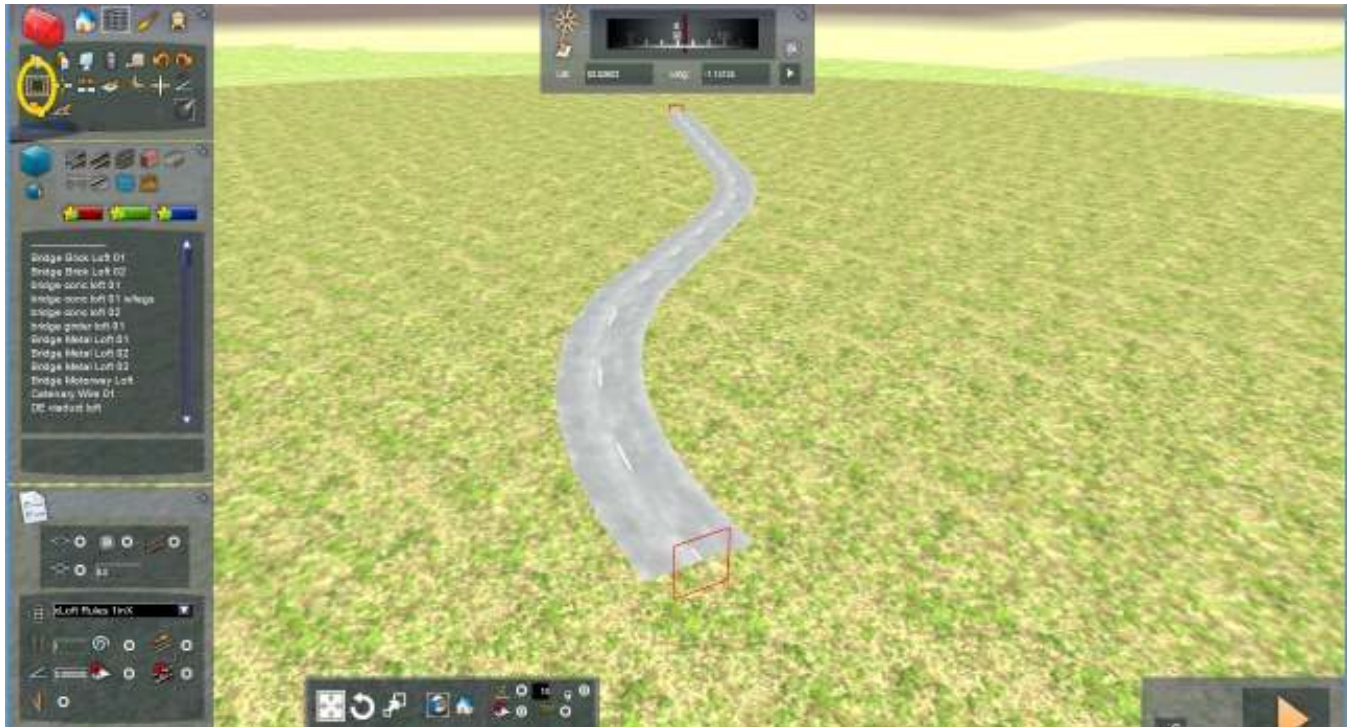


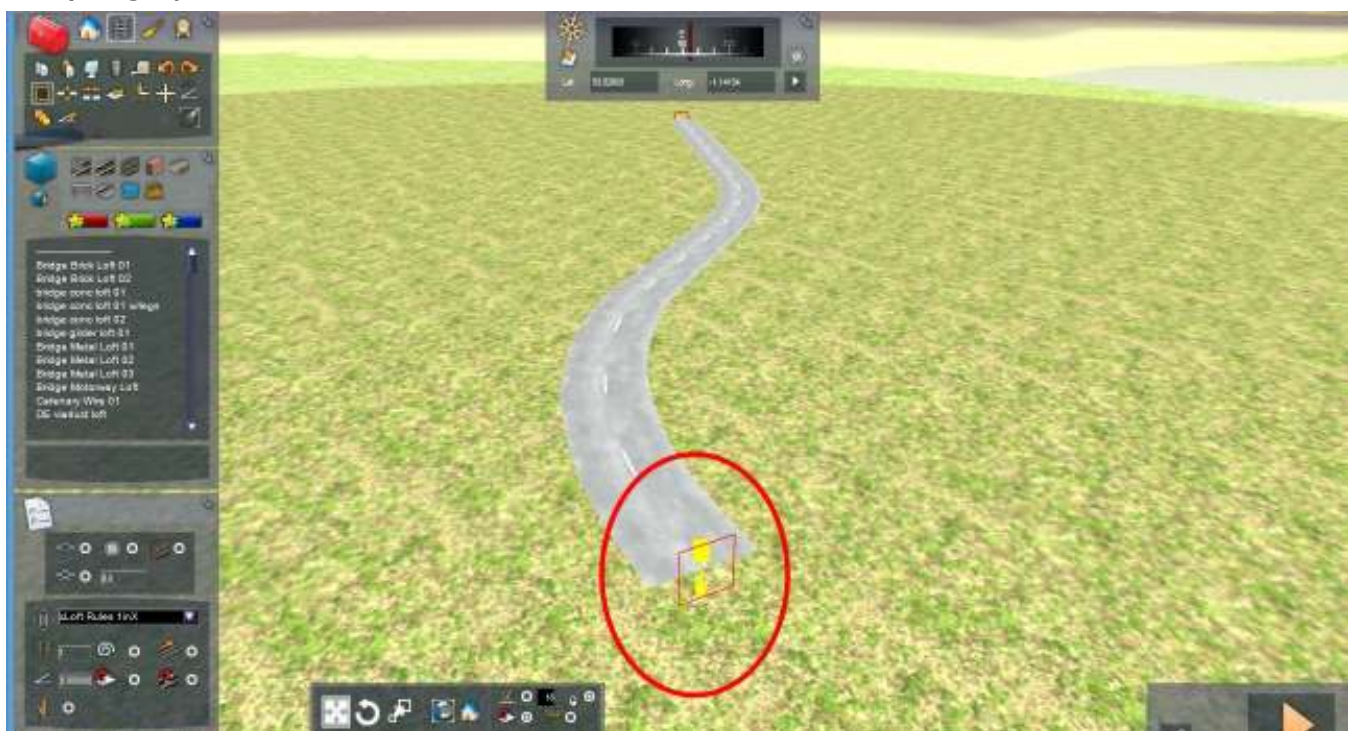
Laying a loft using the Offset Tools

Laying a loft is straightforward, but it can be done much easier and more accurately by using the offset tools. The offset can be made using ANY previously laid loft, road or track. The loft to be made will automatically follow the gradient(s) in the previous construct, and also keep a fixed distance from the centre line.

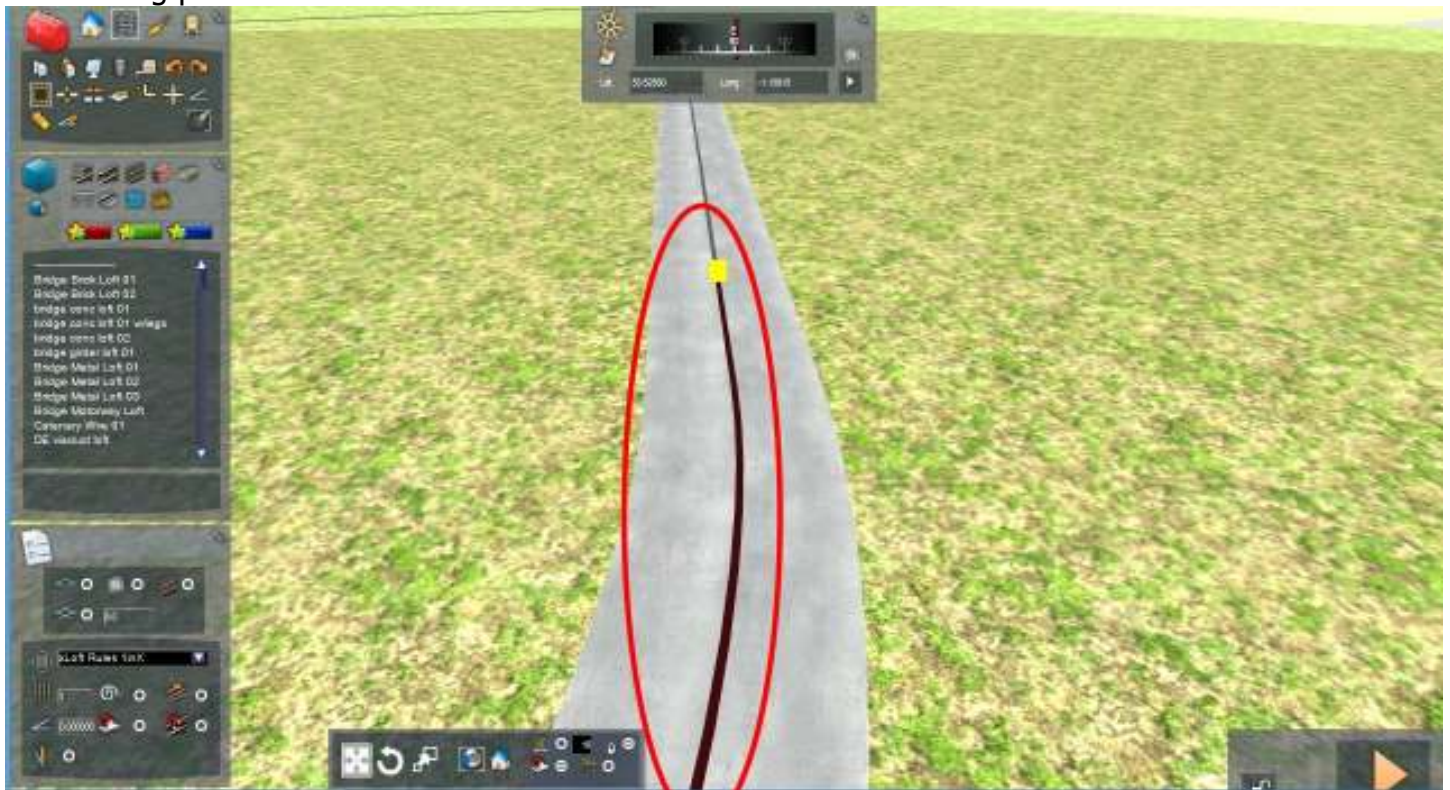
An example using the offset from a road



We again start with a section of road, suitably smoothed regarding the gradient. Use the "Select" tool. Click on the start point you wish. A yellow cube with a yellow arrow pointing downwards appears at the point you selected. Also seen is the loft ribbon (the continuous part of the loft that connects the sections) in grey.

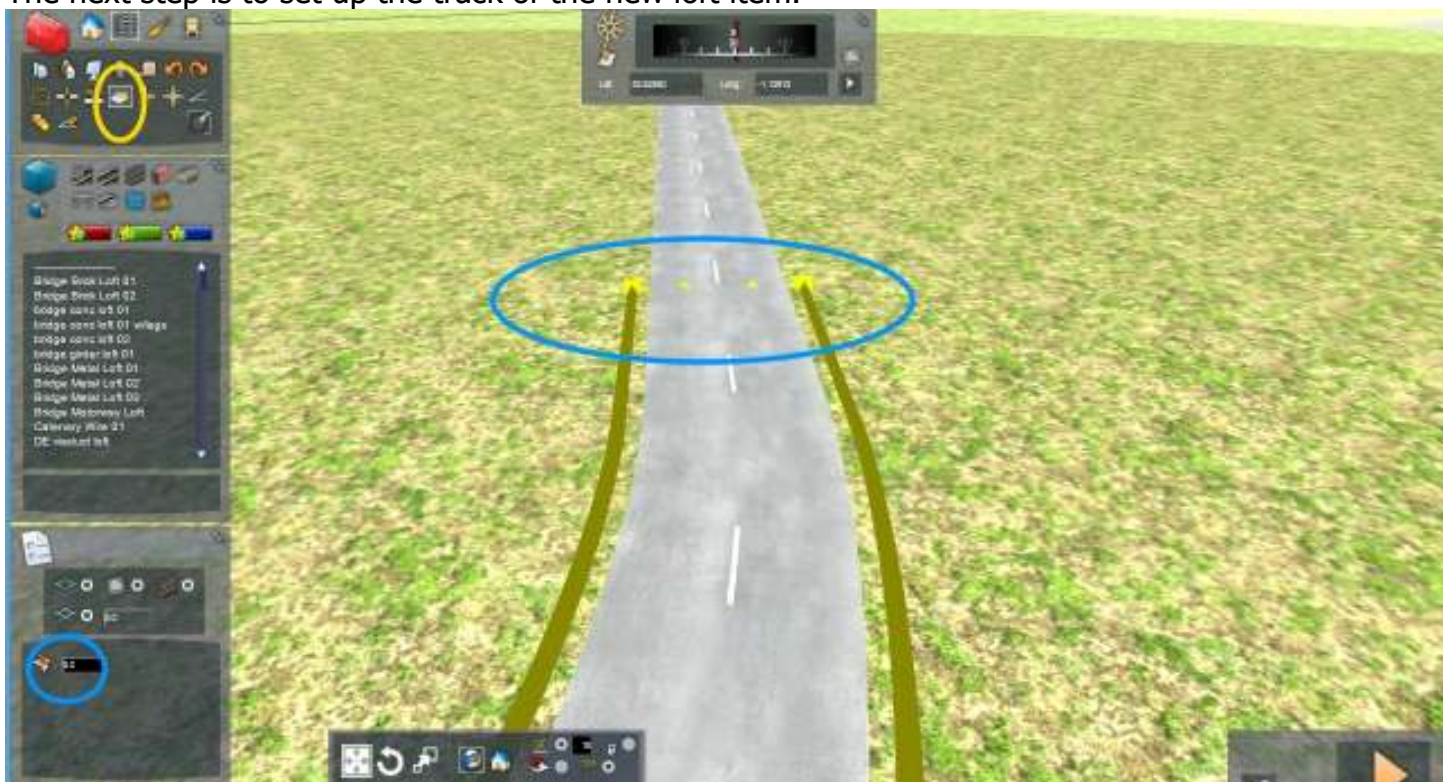


You can now move the cube with your mouse, along the ribbon. Note that a similar cube remains in the starting position.



