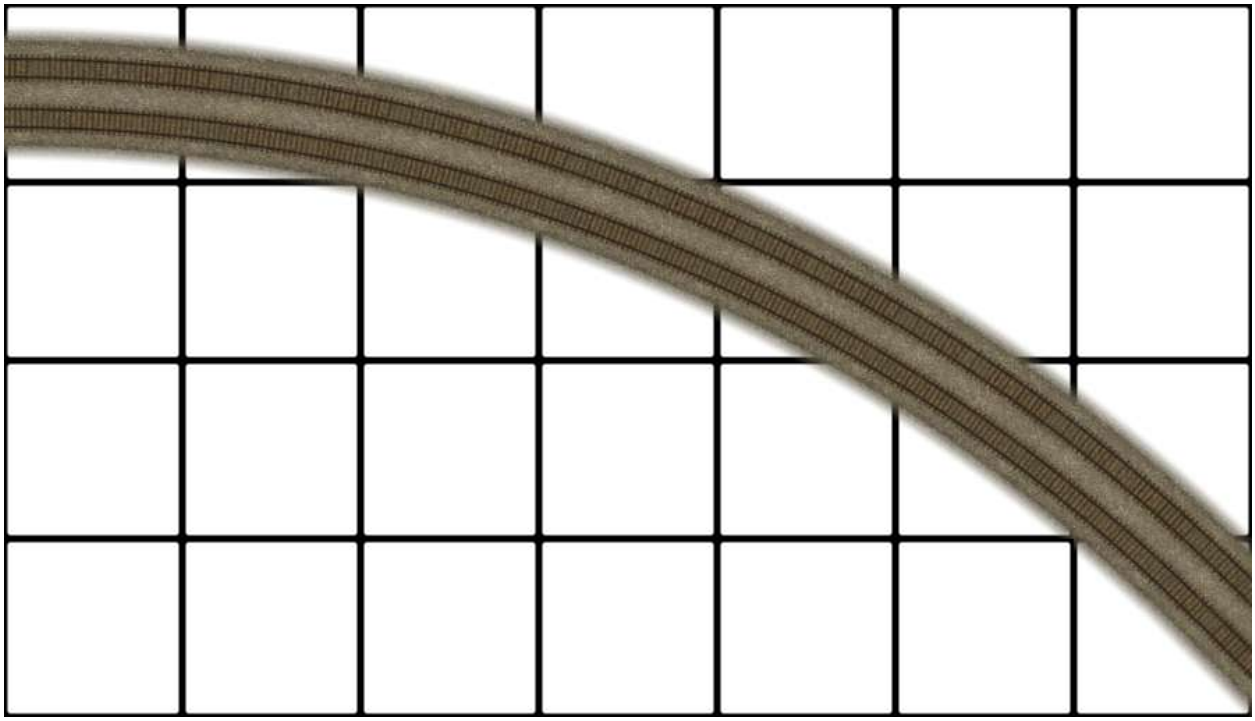


Both curves show above **can** be overridden to STR in addition to dragging across orthogonally for R2 and R3 and diagonally for R3 only to get additional turnouts. More on this functionality will be elaborated on later in this document.

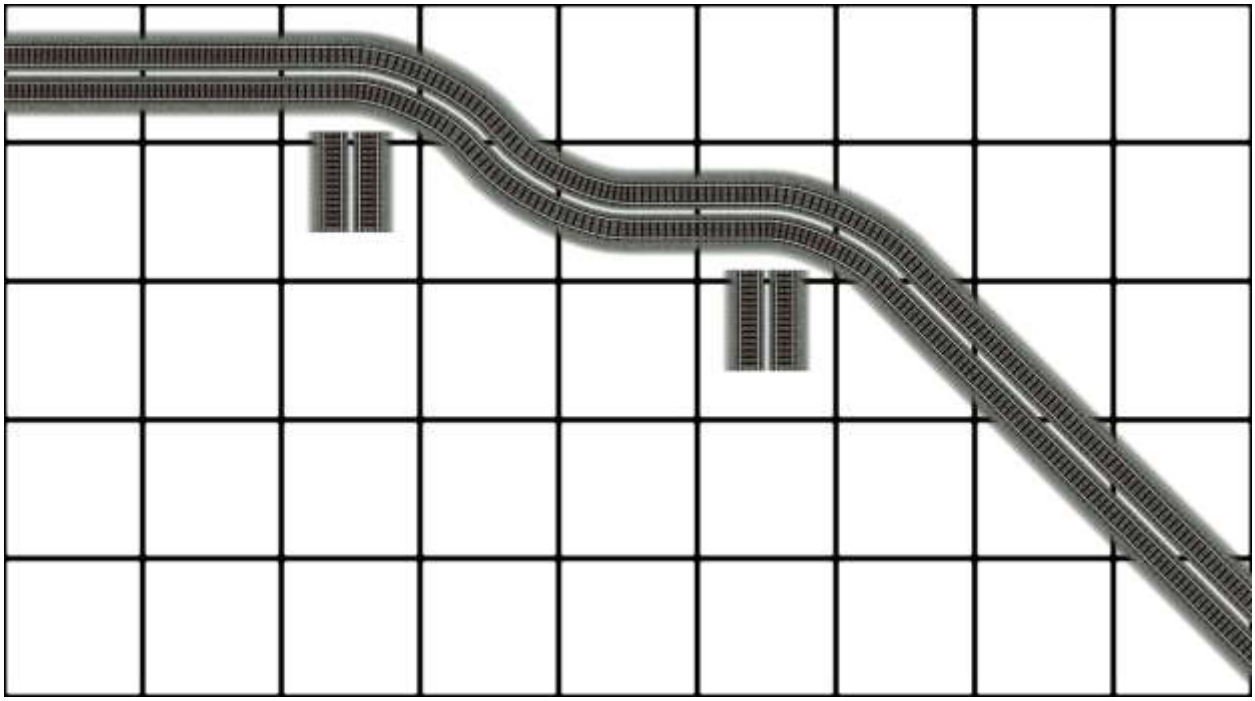
R4 Curve Pattern



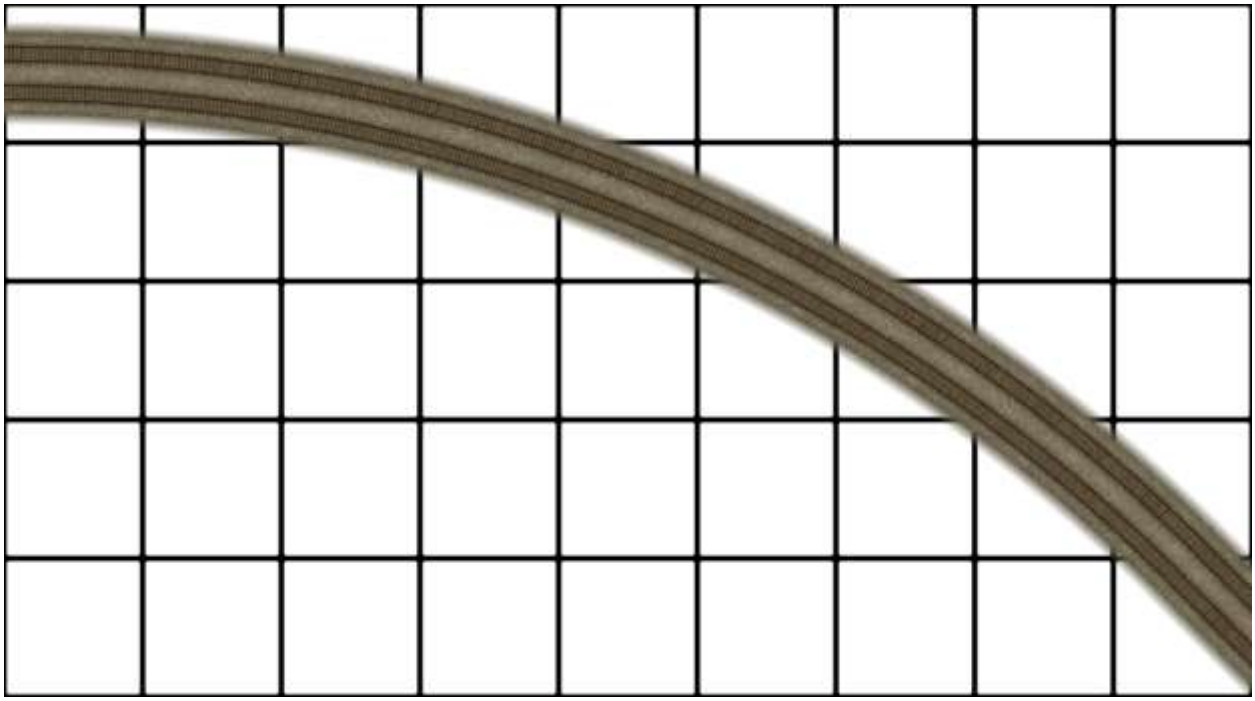
R4 Curve Resultant



R5 Curve Pattern



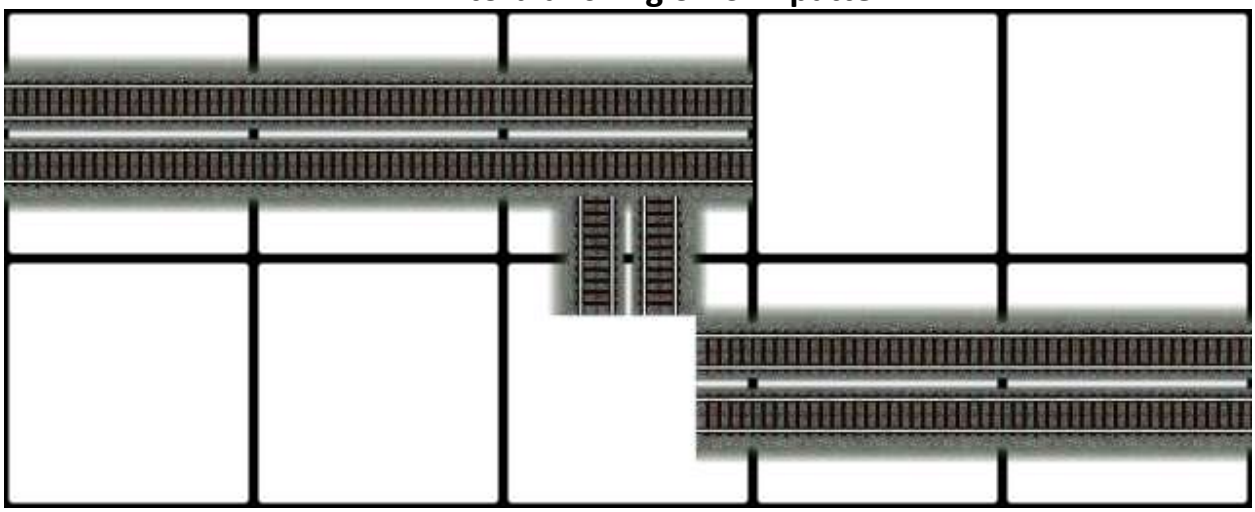
R5 Curve Resultant



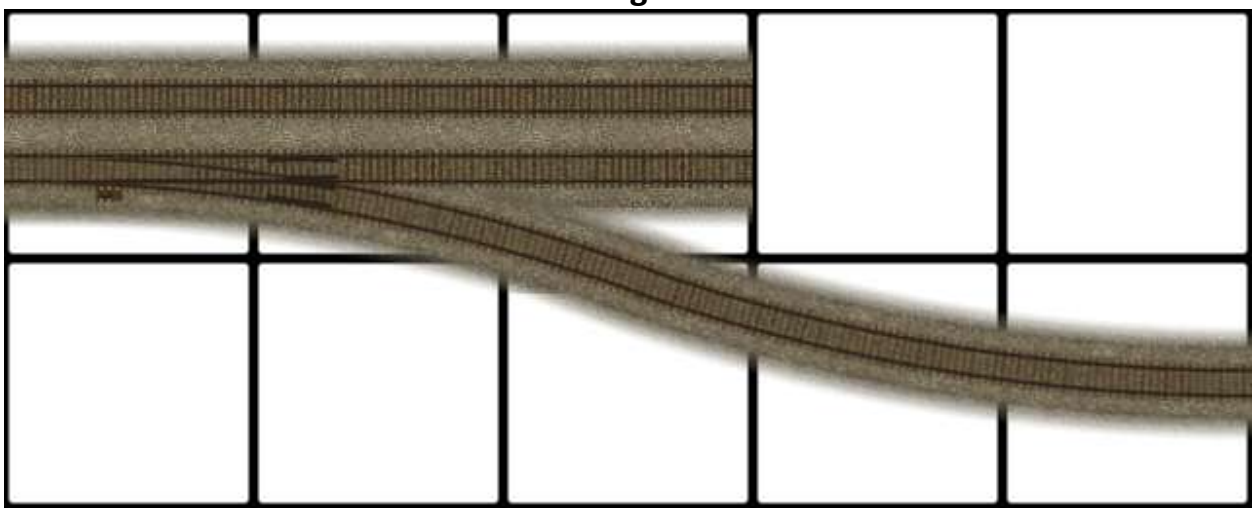
Both the R4 and R5 **cannot** be overridden to STR. This will change in the future however. There are no turnout options either. Be sure to extend both the orthogonal and diagonal sections to draw out the curve.

Orthogonal Turnouts Section

A1 DTR to branching off STR pattern

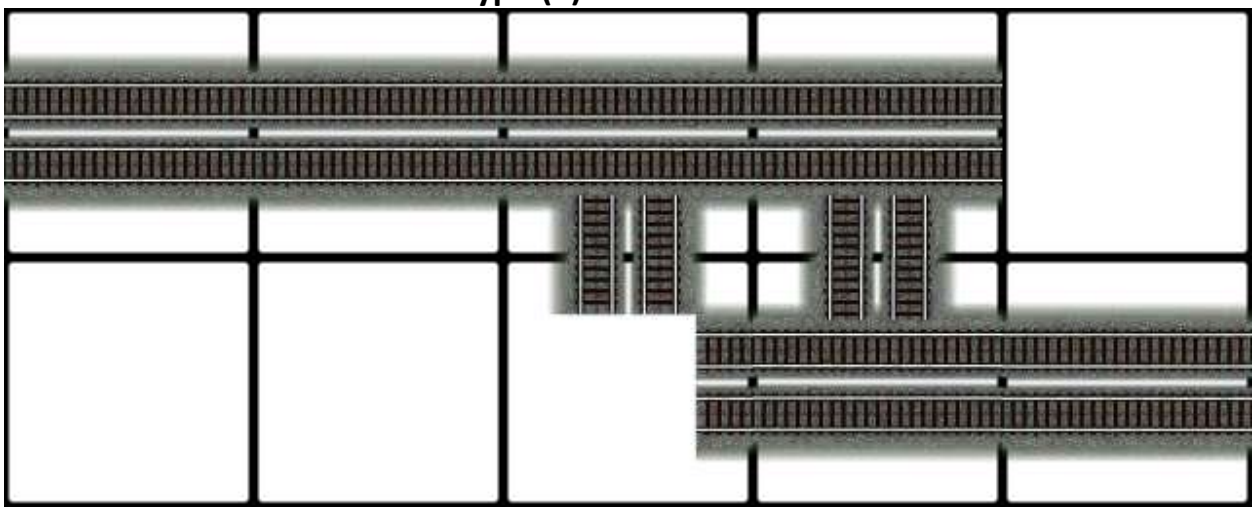


A1 DTR to branching off STR Resultant

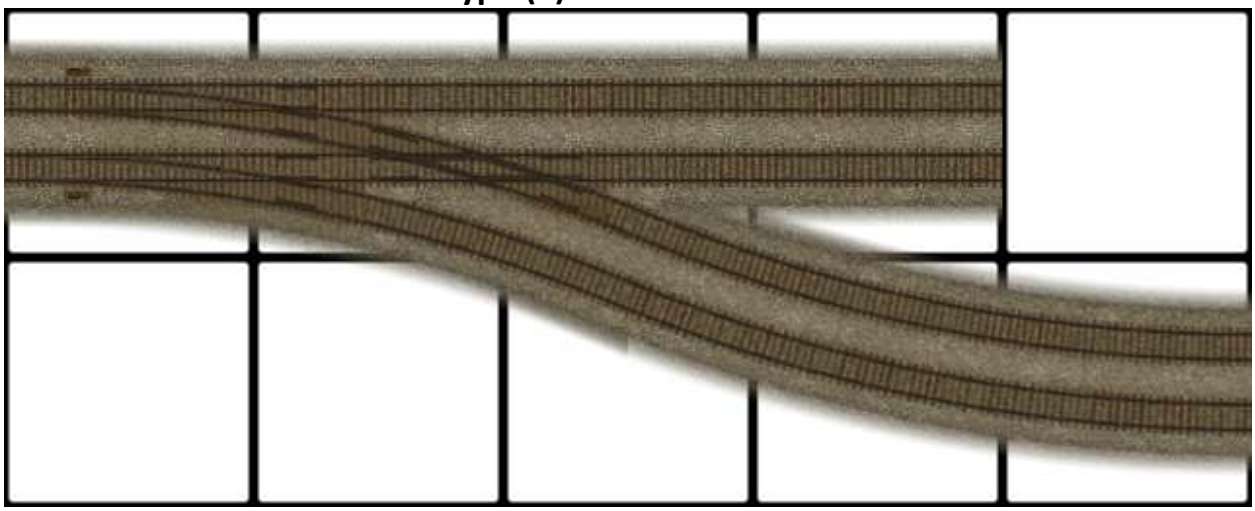


The A1 Turnout has STR orthogonal branching off from the orthogonal DTR. The STR automatically converts to STR at the STR branch and a crossover turnout is drawn on the DTR to switch between the two tracks (Not Shown in this picture!) this happens for all the intended pieces where DTR is mixed with STR branching off.

