

# **AnyRail 5 Manual English**

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## 1 Getting Started

# Getting Started with



#### 1.1 Introduction

We've designed AnyRail<sup>™</sup> to be as straightforward as possible. You can start experimenting with layouts as soon as you've installed the software. However, it's probably a good idea to read through this Getting Started guide.

#### 1.2 Setting up

The Settings tab enables you to set up AnyRail to suit your way of working. There's a full description starting <u>here</u> 74. Most of the default settings should be OK for now. However, you probably want to chose a measurement system and specify a work area right away.

#### 1.2.1 Choosing a measurement system

By default, all measurements are metric. However, you can change this.

#### To specify a measurement system

1. Click the Settings tab:

ſ	2   🗎 😂	8 0 0	) ≠					
	File H	lome	Insert	Track libraries	Object libraries	User objects		Settings
	T	Width	500	Gric	i	Endpoint	1.5	Alert on
		Depth	500	Size 50		Connection	1.5	☑ Alert on
	system *					Control point	2	Minimum ra
	Units			Work area		Siz	es	

2. Click Measurement system:

FII	e Ho	ome	Insert Track III	oraries
		Width	500	🔲 Gri
		Depth	500	Size 50
Meas	stem -			
$\checkmark$	Metric de	ecimal u	nits (cm)	area
	Metric de	ecimal u	nits (mm)	
	English f	ractiona	al units (inches)	
	English d	decimal	units (inches)	1

If you select "English fractional units", AnyRail shows all measurements using fractions, e.g. 20 <sup>3</sup>/<sub>4</sub>.

If you select decimal units, the same value appears as 20.75. AnyRail accepts measurements in both formats, and rounds fractions to the nearest 1/64 of an inch.

#### 1.2.2 Specifying a work area size

In AnyRail, you can set the outer limits of your work area.

#### To specify a work area size

- 1. Click the Settings tab.
- 2. Find the Work Area group:

6

	Width	500	Grid	Endpoint	1.5	Ale
	Depth	500	Size 50	Connection	1.5	🗹 Ale
system *	ent		N	Control point	2	Minimu
Units			Work area	Size	es	

#### 3. Enter a Width and Depth.

**TIP**: To draw the table for your layout, draw a <u>surface</u> 47.

#### 1.2.3 View drawing scale

#### To zoom in or zoom out

1. Locate the View Scale slider in the lower right corner:



2. Move the Slider to change the view scale.

#### Or:

#### 1. Click the Home tab.

Rail (Licensed to David)		_	_	_	
<ul> <li>Lines and surfaces</li> <li>Texts</li> </ul>	Glue Pages	Lower limit Upper limit	-100 500	1:40	• Fit to
✓ Rulers	Guides	Height	t in view	Vie	window w scale

2. Select a View Scale.

**TIP**: For fast zoom, press CTRL and use the mouse wheel.

**TIP**: To zoom using the keyboard, press CTRL + or CTRL -.

**NOTE**: This setting has nothing to do with the train scale i.e.: TT, O, H0, etc. The train scale depends on which track library you use.

#### **1.3 Track Libraries**

The first thing you need is some track!

AnyRail keeps track in libraries, and has one for all the well-known manufacturers, including Atlas, Märklin, Roco, Peco, and many others. Each piece of track matches the original as closely as possible - some of them were even created using the manufacturer's original CAD files.

#### 1.3.1 Opening a Track Library

#### To open a Track Library

1. Click the Track libraries tab:

						Unti	tled - A	nyRail (Licer	nsed to l	David)
	Track	libraries	Object libraries	User objects	Setting	js	-	_		
*	Thiel ▼	Hübner ▼ Märklin ▼ Peco ▼	Atlas ▼ C+L Finescale ▼ KBscale ▼	Lenz * Lionel * Micro Engineering *	Peco ▼ Ross ▼	GarGraves * American Flyer * American Models *	H0 Ŧ	Hornby *	Π *	N •
2	Ш	Ι		0		S		00		

You'll see a group for each scale.

2. Click the name of the manufacturer to open the list of track libraries.3. Select a track library:

8

						Unt	itled - A	nyRail (Lice	ensed to	David	)
Object libra	ries	User ob	jects	Setting	IS						
Atlas ▼ C+L Finesca KBscale ▼	Ler ale ▼ Lio Mi	nz * nel * cro Engir 0	neering "	Peco * Ross *	GarGra Americ Americ	ves * an Flyer * an Models * S	H0 Ţ	Hornby *	π •	N •	
							Apoge Atlas	ée Vapeur ▼ ] H0 Atlas Co	BEMO ▼ Egger-B de 100	ahn ▼	Fleisc Frates Jouef
	H0 Atla	as Code 8	33		₽ ×			HO Atlas Co HO Atlas Tru	de 83 Je-Track	3	
	500	502	505	506							
	510	511	512	513							
	519	520	521	522							
	523	<b>5</b> 24-¾	<b>5</b> 24-1	<b>5</b> 24-1¾							
	_	_	_	_							

You can have as many libraries open as you want. Don't worry, AnyRail won't link incompatible track pieces – unless you tell it to (see <u>The</u> <u>AnyRail Settings Tab</u> ).

#### 1.3.2 Browsing a Track Library

The status bar at the bottom of the screen shows detailed information about the track.



#### 1.3.3 Closing a Track Library

#### To close a Track Library

>Click the little cross in the right upper corner of the track window:

File	Ho	me	Insert	Track	libraries	Object I
Aristo-C Bachma LGB ▼	raft ▼ Li nn ▼ P	ionel * iko *	Peco *	Thiel *	Hübner Märklin Peco *	<ul> <li>Atlas</li> <li>C+L Fin</li> <li>KBscale</li> </ul>
	G		SM-32	Ш	I	
H0 Atlas	Code 1	.00		×	7	
	-	-	-	4	Close	
150	151	152	153			
_		-	-			
155	168	171	172			
-	#	#	+			
173	174	175	176			
-	-	_	_			
177	280	281	282			
_	_	_	_			
283	284	285	286			
$\Theta$	_	_	_		-	
H0 Atla	as Code	83 H	0 Atlas C	ode 100	•	

**NOTE**: You can also close a library the same way you <u>opened</u> 7 it.

#### 1.3.4 Key to Track Symbols

Here are the most common track symbols:

 Straight	+	Feeder: Wire the tracks here.
Curve		Separator: Isolated tracks

10

	Regular Turnout		Curved turnout.
-	Catch: Turnout to make engines derail from one direction (as a safety precaution).		Rerailer: Puts the wheels back on track.
	Y-Turnout		Circuit: (only for model railways) Generates a pulse when passed, generally direction sensitive.
	Three-way Turnout		Buffer: End of the line.
	Crossing	+==+	Uncoupler: uncouples rolling stock.
	Double Slipswitch	y y	Turntable
	Single Slipswitch		
+		Flex Track: Easily	cut and bent as
-	+	required.	

\*Other common words for turnout are "switch", "point" and "junction".

# **1.4** Docking and undocking a Library window

Drag the Library window around like any other window. You can also "dock" it. This means that it will stop floating and stick to the edge of the main window.

# To dock a Library window



TIP: To avoid docking, hold down CTRL while you move the library

#### Nesting libraries



**TIP**: To un-nest a library, drag it away by its tab

### **1.5 Working with track**

AnyRail is designed to make working with track quick and easy.

