UK Level Crossings Expansion Pack 2.0

Thank you for downloading this pack.
Please read this manual to understand how to install and use these assets

Contents

Licence

These RailWorks objects are released as freeware. I am not responsible for any damage caused!
You are free to distribute and use these objects, but commercial use is not allowed without prior permission of Jaap Slootbeek. This readme file must always be included and may not be altered in any way.
All decisions made by Jaap Slootbeek are final and do not have to comply with the prior terms.

These objects will appear in RailWorks as "LC UK …." or "LC_UK_…."
Remember this tick "jjasloot" and "Levelcrossings" in the object set filter!

The crossing sound is provided by Overmars. He has granted full freeware use.

The following licence is applicable on the images for the road signs:

Traffic signs are Crown copyright. They are part of legislation (Traffic Signs Regulations and General Directions 2002, often referred to as TSRGD). The numbers in the image filenames relate to the TSRGD numbering.

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Please also read the fuller conditions for reproducing legislation.
http://www.opsi.gov.uk/advice/crown-copyright/copyright-guidance/reproduction-of-legislation.htm

The script for the working of the animated items is made by AndiS:
Generic script for animated road crossings
This script is public domain.
Do with it whatever you want, including making big money if you can.

Content

This is the UK Level Crossings Expansion Pack 2.0 by jjasloot
You can contact the author at jjasloot@hotmail.com

Static items

These barriers are included to retain backwards compatibility.
This pack will add the following static items:

- LC UK Barrier LH (jjasloot)
- LC UK Barrier LH 2 lanes (jjasloot)
- LC UK Barrier LH 2 lanes skirt(jjasloot)
- LC UK Barrier LH Skirt (jjasloot)
- LC UK Barrier RH (jjasloot)
- LC UK Barrier RH 2 lanes (jjasloot)
- LC UK Barrier RH 2 lanes skirt(jjasloot)
- LC UK Barrier RH Skirt (jjasloot)
- LC UK Lights (jjasloot)
- LC UK Lights Without Pole(jjasloot)
- LC UK slope (jjasloot)
- LC UK sound (jjasloot)
- LC UK Sign 1 bar (jjasloot)
- LC UK Sign 2 bars (jjasloot)
- LC UK Sign 3 bars (jjasloot)
- LC UK Sign cross (jjasloot)
- LC UK Sign Grounding(jjasloot)
- LC UK Sign Keep Crossing clear (jjasloot)
- LC UK Sign Large/Slow Veh (jjasloot)
- LC UK Sign LC with Gate (jjasloot)
- LC UK Sign LC without Gate (jjasloot)
- LC UK Sign lights (jjasloot)
- LC UK Sign LongLowVeh(jjasloot)
- LC UK Sign Other Train(jjasloot)
- LC UK Sign OverheadWires(jjasloot)
- LC UK Sign OverhHeight(jjasloot)

Animated items

This pack will add the following animated items:

- LC_UK_Barrier_LH_1L_1T
- LC_UK_Barrier_LH_1L_2T
- LC_UK_Barrier_LH_2L_1T
- LC_UK_Barrier_LH_2L_2T
- LC_UK_Barrier_RH_1L_1T
- LC_UK_Barrier_RH_1L_2T
- LC_UK_Barrier_RH_2L_1T
- LC_UK_Barrier_RH_2L_2T
- LC_UK_DWL
- LC_UK_DWL_support
- LC_UK_lights_wall_mounted
- LC_UK_lights_wall_mounted_2T
- LC_UK_lights_with_support
- LC_UK_lights_with_support_2T

Installation

Unpack this archive to a convenient location.
Start RailWorks and click on the 'Package Manager' tab.
Click on the right hand side on 'Install'.
Navigate to the location you chose earlier and click on 'Open'
Wait till the progress bar is full.

This pack is now installed.

