

HOW TO MAKE A REGION FILE (and how to use it), Step by Step

Before you get started, you will need:

- a **list of the cars** that you want to use for the region. You can use max. 16 cars for a region file.
You don't have to limit yourself to cars, there are trucks, busses and motorcycles (preferably with a rider on it) as well.
Or you can have horses and cows going down the roads for all I care.

Go through the cars you have downloaded or are built in, or search for new ones on DLS.
Make a list (mental or otherwise) of the cars that you want to have driving on the roads in your layout, and that fit the era and region you are making.
Make sure they are all compatible with this version (2006) and not showing faulty or have missing dependencies.

I advice you to make a list in Word or notepad or whatever with all the kuids. When you read through this tutorial, you'll see why.
(Easy to just copy and paste the kuids straight from CMP into a word document.)

- a **picture for the thumbnail** (the picture that shows up in DLS and CMP)
Find/make/download a picture that reflects the region you're making
The important thing here is, that it has to be **240 x 180 pixels** in size.
When you name this file, **DO NOT** use capital letters.

(You can use this jpg file to the right to practice with >>>>)



myregion.jpg

- the **longitude and latitude** of the country or region you are creating for.
Longitude will be entered in CCP with 3 numeric values: degrees,minutes,1 or -1 (example: 10,18,1) the third value indicates East or West of Greenwich (0°)
Latitude will be entered in CCP with 3 numeric values: degrees,minutes,1 or -1 (example: 56,27,1) the third value indicates North or South of Equator (0°)

You can find the value for longitude/ latitude on most maps or atlas. Just pick a spot in the middle of your region and note the values for that point.
They will be marked in degrees, the vertical ones being Longitude, and the horizontal ones being Latitude.
As long as you have the degrees, don't worry about the minutes, that won't make much of a difference.

Now that we have everything we need, let's get started.

Open Content Manager Plus
Goto File, then choose New



"New Asset" window opens
 Choose "Region"
 then click "New"



This opens Content Creator Plus

"kuid" and "trainz-build" have already been filled for you.

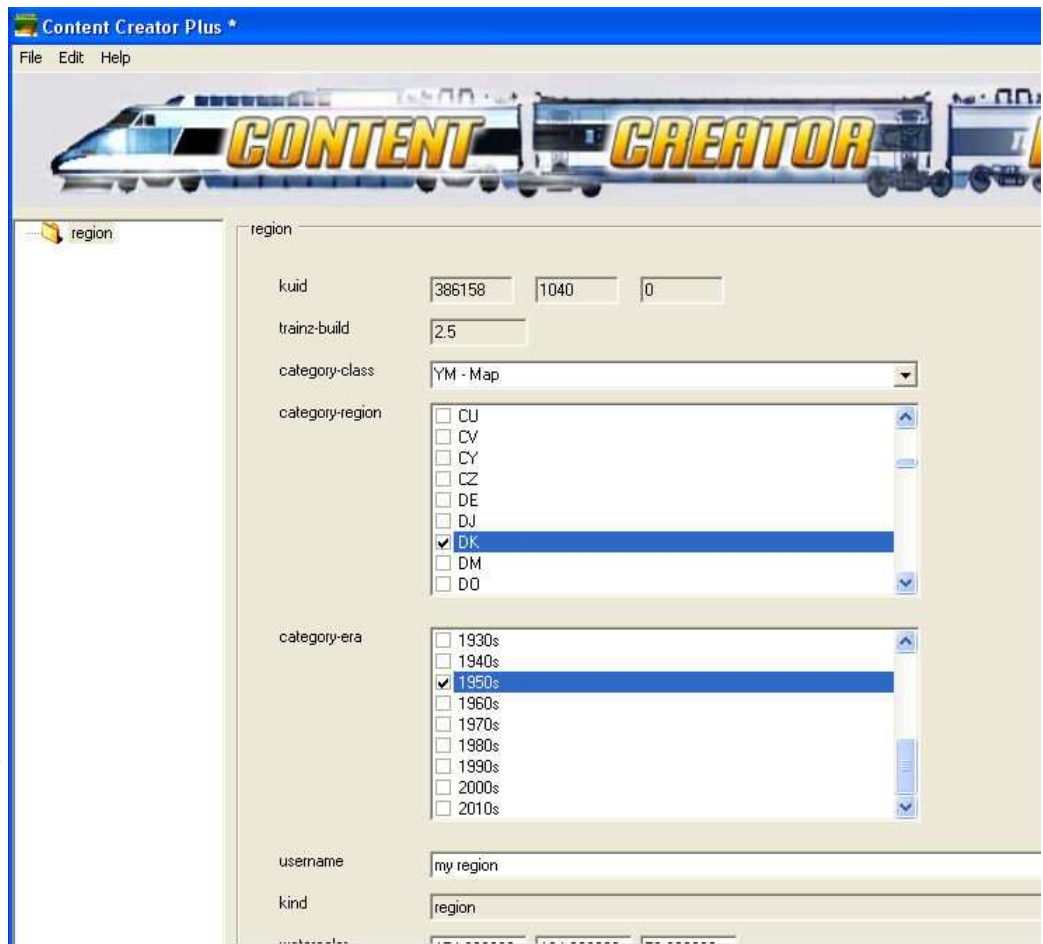
Choose "category class"
 Use the little arrow to open the scroll-down window.
 As there is no particular class for regions,
 I use YM for these.