Continue up to your selected final point, then left click to “freeze” the action.

The next step is to set up the track of the new loft item.



We are interested in laying a loft at some offset, so we choose the offset tool (yellow oval) in the top left sub menu, and the value of the offset (blue oval) in the bottom left sub menu. The value can be changed until you are satisfied with the distance from the centre line of the original loft.

Yellow arrows will appear (in blue oval) that protrude from the yellow boxes at the end of the brown ribbon. Initially, the arrows point towards the centre line. The direction of each can be changed by "left button hold" on the arrow, and "sweeping" to the other side of the box, as shown. Why change the direction? Many lofts are asymmetrical, such as a grass embankment that has a sloping bank and a flat top. Kuju originally decided that the flat bit should be on the other side of the cube to the arrow, and all other lofts follow the same principle.



We now decide what loft we wish to lay. In this case it is scenery, and is Grass Bank Loft.

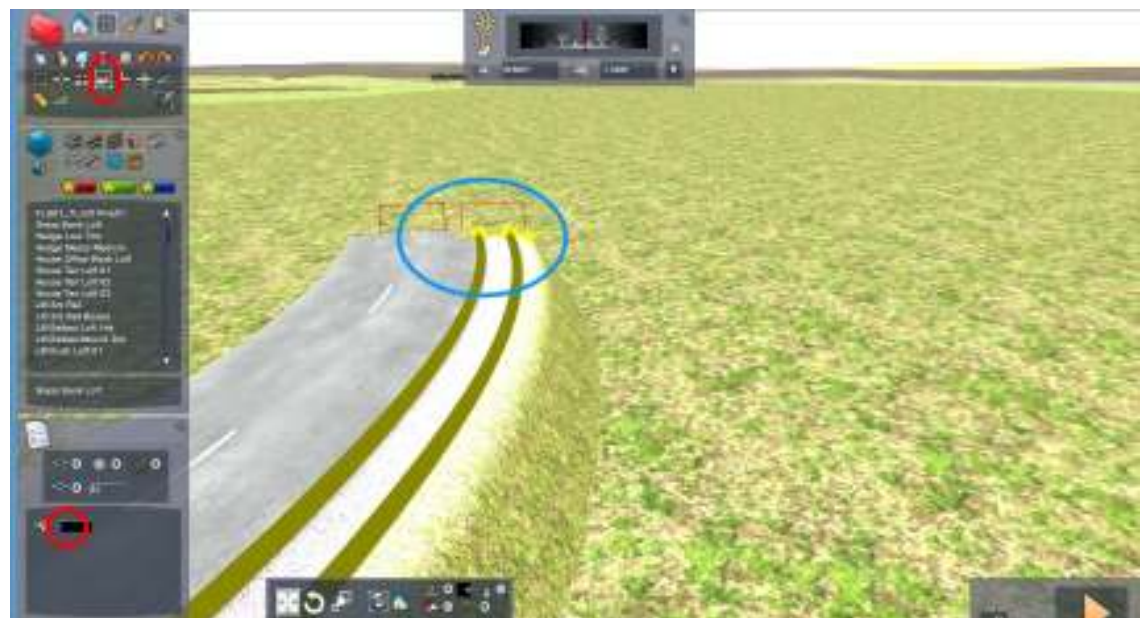
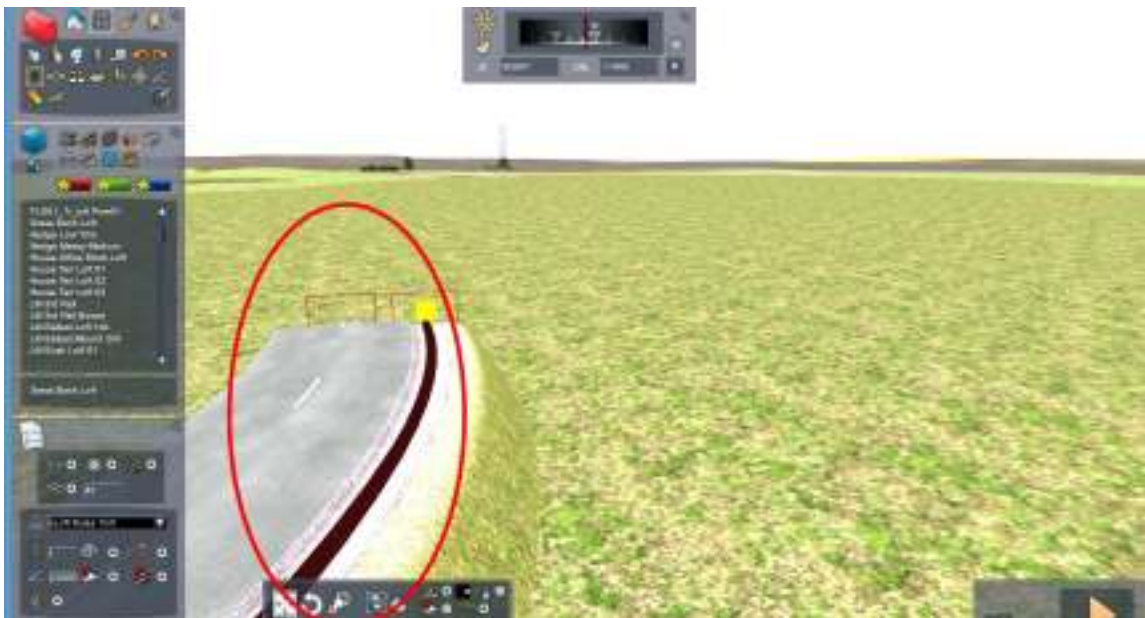
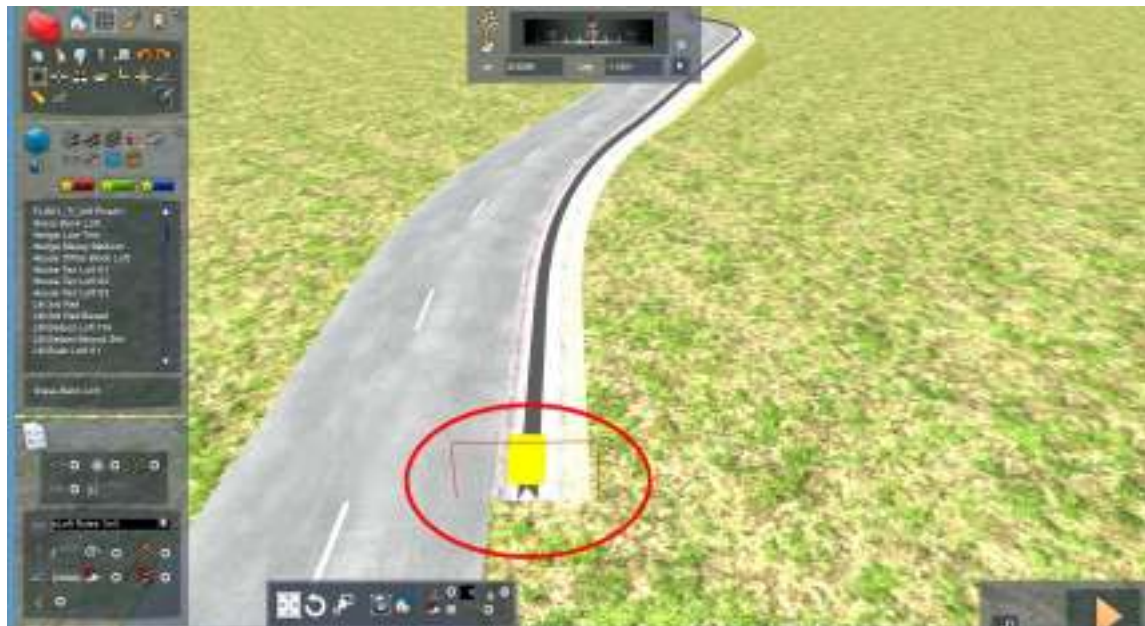


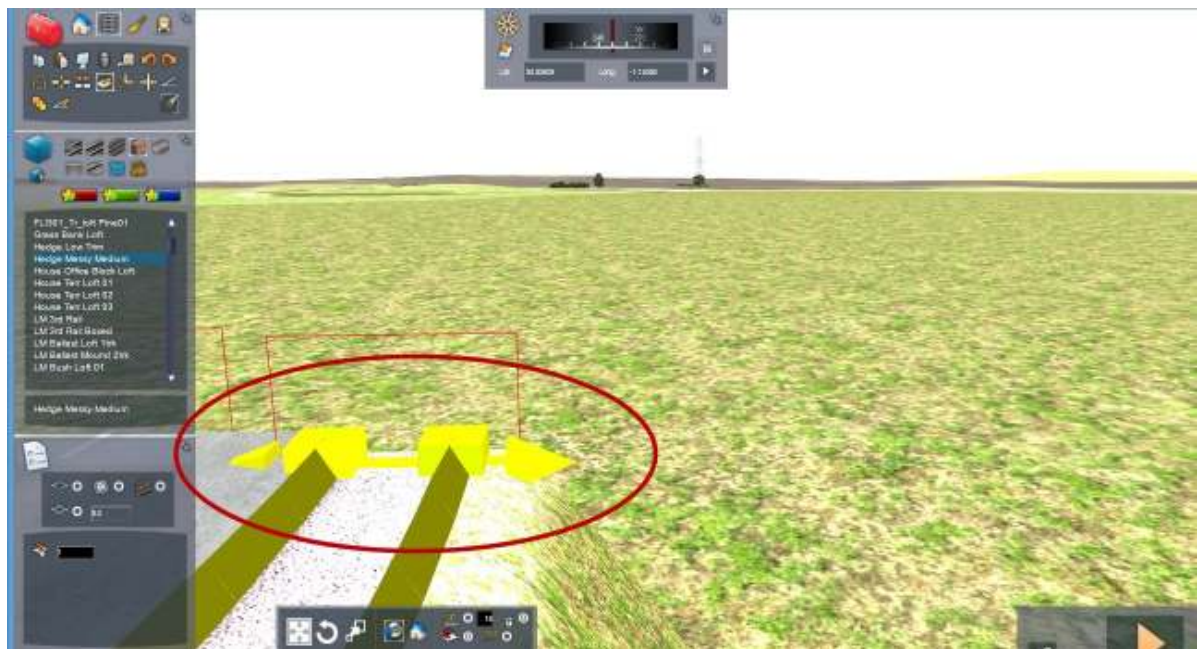
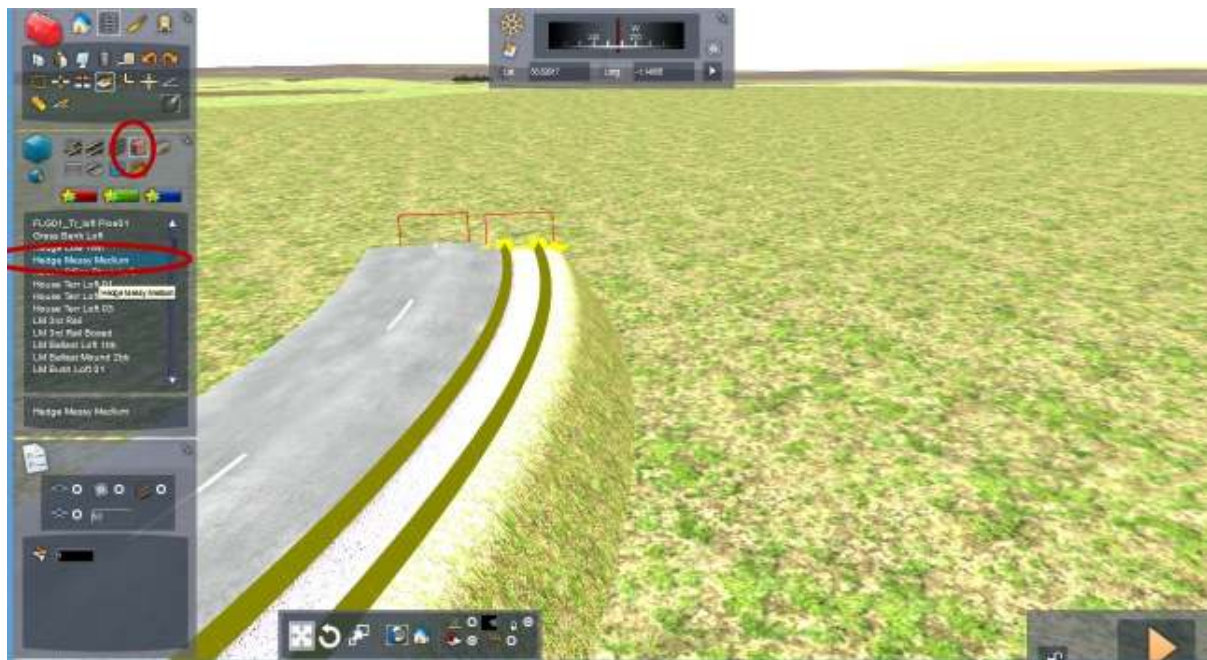
Select, then click on the cube or arrow.

