

29 Nov 2007

I'm trying Jing. It's free! You can pause the playback, and while paused drag the slider to specific frames. Unlike the usual Templot screen videos, this one took only about a minute all told to create and upload ready for you to view. What's more, the program which does it is free, the hosting is free, and you can try it too. You don't need to know anything about creating screen videos or uploading files, or the internet. Just follow the simple program steps and click the button. Jing does the rest.

Which means that if you're stuck with something in Templot, you could create a video of what you are doing on the screen, and then post a link on the forum or in the chat room, all within a couple of minutes.

You can do the same with static screenshots and add notes and arrow marks to them. You can probably already capture screenshots and attach them to forum messages, but this way via Jing is simple and quick -- although the image won't be directly visible in the forum, it's a static link.

<http://screencast.com/t/aLv8wElKa6z>

30 Nov 2007

{== Does Templot have a 'Distress track' function? :? ==}

Not quite, but it does have a "crazy track" function. Try this: :)

<http://screencast.com/t/hvWLGvvhbu>

1 Dec 2007

{== As a new user of Templot I am trying to produce a template for a 3-way turnout. I have seen the very helpful video but unfortunately cannot attain the start-up drawing-pad as featured - i.e. with the 2 turnouts (one an A7!) without the sleepering in the switch rails areas. ==}

The closure timbers are omitted using the | shove timber | functions. Here is a quick Jing video showing how to do that:

<http://screencast.com/t/dfW1a4An8jf>

When overlaying partial templates, it is best to retain the switch timbering with each switch, and likewise the V-crossing timbering with each V-crossing. This ensures that the special chairs will fit the rails in the proper places. The remaining timbering with plain chairs can be omitted while making the adjustments, and re-instated later as and where still needed.

The fastest way to use the shove timber functions is via the accelerator keys on the keyboard, as shown in the video. All the buttons have an underlined key which you can use instead of clicking the buttons. (If you don't see the underlines, press | ALT |.)

The video was made using Templot version 082d. If you haven't yet upgraded, I recommend that you do so before trying to follow the video.

8 Dec 2007_0930pm

{== I have noticed that sometime when working after I have save to background and then delete to control I end up with a few extras which I have to delete, Is there something I'm doing wrong?? ==}

The usual reason for duplicate templates is that you did | store & background | before using the | tools > make ... | functions. There is no need to do that, because all the functions with "make" in their name automatically store the existing control template on the background for you, before making the new control template.

{== After I place a template I need to curve it but in the centre of the point, as to give the point a kick to line up as per drawing, How can I do this?? ==}

There are several functions to align the templates, one of the most frequently used is | F6 |, which adjusts the curving radius. Make sure first that you have the red fixing peg at the end which you want to remain fixed.

Here is a short Jing video, showing | F6 | in use:

<http://screencast.com/t/wJq5q8ShPc>

(I can't put captions in Jing, so I've used the screen keyboard to show key presses.)

8 Dec 2007_1057pm

{== I'm working on Bodmin General with a scan images. Where the point leads from the main to the goods shed and cattle pens there are some very complex curves to try and do in Templot. As you can see from the image that there are 3 curves that are through the template. ==}

Matching a background scan can be quite demanding. A good approach is to use | F10 | to create short bits of dummy template at intervals. Then you can use the | make transition | function to link them. They can then be deleted, and the transition template shortened or lengthened to replace them.

