

## 3D RAILROAD: WHO, WHAT, WHEN AND HOW?

### WHAT'S 3D RAILROAD CONCEPT AND DESIGN?

*3D Railroad Concept And Design (3D Railroad)* lets you quickly and easily design 2D railroad layouts and simultaneously view them in rich, texture-mapped 3D graphics.

Now you can actually view and walk around your design in a virtual 3D world!

### POWERFUL TOOLS

*3D Railroad's* powerful drawing and editing tools let you easily create to-scale track and other layout elements. There are special track tools for drawing straight, curved, and spline-based track (bendable flex track). There is also a complete set of drawing tools for creating 2D scenery or other model structures.

### IT'S EASY

You don't need special drawing skills! There's a complete set of ready-to-use, 2D and 3D symbol libraries. The database information, part numbers, prices, etc. included with these libraries also lets you calculate costs, print materials lists, and generate reports. And, the databases and libraries are also editable.

### FEATURES

A few of the many powerful features provided in *3D Railroad* include:

- a benchwork tool for creating virtually any shape of benchwork;
- hundreds of 3D textures for the 3D benchwork, roadbed, and other symbols;
- print to-scale templates of your design;
- zoom in/out capabilities;
- single-degree object rotation;
- elevated tracks;
- customizable user interface (tools can be repositioned or torn off into floating tool palettes);
- support for scanned backdrop scenes/pictures;
- the ability to run a test train and watch it in 2D and 3D;
- track snap for easier and more precise positioning of track pieces;
- measuring tools;
- and much more.

## SYSTEM REQUIREMENTS

You must have the following minimum computer equipment to operate *3D Railroad*:

- A Pentium® 166 Mhz or higher PC or compatible computer running Microsoft Windows® 95/98/NT
- A minimum of 32 MB of memory (more is better)
- A display monitor and graphics card running in SVGA resolution with a minimum of 256 colors (16-bit highly recommended).
- A hard disk drive with a minimum of 15 MB of free space available
- A double (or higher) speed CD-ROM disk drive

## HOW TO INSTALL *3D Railroad* ON YOUR HARD DISK

To have the Setup Program install *3D Railroad* on your hard drive:

- Make certain that your computer and monitor are turned on and Microsoft Windows® is running.
- Close all other applications that are currently running on your system.
- Insert the *3D Railroad* CD into the CD-ROM drive.
- Select RUN from the Start Menu, then type the CD-ROM letter followed by :SETUP.EXE, (e.g. E:SETUP.EXE)
- Click “OK”
- Follow the instructions on your screen

**Note:** The Setup Program will copy all needed application files to your hard drive and create the appropriate icons or menu items for *3D Railroad*. You will still need to insert the *3D Railroad* CD-ROM into your drive when you run the program to be able to access the extensive *3D Railroad* data.

## HOW TO USE THIS MANUAL

There are four sections in this manual: *3D Railroad: Who, What, When and How*; *What Are the Basics?*; *What Are All Those Menus and Buttons?*; and *General Information*. **Note:** There are a number of new features and processes, so it would be wise for experienced users to read the manual prior to setting up a layout ... each time you use the manual you'll find information you missed before.

### 3D RAILROAD: WHO, WHAT, WHEN AND HOW

This section tells you what *3D Railroad* is all about, what kind of computer system you need to use *3D Railroad*, how to install the software, what to do if you have questions, who put *3D Railroad* together, and a step-by-step tutorial.

### WHAT ARE THE BASICS?

An overview of the areas that control the majority of *3D Railroad* operations: the Mouse, Control Symbols, Keyboard, Status Bar, Main Menu Bar, Properties Dialog Boxes. You'll find more detailed instructions on these processes in the *What Are All Those Menus and Buttons?* section.

### WHAT ARE ALL THOSE MENUS AND BUTTONS?

Detailed explanations for each Menu item and Toolbar button, including how to:

- set up, maintain, and print your plan;
- work with and edit your plan;
- use the drawing tools;
- place track;
- measure objects;
- insert 2D and 3D pictures;
- view your plan from different angles;
- control and move objects;
- create reports;
- work with windows; and
- get help.

### GENERAL INFORMATION

**List of Manufacturers:** The names, addresses, phone numbers, and E-mail addresses for manufacturers who have provided parts lists for *3D Railroad*.

**Note:** Price lists were provided by the manufacturers and were included with the application as a service to *3D Railroad* customers. Please contact the manufacturers *directly* regarding current prices, updates or materials questions you might have. Manufacturer addresses and phone numbers are found under "Credits" on the HELP menu and in the *General Information* section of this manual. The manufacturers parts lists are editable and you can create your own lists. This lets you easily enter updated prices and product information.