The grass bank now appears, following the road at the required fixed distance.

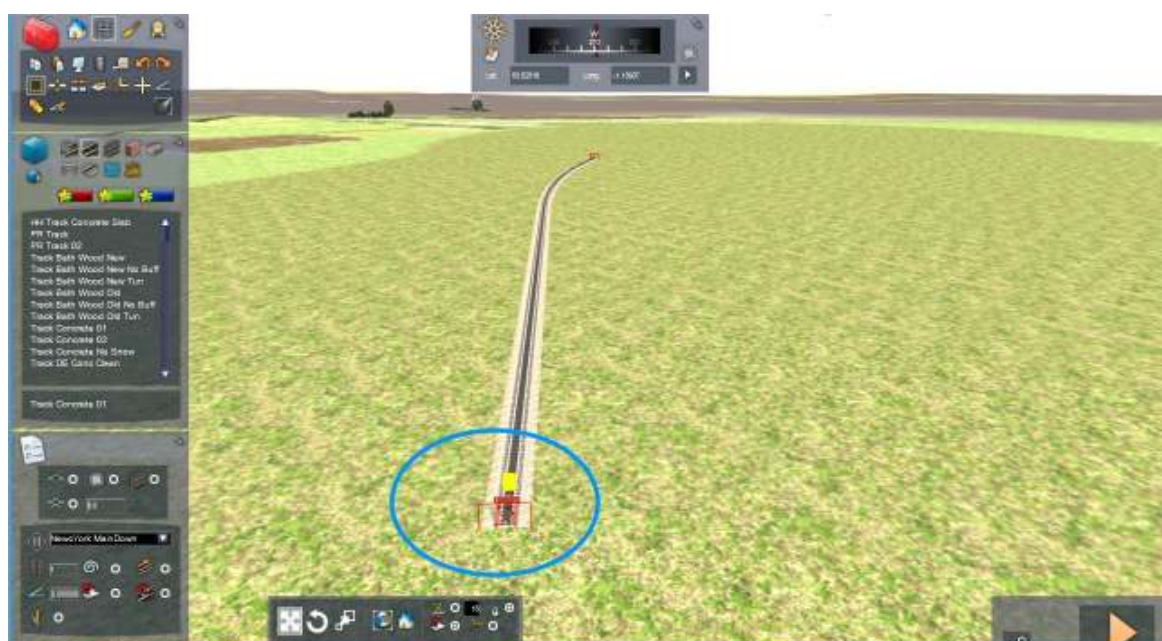
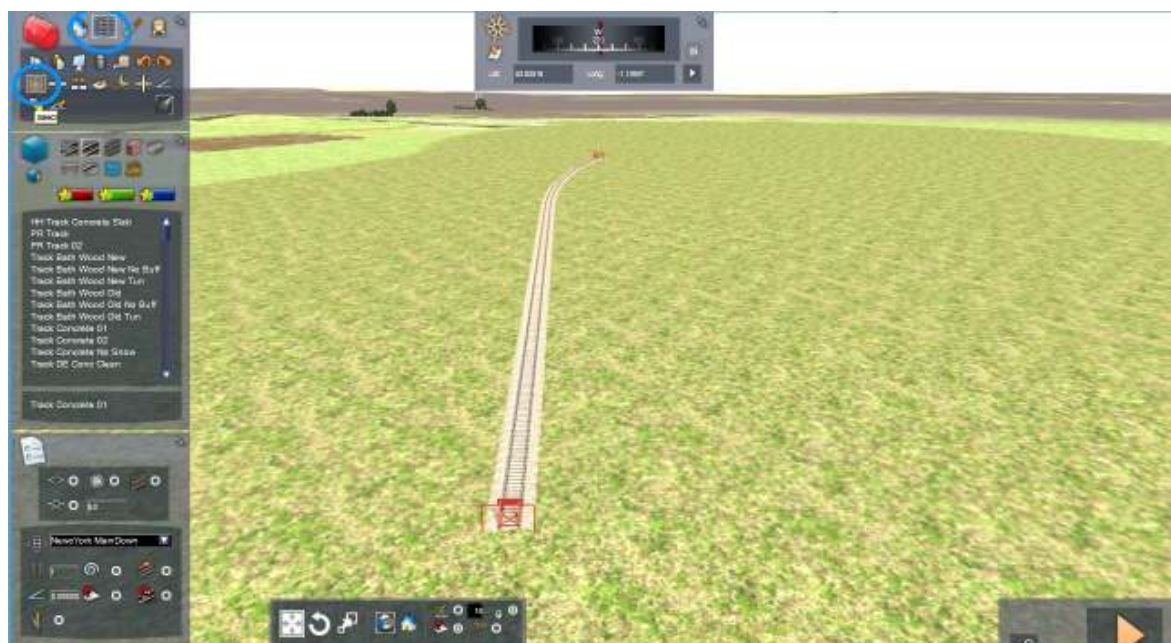
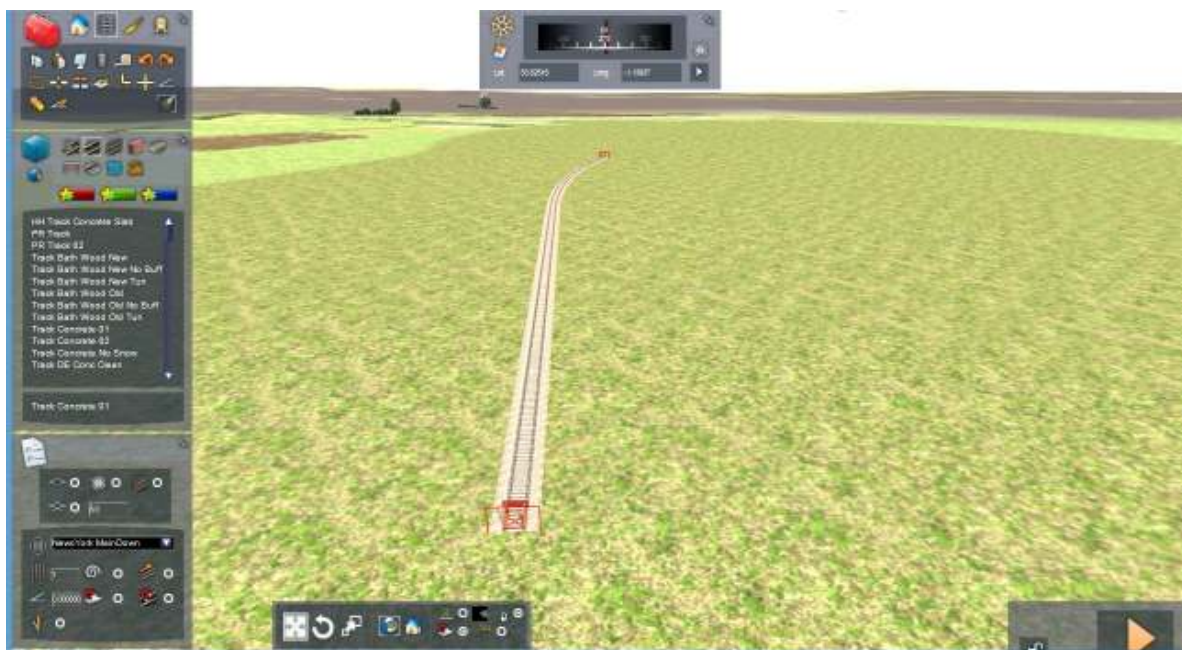