A2 type (1) Turnout Pattern

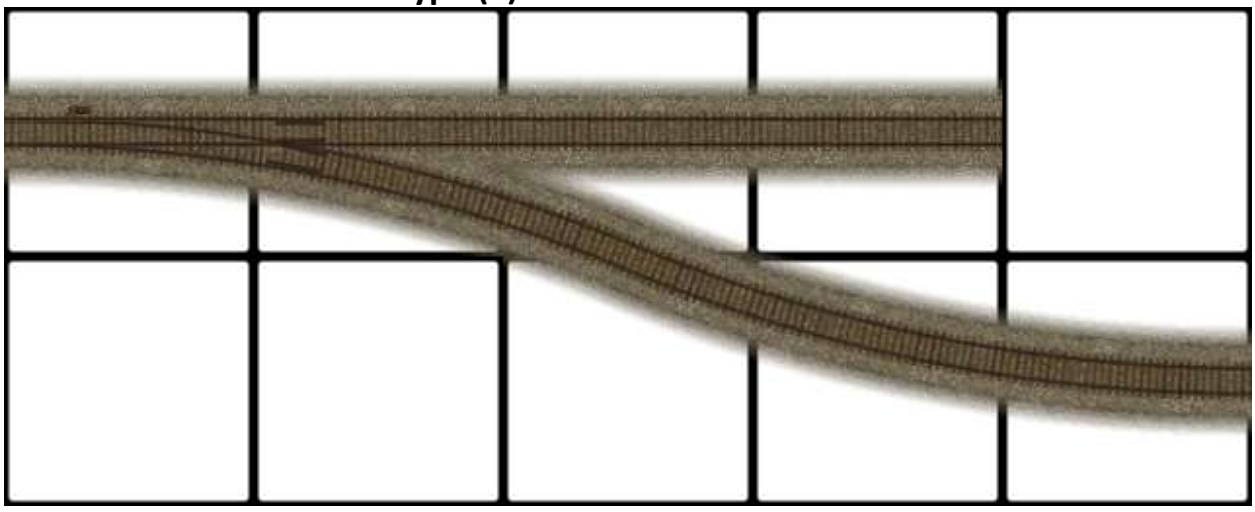


A2 type (1) Turnout Resultant

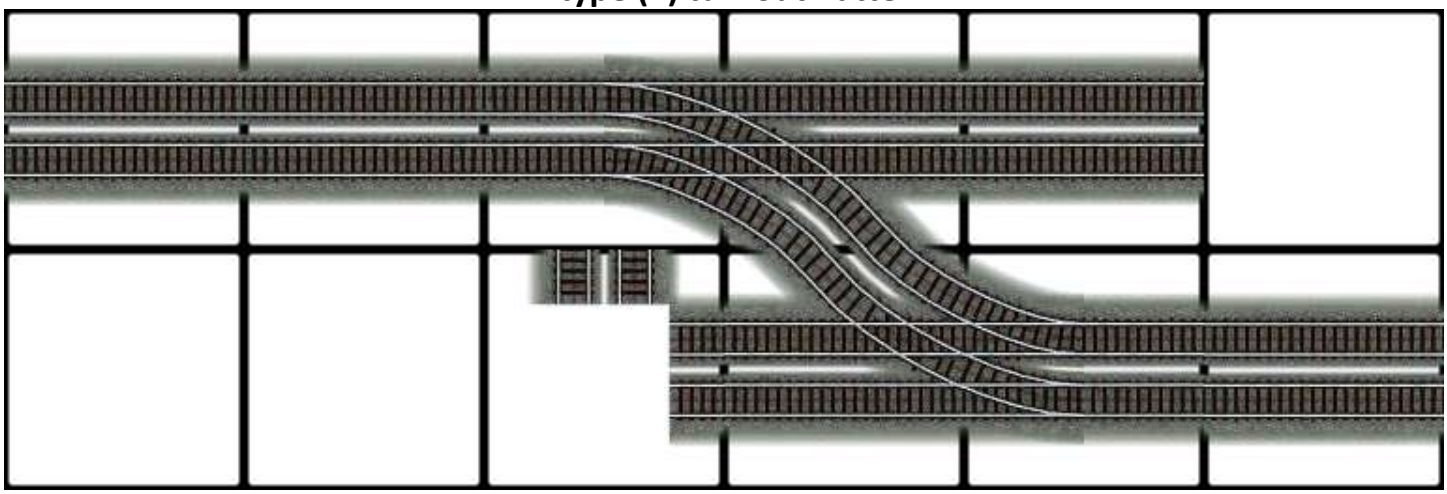


This turnout is on step up from the A1 turnout. It has no overrides in itself but has can be overridden to become an A1 STR turnout as shown below.

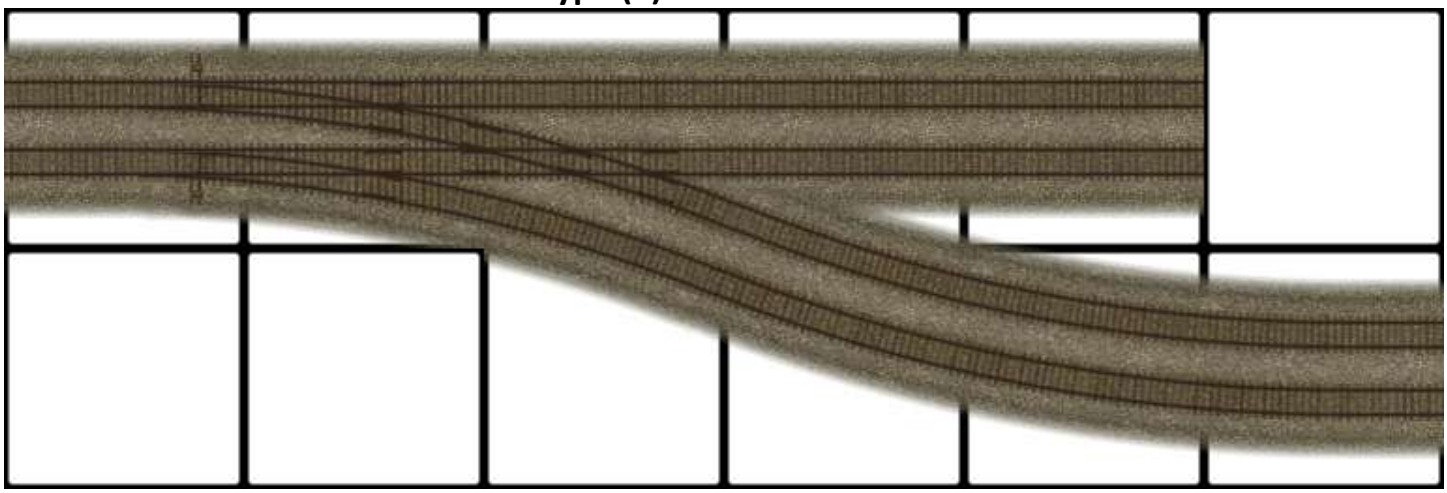
A1 type (1) Turnout Override to STR



A2 type (2) turnout Pattern

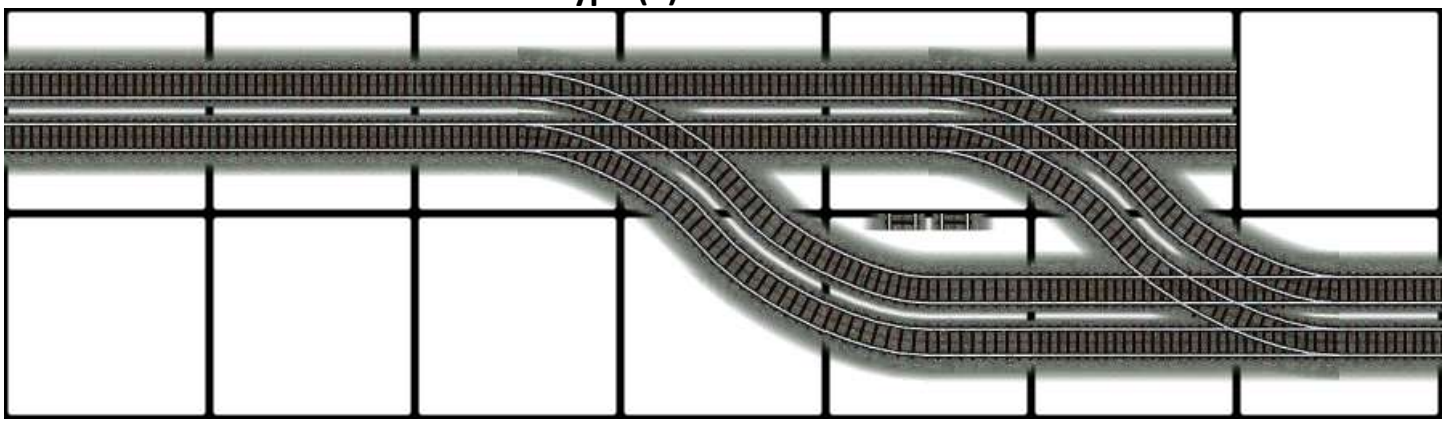


A2 type (2) turnout Resultant

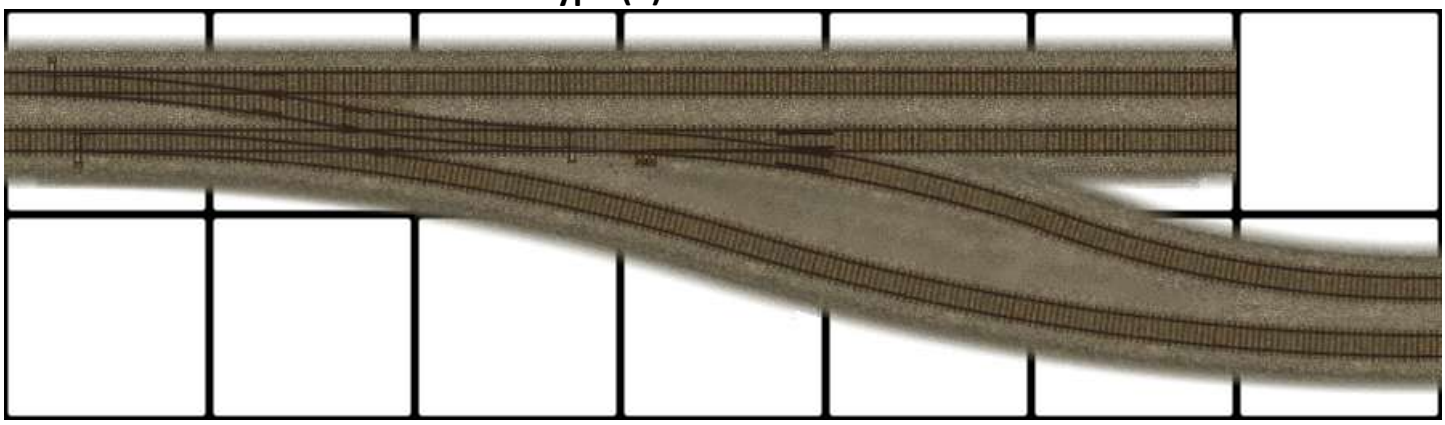


The A2 type (2) turnout is an exact copy of the DTR A2 straight turnout in terms of texturing and is intended to be used to provide the same functionality as the Puzzle Piece equivalents. This turnout has all of the functionality as the Puzzle piece version. This turnout cannot be overridden in any capacity and is provided as is. No other enhancement is planned for this piece.

A2 type (3) turnout Pattern

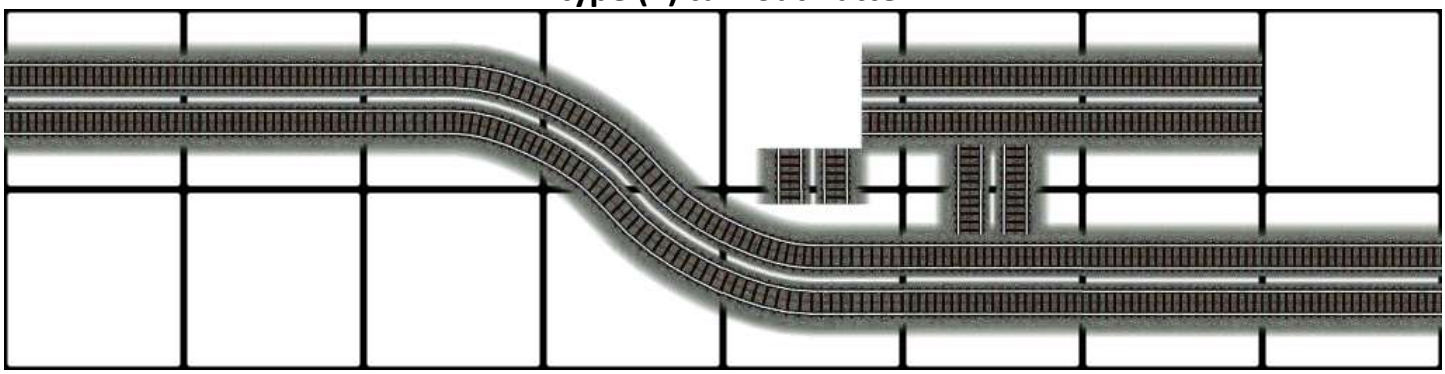


A2 type (3) turnout Resultant

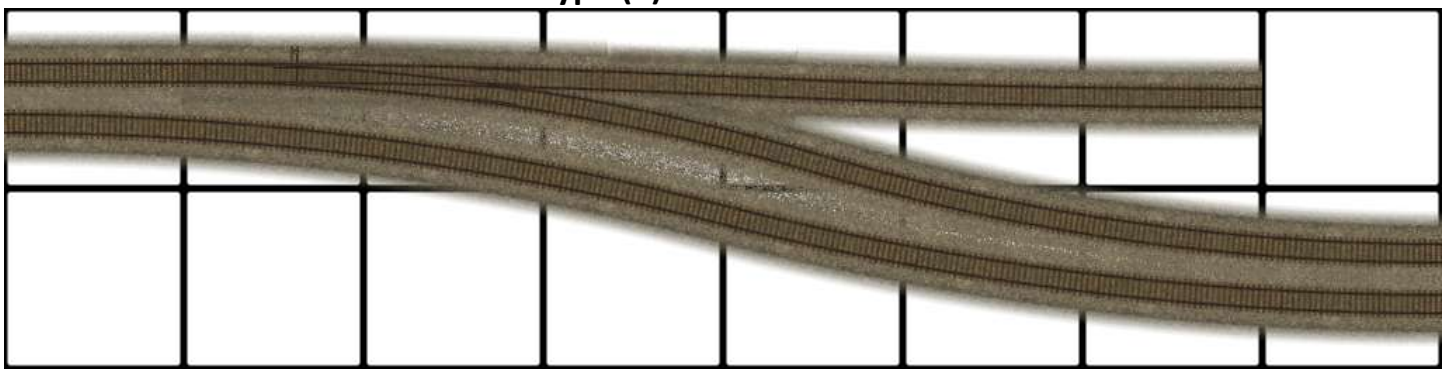


The A2 type (3) turnout is designed for sections of high speed mainlines due to it not having a diamond track crossing compared to the previous turnouts shown. This turnout is definitely not able to be overridden in any capacity and no more enhancements are planned.

A1 type (2) turnout Pattern

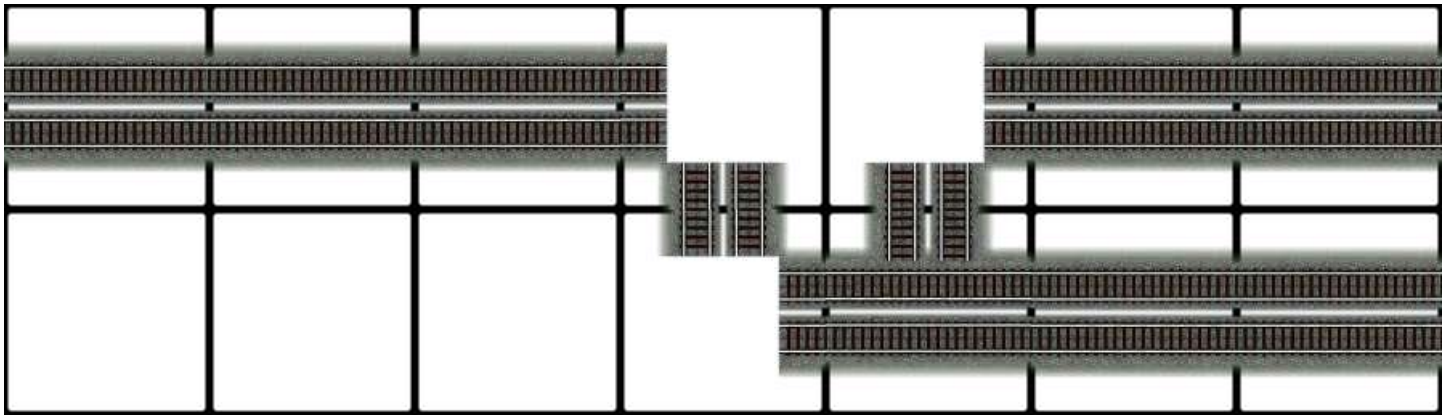


A1 type (2) turnout Resultant

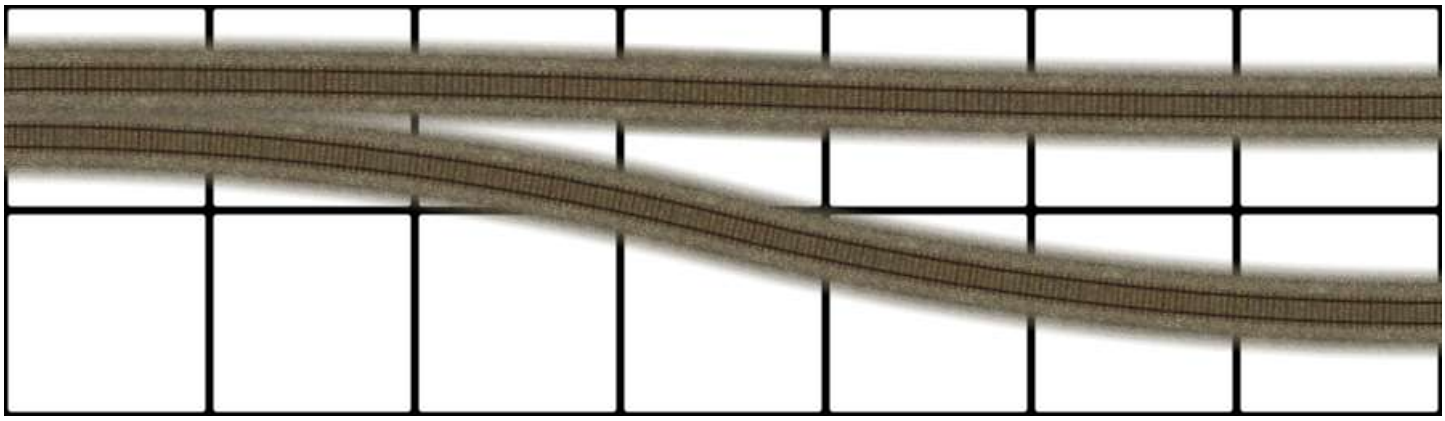


The A1 type (2) turnout is another high speed turnout with the STR branching off in the same trajectory as the DTR with the DTR now changing in direction as an S curve. Overrides are handled at either end with a crossover switch at the left DTR end and an STR override at the right STR end.