Check a "category region"
 (country code)
 Here you will want to choose the country that the region "belongs to".
 (in this example I'm using DK for Denmark)
 You may choose more than one.

Check "category era".
 You may choose more than one.

Enter "username"
 This is the file name your region is going to have, so make it a good one.
 In this example we just call it "my region"
 Preferably use a name that describes where the region is.

"kind" has been picked already.



You can change the values for watercolor and defaultjunction, or just leave them as is, you can always change these inside surveyor.

If your region is in a country that drives on the right side of the road, check the "ontheright" box. If your region is a "lefty", leave it open.

Now you enter the values for longitude and latitude, that you just found on your map.

You really only need to change the degrees (first values), but you can enter the minutes (second value) as well if you have it. Make sure you have the third values set to 1/-1 as needed (remember, that's East or West of Greenwich / North or South of Equator)

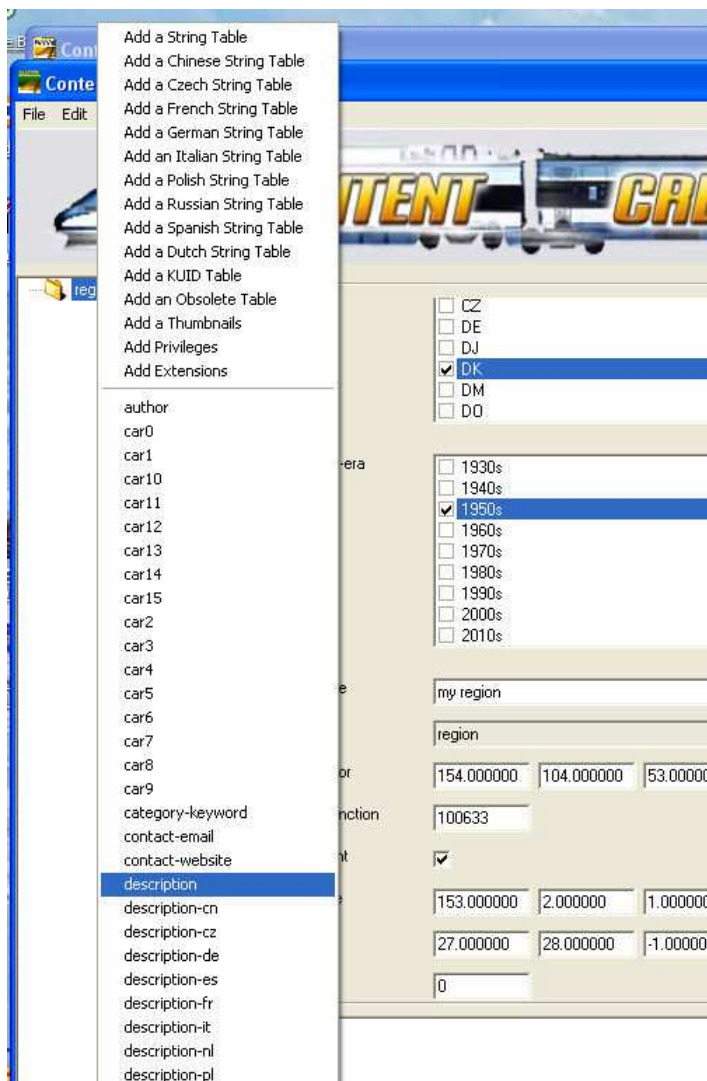
You may also enter a value for altitude.

This value is in **meters!**

(If you are metrically challenged, 1 meter is approximately 3 feet)

| | | | |
|-----------------|-------------------------------------|------------|-----------|
| kind | region | | |
| watercolor | 154.000000 | 104.000000 | 53.000000 |
| defaultjunction | 100633 | | |
| ontheright | <input checked="" type="checkbox"/> | | |
| longitude | 153.000000 | 2.000000 | 1.000000 |
| latitude | 27.000000 | 28.000000 | -1.000000 |
| altitude | 0 | | |

Right-click on "scenery" (it's called a "container")
A list will pop up, choose "description".



Now you enter a description for the file. Again, make it descriptive of your region. Also consider adding country, if that is not plainly obvious from the title. Here you'd also add helpful remarks and credits as needed.