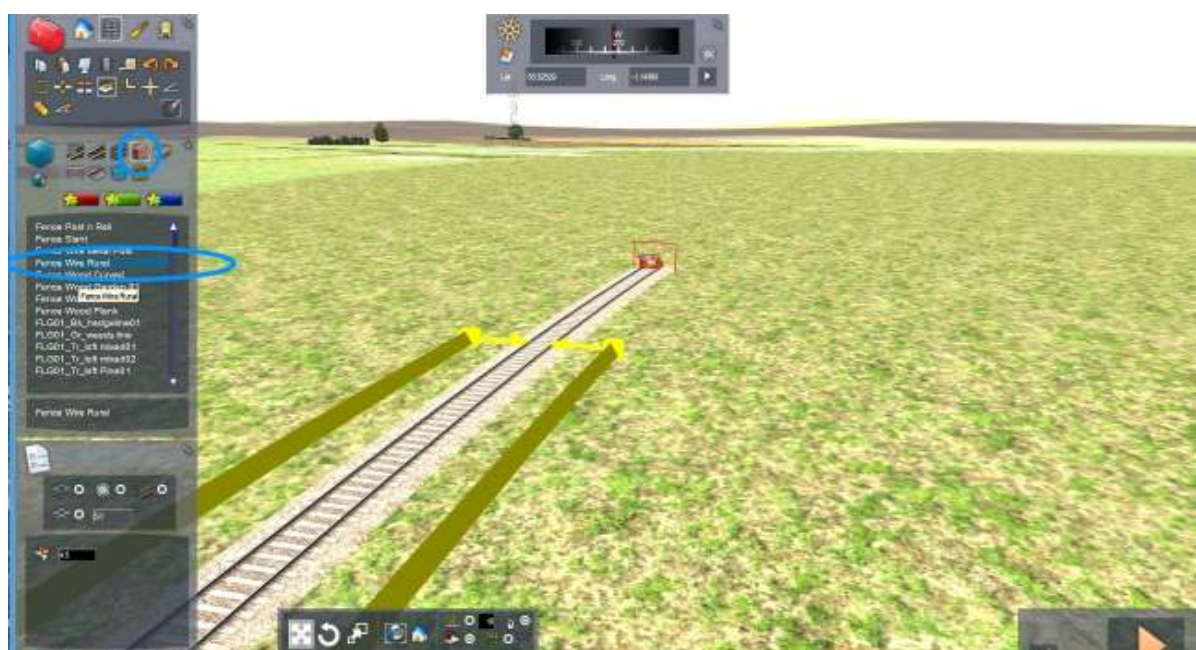
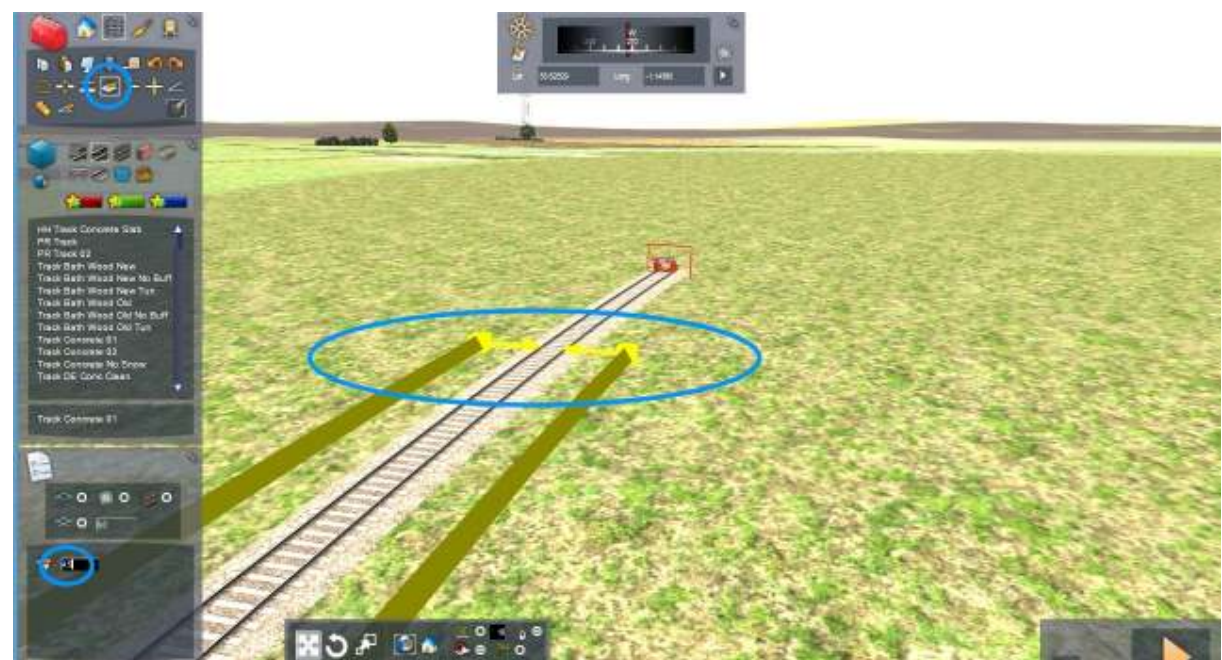
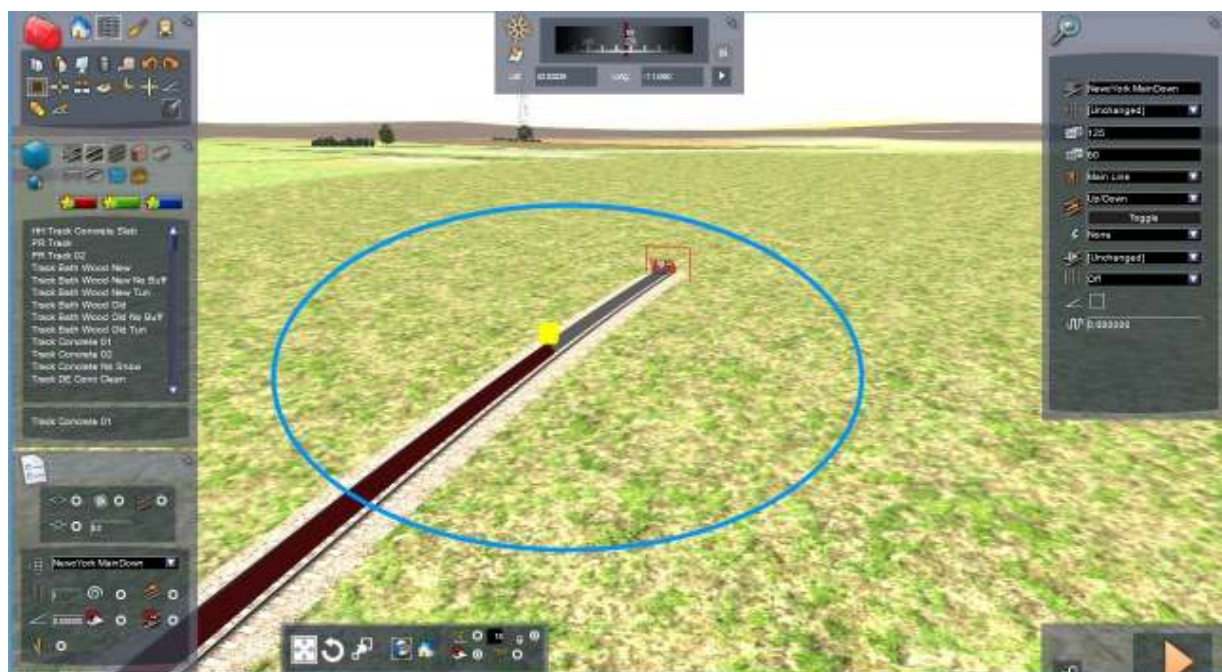
A further loft can be created on the one just made.
A red rectangle appears at each end of the ribbon.

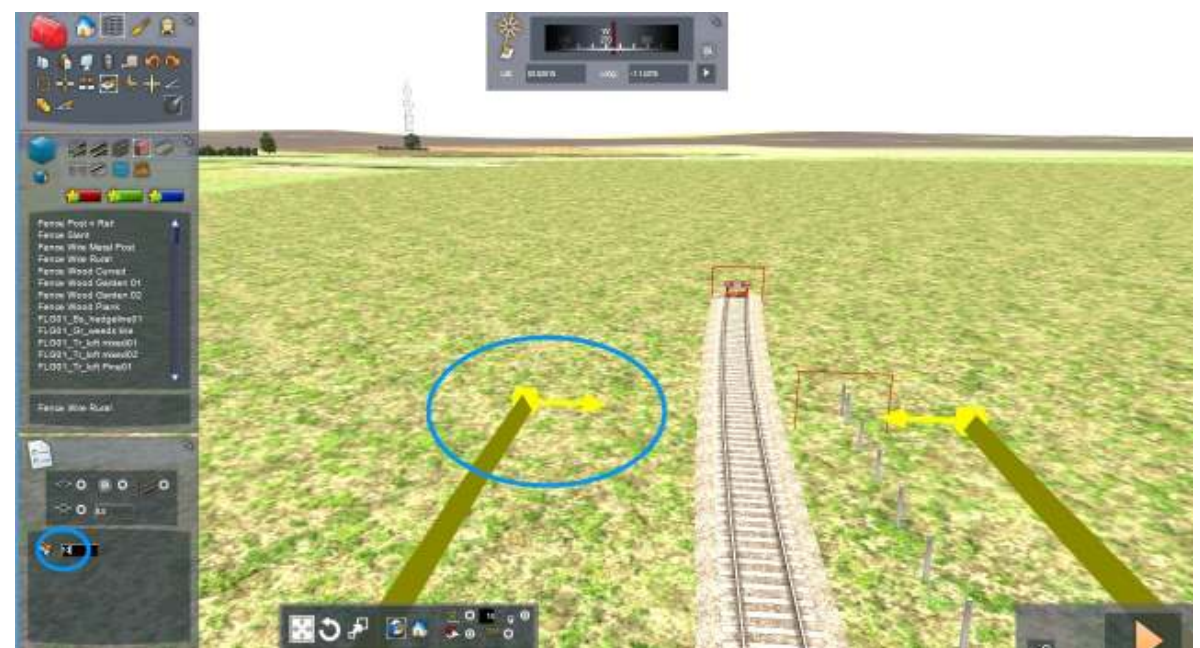
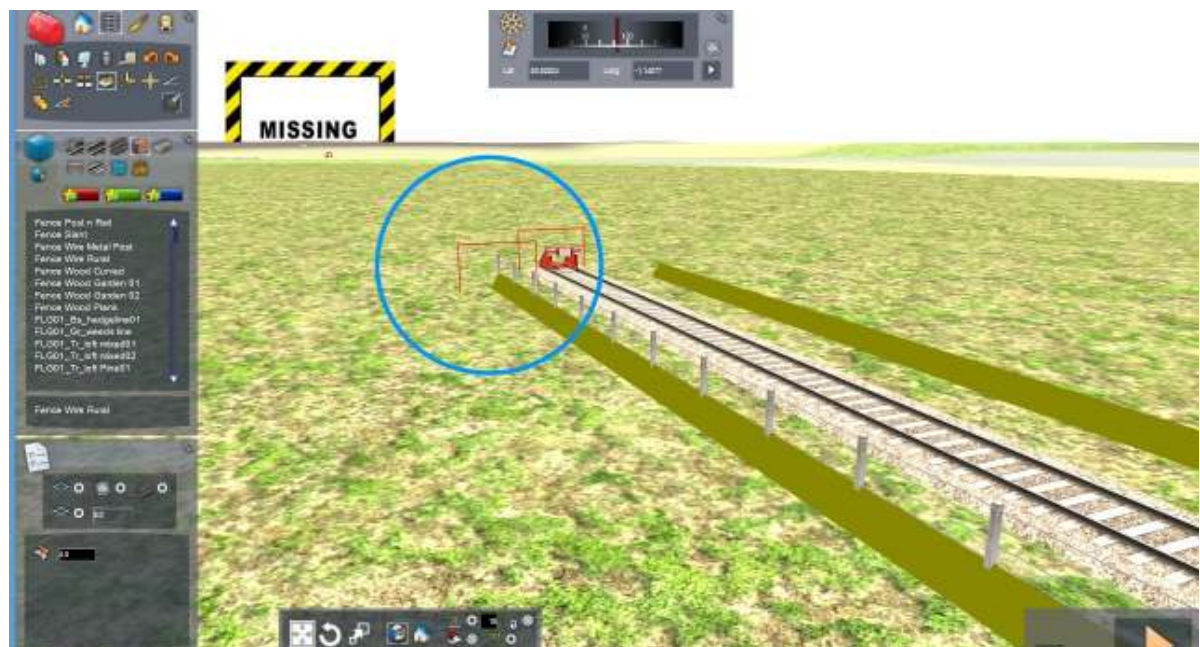
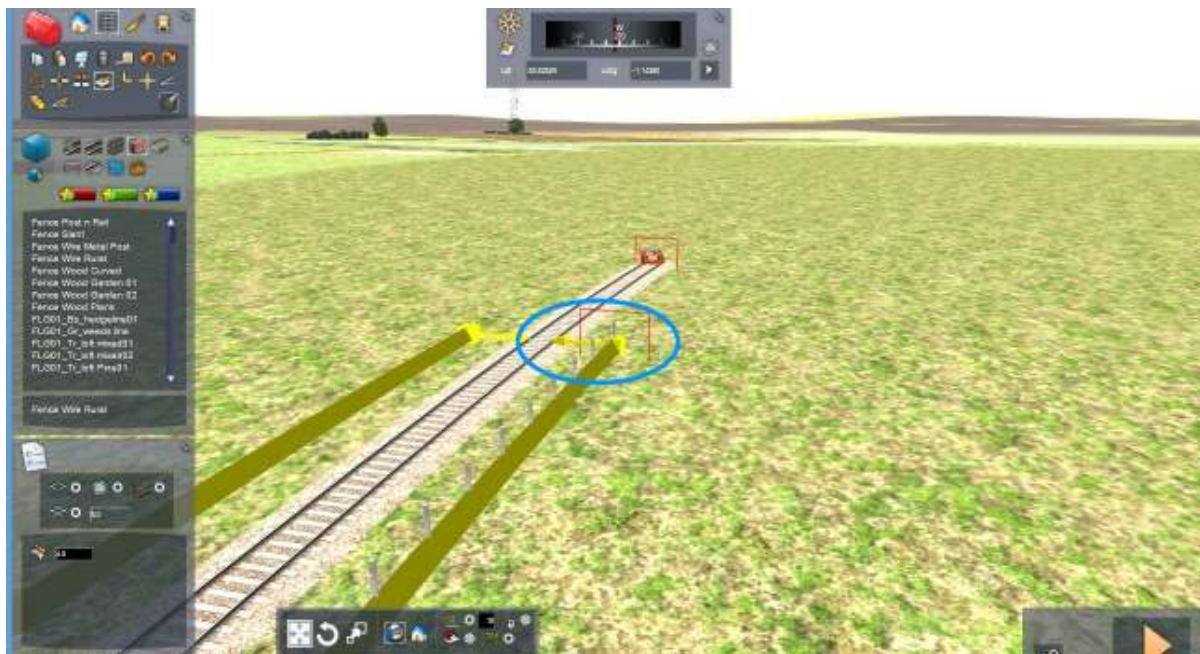


