

Logging Camp Crane

Installation Instructions:

Using the RailWorks Package manager, install the file LoggingCampCrane.rwp

Start RailWorks and open the route where you want the Logging Camp Crane installed in the Edit Route Mode.

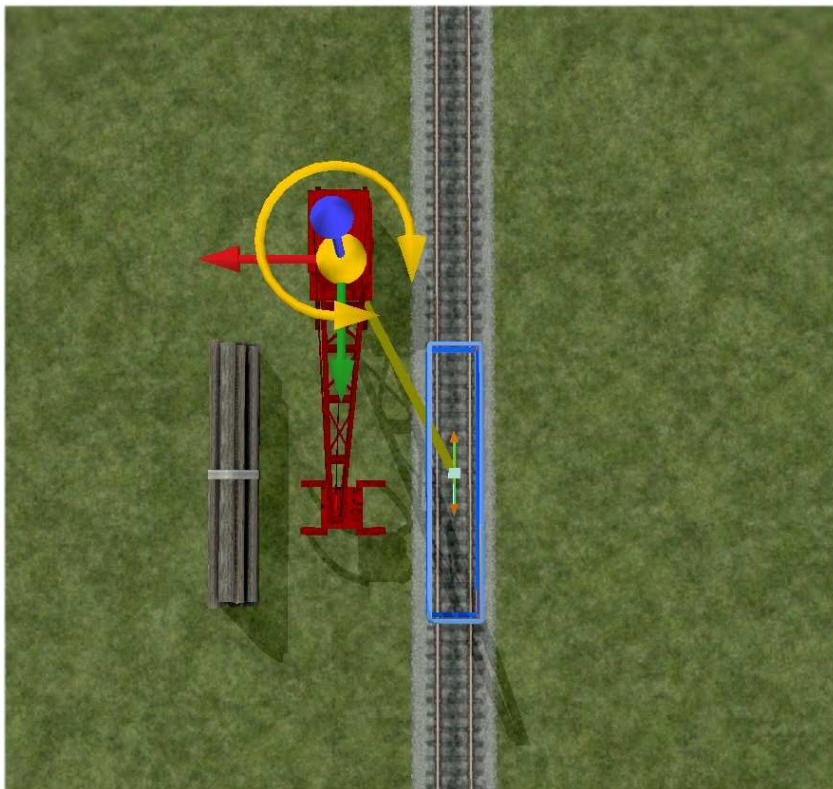
In the Asset Selector, you need to select RHam and Addon

The Logging Camp Crane is a scenery object listed under CommercialIndustrialBuildings and named LoggingCampCrane

Select the LoggingCampCrane from the list of assets and left click on your route close to where you want it located; immediately left click on the section of track where you want the unloading to occur; then right click to stop loading more copies

Select the Logging Camp Crane in your route and use the Gizmo to locate it to its final position. The blue box should be centered on the track and also centered on the loading point marker that you put on the track with the second left click.

This picture shows the proper alignment of the asset:



Operation:

To operate the crane, locate a flat car that is coded for a container load at the loading point and then left click on the crane. Note that the car should be aligned with the stack of logs that is to shown next to the crane inorder to be centered at the load point.

Modifications:

The basic model uses the default log pile:

Assets\Kuju\RailSimulatorUS\RailNetwork\Interactive\freight_logs.bin

Advanced users can modify the model to show and load any asset that they own.

Using RW_Tools (or similar application) open the file:

Assets\RHam\Addon\RailNetwork\Yards\LoggingCamp\LoggingCrane.bin

There are two areas of the file to revise.

The first is the area that describes what item is loaded onto the car:

It is in the area of the .bin file labeled </TransferPointComponent>

```
<BlueprintID>
<iBlueprintLibrary-cAbsoluteBlueprintID d:id="31931296">
<BlueprintSetID>
<iBlueprintLibrary-cBlueprintSetID>
<Provider d:type="cDeltaString">Kuju</Provider>
<Product d:type="cDeltaString">RailSimulatorUS</Product>
</iBlueprintLibrary-cBlueprintSetID>
</BlueprintSetID>
<BlueprintID
d:type="cDeltaString">RailNetwork\Interactive\freight_logs.xml</BlueprintID>
</iBlueprintLibrary-cAbsoluteBlueprintID>
</BlueprintID>
```

To change the asset being loaded, change the entries in red to the correct values for the asset you want to load.

Note that the extension after the file name is specified as .xml not .bin

The second area of the .bin file is labeled <ContainerComponent>

```
<cEntityContainerBlueprint-sChild d:id="31932544">
<ChildName d:type="cDeltaString">Logs</ChildName>
<BlueprintID>
<iBlueprintLibrary-cAbsoluteBlueprintID>
<BlueprintSetID>
<iBlueprintLibrary-cBlueprintSetID>
<Provider d:type="cDeltaString">Kuju</Provider>
<Product d:type="cDeltaString">RailSimulatorUS</Product>
</iBlueprintLibrary-cBlueprintSetID>
</BlueprintSetID>
<BlueprintID
d:type="cDeltaString">RailNetwork\Interactive\freight_logs.xml</BlueprintID>
</iBlueprintLibrary-cAbsoluteBlueprintID>
</BlueprintID>
```

The section specifies the image of the asset that appears next to the crane at the pick up point.

Again, you would edit the entries in red to the correct values for the asset you want shown.

Some users prefer to not have the loading asset shown, which will cause the load to materialize at the pick up point when the loading operation is initiated. To accomplish this, just delete the items shown in red from the <ContainerComponent> section of the .bin file.

Important note: Incorrect editing of bin files can result in catastrophic failure of RailWorks and should only be attempted by users familiar with the process and then only after backing up the asset being edited.

Note to Route Builders:

Free Route builders may distribute this asset with their route, as long as Richard Ham is credited in the routes "Read me" file, as being the creator of the asset.

Pay Route builders **should not include this asset** in their routes without prior approval of Richard Ham (dick8299 in the forums)

Disclaimer:

This asset has been tested prior to distribution. However the asset creator is not responsible for any damage to the users RailWorks installation, or computer resulting the installation or editing of the asset.