

Protecting the Track in World Editor

It is very easy to damage the track whilst placing or moving scenery whilst building or editing a route. RolandBP had such a problem whilst placing a wooden crossing over a track in a yard. I was able to tell him how to recover the broken track by using his last saved copy – but how to prevent it happening again? I normally disable the track files, but Roland needed the track in place.

I gave the matter some more thought and came up with a solution, and meanwhile Roland hit on a simple and easy method. Here are the two ways of doing this:

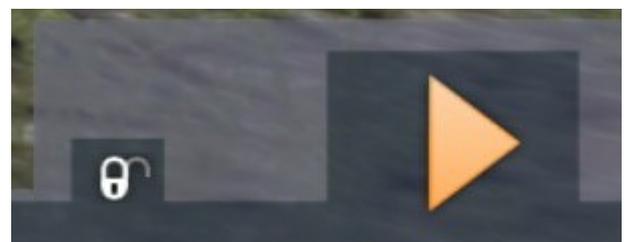
1: Locking the Route

This works perfectly for adding Scenery, Painting, and adjusting Terrain. This is the simplest and quickest way to preserve the track.

Open the World Editor and Click on the Padlock in the bottom-right corner.



The Padlock should now look like this:



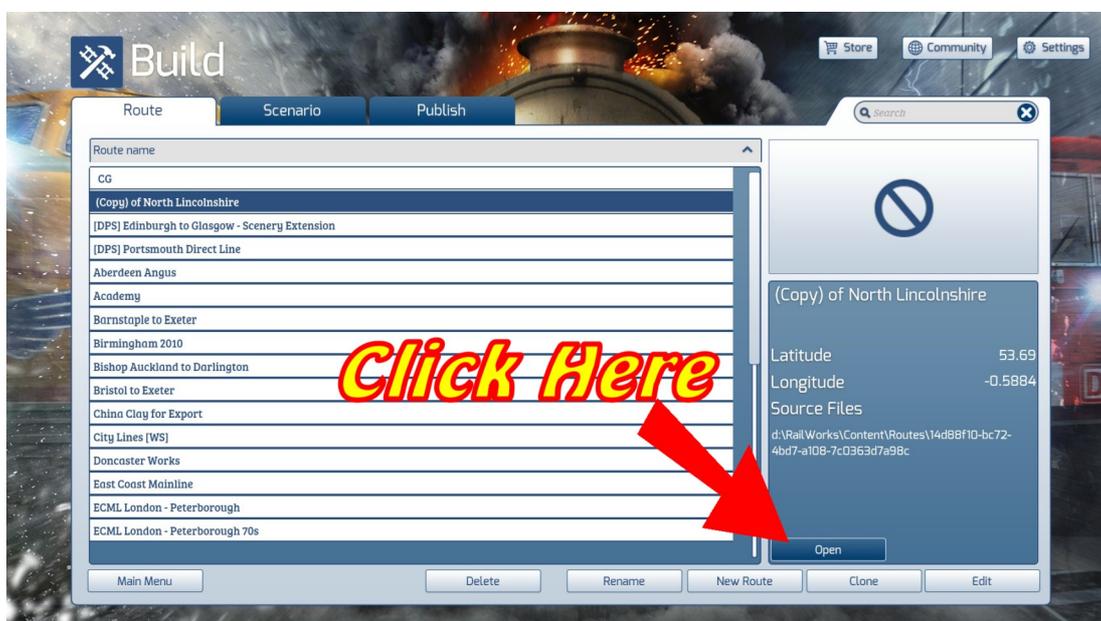
You can now add, move or delete scenery items, paint and adjust the terrain. However, you cannot use the offset tool or other track tools to work with Lofts and Roads whilst the route is locked.

I always thought that the padlock also locked adding scenery to the route itself and I was amazed when Roland told me it had worked when he tried it.

