

Australian Railway Crossing Signals Pack for MST5/OR



3D Model Design & Texture By
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* Textures: Josh Russell 2016

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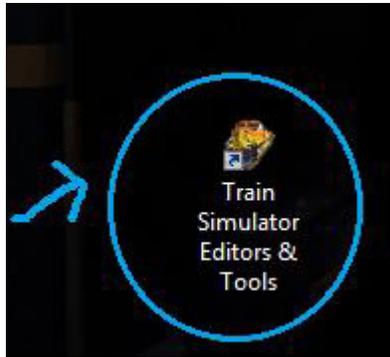
SETUP CROSSING ON MSTs ROUTES:

Read this carefully as this will be a long ride to help you with setting up the railway crossing to a MSTs Route. First thing to do to set these up.

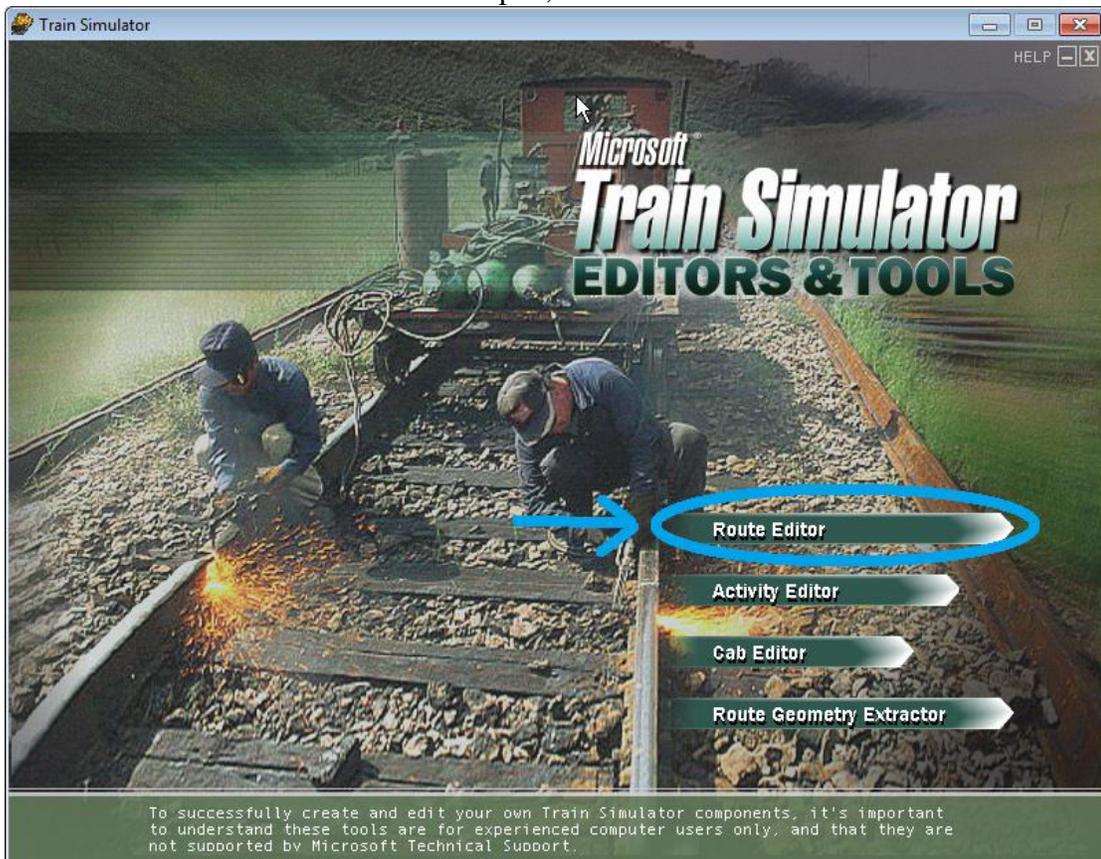
1. Copy all the '.S' files and '.SD' files into the route's 'SHAPES' folder.
2. Copy all the '.ACE' Texture files into the route's 'TEXTURE' folder.
3. Open the rich text file that came with this pack which shows the REF info that is needed to be pasted onto the Route's REF file. It's VERY important this REF code is to be added to the route's REF file. Otherwise the shape files on MSTs Route Editor will NOT show up while you are route editing.

OK Now to pull together and construct the level crossing.

Open. "Train Simulator Editor & Tools" located on your desktop.



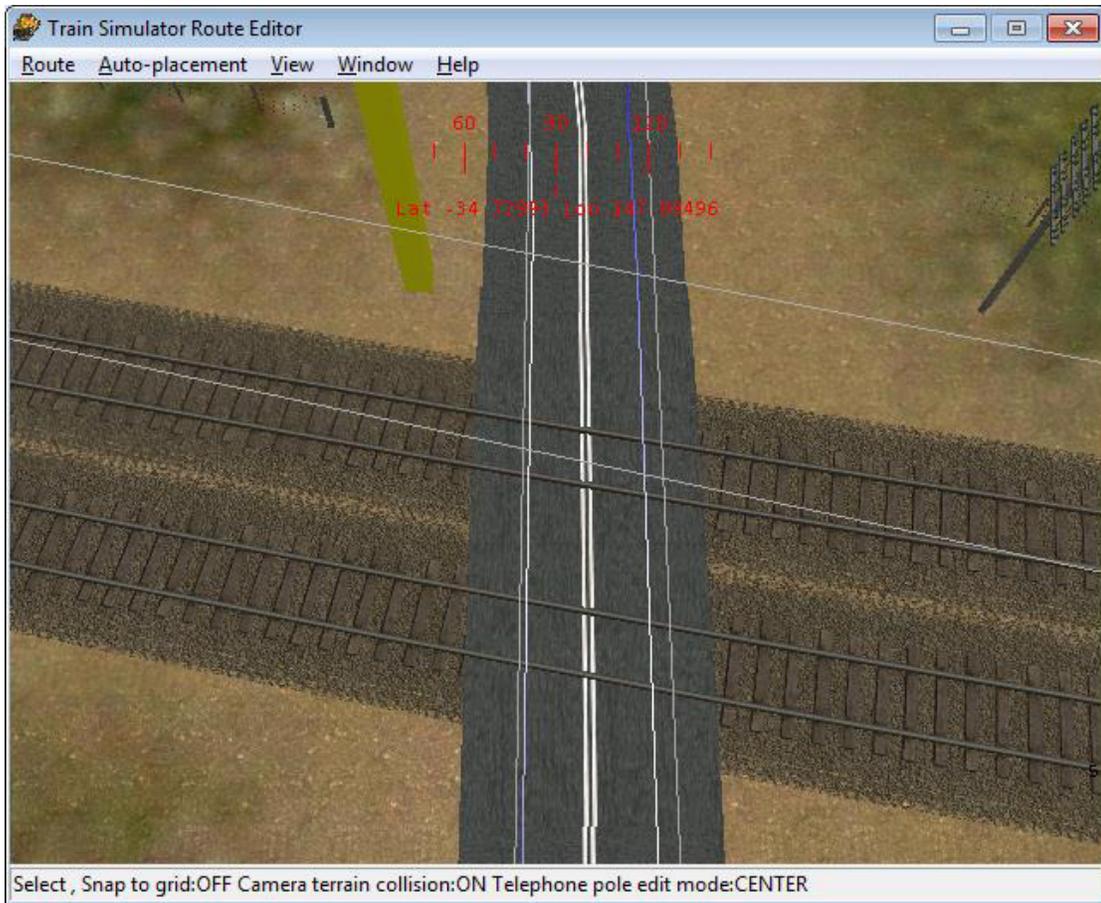
.Once Editor & Tools Open, click on 'ROUTE EDITOR'.



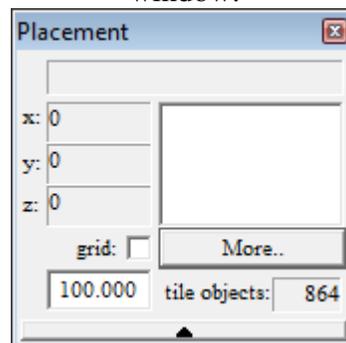
You then select the route you wish to edit. Once you click the route you want to edit. The route will be loaded onto editor.

For this manual. I've chosen the AU NSW Great Southern Mainline v3 for this manual.

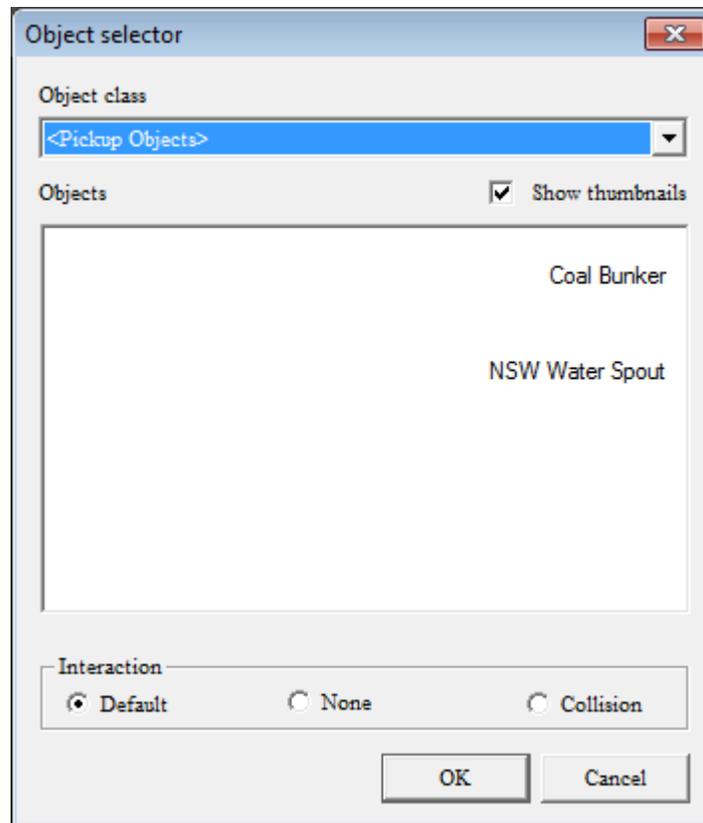
Now to the construction part. Go to where the road and track's meet..