D1 Curve Pattern

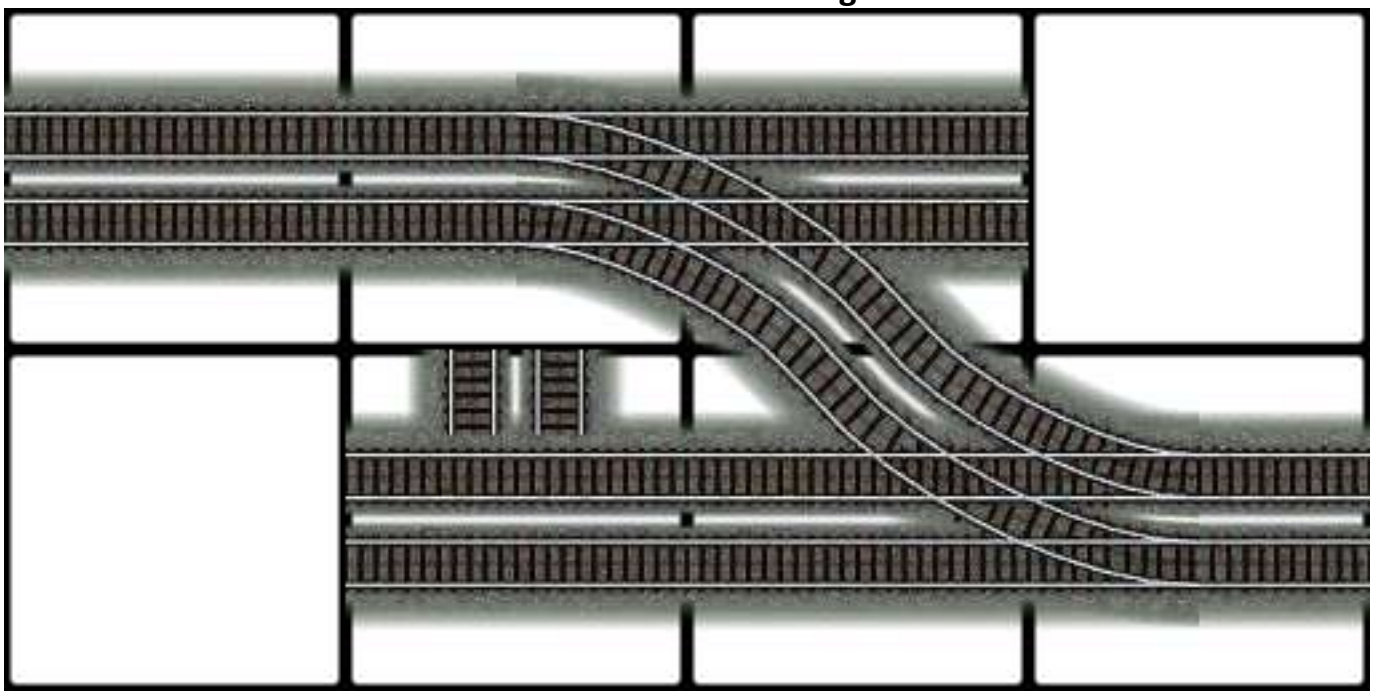


D1 Curve Resultant

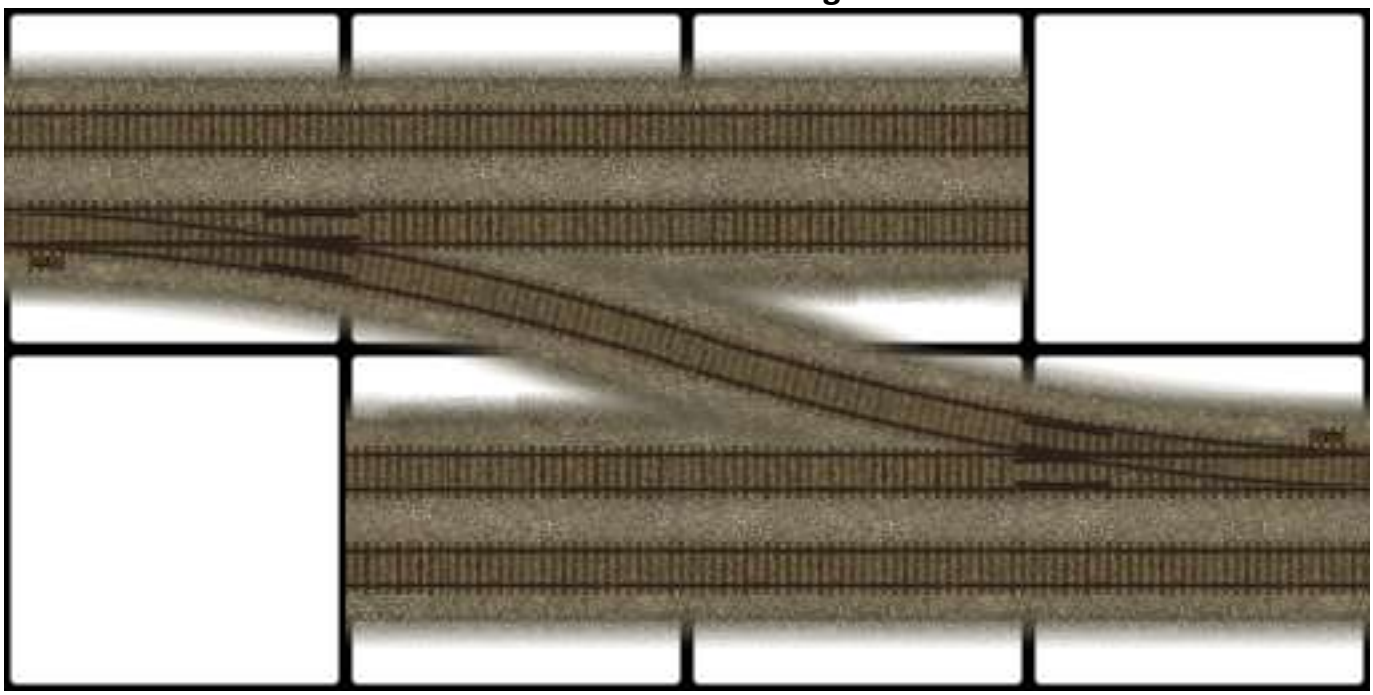


The D1 curve is a splitter from a single DTR to two STR network types. The D1 splitter is *"not"* Bi-directionally pathed so the two resulting STRs will act as a wide DTR network unless other switches are added to the STR. This is an intentional design standard since there would be track jumping on this pathing was done otherwise. The STR ends will override automatically to the STR network upon dragging out the ends.

A1 STR Crossover between two DTR Orthogonal Sections Pattern

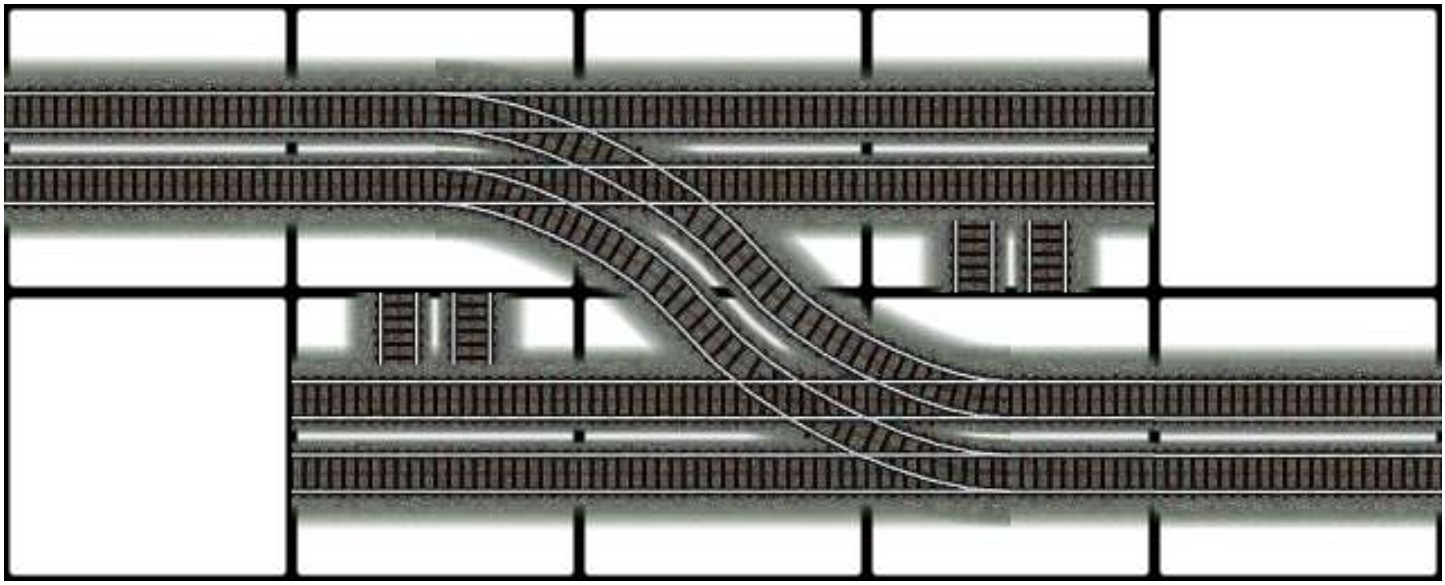


A1 STR Crossover between two DTR Orthogonal Sections Resultant

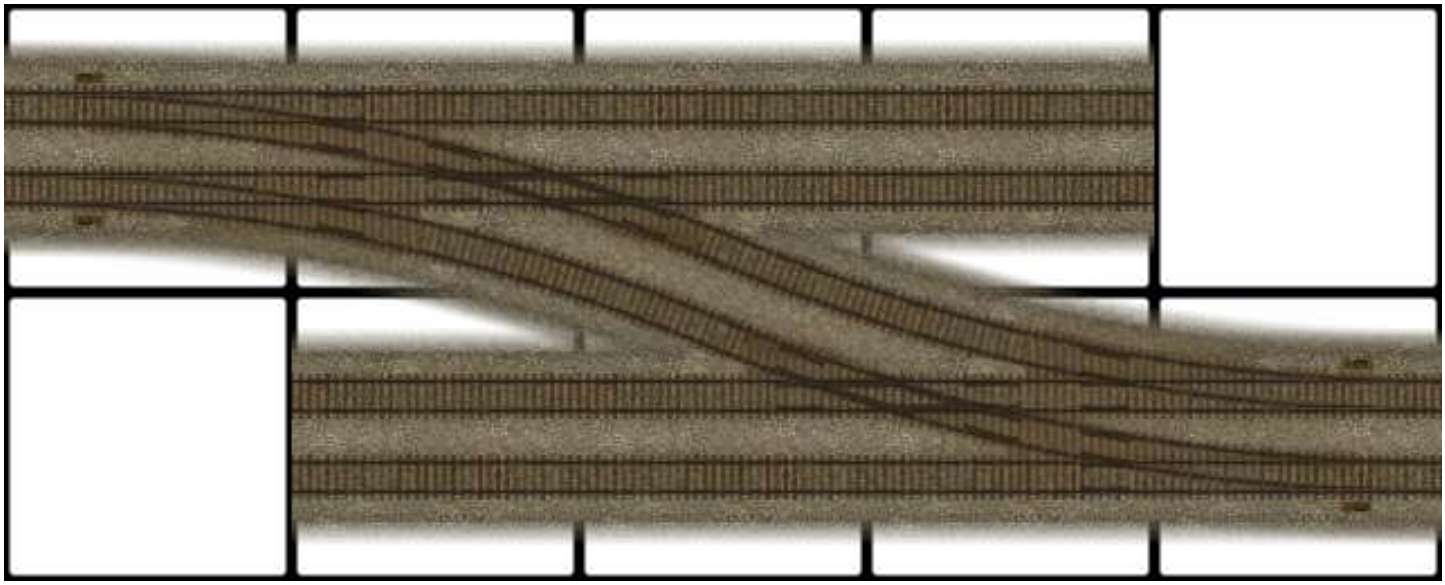


The purpose of this turnout is to provide a low capacity crossover between two DTR sections on a high speed set of mainlines. Crossovers on the DTR sections themselves are also drawn out (Not shown in image) to allow all tracks to use the turnout. Careful placement is needed since the whole turnout configuration is **10 by 2 tiles** *long and wide* respectfully with the crossover switches. The asymmetric pattern will should also be accounted for when drawing out the pattern. This turnout has no base override ability.

A2 Dual between two DTR networks Pattern

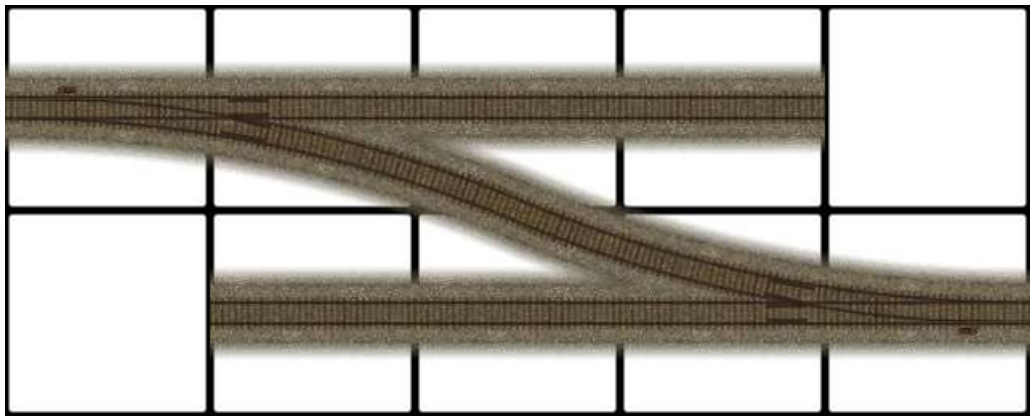


A2 Dual between two DTR networks Resultant

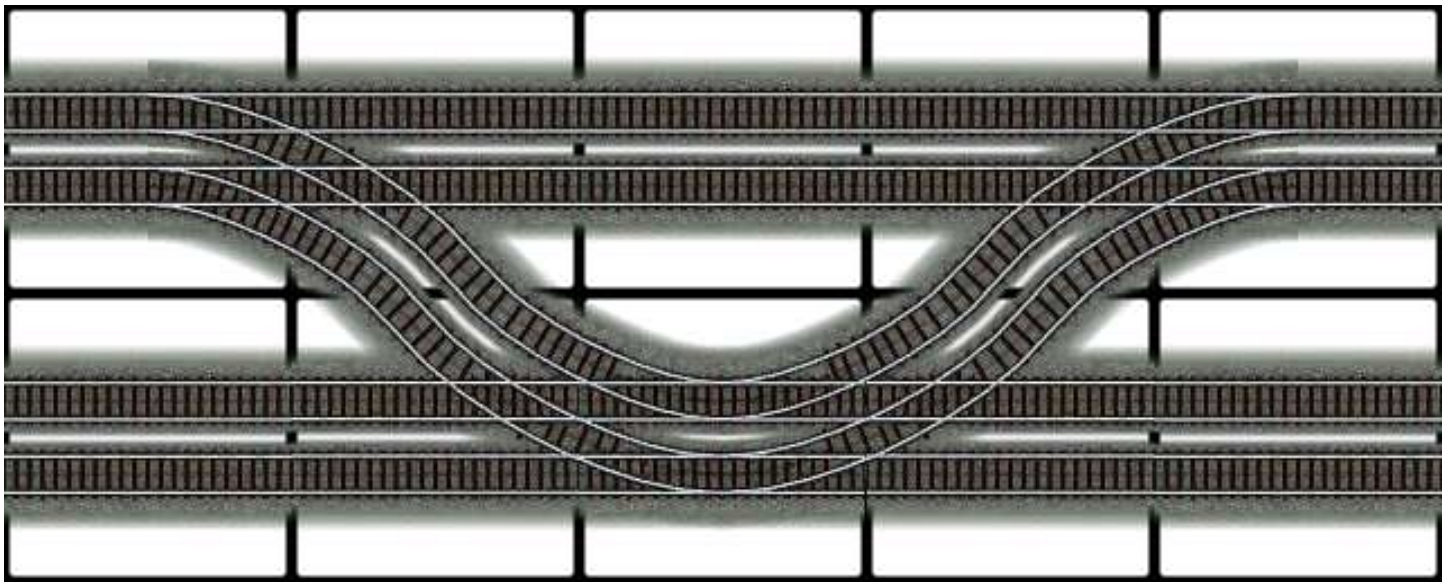


The A2 Dual is designed to be a high capacity but low speed turnout. It uses the two half's of the A2 type (1) turnout and is able to be overridden as shown in the image below.