#### 1.5.1 Adding track

#### To add a track Piece

There are three methods for adding new track:

#### Method 1: Click



Method 2: Drag and drop



Method 3: Shift-click to connect to the most recently added component



**TIP**: To undo the most recent action, click the Undo button, or press Ctrl Z.



#### 1.5.2 Track appearance

A few general settings control how track appears on your screen. You can find these in the Ribbon Home tab:



#### **Example 1: Centerline**



Example 2: Track



Example 3: Sleepers



**NOTE**: AnyRail displays sleepers for aesthetic reasons, only. The position shown is not intended to be exact, though the width is correct.



**NOTE**: To avoid disappointment, use this option to check that the roadbed fits on your train table and that the tracks are not too close to each other.

#### 1.5.3 Moving and connecting track

Example 4: Centerline with roadbed

Use the mouse to move and connect your track pieces. By default, only track from the same track system can be connected. However, you can override this (see <u>The AnyRail Settings Tab sett</u>

#### To connect track



#### 1.5.4 Disconnecting track

You can disconnect track using the popup menu or the Ribbon.

To disconnect an endpoint using the popup menu





#### To disconnect an endpoint using the Ribbon

To disconnect the track using the popup menu



#### To disconnect the track using the Ribbon



#### 1.5.5 Selecting track

Obviously, you can select one section of track by simply clicking it. However, you can also use the mouse to select several pieces of track, and then move or alter them as one.







#### Other ways to select pieces

• Do either of the following:

 $_{\odot}$  CTRL+click each piece.



 $_{\odot}$  Double-click a piece to extend the selection in a logical manner.



• Triple-click to select all connected track.



 $_{\odot}\,\text{SHIFT-click}$  to extend the selection.

#### **Before:**



#### After:



AnyRail bolds the selected pieces.

#### To deselect a single piece

• CTRL-click the piece.

#### To deselect all the pieces

• Press ESC.

#### To move a selection

• Drag any of the pieces.

AnyRail moves the entire selection as one.

You can also copy, paste and delete track in the standard Windows way.

TIP: If you open AnyRail twice, you can copy and paste elements from one layout to the other.

#### 1.5.6 Gluing track

If you want to make sure that you don't accidentally move track, you can glue it down!

#### To glue track

#### Method 1:



#### Method 2:

-							
	🛀 📽 😒 😒	<b>Q</b> =					
File	Home Ir	nsert Trac	k libraries	Objec	t libraries Us	er objects	Setting
🔗 Del	lete 🚿 Rotate	Layer:		Hidden	Extend selection	😤 Disco	nnect
👃 Glu	re 👦 Flip	Layer 1	Ŧ		Select section	🗑 Add i	solators
	3				Select stretch	Change of	direction
	Genera	al				1	frack
Gl	Click the t select it, click 'Glue' Ribbo	rack to then in the n.					

If you want to know whether track is glued, hover over it, and look in the Status Bar:



**TIP**: To move glued track, hold the SHIFT key down when dragging. The track will be unglued automatically.

#### 1.5.7 Turntables

Many turntables require a special adapter or transition track from the same library in order to connect them to the regular tracks at the required angles.



#### 1.5.8 Closing gaps

If you use sectional track, you'll often find that it's difficult to make a perfect fit when your design becomes more complex. Some manufacturers provide all sorts of filler track just for this purpose.

Sometimes you can make the track fit by using the play (wiggle room) in the track. While this can be considered cheating, sometimes you don't even notice that you're doing just that when laying real track.

In AnyRail, you can cheat a little bit as well.

In general, to close a small gap, you can often disconnect a stretch of track and rotate it one or two degrees to make your plan fit.

#### To close a gap

1. Switch off Autoconnect in the Settings tab. When you do that, track will no longer jump into position, but will be left just where you

dropped it. If there is another piece of track within the tolerances (defined in the Settings tab) a connection will be made to it.

- 2. Disconnect a stretch of track and rotate it one or two degrees so it will fit.
- 3. Put the track back in place and make sure to connect the outer ends.
- 4. Turn Autoconnect back on.

**NOTE**: Only resort to this technique after you've tried to make your track plan fit properly.

#### 1.6 Flex track

Many sectional track manufacturers also provide "flex track". Flex track can be used to fill gaps. Its looser curves also give your layout a more natural look.

#### 1.6.1 Basic handling

Some libraries contain "flex track", designed to be bent, stretched and trimmed. You can do this to AnyRail flex track by using the control points. These are the little crosses that appear at either end of a piece, and on either side of it. Dragging the control point changes the track.



AnyRail checks the track as you shape it and paints it red if:

- You over-stretch it
- You bend it into overly tight curves (likely to derail a train)

Of course, these features can be switched off (<u>The AnyRail Settings tab</u>  $\boxed{92}$ ).

#### To connect flex track

• Connect flex track in the usual way by dragging it near another part.

#### Or

• Drag one of the outer control points onto another endpoint.



AnyRail smoothes out the curves of the resulting track.

TIP: Pressing SHIFT while dragging a control point keeps it in a straight line.

#### 1.6.2 Curves, straights and easements from flex

AnyRail can create (near) perfect arcs, easements and straights from flex track.

#### To create a straight, curve or easement



#### Alternatively, click the flex, and select from the Ribbon:

libraries Obje	ct librarie	tin	igs Track		
T Hidden	Extend Select Select Stretch Change Greek	rs	<ul> <li>Set height</li> <li>Smooth slope</li> <li>Track</li> </ul>	Straight flex Curve flex Easement flex	Create
	•			Straight flex	



Set flex straight	Set the
Length 90	length.
OK Cancel	
i	

#### A curve

Creating a precise curve (circular arc) is similar to straightening a piece of track.



#### An easement

An easement provides a smooth transition between a straight and a curve. Real railways always use them to avoid wear and tear, and to permit higher speeds. They also increase passenger comfort.



#### **1.6.3** Parallel flex track

AnyRail can create parallel flex track.

#### To create parallel track 0 Delete × Rotate... Flip 5 1. Right-click the flex track and 1 Glue select 'Add Set height... parallel flex ... '. Disconnect Add isolators Create section Smooth slope Cut flex here Add parallel flex... ø 2 Straight flex... Curve flex... Easement flex... Cut å Copy





#### 1.7 The Ribbon and the Popup menu

# The Ribbon

When you select something, the Ribbon shows you what you can do with it and grays out any options that don't apply.

#### Example 1: Select a flex



Example 2: Select a flex, a surface, and some text



# The Popup menu

A handy feature of AnyRail is the menu that "pops up" with relevant options whenever you right-click something.



Example 1: Right-click a stretch of track

Example 2: Right-click a connection



There's a description of each option in the <u>Reference Guide</u> [74]. The next couple of chapters cover the more commonly used ones.

#### **1.8** Pieces, stretches and sections

AnyRail thinks of your track as being made up of *pieces*, *stretches* and *sections*.

A **piece** of track is just that – any one of the components you select from the Track Libraries. A **stretch** of track is a piece and all pieces connected to it. Many AnyRail options apply to stretches rather than pieces. A **section** of track is something that *you* create, and requires more explanation.



# Sections

A section is a stretch of track with a specific function or purpose, as defined by you. You can turn any stretch – that is a connected group of pieces - into a section, as long as both ends have an isolator. Sections are useful in both conventional and digital operation:

- In conventional (analog) operation, you need to feed stretches of track individually to control trains independently of each other. This enables you, e.g., to switch off a section's power to stop a train for a red signal.
- In digital operation, especially with a PC, it is often handy to know
where trains are so that the software can control them. Usually, the layout is divided into sections of track, each with its own occupancy detector. The shorter the sections, the more accurate the positional information.