Placing (only for route builders)

Static items

The static items can be placed like any other scenery item.
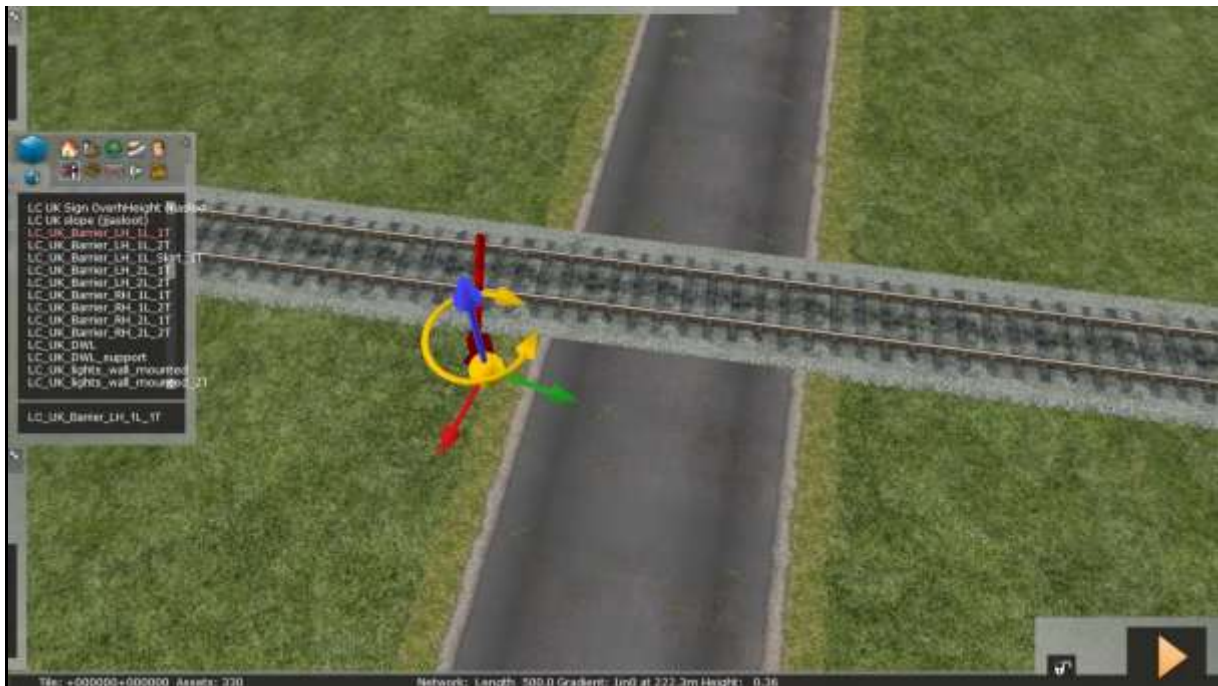
Animated items

The animated items can be divided into two categories:

- Items with an 1T postfix or no postfix
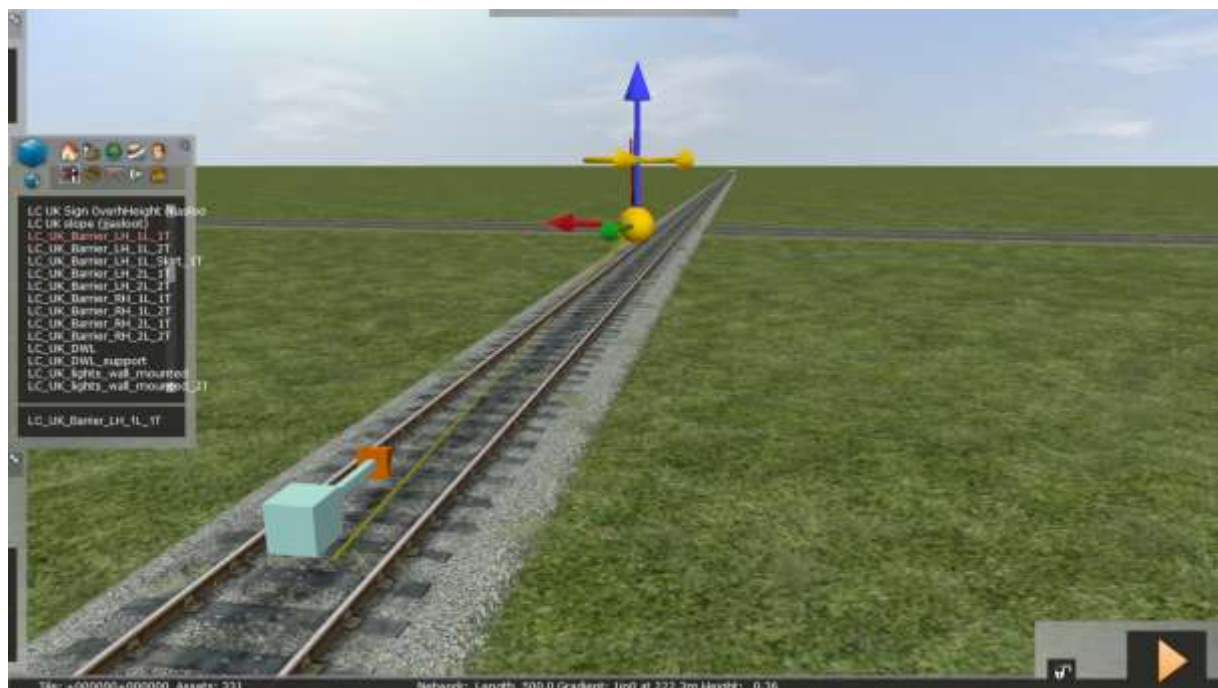- Items with a 2T postfix

1T

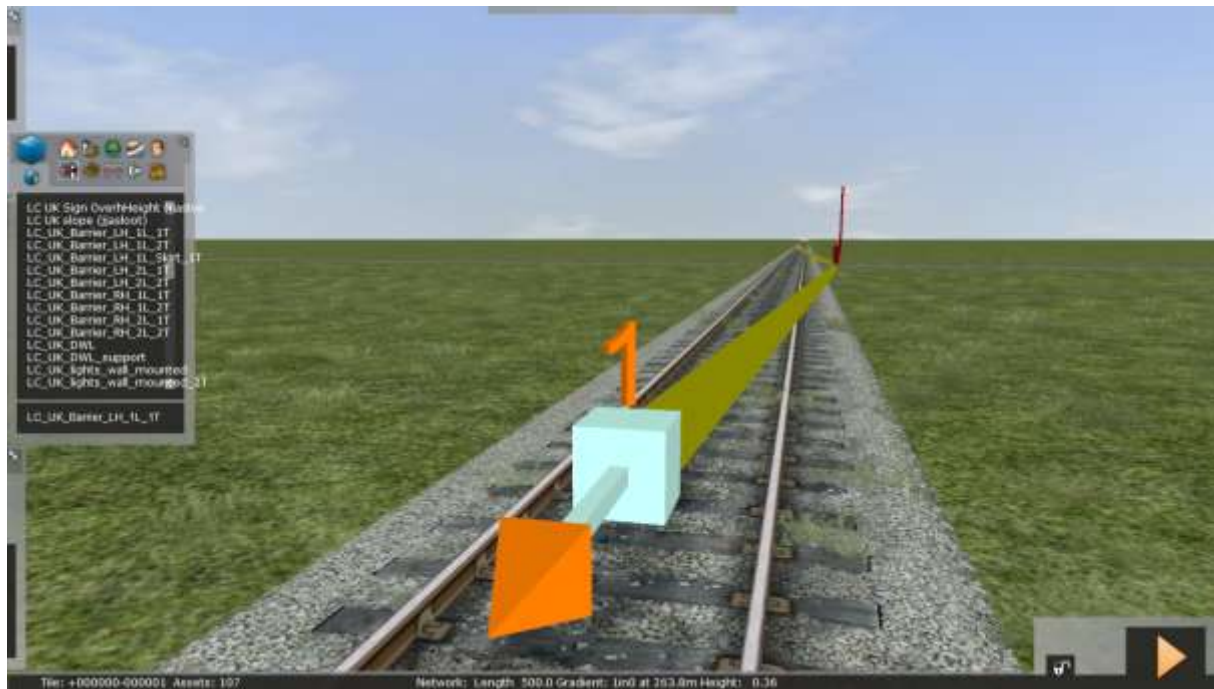All items are placed in a similar way.

