Metal Palisade Fences

A scenery item kit for use with Rail Simulator© and RailWorks©
By Jeff Douglas (AKA JADsHome)

Edition 1.0 – Friday, 24 July 2009

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THE BORING LEGAL BIT

These models are supplied for use by anyone in the community for use in any *FREELY* available Rail Simulator© or RailWorks© route providing I get a mention in the route documentation somewhere please.

If you feel the need to re-skin any of it please feel free to do so but you MUST share your output with the rest of the community. If you drop me a polite message (see Additional Assistance) I will happily send you the source textures if you need them.

The Blender model meshes will remain my intellectual property. Please do not attempt to change the models.

Rail Simulator© and RailWorks© are copyrighted to RSDL

INTRODUCTION

Ghostcav on the UK Train Sim forums in response to my Chainlink Fencing Kit - 21 Jul 2009 15:55:

"***Palisade fencing as seen all over the network would be nice...hint hint.*** 😊😊"

And so the gauntlet was thrown. And along came this collection of palisade fencing as a direct result of the request. Not really much more to it than that!

So GhostCav – I dedicate the following package to you and your continuing excellent work on the Wales and Borders layout for the simulation.

The package represents the metal palisade fencing widely seen around the UK rail network. From personal observations the most commonly used height of fence of this style appears to be the 2.4m model and is used extensively (on the South Eastern network where I live anyway) along the trackside and at stations along the back of the platform.

GETTING THE OBJECTS IN TO RAIL SIMULATOR©

Unpack the *Palisade Fences.rpk* file from the zip file and install it using the Rail Simulator Package Manager.

Additional information can be found in Developer helpsheet 7.02 or on the RailWorks© Wiki page.

The files will be installed to *Rail Simulator\Assets\JADsHome\PalisadeFences*

GETTING THE OBJECTS IN TO RAILWORKS©

Unpack the *Palisade Fences.rwp* file from the zip file and install it using the RailWorks© Package Manager.

Additional information can be found in Developer helpsheet 7.02 or on the RailWorks© Wiki page.

The files will be installed to
Program Files\Steam\steamapps\common\railworks\Assets\JADsHome\PalisadeFences

HOW TO LOCATE THE OBJECTS

Select the Objects (house icon) option from the toolbox panel

Open the Object Set Filter panel

From the Developer List dropdown then locate and select *JADsHome*

Tick the *PalisadeFencing* option in the list

LOCATING THE FENCES

Select the *Linear Object Tools* menu (the *Track* icon) and then the *Scenery* group (the *Brick Wall* icon). Press the letter F on your keyboard and locate the fence items.

All post objects in this kit begin with the words 'Fence Pal' with a description of the item colour and its height in brackets after.

A full description of the sections is contained later in this manual.

LOCATING THE INDIVIDUAL FENCE PANELS

The separate panels are available where a stepped hill section or other place where the linear object may not prove suitable.

Select the *Object Tools* icon (the *House* icon) and then the *Clutter* menu (the *Bench* icon). Press the letter F on your keyboard and locate the *Fence Pal* objects.

All objects in this package begin with the words '*Fence Pal*' with a description of the item colour and its height in brackets after.

WHAT DOES THE KIT CONTAIN?

The kit currently contains the following 24 items…

Linear Fence Assets (12 items)
Fence Panel Objects (12 items)
Each panel measures 2.75m long from post centre to post centre.