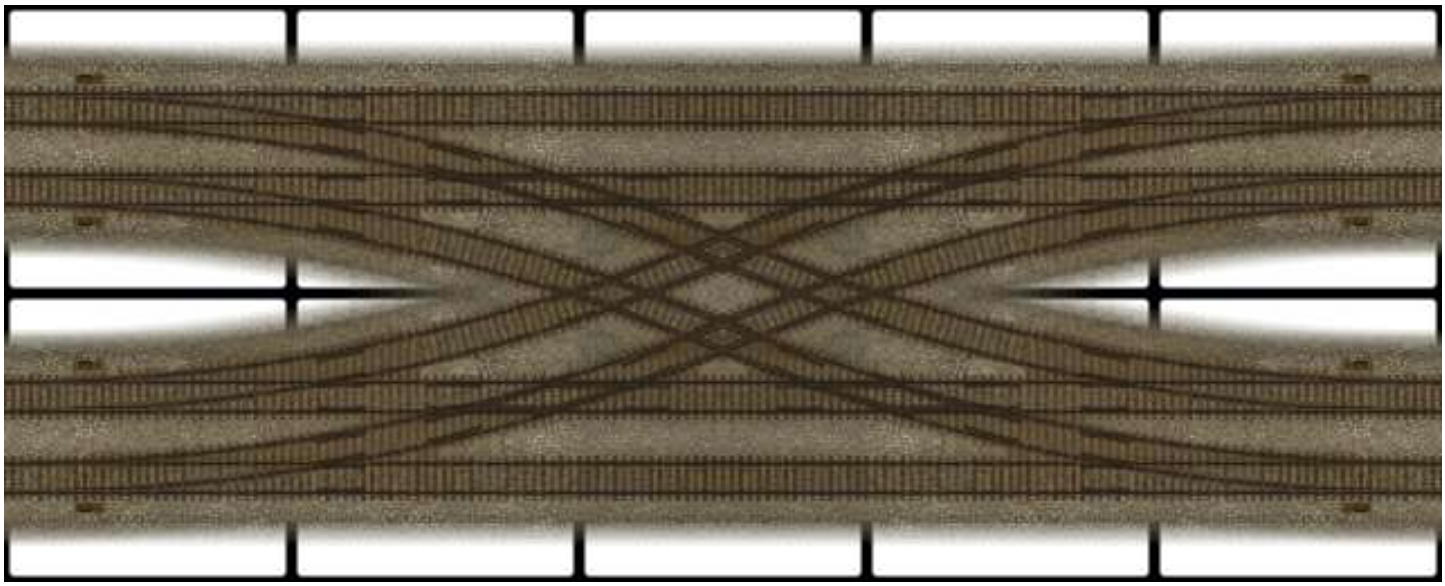
A2 Dual between two DTR networks STR override



DTR double dual crossover Pattern



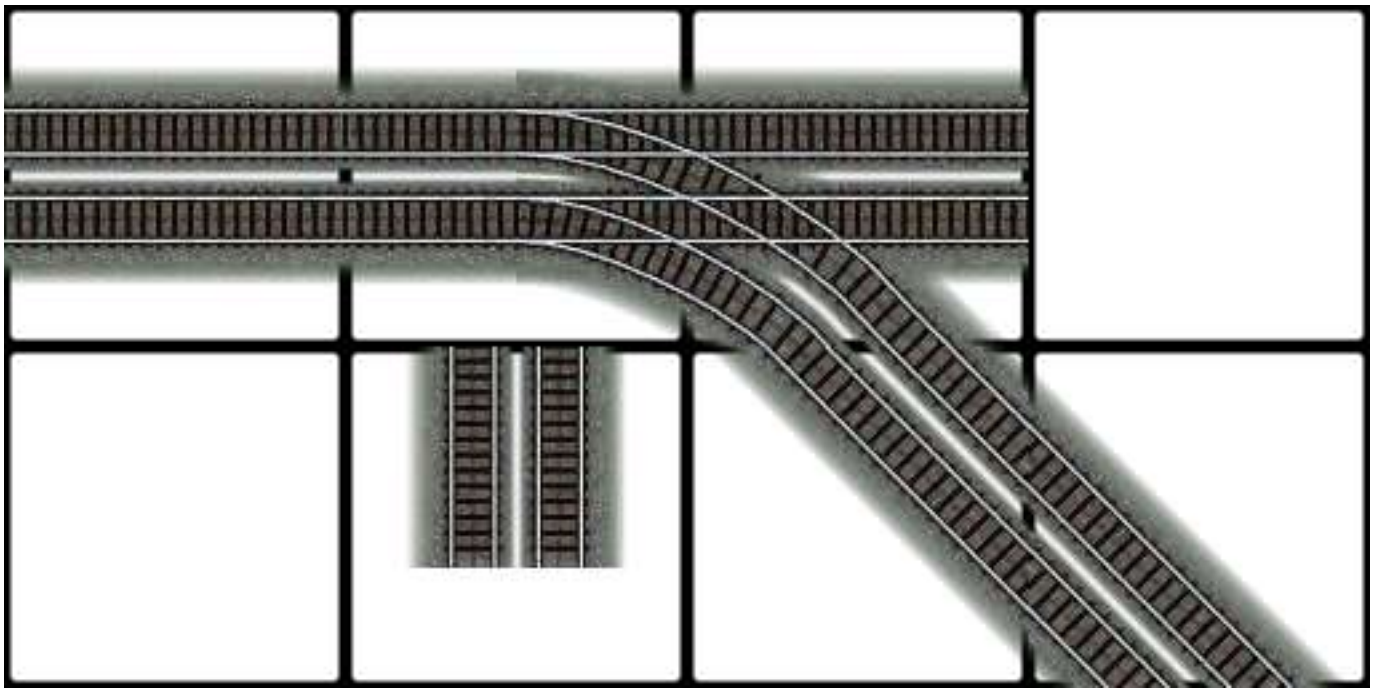
DTR double dual crossover Resultant



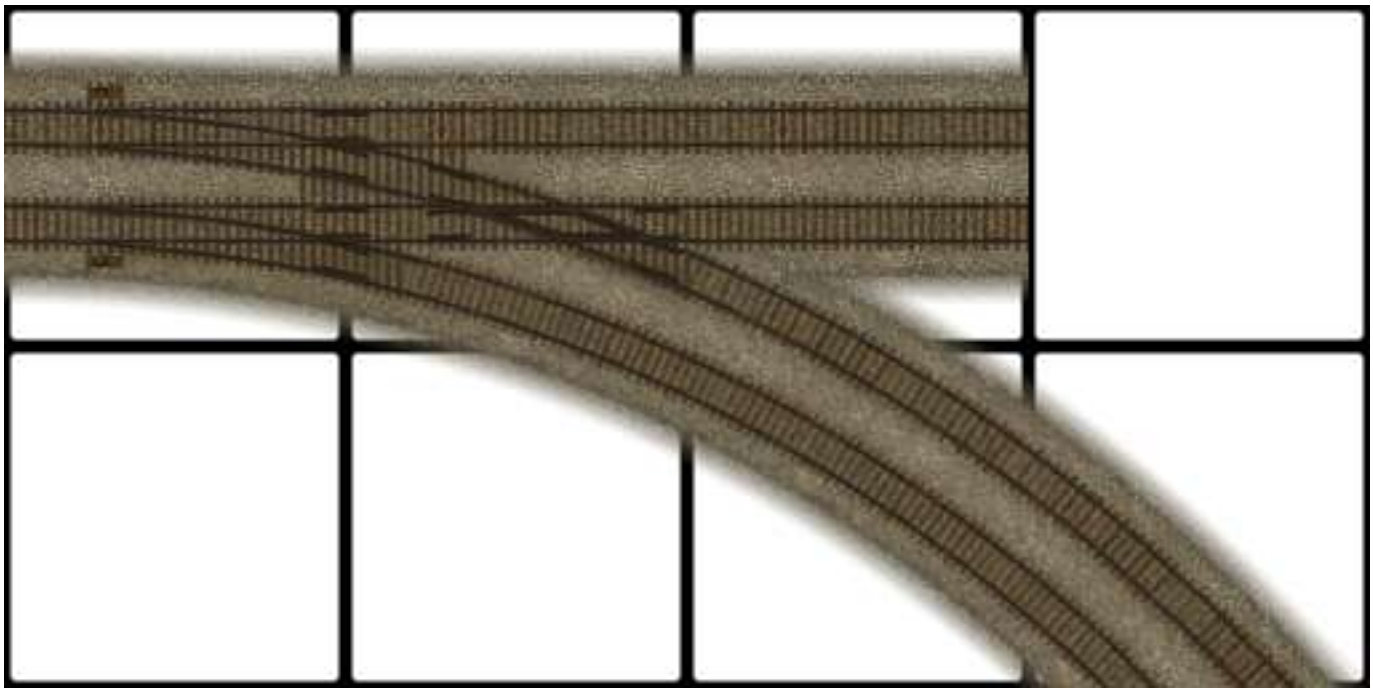
The double dual DTR crossover is designed to let trains cross over in both directions in a small space. This is a low speed turnout and is designed for situations where there is limited space but accessibility is needed. This turnout is based off the A2 type (1) turnout and A2 Dual Turnout. This turnout however has no base override ability! Future enhancements are planned but this section is considered complete.

Diagonal branching off Orthogonal Section turnouts

B2 R2 turnout Pattern

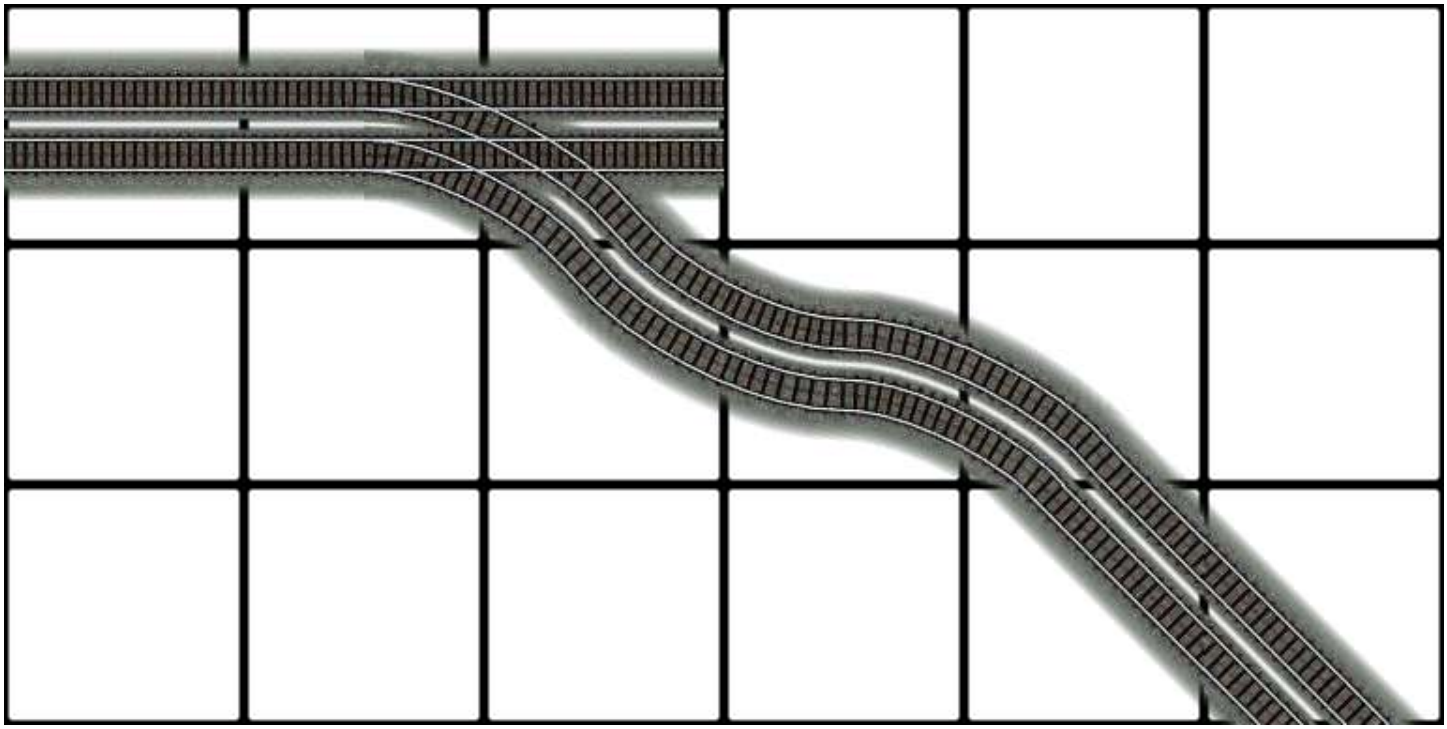


B2 R2 turnout Resultant

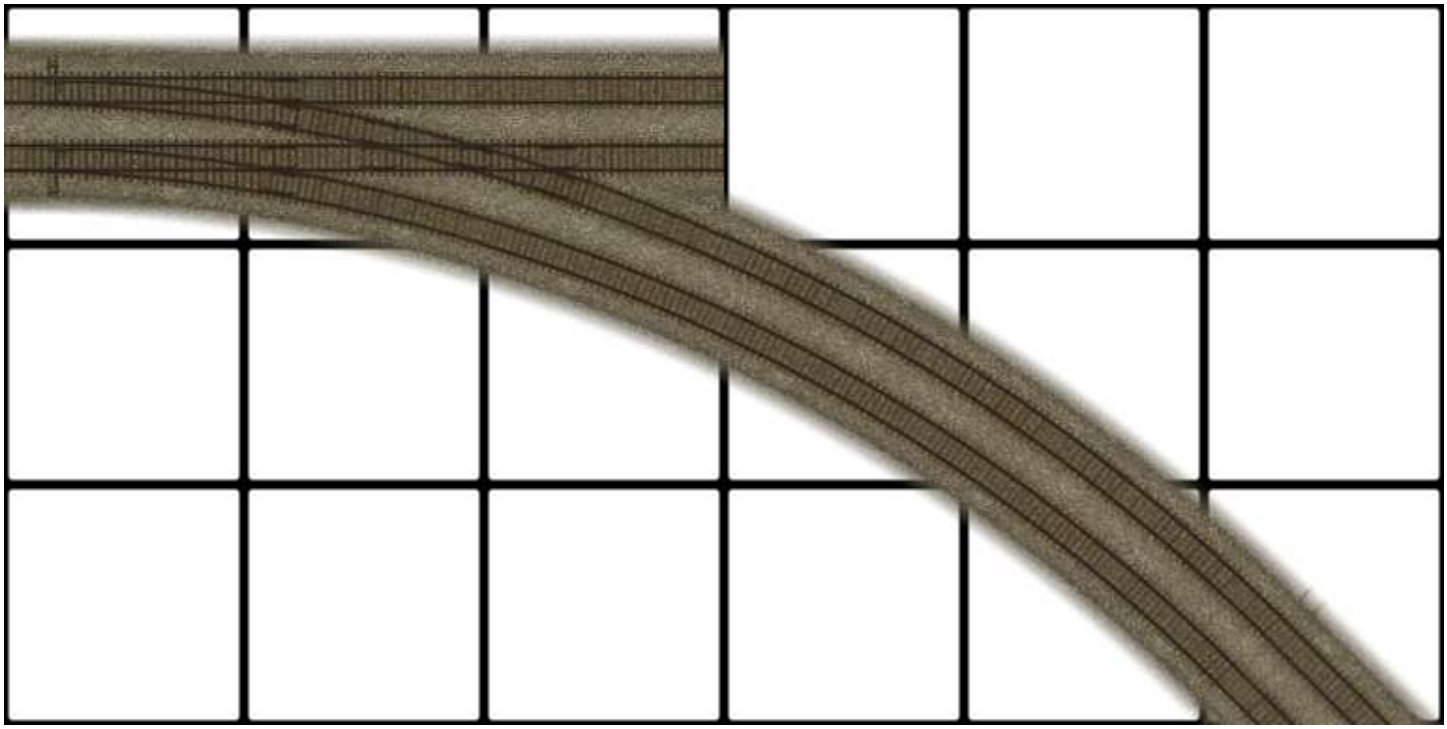


The B2 R2 turnout is basically an upgrade to the R2 curve. Dragging out this turnout involves making the DTR R2 curve and dragging the rail tool orthogonally to make the turnout.