**NOTE**: Once you've created a section, you can change its properties such as color, name and usage. You can also see a list of sections. This is helpful when calculating how many occupancy detectors you need. See Generating a list of Sections 70.

# 1.9 Working with sections

Here are the two methods for creating a section.



# Method 1: Creating a section from selected track



Method 2: Creating a section from isolated track





**TIP**: Of course, you can also use the Ribbon to create the section. Left-click one piece of track within the isolated tracks to select it, and click Create Section in the Ribbon

# To change a section's properties

1. Left-click a piece of track in the section.

The Ribbon opens the Track tab with a Section group:

File	Home In	isert Track libra	ries Objec	t libraries Use	r objects Setting	s Track			
🔗 Delete	🛪 Rotate	Layer:	Hidden	Extend selection	Disconnect	Se height	Remove sections	Name	
🛓 Glue	Flip Flip	Layer 1 •		Select section Select stretch	Change direction	oth slop	pe	Usage Unspecified	*
General Tr			Trac 'c	ection' arou	in in		Section		

2. Select a Usage and enter a Name.

The name appears on the layout:



# To change a section's color

1. In the Ribbon Track tab, Section group, select Color.

A color selection box appears:

∍ ब 🕫	0048.any - AnyRail (Licensed to David) Tools				
Insert	Track libraries Object libraries User objects Settings Track				
Layer:	🔲 Hidden Extend selection 👚 Disconnect 🔌 Set height Remove section	ns Name	Zone 1	Font	Arial
Layer 1	✓ Select section	Usage	Unspecified 🔹	Size	120
	Select stretch A selection of colors appears.	🚳 Col	lor *		
eral	Click More colors for more				
	· · · ·				
			More Colors		7
	Tono 1	-	4		
	20116 1	- Y	The second secon		P
	X				

2. Select a color.

The section changes color.

# 1.10 Working with height

Few model railway layouts are entirely on the same level. Fortunately, AnyRail can handle track at varying heights.

If you want to make sure that the height of a certain point is not changed accidentally, right-click it, and select Lock height.



The point turns blue to indicate that its height is locked:



# 1.10.1 Displaying heights

Before working with heights, it helps to switch on their display.

# To display heights

>*In the Ribbon* Home *tab, find the* Show *group:* 

2	🐚 😫 🕥	⊙ ₹							0054.any - Any
File	Home	Insert	Track libra	ries	Object libraries	User objects	Settin	gs	
Cut	Copy Past	e Layers	Cente	erline	<ul> <li>Roadbed</li> <li>Hidden track</li> <li>Visible track</li> </ul>	<ul> <li>Part number</li> <li>Section name</li> <li>Section usage</li> </ul>	e E Heig	e percentages ht on slopes ht on plains	<ul> <li>Lines and su</li> <li>Texts</li> <li>Rulers</li> </ul>
(	lipboard	Layers					Show	Check th hree boxe this colur	ne es in nn.

Heights now appear on the track:



#### 1.10.2 Specifying heights

There are various ways to create a slope, or set the height of track. As it can be on a slope, a piece of track doesn't necessarily have a single height. AnyRail works out the height based on the track's endpoints and connections.

You can specify a certain height for a stretch of track, and then ease the connected track into sensible gradients.

AnyRail will show a warning if slopes are too steep.

If your tracks cross, make sure you leave enough headroom for the lower train, and any possible overhead lines! Bear in mind the thickness of the tracks, the sleepers, and the actual bridge.

# To set selected track to a certain height





# To specify a height for a point

This function is useful when you want to set the height of an individual point.

1. Right-click the point (this is an endpoint or a connection), and select Set Height....

Alternatively, select the point by left-clicking it, and in the Ribbon Track tab, select Set Height...

- 2. Set the height.
- 3. Click OK.

# To create a smooth slope

Sometimes, it's useful to create a slope between two points, where AnyRail calculates a linear descent percentage. This is called a *smooth slope*.

There are a few restrictions when creating a slope from point A to point B.

- All the track on the slope should be connected.
- There should be only one 'path' from A to B.
- The path may go through turnouts and crossings, but the path may not split to a third point.
- Point A and point B must be on a regular straight or curve, not a turnout or a crossing.

#### **NOTE**: This feature works best when A and B have a different height!



# Example:

# To set the maximum percentage for slopes

1. Open the Ribbon Settings, and locate Slopes.

			0060.any - A	nyRail (Licens	ed to Da	avid)	
raries	User objects	s Setting	5	_	-	_	
	Endpoint	1.5	Alert on flex too long	Distance	0.3	Maximum % 3	Track:
	Connection	1.5	🔽 Alert on too sharp curve	es Angle	3		Autoco
	Control point	2	Minimum radius 36				Allow n
	Sizes		Flex	Toler	ances	Slopes	
		Maximur slopes in	n percentage for the 'Settings' tab.				

2. Set the Maximum percentage.

# 1.11 The Status Bar

There's a lot to keep track of if you use all of AnyRail's features. The good news is that the Status bar is a mine of information:

•			III							+
cm	(190.24, 105.83	) (186.24, 106.66, 3.7/	4) 22.93	Layer 2 L	ayer 1 H0 Märklir	n C 24229. Straight 2	229.3mm. Main (Unspe	ecified) 👃 1:10	· <b>○</b> · · · · •	
Measurement system	Mouse position	Hovered object position	Selected track length	Current layer	Hovered object	Hovered object info	Hovered object section info	Hovered object glued?	Current view scale	
					layer					

# 1.12 More than just track

Being enthusiasts ourselves, we suspect that your layout will contain more than just track!

For this reason, AnyRail enables you to <u>draw shapes</u> and <u>draw shapes</u> and <u>draw shapes</u> and <u>draw your layout</u> to represent scenery, such as stations or landscape features. Of course, you can draw your train table or your garden.

You can also mark track as hidden, and add text has labels and position them as required.



# Additionally there are plenty of predefined elements 56.

## 1.12.1 Adding lines and shapes

To add a line or a shape



**TIP**: Turn a line into a shape by clicking on the starting point.

**TIP**: You can also right-click on the work area, and select Add line/surface from the popup menu.

# To change the line into a surface



To add a point to the line



TIP: You can add a point by hovering over the line and pressing 'p'.



TIP: To quickly delete a point, click it and press 'Delete'



• Simply drag the point to move it.

Sometimes you need to precisely position a point, e.g. if you're drawing your train table.

## To position a point



You can create round or curved corners for points that have neighboring points. The points at the end of the line cannot be set to round or curved.

- A round corner is a perfect arc. A part of a circle.
- A curved corner is a curve halfway to each neighboring point.



For an overview of all available functions, please see the Reference Guide 74.

## 1.12.2 Manipulating lines and shapes

This topic covers a few special functions for surfaces.





## 1.12.3 Adding Text

You can place text anywhere on your layout plan, for example to label features or make notes to yourself.

#### To add text

- 1. Find the Ribbon Insert tab, and click Add Text.
- 2. Click in the work area.
- 3. Enter your text and press Enter.

**NOTE**: Depending on the scale of your drawing, the initial text may be very small. To change the size, left-click the text, and set the size in the Ribbon.

**NOTE**: To create a new line, use Shift-Enter.

#### Change the appearance

>Left-click on the text and select one of the options from the Ribbon Text tab.

#### To edit existing text

>Double-click the text.

#### To move the text

• Place the cursor on the text, left-click and hold to drag the text.

You can also add names to sections of track. See Working with Sections 37.