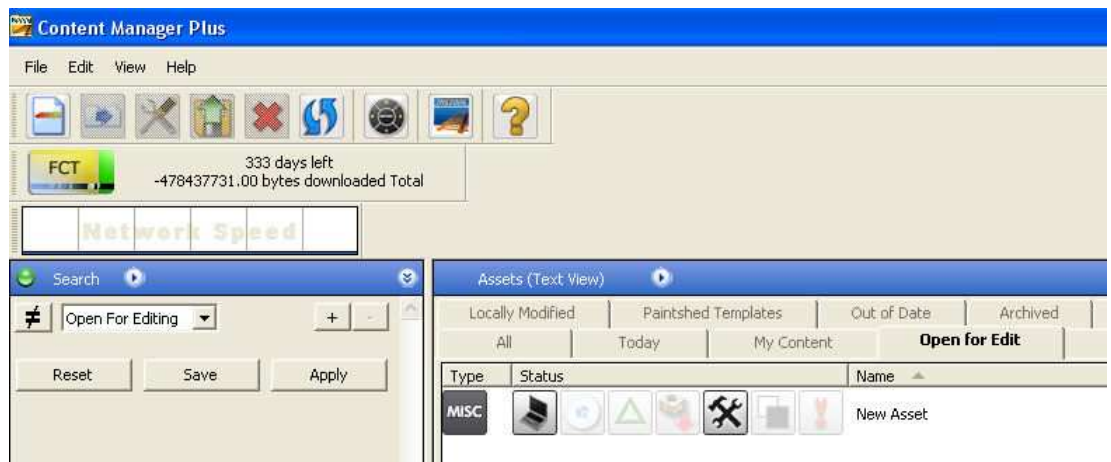
| | |
|-------------|--------------------------------------|
| altitude | 0 |
| description | this is my new region blah blah blah |

That's it for now.

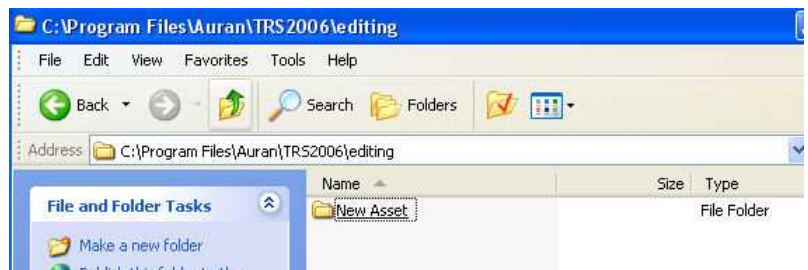
Save it and exit CCP.



In CMP, you can go to the "open for edit" tab, and you'll see a "new asset", which is the one you've just created. (No, it won't have a name as yet.)

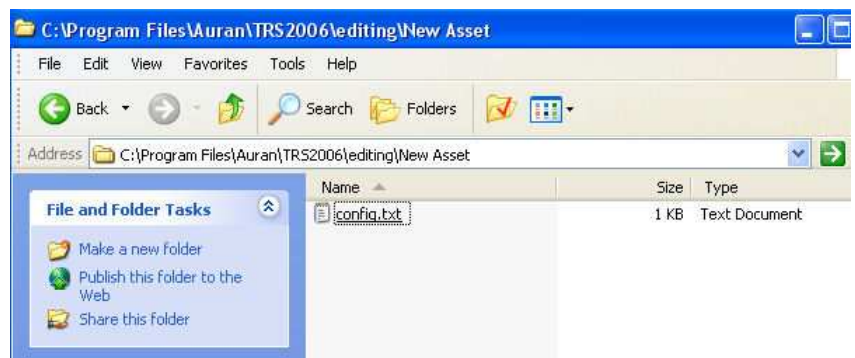


In Explorer, open the "Auran\TRS2006\editing" folder, and you'll see a brand new folder here, that's the editing folder for the file you've just made.



(And, providing you have no other assets open for edit, it will be the only one there. These folders close when an asset is committed.)

Open the "new asset" folder, the only file will be a "config.txt" file.

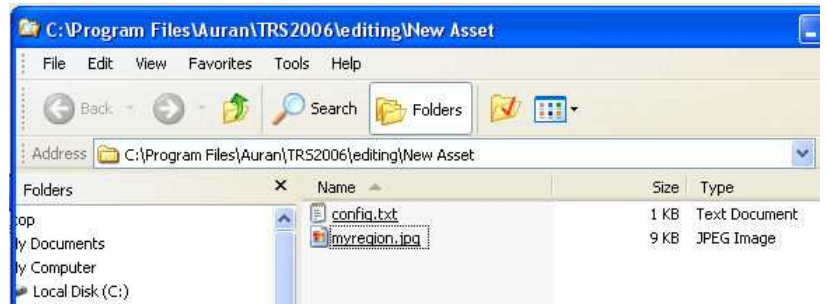


You could have right-clicked on the new asset in CMP, then choose "edit", and then "edit in Explorer", that would have given you the same open folder.

Now is the time to also open the folder where you saved the jpg file you just downloaded from here (or made yourself).