B2 R3 turnout Pattern

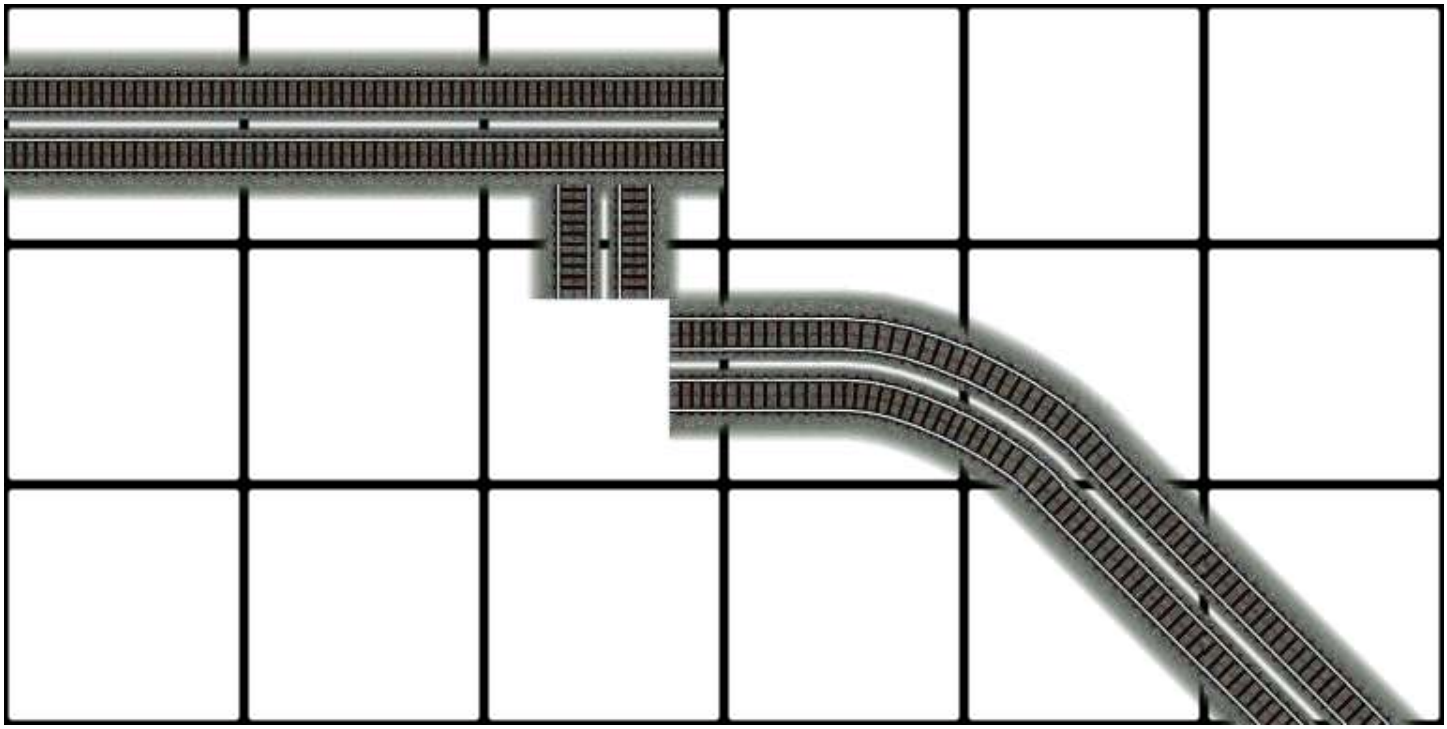


B2 R2 turnout Resultant

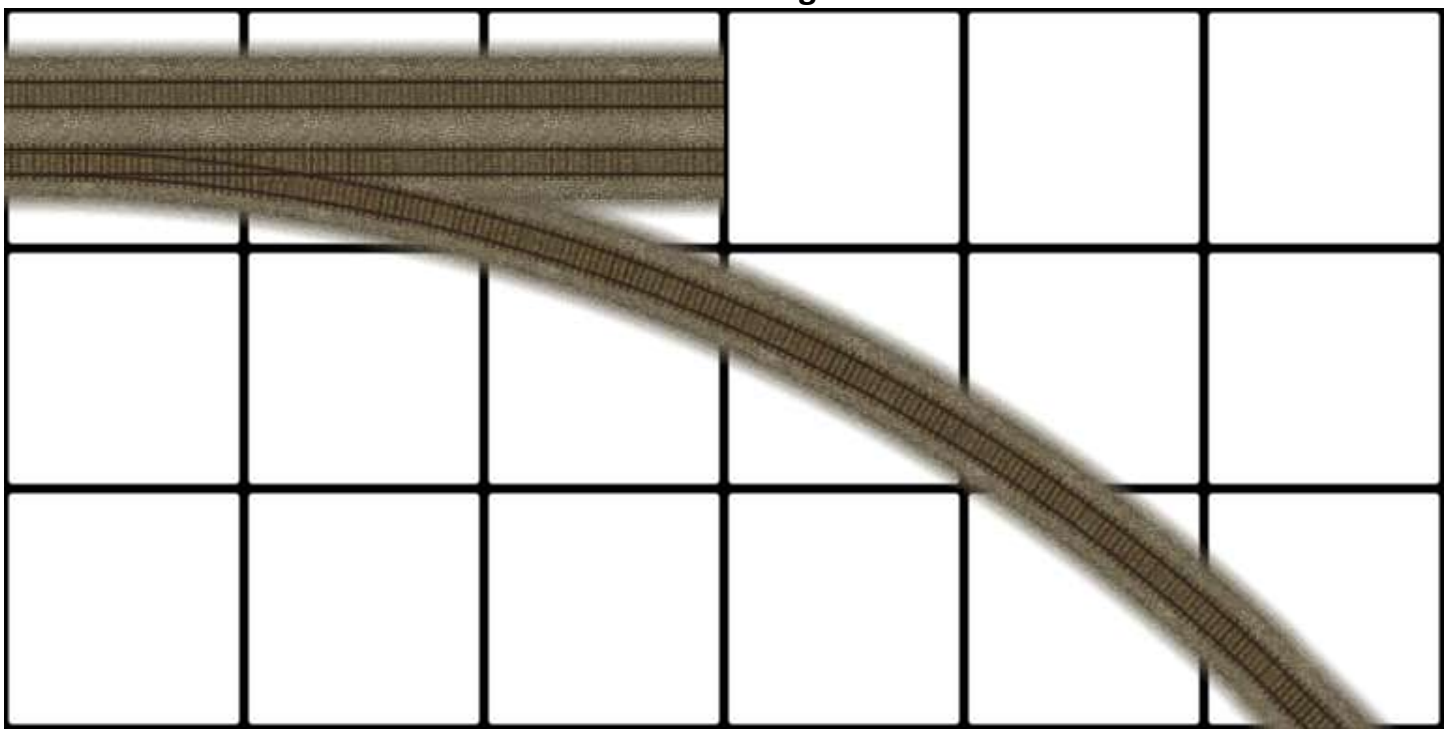


As with the B2 R2 turnout the B2 R3 turnout can be derived from the R3 curve my dragging orthogonally along the top. Both of these turnouts can be overridden to STR turnouts (not shown) as well. The B2 R3 turnout is the same as the WRC B2 turnout puzzle piece but is now drawn out instead of placing a piece. This piece can be enhanced as shown later in this document.

DTR B1 STR Pattern



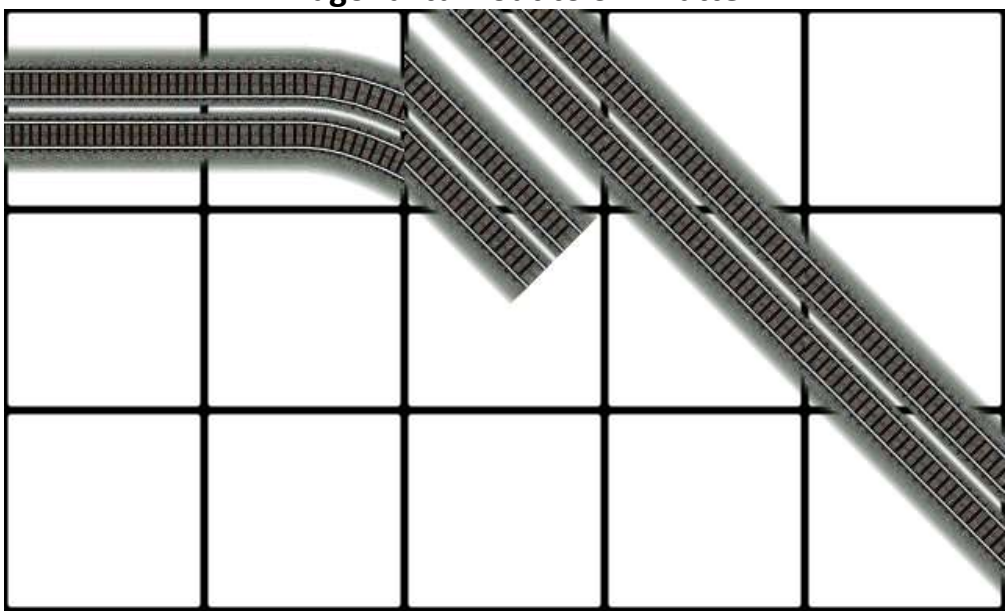
DTR B1 STR Diagram



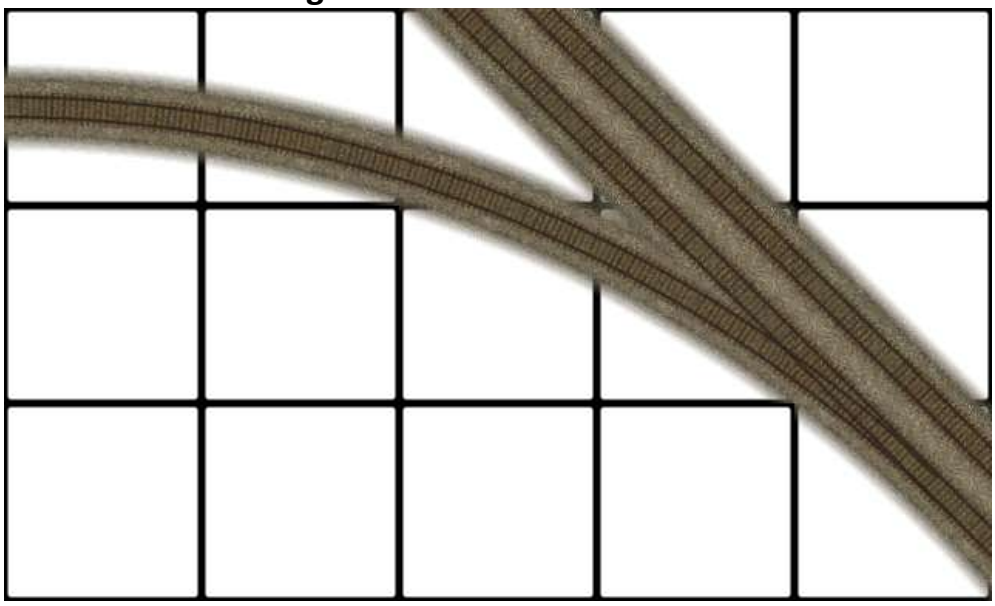
The DTR B1 to STR is a high speed turnout with a DTR crossover switch (not shown) to provide maximum coverage between the two DTR tracks. That will add an extra 3 tiles along the mainline when drawn out. This turnout has bi-directional paths and will convert to STR at the diagonal end. To get an 8 x 8 tile 90 deg piece you can draw out a similar DTR R3 curve to join with the end of the diagonal. It may take some practice but the functionality is there.

Orthogonal branching off Diagonal turnouts

B1 Diagonal turnout to STR Pattern

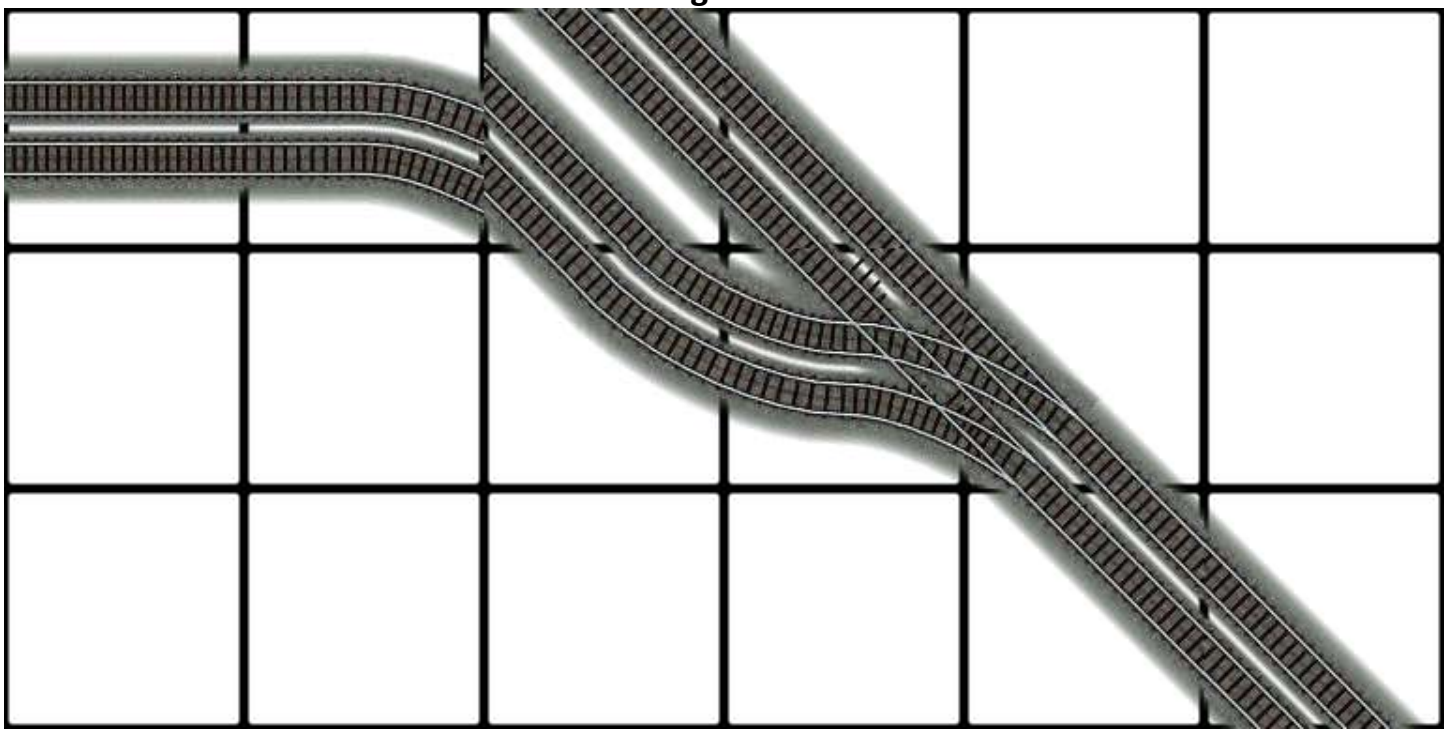


B1 Diagonal turnout to STR Resultant

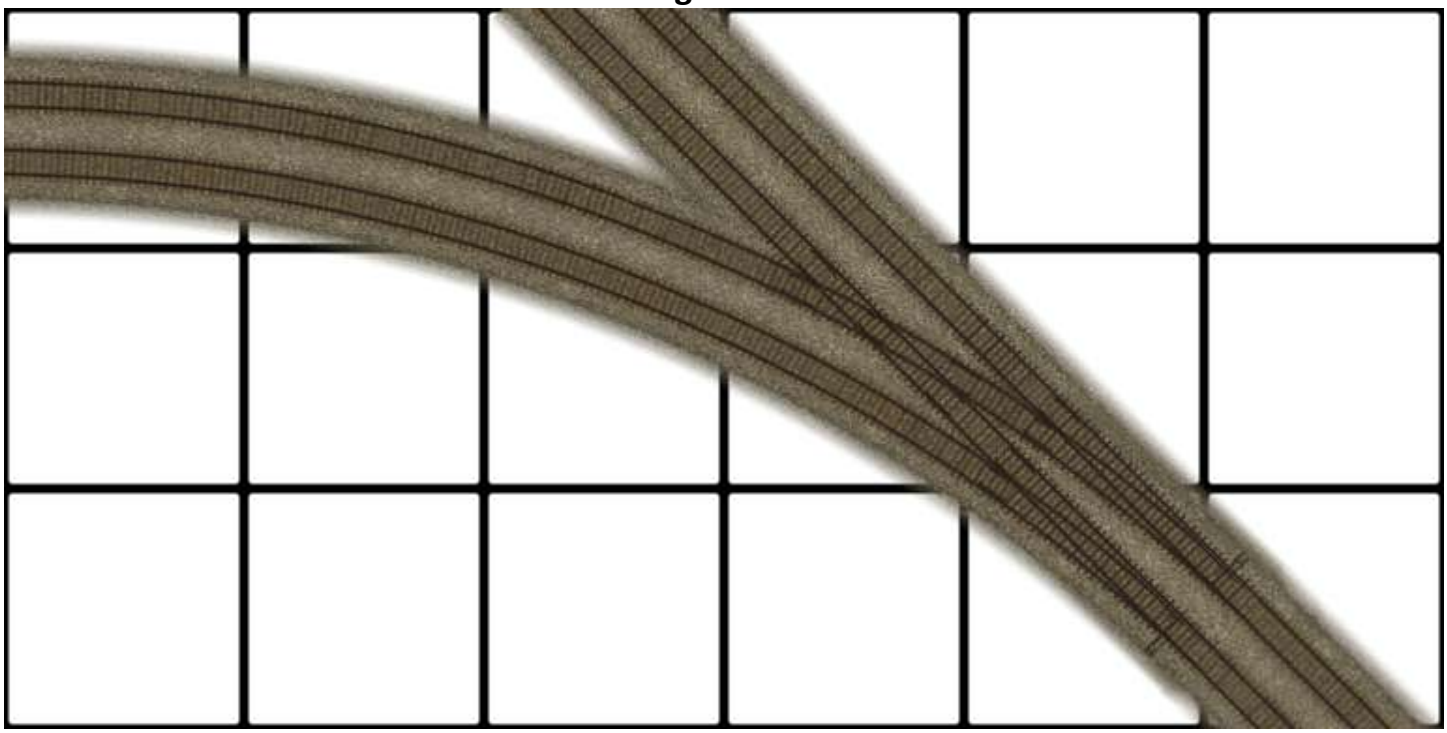


The B1 STR Orthogonal from DTR turnout is designed to replace the current Puzzle Piece equivalent. It has the extra parts like a diagonal dual DTR crossover that automatically gets drawn out upon drawing out the turnout and the STR which is automatically drawn when the orthogonal section is also drawn out. The pattern uses the depreciated dual DTR diagonal in a single tile. The discrepancy of the curve is intentional since the maxis network with this RRW mod is depreciated. This is due to the internal mechanics of the piece. Future expansion is planned.