**Command Card:** A quick reference for toolbar buttons, and keyboard shortcuts.

**Metric Conversion Table:** For yards ... inches, and meters ... centimeters

## WHEN TO CALL TECHNICAL SUPPORT SERVICES

Abracadata appreciates your support and interest in using our products!

We provide free technical support, so if you have questions about *3D Railroad* operations — and you’ve checked your manual but are still unable to find an answer to your question — help is only a phone call away. We only ask that you pay for the call so that we may continue to provide economical products for you and all our customers.

However, to save both yourself and our technical-support staff time, please look through this manual for the solution before you call. You’ll find many of the answers here ... and they are already written down!

If you cannot find the answer and need to call technical support, we’ll be there to make the experience as hassle free as possible. After all, we know how frustrating it can be to call technical support at many software companies — we’ve been in that situation ourselves.

We’ve come up with the following ways to speed up the process and cut down the nail biting. Prior to calling technical support:

1. Determine what version of *3D Railroad* you have. **Note:** You’ll find it on the title page of this manual and by selecting ABOUT 3D RAILROAD CONCEPT AND DESIGN under the “Help” Menu.
2. Have your computer and system configuration information available. We may need to know what computer hardware you have, video type, resolution, colors, and what version of system software you are using.
3. Know how much memory you have in your computer; its configuration; the screen savers you use; other programs you are running at the same time as *3D Railroad*; and the file-compression program you are using, if any.
4. **Call Abracadata’s technical support number, 541 342-3030, between 8:30 AM and 4:30 PM Pacific time.** **Note:** Please don’t call our order lines for technical support. These employees are not trained for technical support.

## WHO'S ON THE ABRACADATA TEAM?

*3D Railroad* is brought to you by a team of professional designers, programmers, writers, testers, and other business professionals who pride themselves in providing dynamic, easy-to-use software that enriches your life.

### **3D RAILROAD PRODUCTION**

Project Managers:	Rodger Smith, Vice President Product Development Gregory Zhukov
Programming:	Computer Systems Odessa
Graphics Supervisor:	Marc LaPalme

### **THE ARTISTS**

Alex Combs 3D Studio Artist	Theodor Severin Computer Artist
Jeff Farnsworth 3D Studio Artist	Kari Smith Computer Artist
Jon Hancock 3D Studio Artist	Noriko S. Tillack Graphic Artist
John Hadley 3D Studio Artist	Graphic Design/DTP
Alex Lazykin Computer Artist	Cheri Turk Graphic Artist
Dorin Severin Computer Artist	Turlif Vilbrandt Graphic Artist/Applied Vector Modeling

### **BOX ARTWORK**

Theodor Severin	Bryan Mumme
-----------------	-------------

### **CONTENT COORDINATORS**

Marc LaPalme  
Josephine Logan  
Rodger Smith  
Gregory Zhukov

### **THE MANUAL**

M.BRANAM & ASSOCIATES  
Eugene, OR  
Writing, Design and Layout

Marc LaPalme  
Tutorial

### **THE COMPUTER SYSTEMS AND TENET TEAMS**

Gregory Zhukov  
President

Oleg Eliseev  
General Director

Eugene Topilin  
Executive Director

Dmitry Nemirovsky  
Vice President

Tatiana Yurieva  
Bookkeeper

Julia Dedudenkova  
Office Assistant

Alexander Dubovikov  
Network Administrator

...and many other special people  
who made this project possible

### **PROGRAMERS**

Gregory Zhukov  
Project Management,  
Project Internal Design

Sergy Borenko  
Senior Programmer

Stanislav Sedashov  
Senior Programmer (Mathematics)

Alexander Koshelnik  
System Programmer

Dmitry Yunchik  
3D Programmer

Dmitry Kirdoglo  
Student of University  
Apprentice Programmer

Natalia Dombrovskaya  
Quality Assurance

### **THE ABRACADATA STAFF**

Scott A. Campanella  
Bookkeeper

Jim Lohrer  
Shipping/Receiving Manager

Marc LaPalme  
Production Manager

Josephine Logan  
President

Bryan Mumme  
Graphic Designer

Christa Wendland  
PR & Marketing Director

Rodger D. Smith  
Vice President Product Development

David L. Wyatt  
Director Corporate Communications

John Hadley  
3D Graphic Artist

### **ADDITIONAL CONTRIBUTORS**

Harry Bonham  
Eugene Toy and Hobby