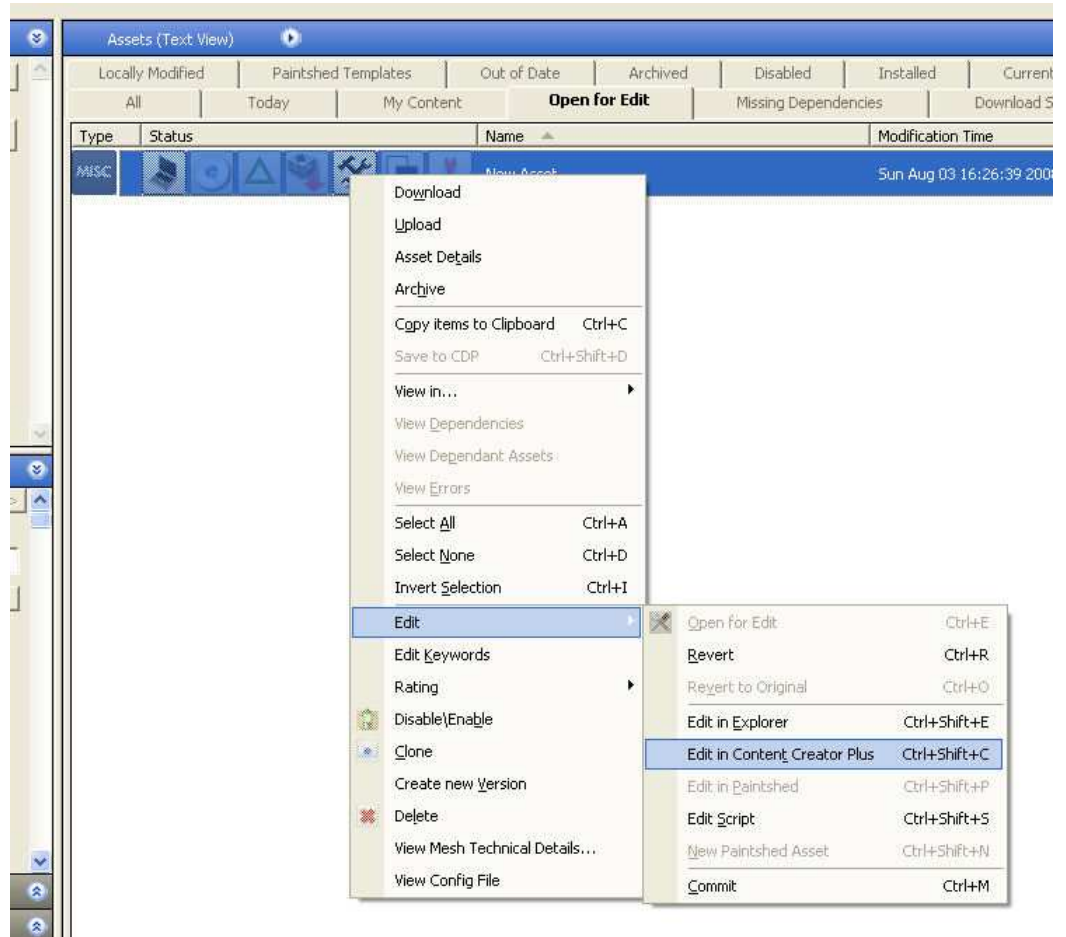
Copy the file to the "new asset" folder.

Then close the folders again.



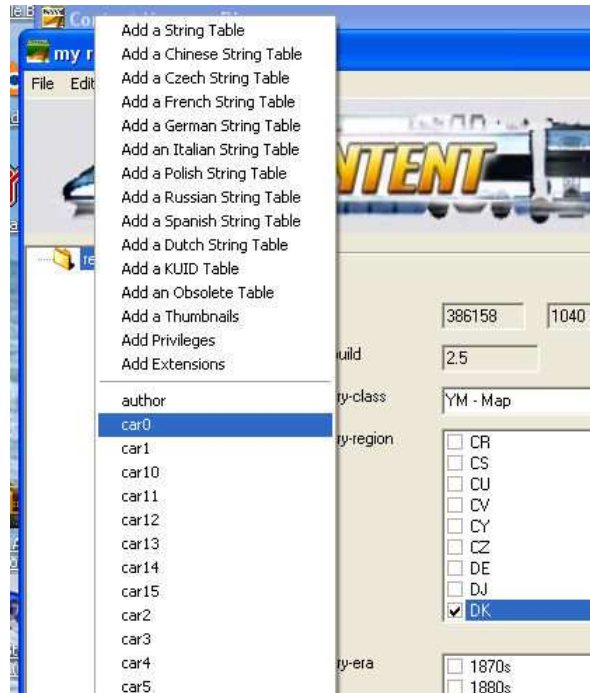
Go back into CMP.

Right-click on your new asset again, choose "edit", then "edit in Content Creator Plus".

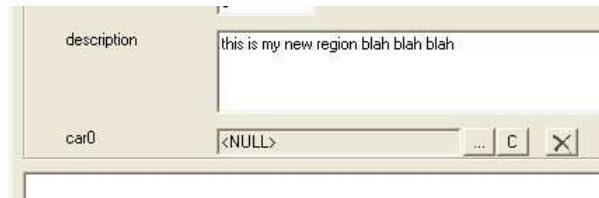


You're now back in CCP.