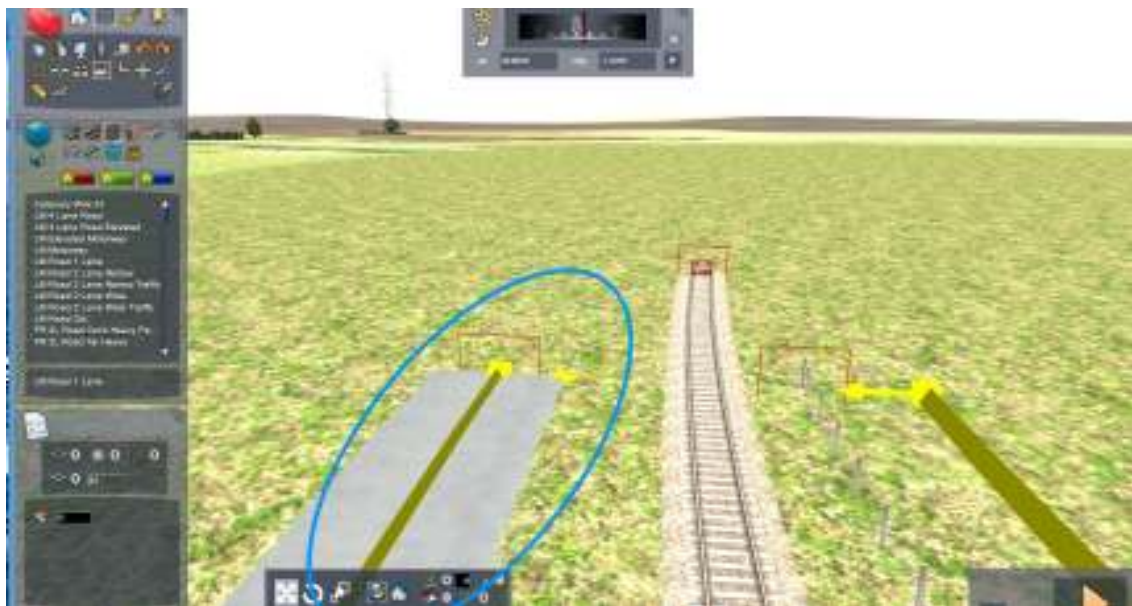
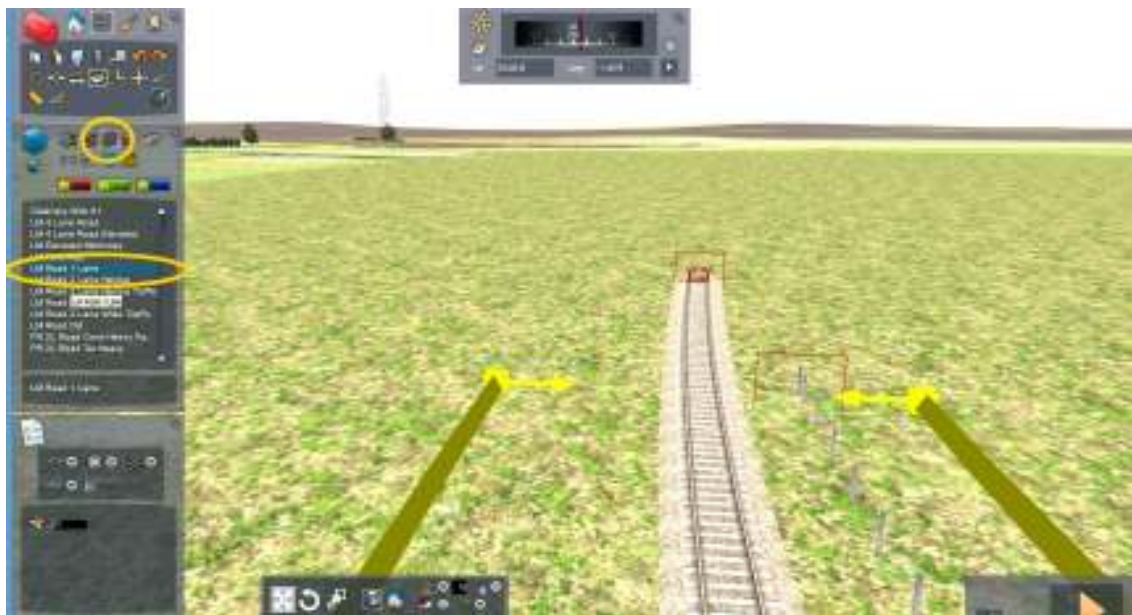


An example using the offset from the track



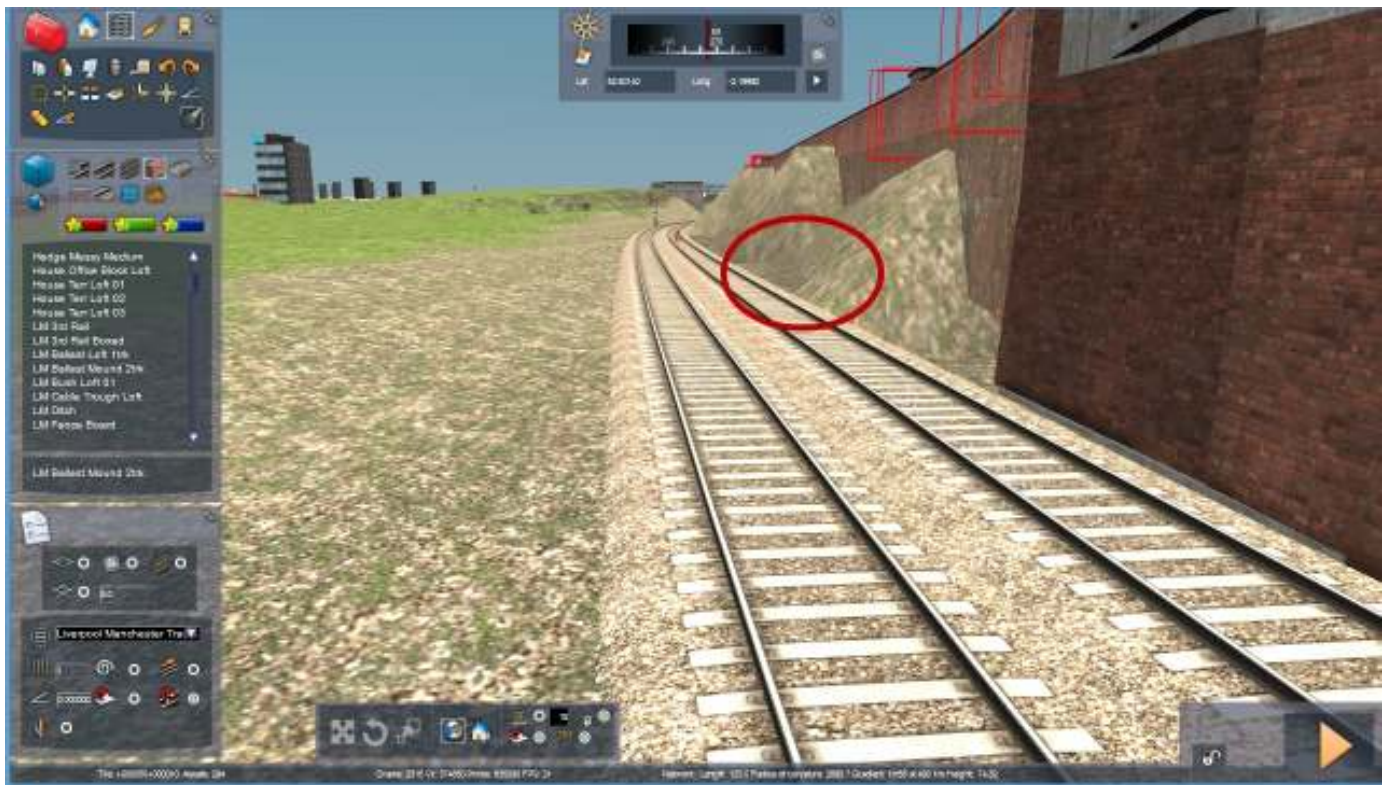






An example using the offset from the track

Creating the bank has left gaps under the track, which are not easily rectified using the Terrain tools.



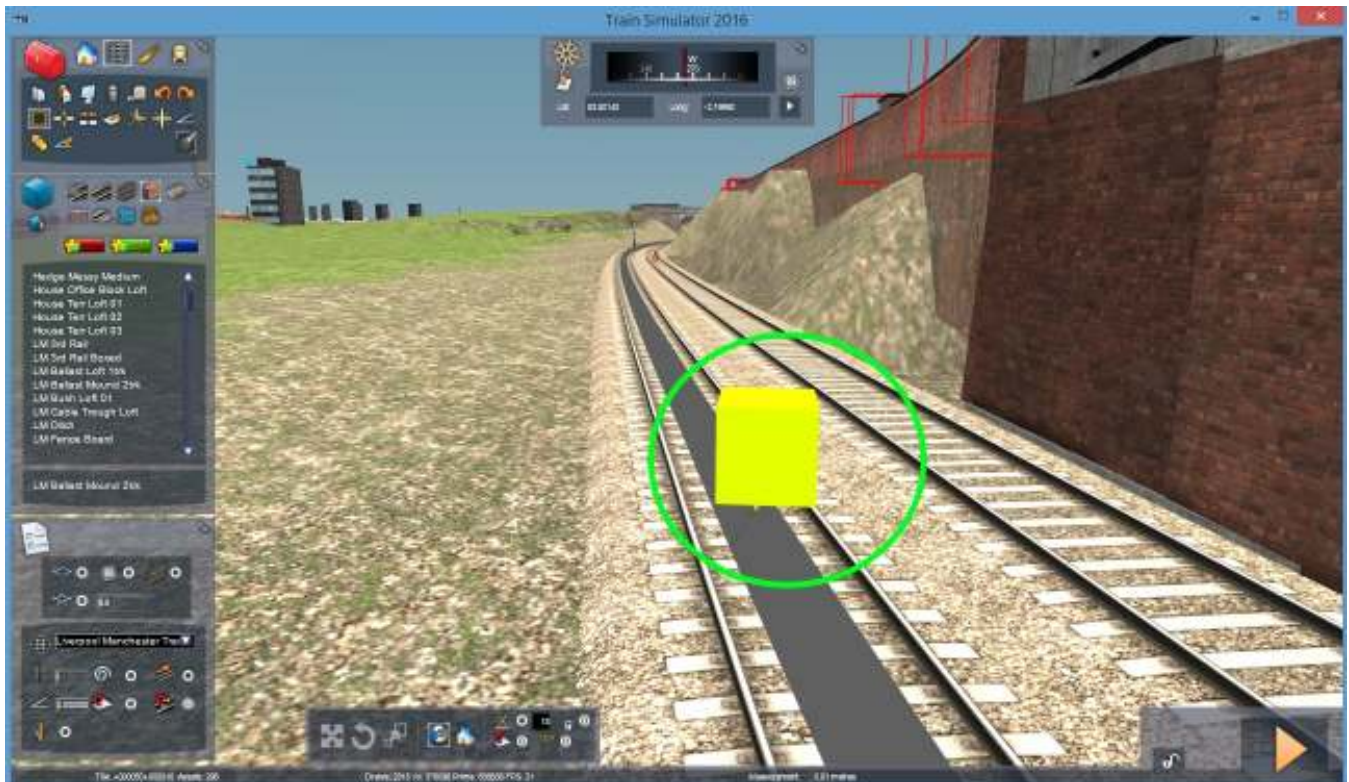
Such a gap is indicated in red.

Firstly, select the Loft Menu (green)

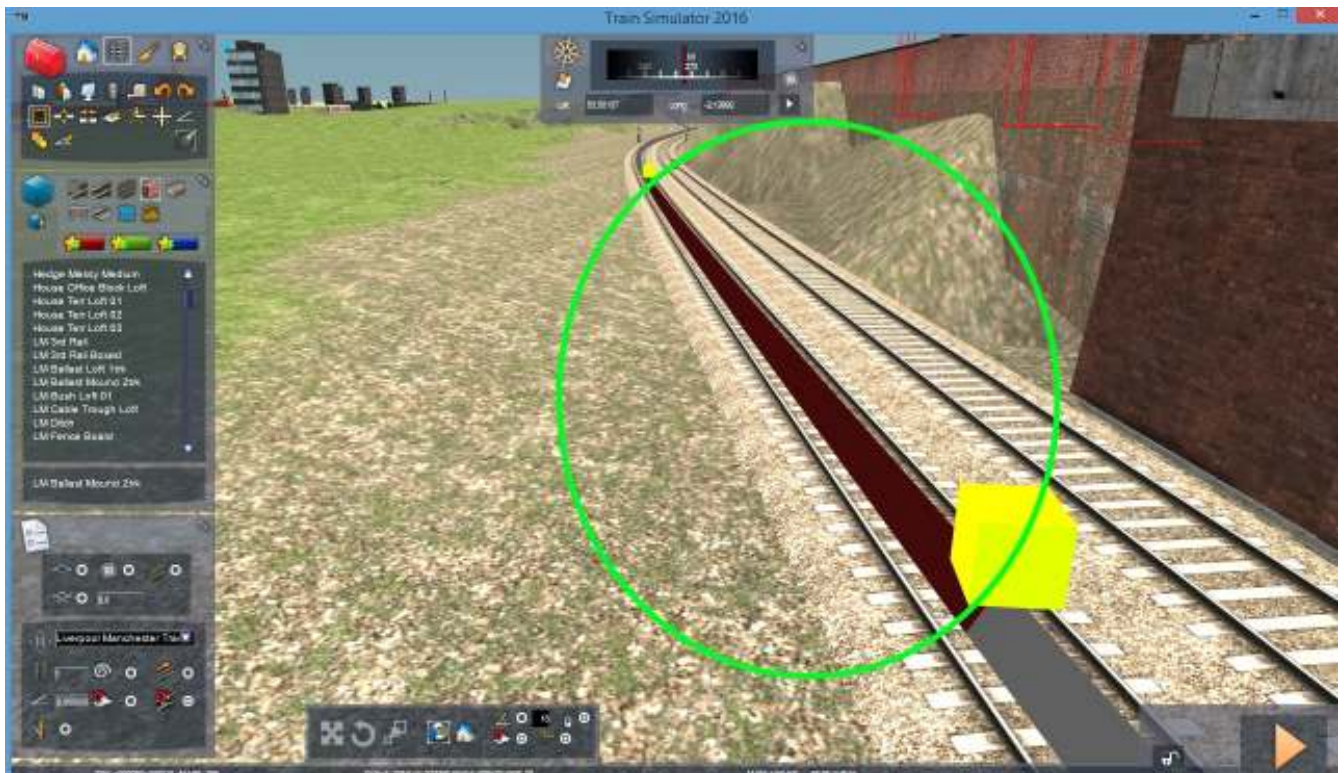


Then the Select Tool (purple)

Left click at the start of the previously laid loft (in this case the track) and a yellow cube (with a yellow arrow below it) will appear (shown with the green oval below). The track ribbon associated with the start point will show in grey.

