

[Route Riter v7.5.xx](#)

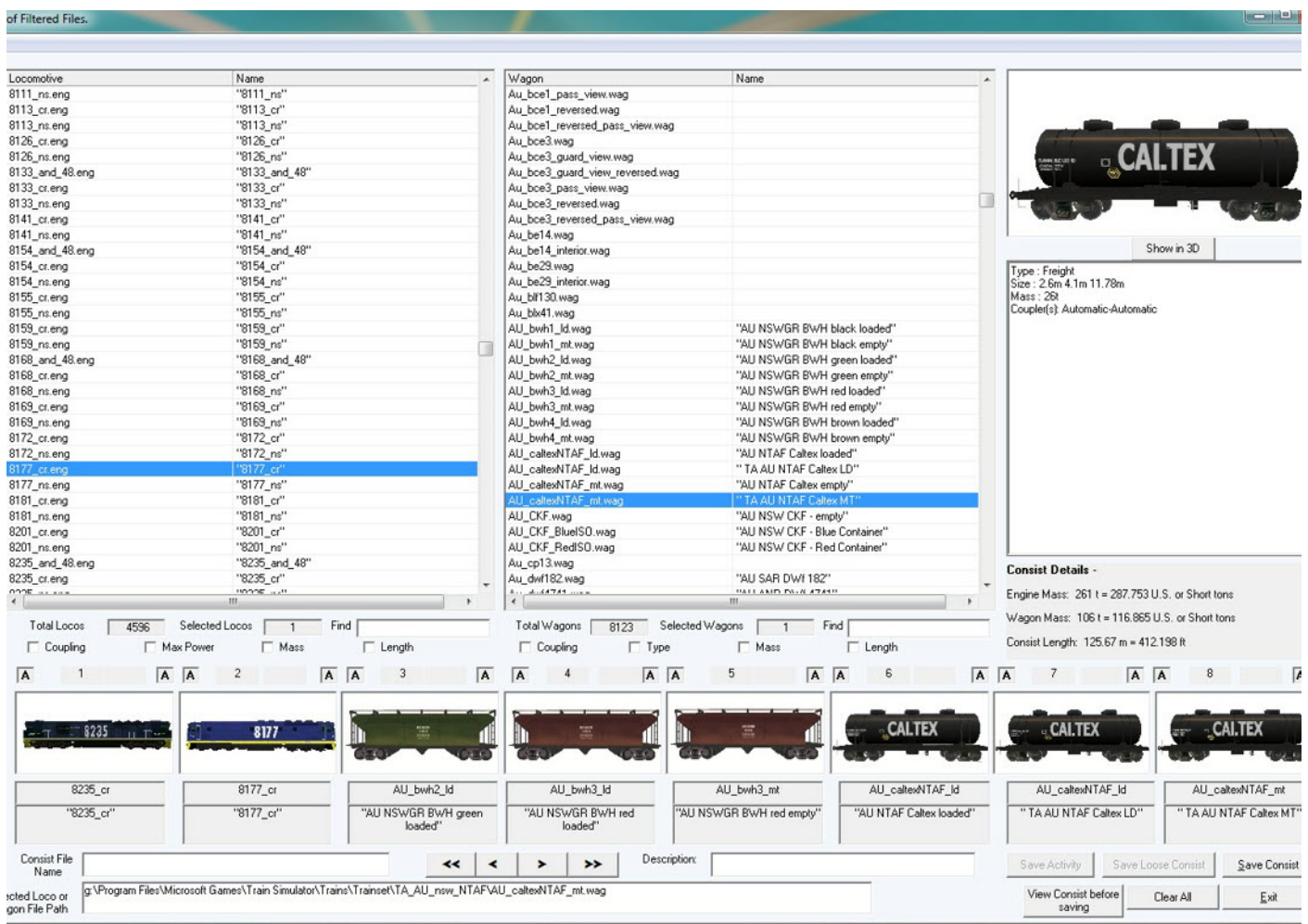
Following the demise of Conbuilder, several users have asked if I could add a Consist Editor to Route_Riter. I would appreciate any comments.

To use the Consist Editor regularly, it is advisable that you create thumbnail pictures of all your rolling stock in advance. You can do this as follows:-

1. Go to your Trainset folder in the left hand window of the main Route_Riter screen.
2. Click on the ENG button above the files window and click the 'List all Filtered Files' button.
3. A list of all your .eng files will appear, click Select All, then 'Make Thumbnails of .eng and .wag files', this may take a long time depending upon the speed of your PC and how many .eng/.wag files you have.
4. Once the .eng files finish, you will then need to go back to 2 above, but this time use the WAG button.

Note: v7.5.15 onwards will automatically produce thumbnails of selected stock as you use the editor, if they do not already exist.

Once you have completed all of the above, go to the Activities\Stock tab and click the 'Consist Editor' button.