When you select pick the items from the assets list, you can first place the item:

Then you have a track link without a number. Place this one in **front** of the crossing, pointing **towards** the crossing:

Then you'll get a tracklink with a 1 above it. Place this one **after** the junction, pointing **away** from the junction:
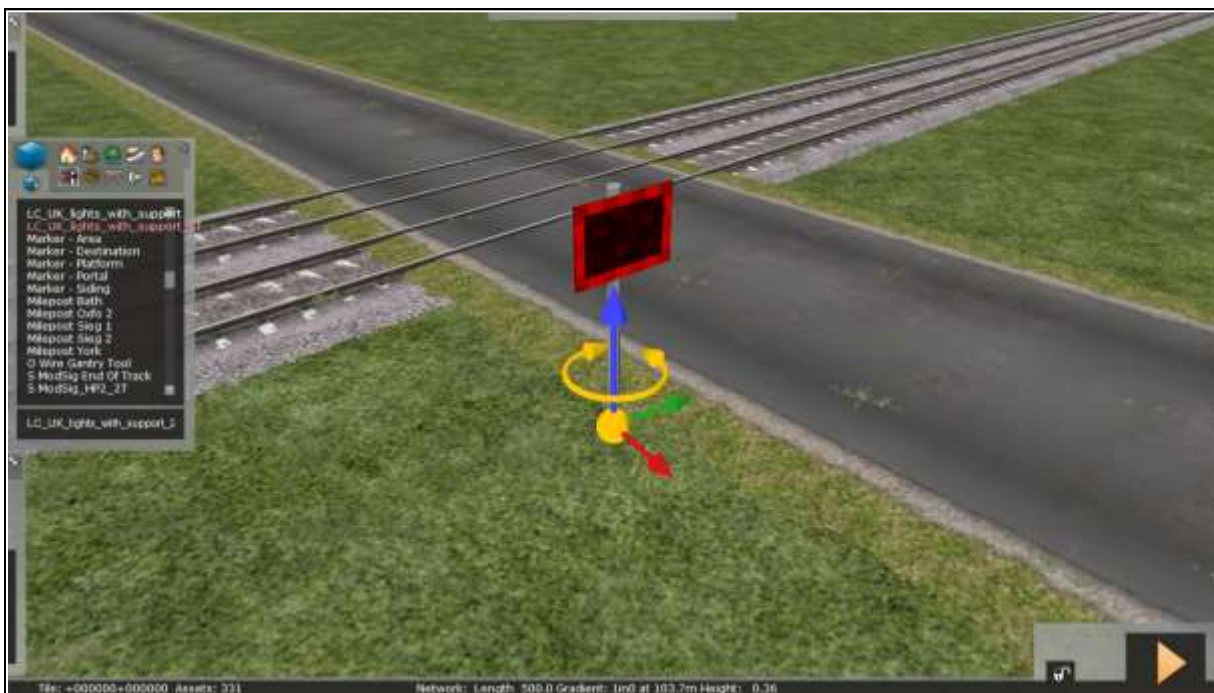
And you're done!