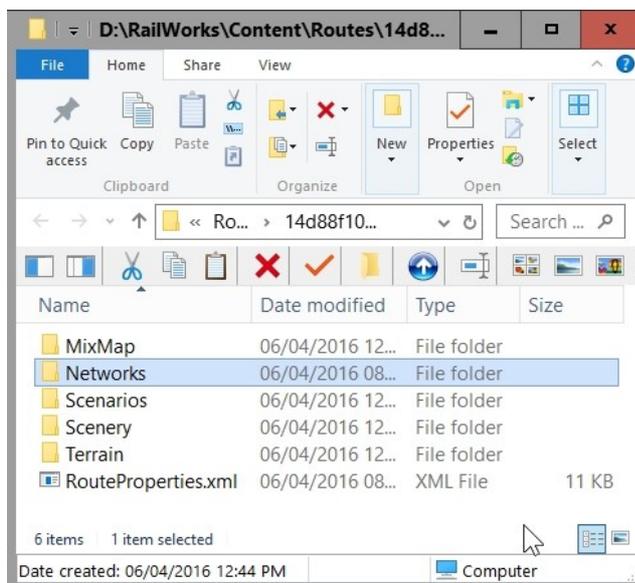
2: Making the Track files Read-Only

This works without any problems or damage to the track whilst allowing you to edit anything apart from the track.

First, you need to open the folder of the route you are editing. The easiest way is to open TS2016 and go to “Build” - “Routes”, select your route and click on “Open”

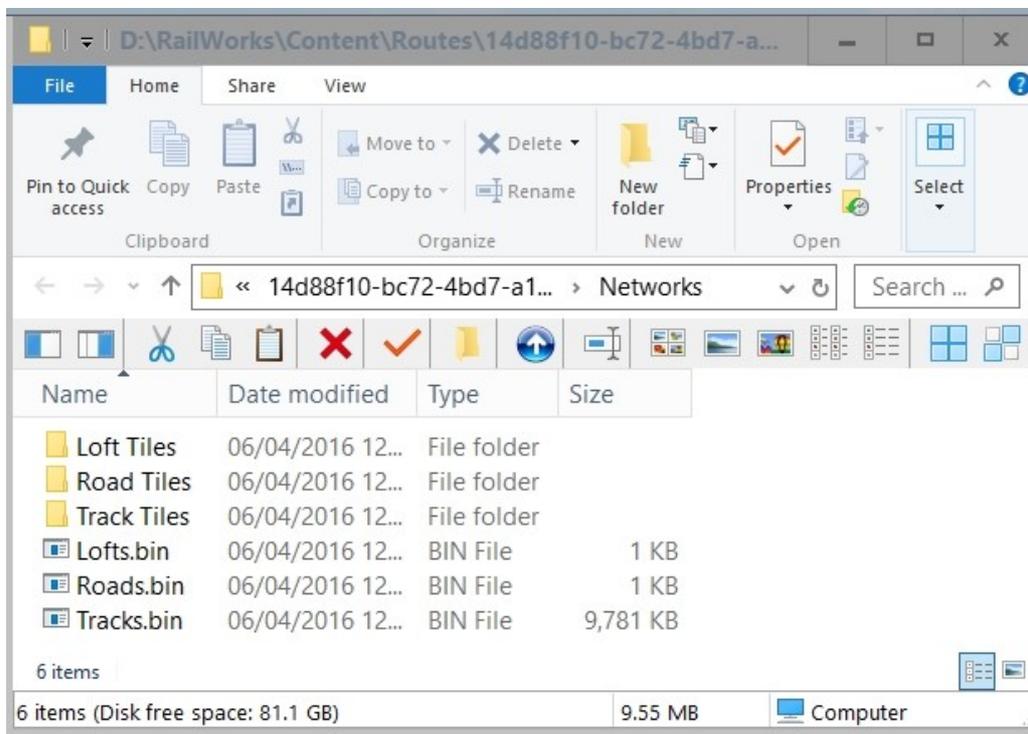


This will open the route folder you wish to work on:

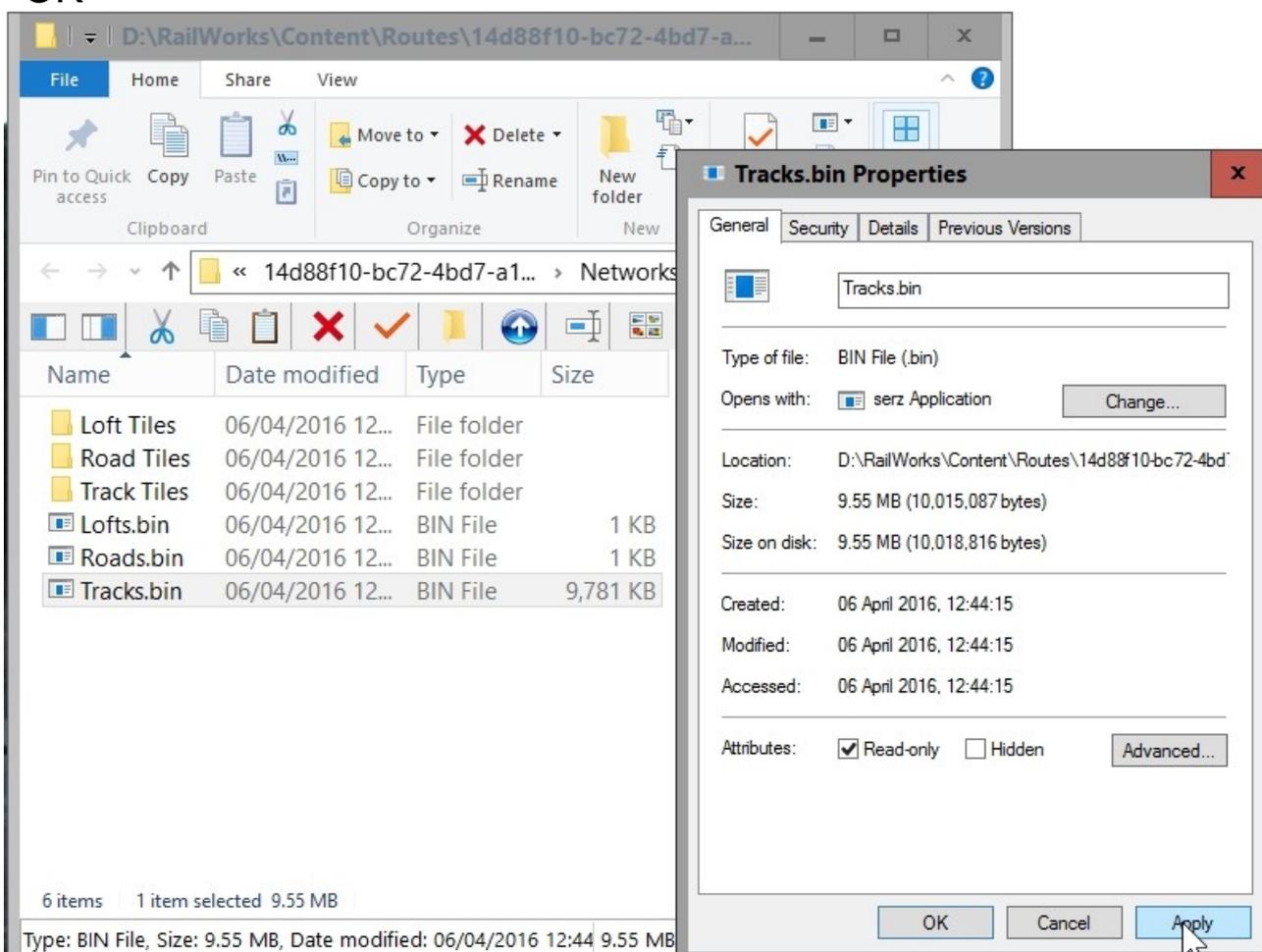


Once that has opened, select the Networks folder and open it:

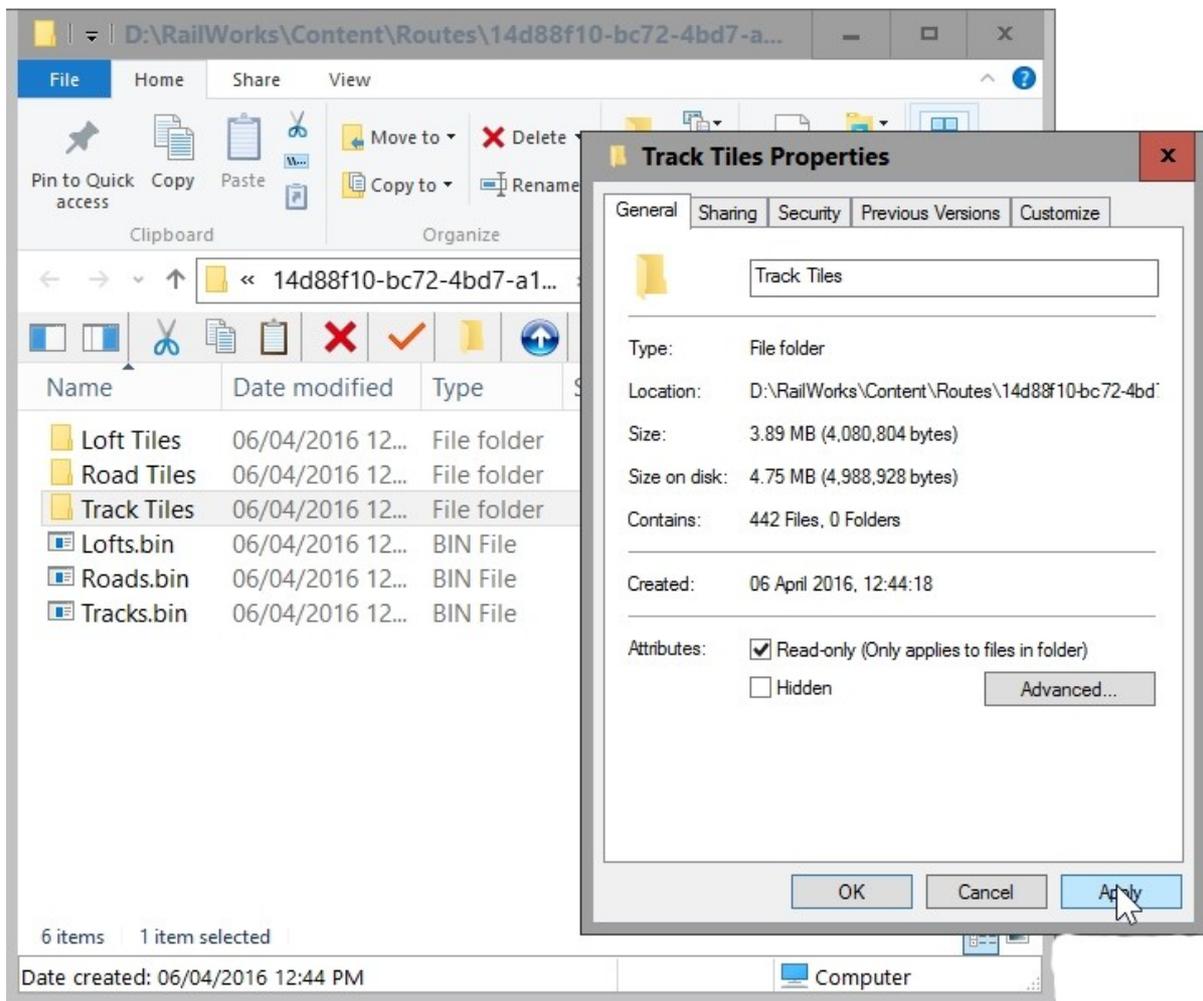
Once you open the Networks folder it will look like this:



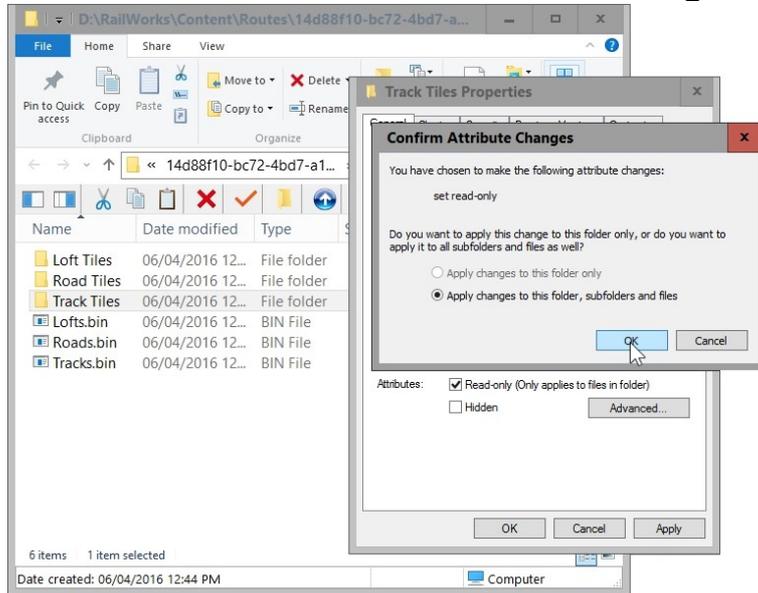
First: Right-Click on “TrackTiles.bin” and select “Properties.” Next to “Attributes”, tick the “Read Only” box, then select “Apply” and finally “OK”



Now you must do the same thing with the “Track Tiles” Folder: Right-Click on the “TrackTiles” and select “Properties.” Next to “Attributes”, tick the “Read Only” box.



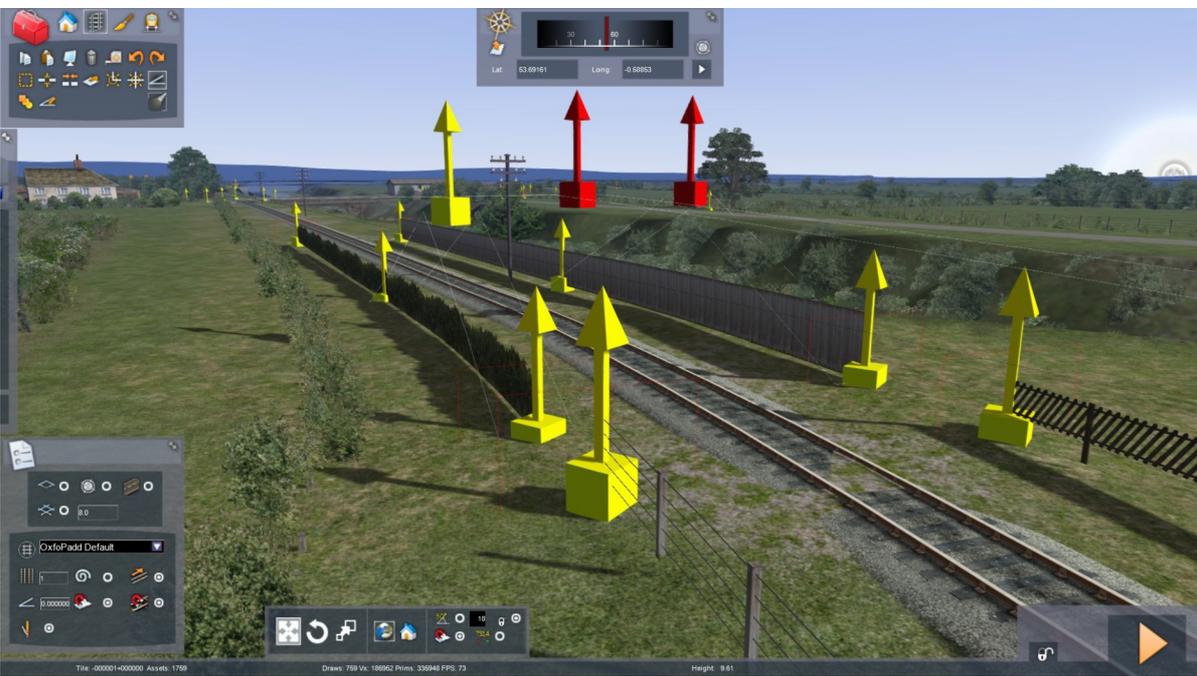
This will open another Window: “Confirm Attribute Changes”.