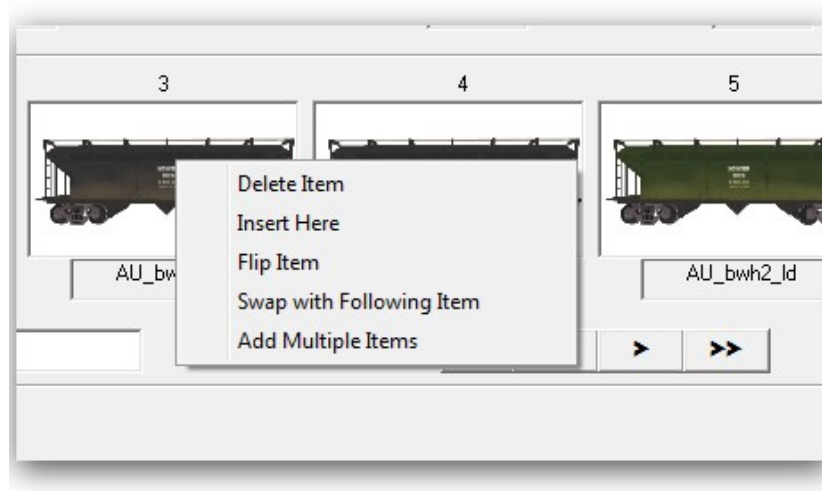
The screen which appears is very similar to the basic Conbuilder screen consisting of 2 columns, the first filled with locomotives, the second with wagons (freight, tender and passenger carriages).

If you left-click on any item to select it, you will get a picture of the item in the top right frame along with a description of the item under it. Once you have a picture, you can click the 'Show in 3D' button to see the same item in a Shape file viewer screen.

Double-clicking on any item will load it into the Consist strip at the bottom of the screen.

You can navigate along the consist with the arrow buttons, double arrows take you to the start or end of the consist, whereas the single arrows move the consist one item left or right.

Right click on any item and a pop-up menu will appear giving you the options as shown below.



The use of these should be self evident, Delete removes the item (and closes the gap up). Insert Here moves the remaining items to the right and tells you to click on a new item to place in the gap (Only one item can be added at a time). Swap just swaps the item with the one next to it. Add Multiple Wagons asks for how many wagons to add, then tells you to select an item which is added xx times to the end of the consist.

Flip is not recommended as flipped items (I.e. Those which are reversed in direction) tend to have bogies which turn in the wrong direction, you are better off using models built to run backwards. However if you really want to use this item, you can only use it once the consist has been put together and you are ready to save it, otherwise you may get inconsistent results. (This does not apply to MSTSBin)

Once your consist is finished, enter a name in the FileName text box, and a description in the Description box if you wish, otherwise leave it empty and click on Save.

A box giving details of the Mass of the loaded Consist and its Length are also shown.

Existing Consists can be loaded into the Consist Editor from the File/Open .CON File menu. They can then be edited and re-saved as necessary (If you change the File Name, then it will be saved as a new consist otherwise the original is overwritten)..

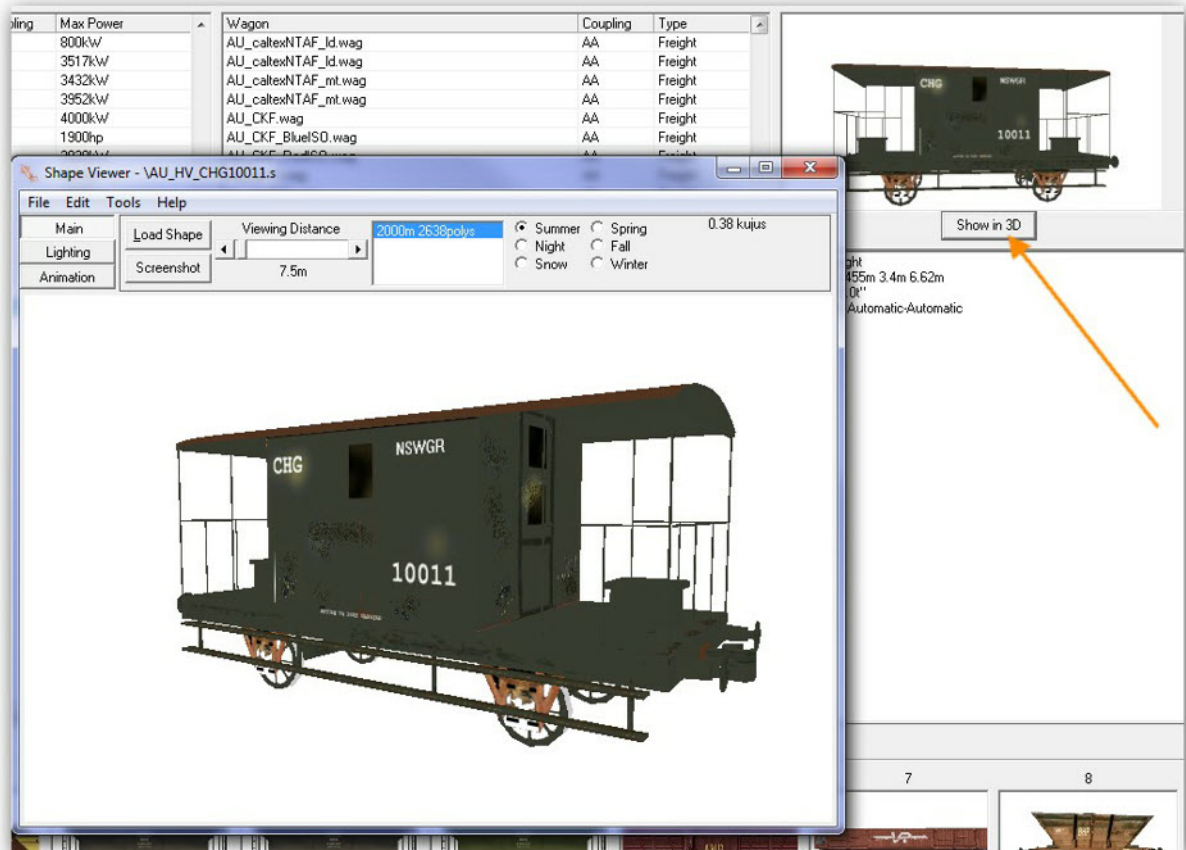
New in the latest version are 'Find' boxes under the Locomotive and Wagon lists, Just enter the first few letters of the item name and press Enter and the list will move down to that entry.