Remember: **Even** tracklink-numbers **before** the crossing, pointing **towards** it

               Odd tracklink-numbers **after** the crossing, pointing **away** from it
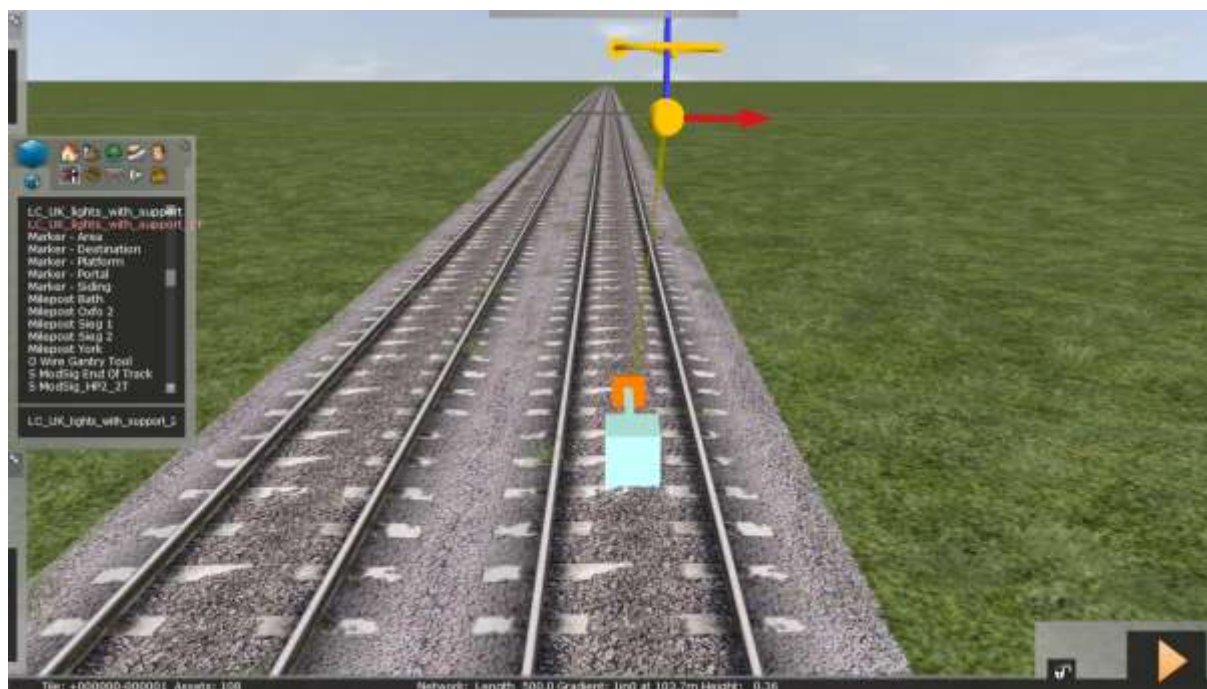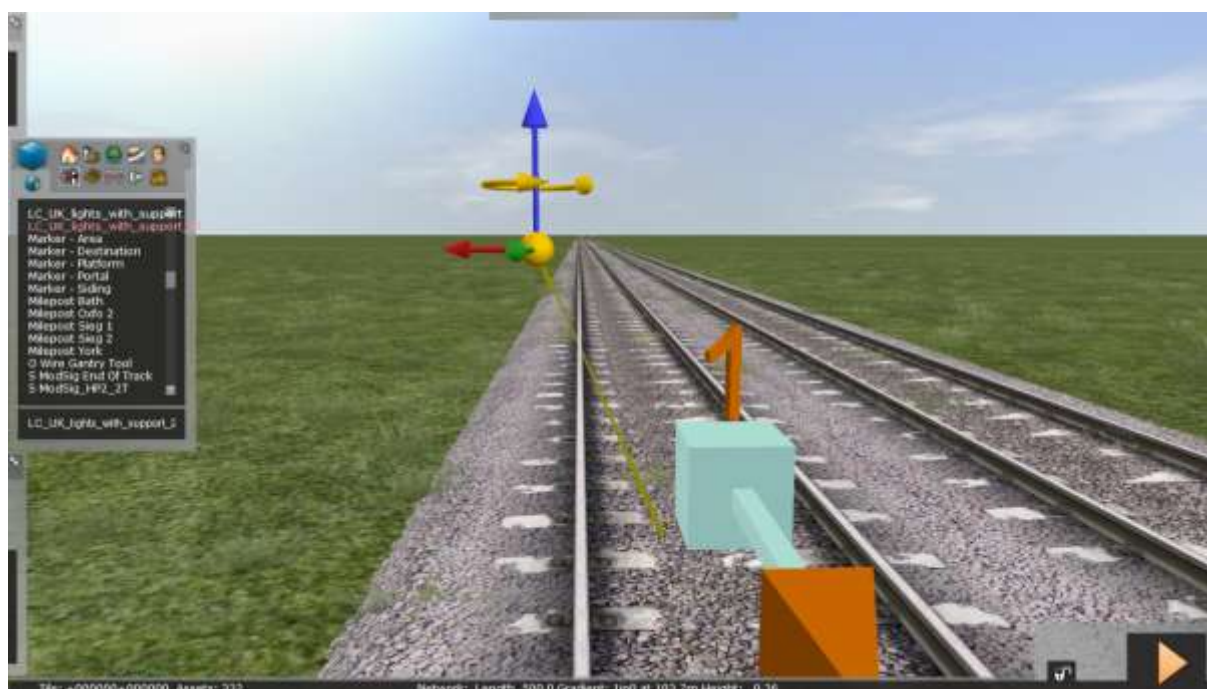
2T

