

Interactive Train Order Signals for RailWorks



This kit offers a freelanced Train Order Signal with one or two arms, red blades and lights, which has three aspects.

These signals can be set to show any wished aspect while in game, or can be pre-scripted by scenario authors. However, getting that to work requires several extra steps by the route author. A detailed placement guide can be found at the end of this document.

Installation:

1. Download the .RWP files and save them in a secure place on your hard disk – just in case you might have to reinstall it at a later time.
2. Launch [RailWorks](#) and select the [Package Manager](#) on the Welcome Screen.
3. Click the [Install](#) button, browse to the file from step one, click [Open](#). The package will be installed now, after which you can already use the new assets in the game!
4. To be able to place the objects in a route, you will first have to enable the [object filter](#) (left-hand mid flyout window, button that shows a blue cube with an orange triangle) for developer "[GreatNortherner](#)", product "[Semaphores](#)".
5. You will now find the objects in the left-hand flyout assets browser, listed in the Track Infrastructure group as "[Semaphore GN Trainorder...](#)"

Copyright, Repaints, Distribution, Warranty:

All of the contents of this software are [copyrighted material](#). You may use and include them in route uploads as long as they are free of charge. You may not redistribute the entire software package itself (the .rwp file).

You can do repaints of the included objects and you are allowed to distribute them as long as it is free of charge. Actually, please feel encouraged to repaint these models and publish them. We need more variety in RailWorks!

If you wish to include the objects in a payware project of yours, please contact us first so we can make a deal.

This software is provided to you on an "as is" basis without any express or implied [warranty](#) of any kind.

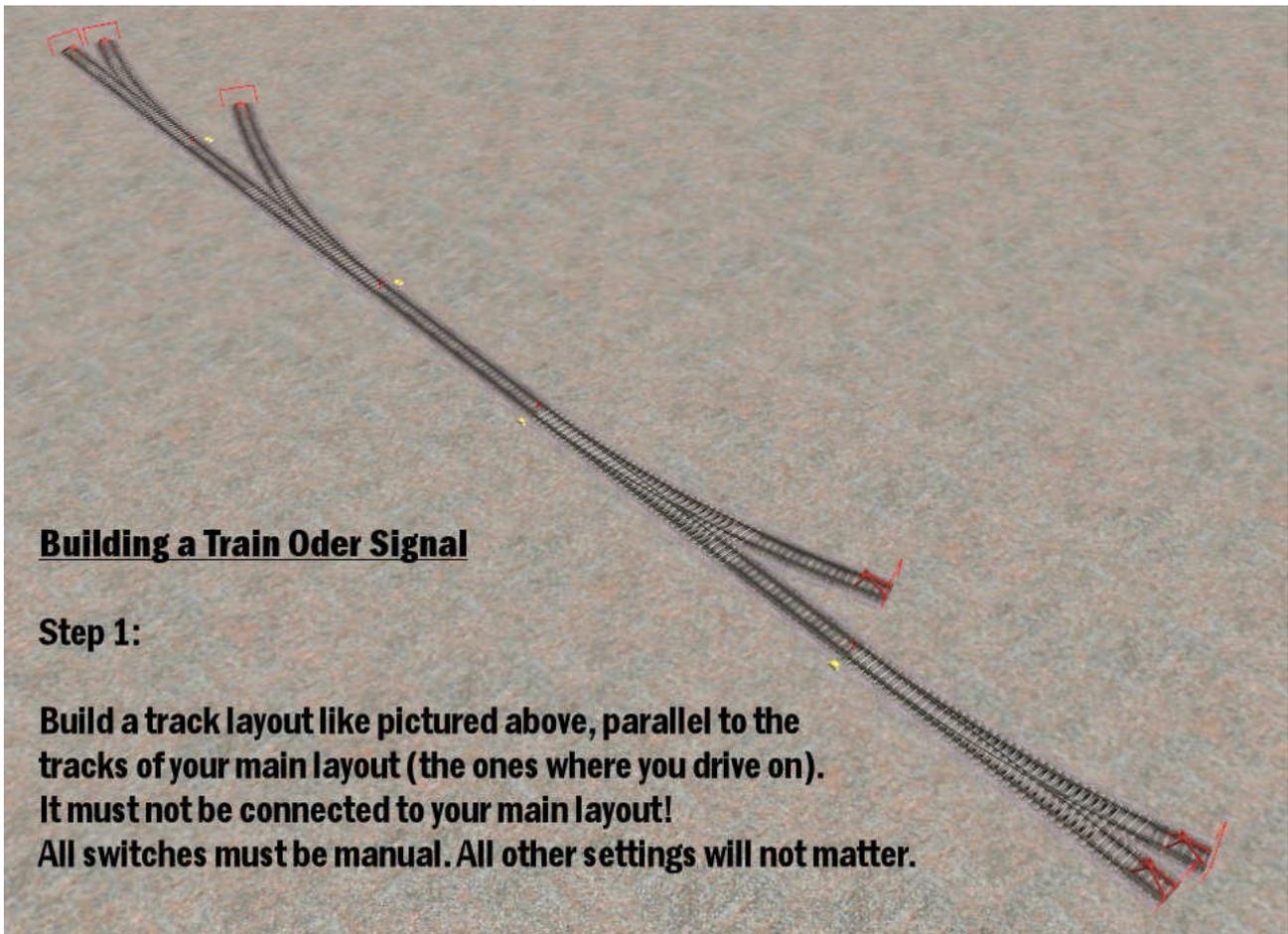
One or more textures on this 3D model have been created with images from CGTextures.com. These images may not be redistributed by default, please visit www.cgtextures.com for more information.

