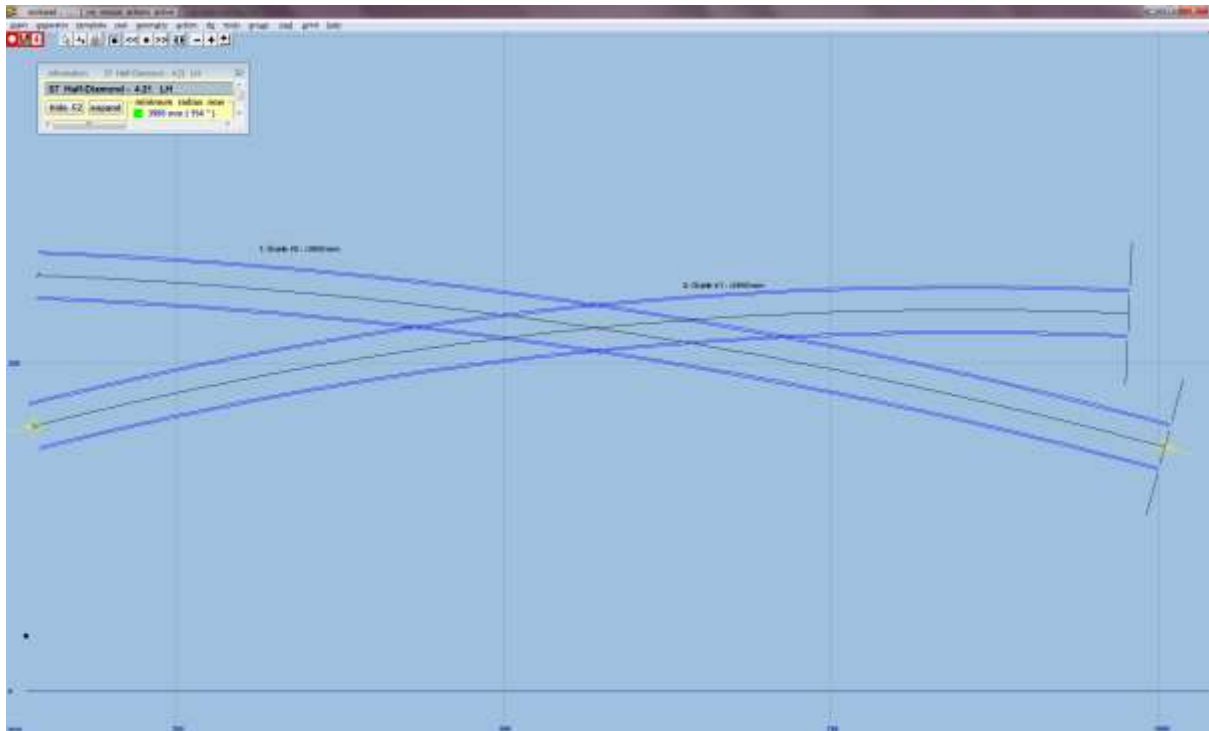
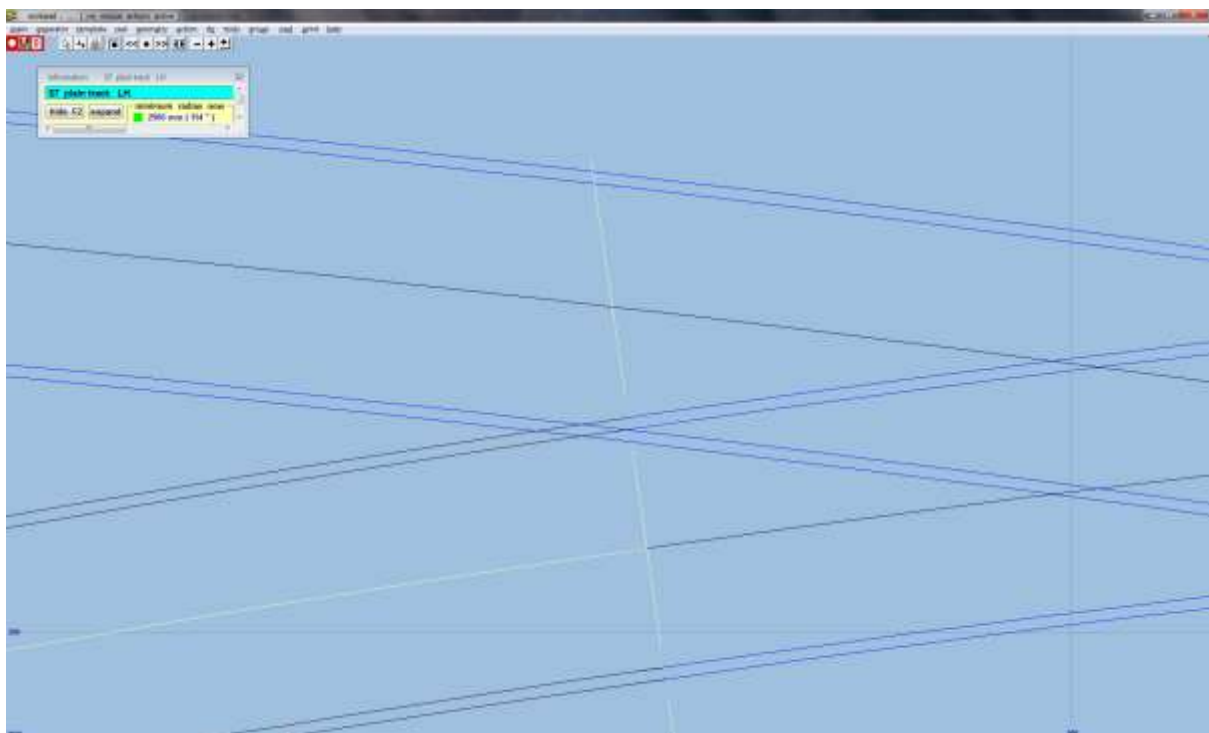


