

Chainlink Fences

A scenery item kit for use with Rail Simulator® and RailWorks®
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Edition 1.0 - Wednesday, 22 July 2009

CONTENTS

- The boring legal bit
- Introduction
- Getting the objects into the simulator
- How to locate the objects
- What does the kit contain?
 - Linear fence assets
 - Post assets
- Using the objects
 - Using the no-ends (NE) fences
 - 90° corners
- Additional assistance
- Acknowledgments
- History
- ToDo

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

This kit came about because of a need for a security style chainlink fence. Then I saw the following picture of just such an asset by Kevin McGowan (WillBurton) on the UK Train Sim forums...



A quick enquiry to Kevin later and he kindly supplied me with the texture. The only drawback - it overwrote the existing close panel fencing supplied with the simulation which I already had in use on my route. So this kit was born and grew into what you have here - multiple fence heights and hopefully enough post variants to keep even the saddest of fence aficionados happy :o)

The kit represents fences commonly seen around but is not modelled based on any particular style and only contains the more common heights.

GETTING THE OBJECTS IN TO RAIL SIMULATOR®

Unpack the *ChainlinkFenceKit.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\ChainlinkFences*

GETTING THE OBJECTS IN TO RAILWORKS®

Currently an issue exists with the .rwp package causing the RailWorks® package installer to crash out. This has been submitted to RSDL for investigation so in the meantime please install the Rail Simulator® package into RailWorks®.

Unpack the *ChainlinkFenceKit.rpk* 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\ChainlinkFences

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 locate and select JADsHome



Tick the ChainlinkFencing 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 ChnLnk' with a description of the item and its height in bracket after.

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



LOCATING THE CONCRETE FENCE POSTS

Select the *Object Tools* icon (the *House* icon) and then the *Clutter* menu (the *Bench* icon). Press the letter C on your keyboard and locate the Concrete Post objects. All objects in this kit begin with the words 'Conc Post' with a description of the module contained and it's height in brackets after.



WHAT DOES THE KIT CONTAIN?

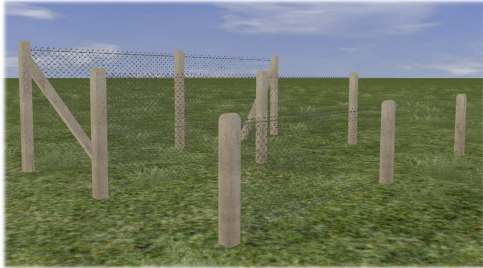
The kit currently contains the following 30 items...

Linear Fence Assets (8 items)

The procedural fencing assets can be found in the *Linear Object Tools* menu (the *Track* icon) and then the *Scenery* group (the *Brick Wall* icon).

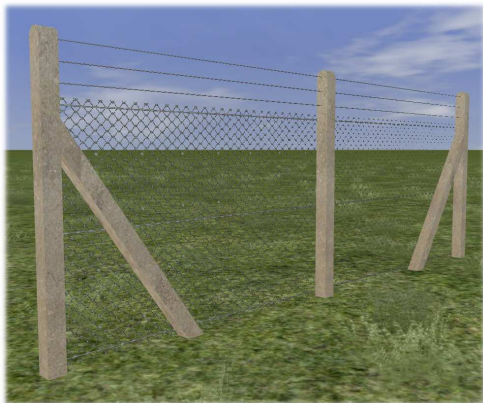
Each starts with the kit name of *Fence Chnlnk* with posts automatically appearing every 3.0m.

Fence Chnlnk (3 items)



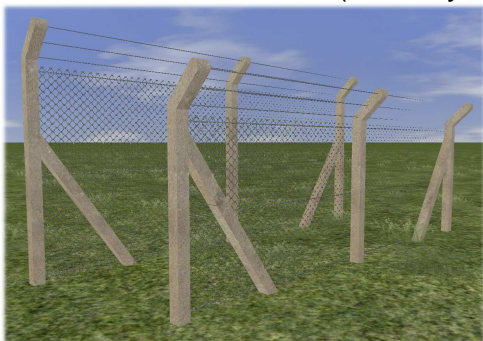
Simple chainlink fences with a mesh height of 1.0m, 1.4m and 1.8m.

