

## Changing Tracks in Rail Works

Only do this on a route for which you have a back-up...



Original Tracks at Bath.

Replacement rail tracks are starting to appear for Rail Works, however the work required to change the tracks in existing routes can prove daunting.

The track used in any particular route is contained in the file 'Route Folder'\Network\Tracks.bin where 'Route Folder' is the hex numbered folder for the route in the Content\Routes folder.

Tracks.bin can be a very large file once it is uncompressed into its .xml format, in the Bath-Templecombe route I used as a test, this file was 15 mbytes and contained thousands of lines of text! And while it would have been a simple process to do a Search\Replace for the name of the track pieces

```
railnetwork\track\bath_temp_track01.  
xml or  
railnetwork\track\bath_temp_track02.xml
```

and change them to  
railnetwork\track\monobloque\ESP\_MONOBLOQUE\_1435mm.xml

which was my preferred track type. Unfortunately, the Provider and Product had to be changed from 'Kuju' and 'RailSimulator' to 'Camber' and 'Addon' as well, and there are thousands of Kuju items in the tracks.bin file and not all of them required changing.

I have therefore changed the Search/Replace box in RW\_Tools to accept multi-lined entries.

To change track in say the Bath-Temp route to the tracks provided by 'Camber', you should proceed as follows:-

### Run Rail Works

Go to the Bath-Temp route, Free Roam Scenario, and enter the World Editor

Make sure that the Editor Lock in the bottom right of screen is unlocked

Click the Provider button (blue cube with orange arrow in the middle-left pop-out box)

Select Camber\Addon in the right-hand pop-out and make sure the green arrow appears

Click the track-laying option (3rd icon top left of screen-picture of track)  
In the bottom left pop-out, select the 'All Track TR'  
Now select one of the new tracks, in my case 'CONC 1435 HP Brown'  
Lay a short piece of track in a field somewhere and press F2 to save the route.  
Delete the file Assets\camber\Addon\Blueprints.pak

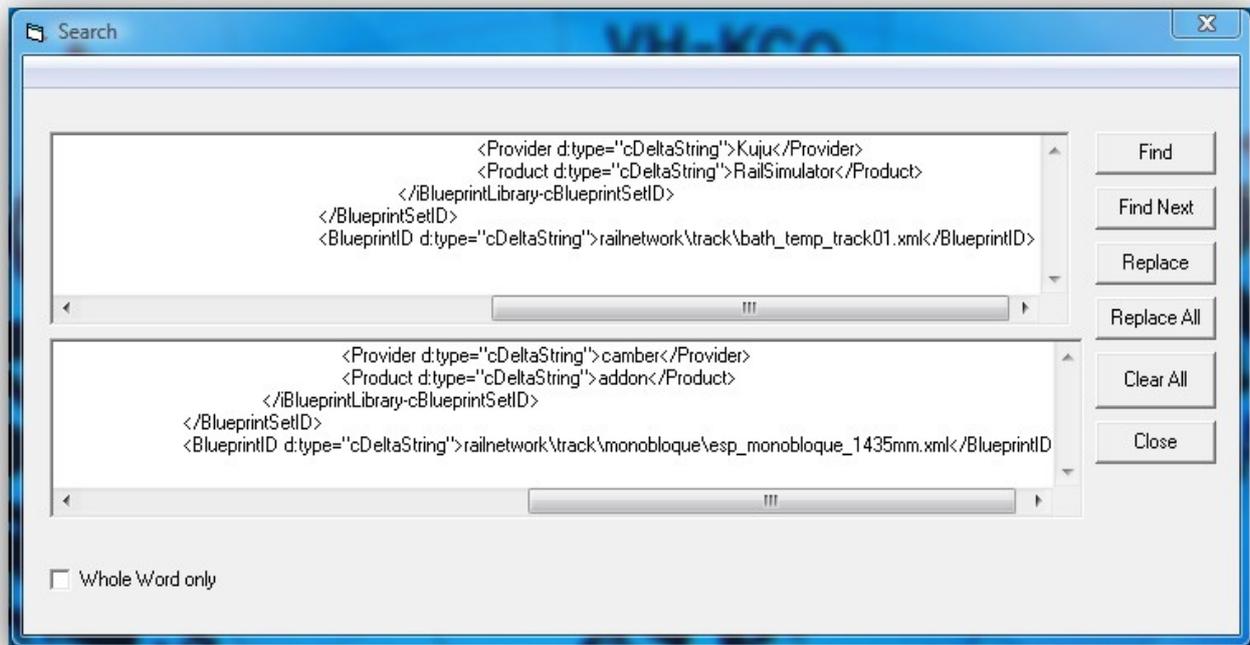
Now, close Rail Works and run RW\_Tools - go to the Tools menu and select Check Routes and Scenarios, and select the Bath-Temp route (make a note of its folder name, in this case 000002-... etc but for other routes it will not be so easy to remember.

Take the option to view Shapes used by the route and make a note of the track pieces used (they will be in Assets\Kuju\RailSimulator\RailNetwork\Tracks and in this case are Bath-Temp-track01 and track02 - Ignore tunnel tracks, we will not change them.

Close the Check Route window and from the main Files menu, open the Routes\000002....\Networks\tracks.bin file - this may be very long and take a while to load.

Go to the Search\Replace menu and click Find. and in the top box enter - Railnetwork\Track\ and click the Find button. This should take you to the first instance of a track section.

Using the mouse, select all the lines from the one showing the provider (Kuju in this case) making sure you start at the extreme left of the window so that you highlight all the spaces before the line, down to the end of the line with the track section shown, and paste this into both the top and bottom windows of the Search and Replace box. (The boxes will appear empty, you will need to scroll across to see the text.



Now edit the BOTTOM box as shown with new Provider, Product and File name, and click Replace All. You should see the text changing as it runs through the Track.xml file. When it finishes, leave the bottom box as it is, but change the top box to read Track02 instead of 01. Move the cursor to the top of the file, and click Replace All once more. This should convert the remaining tracks.

Go back to the Files menu and click the Save Railsim File option and once it finishes, close RW\_Tools. If you look in the Routes\0000002-.\Networks file, you should now see a new Tracks.bin file along with the old one, now called Tracks.bin.bak

Run Rail Works and open the Bath-Temp route as before and it should look like:-