#### 1.12.4 Adding Rulers

#### To add a ruler

- 1. Find the Ribbon Insert tab, and click Add Ruler.
- 2. Click in the work area.
- 3. Size the ruler by dragging its end points.

# Change the appearance

>Left-click on the ruler and select one of the options from the Ribbon Rulers tab.

## To move the ruler

>Place the cursor on the ruler, left-click and hold to drag the ruler.

#### 1.12.5 Marking track as hidden

Some of your track may not be visible, for example in tunnels or fiddle yards, or underneath features such as station canopies. For this reason, AnyRail can show hidden track as a dotted line.

## To mark track as hidden

1. Select the track that is supposed to be hidden.

2. In the Ribbon Track tab, check Hidden.



To show hidden track



#### 1.12.6 Predefined elements

AnyRail has a number of predefined elements that you can find in the Objects tab.

These include:

#### Scenery elements



# Signals





#### Structures



## 1.12.7 Groups

You can combine lines, surfaces and text into a Group.

#### To create a group

1. Select all the elements that should form the group.

2. Click Group on the Ribbon.

## 1.13 Layers

AnyRail layers let you show or hide different parts of your layout plan while you're working on it, e.g. to hide scenery while working on track. It's up to you how to arrange them. A layer can contain all sorts of elements, on all heights. (Really, a layer is just an arbitrary group of elements.)

There is always one current layer. This layer is always visible. New elements are always added to the current layer.

#### 1.13.1 The Layers pane

Maintain your layers using the Layers pane.

From this pane, you can add, delete, and rename layers. You can also pick which layers are visible.



#### To add a layer



## To remove a layer

>Click the little red cross to delete a layer.

**CAUTION**: Deleting a layer deletes all the elements it contains! If you press Delete layer by accident, you can always use Undo (Ctrl-Z).

## To rename a layer

>Double click the layer name so you can edit it.

NOTE: AnyRail makes sure that each layer has a unique name.

# To make a layer visible or invisible

>Click the check box in front of the layer name.

**NOTE**: You cannot make the current layer invisible.

**NOTE**: The current layer is **bold**.

**TIP**:Click a layer name to make it the current layer.

#### 1.13.2 Moving objects to another layer

Of course, it might happen that you decide to move something to another layer. That's easy.

# To move objects to another layer

- 1. Select the objects.
- 2. In the Ribbon, select the target layer.

#### Example



# 1.14 User objects

You can save your creation as a "user object" for later reuse. You can even share user objects with other AnyRail users.

## 1.14.1 Creating a user object

You can create a user object out of a single line or surface, or from any group which can contain lines, surfaces and text.

#### To create a user object



A dialog appears.



Description		
Category	🚷 Unspecified	•
Scale	HO	
Name	Yellow truck	3. When done,
Manufacturer	Home made	click OK.
Part number	1-A	
Description	Yellow truck made from	m styrene
Author	David	/
		OK Cancel

The user object is added to the correct library in the User objects tab.

# 1.14.2 Managing user objects

To take a look at your user objects, open the User objects tab.

File	Home In	isert Tra	ack libraries	Object libraries	User objects	Settin	gs			
🗿 Down	load new items	📃 roco	Bachmann	(Thomas and Friends	) 🔲 Daron		Mattell - Match Box	Praline 🔲 Woodland Scenics	Hornby	
			Boley Dep	t 1-87	📃 Herpa Mode	els 🔲	Mini Metals	🔲 Ton		
			Busch		Majorette		Model Power	Wiking		
Use	er objects	1:1				HO			00	N

# To update your user objects

- 1. Make sure you have a working internet connection.
- 2. In the User objects tab, click Download new items.

# To open a library of user objects

>Check the library's check box.

The user objects are displayed just like the regular track items.



If you've created an object you want to share, you can upload it to the AnyRail servers.

## To share a user object



Details		
Category	🥔 Vehicle	•
Scale	HO	<b>₩</b>
Name	Flatbed Wrecker	
Manufacturer	Boley Dept 1-87	2. Check the
Part number	4114-26	details one more
Description	International Flatbed Wrec	time and click
Author	Peter Smith	Share (uploau).
C:\udros\H0\Boley De	pt 1-87\25b20444-91d7-433b-917 Share (u Delete OK	7e-6bd .b6062a.udro pload) Reset Cancel



**NOTE**: Other people won't see your objects right away - we have to approve them first.

# 1.15 Finishing up

Once you've completed the design, you'll need to get it in some sort of usable form. It's simplest just to print the layout. However, you can also save parts of it as pictures – useful for emailing your friends or to publish your track plan on a forum.

In addition, you can view lists of materials and sections.

#### 1.15.1 Saving your work

You can save AnyRail design files just as you would with any other Windows software. You might also find Save as useful for recording different stages of your design.

#### To save your file

*From the File tab, select Save.* 

#### To save your file with a new name and location

*From the File tab, select Save As.* 

A standard file window opens, allowing you to save a copy of your file. The old one is untouched.

# Auto-save

AnyRail auto-saves your work every 10 minutes in a separate folder. If AnyRail closes in a normal way, these auto-saved files are deleted to preserve disk space.

However, if your computer crashes, or if AnyRail terminates in an unexpected way, you can find a recent copy in the Autosave folder.

# To find an auto saved file

- 1. Open the File tab.
- 2. Select Help.
- 3. Click the button tagged Autosave Folder.

NOTE: The most recent file you find is probably your best choice.

## 1.15.2 Print preview

Color ink is expensive! Also, it can be annoying to wait while a design prints out, only to discover that the settings were not quite right. For this reason, AnyRail enables you to see what your printout is going to look like.

# To preview your printout

• From the File tab, click Print.

AnyRail displays a preview of your printout.

# 1.15.3 Printing your design

# To print your design

1. From the File tab, select Print.

2. Review your settings and click the Print button.

The design prints at the specified scale, using several pages if required.

**NOTE**: Printing a large layout in a large scale takes a lot of processing power and resources. Each page is a picture, so it might take a while depending on your computer.

**TIP**: To print your layout to real size, set the view scale to 1:1. However, before clicking OK, check the number of pages it will take!

# 1.15.4 Generating pictures

You can either create a picture of whatever is in view, or of the complete plan.

The resolution of the resulting picture depends on the view scale that you have set.

If pictures get too large, choose another view scale.

#### To generate pictures (.gif, .bmp, .jpg or .png)

- 1. If required change the view scale. The scale slider is in the lower right corner of the status bar.
- 2. Use the scroll bars to get the exact picture you want if you need to crop the layout.
- *3. From the Ribbon* File *tab, select* Export As, *then in the right pane, click* Picture.

A window appears:

Entire plan		View	area only
Size			
Width	1920	Height	1920
Units	o pixels	🔘 cm	) inches

4. Click OK.

A standard File window opens.

5. Save the file in the required graphics format.

THIS IS NOT THE SAME AS SAVING YOUR TRACK PLAN! These pictures cannot be reloaded into AnyRail.

#### 1.15.5 Generating a 3D file

You can generate a Collada file that can be imported into most 3D drawing programs such as Google SketchUp.

Please note that the 3D export only draws a very rough version of the track. It can be used to check the elevations.

## To create a Collada 3D file

- 1. Open the File tab.
- 2. Select Export as.
- 3. Select Collada 3D file.
- 4. Type or select a file name, and press Save.

## 1.15.6 Generating a TrainPlayer file

You can generate an intermediate file that can be imported by TrainPlayer, a program that simulates running trains on a layout. For more information, please go <u>here</u>.