Fence Chnlnk Sec (Security) (1 item)



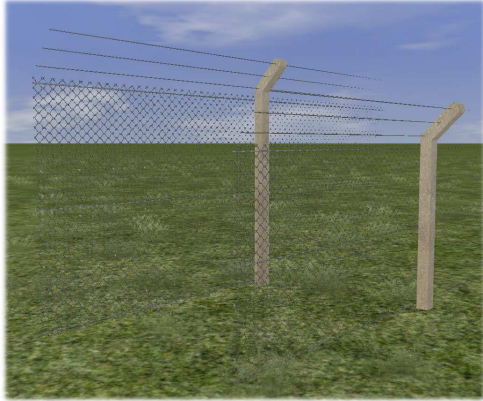
Security fencing with three taught wires above the mesh adding an additional 360mm height to the fence above the 1.8m.

Fence Chnlnk Sec CT (Security Crank Top) (2 items)



Security fencing with 'crank top' posts and three taught wires adding an additional 360mm to the fence height. Available as 1.8m and 2.4m.

Fence Chnlnk Sec CT NE (Security Crank Top No Ends) (2 items)



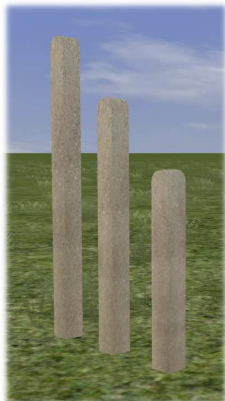
As per the above Sec CT models but without end posts. This allows manual positioning of corner posts if two models are 'butted' together. See later for a detailed description of their use.

Post Assets (22 items)

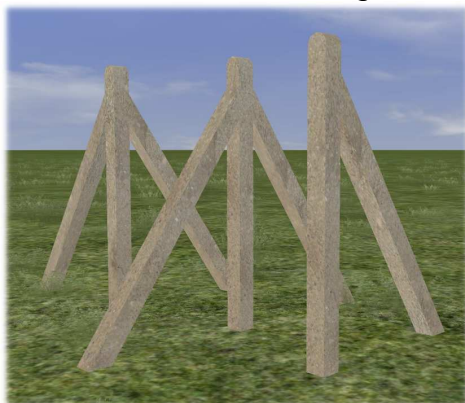
The post assets can be located in *Object Tools* (the *House* icon) and then the *Clutter* menu (the *Bench* icon). Press the letter C on your keyboard and locate the Concrete Post objects.

All objects in this kit begin with the words 'Conc Post'.

Conc Post (6 items)

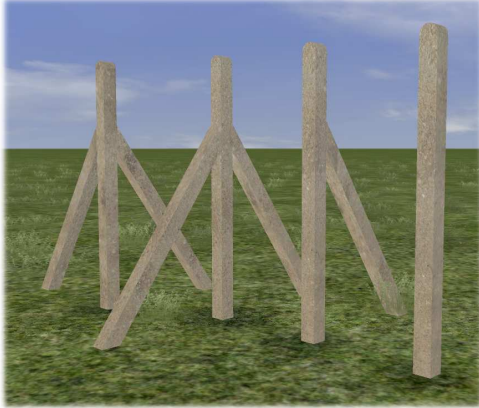


These items are standard round topped concrete posts and are available in 1.0m, 1.4m and 1.8m heights.



Additional supporting post models are provided for the 1.8m posts. These include a 90° corner (Corner), middle post (LR) and end post (S).

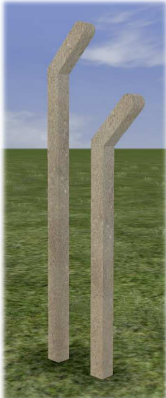
Conc Post Sec (Security) (4 items)