All items are placed in a similar way.

When you select pick the items from the assets list, you can first place the item:
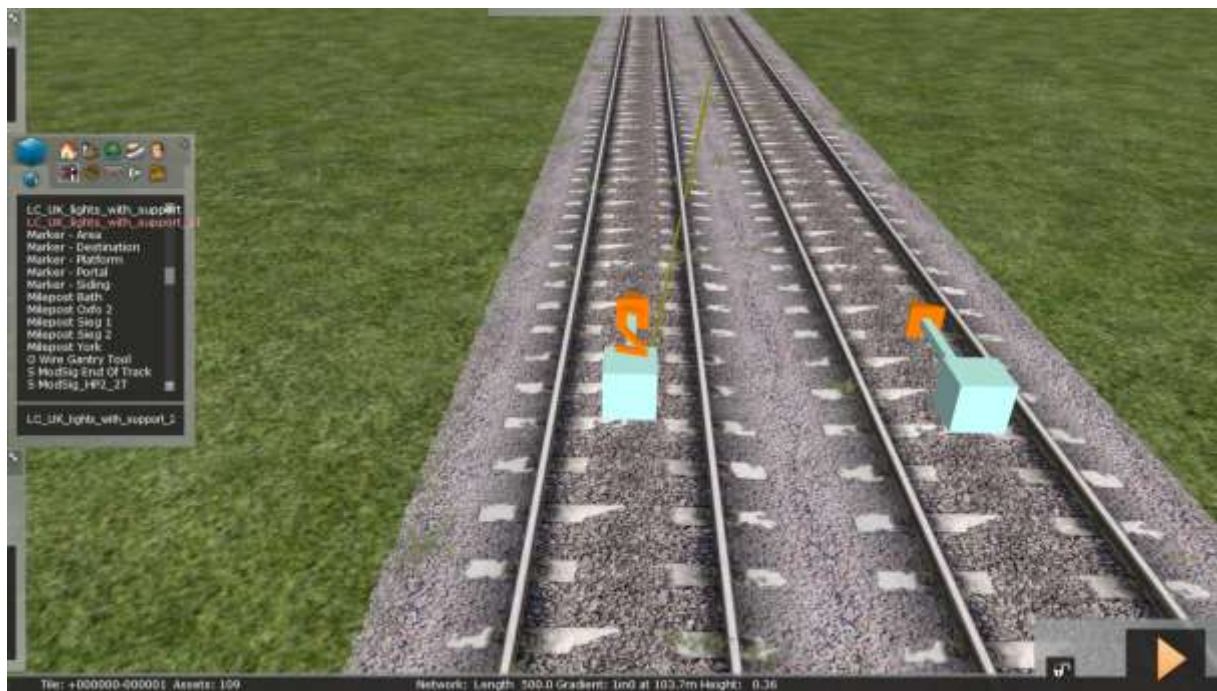
Then you have a track link without a number. Place this one in **front** of the crossing, pointing **towards** the crossing:
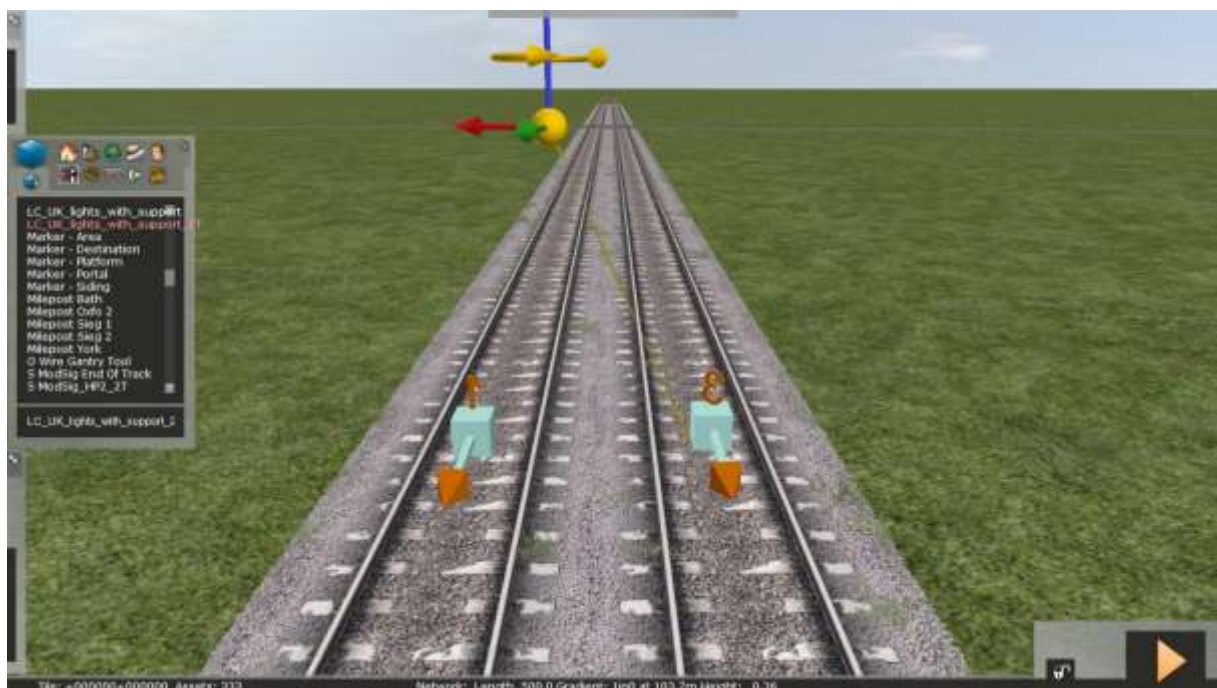

Then you'll get a tracklink with a 1 above it. Place this one **after** the junction, pointing **away** from the junction:

Then you'll get a tracklink with a 2 above it. Place this one in **front** of the crossing on the other track, pointing **towards** the crossing:

Then you'll get a tracklink with a 3 above it. Place this one **after** the junction on the other track, pointing **away** from the junction:

And you're done!

Remember: **Even** tracklink-numbers **before** the crossing, pointing **towards** it

              Odd tracklink-numbers **after** the crossing, pointing **away** from it

//END OF MANUAL//