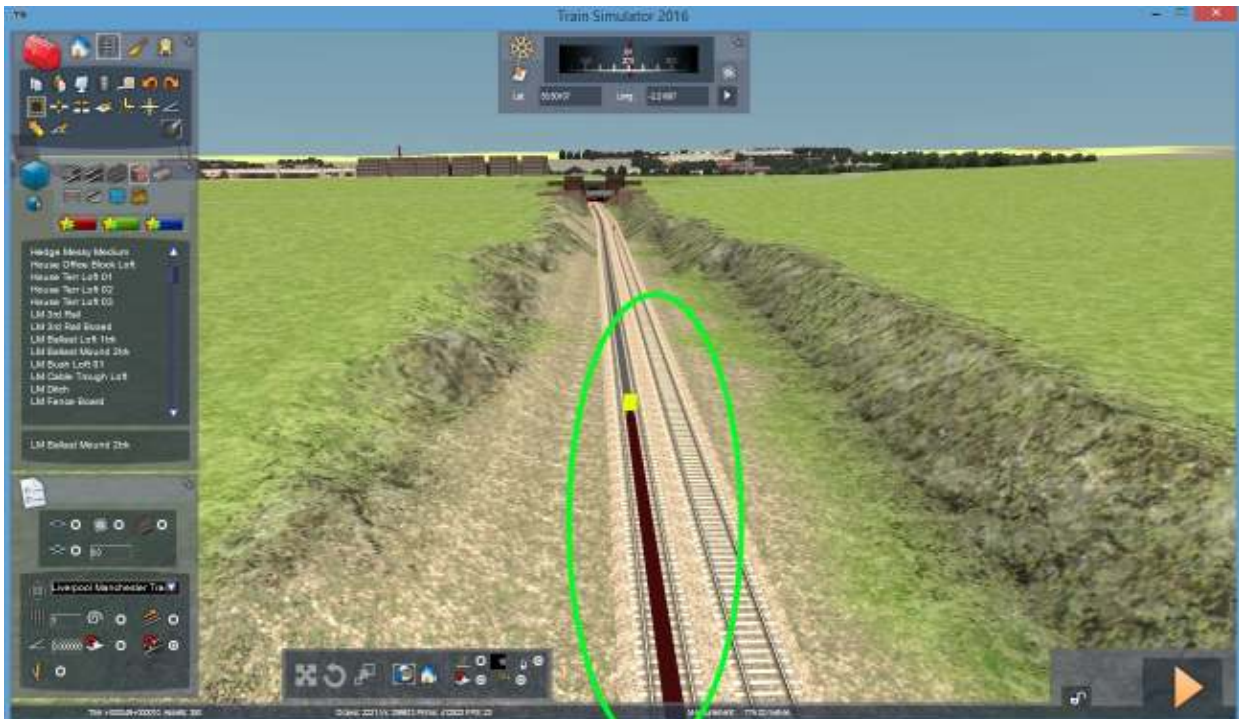


There are actually 2 such cubes, and as you move in either direction, one stays fixed, whilst the other can be dragged along the track (in this case).



The part selected is shown as the brown ribbon between the yellow cubes.

You can go quite long distances with this (the grey ribbon keeps renewing itself as you change sections). Be wary of junctions, as the brown track can go in a direction not to your choosing, but you can pull it back somewhat and then continue.

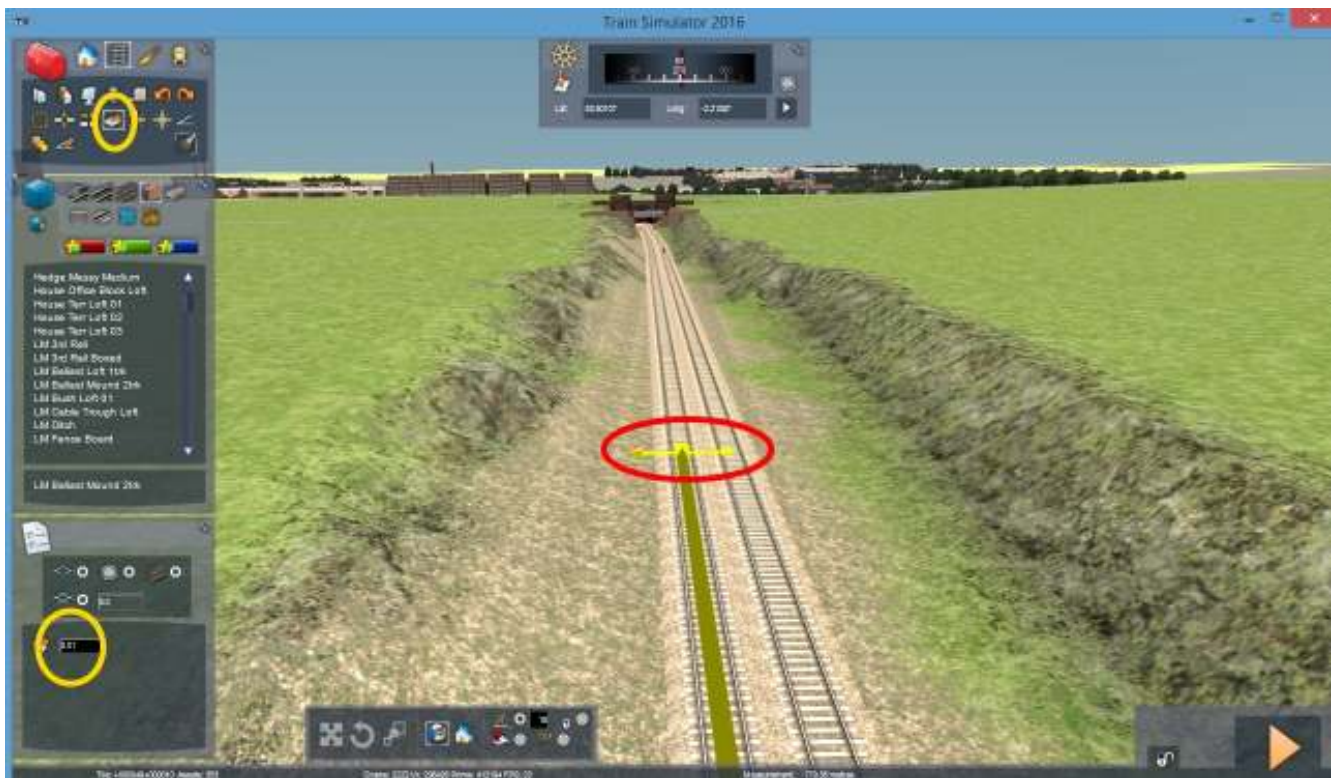


Once you reach your destination, then stop, and left click.

The brown ribbon and yellow cube stay in position, and a menu box appears on the right. This shows the properties of the track selected (such as type, track rule, speed limits, directionality, electrification, etc), many of which can be changed. In this case we just ignore it.

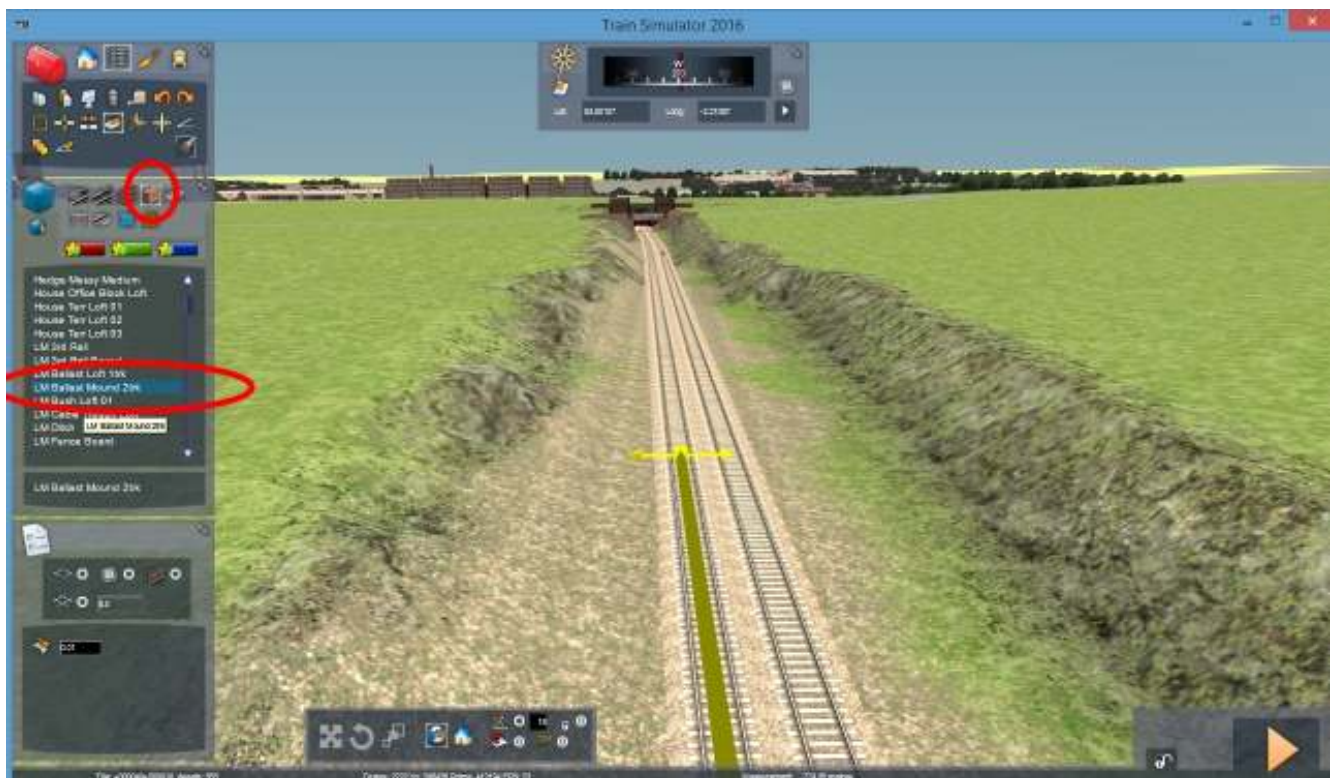


We are interested in laying a loft at some offset, so we choose the offset tool (yellow oval) in the top left sub menu, and the value of the offset (yellow circle) in the bottom left sub menu. As we wish the loft centred, we choose a value of 0 (actually need to use 0.01 as RW does not like 0).