Contact Information:

<http://www.golden-age-rails.com>

contact@golden-age-rails.com

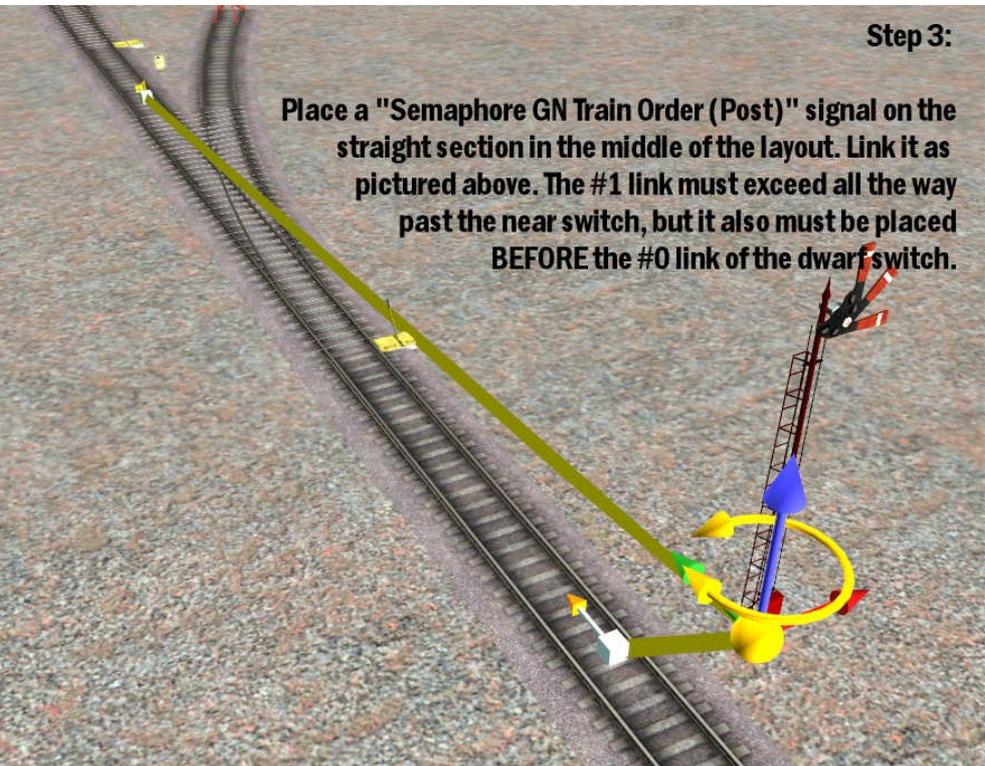
Placement Guide





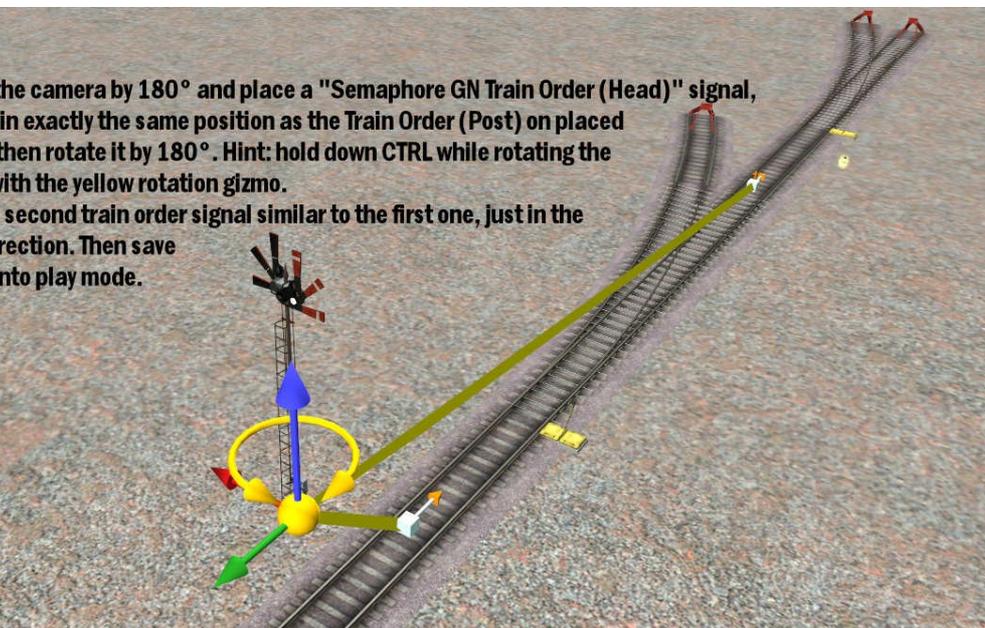