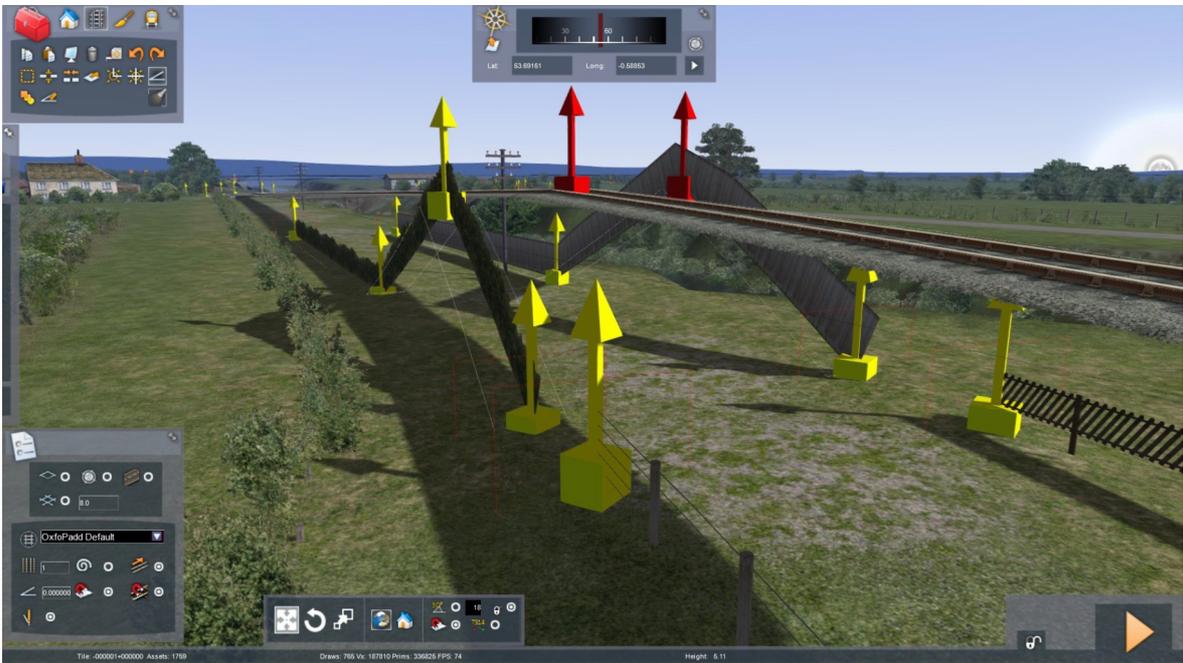
Select the “Apply changes to this folder, subfolders and files”, then click “OK”. That window will close, leaving the first “Properties” window. Select “Apply” and then “OK”.

Now you can return to TS2016 and open the World Editor and start work.