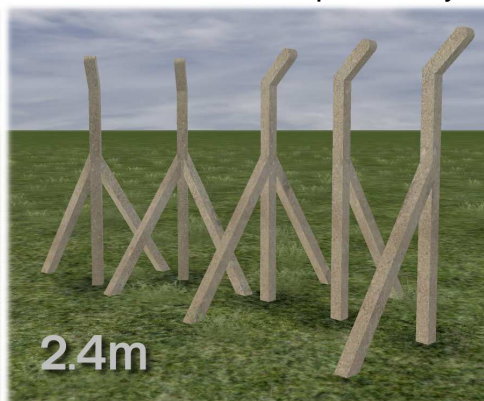
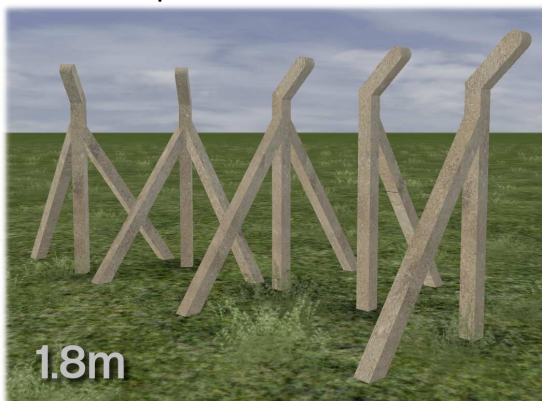
These posts are used for the 1.8m security fences where there are three taught wires above the main fence mesh.

Additional supporting post models are provided for this style. These include a 90° corner (Corner), middle post (LR) and end post (S).

Conc Post Sec CT (Security Crank Top) (12 items)



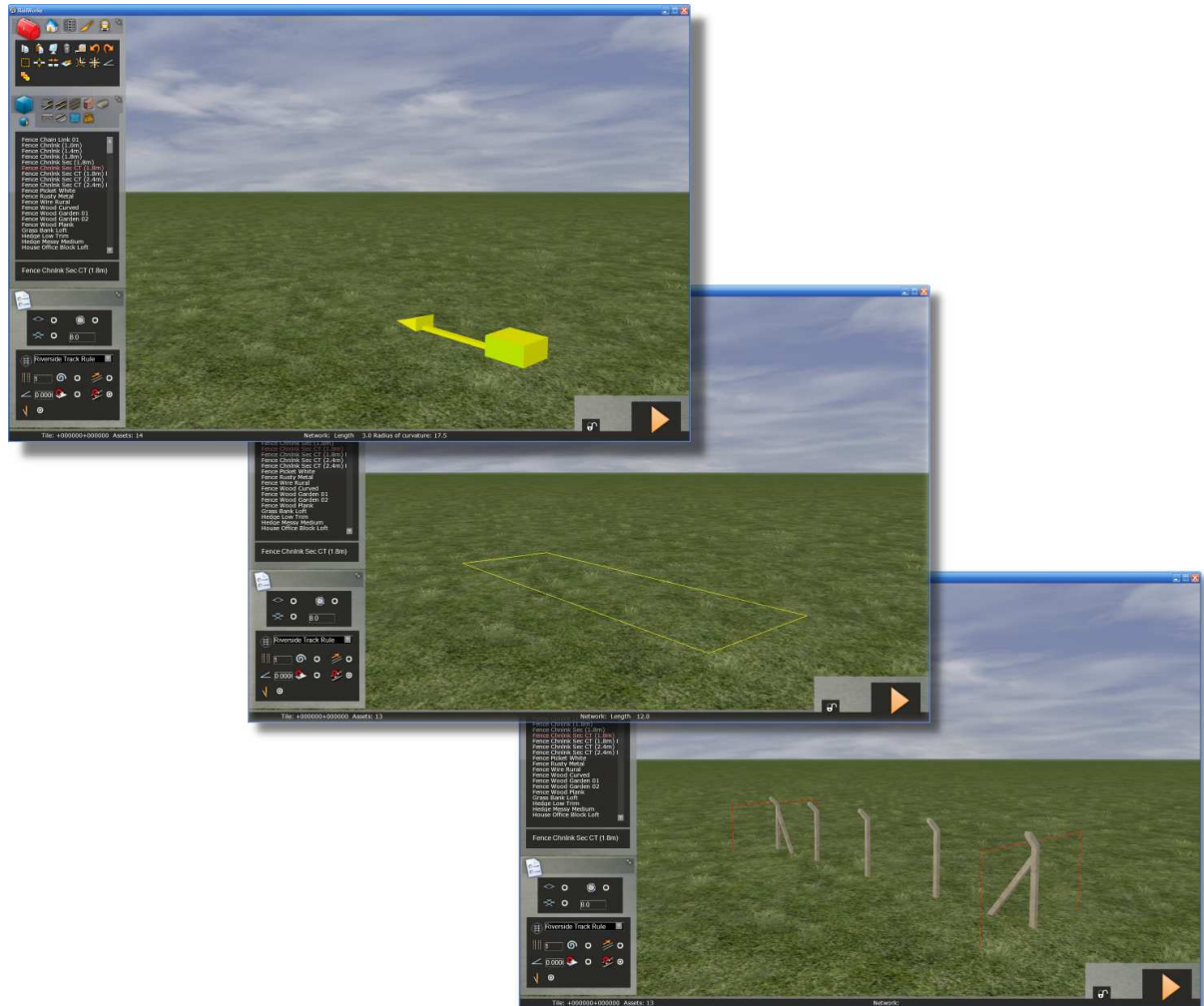
This set of posts are for use with the 1.8m and 2.4m 'crank top' security fences.