Right-click on "scenery", choose "car0".



click on the little "....."button next to car0

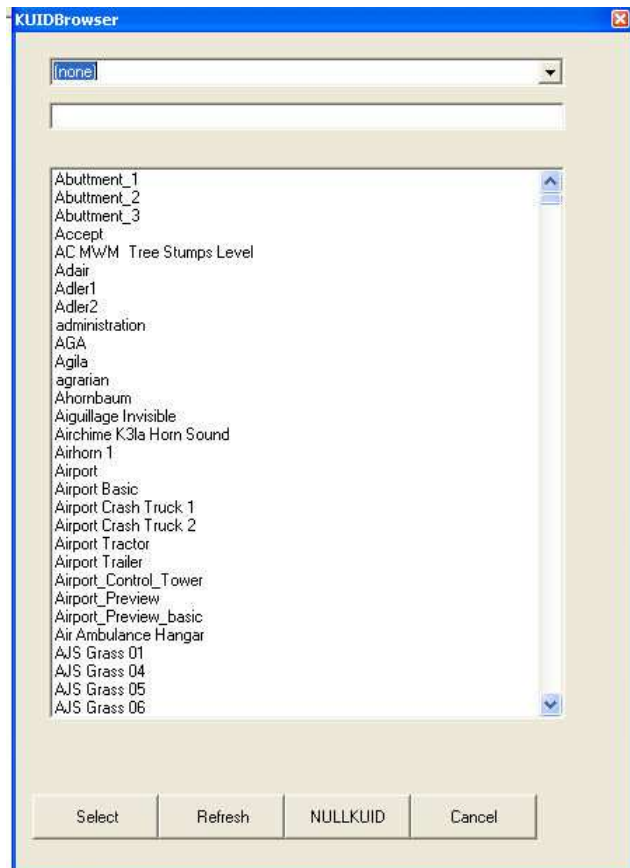


That brings up the kuid browser.

As you can see, it brings up whatever kuids you have installed, lock, stock and barrel.

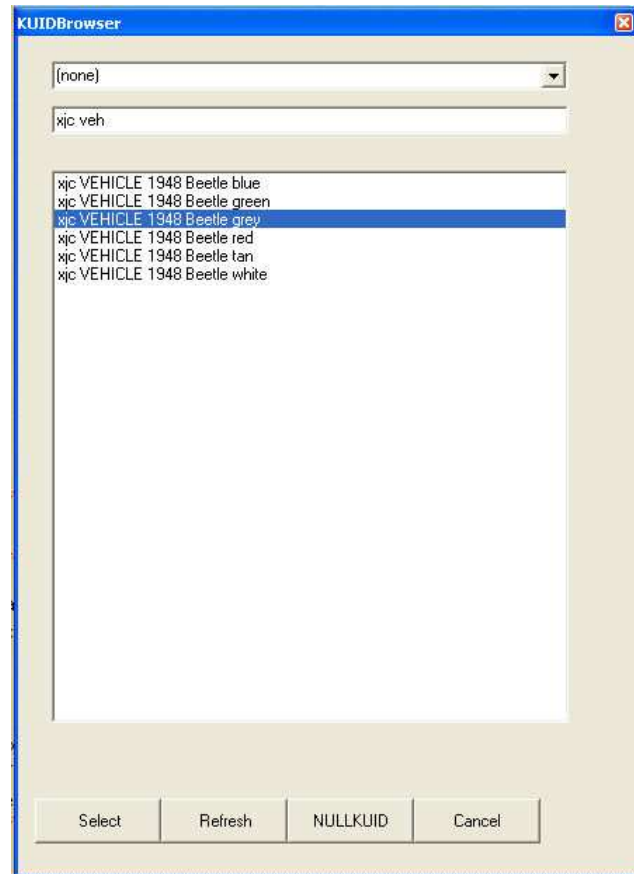
You can just scroll down the list in search of your first vehicle,

or.....



... you can narrow your search down by typing the first letters of the name you are looking for.

Pick the vehicle you want, and click "select".



And you have your first car in the file.

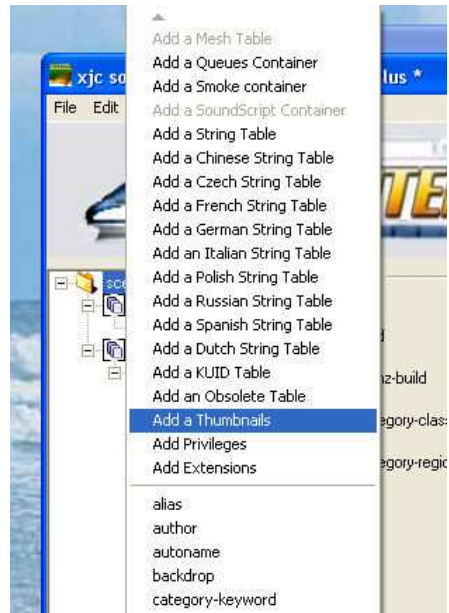


Now, you can repeat this 15 more times (picking car1, car2 etc) to get all your 16 vehicles in there (or however many you want, but 16 is max.).

But there's an easier way, at least I think it's easier. I'll show you that in a moment.