#### To create a TrainPlayer file

- 1. Open the File tab.
- 2. Select Export as.
- 3. Select TrainPlayer export file.
- 4. Type or select a file name, and press Save.

#### 1.15.7 Generating a list of materials

The list of materials contains all the track you've placed on the layout. It also shows the total track length, and the track length per track element.

### To generate a list of materials

- 1. From the Ribbon File tab, select Info.
- 2. Here, select List of materials.

The list of materials opens:

Track & Objects	-	*
R001, Z Rokuhan R001. Straight 110mm.	18	
R002, Z Rokuhan R002. Curve radius 195mm, angle 45°	2	
R006, Z Rokuhan R006. Left turnout 110mm. 13º (remote)	10	
R007, Z Rokuhan R007. Right turnout 110mm. 13º (remote)	17	
R008, Z Rokuhan R008. Straight 55mm.	11	
R009, Z Rokuhan R009. Straight 220mm.	80	
R012, Z Rokuhan R012. Curve radius 490mm, angle 13°	11	
R013, Z Rokuhan R013. Buffer/Bumper 42mm.	13	
R017, Z Rokuhan R017. Flex 117.93mm.	2	
R017, Z Rokuhan R017. Flex 123.76mm.	1	
R017, Z Rokuhan R017. Flex 126.53mm.	1	=
R017, Z Rokuhan R017. Flex 24.4mm.	2	
R017, Z Rokuhan R017. Flex 27.18mm.	1	
R017, Z Rokuhan R017. Flex 27.31mm.	1	
R017, Z Rokuhan R017. Flex 30.09mm.	1	
R017, Z Rokuhan R017. Flex 32.87mm.	1	
R017, Z Rokuhan R017. Flex 35.65mm.	1	
R017, Z Rokuhan R017. Flex 38.43mm.	1	
R017, Z Rokuhan R017. Flex 41.21mm.	1	
R017, Z Rokuhan R017. Flex 75.87mm.	1	
R017, Z Rokuhan R017, Flex 81,55mm.	1	
Track lengths		
R001, Z Rokuhan R001, Straight 110mm.	1.98 m	
R002, Z Rokuhan R002, Curve radius 195mm, angle 45°	0.31 m	
R006, Z Rokuhan R006, Left turnout 110mm, 13º (remote)	2.21 m	
R007, Z Rokuhan R007, Right turnout 110mm, 13º (remote)	3.76 m	
		-
		•
	Save Print Clos	e

**TIP**: Copy and paste the list into a spreadsheet for further processing.

# 1.15.8 Generating a list of Sections

The list of sections is very useful when assigning occupancy detectors.

# To generate a list of sections

>From the Ribbon File tab, select Info.

>Here, select List of sections.

The List of sections opens:

List of sections			
B01 B01.1 B01.3 B02 B02.1 B02.3 B03 B03.1 B03.3 B04 B04.1 B04.3 B05 B05.1 B05.3 B06 B06.1 B06.3 B07 B07.1 B07.3 B08 B08.1 B08.3 B09 B09.1 B09.3 B10	Pass through Detection Detection Pass through Detection Pass through Detection Pass through Detection Pass through Detection Detection Pass through Detection Slow down and accelerate Detection Detection Pass through Detection Pass through Detection Pass through Detection Pass through Detection Pass through Detection Pass through Detection Pass through Detection Detection Pass through Detection Detection Detection Pass through Detection Detection Detection Detection Pass through Detection Detection Detection Detection Pass through Detection Detection Detection	0.93 m 0.47 m 0.46 m 0.73 m 0.46 m 0.46 m 0.89 m 0.36 m 0.45 m 0.23 m 0.23 m 0.23 m 0.23 m 0.23 m 1.01 m 0.46 m 0.58 m 1.01 m 0.46 m 0.45 m 0.46 m 0.97 m 0.46 m 0.47 m 0.46 m 0.97 m 0.96 m 0.96 m 0.96 m 0.96 m 0.96 m 0.96 m 0.96 m 0.97 m 0.96 m 0.96 m 0.96 m 0.97 m 0.96 m 0.97 m 0.96 m 0.97 m 0.96 m 0.97 m 0.96 m 0.97 m 0.96 m 0.96 m 0.97 m 0.96 m 0.96 m 0.97 m 0.96 m 0.97 m 0.96 m 0.96 m 0.97 m 0.97 m 0.96 m 0.97 m 0.97 m 0.96 m 0.96 m 0.97 m 0.97 m 0.96 m 0.97 m 0.97 m 0.96 m 0.97 m 0.97 m 0.97 m 0.97 m 0.96 m 0.97 m	
*			•
	Save	Print Close	

**TIP**: Copy and paste the list into your spreadsheet program for further processing.

# 1.16 Licensing

With the trial version, you can freely use AnyRail for small layouts of up to 50 elements.

If you want to go beyond that, you need to buy a license key that unlocks the software and lifts this restriction.

To register, first buy a license on our website.

You will get an email stating your registered user name and license key.

# To register AnyRail

1. Open the File tab, and select Help.

Help	Options	DRail Modelspoor Software is not responsible for any damage caused by the use of this software. The legal responsibility will never exceed the price paid for this software.
ୡ Exit	Autosave folder	AnyRail uses: Anti-Grain Geometry Shemanarev (McSeem)
	Updates	Registration
	Check for updates	Register

2. Copy and paste the necessary information from your registration email.

License key ABCD-EFGH-IJKL-MNOP

# 3. Click OK.

**NOTE**: You may use your license on multiple computers, as long as you are the one using the software.

#### 1.16.1 Updates and upgrades

Whether or not you have a license for AnyRail, you can always update your installation for free. Updates can be recognized by a difference in the minor version number, e.g. 5.15.0 to 5.19.0, or in the patch number 5.15.0 to 5.15.1.
Upgrades can be recognized by a difference in the major version number, e.g. **4**.27.0 to **5**.1.0. Whether upgrades are free depends on your current license.

#### To check the current license

• Open the File tab, and select Help.



AnyRail indicates for which major versions your license is valid.

Of course, AnyRail will never overwrite an existing licensed version. If you install a newer version for which you do not have a license, the new version will be installed next to the old version.

### To check for updates and upgrades

• Open the File tab, and select Help.



AnyRail automatically contacts us to see if a newer version is available. If so, it will ask you whether you want to update.

## Update options

Depending on your settings, AnyRail regularly checks for updates automatically

### To view or change the update options

- 1. Open the File tab, and select Help.
- 2. Click Update options.

## 2 Reference Guide

This part of the user manual lists each AnyRail feature and function.

**TIP**: If you're new to AnyRail, please read the <u>Getting Started</u> first.

### 2.1 Features

This chapter lists those AnyRail features that need some extra explanation.

### 2.1.1 Glue

You can "glue" certain elements, such as track and predefined elements, so that you can't accidentally move them.

### To glue track

>*Right-click the element, and select* Glue.

### 2.1.2 Rotate

Any element or selection of elements can be rotated.

### Method 1

1. Select the elements. A selection box with a handle appears.



2. Use the handle to rotate the selection.

**NOTE**: If the handle is red, the selection cannot be rotated. Usually this is caused by glued items.

### Method 2

1. Select the elements. Depending on what you select, various extra

tabs appear on the Ribbon:

200	a 🖪 🔾 🕥	<b>a</b> =	Untitleo	I - AnyRail (Licen	sed to David)	Tools						- • X
File	Home Ir	sert Track lib	aries Object libraries	User objects	Settings	Track	Lines and surfaces	Rulers	Texts	Selection		0
🔗 Delete 🌡 Glue	🛪 Rotate 🕶 Flip Selectio	Layer: Layer 1 n	Croup	tions that ca	n be	1	1	17	1	1		
				selection.		Dependi one or	ng on your sel more of these appear.	ection, tabs		The 'Sel applies to sele	ection' tab o the whole ection.	