Note: This is just a quick 'Find' option and only works on the start of the file name, I may eventually add an option which will allow you to search anywhere in the name, e.g. For 'Mallard' in LNER_A4_Mallard.eng etc, but this will be a much slower option.

There are also two options to view items in 3D. Under the Right-hand top picture box there is a button 'Show in 3D' which will display whatever is shown in that picture box in 3D and allow you to view it from any angle.

There is also a new button 'View Consist Before Saving' which allows you to view the whole consist in 3D before you save it. There is no need for you to name the consist before using this option, Clicking the button will make a copy of the consist and name it Test.con and place it in the Route_Riter\TempFiles folder, then display it in a window. **(Warning: This does not work under Windows 7 and will cause an error)**

This 3D display may be rotated using the various buttons, or the mouse.

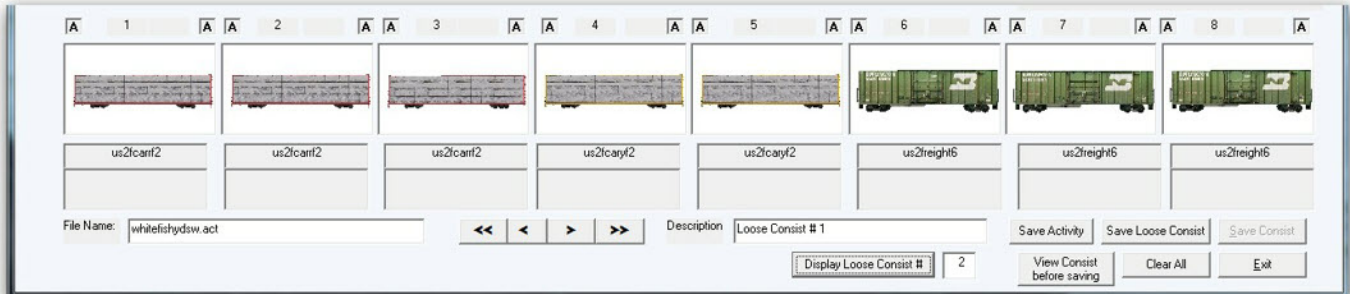


3D views of a Brake Van and a full consist.

Editing Activity Files

The Files menu now has options 'Open .ACT File' and 'Open CON File' which allow you to load an activity file and edit the Loose Consists within that file or open an existing Consist file and edit it.

When you open an .act file, you will be told how many loose consists there are in the file, and new buttons appear on the screen.



Click the 'Display Loose Consist' button to cycle through the loose consists, or enter the number of the consist in the box next to the button to go to a particular consist.

Clicking on any picture will enable you to either delete the item, or insert a new one. You will be warned if this increases the length of the loose consist. Increasing the length may cause the loose consist to overhang buffers or points/switches which would cause the Activity to fail in MSTs.

Once you have made any alterations, click the Save Loose Consist button (note this only saves it in memory, once you have changed all the consists you wish to change, then click the Save Activity button to save to disk).

Note: With this version, all rolling stock items show their Coupling type in boxes at each end of the picture, e.g. A for Automatic, C for chain or B for Bar. You will be advised if couplings do not match and you get the option to carry on or not.

NEW TO v7.5.60

1. Under the Locomotive list are boxes which you can tick to display extra columns, Coupling, Max Power, Mass and Length.
2. Under the Wagons List are boxes which you can tick to display Coupling, Type, Mass and Length.
3. Both lists now include the Name of the model (if it has one). Lists may be sorted on any column by clicking the title of the column, e.g. Clicking on Name sorts on the Locomotive name rather than its .eng file name.
4. The full path name of selected stock is now shown at the foot of the screen.

Please advise of any bugs, or any suggestions.

Mike Simpson, 23rd Feb 2010

Virtualtrains@optusnet.com.au

<http://www.rstools.info>