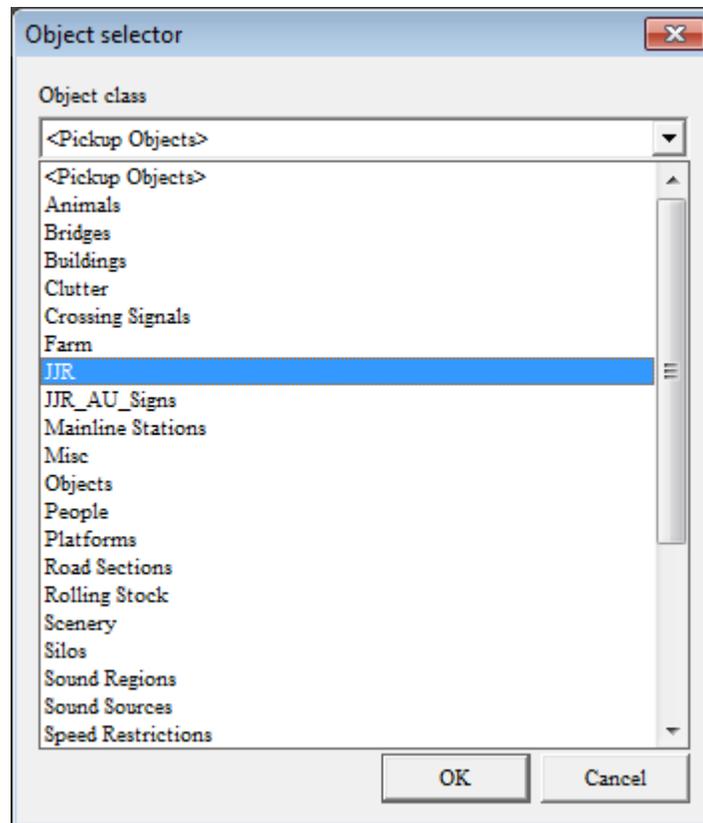
On the '**Placement**' window click the '**More..**' Button so that you can open up a new window.



Now the new window should pop-up like this.

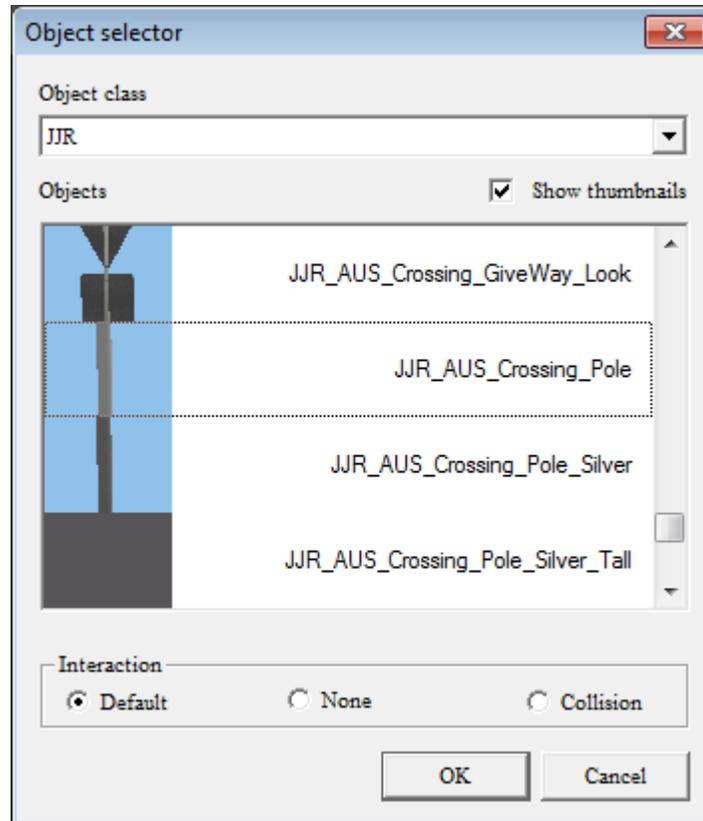


See where the '**Object Class**' tab is, click on that, and click on '**JJR**' shown on the screenshot below.

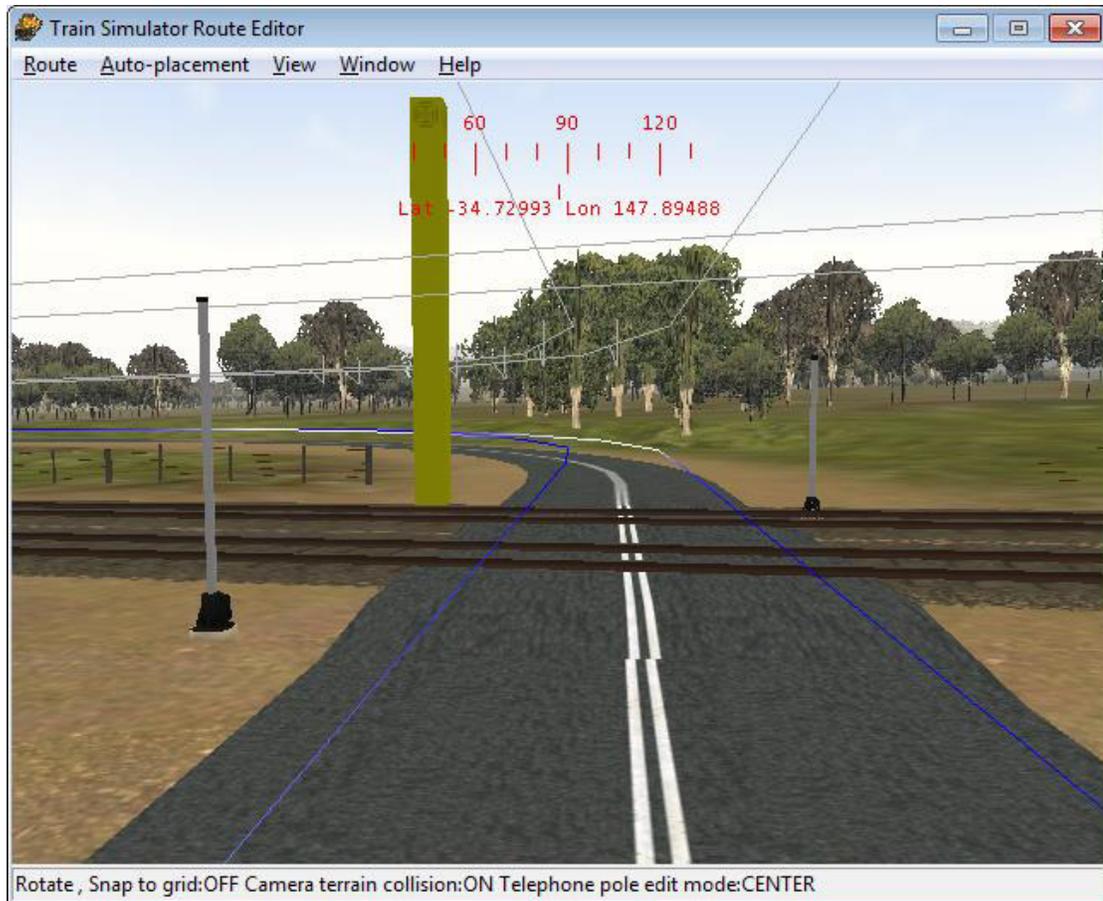


Once you have. To get you through this first part. Now look for a crossing signal pole. named **'JJR_AUS_Crossing_Pole'**

NOTE: Make sure when selecting that shape, the thumbnail preview does show the shape, that way you know it will be shown for you to place it onto the route.

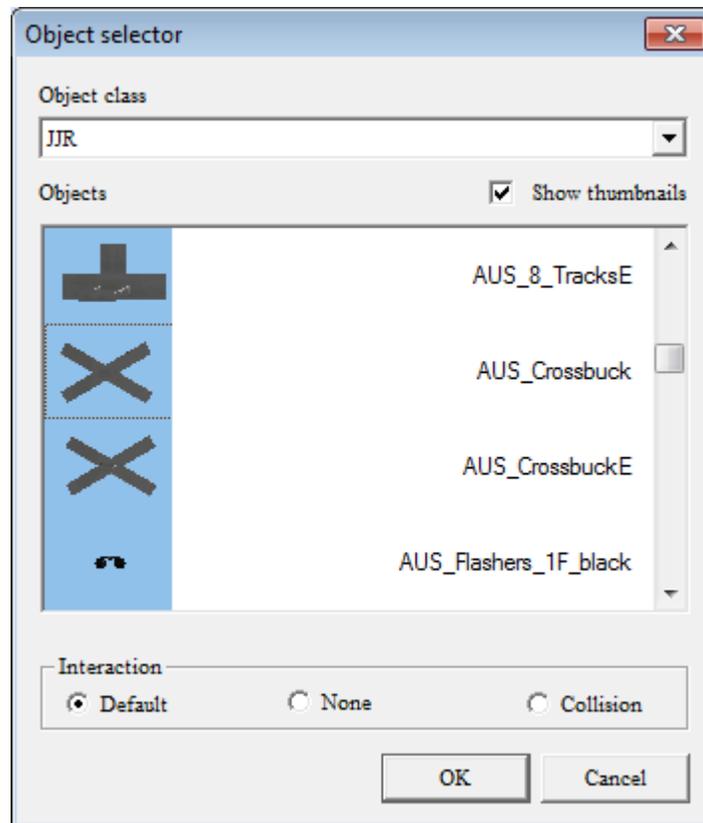


Once you select that, Click '**OK**' or press '**ENTER**' on your keyboard. Since the crossing screenshot I shown earlier has no signs or signals. We'll be needing to place two of them. Since this is an Australia route. the signal pole goes to the left side.. The screenshot below will show a good position to place them.