2. Click Rotate

A new window appears:

Rotate		
Angle D		
-180 (clockwise)	0	(counterclockwise) 180
1 1 1 1 1 1 1 1	<u> </u>	r r r 1
-90 -30 -10 -5 -21/2 -1	-1/4 0 +1/4	+1 +21/2 +5 +10 +30 +90
		OK Cancel

*3. Enter an angle or use the slider. Your selection rotates as you change the angle.* 

You can also use the buttons to rotate a certain number of degrees. The 0 button resets the rotation to the start position.

4. Click OK.

Using the slider will change the angle in full degrees. However, the angle may be changed an arbitrary amount by entering a value in the edit box, i.e. 23.7.

### 2.1.3 Flip

Some elements can be "flipped" (i.e. turned into a mirror image of themselves). You can use this feature to invert your complete layout if you wish. AnyRail will automatically replace each element with its mirrored counterpart. AnyRail shows a list of elements that cannot be mirrored.

### To flip an element or a selection of elements

- 1. Select the elements to flip. For track, all connected track is flipped automatically when a subselection of it is flipped.
- 2. In the Ribbon, select Flip.

The elements are mirrored. If the action cannot be completed, a list of problem elements is displayed. These elements don't have a mirrored counterpart.





### 2.2 The Quick Access Toolbar

The Quick Access Toolbar is the list with small icons at the top left of the window.



Don't worry if you can't remember the small icons! If you hover over them you'll see a tooltip.

#### To change to Quick Access Toolbar

1. Right-click the function you want to add to the Quick Access Toolbar. 2. Select Add to Quick Access Toolbar.

#### Example





**TIP**: To reset AnyRail to its original settings, shut it down and start it again while holding SHIFT down.

### 2.3 The Ribbon

All functions available in AnyRail can be accessed through the Ribbon.

The Ribbon is the part at the top of the window where the functions are displayed.

The Ribbon is organized into tabs. A tab is organized into groups.



When you resize the AnyRail window, the Ribbon resizes as well. Groups might collapse.



To open a collapsed group, simply click the little arrow on it.

Sometimes, the Ribbon takes too much space. To fold it, double-click one of its tabs (not the File tab).

Double-click a tab again to unfold it.



## Tabs

Not all tabs are visible at all times. The tabs to work on track, lines, rulers, etc. only appear when you have selected these elements and are highlighted in green.



### 2.4 Ribbon Tab Reference

In the following, each function on each tab is listed and explained.

### 2.4.1 File tab

This in fact is not a real tab. It is the backstage button. Click it to open.



New	Start a new layout.
Save	Save the layout.
Save As	Save the layout by a new name.
Open	Open an existing layout from disk.
Info	Info on your current design.
Recent designs	The files you have opened most recently.
Print	Print the layout or change print settings.
Export as	Export the layout in various formats.
Help	Help, updates, and registration.
Options	Program options.
Exit	Quit the program.

## Info

Click Info to find these options.



List of materialsThe list of all elements used in your track plan.List of sectionsThe list of sections you defined for your track plan.

## **Recent designs**

Click Recent designs to see the files you recently used.

## Print

Click Print to find these options.



Print	Print the plan at the current scale.
Copies	The number of copies to print.
Portrait/Landscape	The paper orientation.
Suppress empty	Do not print pages with nothing on it.
pages	
Selection	Print only what is selected in the plan.
Print scale	Set the print scale in various ways.
Print alignment	Print markers on the page corners to make it easier
markers	to align them.
Print date/time and	lPrint this info on each page.
name	
Print Setup	Setup printer, paper size, etc.

## Export as

Click the arrow on the Export As button to find these options.



Picture	Create a picture of your plan.
Collada 3D File	Create a basic 3D file that can be viewed in Google
	SketchUp and most other 3D viewers.
Trainplayer export	Create a file that can be interpreted by Trainplayer.
file	Trainplayer is a program to simulate running trains
	that can be found here: <u>TrainPlayer</u> .

## Help



Help	Open this documentation.
AnyRail Website	Go to the AnyRail website.
Options	Open the options dialog.
Autosave folder	Open the folder with the automatically saved files. Use
	this function in case AnyRail stopped or was stopped in
	an unexpected way, and you want to recover the layout
	you were working on.
Check for	Contact the AnyRail server and see if there are any
updates	updates.
Update options	Set the automatic update function.
Register	Register the software with a license key.

## Options

This button opens a new window where you can set additional options.

Options	23
General Libraries User objects	General options User Interface Options Small track icons Center work area
	Done

**General options** 

Small track icons Check to make the track libraries smaller. This is useful for preserving screen estate.

Center work area Uncheck to draw the work area in the left upper corner of the screen. Check to center the work area.

Libraries

General		19 18 E
Libraries	Track and ob	yects
User objects	Displayed libraries	
	G	<b>V</b> SM-32
	II 🔽	I
	0	S S
	IN HO	00
	<b>P</b> 4	Π
	N N	<b>▼</b> Z
	Т	🔽 Lego
	Symbols	1:1

Select the scales for which you want to use the track and object libraries.

## User objects

Options		23
General Libraries	User objects Options	
User objects	User objects Folder	
	C:\udros Move Change	
	Dor	ne j

Move	Move your user objects to another folder.
Change	Set a new folder for your user objects.

#### 2.4.2 Home tab

The home tab contains functions you probably use most often They mainly control what's currently displayed.



	V.
Layers	Open the layers pane.
Centerline	Show only a single line for the track.
Track	Show the track. The outer lines of what's drawn are
	the actual rails.
Sleepers	Draw Track with sleepers. The sleepers have the
	actual width, but not the actual position and distance
	from each other.
Roadbed	Show the roadbed of the track. The actual width of the
	sectional elements is used here.
Hidden track	Show all track labeled Hidden. This is dotted track in
	tunnels, hidden staging yards, etc.
Visible track	Show all track not labeled Hidden. This is all track in
	plain sight.
Part number	Show a part number on each track element. The
	software tries to scale the font down on smaller parts.
	If this is not possible, the track number won't show.
Section name	Show the name of the section. This only shows when
	there's enough room. The software determines a
	position and orientation for the text.
Section usage	Show the usage of the section. This shows only when
	there's enough room.
Slope percentage	This shows the percentage of the gradient (if any).
	1% means one unit of descent/ascent per 100 units of
	distance, e.g. 1 cm per meter. When the slope is too
	steep, this percentage will be shown in red. See
	Settings [92] to set the maximum slope.
Height on slopes	Show the height, but only on slopes.
Height on plains	Show the height, but only on plains. The height is
- '	only shown here and there.
Lines and	Show lines and surfaces.
surfaces	

Texts	Show texts.
Rulers	Show rulers.
Glue	Show glue indicators.
Pages	Show the pages as the layout would be printed in the
	current view scale.
Guides	Show circle center point for curved flex track.
Lower limit	Only show all elements with a height of at least this
	value. Together with the Upper limit, his allows you to
	define a horizontal slice of your layout.
Upper limit	Only show all elements with a height below this
	value.
View scale	Set the display scale.
Fit to window	Find the largest scale such that the work area fits the
	window.