Step 2:

Add "Dwarf 2H 2T 40/40" signals to the two switches at the ends of the short layout, as pictured here.



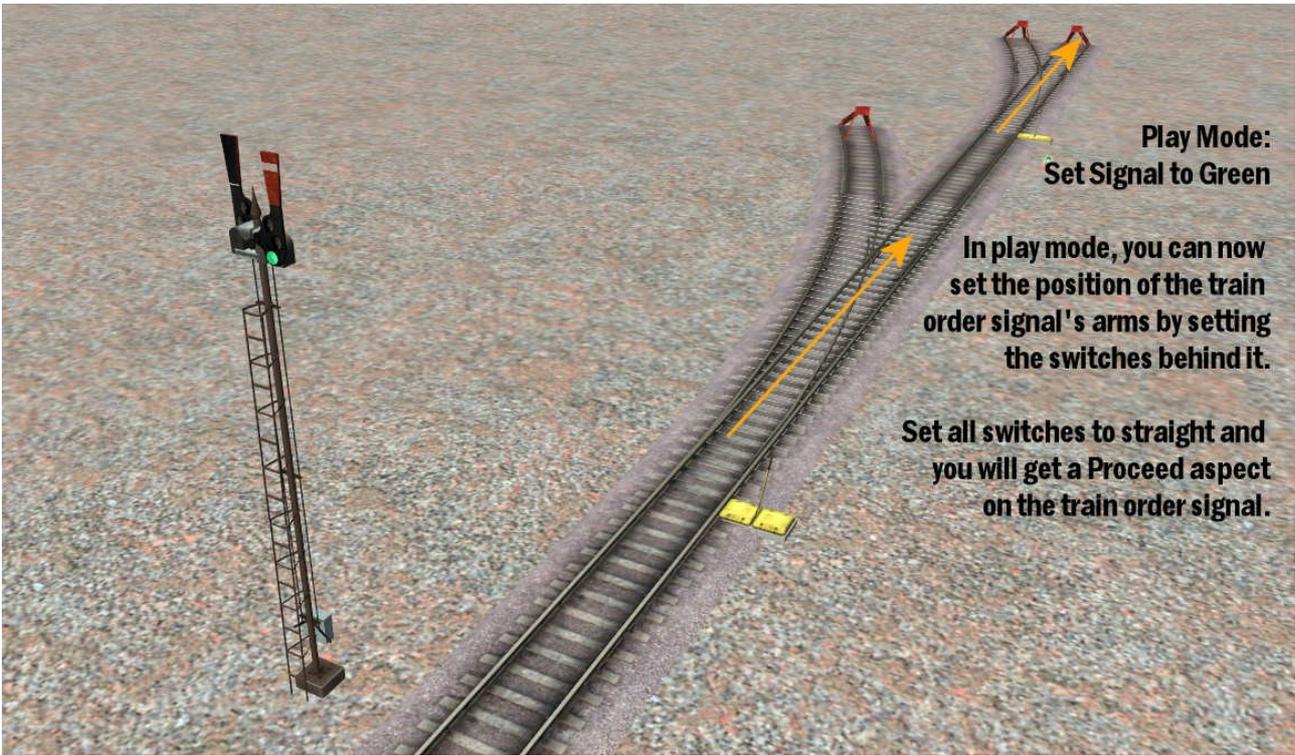
Step 3:

Place a "Semaphore GN Train Order (Post)" signal on the straight section in the middle of the layout. Link it as pictured above. The #1 link must exceed all the way past the near switch, but it also must be placed BEFORE the #0 link of the dwarf switch.



Step 4:

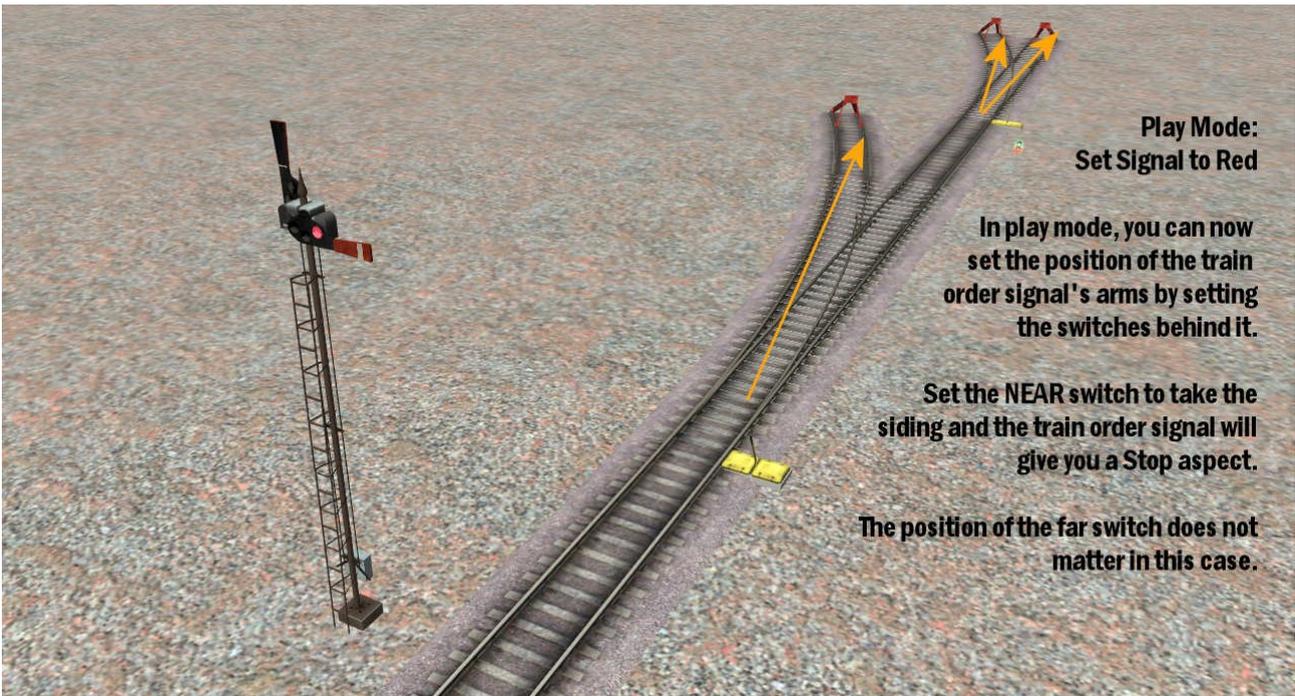
Rotate the camera by 180° and place a "Semaphore GN Train Order (Head)" signal, place it in exactly the same position as the Train Order (Post) on placed before, then rotate it by 180°. Hint: hold down CTRL while rotating the object with the yellow rotation gizmo. Link the second train order signal similar to the first one, just in the other direction. Then save and go into play mode.