Additional supporting post models are provided for this style. These include a 90° inner corner (In), 90° outer corner (Out), middle post (LR), left end support post (L) and a right end support post (R).

USING THE OBJECTS

Select the linear object you wish to place (See Locating the fences) and set the angle you wish to draw the item. Draw to the desired length and release the mouse button when done.



With the crank top security fences drawing away from you will put the crank tops to one side while drawing the line back toward you will have them face the opposite direction. The crank top will usually face toward the area you are stopping access to. For instance if you are fencing between a path and a railway then the tops would normally face toward the railway.

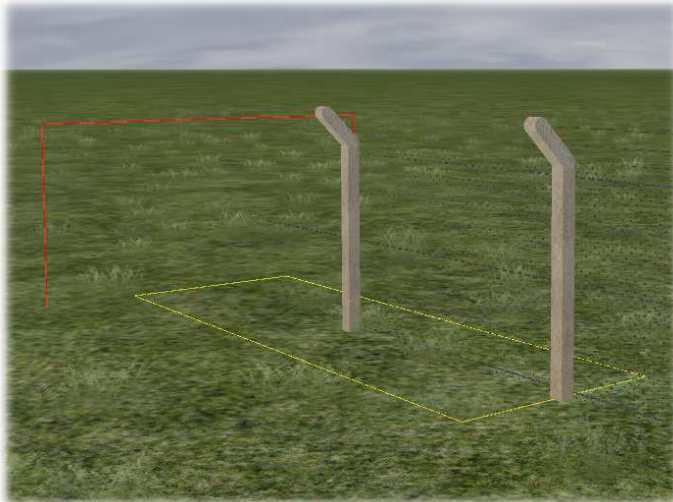
Using no-ends (NE) fences

The no-ends (NE) sections found in the Linear Objects / Scenery menu are for use where a standard post is not desired. Corners or perhaps mid dual support posts on a long run are examples. These items are only available for the crank top style.

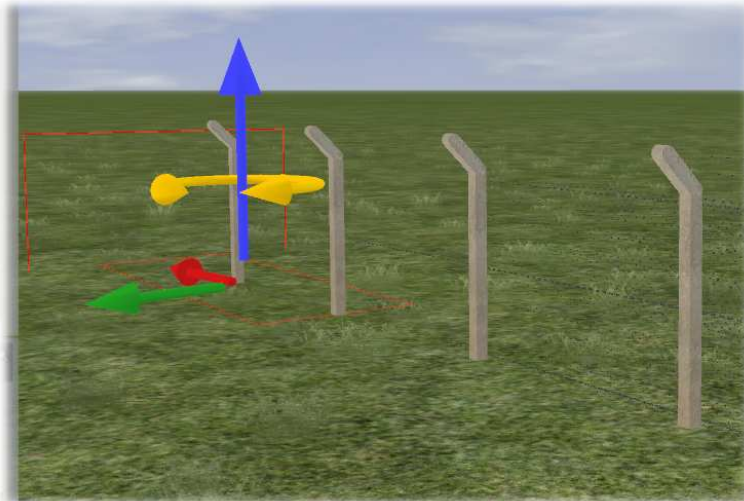
90° Corners

If a 90° angle is required in a crank top security fence separate inner and outer corner post assets are provided (see Post Assets – Conc Post Sec CT).