Here's a Jing video showing that process on your plan:

<http://screencast.com/t/6IOUJgqVA2>

9 Dec 2007

{== In the very recent past there has been a posting with a link to either a S4 or a CLAG site which details the planing lengths of the various switch blade types. I cannot remember enough of either the posting or of the link to find that data, might anyone else remember where the information can be found? ==}

Right here in the Templot docs: :)

http://www.templot.com/martweb/gs_realtrack.htm

http://www.templot.com/martweb/gs_realtrack.htm#split_switch

And not only there, but all the information you want is under your nose in Templot itself. :)

Here's a Jing video showing how to find it:

<http://screencast.com/t/RyOzyud0>

I spend hours writing this stuff and I do sometimes wonder why I bother? :(

25 Dec 2007

{== One thing is still confusing me. I have "created" a specific turnout template for a track plan I am playing with. This one turnout fits every turnout on the plan as it was originally designed for Atlas Snap Track. Now that I have this turnout designed I have saved to to my storage box. How do I now use this same template multiple times to lay out the plan? ==}

Click on it, copy it to current/control, then just keep moving it and storing a copy of it. If you don't change the current/control template it doesn't change by itself. If you don't see it because it's hidden, press the | HOME | key. If it's not in the field of view, press the | SPACEBAR |.

Here's a quick Jing video showing that -- version 0.82.d (also shows | F7 | snapping):

<http://screencast.com/t/gllbs4s7i>

If you don't understand the difference between the current/control template and stored background templates, see:

http://www.templot.com/martweb/gs_whatish.htm

18 Jan 2008_0130

{== if I'm extending the approach length of a turnout for a headshunt, the info box goes up in mm, and I have to keep reaching for my calculator to work out what 12" or whatever is in mm :(==}

If you know the exact approach length you want, why not just enter it directly?

That's either | geometry > template lengths (in mm) ... | menu item, or simply click on the dimension in the mouse action. i12 and a few dabs on | ENTER | and it's done.

I've made a bit of Jing video showing that. It works the same way in most mouse actions:

<http://screencast.com/t/TQTxtcQcj1>

18 Jan 2008_1934

XTRKCAD topic

23 Jan 2008

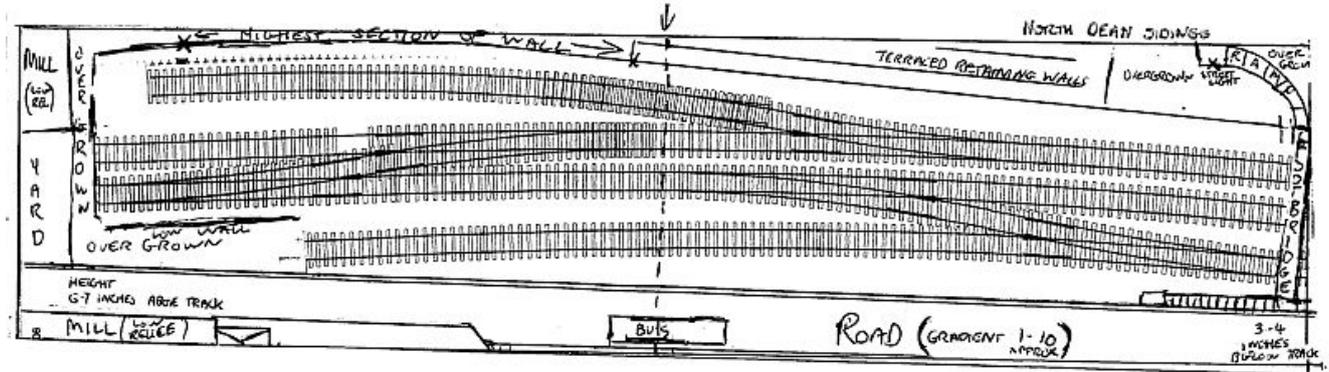
XTRKCAD topic

29 Jan 2008

XTRKCAD topic

19 Mar 2008

From RMweb – North Dean Sidings Layout discussion



I suggested moving the catch points closer to the running line -- but not that close! A derailed vehicle must stop clear of the running line. I can see that you have a problem with the board joint just there -- why not move the turnout further to the right a bit?

The turnout bottom right can be shortened. Because of the contraflexure you could easily change from B8 to A8 without a radius problem. Or you could make the crossover a B7-A7 combination, or you could shorten the turnout length by increasing the entry "straight" to the V-crossing. Keep an eye on the radius if you do that.