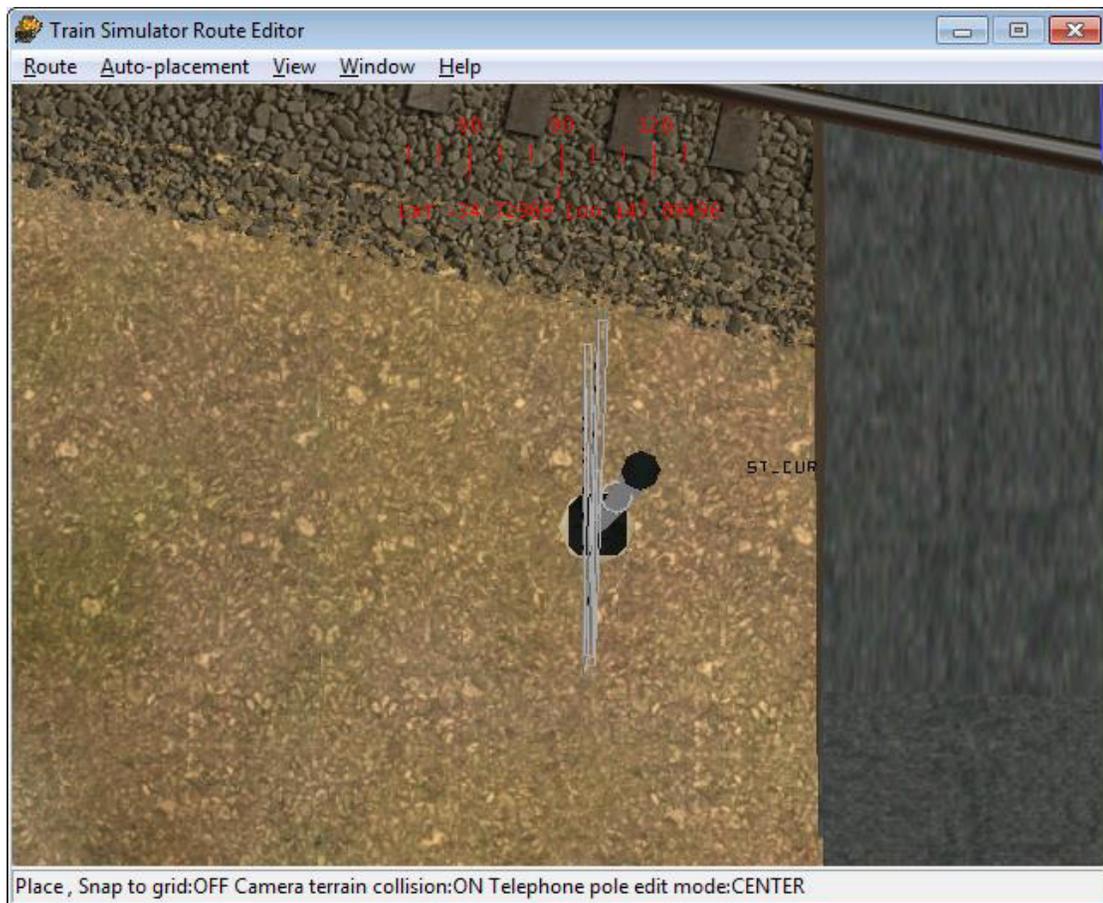


Before you say anything.... Yes I know it doesn't look like a proper level crossing.. I realise that.. But that's not where it ends... Now that the crossing signal posts are in place. Next part is to add the signs.

On the placement windows. Click '**More**' and then through the menu. Click on the shape named. '**AUS_Crossbuck**' - Remember if you have ticked "**Show Thumbnails**" be sure the shape does show on the thumbnail.

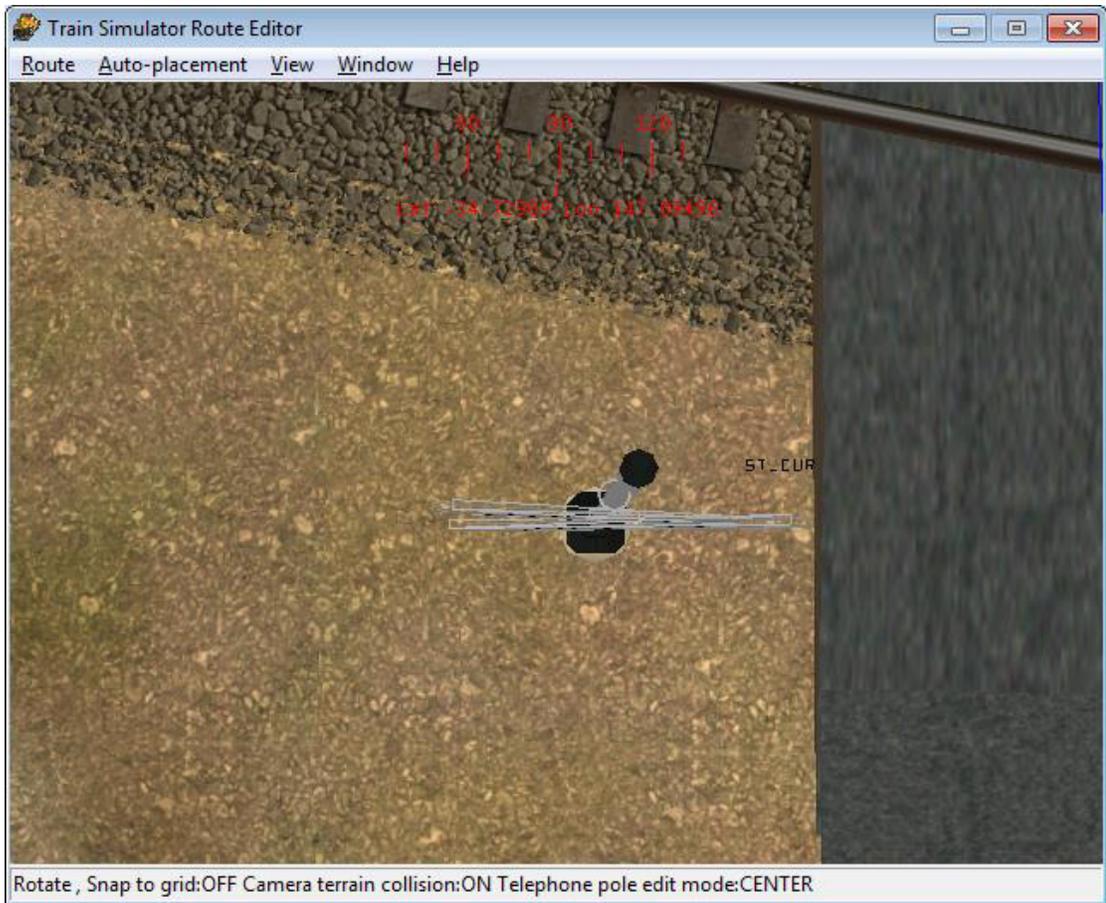


Now this is where it gets 'TRICKY' try your best to place it RIGHT on the same spot as the signal pole. If it's not in the exact same place. Don't worry too much, I know a trick to make it go into that EXACT place which I will explain how to soon through this manual. Now place the crossbuck into place as shown below.



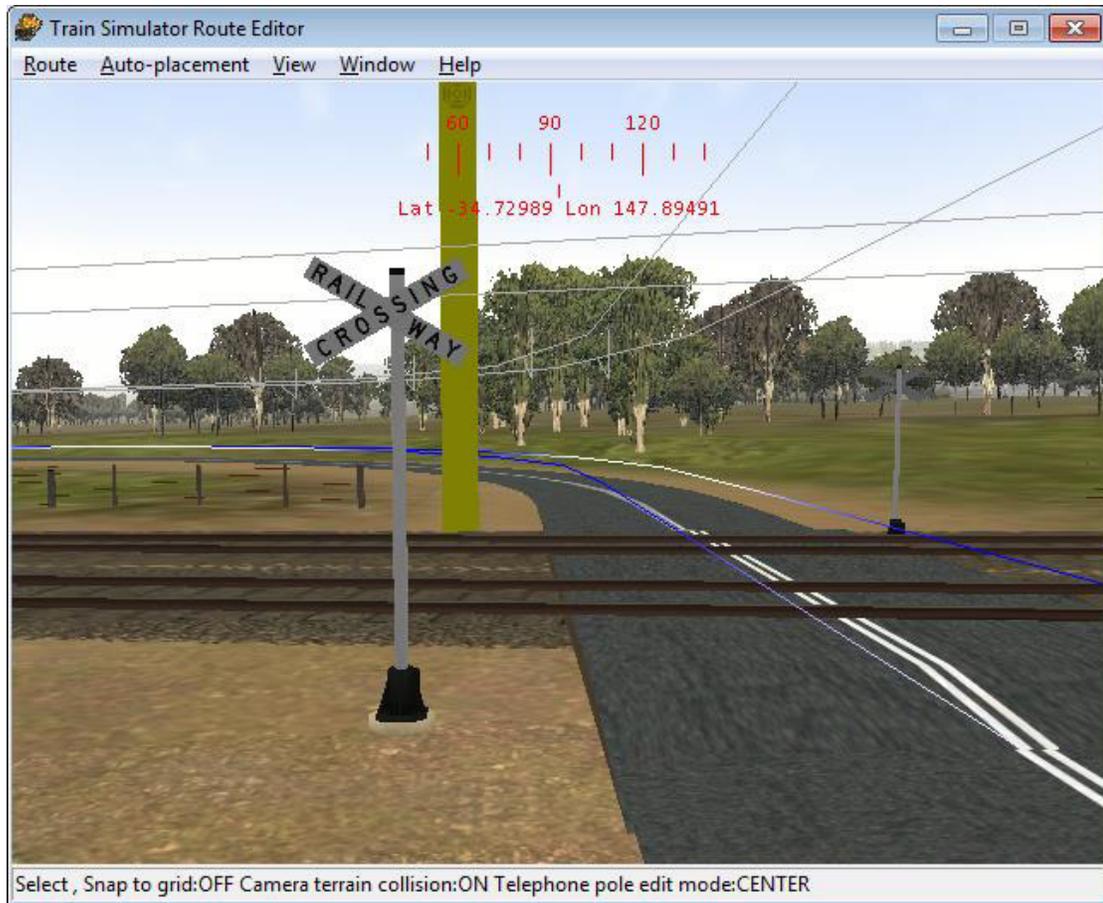
Once you place the crossbuck signs. You may need to rotate it until it face the right way like this shown below. By doing this perfectly, Do **NOT** use the mouse to rotate the shape otherwise the shape will show it tilting and it is a PAIN in the rear-end to fix this up. Instead of rotating it using a mouse, use the NUM keypad on the keyboard to rotate it. to rotate them. Press either **NUM 4** or **NUM 6** keys is the best way to rotate them accurately without them tilting.