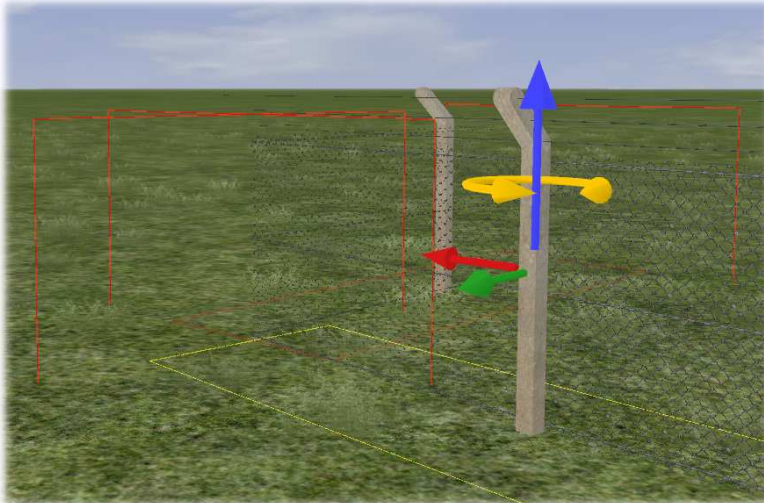
Lay down a length of the full fencing then attach the same height no-ends fence to the end. Shown below a 6m length has been laid presenting 2 sections of fence however you could just lay a 3.0m section as you would not need any post.



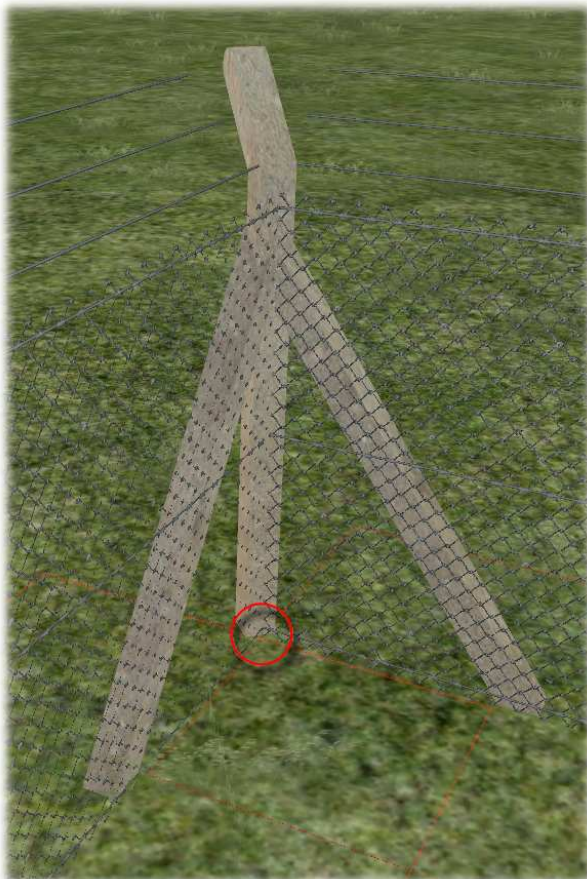
Attach another section of no-end fencing to the previous length.



Rotate the newly attached section to a 90° angle - ensuring the crank tops are facing in the correct direction - and move the end of the mesh to the end of the mesh on the first no-end section as shown below.



Select the relevant post for the section – below we have an outer corner. Rotate the post to be the same as the fences and move the inside edge of the upright post over the intersection of the two fence base outline markers (highlighted in the red circle in the diagram below). The fence meshes should (with a little more rotation and alignment) meet the post at the inside edge of the upright with the mesh showing across the support beams. Don't look at the top tension wires though - that's still a little messy at present !



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

- Kevin McGowen (WillBurton) for his picture which sparked the project going. Also for carrying out the 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://texturebits.blogspot.com/> blog for the free concrete post texture.

HISTORY

- v1.0 released to UKTS Wednesday 22nd July 2009.
Initial release to UKTS with only Rail Simulator® package included due to issues with the RailWorks® package crashing the installer.

TODO

- Add shadows to the post models.
- Add another no-ends section to the crank top fences with 'extended' top cables so the meet the corner posts. Presently they stop dead of the crank top.
- Repackage a RailWorks® specific version - currently in the hands of the RSDL wizards to find out why this particular one isn't behaving as it should !