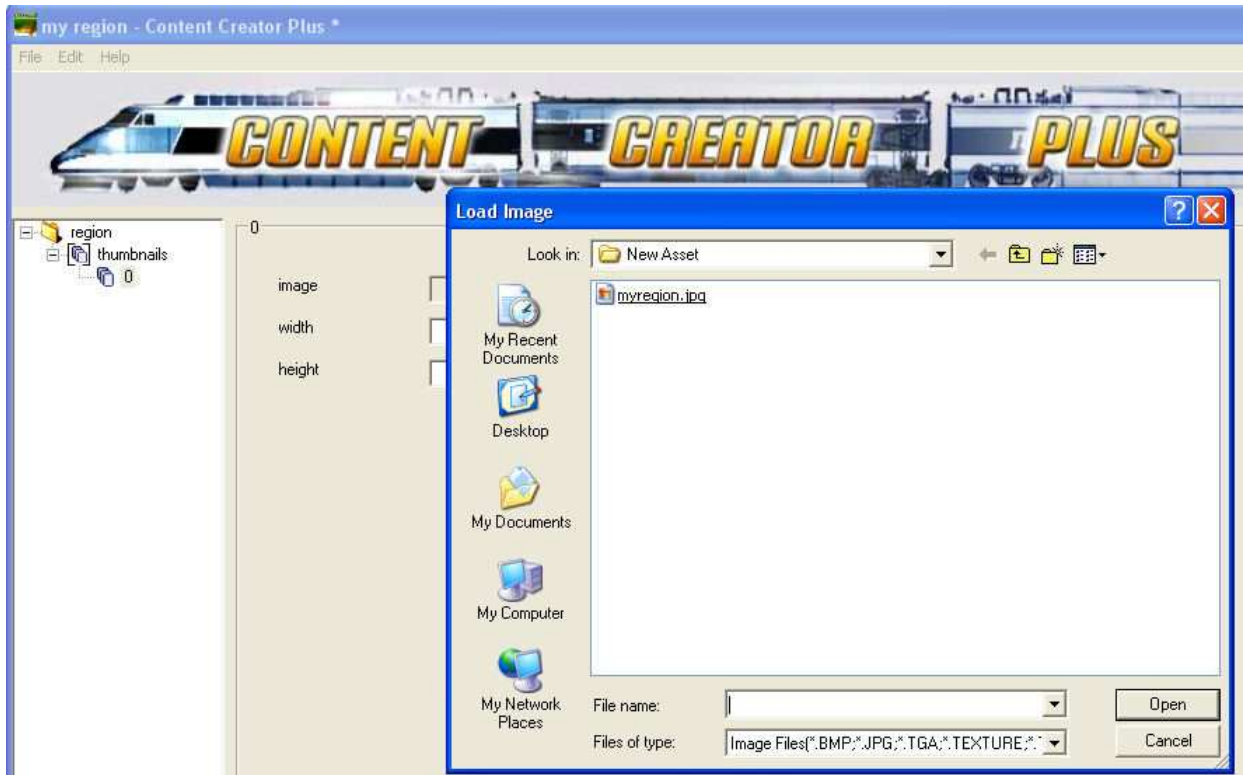
For now we just leave it with this one car.

Right-click again on the "scenery" container choose "add a thumbnail"



Click on the "..."button, next to image this will open a "load image" window.

Choose the picture you copied in, that is your thumbnail.



Then you have to type in the values for

width = 240

height = 180

and they HAVE to be 240 and 180 !



That's it, you're done for now.

Hit "save" and exit CCP.

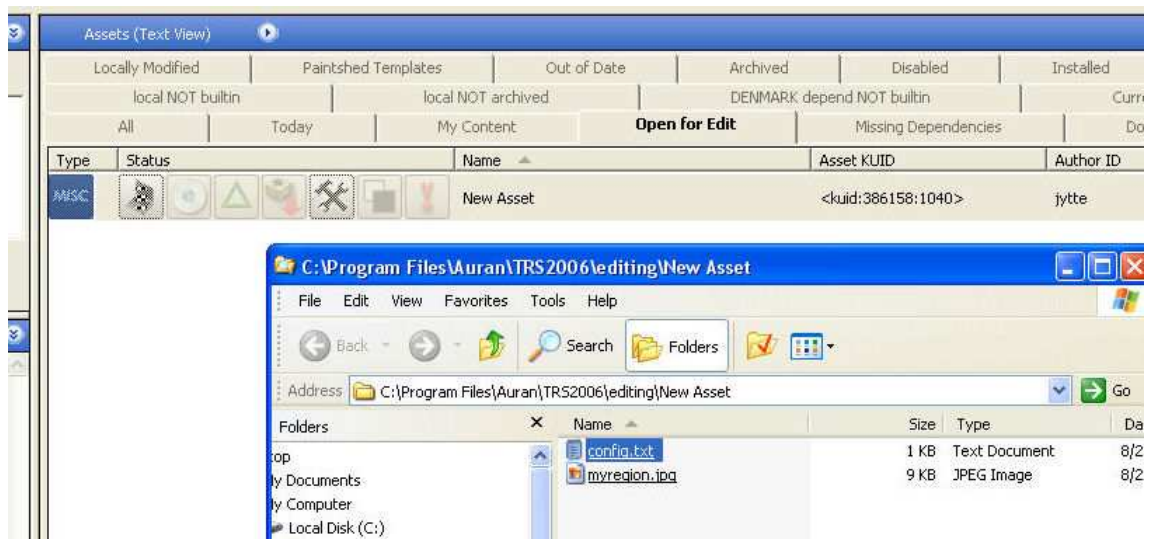


Now we come to the "easier way of adding cars". If you chose to add them in CCP, skip these steps and go straight to the "commit" part.