Keep rotating them until it looks like this.

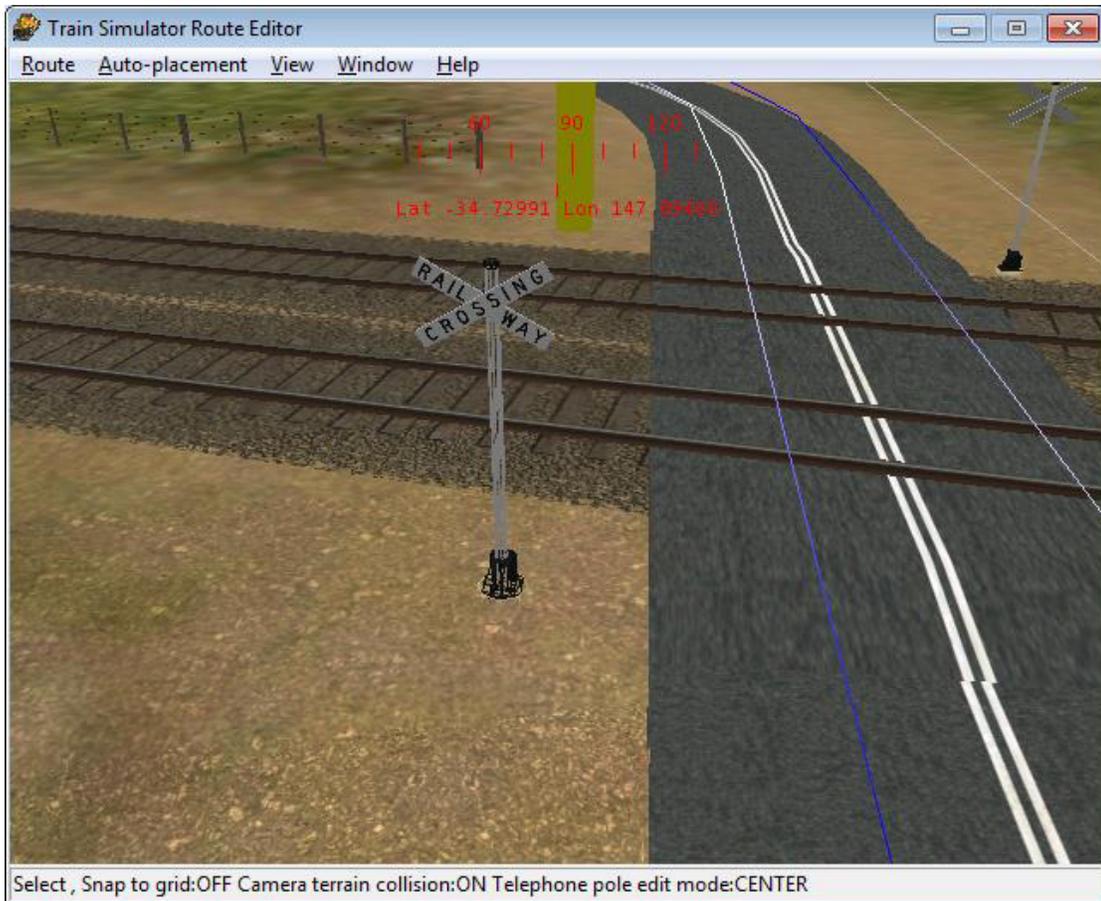


Repeat these steps onto the other signal post as well..

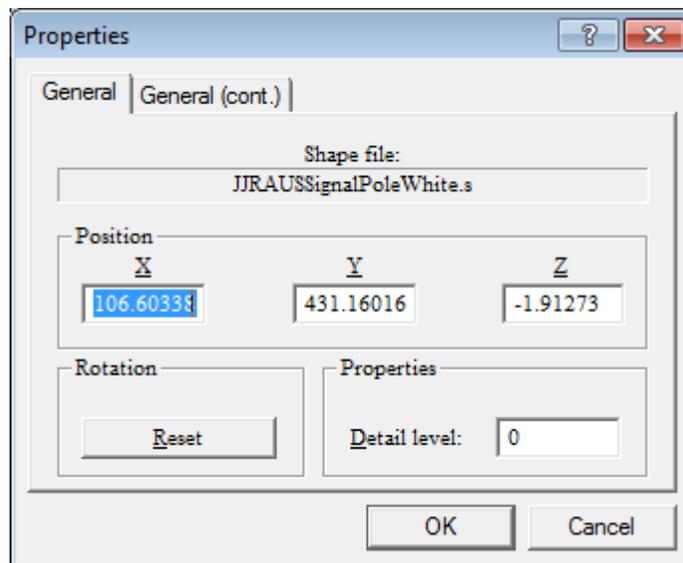
Now let's have a look shall we...



OK now that the crossbucks are shown. You can see how they are NOT in line or not in dead centre. This is where this HANDY tweaking comes in.. One you finished placing the crossbucks. On the '**Mode**' window click the top left icon. Then click on the signal post. Click on that and you'll see the shape will turn to a wireframe. Like this.



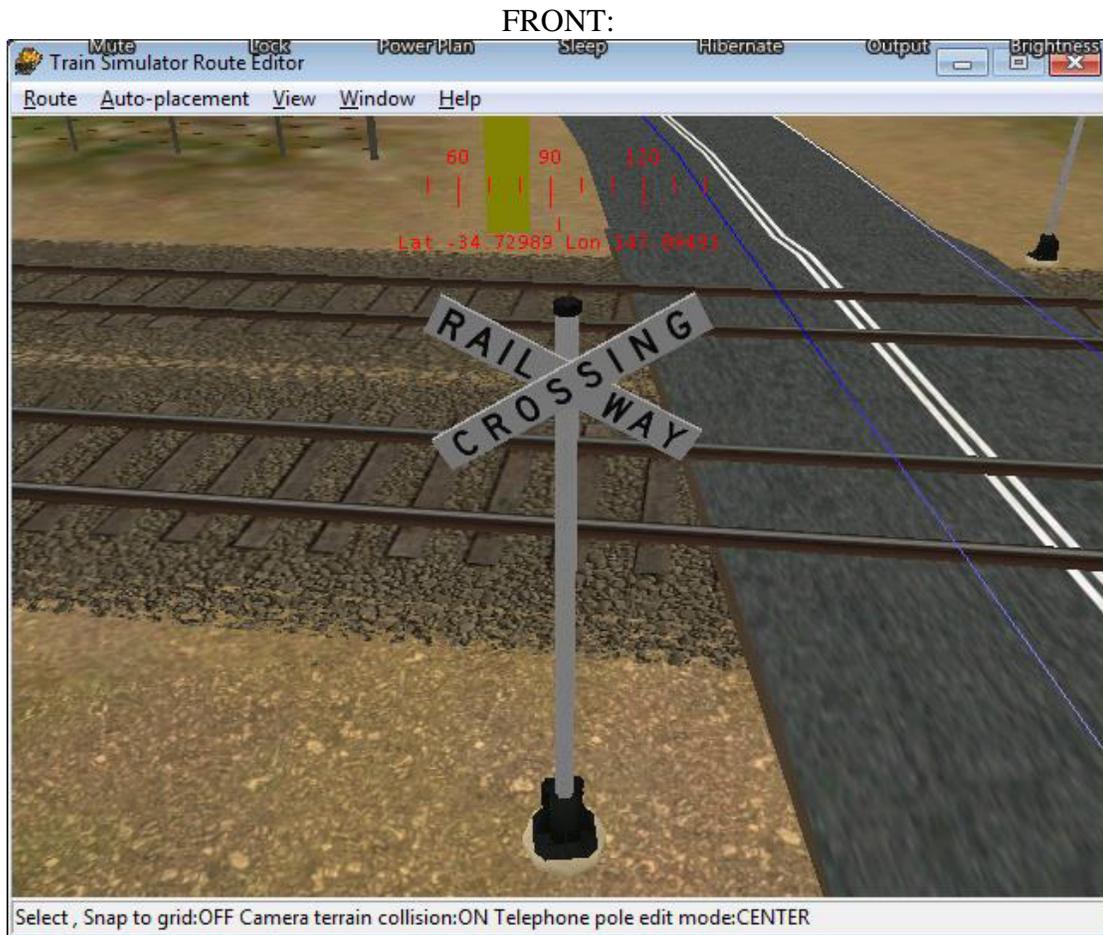
On the 'Mode' window click the bottom left button where it shows a house with a 'i' on it. click that and a new window will show the information.. like this.



