Creating rwp files outside the game folder.

One of the problems with creating rwp files is the long delay whilst the packager "refreshes" - several minutes on a large installation. Another problem is finding the files you want to include in the .rwp file in the complete list of assets, content and manuals that you are faced with.

I have got around that by creating a "dummy" folder on my Desktop which I use instead of the one in the main folder.

Create a "New Folder" on your Desktop (or wherever you want) and name it "RW_Packager" (or wherever you want).

Next, copy the following files from your "railworks" folder into your new "RW_Packager" folder:
ConvertToTGLib.dll
ICSharpCode.SharpZipLib.dll
installscript.vdf
LocalisedStrings.dll
OpenAL32.dll
RailWorks.exe
RailWorks.ico
stlport_vc10.5.2.dll
StringExtractor.exe
TestLib.dll
Utilities.exe
version.txt
WrapperSettings.xml
zlib1.dll
zlibwapi.dll

Also you need to copy the "Languages" folder from "railworks" to your new "RW_Packager" folder.

Next, you need to create some new folders in "RW_Packager" folder. Name these:
Assets
Content
PackageInfo

If you have created a manual that you are including in your package you will also need to create a "Manuals" folder.

Open your new "Content" folder, create a new folder and call it "Routes".

That completes your new dummy installation of "railworks" – it should look like this:
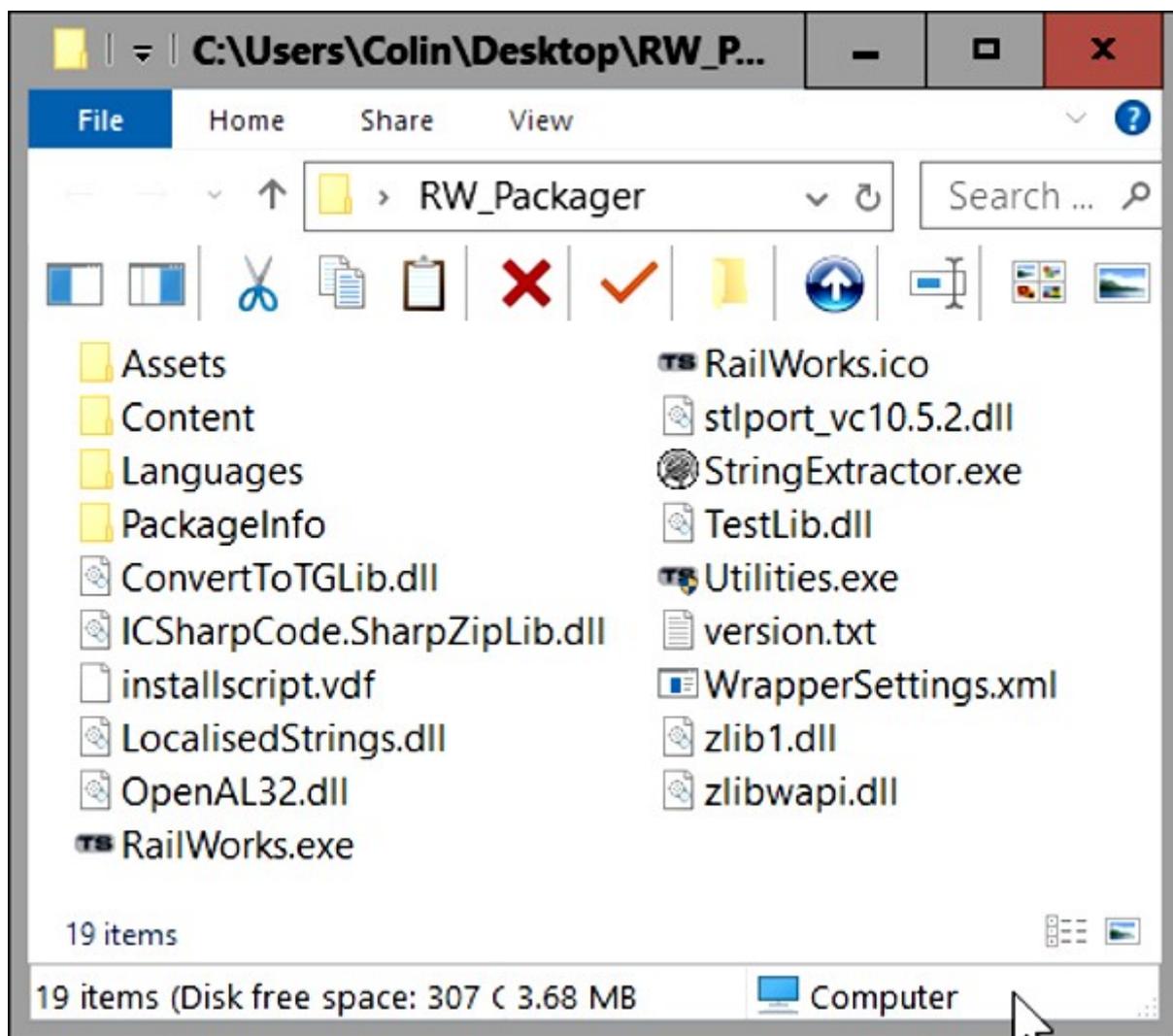
To package a scenario – the easiest way:

Copy the folder for the route from "railworks\Content\Routes and past it into RW_Packager\Content\Routes.

Double-click on RW_Packager\Utilities.exe and then continue as normal.

Once you have made your rwp file you can delete the folder for the route from RW_Packager\Content\Routes.

If disc space is at a premium: (eg; you have RW_Packager on a smallish Flash Drive) then you don't need to copy over the whole route folder, but just the scenario. For example: to package a scenario for the "Riviera Line in the Fifties".

Open RW_Packager\Content\Routes and make a new folder – name it: 00000059-0000-0000-0000-000000002015

Now open RW_Packager\Content\Routes\00000059-0000-0000-0000-000000002015 and make a new folder – name it: Scenarios

Copy the folder for the scenario you want to pack from "railworks\Content\Routes\ 00000059-0000-0000-0000-000000002015\scenarios\" and paste it into RW_Packager\Content\Routes\00000059-0000-0000-0000-000000002015\Scenarios\

Double-click on RW_Packager\Utilities.exe and then continue as normal.

More Complicated Packaging:

When I was doing my "No Passengers" project I would work on several folders each day and then do all the packaging when I had finished for the day. As those folders were sub-folders and I only needed to include the files I had actually edited, the simplest way was to only have the files I needed in the packager.

I have WinRar installed and have added "add to archive..." to the context menu.

I searched the "Assets" folder for files modified on that day, and then selected the files suffixed "_NP" that I had been working on. Having selected them I then right-clicked and clicked on "add to archive...". That opens the WinRar "Archive name and parameters" window. Give it a name, path, and which format. (eg.: Today, Desktop, and zip).Then select "Files" at the top of the window, and in the "File Paths" window select "**Store full paths**". Click on "OK"

Next, unzip the "Today.zip" and place the "Assets" folder from it into the "RW_Packager" folder. All the folders, sub-folders and files needed will now be present.

Double-click on RW_Packager\Utilities.exe and then continue as normal.

This can be used for getting individual files or complete folders to your RW_Packager folder, and whilst it looks complicated, once you get used to it then it takes only a few seconds to complete – and you end up with only the files and folders you want, making the creation of rwp files a lot more reliable than selecting 10 files from a list of 40 or more in various folders as you would have to do in the main installation.