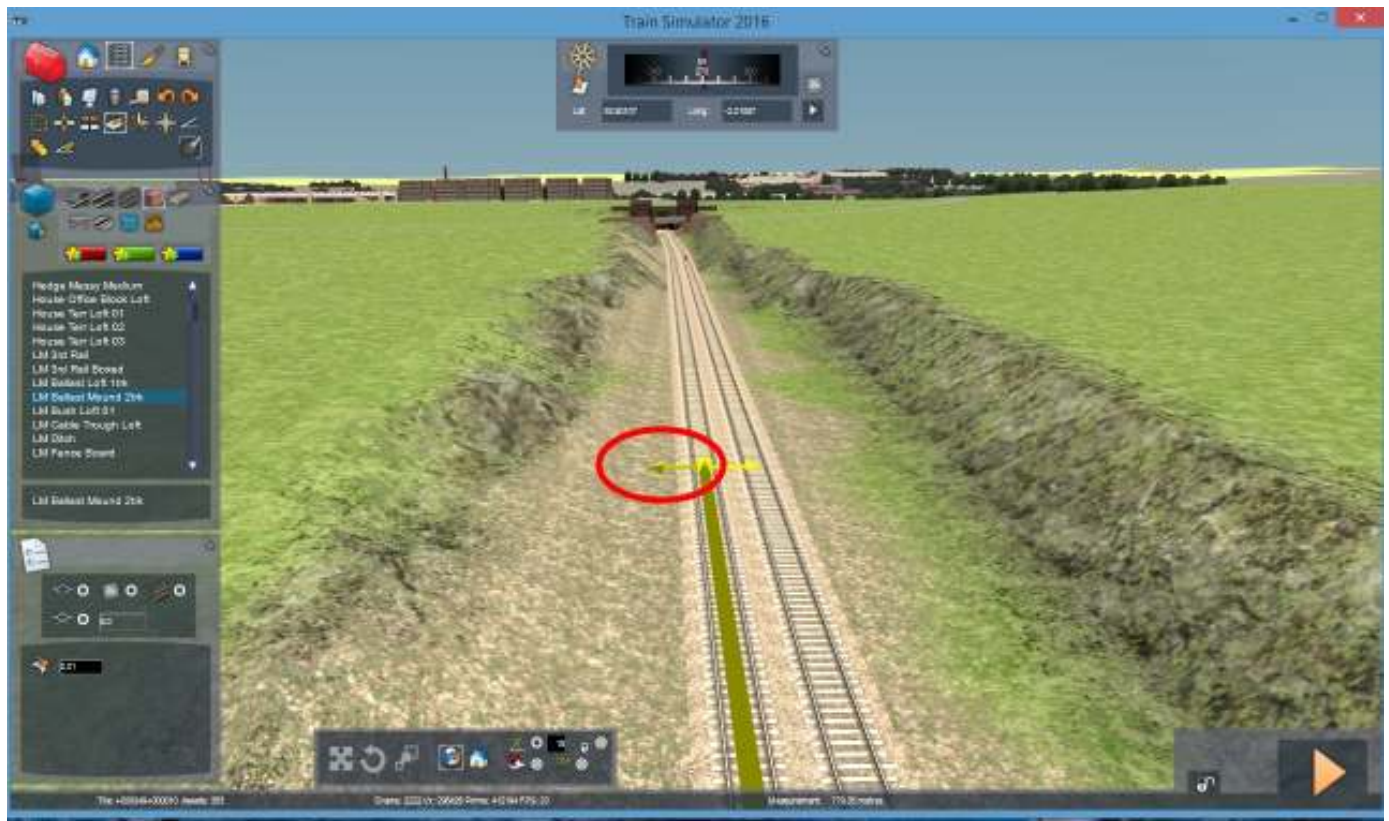
Yellow arrows will appear (in red oval) that protrude from the yellow boxes at the end of the brown ribbon. As we have chosen a 0 offset, the yellow boxes are contiguous, but separate when a larger offset is chosen.

We now decide what loft we wish to lay. In this case it is scenery, and the LM Ballast Mound 2 trk.



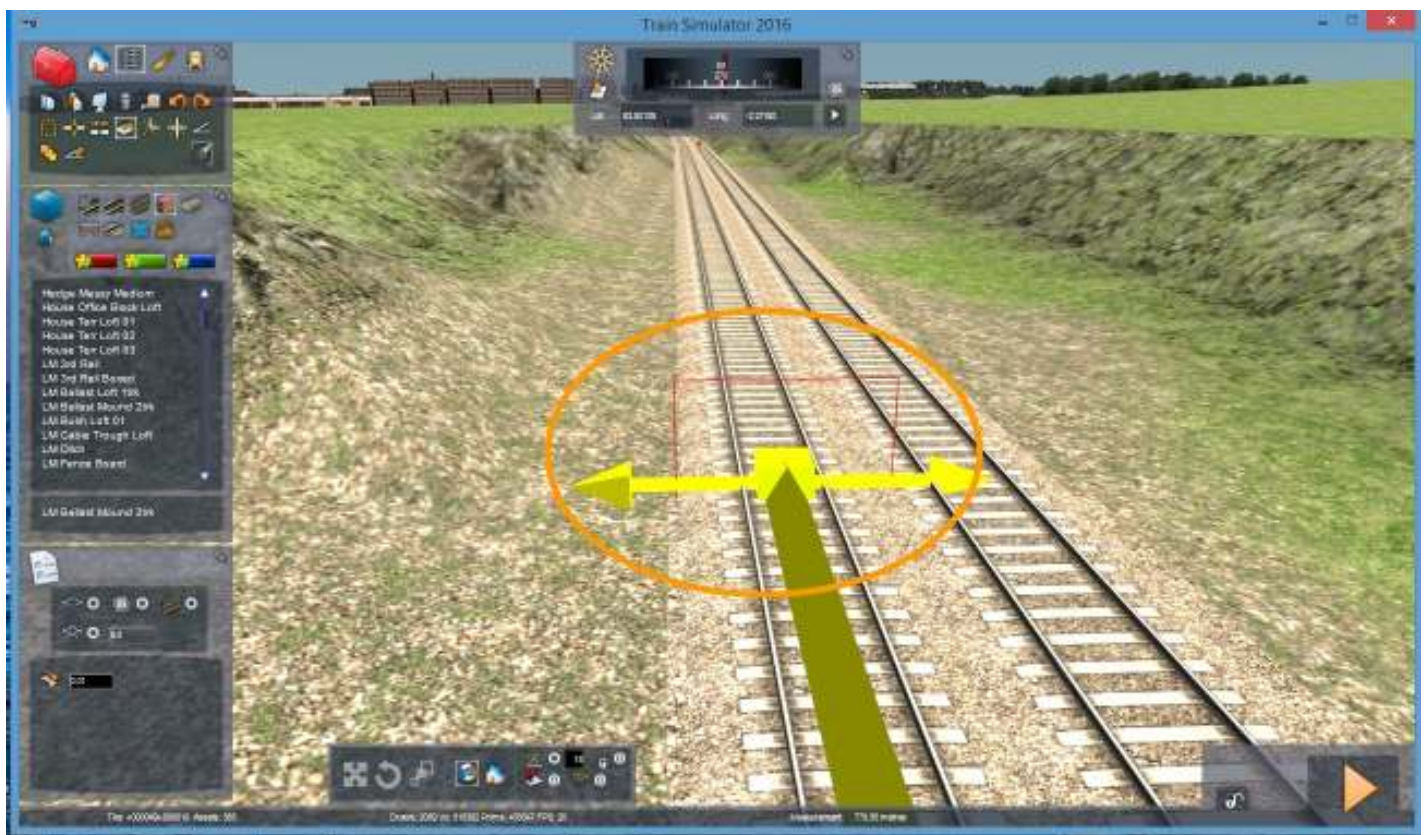
Click on the asset to select it (it has a blue background).

Then left click on the arrow of choice. In this case, as we wish the mound to go under both tracks, we select the arrow that points AWAY from the centre (yes, it is back to front, but that is the way the Kuju developers made it – more sense to select the way you wish it to go!)



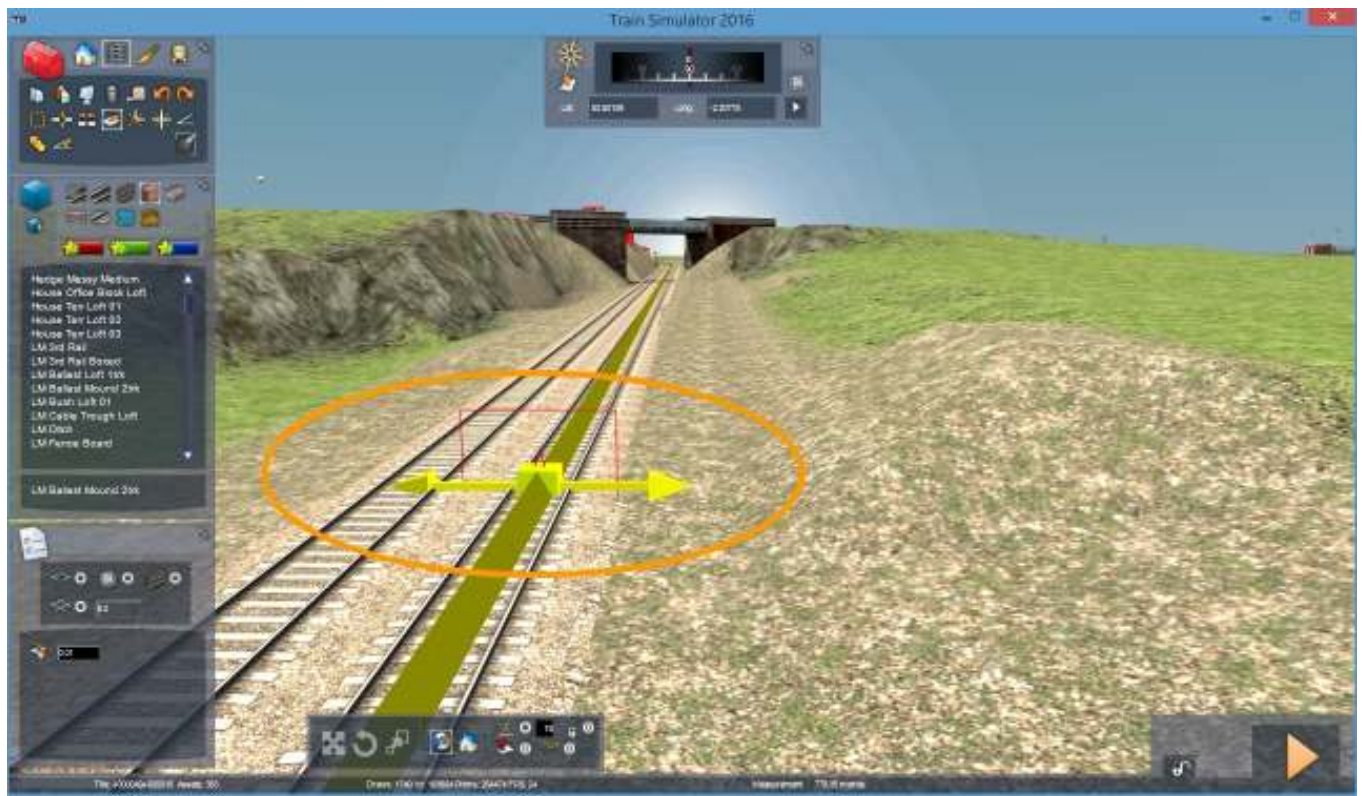
The selected arrow gains a "shadow" to show that it is the one!

An end of loft red triangle appears as the loft is created.



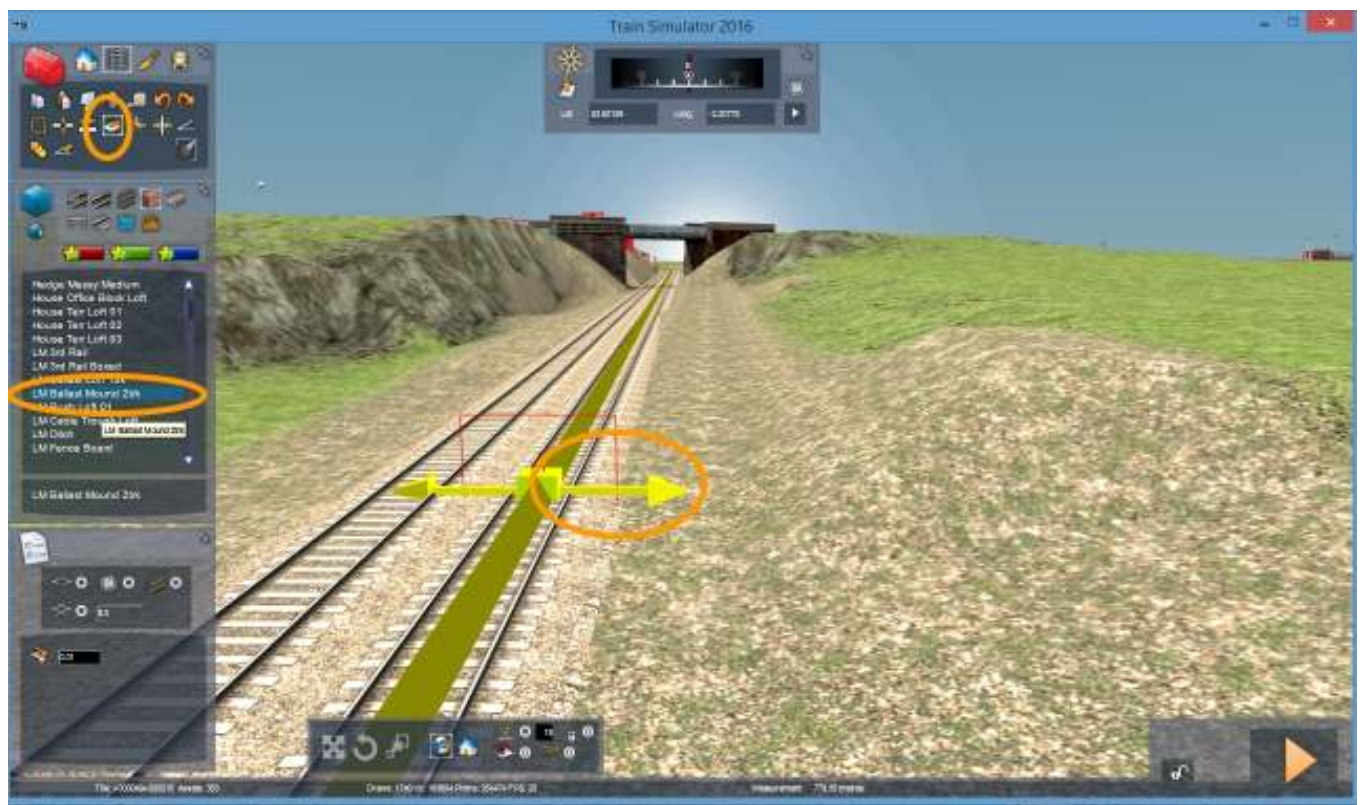
DO NOT TOUCH THE RIGHT HAND MOUSE BUTTON JUST YET

Navigate to the other end of the loft that has been laid (the next red box).