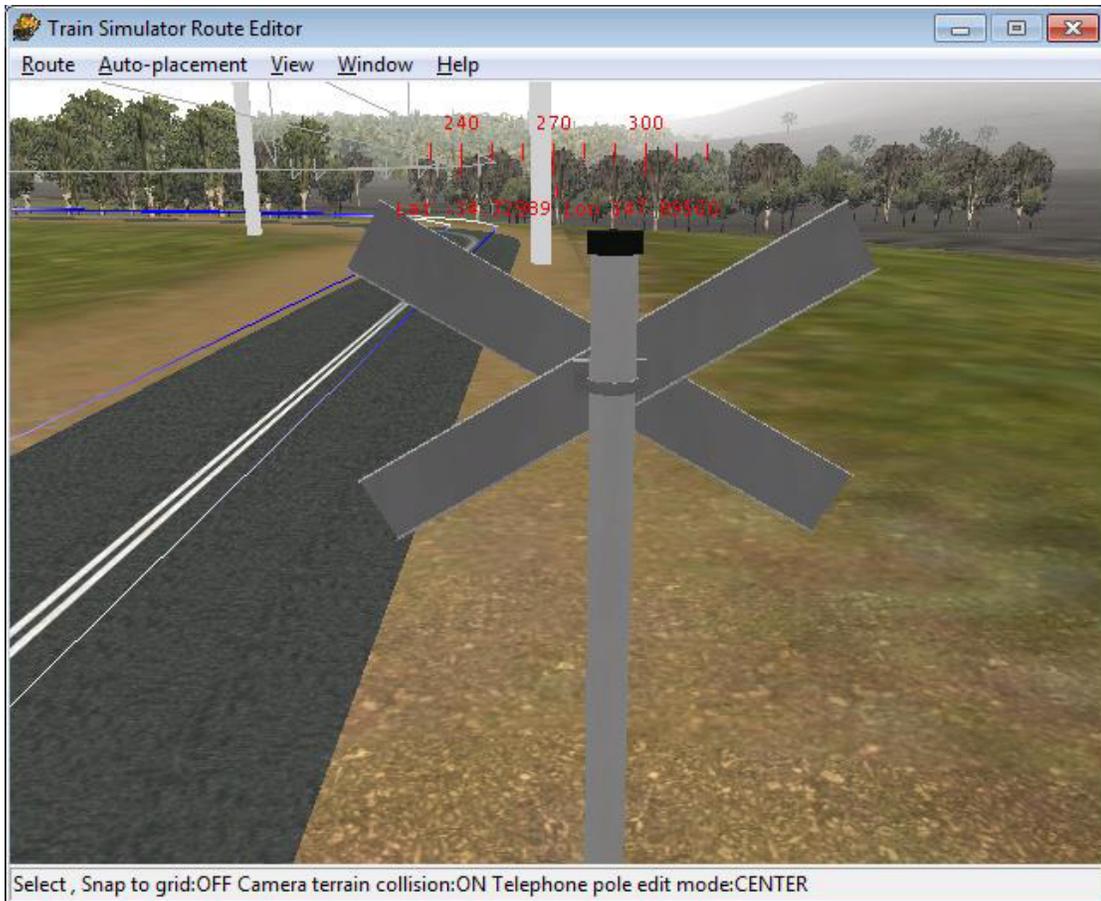
You see the X. Y. and Z. positioning value.. This will be technical. So do be sure to follow this through. Showing the **JJRAUSSignalPoleWhite.s** information. be sure to Copy and Paste the X. Y and Z position value.from that shape. After you copy all this position value..

That's when you select the crossbuck shape. once the crossbuck shape is shown. Be sure to paste the X,Y, and Z positioning value EXACTLY the same as the signal pole positioning.

Once you have done that the crossbuck and the pole will be directly in the EXACT position place that will look like tthe picture shown below.



BACK:



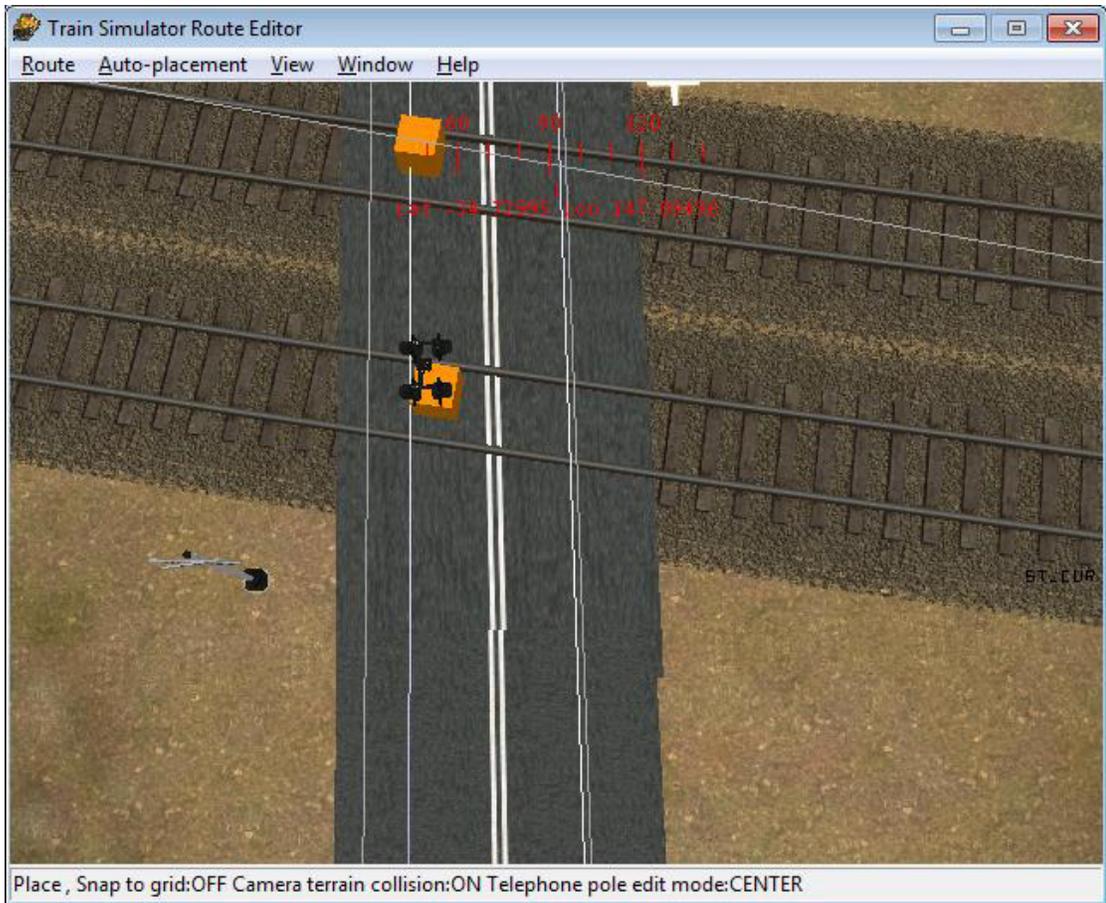
See how it is correctly aligned. that is how you align the positioning of every shape for this level crossing. You'll also need to copy and paste every X-Y and Z positioning value for the number tracks sign, the flashers, the Stop On Red Signal sign, and the bell on top. DO that for all the shape files, it'll make it look more accurate and look as if the shapes are all combined into ONE. :)

OK now to add the flashers.

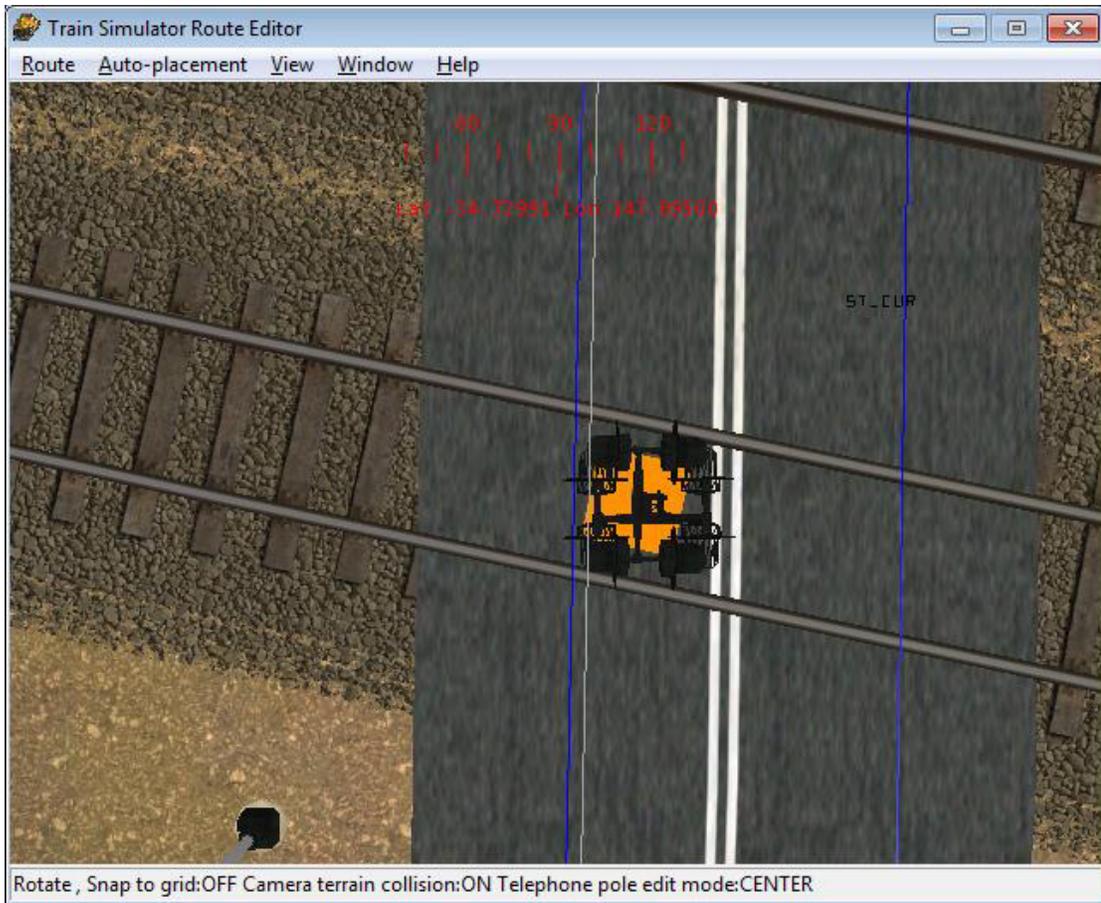
Again. On the placement windows. Click 'More' and then through the menu. Click on the shape named. '**AUS_Flashers_2_Black**'- If you have ticked "**Show Thumbnails**" be sure the shape does show on the thumbnail. that way it can be loaded to the sim.

"NOTE: As you may well know the FLASHERS are all Interactive crossings ones. You'll have to get the cursor to the road and track in order to place the flashers otherwise it won't add to it as these shapes are INTERACTIVE Level Crossing shapes."