In the latest version 091c of Templot you can adjust the entry straight by mouse action. Here's a bit of Jing video showing how to shorten a turnout that way:

<http://screencast.com/t/Bhe5ugpZ>

4 April 2008

{== I hope this is the right section for this question, I have built a 4 point complex unfortunately half has fallen below the 0 grid line, how can I shift the grids down to include the other half of the point complex please. ==}

I have made a couple of quick Jing videos, using version 074b.

You can either move the page origin down, so that your tracks are included in the printed pages (| SHIFT+CTRL+F10 | mouse action), like this:

<http://screencast.com/t/rXVns2P19I3>

Or you can move your tracks up into the positive quadrant on the grid, like this:

<http://screencast.com/t/OVC9cDQbGv8>

For that, instead of pressing | SHIFT+CTRL+F7 |, you can just press the | \ | backslash key if you prefer. (And | / | forward slash to rotate a group of templates).

27 Apr 2008

{== I'm assuming it must be possible to do a template with checkrail on the inner rail of a curve? -but I haven't found a way of doing it yet. ==}

Use approach track to a turnout as your plain track.

Extend the turnout side check rail back into the approach track. You need to calculate the required length in prototype inches (or do some trial and error).

Then shorten the template to show only the approach track (| F4 | mouse action).

Here's a quick Jing video showing that:

<http://screencast.com/t/sCqws2uz>

That gets one end of the plain track. Put the peg at | CTRL-9 | and do | make mirror on peg | to get the other

end. Here's another bit of Jing video showing that:

<http://screencast.com/t/0awuIDZ3h>

There's an alternative way of doing it using overlaid partial templates. Create the check rail by reducing the track gauge by an amount which is the flangeway gap plus the rail width.

For: easy to adjust and see what you are getting.

Against: template can't have curving adjusted afterwards without starting again; check rail doesn't have end flares.

Here's a Jing video showing this method:

<http://screencast.com/t/CaJAGEeaR5>

You could mix both methods, using the first method to create each end of the check rail.

3 Jun 2008

Not rail-related

13 Jul 2008

I have just replied to a question on RMweb about how to shorten a B6 turnout to save space. This is a much better option than changing to an A5 turnout. I made a bit of Jing video to explain it.

Click the picture to watch the video:

<http://screencast.com/t/q8zBFC9z>

http://www.templot.com/forum_img/b6_v_12ft_6_em.png

For the notes about it, see:

<http://www.rmweb.co.uk/forum/viewtopic.php?p=398910#p398910>

31 Jul 2008

{==Unfortunately the Templot diagrams cannot be imported as actual track into 3PI. I can get the DXF file imported but, I get a bunch of strange vertical rails (sticking out of the template). What's up with this???

Where did I go wrong?==}

I made a quick bit of Jing video in 3D from your .box file. Sorry no time to fix the lighting.

No sign of extraneous track segments here:

<http://screencast.com/t/WsMeAxcJ2V>

26 Sep 2008

{== Martin, can I make a plea for a future version to have the ability to apply check rails to plain track? ==}

You can do that with partial templates. Just remove everything from a turnout except the main-side check rail, extend its length, and then align it over the plain track.

Here's a bit of scruffy Jing video showing that:

<http://screencast.com/t/hRWvua7F>

4 Dec 2008

Unknown forum

More 'Crazy Track':

<http://www.screencast.com/t/liFkn7tR8>

21 Jan 2009_0035

{==I am trying to develop a dual gauge turnout for the 5" and 7 1/4" gauge ground level track. I have succeeded in producing many of the partial templates after viewing the dual gauge example but I am having trouble in discovering how to produce the short templates at the crossings. ==}

Partial templates are created by making multiple copies of the same template, each with various features turned on or off. Individual rails are turned on and off at | do > omit rails and joint marks... | menu item.

The near end of a rail is set using | blanking |, most usually by means of the | CTRL-F3 | mouse action.

The far end of a rail is set by means of the | overall length |, most usually by means of the | F4 | mouse action.