#### 2.4.3 Insert tab

On the insert tab are elements that can be added to the layout.

File	Home	Insert	Track libraries	Object libraries	User objects	Setti	ngs
2		Width	10	Radius 10		$\leq$	
Add	Add	Height	10	Add		Add	Add
line/sufface	rectangle	2	Lines and surface	s circle		ruler Ruler	text Text

Add line/Add a line or a surface. This function can be used to drawsurfaceshapes, the train table, or even your garden.

Add rectangleAdd a rectangle with the given measurements.

- Width Width of the rectangle to add.
- Height Height of the rectangle to add.
- Add circle Add a circle with the given radius.
- Radius Radius of the circle to add.
- Add ruler Add a ruler. The length and style can be set afterwards.
- Add text Add text. The font and size can be set afterwards.

#### 2.4.4 Track libraries tab

On this tab you can find all supported track libraries.

File	Home	Insert	Track	libraries	Object libraries	User objects	Setting	32									
Aristo-Cra Bachmann	ft * Lionel *	Peco *	Thiel *	Hübner * Märklin *	Atlas *	Lenz *	Peco *	GarGraves *		Hornby *	Exactoscale *				Eishindo *	Lego *	Symbols *
LGB *	T TIKO			Peco *	KBscale *	Micro Engineering	1033	American Models *	H0 *			Π •	N •	Z Ŧ			
	G	SM-32	п	I		0		S		00	P4				Т	Lego	Symbols

Note that the libraries are sorted by scale or gauge.

Click on the little down arrow to open a folded group (e.g. H0 in the picture).

Click a manufacturer's name to get a list of the track systems we support.

**TIP**: Most people only use one gauge. To hide all gauges you are not going to use, go to the Options [85].

#### 2.4.5 Object libraries tab

On this tab you can find all the predefined objects, such as signals, trees, and structures.



The icon indicates the sort of objects that you'll find.

Click the small arrow to open the list of supported libraries.

**TIP**: Most people only use one gauge. To hide all gauges you are not going to use, go to the Options [85].

#### 2.4.6 User objects

On this tab you can manage your user objects.

File	Home I	nsert Tr	ack libraries	Object libraries	User objects	Settings			
O Dowr	nload new items	🔲 roco	Bachmann	(Thomas and Friends)	Daron	Mattell - Match Box	Praline 🔲 Woodland Scenics	Hornby	- 🗐
-			📃 Boley Dept	1-87	Herpa Model	s 🔲 Mini Metals	🗖 Ton		
			🔲 Busch		Majorette	Model Power	Uiking		
Us	er objects	1:1				HO		00	N

Click Download new items to download items that others have shared.

The items are ordered per scale, per manufacturer.

### 2.4.7 Settings tab

Use this tab to change the overall settings of the software.

AnyRail remembers settings between sessions, but also saves them with each layout.

File	Home Insert	Track libraries Object libraries	User objects	Settings					
T	Width 500	🔲 Grid	Endpoint 1.5		Alert on flex too long	Distance 0.3	Maximum % 3.2	Track:	Lines and surfaces:
UI.	Depth 500	Size 50	Connection 2		Alert on too sharp curves	Angle 3		Autoconnect	📃 Snap to grid
system *			Control point 2		Minimum radius 36			Allow mixed rails	Size 1
Units		Work area	Sizes		Fley	Tolerance	s Slones	F	ebavior

Measurement	Choose from cm, mm, inches with fractions or
system	decimals.
Width	The width of the work area on screen. Make it
	somewhat larger than your train table.
Depth	The depth of the work area on screen. Make it
	somewhat larger than your train table.
Grid	Show a grid.
Size	Size of a square of the grid.
Endpoint	The drawing size of an endpoint. An endpoint is the outer end of a piece of track.
Connection	The drawing size of a connection. The connection is the
connection	circle denoting that two pieces of track are connected.
Control point	The drawing size of the control points. These are the
	points to manipulate flex track and lines.

Alert on flex too long	When checked, overstretched flex appears red.
Alert on too sharp curves	When checked, too-tightly curved flex appears red.
Minimum radius	Radius used for determining when Alert in too sharp curves triggers.
Distance	The maximum distance allowed allowed between connecting endpoints.
Angle	The maximum angle allowed between connecting endpoints.
Maximum percentage	The maximum percentage allowed on slopes.
Autoconnect	Automatically connect track when endpoints are close enough.
Allow mixed rails	When checked, any track with the same gauge will connect. Uncheck to make sure you use the correct transition track.
Snap to grid	Makes lines and surfaces snap to an underlying grid. The left upper point of the line or surface is aligned with the grid.
Size	The underlying grid size for Snap to grid. If the size is very small, the grid will work but not be displayed fully.

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### 2.5 Context sensitive tabs and popup menus

Some tabs only display in specific cases, depending on what you've currently selected on screen.

These tabs have a green glow.

When you right-click an object, a popup menu comes up, giving you fast access to the most frequently used features.

#### 2.5.1 Track tab and menu

The Track tab appears when track is selected.

File	Home Ir	nsert	Track librari	es Objec	t libraries Use	r objects Settin	gs Track	
🔗 Delete	🛪 Rotate	Layer:		📃 Hidden	Extend selection	🍧 Disconnect	🍓 Set height	Create section
👃 Glue	👦 Flip	Layer 1	*		Select section	Add isolators	Z Smooth slope	
					Select stretch	Change direction		
	Genera	il				Track		

The track popup menu appears when you right-click the track.



Glue

Delete Delete the selected track.

Glue the selected track to prevent accidentally moving

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	it.
Rotate	Rotate the selected track and all connected track with
	it.
Flip	Mirror all selected track with all connected track.
Layer	Move selected track to another layer.
Hidden	Draw selected track dashed to indicate it's not visible
	on the real layout.
Extend selection	Enlarge the selection in a logical way. Double click on
	the track has the same result.
Select section	Only when sections are used: select the complete
	section.
Select stretch	Select all connected track.
Disconnect	Disconnect the selected track.
Add isolators	Insert isolators at the outer ends of the current
	selection.
Change direction	For straight track only:add an arrow to indicate one way
	track.
Set height	Set the height of the selected track. See <u>here</u> $42$ for
	more details.
Smooth slope	Create a slope for the selected track. See <u>here <math>44</math></u> for
	more details.
Create section	Turn the selection, or isolated track, into a section.
	See here 36 for more details.
Remove Section	Remove a section. The track itself remains unaffected,
	but is no longer part of a section. See here 36 for more
	details.
Cut	Cut the selected track.
Сору	Copy the selected track.

## Section functions

Whenever a <u>section</u> is defined for the selected track, the tab has a few additional functions.

Track						
Set height	Remove sections	Name		Font	Arial	-
Smooth slope		Usage	Unspecified 🔹	Size	120	
		🕹 Co	lor *			
			Section			

Remove sections Remove the section definitions. The track itself is not removed.

- Usage Select a usage type here.
- Color Select a color for the section.
- Font Select a font for the section label.
- Size Set a font size for the section label.

#### 2.5.2 Endpoint tab and menu

Clicking on an endpoint (the small line and triangle at the end of the track) reveals the Endpoint tab.

File	Home	e Ins	ert	Track libraries	Object	libraries	User objects	Settings	Endpoint	
👸 Lock h	neight	х	112.54	*	Connect					
🔌 Set he	eight	у	72.05							
		angle (°)	3.86							
Heig	ht	F	osition	Cor	nnection					

The Endpoint popup menu appears when you right-click an endpoint.