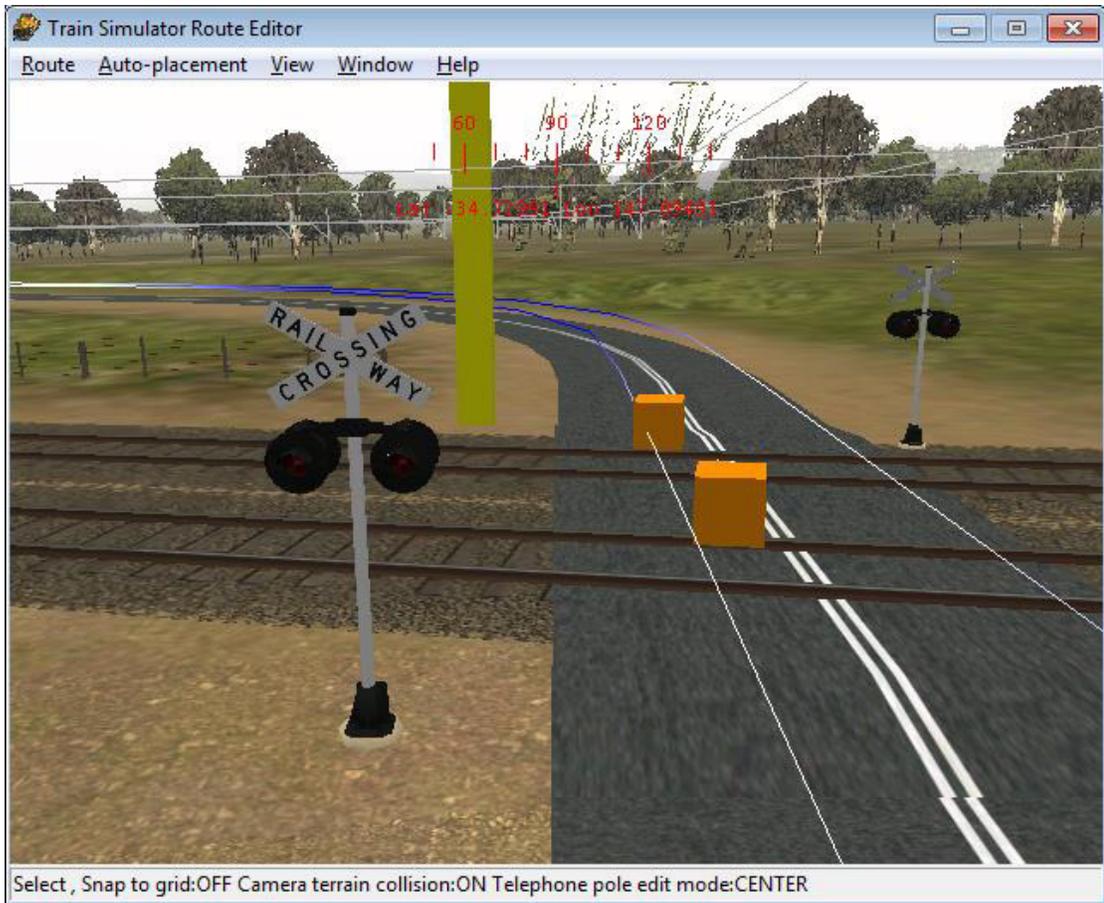
Once you got the cursor on the road and track. Click twice to add TWO flashers. Like this. (Reason to make it like this is so that the Crossing flashers activation/deactivation can sync to turn on/off for when an approaching train comes.



Before moving the flashers to the signal pole, Click on the rotate house icon on the **'Mode'** **'Window'** until the flashers are straight like this.



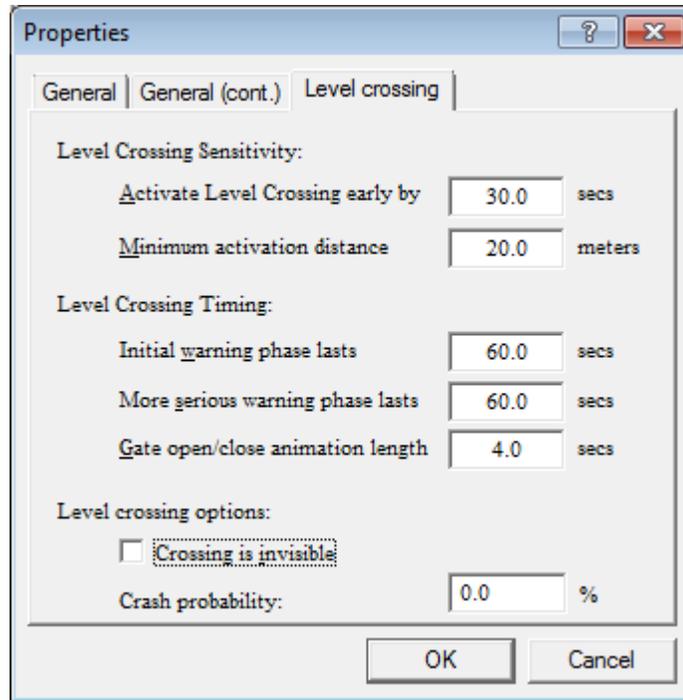
Now you know that trick i showed you to align the crossbuck to the Signal Pole. You'll need to do the same thing to the flashers by copying and pasting the X-Y and Z positioning value. Once that is done. the flashers will be put into place accurately as pictured below.



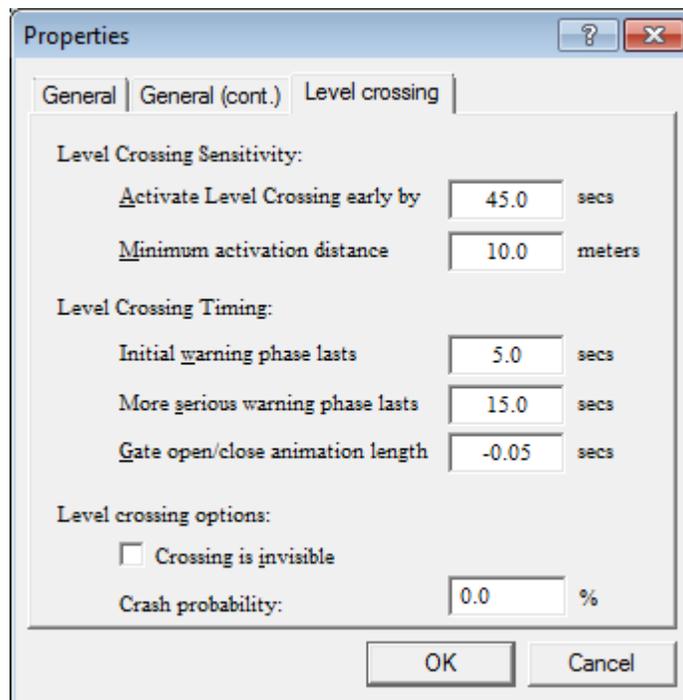
How's that for correct positioning... It's now STARTING to look like a proper railway crossing.

BRIEF: Like the flashers, the boomgate shape files are ALSO Interactive Crossing shapes. When placing the boomgate shapes too you'll have to place them onto the road and track like the flashers do..

OK. Now that the flashers are in place time to configure them. Click on the flasher shapes until it shows up in wireframe... When you do that, Click on the "**House with an 'i' icon**". When the properties window show up. click the far right Tab that says "**Level Crossing**" showing these options.



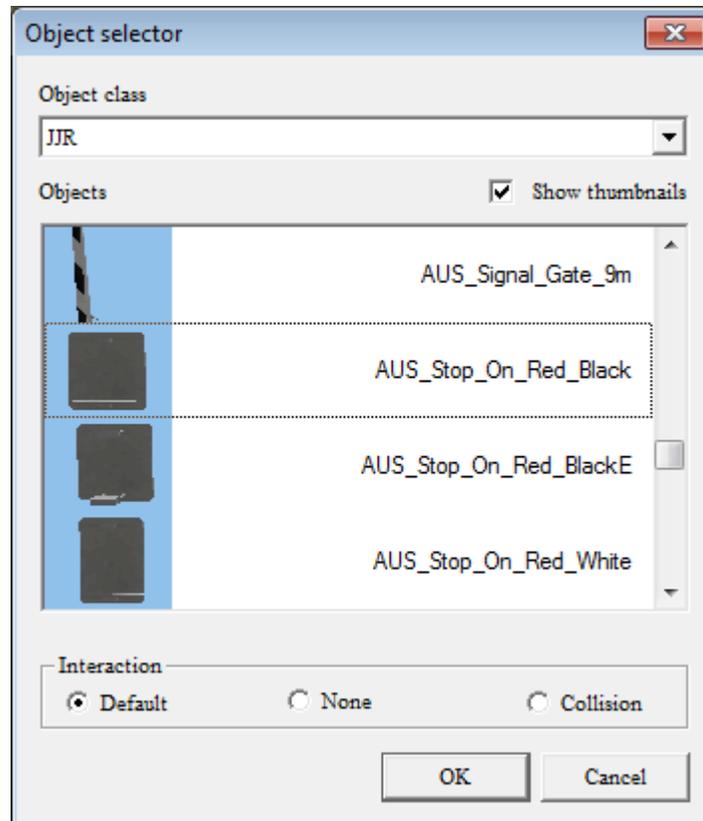
Now this is how i configured mine. When I configure the level crossings. Here's how I set up mine shown on the screenshot below.