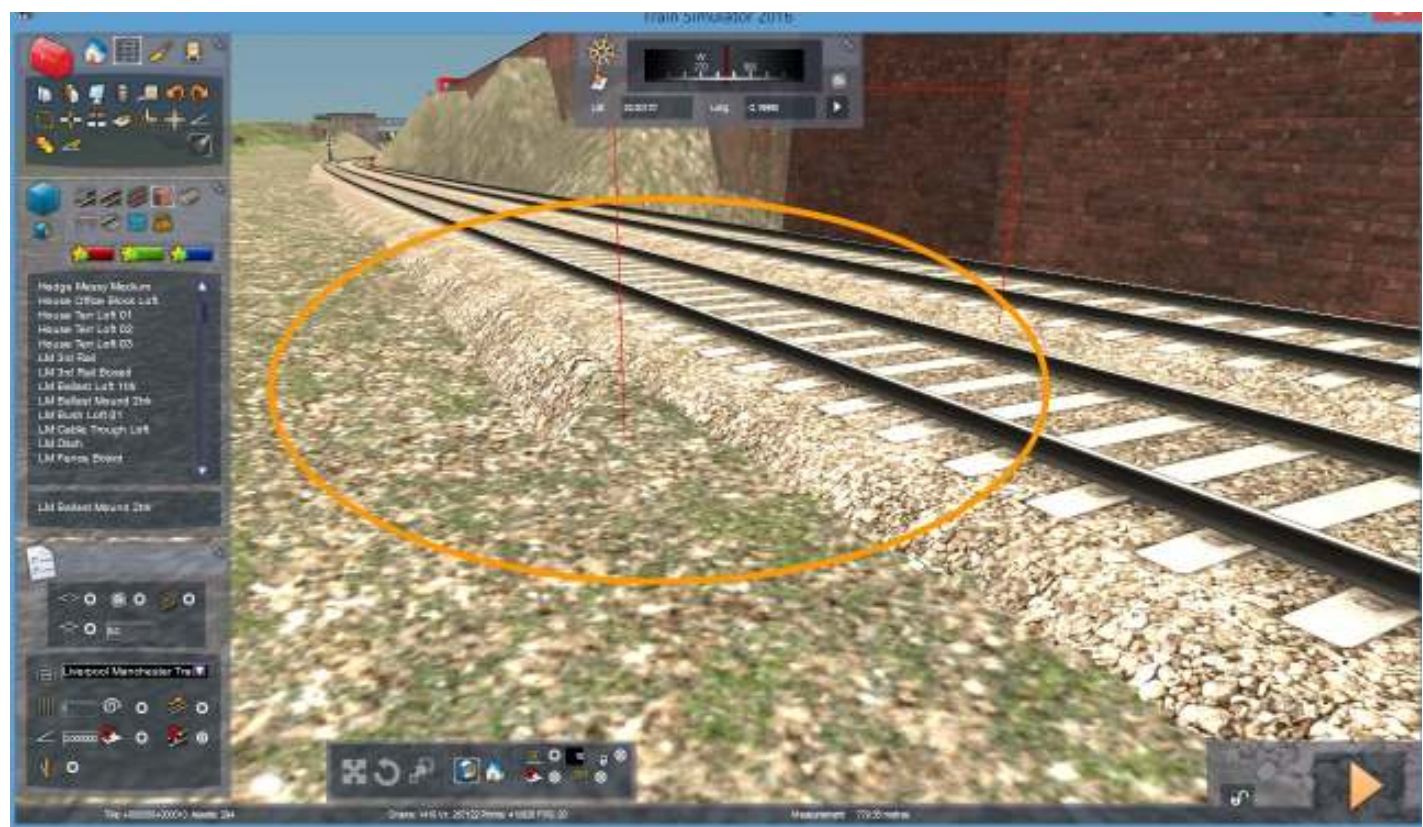
In this case not all the required loft has been laid, as it has been split into sections.

Repeat the actions of selecting the loft and left clicking on the arrow of choice.



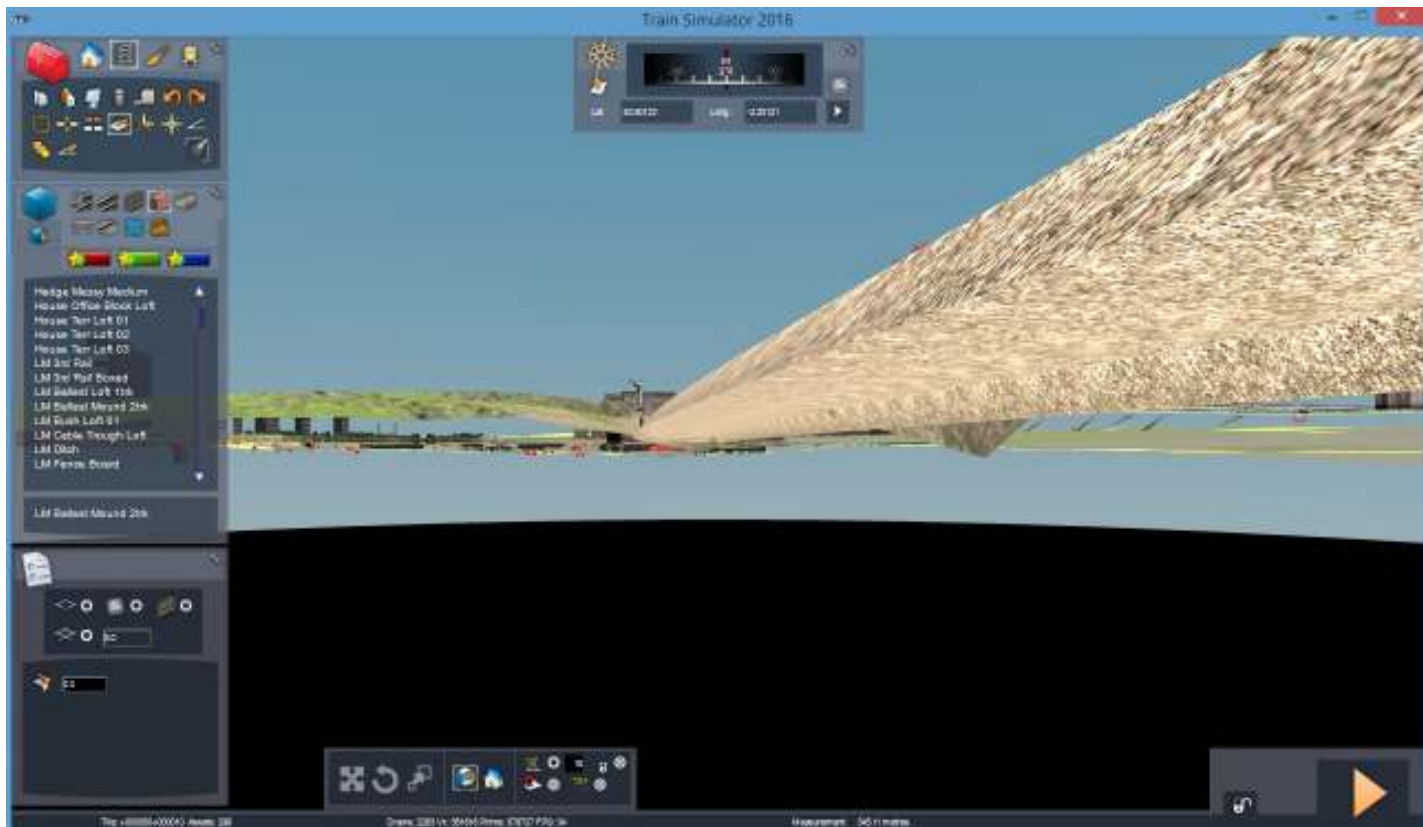
In some instances you may wish to change the loft asset, or the offset, but not in this case.

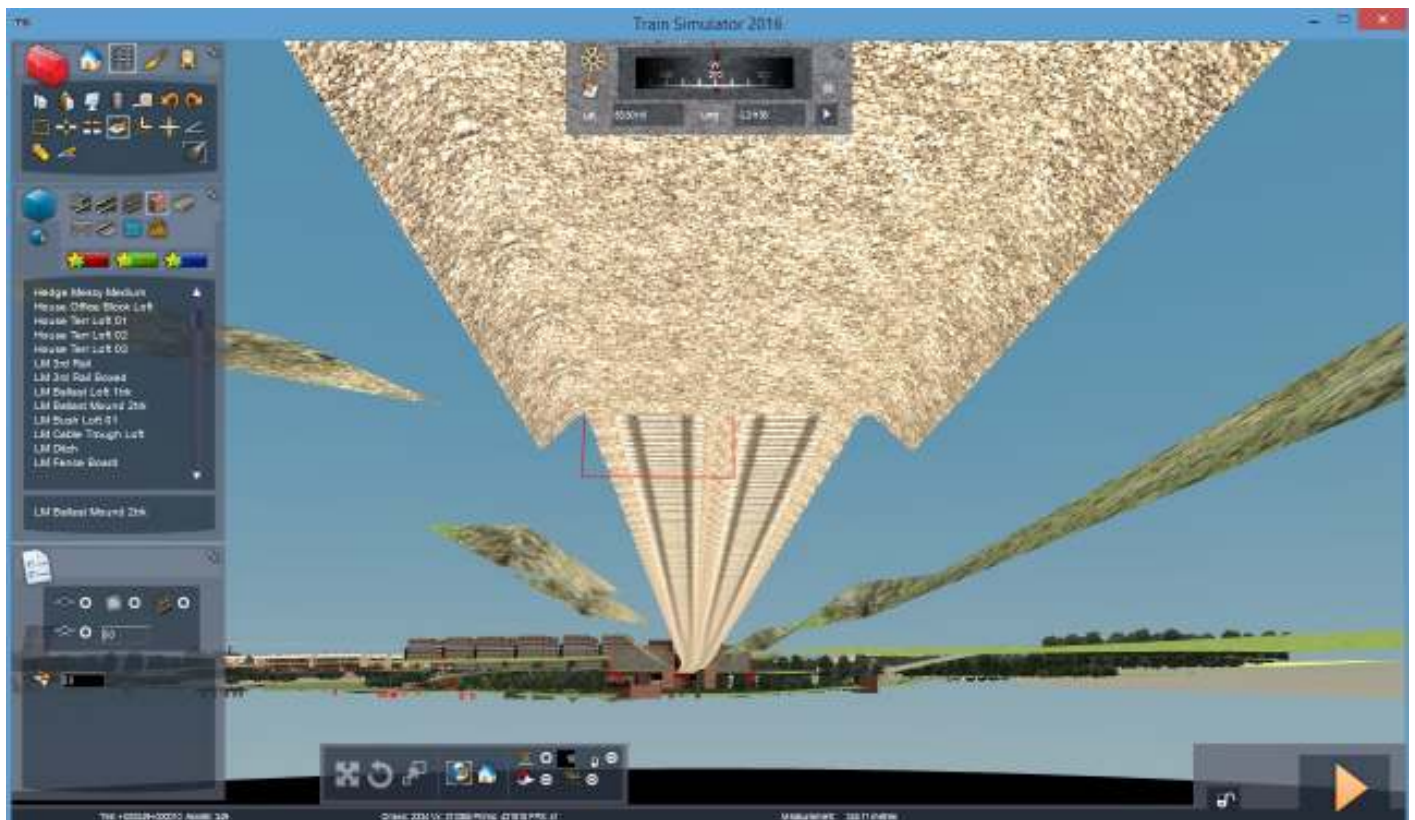
Continue along the ribbon selected until the end, and then you may right click (the brown ribbon, yellow boxes and arrows disappear).



As you can see here, the loft has filled in the gap beyond the red box, but more would need to be done.

From below, one can see the effect of this loft.





Tutorial made by Nick Hudson