Using these controls you can build up complex formations from elements of rail in any combination. Here I have made a gap in one of the rails in this turnout. (The usual reason to do that would be so that a crossing can be inserted on yet another partial template.) This is a total of 3 partial turnouts:

http://www.templot.com/forum_img/partial_gap.png

I have made a bit Jing video showing the above being created:

<http://screencast.com/t/BHeRkhKcL>

Normally you would work over the background template. In the video I temporarily parked it out of the way, so that the rail adjustments would be clearer.

21 Jan 2009_0208

Not rail related

22 Jan 2009

{== I have just copied the 3 way tandem turnout that Martin has added to the forum. Now my question is how do I use the template & add it from the box files to the plan I am working on. ==}

To add it to your plan you use the | add from file | function.

The tandem turnout is comprised of several partial templates, so you need to set it up as a | group | of templates in order to keep it all together in one piece. You can change an option on the storage box so that it is added as a group automatically.

To join a group of templates onto one of your existing templates you | link | the group to the | notch |, so that the group follows movement of the notch. It's important to cancel the linking when you have got the group where you want it.

I have made a scruffy bit of Jing video, showing the tandem being added to your track plan.

I used a couple of tricks in the video -- you can use | F7 snapping | as a quick way to get the notch on a free end of a background template; and then use the | cycle notch | function to move it back there after linking:

<http://www.screencast.com/t/CZ5cl7Nxy>

24 Feb 2009_1627

From RMweb – Copperclad crossover construction

{== I am not the best advert for Templot as my CAD computer skills are low, and as of yet have not spent enough time in mastering the skills required to do everything on the computer. I built up a Y point from a couple of plain point templates; I then made a standard trailing crossover to get the track centres correct. I was then able to overlay the Y point==}

I made you a short bit of Jing video showing how to do those templates in Templot.

It uses B6 and A4.5 turnouts, which make a better match than having both as A5s. The A4.5 could be improved by changing to a 9ft or 10ft switch instead of A size.

<http://www.screencast.com/t/zUozCiVNd>

24 Feb 2009_1654

Almost identical Jing to the one above – just different music!

<http://www.screencast.com/t/vftlFawP>

30 May 2009

{== As I am sitting here filing the v-rail angles and trying to get the rails to fit together properly, I realize that it would be very helpful to have a "construction line" bisecting the frog ==}

You can create such a bisector line by means of a partial template overlaid.

Create a turnout with half the crossing (frog) angle in degrees and use its track centre-line as the bisector. That means doubling the unit angle for an approximate result (i.e. for a 1:6 (#6) frog you need to create a #12 frog), then adjust with | F5 | to get an exact result through the F.P. marker. (Or do your own trig thing :) -- half of RAM 1:6 is RAM 1:12.083.)

Put the peg on the D.P. (| CTRL-3 |) before you begin, and set | track centre-lines only | to remove the rails and timbering. Set | any angle | for | F5 |.

I have made a scruffy bit of Jing video showing that (mouse-over it for the controls, pause it to drag the slider to any frame):

<http://www.screencast.com/t/fd5Q6r8sfRM>

The video shows a straight turnout for clarity, but it all works equally well for a curved turnout (creating a curved bisector line).

Having done all that, it is really much better to construct vees in the prototypical fashion, as explained by Nigel and Jim. The vee rail in the main road is solid rail (called the point rail), and the vee rail in the turnout road is

spliced into the side of it (called the splice rail). Jim provided the link to a topic where I have made some diagrams showing that. Here it is again:

http://85a.co.uk/forum/view_topic.php?id=359&forum_id=1#p2078

12 Jun 2009

{= My question is, can I nudge the track over to match the photo - I know I can do it on plain track, but some of the turnouts - a crossover with one side of the crossover being a double slip - are on this section that needs to be moved. Can I realign the turnouts and the double slip or do I have to re-make the DS? =}

If you simply want to shift the position or change the direction of a fixed | group | of templates you can do that quite easily. Rotation takes place around the notch, so you may want to position that first to make it easier to see what you are doing. Here is a bit of Jing video showing those functions (the single key alternative shortcuts are | BACK-SLASH | and | FORWARD-SLASH |). Wait a few moments for the video to load over the image:

<http://www.screencast.com/t/S1SNpgKLc0>

But if it means changing a radius or transition curve I'm afraid you can't do anything except work on each template individually to | align | them over a new centre-line. The video below shows the align function being used to convert an existing string of templates to a new centre-line.