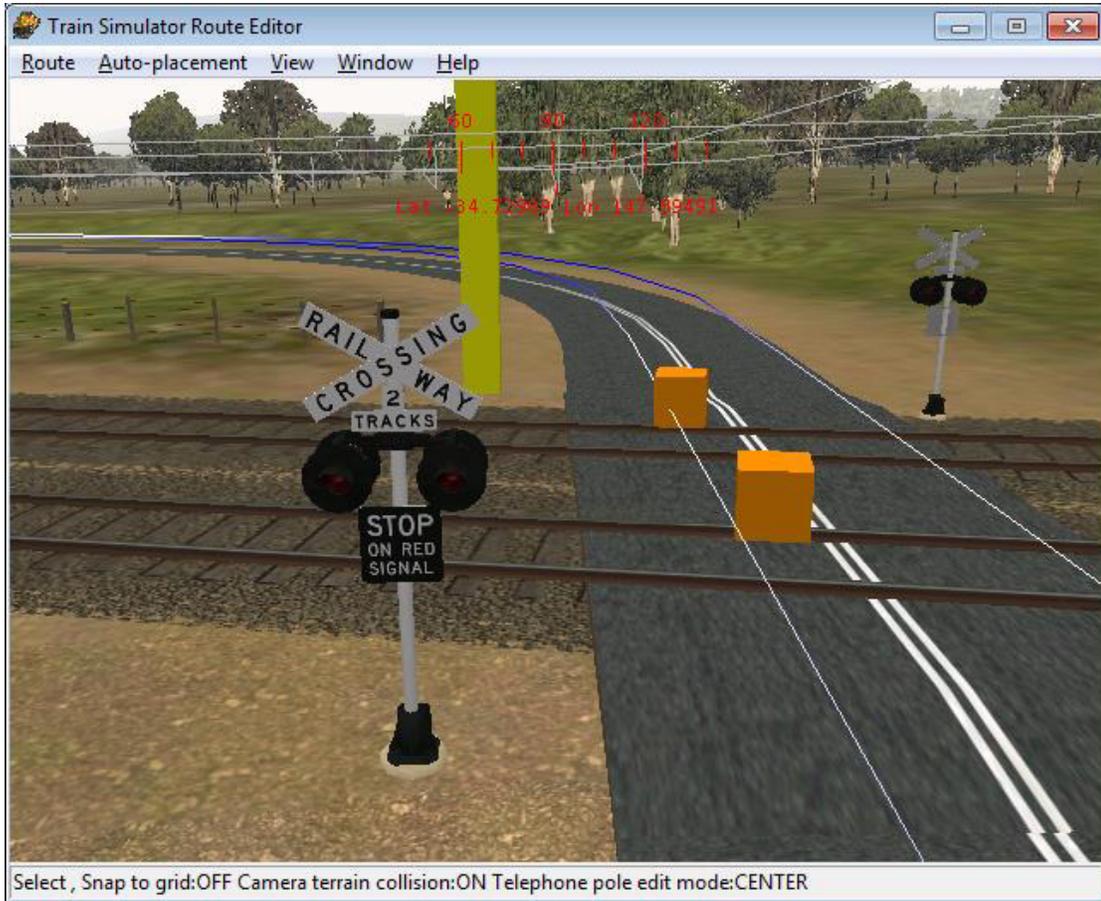
"NOTE: On the Gate open/close animation length option, I know that MSTs was programmed to make it IMPOSSIBLE to allow a minus number value to work when setting the animation second value.

*HOWEVER there is a trick to hack into that. Once you configured these setting, Be sure to configure the Gate Open/CLOSE animation length option LAST. Whatever you do when finish configuring the Level Crossing option. **DO NOT** Click 'OK' using the mouse .Press "ENTER" on the keyboard instead. Once you have done that. The crossing is now all configured. The flashers won't animate while the crossing is deactivated, When the crossing is activated the flashers animation will start to go. That is something I found out with the thanks of MSTs's signal script professional Joseph Hoebet (jovet)"*

Now that the flashers are all done. Time to add another sign or two. Once again, On the placement windows. Click '**More**' and then through the menu. Click on the shape named. '**AUS_Stop_On_Red_Black**' shape If you have ticked "**Show Thumbnails**" be sure the shape does show on the thumbnail. that way it can be loaded to the sim.

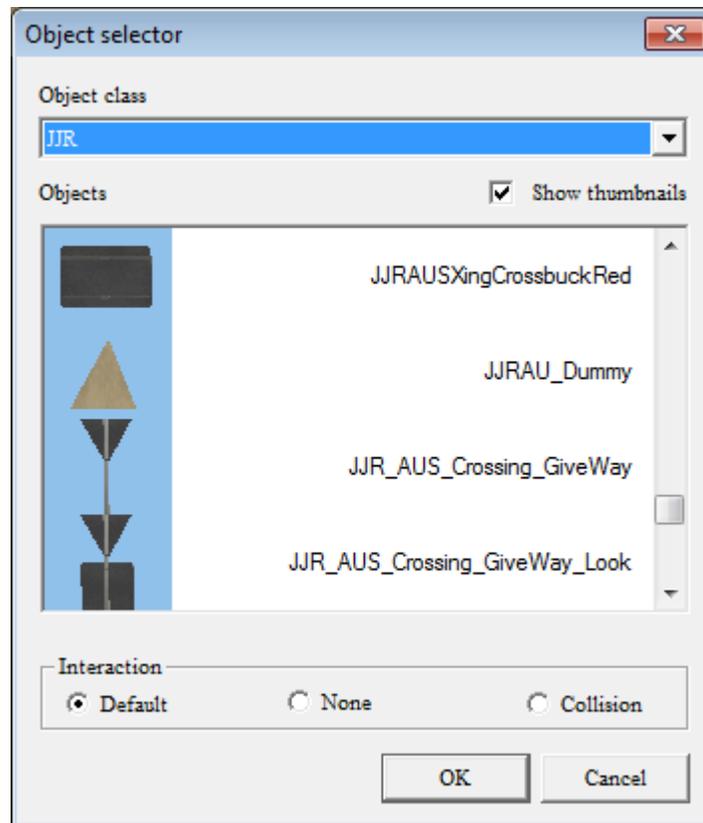


Place the signs near the signal pole. Again be sure to rotate them facing the right way, once you done that with all shape signs. Remember to also copy and paste all the X-Y and Z positioning value so that they look perfect and even. If the crossing is 2 tracks, Be sure to also place the '**AUS_2_Track**' shape onto the crossing signal, rotate them till it's facing the right way as it should. And also copy and paste the X, Y and Z, positioning value. Same with the crossing bell. One that's done. the crossing should now look almost completed as shown below.

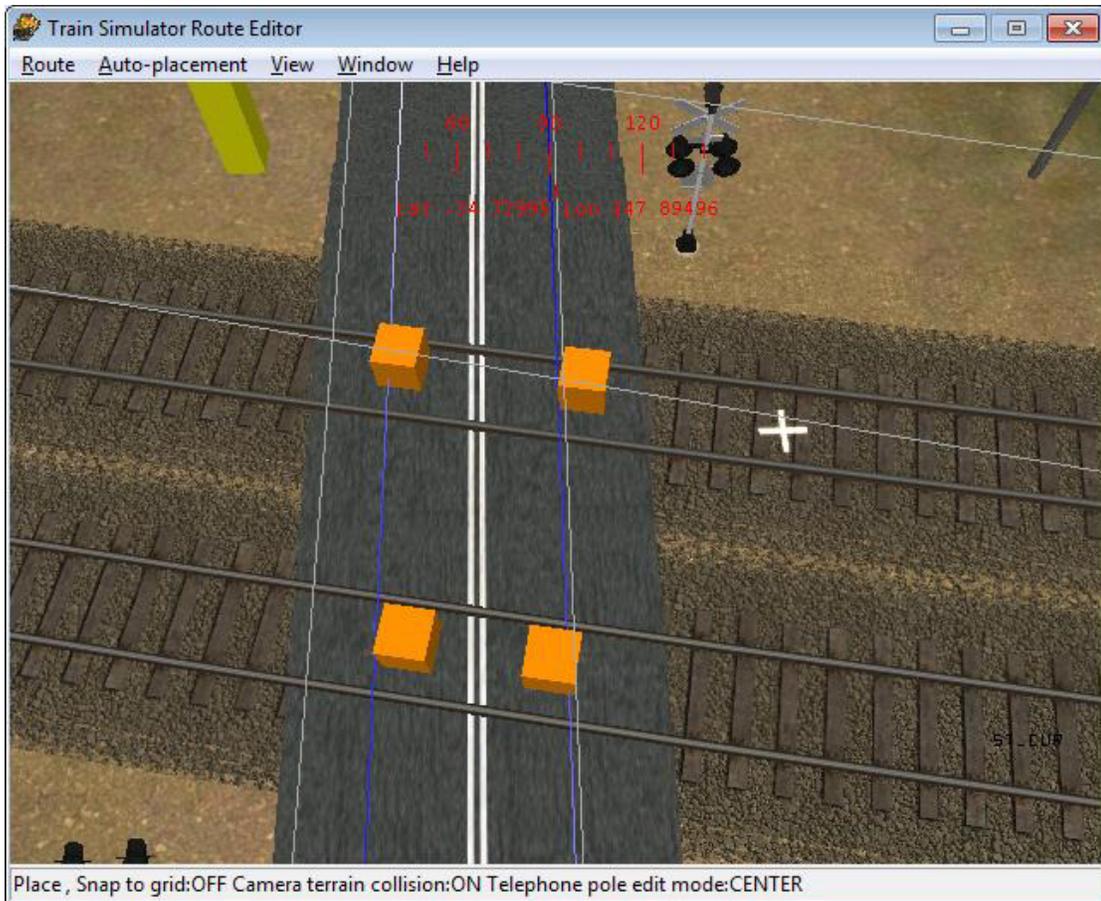


Almost complete. Just two more things to add before it's all done.