The fences are available in bare galvanised metal (Galv), powder coated green (Grn) or powder coated black (Blk). Heights are 1.8m, 2.0m, 2.4m and 3.0m.
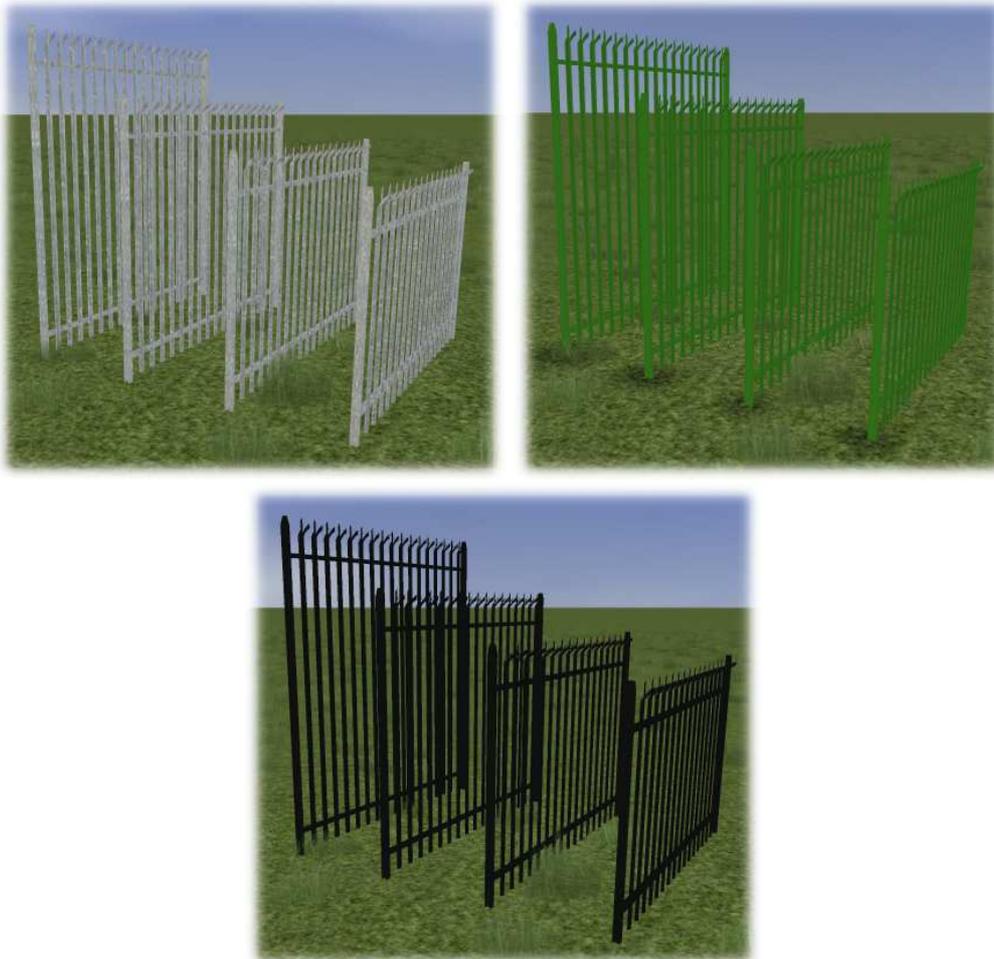
The fences are constructed using the commonly seen triple pointed security top
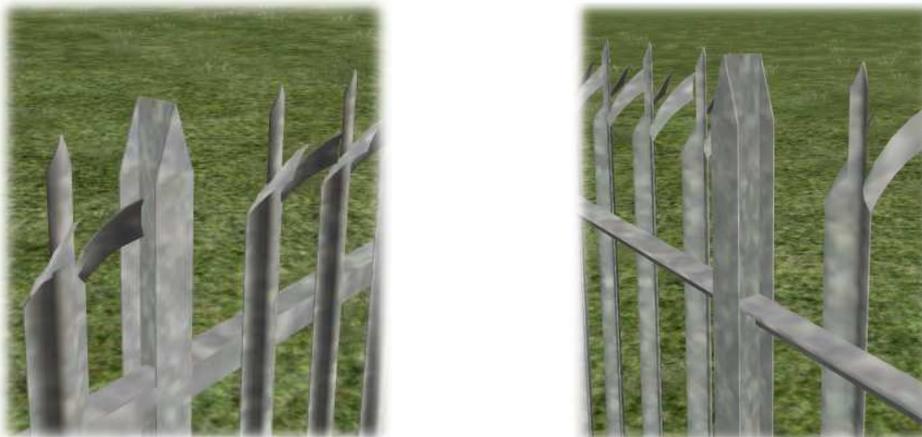
ADDITIONAL ASSISTANCE

Should you need further assistance or information drop me a PM at UKTrainSim - username is JADsHome.

Failing that drop me an email to JADsHome@Yahoo.Com

ACKNOWLEDGMENTS

- Shane (GhostCav) for making the request which sparked the project. Also for carrying out beta testing.
- Matt Peddlesden (NeutronIC) at UKTrainSim for creating and maintaining such a wonderful and friendly PC rail simulator community.
- The RSDL team for their work in getting the simulation to us all and for their continuing support and work on the product.
- The http://www.cgtextures.com/ for the free galvanised metal texture.

HISTORY

- v1.0 released to UKTS Monday 27th July 2009 containing RS and RW packages and this manual.

TODO

- Add shadows to the models.

- Redo [an additional] model as a flat alpha texture to allow a correctly formatted linear object cross-section.