B2 off Diagonal Pattern



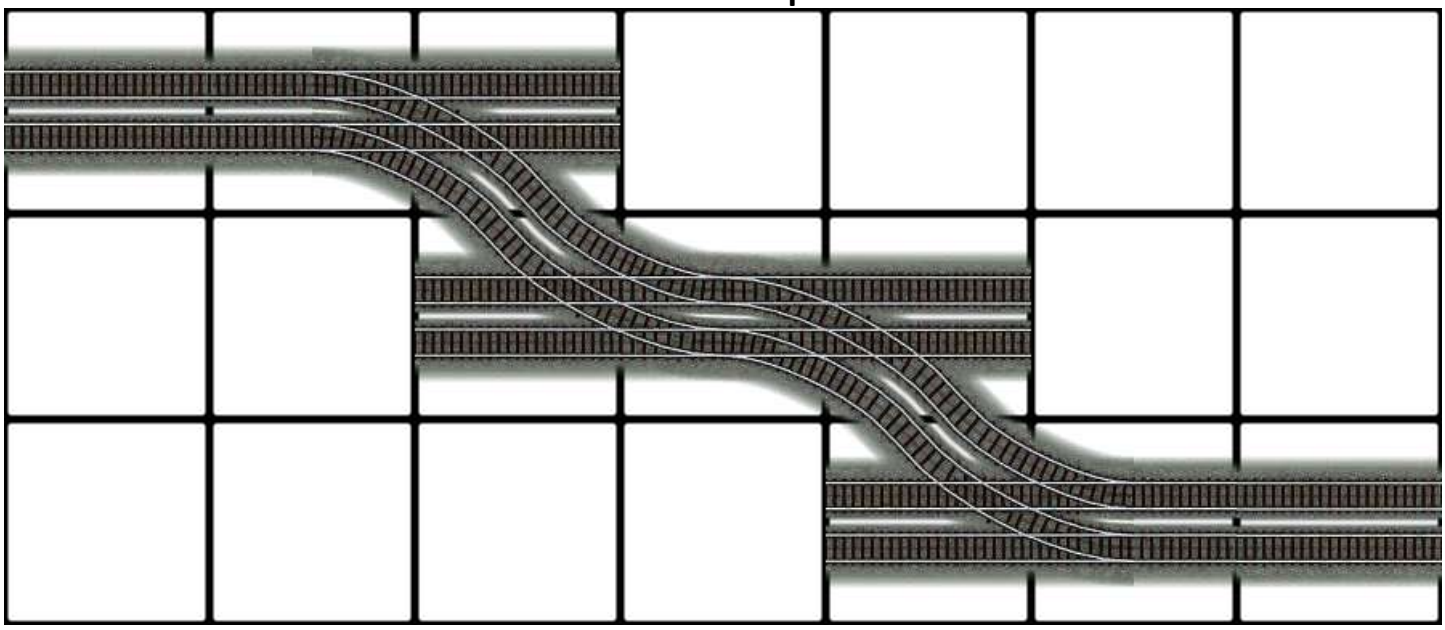
B2 off Diagonal Resultant



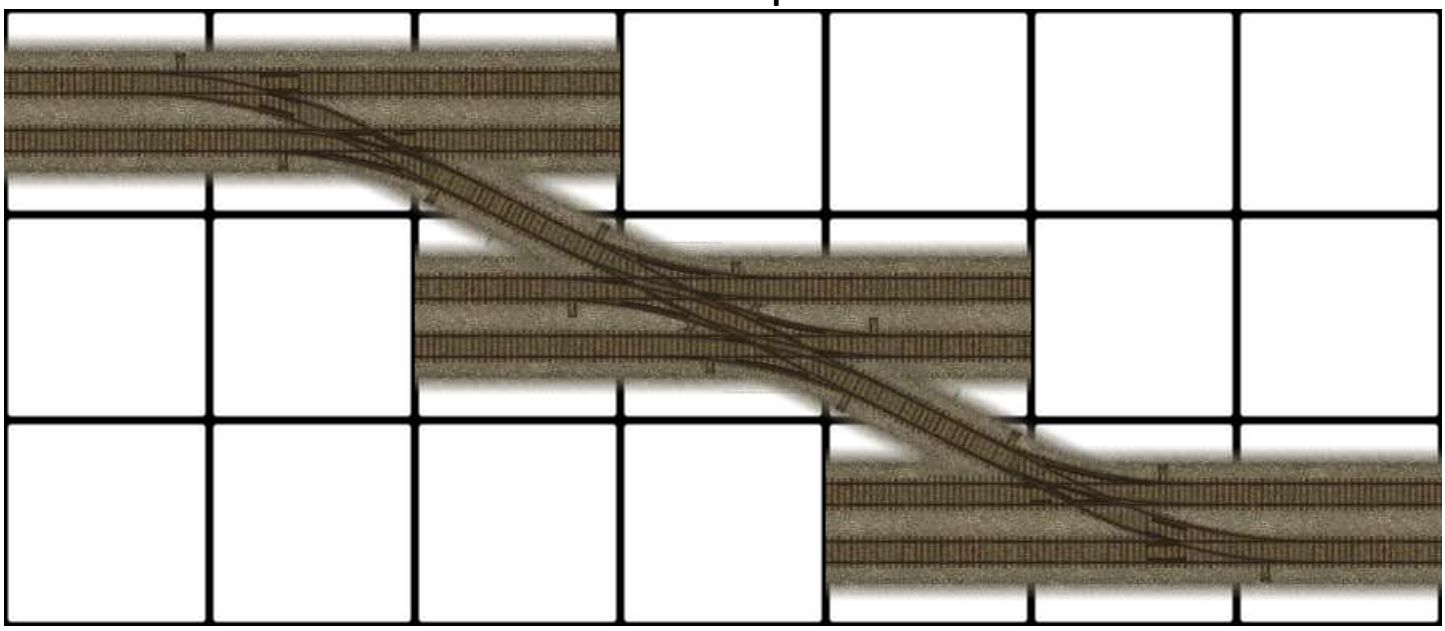
The B2 Diagonal has the same footprint as the Puzzle Piece equivalent. This piece can be overridden to STR by drawing STR to any of the ends. No other enhancements are planned.

Small Turnouts Section

Small Turnouts setup 1 Pattern

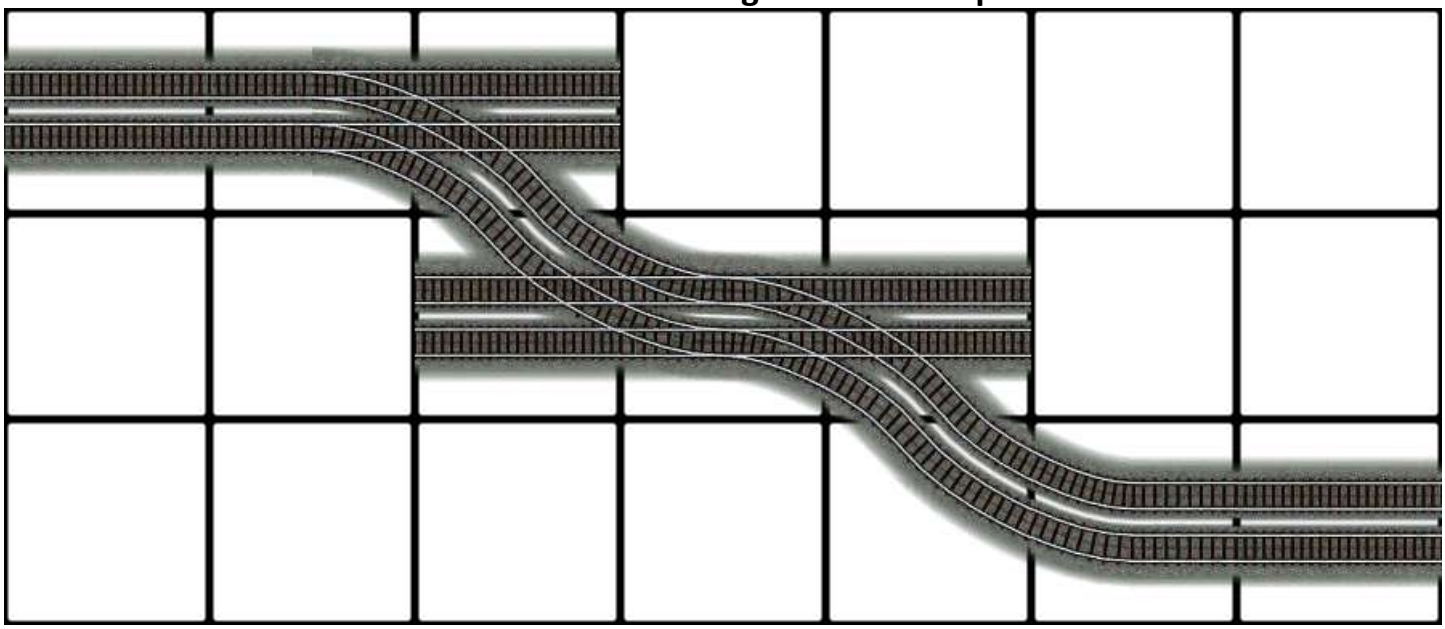


Small Turnouts setup 1 Resultant

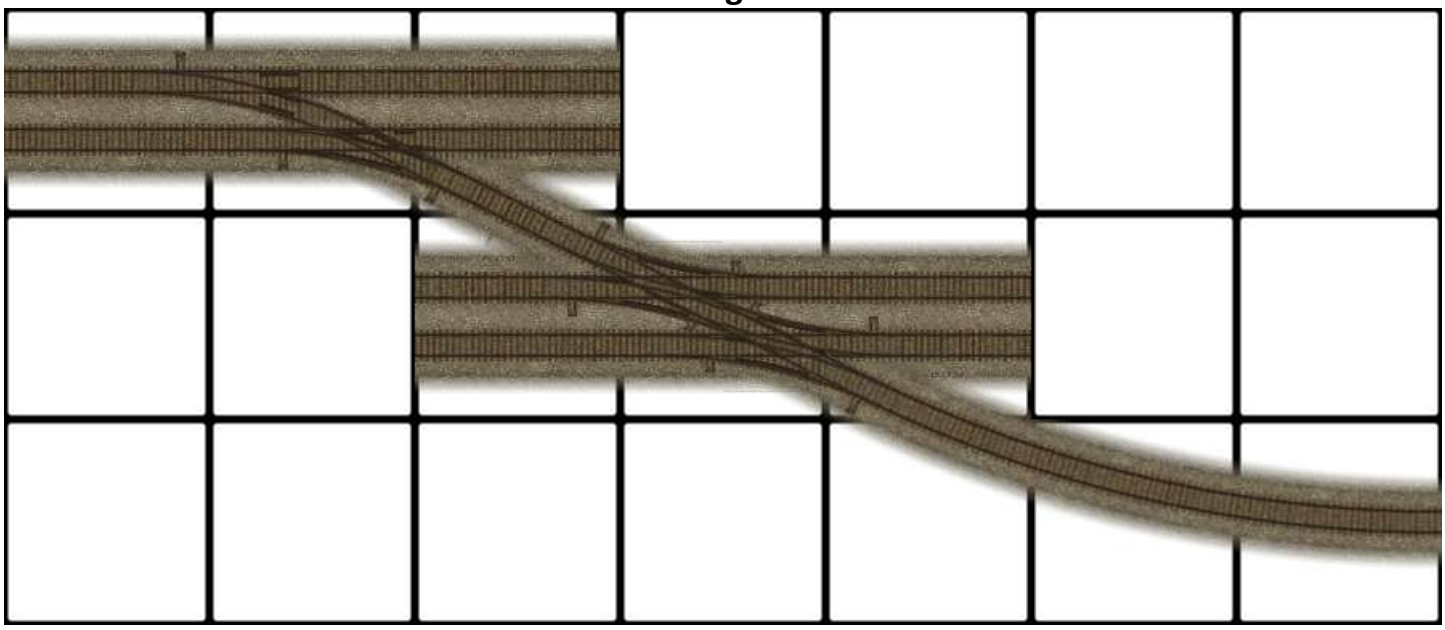


The small turnouts are designed for changing tracks in a small space (e.g. Large Railway station or freight yard) and are not intended for mainline use. These turnouts can also be extended beyond three tracks to as many as you want. But for every one track set that is covered the setup extends by two tiles. These turnouts can be extended to have orthogonal and diagonal STR offshoots as well as shown below.

Small Turnouts STR orthogonal offshoot pattern

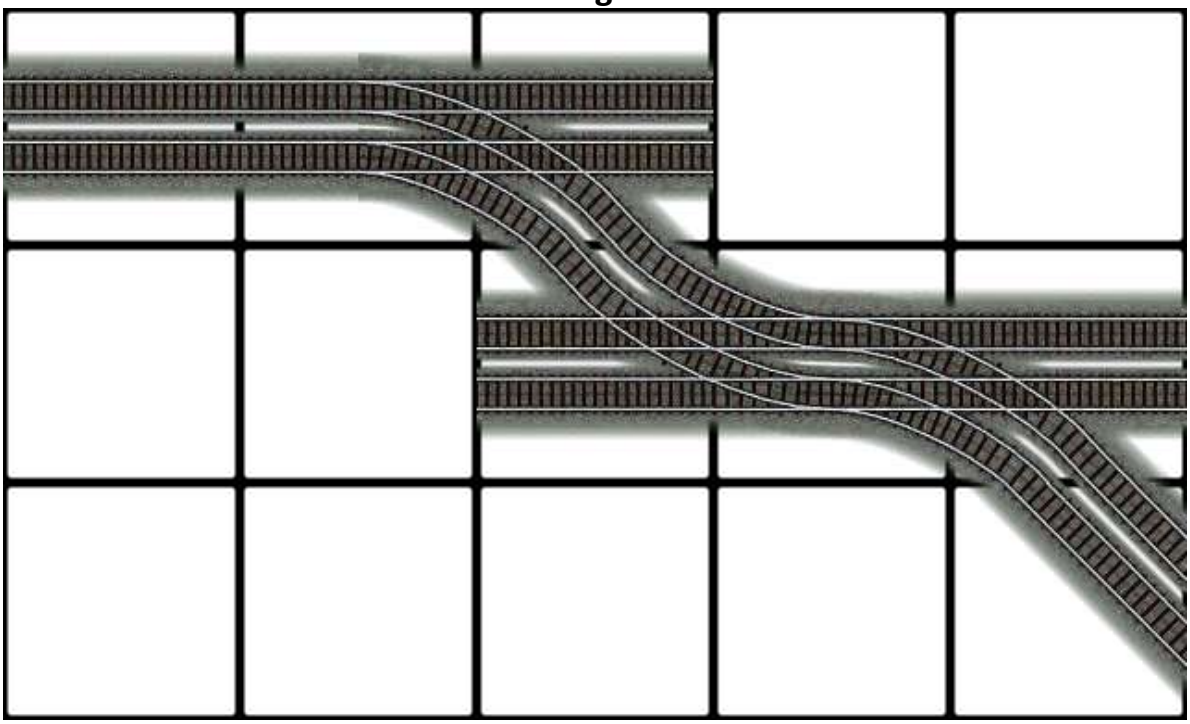


Small Turnouts STR orthogonal offshoot Resultant

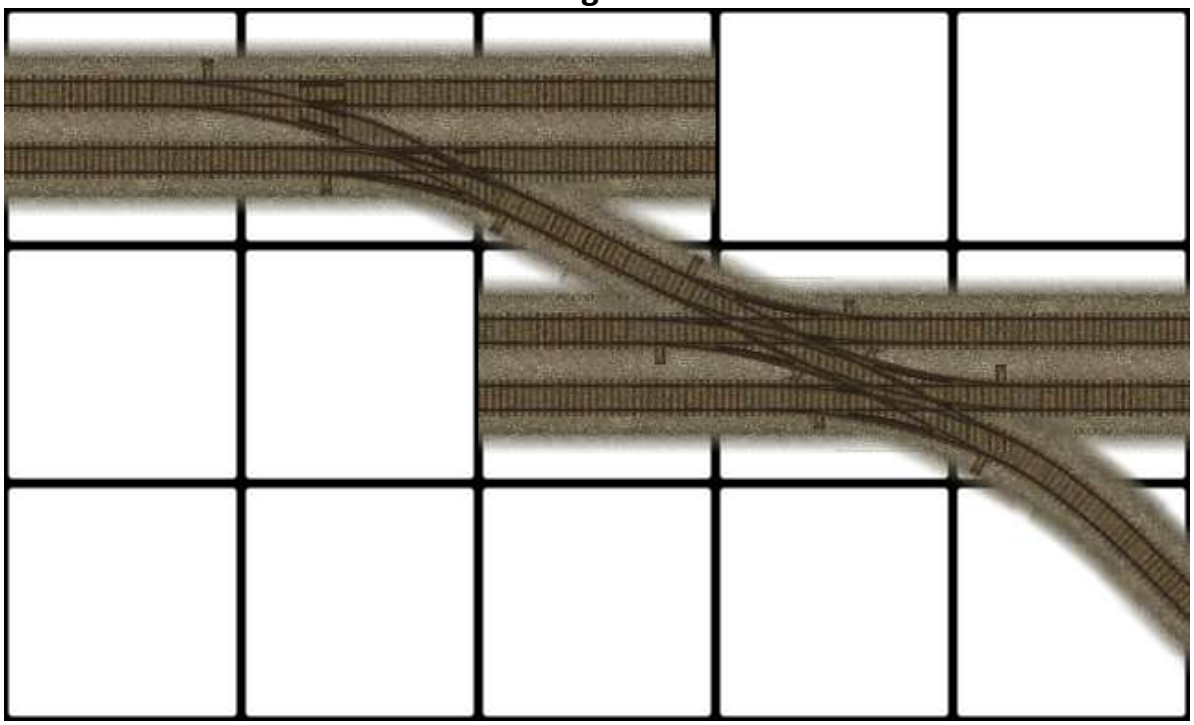


This turnout allows an STR network to intersect two or more DTR tracks and is intended for Station of Rail Yard use. The network automatically converts to the STR network beyond the STR offshoot.