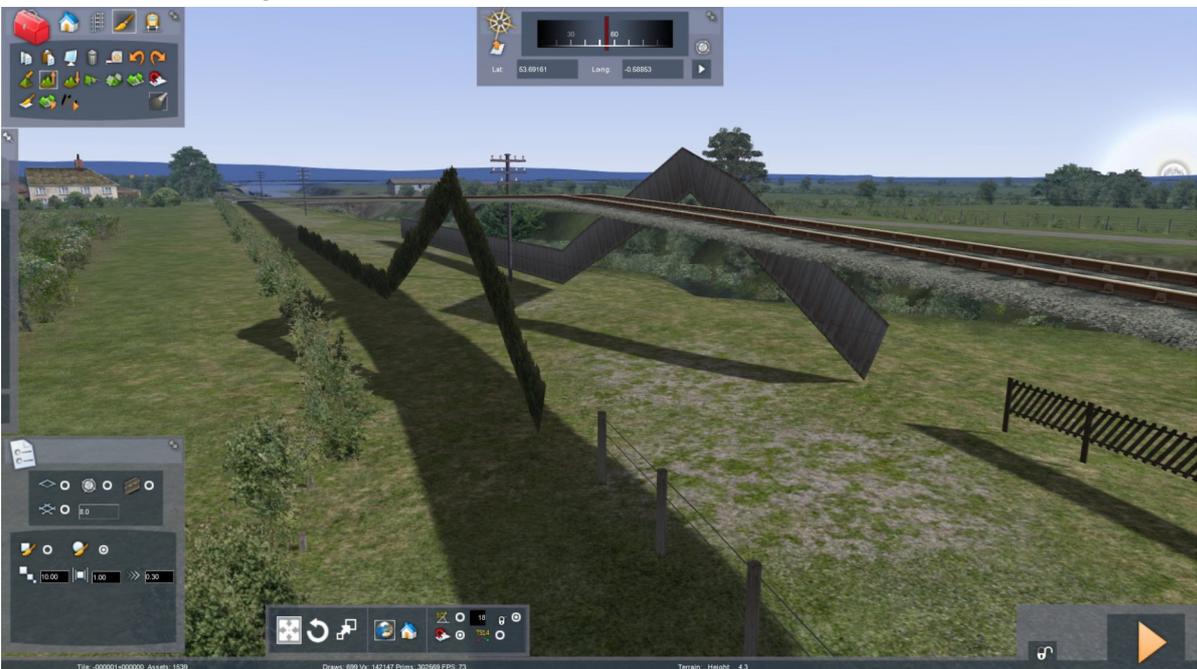
I have used the “Offset” tool and placed a hedge and fence parallel to the track. Using the “Gradient” tool I want to raise the fence and hedge – but have been abit careless:



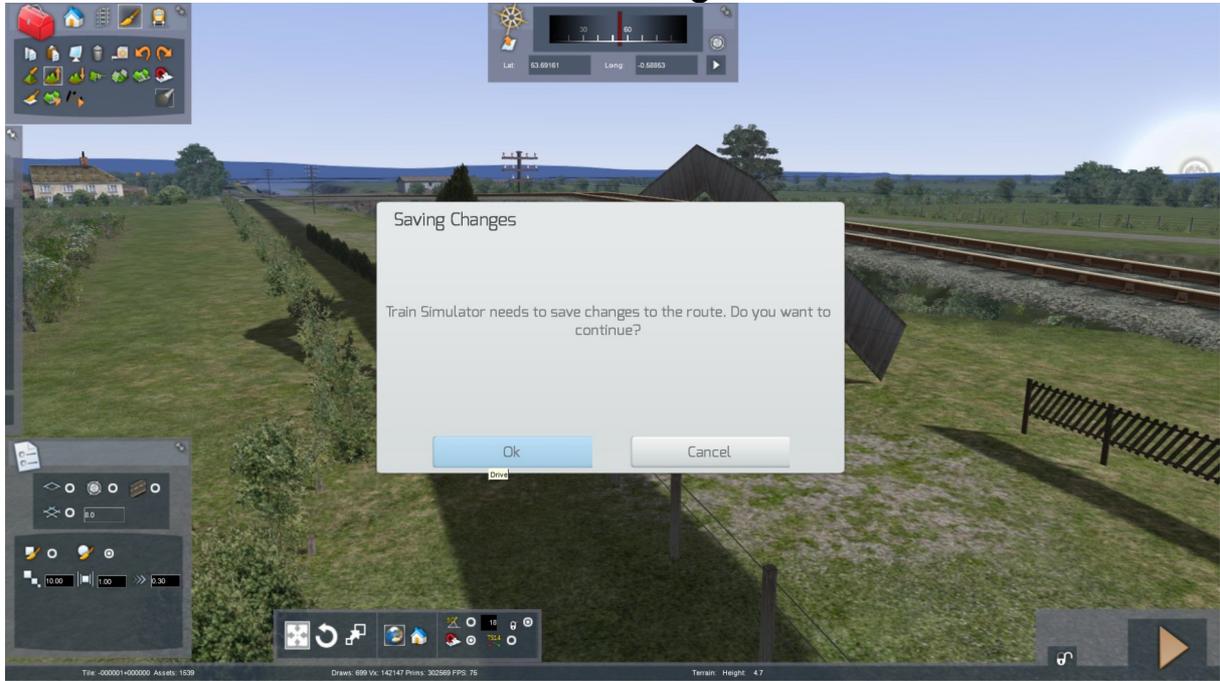
One Click and this is the result:



