

Who can use DBTracks?

To work with DBTracks is not recommended for beginners.  
*DBTracks can in principle be used by anyone who does not have to ask how it's done.*  
**The use of DBTracks is at everyone's own risk.** Useful information is available in the [TrainSim.com forums](#) (search for 'dbtracks').  
There are already some threads about US projects and experienced users who can help.

How can I replace standard track with DBTracks?


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Currently DBTracks provides replacements for MSTs' original track selection in five versions:

- DB1 - Track ballast, type "W" - New concrete ties
- DB2 - Track ballast, type "W" - Old concrete ties
- DB3 - Track ballast, type "K" - Wooden ties
- DB4 - Track ballast, type "KS" - Steel ties
- DB5 - Track ballast, type "S15" - Y-steel ties

Different versions can be applied side by side. The replacement is triggered by the assignment of a different file name.  
With this kind of substitution there are no changes made to the track database. All existing activities will remain functional.

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1. *Don't forget to backup your data now !*
  2. Download the track sets and textures you want to have from [here](#)
  3. Create a new subfolder GLOBAL/SHAPES/**DB**.  
(I recommend this to have DBtracks files separated from others. It's file count will exceed several thousand easily. Other add-ons like XTracks, NewRoads, ScaleRail etc. have also several thousand files and may possibly reside in your SHAPES folder, too. This way it's easier to maintain DBTracks by having it in a separate folder from scratch.)
  4. Extract the tracks into GLOBAL/SHAPES/DB, extract the textures into your route's TEXTURES folder
  5. Decompress all .W files in your route's WORLD folder (with [Route\\_Riter](#) or [Zipper](#) )
  6. Load all .W files in a text editor which is able to open and edit many files at the same time ( [Notetab Light](#) , [Notepad++](#) )
  7. Use the 'Find and Replace' function (shown in [Notetab Light](#) )

 Note: '**DB3\_**' is just an example. You can use other DBTracks identifiers like '**DB1\_**' or '**DB2f\_**' here. All DBTracks use these kind of prefixes in combination with the original filenames.

Repeat 'Find and Replace' for  
**FileName ( a2t, ...a3t, ...a4t**

This procedure is important to make sure, your search pattern is unique and will not affect harmless static objects beginning with 'a'.

A hint about *Path Separators* in MSTs:


Always use a single slash **/** as path separator. It is the only notation that does not require quotes (if there are no white spaces or special characters). This notation will be recognized correctly by RouteRiter.

Using a double backslash **\\** is generally working in MSTs. However, compression tools in older Route\_Riter versions did not process this string correctly. Quotes are always mandatory for this notation.

The single **\** doesn't work correctly at all. It will make itself disappear, including the following character.

A note about *Notetab Light* and why I prefer it:

Notetab Light has a very powerful functionality with "regular expressions". I have a long list of formulas working with these search & replace options. Here is an example:

 It does the same like shown above, but for a1t, a2t, etc. *in one single step*.

I personally like it to have all files visible in the program window and can have a look at each part of operation instead of a blind editing of a list of files in a directory (Notepad++).

However this is my personal preference.  
I'm sure everyone will be able to adopt my instructions into his/her favorite editor's functionality.

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- Now you will need to convert dynamic tracks to your chosen DBTracks profile.  
Please follow the instructions in the [Dynatrax Manual](#). The setup and operation of Dynatrax is well described and you will find the required track profile to download at the top of the page.

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- When you open your route in the route editor you may find that in some areas tracks look like they are sunken into the ground. This is because both the rails and the ballast shape is (prototypical) higher than MSTs standard track. And the height of the rail tops cannot be altered because it has to meet the running surface of the wheels of the trains.  
For this inconvenience I found a method to raise tracks and roads for 15 centimeters, which is enough to lift the tracks out of the ground. Included in Route\_Riter you can find the TSUtils toolset.

For me, it is always the easiest way to use this toolset by writing a (mostly reusable) .BAT file

```
@echo off
REM set drive and path to the TSUtils directory
REM -----

CD /D "C:\MSTS_Tools\Route_Riter\TSUtil"

REM -----
REM set path to the Routes folder:
REM -----

SET ROUTE="C:\MSTS\ROUTES\MyROUTE"
SET LOGFILE="C:\WORK\_mveobj.log"


REM -----
java -Xmx1024m TSUtil -l%LOGFILE% mveobj -t -w %ROUTE% 0 +0.15 0
ECHO -----
PAUSE
```

(to copy the text, click in the box)

A path which contains white spaces or special characters, must be enclosed in quotes (Quotes are never wrong).

Copy the text out of the box, edit the paths marked in red color to your needs and save the whole text as .BAT file. To execute just doubleclick it. With correct path entries this batch file will run from wherever you save it on your harddisc (e.g. your working directory). Also, the log file should be addressed to the working directory so that it can eventually be used for troubleshooting.

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- The next step will be to find out if there are switches which need to have a variant in place. In some combinations the switchstand of a Pnt10d switch will be found misplaced in the flanking track.

 The description of this switch must now be found in the corresponding WORLD file (e.g. the coordinates in the Properties window).  
Search for the filename (e.g.) **DB3\_a1tPnt10dLft.s** and append the identifier '**\_M2**'.

Now it should read **DB3\_a1tPnt10dLft\_M2.s**

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- There are other switch variants available, e.g. to make it more suitable for routes in non-German countries.  
You can use **switch stands without lanterns and hand levers**, if you add '**\_Sx**' at the end of the filename.

What must be considered when a freeware route with DBTracks is to be published?

If published as freeware there is **no explicit permission** needed.  
In accordance with the [Terms of Use](#), the origin of the materials used must be declared in an appropriate manner.  
The following text should be included the route's description files ("Install...", "Readme...", "Manual..." or similar)

This route contains DBTracks tracks and equipment from [DBTracks.com](#)  
Some DBTracks textures have been created with images from [CGTextures.com](#)