If they are standard templates it is usually easier just to align fresh ones as required. But if these templates have been customized for your design, they can be copied and re-aligned as shown without losing the customizing.

In the video the diamond-crossing is aligned onto a transition curve. To ensure accuracy of the K-crossings it is better to re-create the second half-diamond as shown, rather than copy the first one.

The video was made using 091c and shows some of the other changes in that version. Download link:

http://www.templot.com/martweb/videos/align_over_centre_line.exe align function video (6 minutes, 8MB)

http://www.templot.com/forum_img/align_video1.png

http://www.templot.com/forum_img/align_video2.png

For more discussion of this, see these topics:

http://85a.co.uk/forum/view_topic.php?id=348&forum_id=3

http://85a.co.uk/forum/view_topic.php?id=349&forum_id=1

13 Jun 2009_1755

{= If entering the peg dimension directly it needs to be negative on X relative to | CTRL-0 | on the second turnout, and then you can peg the second turnout over the first turnout using the notch. Leave the peg Y dimension unchanged on half-gauge for the main-road centre-line.

I'll make a bit of Jing video shortly showing that. =}

Here's some Jing video showing how to offset two switches for a tandem turnout when you know the exact stagger offset required. There is no need to use the mouse actions; you can enter the data directly to set the relative peg positions.

The video may take a few moments to load. Mouse over it to access the controls. Click the loudspeaker icon to mute the sound if it is not to your liking.

Just for illustration I used the p prefix to enter prototype data in inches when model data in mm is requested. (29ft-6in is 354"). The scale is currently 7mm/ft, so Templot converts that to 206.5mm for you.

The X dimension to the peg is relative to the CTRL-0 datum position on the template. Dimensions are positive forward into the template, and negative when backwards out of the template. In this case we are moving the peg on the second turnout back towards the first template, so the dimension is negative:

| p | - | 354 | = | | - | 206.5 | mm:

<http://www.screencast.com/t/O0alTwRYygm>

Then it is simply a matter of pegging the second template over the first template using the notch.

I will post in a separate topic some more Jing video showing the differences between the snake, slide, roam, and orbit mouse actions. There is no actual bug; it was a design decision to have the peg X dimension showing the opposite sign in the mouse action window for snake and slide. I will have a fresh think about that.

13 Jun 2009_1703

F9 Slide through peg function

<http://www.screencast.com/t/L2ibGG2qoY>

13 Jun 2009_1712

CTRL-F6 Snake through peg function:

<http://www.screencast.com/t/n49FAKDL>

13 Jun 2009_1717

CTRL-F9 Roam along length function

<http://www.screencast.com/t/vSulXwle9sw>

13 Jun 2009_1732

CTRL-F5 Orbit around radial centre function

<http://www.screencast.com/t/aPSUcrh4T>

16 Jun 2009

{== The best way to understand these 4 functions is to experiment with them. :) Try starting with an S-curve transition template and using each of them in turn. ==}

So here we go. :) Watch what happens to the peg and the radial centre marks in each case. You can see that the most often needed function is likely to be | snake |:

<http://www.screencast.com/t/5Nbg7Cm9wOf>

19 Jun 2009

{== But there are other things you can do with a group of templates. For example you can rotate the whole group around the radial centre of one of them – which is equivalent to snaking the group along a fixed radius curve. ==}

Here's a bit of Jing video showing that. I have a crossover and connection into a yard, and I'm wondering how far out along the main line to position it:

<http://www.screencast.com/t/ZCAxbhBf>

Group rotation takes place around the notch, so one of the templates is temporarily copied to the control so that the notch can be moved to its radial centre mark. The whole group can then be rotated around it.