Small Turnouts STR diagonal offshoot Pattern



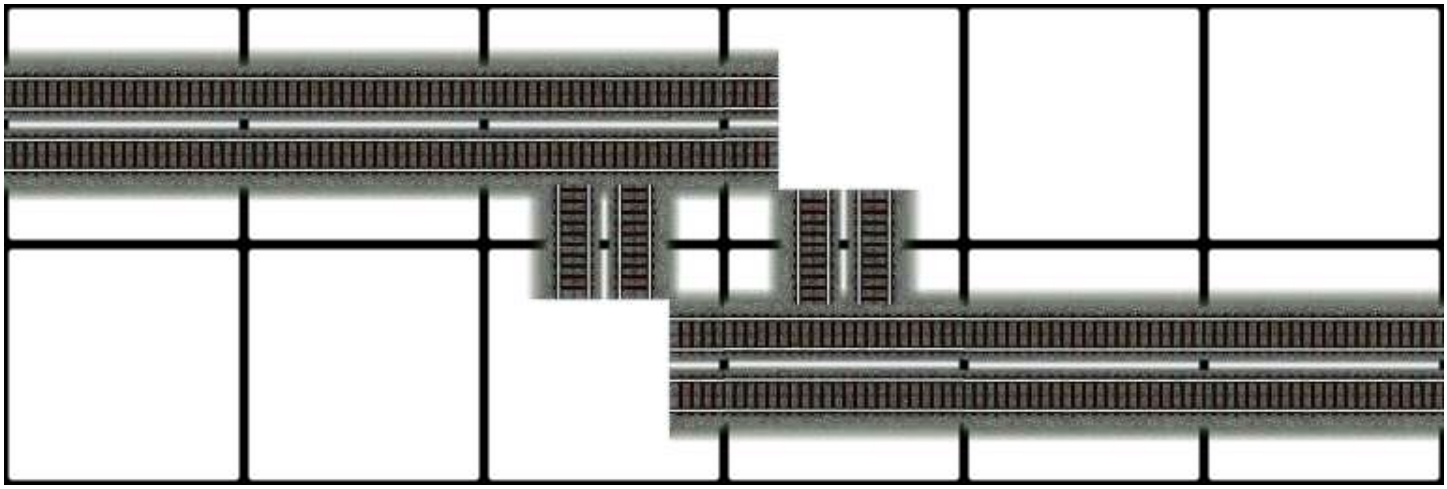
Small Turnouts STR diagonal offshoot Resultant



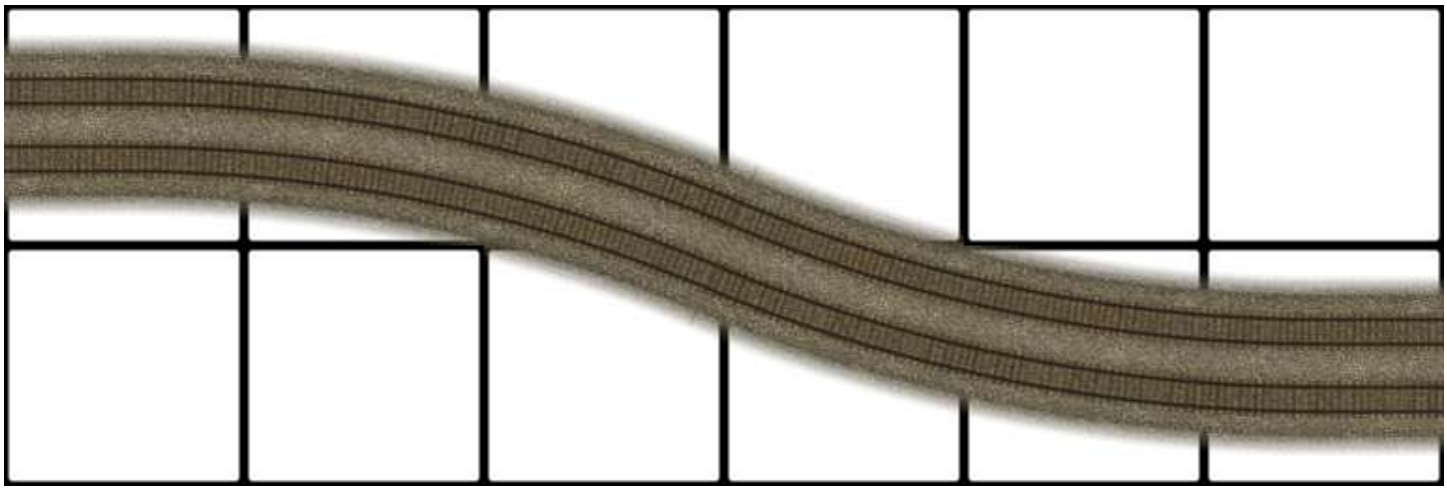
Like the orthogonal turnout to the DTR the diagonal STR can also intersect with two or more lines of the DTR. Again these are designed for tight areas where space is limited but movement between tracks is necessary.

S curves Section

6x2 S Curve Pattern

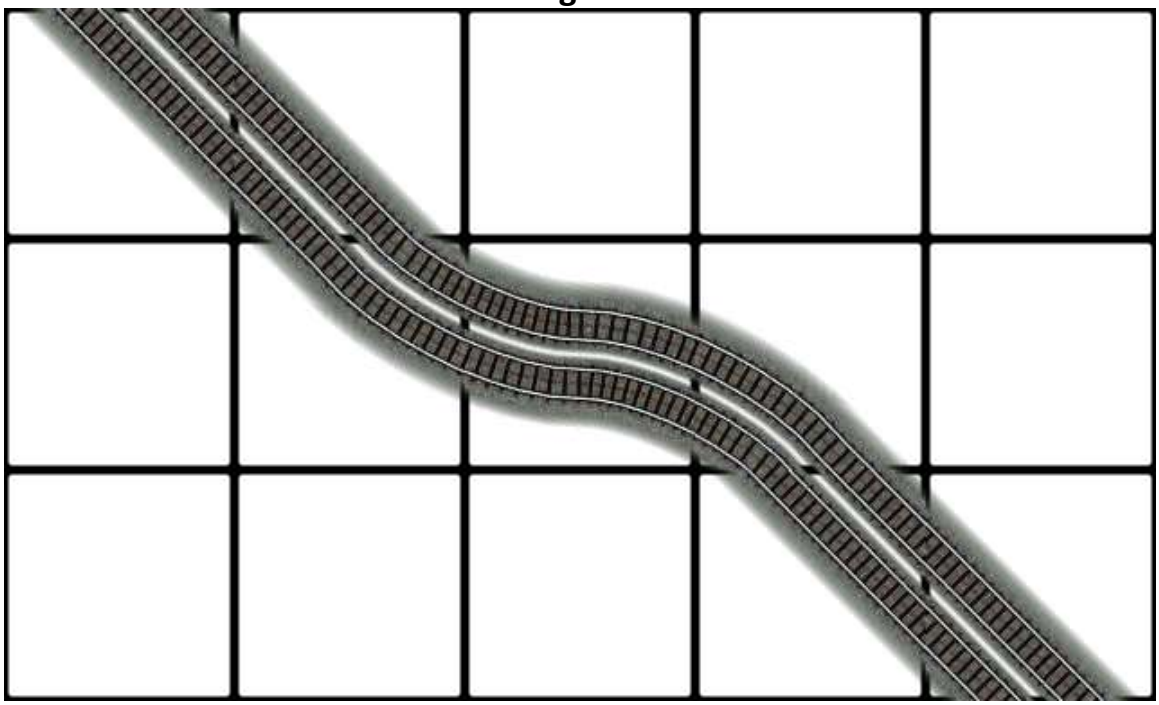


6x2 S Curve Resultant

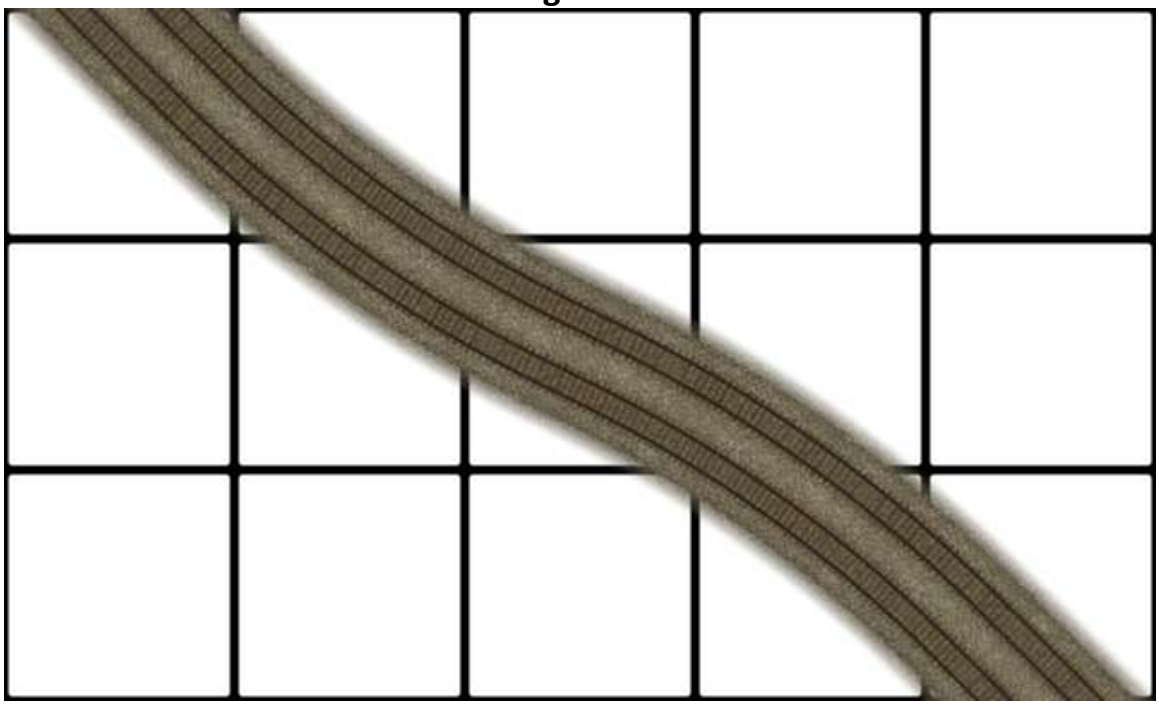


The 6x2 S Curve shares the same footprint as the puzzle piece equivalent. The STR network can override this piece to make it an STR S curve. There is also a 5x2 S curve with the same functionality that uses the two half's of the DTR A2 turnout (Not shown) .

S Curve diagonal Pattern



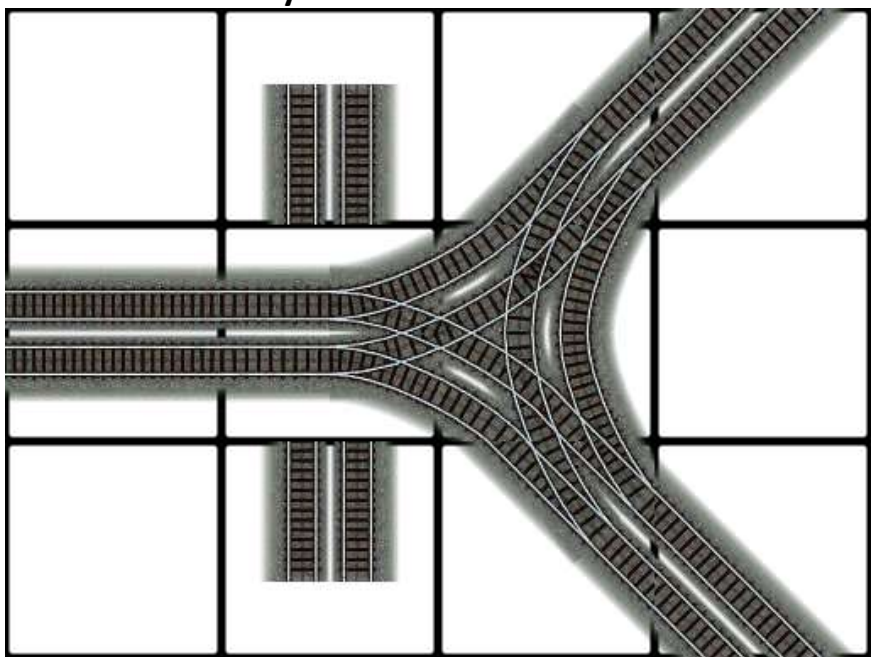
S Curve diagonal Resultant



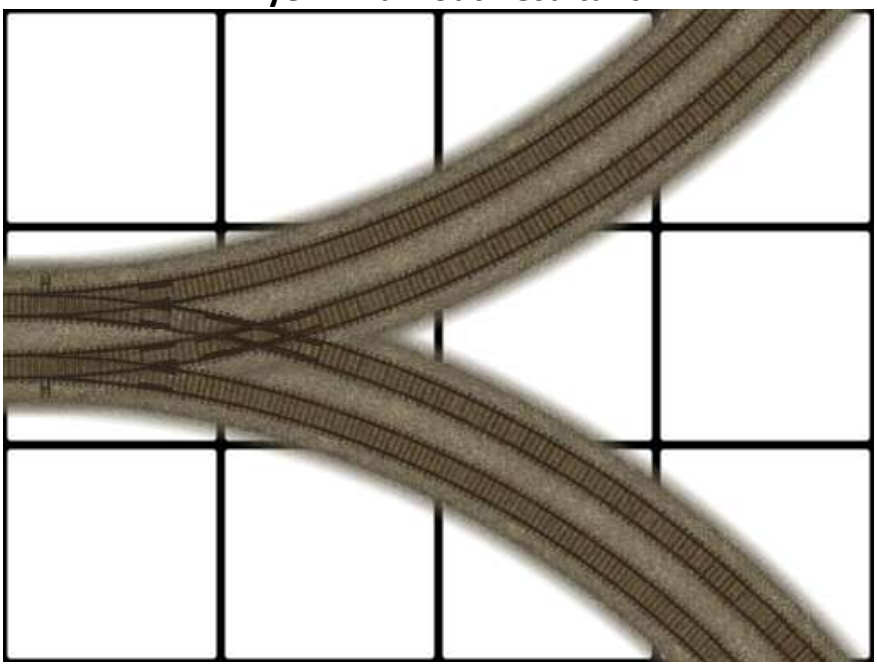
There is only one type of diagonal S Curve as shown above and can be overridden to STR. No more enhancements are planned.