Back in CMP, your file is still sitting in "open for edit", and it's still called "new asset".

Right-click on the asset, choose "edit", then "edit in explorer" again.

Then click on the config.txt file.



That will open the config file in notepad.

And this is what it will look like >>

Now what you can do here, is to

copy (ctrl-c) the line I've highlighted (with car0) then paste it in a new line directly below. do this 15 times. change the car numbers change the kuids for each one to the kuids of the cars you want

Here's where the kuid list I mentioned earlier comes in handy. After you have made your 15 new lines, with the 15 new cars (orderly numbered), in the config file here, you can just copy and past the kuids right from you list.

```
config.txt - Notepad
File Edit Format View Help
kuid <kuid:386158:1040>
trainz-build 2.5
category-class "YM"
category-region "DK"
category-era "1950s"
username "my region"
kind "region"
watercolor 154,104,53
defaultjunction 100633
ontheright 1
longitude 153,2,1
latitude 27,28,-1
altitude 0
description "this is my new region blah blah blah"
car0 <kuid:386158:1186>
thumbnails {
  0 {
    image "myregion.jpg"
    width 240
    height 180
  }
}
```

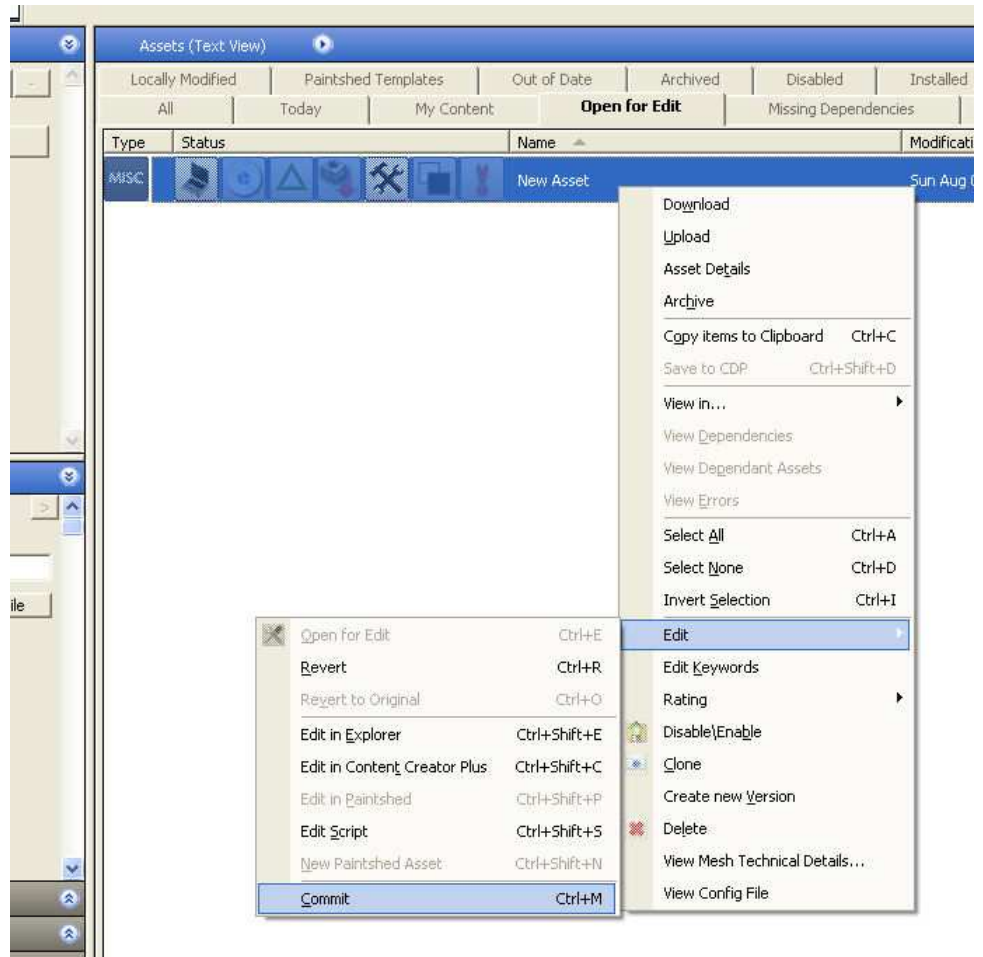
And you config file will have a list similar to this:

```
altitude 0
car0 <kuid:225064:4010884>
car1 <kuid:386158:1189>
car2 <kuid2:35412:28062:1>
car3 <kuid2:329364:1079:2>
car4 <kuid2:329364:1181:1>
car5 <kuid:386158:1191>
car6 <kuid2:35412:28060:1>
car7 <kuid2:73394:25066:1>
car8 <kuid:386158:1187>
car9 <kuid2:329364:1080:3>
car10 <kuid:88421:42031>
car11 <kuid2:110115:100314:1>
car12 <kuid:88421:45001>
car13 <kuid:386158:1188>
car14 <kuid2:88421:40100:1>
car15 <kuid2:329364:1165:1>
```