That won't work for straight templates, there is no radial centre. Instead, you can link the group to the control template, and snake that along a straight line. I'll post another bit of video showing how to do that.

24 Jun 2009_1118(1)

{== It does seem to be a bit of an issue to get a decent looking overall trackplan out of Templot, I know Martin is working on a sketching add on, but I've had quite a few issues trying to get a trackplan of Slattocks that shows up well on a screen or an A4 sheet. Full size it is absolutely brilliant. ==}

You can get reasonable results by switching the rails off for printing, and setting a thick track centre-line. Say 30mm wide for 4mm scale. Then print the pad to fit a single page. The red trim margins can be suppressed by simply changing their colour to white. The track centre-line prints in the same colour as the rail edges, so you can change that to whatever you want.

I have made a bit of Jing video showing these changes being made (it may take a short while to load):

<http://www.screencast.com/t/7jRGXEAAduV>

Here's the printed result from the video:

http://www.templot.com/forum_img/track_centre_print_30mm_1.png

With a bit more work moving the page origin away from the grid origin and adding the baseboards as background shapes, like this:

http://www.templot.com/forum_img/print_cl_3.png

you can then print to get this:

http://www.templot.com/forum_img/track_centre_print_30mm_2.png

If you print that to a virtual printer PDF generator (e.g. <http://www.win2pdf.com> <http://www.win2pdf.com>), you can display it on screen and do a screen capture to Windows Paint or any drawing package, and add the rest of the layout details.

As you mentioned, I'm working on a future Templot upgrade which will make this sort of thing much easier, and allow simple layout detailing to be added directly in Templot like this:

http://www.templot.com/forum_img/sketchbook_draft.png

24 Jun 2009_1118(2)

Appears to be identical to the Jing above.

24 Jun 2009

Here's a bit more Jing video showing the page origin and print size being adjusted by mouse action:

<http://www.screencast.com/t/gFPpTkSOEko>

29 Jun 2009

From RMweb:

{=I've been tidying up the track plan for Bisley Junction in Templot, and I'm getting to the stage where I need to move the timbers around to prevent overlaps. I've started, but I'm not entirely sure I'm doing it right=}

There is no "right" answer - the prototype varies a lot. Here's a video of one quick solution which would be typical for many locations:

<http://screencast.com/t/qF8KvWzk>

29 Jun 2009

From RMweb

{=That I think is the reason for having one long timber after the joint the sleeper gap at the rail joint needs to be kept small enough to support the rail ends but large enough to get a fishplate in - rail joints are the bit where the rail needs the greatest support.=}

That's true, although a lot depends on location. Joints in running lines are designed for maximum strength -- that generally means the adjacent chairs no more than about 26" apart, the usual figure for plain bullhead track is 24". They can't go much closer, or there isn't room for the fishplate between them. A standard chair can be offset slightly on a 12" timber, if necessary to get it closer to the rail joint.

But for connecting tracks into goods loops, yards and sidings, where speeds are low, there is a little more design flexibility and joint sleepers can be more widely spaced if that is the only arrangement which fits. There is also a cost consideration -- long timbers are more expensive than two ordinary sleepers, so they are not used where it can be avoided. Different companies have different strength of opinion on such matters -- the GWR tended to use more long timbers than other companies.

I've made a bit more video, showing how to shove a long timber beyond the rail joints to exactly 25" from the previous one:

<http://screencast.com/t/OIXaVEDKB>

The sleeper is widened to timber width (12"), moved over the previous long timber and aligned over it by lengthening and twisting it. Then the spacing zero is set on this timber. It can then be moved by 25" back to its required position. The spacing is entered as negative because for this template it is a backwards move.

1 Jul 2009

Not rail related