PART 1

Simon, this is Part 1 of a synopsis of how to correct and align your track plan layout, it covers only the top a area of track-work. It does not include the curved track to the right-hand side entry/exit (to the possible 3 way tandem) of the baseboard this will be tackled in another Part.

It is important to understand that this is my method of working with which I am most comfortable, and others in the Templot Club may have slightly different ways of doing the same functions, however, I can say it will work very satisfactorily and achieve good layout results. But at the end of the day, so to speak, it is what you would be comfortable with in working with Templot.

To correct the upper track-work components across the full width of the track plan, the following points were noted, and appropriate remedial actions taken are listed.

1.   top centre crossover + linking turnout badly aligned.

    a).   to correct lower turnout, put the turnout template to the control, then ensure the peg is on the datum point, (to do this, use on the top bar menu select < geometry >, in the next drop down sub menu < peg positions >.

        In the next drop down sub menu you should see a large black dot (●) at the left hand side of the menu item < reset peg on datum Ctrl - 0 >, if the black dot is not on that menu item, them click the required item (< reset peg on datum Ctrl - 0 >) and the peg will be placed correctly on the datum point of the template.

        Then right click the third straight track from the top (or the name label associated with it), then in the drop down menu on the left, select < P peg / align tools >, in the next drop down sub menu select < S snap the control template to background template >.

        And finally in the next drop down sub menu left click (in this case) < P at peg >. This will snap and correctly align the turnout template to the end of the straight.

        DO NOT SAVE the turnout template at this time, as we need to use it to start the diagonal straight leading to the top straight track linking turnout.

    b).   Next on the top bar menu select < tools >, in the next drop down sub menu left click < make branch track >.

        now look at the control template information panel and ensure that in the box marked 'smallest radius', a green square is showing, and by the side is the word 'straight', this tells you that the branch track is straight as required.

        Now save this template, you can name it as a guide straight if you wish for reference.

    c).   Next put the middle turnout to the control, then ensure the peg is on the datum point (as mentioned above), next right click the branch track just previously made, then in the drop down menu on the left, select < P peg / align tools >, in the next drop down sub menu select < K align the control template over, and snake into the peg >.

        And finally in the next drop down sub menu left click (in this case) < F facing - facing >. this will snap the turnout template at the lower end of the diagonal branch track straight. Just note that the handing of the turnout is still correct, RH.

        Next select CNTL + F6 'snake through peg', then move the turnout template up along the diagonal straight until the turnout exit road absolutely aligns with the centre horizontal straight track. To get this done accurately, you will need to zoom right in as far as you can displaying both rails of the straight and the turnout exit road, you may need to repeat the CNTL + F6 'snake through peg' as you go. Once correctly aligned, save the turnout template.

    d).   Next you need to align the top turnout of the crossover to both the top horizontal straight and the newly made branch track (note the branch track will be, at this stage, too long, but this will help with the alignment).

        Put peg on exit road length using < geometry >, then in the drop down menu < peg positions >, then in the next drop down sub menu < peg on overall length Ctrl - 9 >.

        Then use F4 'overall length' to align to the branch track rails. Under the conditions you have, it is better to have a separate turnout, rather than a long straight track with a turnout inserted, as this will limit you from using the 'roll rails and sleepers' command if you need to move overlapping sleepers when tidying up.

So next split the track at the exit road side of the turnout. use < tools >, then in the drop down menu, select < make split >, in the next drop down sub menu then left click < make separate exit track Ctrl + E >.

e). Next to align the short track between the upper crossover turnout and the headshunt turnout.

Put the short track template to the control, then right click the top headshunt turnout (or the name label associated with it), then in the drop down menu on the left, select < P peg / align tools >.

In the next drop down sub menu select < S snap the control template to background template >, and finally in the next drop down sub menu left click (in this case) < 0 at CTRL - 0 datum >.

2. Top RHS headshunt is still at 44.67mm adjacent track centre spacing.

To correct the top headshunt.

a). Put the top headshunt turnout to the control, then right click the short track template just aligned (or the name label associated with it), then in the drop down menu on the left, select < P peg / align tools >, in the next drop down sub menu select < S snap the control template to background template >.

And finally in the next drop down sub menu left click (in this case) < 1 at CTRL - 1 rail joint >. DO NOT SAVE the headshunt turnout template at this time, as we need to use it to start the curved lead to the headshunt straight track linking to the turnout exit road.

b). Now you need to change the adjacent track spacing for this headshunt turnout before you proceed to make the exit branch tracks.

Next on the top bar menu select < geometry >, in the next drop down sub menu left click < adjacent track centres ... >.

In the new window menu that appears, change the data to 50mm, for both the TS (turnout side) and the MS (main side) tracks. then click OK to enter the data.

c). Now go to the top bar menu and select < tools >, then in the drop down menu, select < make return curve >, Now save this template. You need to remove (delete the original return curve track template (No. 12 in the original storage box)

d). Now put the original short headshunt straight (template No. 5 in the storage box) to the control, then right click the 'return curve' track template just made (or the name label associated with it), then in the drop down menu on the left, select < P peg / align tools >, in the next drop down sub menu select < S snap the control template to background template >.

And finally in the next drop down sub menu left click (in this case) < 0 at CTRL - 0 datum >, now save the short headshunt straight template. This now puts the headshunt track at the required adjacent spacing.

4. The last job is to align the top left-hand straight track to the main exit road of the headshunt turnout.

First, you have two templates on top of each other, so remove (delete) template No 30 as it is not required.

Next put the top left-hand straight (template No. 29) to the control, then right click the top headshunt turnout, and in the drop down menu on the left, select < P peg / align tools >.

In the next drop down sub menu select < S snap the control template to background template >, and finally in the next drop down sub menu left click (in this case) < 9 at CTRL - 9 overall length >. now save the top left-hand straight track.

5. The final tasks are to tidy up all the guide track at the upper crossover formation.

Do this using a combination of peg positions and using F4 to shorten the ends of the track-work.

That concludes all the correct alignment of all the 3 top right-hand tracks to the crossover, and the headshunt siding, but does not include the curved track to the right-hand side entry/exit (to the possible 3 way tandem) of the baseboard (this will be tackled in another part).