Lock height Lock the height so it cannot be changed by accident. Be careful using this function and make sure that you check the heights surrounding it to confirm the slopes are all OK.

Set height	Set the height of this point. For an explanation go here $4$
х	The x coordinate of this point (left to right).
У	The y coordinate of this point (top to bottom).
angle	The direction of the endpoint.
Connect	Connect this endpoint to a nearby other endpoint.

#### 2.5.3 Connection tab and menu

Clicking on a connection (the small circle between two pieces of track) reveals the Connection tab.

File	Home	e Inse	ert	Track libraries	Object libra	aries (	Jser objects	Settings	Connection
🔒 Lock h	eight	x	112.96	6.0	Disconnect				
🔌 Set hei	ight	у	78.33		Add isolator				
		angle (°)	3.86						
Heigh	nt	F	osition	C	onnection				

The Connection popup menu appears when you right-click a connection.



Lock height Lock the height so it cannot be changed by accident. Be careful using this function and make sure that you check the heights surrounding it to confirm the slopes are all OK.

Set height... Set the height of this point. For an explanation go <u>here</u> 44

х	The x coordinate of this point (left to right).
---	---

y The y coordinate of this point (top to bottom).

angle The direction of the endpoint.

.

Disconnect Remove the connection and disconnect the track.

Add/Remove Adds or removes the isolator between the two pieces of

isolator track. Use this to create  $\frac{1}{37}$ .

#### 2.5.4 Lines and surfaces tab and menu

This tab is only available when a line or surface, or one of its points is selected. A general explanation is <u>here</u> 47.

The popup menu is available when you right-click a point or a line.

## **Point functions**

Tab:

File	Home	Insert Track lib	raries Object lil	braries User o	bjects	Settings	Li	nes and surfaces	
x 139.7 y 63.5		Move point Move surface	<ul> <li>Normal corner</li> <li>Round corner</li> <li>Curved corner</li> </ul>	Add point	Load image	Remove image	Width Heigh Angle	t	<ul> <li>Maintain aspect ratio</li> <li>Adjust outline</li> </ul>
Point								Image	

#### Right-click menu:

10	Delete point
10	Add point

x	The x coordinate of this point (left to right).
У	The y coordinate of this point (top to bottom).
Move point	Move only this point.
Move	Move the whole surface.
surface	
Normal	The corner defined by the neighboring points.
comer	
Round	A perfect arc.
comer	
Curved	An elliptic corner.
comer	
Delete point	Delete the current point.
Add point	Add a point close to the current point.
Load image	Load an image to fill the surface.
Remove	Remove the image that fills the surface.
image	
Width,	Set the size of the image (in your measurement units), and

Height, the orientation.

Angle

Maintain Keep the aspect ratio of the original image.

aspect ratio

Adjust Recalculates the surface outline so it fits the picture

outline exactly.

## Line and surface functions

#### Tab:



File	Home Ir	nsert	Track librar	ies (	Object libra	ries	User obje	cts Settings		Lines a	nd surface	es -			_
🔗 Delete 👃 Glue	🛪 Rotate 👦 Flip	Layer: Layer 1	*	Send to	Send backward	Bring to	Bring	Contract Con	Line	width Height Line col	0.1 0 or *		Normal corners Round corners Curved corners	Rounded points	Save as
General								Line	s and su	urfaces		Objects			

#### **Right-click menu:**



Delete	Delete the shape.
Glue	Glue the shape to avoid moving it by accident.
Rotate	Rotate the shape.

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Mirror the shape.
Select to move the shape to another layer.
Send this shape to the back of all shapes with the
same height.
Send this shape one step back relative to all shapes
with the same height.
Bring this shape on top of all the shapes with the
same height.
Bring this shape one step further to the top relative to
all shapes with the same height.
Turn the line into a shape and vice versa.
Set the drawing width of the line.
Set the height of the shape. A shape has one height,
it can not be tilted. All shapes are drawn before the
track is drawn.
Set the drawing color of the line.
Set the fill color of the surface.
Set all corners to normal.
Set all corners to perfect arcs.
Set all corners to elliptical curves.
Round the points (for larger line widths).
Create a user object from the selected line.
Load an image to fill the surface.
Remove the image that fills the surface.
Set the size of the image (in your measurement units),
and the orientation.
Keep the aspect ratio of the original image.
Recalculates the surface outline so it fits the picture
exactly.
Add point at cursor

Group	Group selected lines and groups (only available when
	applicable)
Ungroup	Ungroup this group (only available when applicable)
Description	Description for the group (only available when
	applicable)

#### 2.5.5 Texts tab and menu

More information on working with text can be found <u>here</u> 54. The text tab appears only when text is selected.

File	Home In	isert Track libr	aries Obje	ct libra	iries User obje	cts Settir	ngs Texts	
🛷 Delete	🛪 Rotate	Layer:	Horizontal	Font	Arial 👻	x	162.98	
👃 Glue	👦 Flip	Layer 1	Vertical	Size	120	у	58.74	
			🕹 Color 🔻			🔌 Height	0	text
	1			Te	xt			

The Text popup menu appears when you right-click the text.

9	Delete
×	Rotate
9	Flip
1	Glue
	Edit text
3	Group
85	Ungroup
x	Cut
	Сору

he
t

	text upside down.
Vertical	Position the text vertically. Click twice to position it the
	other way around.
Color	Set a color for the selected text.
Font face	Select a font.
Size	Select a font size.
x	The x coordinate of this point (left to right).
У	The y coordinate of this point (top to bottom).
Height	Draw height of the text.
Edit text	Click to edit the text. This can also be achieved by double
	clicking the text.

**TIP**: Quickly start editing text by double-clicking it.

### 2.5.6 Rulers tab and menu

More information on working with rulers can be found <u>here</u> 54.

Apart from simply dragging its endpoints, you can either click the ruler or one of its endpoints to manipulate it.

## **Ruler point**

#### The ruler point tab:

	File	Home	Insert	Track libraries	Object libraries	User objects	Settings	Rulers	
x	219.07		O Mov	e point					
у	30.96		O Mov	e ruler					
		Ruler p	point						

The ruler point does not have a popup menu.

х	The x coordinate of this point (left to right).
у	The y coordinate of this point (top to bottom).
Move	Move only this endpoint of the ruler.
point	

Move Move the whole ruler. ruler

## Ruler

When the ruler is selected, the following tab appears:

File	Home In	isert Track libra	ries Obje	ct librarie	s User object	s Settings	Ru	lers	
🔗 Delete	🛪 Rotate	Layer:	Horizontal	Length	50	Change style	Font	Arial	*
👃 Glue	👦 Flip	Layer 1 🔹	Vertical	Scale	1:1	·	Size	60	
	Genera	ıl		J		Ruler			

When the ruler is right-clicked, the following menu appears:

9	Delete	
×	Rotate	
9	Flip	
1	Glue	
x	Cut	
	Сору	

Delete	Delete the ruler.
Glue	Glue the ruler to avoid accidentally moving it.
Rotate	Rotate the ruler.
Flip	Mirror the ruler.
Layer	Move the ruler to another layer.
Horizontal	Position the ruler horizontally. Click again to put it upside
	down.
Vertical	Position the ruler vertically. Click again to put it the other
	way around.
Length	Set the length of the ruler.
Scale	The scale of the ruler. The displayed length is relative to
	the modeling scale.
Change	Change the way the ruler looks.

style	
Font	Set the font of the ruler text.
Size	Set the font size of the ruler text.

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