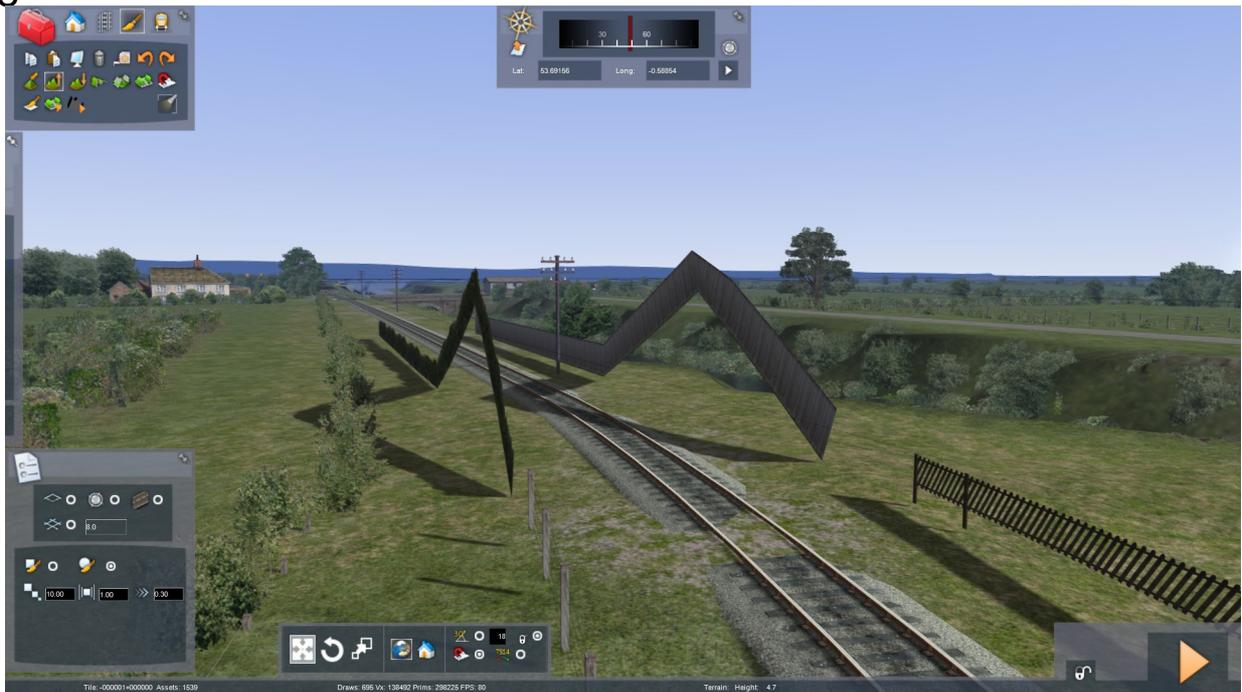
Whoops – the track should still be on the ground.... and this is the result – that track doesn't look too good.



Never mind - "Save" and exit the Editor and go to the Route.



Leave the route, go back to the TS2016 Main Menu, then Build and select your route again to enter the editor. This is the result:



The fence and hedge are where you wanted them, but the track has returned to its correct position.

I hope you find this useful.

Thanks to Roland Penhall (RolandBP) for his help in finding the first solution, and inspiring me to work out the second method.

Colin Green
(Wotawally)