Wye Turnouts

Wye R2 Turnout Pattern

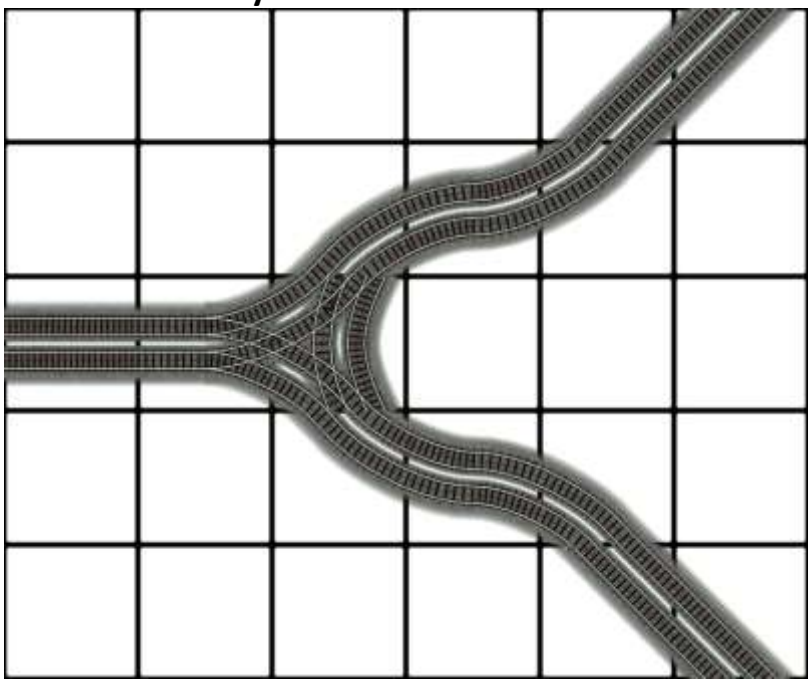


Wye R2 Turnout Resultant

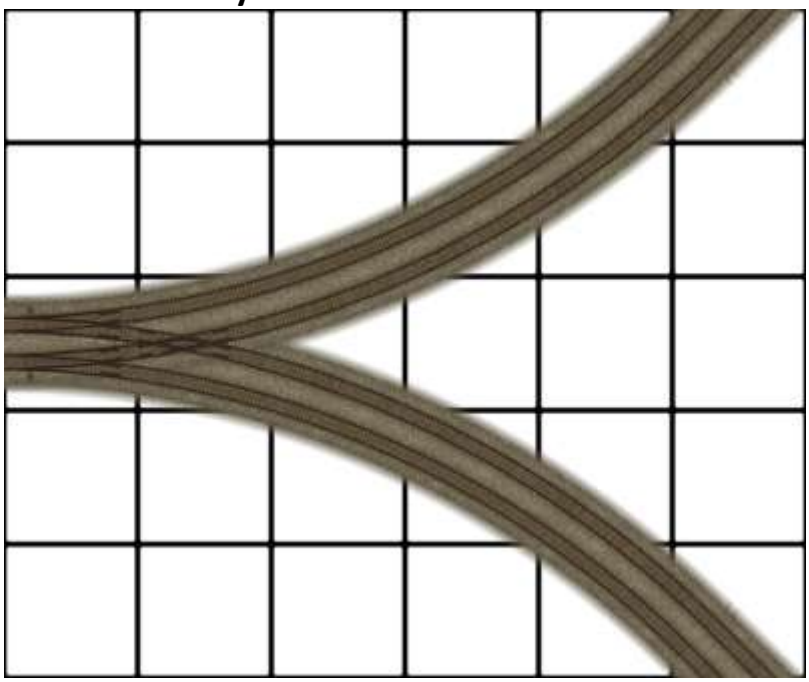


The R2 Wye Turnout can be derived from the R1 (Mini-Curve) Wye Turnout by dragging through the main turnout tile as shown. This extra functionality has been added to allow this to happen. This piece cannot be overridden to STR but that will change in the future however. Apart from making overrides to STR there will be no other enhancements.

Wye R3 Turnout Pattern



Wye R3 Turnout Resultant

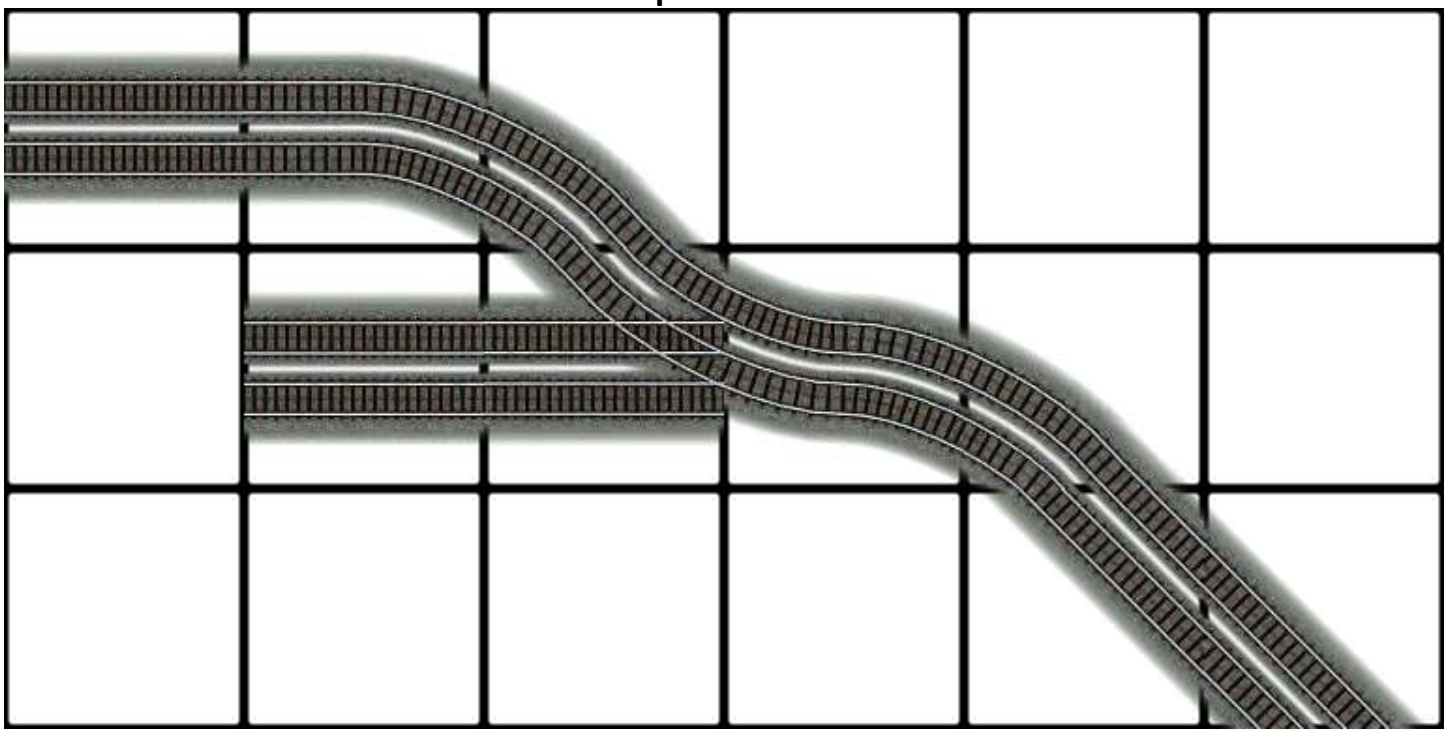


The wye R3 turnout is to be a direct replacement for the new puzzle piece turnout that was introduced into NAM 32. There is no ability to override to STR but that will come in the future.

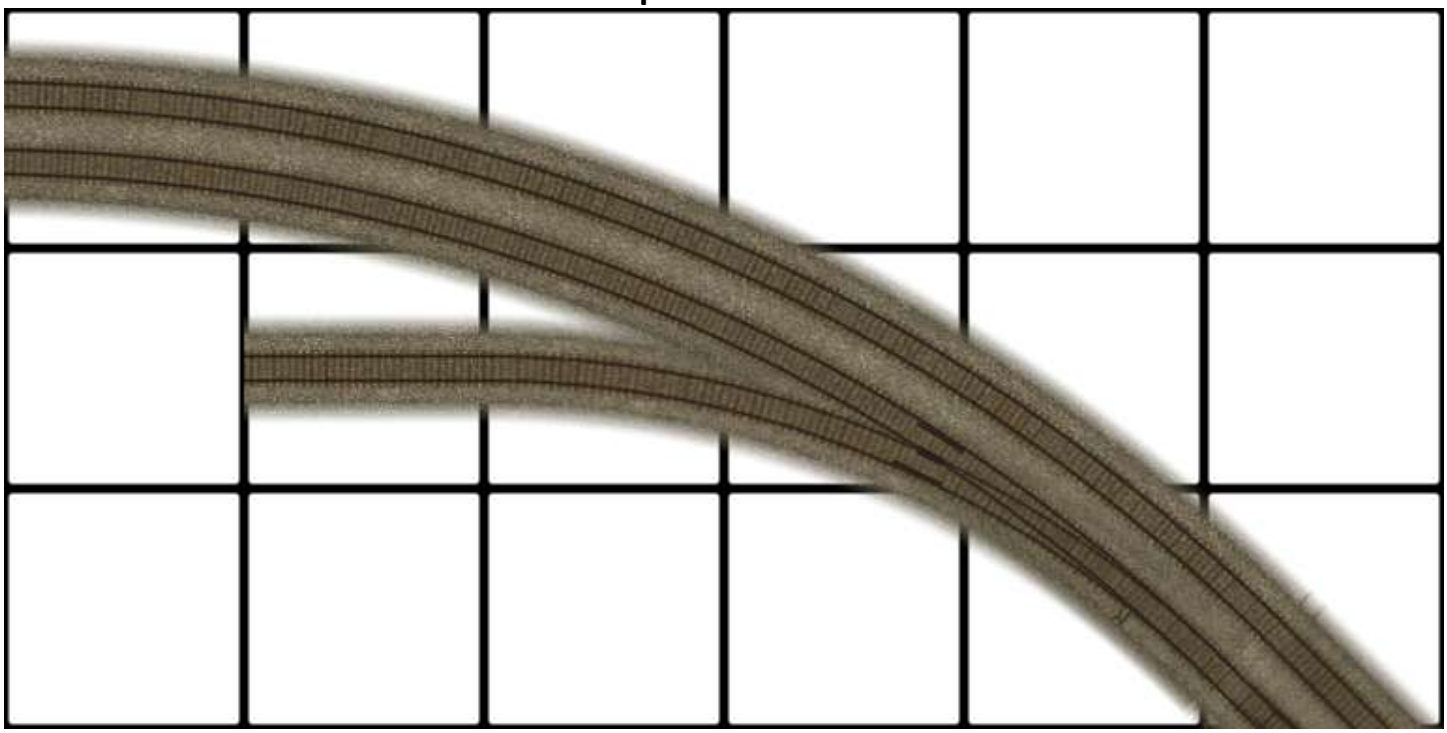
This turnout can be made by drawing out an R1 wye and then attaching the ends on an S bend as shown in the diagram.

Compound Curves Section

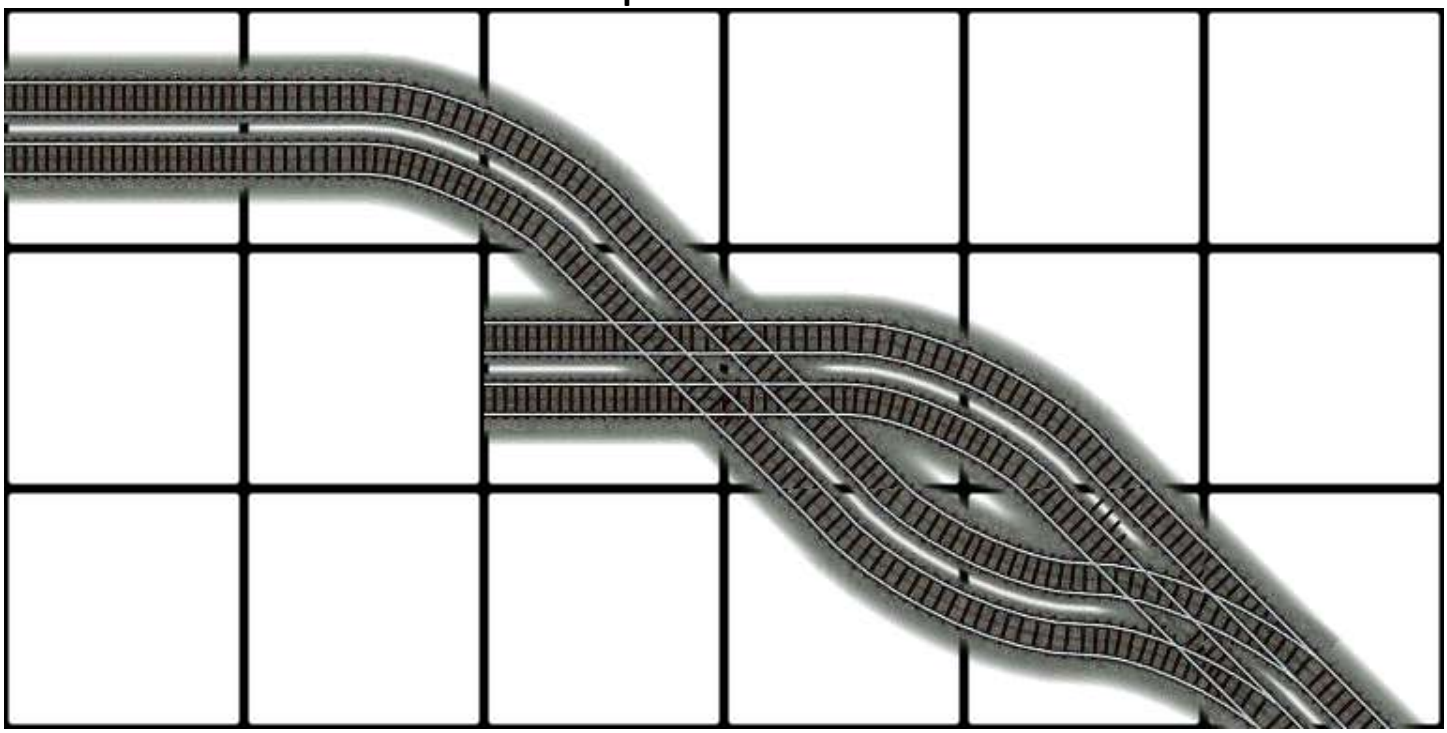
R3 R2 STR compound Turnout Pattern



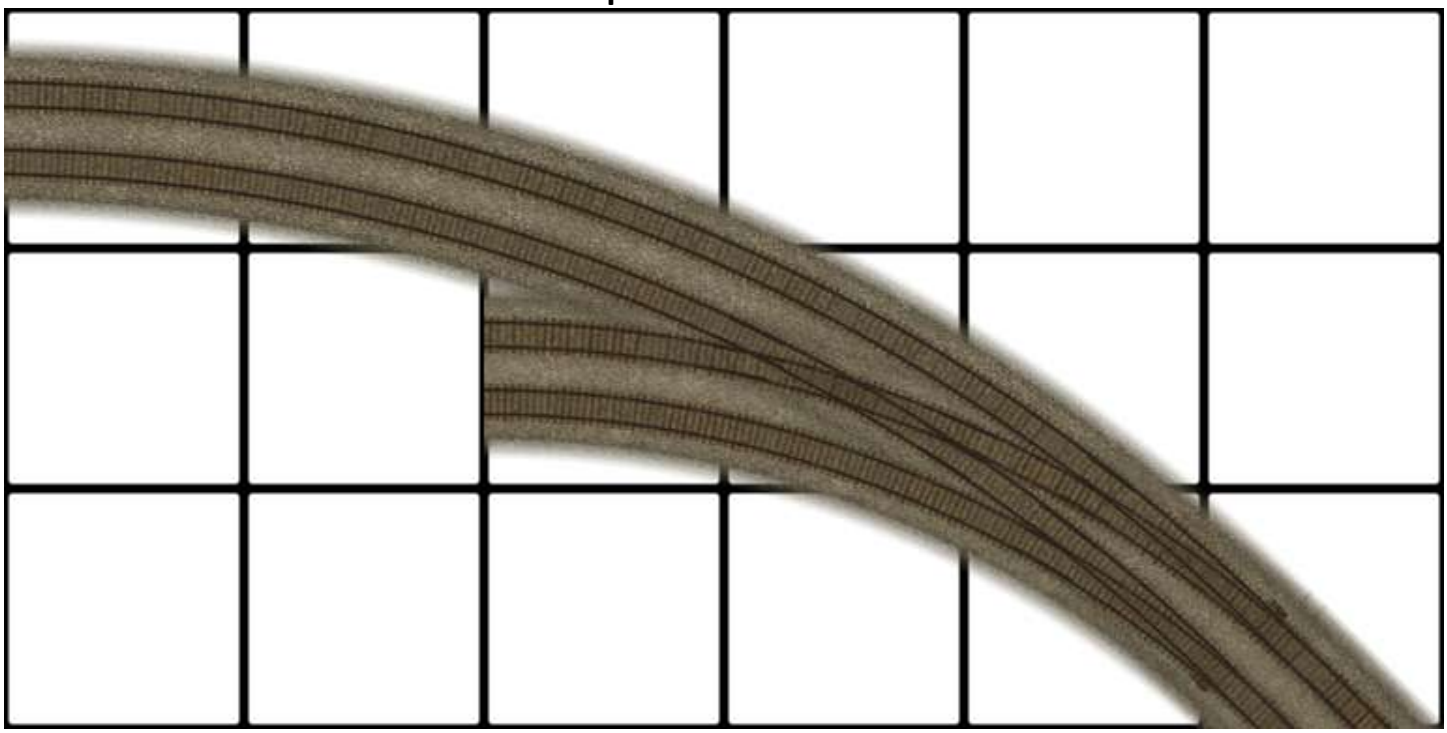
R3 R2 STR compound Turnout Resultant



R3 R2 compound Turnout Pattern



R3 R2 compound Turnout Resultant



The Compound Turnouts are completely unprecedented in the NAM and can be made from the patterns above the R3 R2 DTR turnout can be a bit tricky but is achievable. The STR Branch will convert to STR upon drawing orthogonally and a crossover turnout will be made when the diagonal is drawn out. No more enhancements are planned for these pieces except for an STR override for the DTR Compound curve.

Final Notes

The RRW Flex Track will be expanded upon in upcoming editions on the Network Addon Mod (NAM) Real Railway (RRW) Plugin. There is some extra functionality included that has not been documented here. Usually if something does not look right than clicking on the piece will usually resolve the issue. A reminder, the FlexTrack is a work in progress and is planned to be expanded upon. Some errors may remain and any error can be reported in the applicable threads on www.sc4devotion.com

Questions and Answers

Q) Why aren't there any FARR (Fractionally Angled Rail Road) Pieces included in the Flex Track?

A) The Flex Track FARR is still in early development so it is not slated for release until a later stage.

Q) Why are there still no wires?

A) Wires will not feature until there is a complete draggable of flex system of tracks. They may take some time to eventuate.

Q) Why are the currently released catenaries props not compatible with the new pieces?

A) There was a complete rebasing of the network with the IIDs so it will take some time for makers to adjust to the new pieces.

Q) What about alternative textures?

A) They are still being worked on as well.

Q) When are draggable viaducts due to be made?

A) In a future NAM release.

Q) Are there plans to make new pieces?

A) Most certainly.