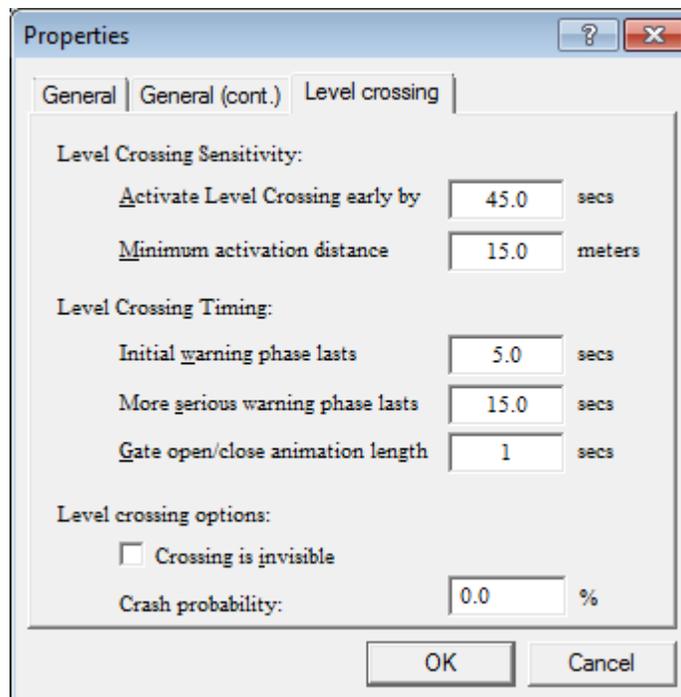
Now that we're nearly done, you see the picture above only shows one road lane for the crossing. Good thing for DUMMY signal shapes. On the '**Mode**' window. Be sure to click '**More**' and on the menu, scroll until you find '**JJRAU_Dummy**' it'll be a 3D triangle shape as shown below.



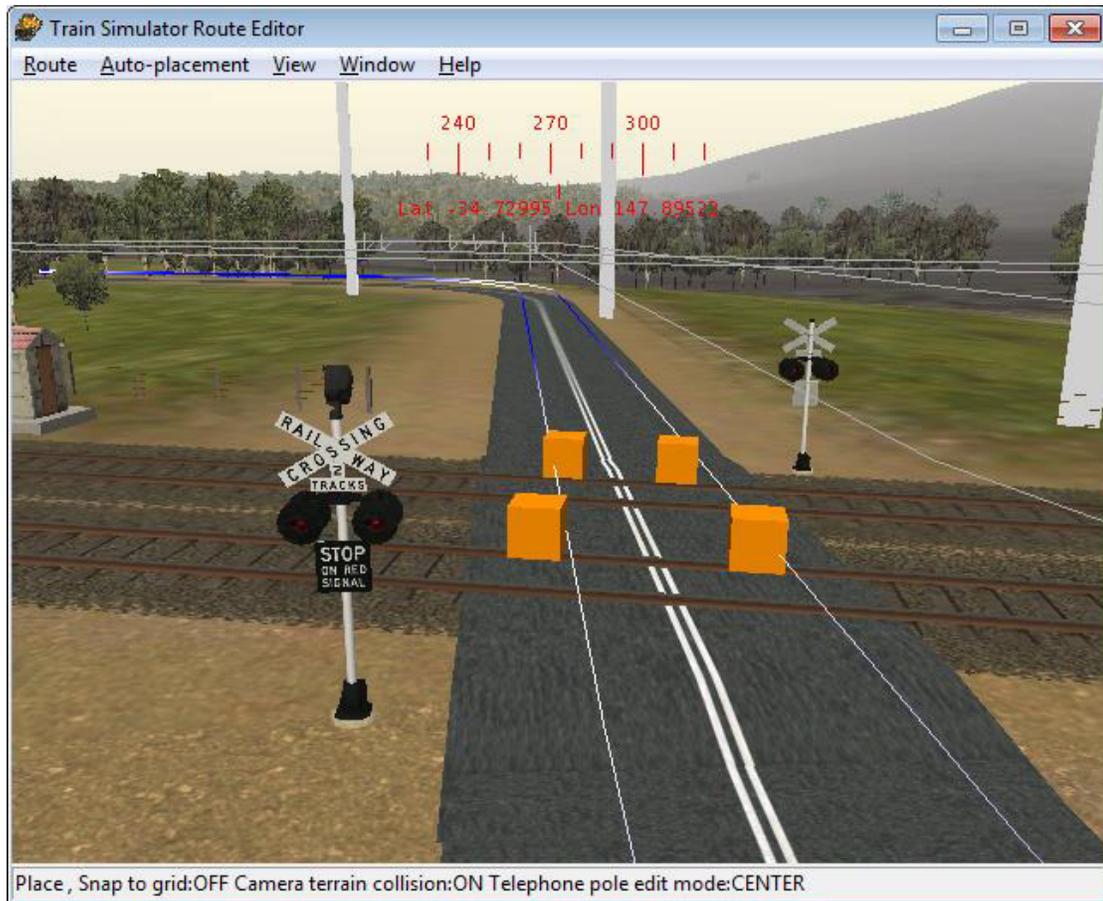
Once that's selected, place the cursor onto the road lane and track on the opposite side where it doesn't have the level crossing orange cubes. click there to add the **DUMMY** as shown below.



This last bit. whilst the **DUMMY** is selected and wireframes. Click the '**House with an 'i' icon**' on the properties window, click the "**Level Crossing**" tab and set the values shown below.. Then press "**ENTER**"



There you have it guys. THAT's all the steps of how to BUILD and configure the railway crossing onto a MSTS Route.. The screenshot below really says it all.



Now that's all done. On the '**Route**' Menu, click '**Save**' and a pop-up will ask '**Save Placement and Objects?**' Click '**YES**'. A second pop-up will ask '**Save Terrain?**' Click **YES**. And there you have it. It is all **SAVED**.. So whether you run a train on the sim, when you get to that crossing, it'll show how **VERY** realistic the crossing interaction will be. :)

OPTIONAL CONFIGURATION:

If you would like to get more technical and only want to hear **ONE** bell and not **MULTIPLE** ones from the two flashers and dummy. Here's what you can do.

Go to the route's **WORLD** folder you placed these crossing signals on. What you need to do is search for the **.W** file that was recently updated.

*(BEST way to find that updated .W file is when you open that folder, right click and Press "**Sort By**" and click on "**Date Modified**")*

So it'll look like this pictured below.

Name	Date modified	Type	Size
w+001318+010242~w.bk	5/01/2015 5:51 PM	BK File	107 KB
w+001327+010278~w.bk	5/01/2015 12:40 AM	BK File	537 KB
w+001327+010279~w.bk	5/01/2015 12:40 AM	BK File	128 KB
W File (252)			
w+001342+010263.w	4/01/2016 6:36 PM	W File	295 KB
w+001303+010231.w	16/02/2015 6:00 AM	W File	81 KB
w+001305+010233.w	16/02/2015 6:00 AM	W File	95 KB
w+001303+010232.w	16/02/2015 6:00 AM	W File	5 KB
w+001303+010233.w	16/02/2015 6:00 AM	W File	7 KB
w+001304+010231.w	16/02/2015 6:00 AM	W File	83 KB
w+001304+010232.w	16/02/2015 6:00 AM	W File	167 KB
w+001304+010233.w	16/02/2015 6:00 AM	W File	208 KB
w+001305+010234.w	16/02/2015 6:00 AM	W File	255 KB
w+001301+010220.w	16/02/2015 3:13 AM	W File	177 KB
w+001301+010221.w	16/02/2015 2:30 AM	W File	147 KB
w+001301+010222.w	16/02/2015 2:30 AM	W File	147 KB
w+001300+010220.w	16/02/2015 2:16 AM	W File	3 KB
w+001301+010223.w	15/02/2015 12:35 AM	W File	176 KB
w+001301+010224.w	15/02/2015 12:35 AM	W File	173 KB
w+001300+010221.w	14/02/2015 10:38 PM	W File	2 KB
w+001302+010227.w	14/02/2015 1:22 PM	W File	231 KB
w+001301+010217.w	13/02/2015 2:52 PM	W File	177 KB
w+001301+010218.w	13/02/2015 2:52 PM	W File	182 KB

Now what you need to do is open the first .W file that is recently modified on the date you BUILD and configured the crossing.

Once you open the file on WordPad.
Scroll down until you get to this part shown below.

```
LevelCr (
    UiD ( 522 )
    LevelCrParameters ( 45 10 )
    CrashProbability ( 0 )
    LevelCrData ( 00000000 2 )
    LevelCrTiming ( 5 15 -0.05 )
    TrItemId ( 0 104 )
    TrItemId ( 0 105 )
    TrItemId ( 1 6 )
    TrItemId ( 1 7 )
    FileName ( JJRAUFlashers2_Black.s )
    Position ( -95.0335 431.16 -10.7355 )
    QDirection ( 0 -0.711718 0 0.702465 )
    VDbId ( 2 )
)
LevelCr (
    UiD ( 521 )
    LevelCrParameters ( 45 10 )
    CrashProbability ( 0 )
    LevelCrData ( 00000000 2 )
    LevelCrTiming ( 5 15 -0.05 )
```

```

TrItemId ( 0 106 )
TrItemId ( 0 107 )
TrItemId ( 1 8 )
TrItemId ( 1 9 )
FileName ( JJRAUFlashers2_Black.s )
Position ( -106.603 431.16 -1.91273 )
QDirection ( 0 0.716301 0 0.697791 )
VDbId ( 1 )
)
LevelCr (
  UiD ( 2620 )
  LevelCrParameters ( 30 20 )
  CrashProbability ( 0 )
  LevelCrData ( 00000000 2 )
  LevelCrTiming ( 60 60 4 )
  TrItemId ( 0 1439 )
  TrItemId ( 0 1440 )
  TrItemId ( 1 720 )
  TrItemId ( 1 721 )
  FileName ( JJRAUSDummySignal.s )
  Position ( -98.4982 431.16 -8.52007 )
  QDirection ( 0 0 0 1 )
  VDbId ( 0 )
)

```

See the LevelCrData where it shows (00000000 2) to disable the bell sound, set the last '0' digit to '6' on one flasher and one dummy signal. on the .W file.

After you have done that, Save the file.

That's ALL is to it.

CREDITS:

Hope this manual has helped you how to set up the railway crossings.
If you have any questions. Please drop me an e-mail at.

E-MAIL: mrjrussell87@live.com.au

Special thanks go to these people.

Joseph Hoivet (jovet)

Guideline and advice for level crossing configuration.

Will Vaszocz

For supplying me the sound file of the McKenzie & Holland tear-drop bell recording.

Yuri J Sos

For distributing, and hosting the level crossing pack to the MSTs [steam4me](#) site.

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