**Play Mode:
Set Signal to Green**

**In play mode, you can now
set the position of the train
order signal's arms by setting
the switches behind it.**

**Set all switches to straight and
you will get a Proceed aspect
on the train order signal.**

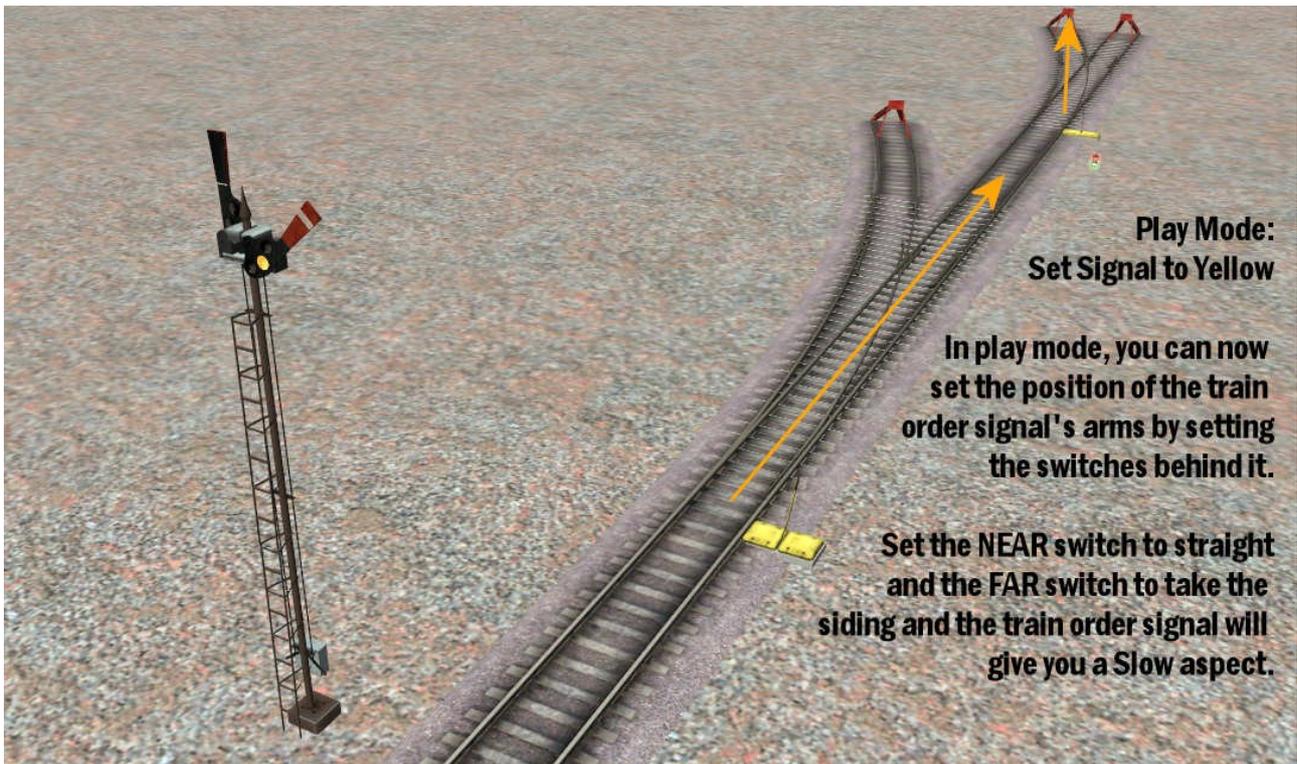


**Play Mode:
Set Signal to Red**

**In play mode, you can now
set the position of the train
order signal's arms by setting
the switches behind it.**

**Set the NEAR switch to take the
siding and the train order signal
will give you a Stop aspect.**

**The position of the far switch does not
matter in this case.**



Finally, you should bury the "Train Order Track Layout" underground, hide the buffer stops, place the scenery... As all switches on the signal layout are manual, you can now use the 2D-map to set the aspect of the train order signal in game or in the scenario editor.