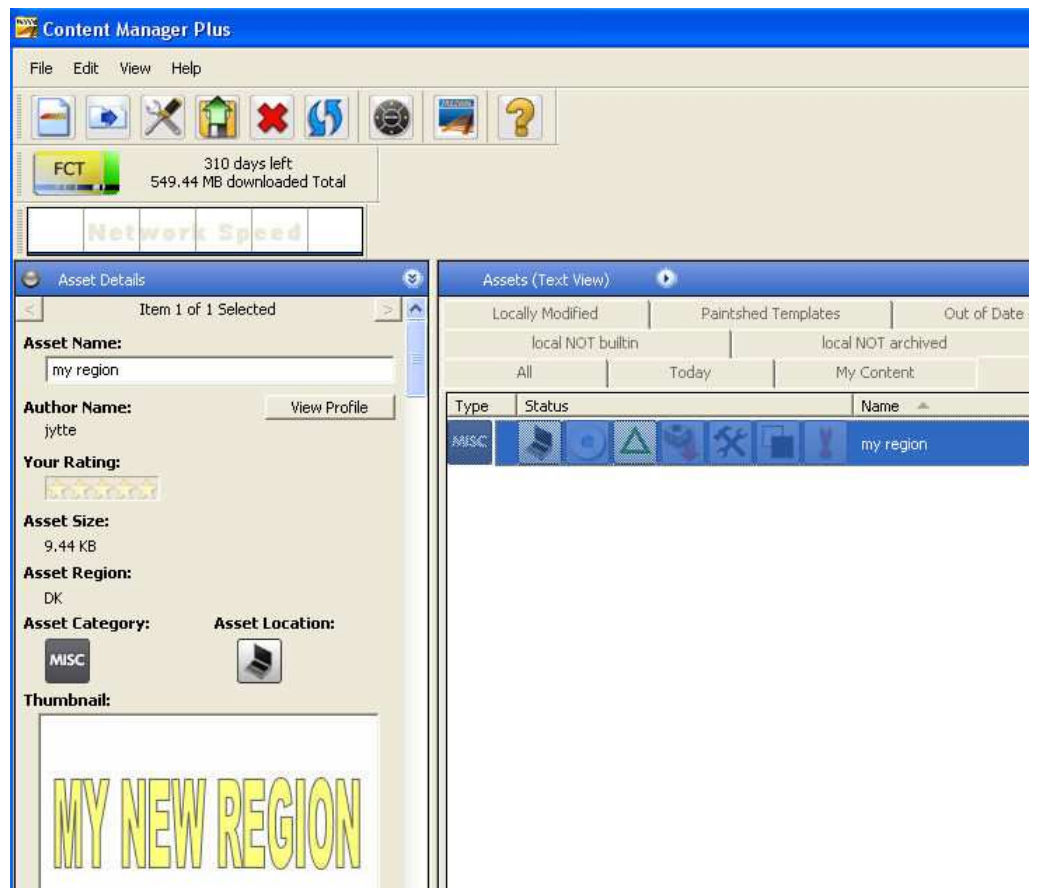
Make sure you save the config.txt file, then exit notepad.

Back in CMP,

Right-click on the asset, choose "edit", then "commit".



And now you have a brand new region file.



HOW TO USE THIS FILE:

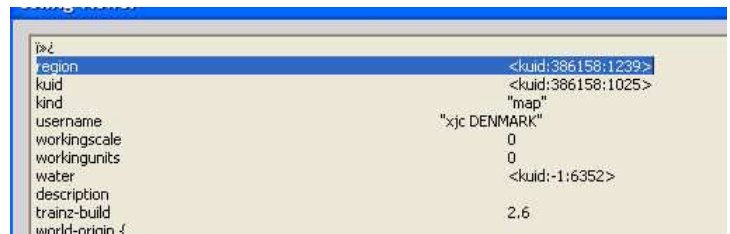
When you go into Surveyor and go to create a **new route**, the first thing you will see is this little menu.

And when you click on the "geographical region", another scroll-down menu appears, and your new region will be in the list to pick out.



If you **already have a route made**, that you would like to use your new region for
- so that you can control which cars are on the roads etc -
you just find that route in CMP
go to "edit in explorer" for the route
open the config file (like you just did for this region file)

and in the "region" line you replace whatever kuids is already there with the kuid of the region file you just made.



For more information read Auran's [CONTENT CREATOR's GUIDE](#)

HAVE FUN !