## Irregular Diamond Quick Help – for Templot 0.91c

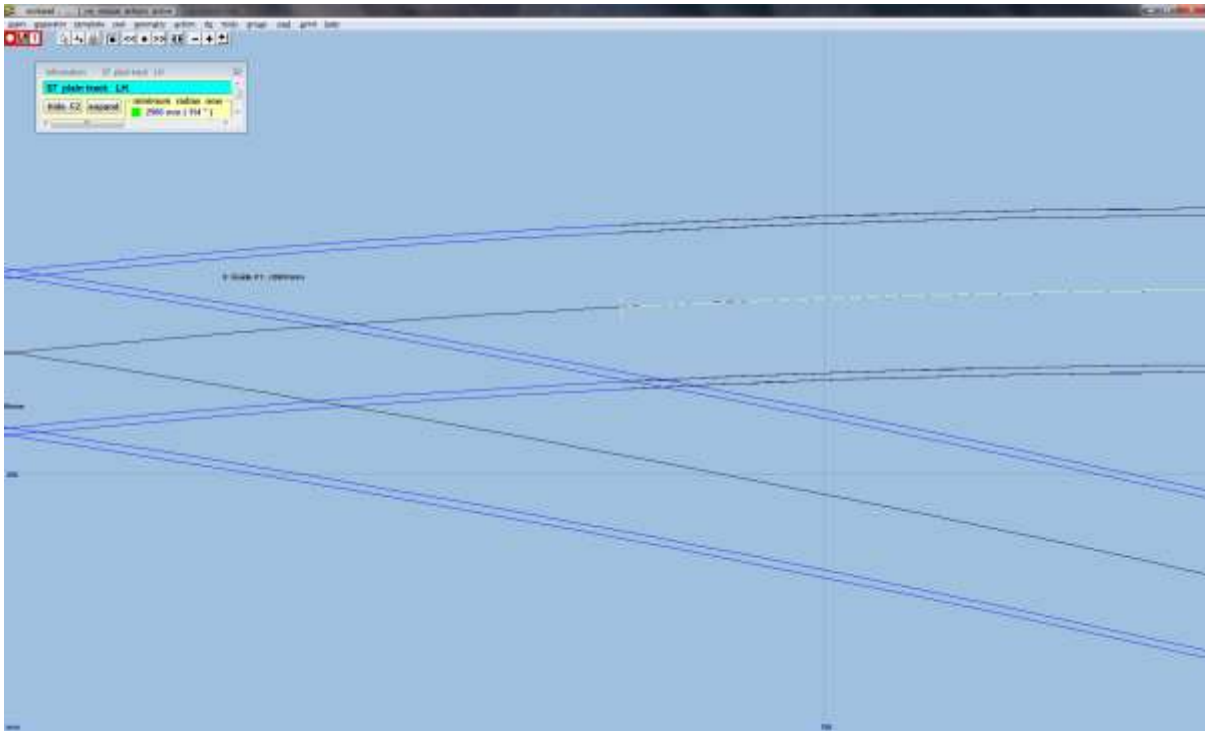
Start off with two curves, one 2900mm and the other 3900mm:



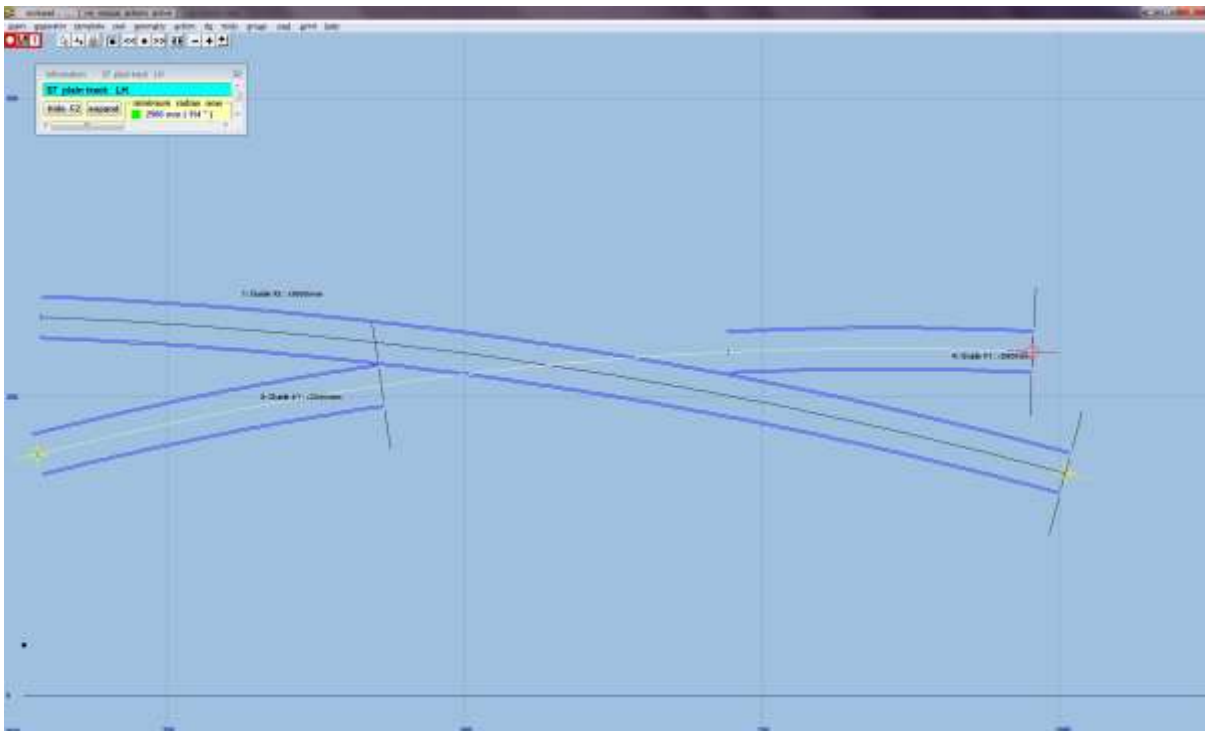
Left click on Guide 1 and select copy from control from the popup menu. Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust the length of the plain track until it is on the inside of the first vee:



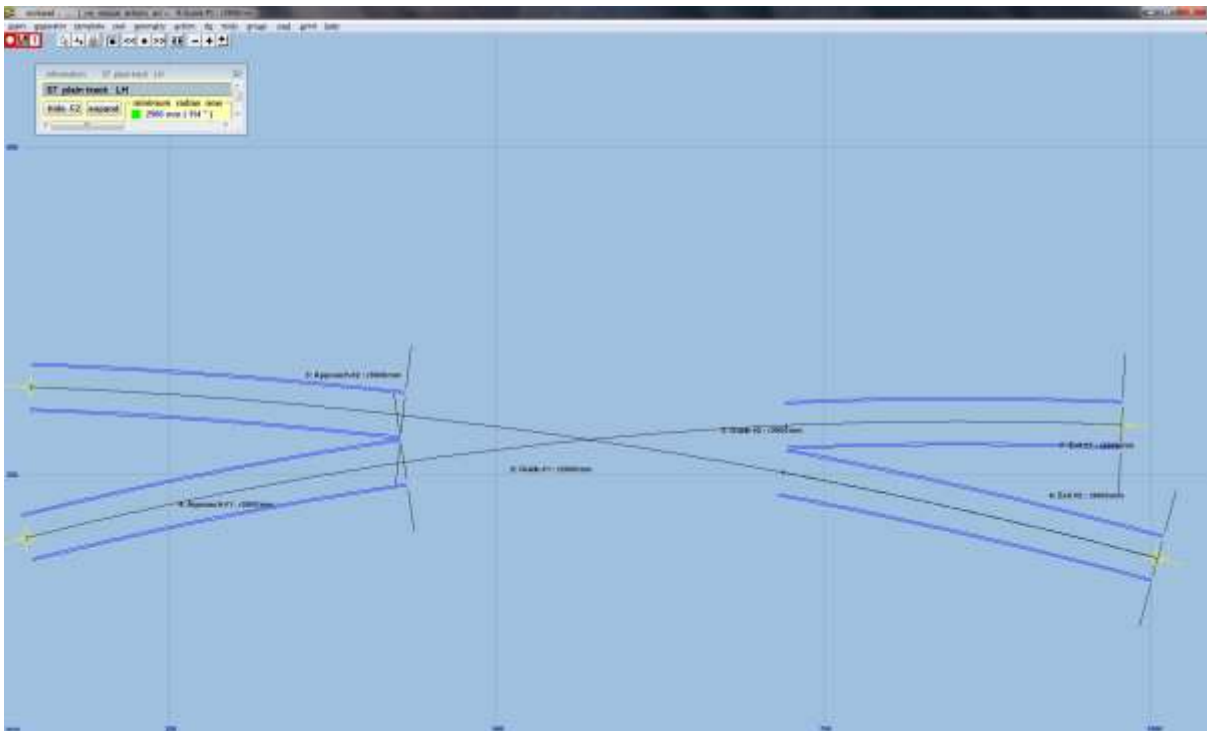
Select main → store & background (CTRL-V). Left click on Guide 1 and select copy from control from the popup menu. Then select geometry → peg positions → peg on joint (Ctrl-1). Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust the length of plain track until it is on the inside of the second vee:



Select main → store & background (CTRL-V). Left click on Guide 1 and select delete from control from the popup menu. Then select geometry → track centre-lines only:

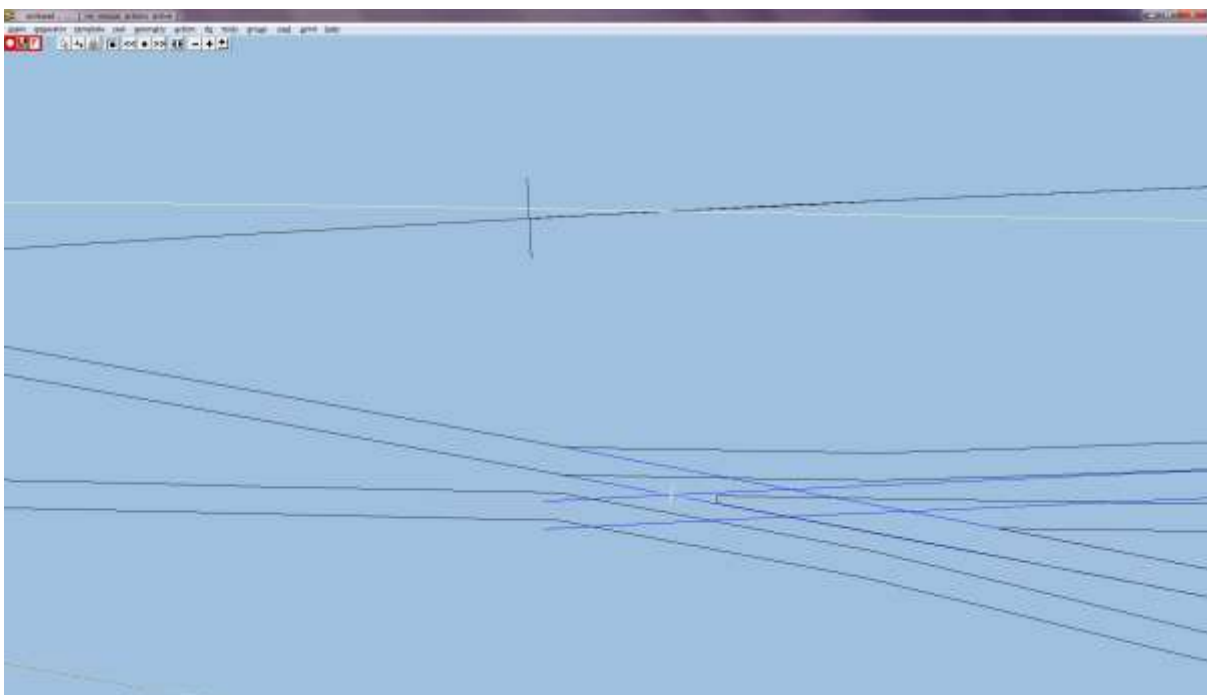


Select main → store & background (CTRL-V). Repeat the last 3 steps for Guide 2:

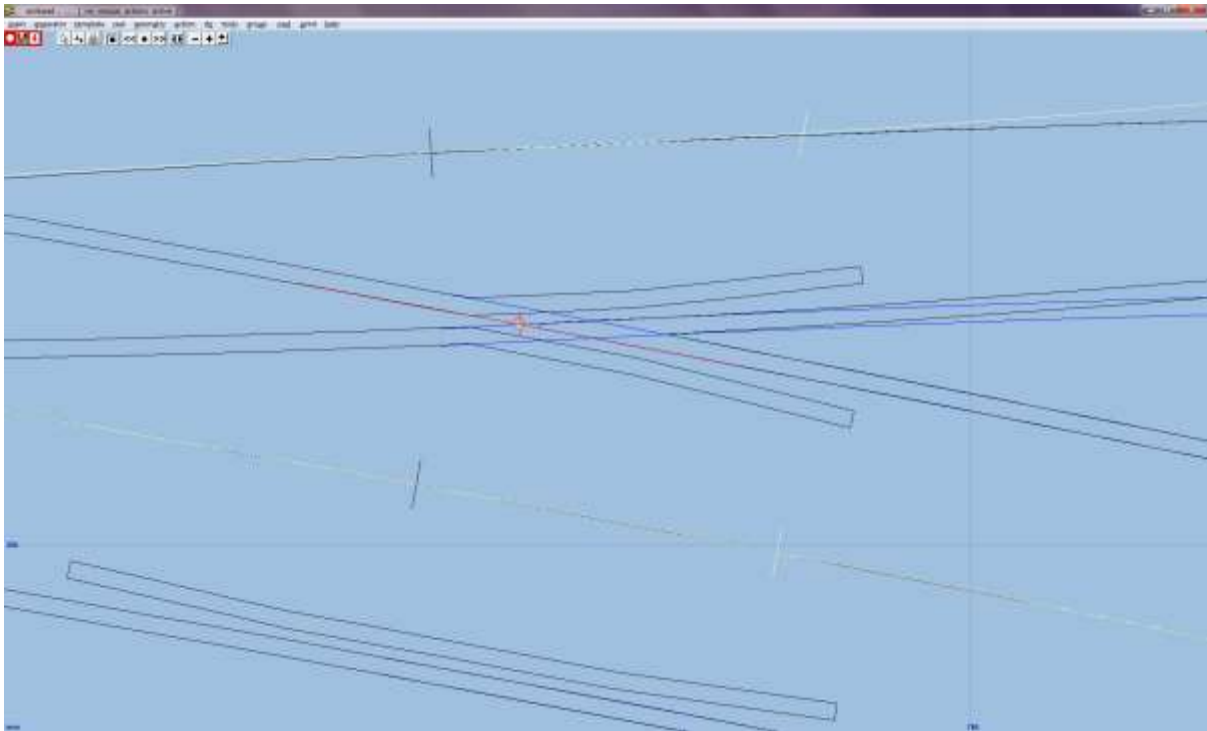


**Repeat from here for the second half of the diamond.** You might want to rename each of these templates; left click a template, and select rename... from the popup menu, and perhaps save your work.

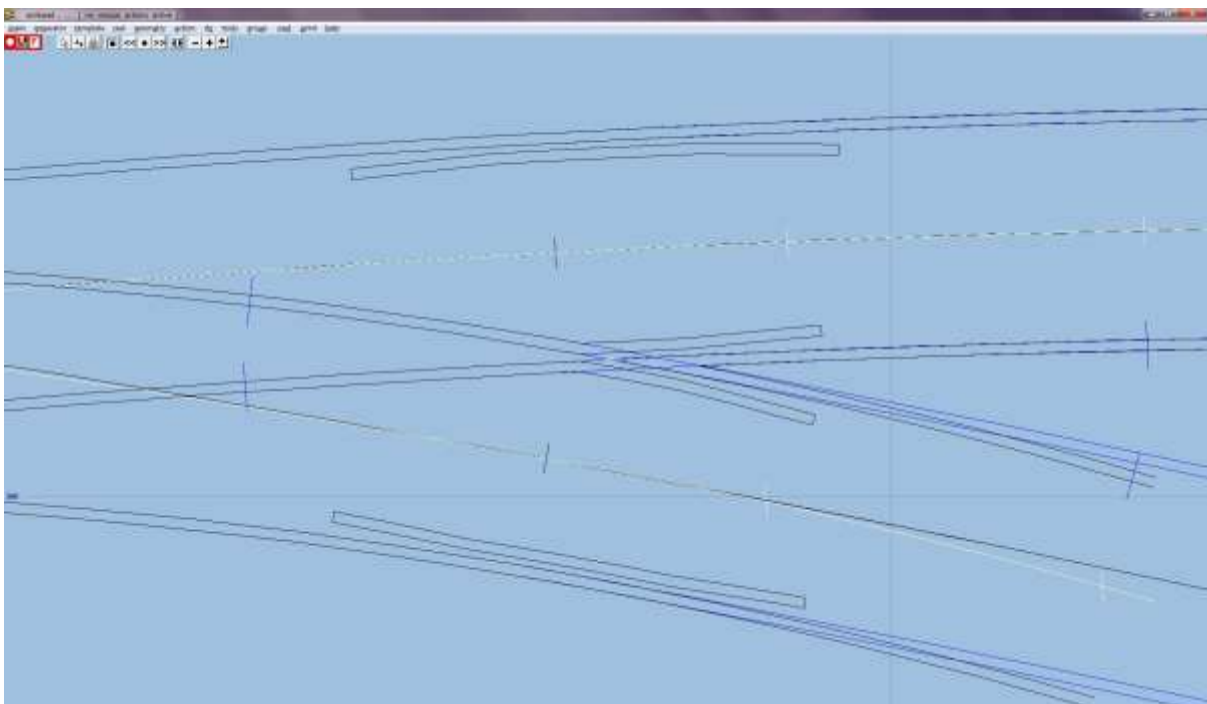
Use template → new template (quick set)...(CTRL-Q) to create a B6 turnout; Use template → switch options... to change the switch to a BH or FB 9ft. straight heel switch. Use template → V-crossing options... to set the V-crossing geometry to Curviform crossing. Left click on Guide #2 and select peg/align tools → align control template over, and snake onto peg → facing – facing from the popup menu. Use action → mouse actions: geometry →snake through peg (6) to snake fine point of vee to where Exit #1 and Exit #2 cross:



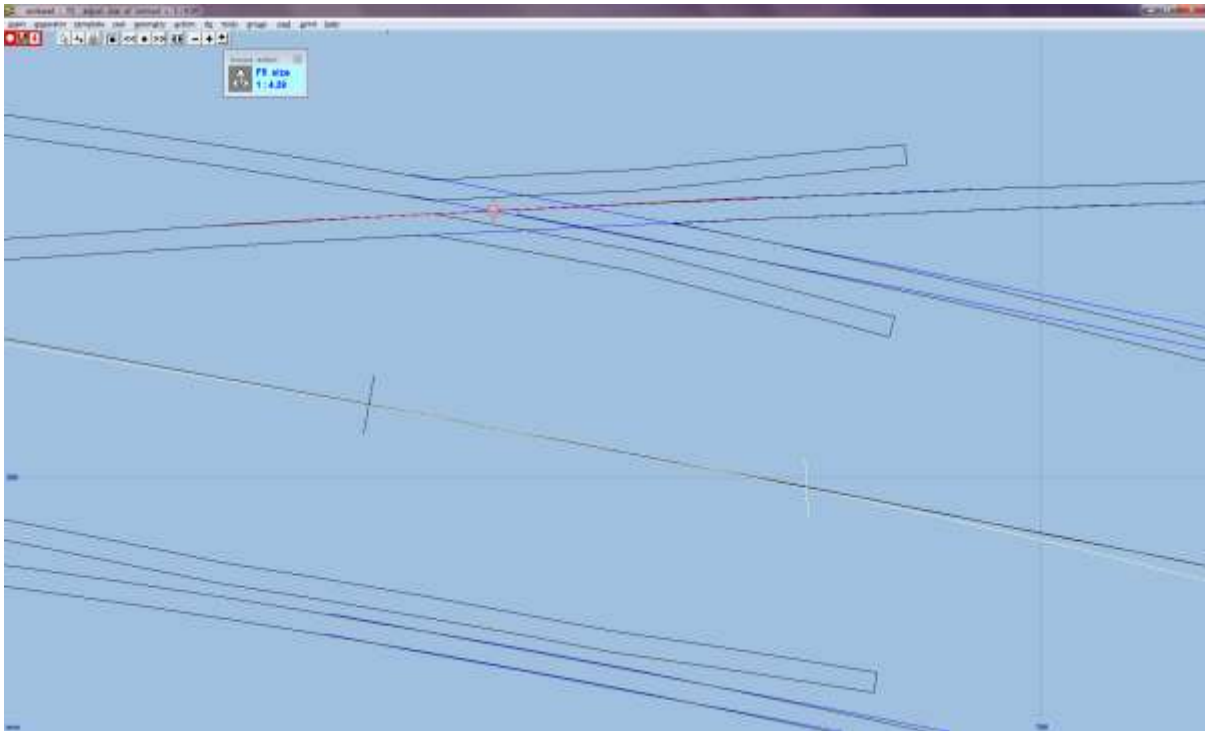
Set geometry → peg positions → peg on FP (CTRL-4). Set action → F5 V-crossing angles → any angle and action → F5 sizing options → length locked. Use action → mouse actions: real → adjust turnout size only (F5) so that the vee of the turnout matches that of the crossing formed of Exit #1 and Exit #2:



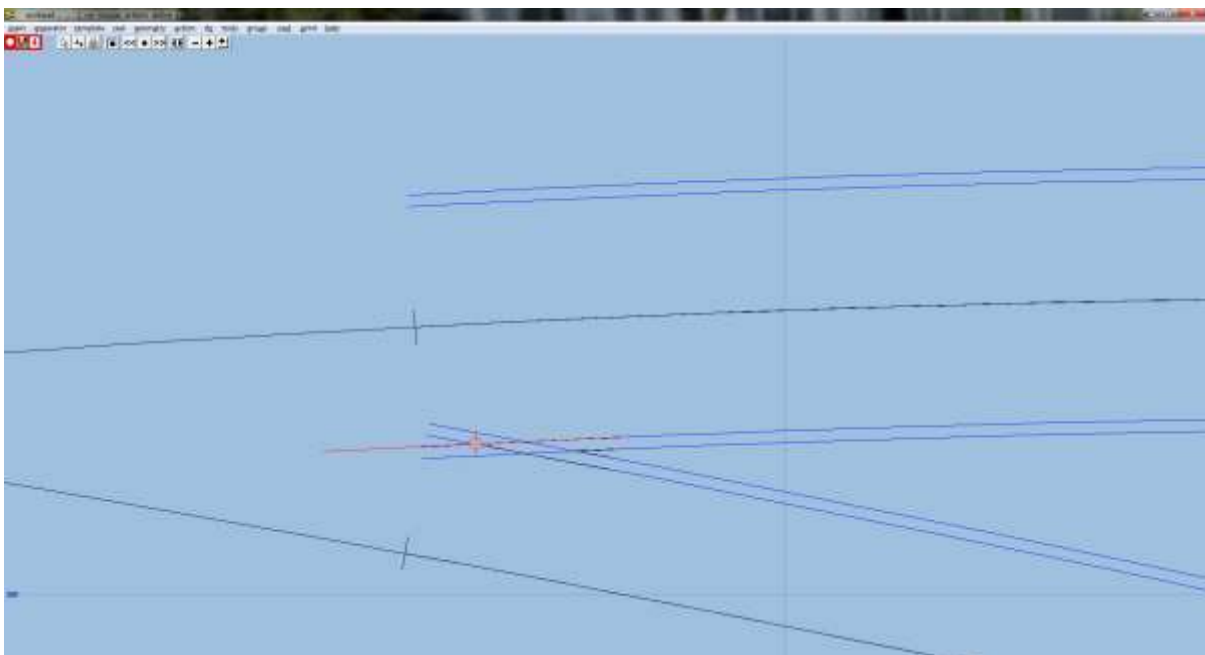
Use main → store & background (CTRL-V). Left click on the just stored template, and select rename from the popup menu to give the template the name of 4.27T-LH. Left click again on this template, and select wipe from the popup menu. Set geometry → peg positions → peg on datum (CTRL-0). Left click on Guide #1 and select peg/align tools → align control template over, and snake onto peg → facing – facing from the popup menu. Use template → invert handing (CTRL-X) and use action → mouse actions: geometry → snake through peg (6) to snake fine point of vee to where Exit #1 and Exit #2 cross:



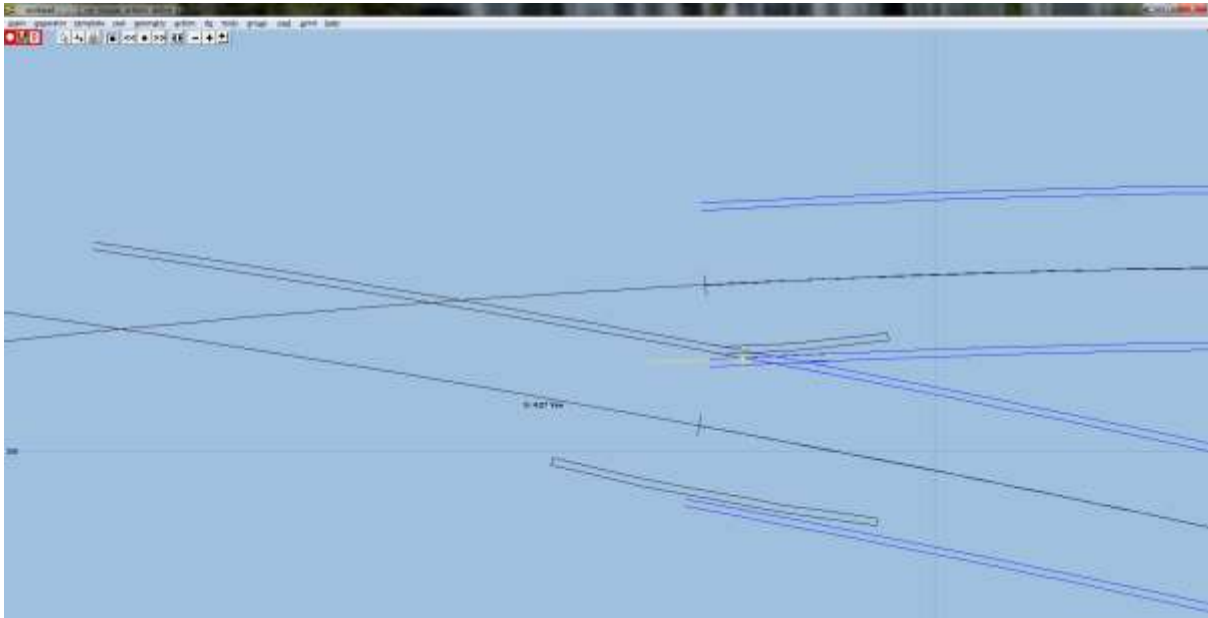
Set geometry → peg positions → peg on FP (CTRL-4). Set action → F5 V-crossing angles → any angle and action → F5 sizing options → length locked. Use action → mouse actions: real → adjust turnout size only (F5) so that the vee of the turnout matches that of the crossing formed of Exit #1 and Exit #2:



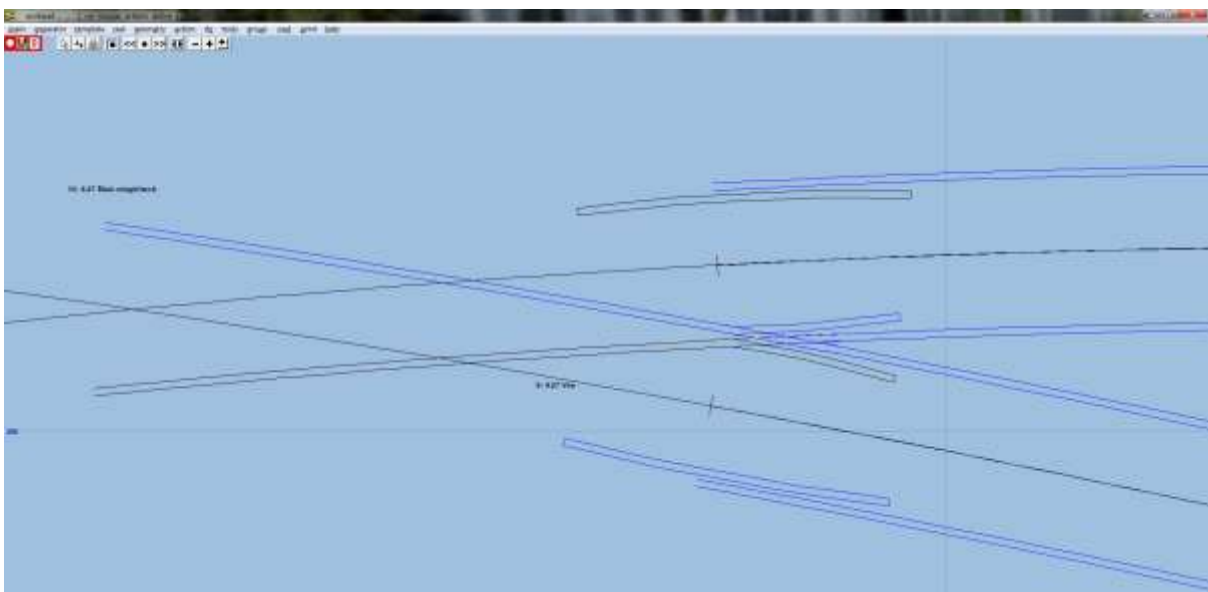
Use main → store & background (CTRL-V). Left click on the just stored template, and select rename from the popup menu to give the template the name of 4.27T-RH. Left click again on this template, and select wipe from the popup menu. Use main → storage box... (CTRL-B) to navigate to 4.27T-LH, select copy to control template. Set geometry → peg positions → peg on FP (CTRL-4). Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust the length of plain track until just the vee is visible. Use do → omit rails and joint marks...(CTRL-O) and remove all rails and joints except for the vee. Finally, unset geometry → track centre-lines:



Use main → store & background (CTRL-V). Left click on the just stored template, and select rename from the popup menu to give the template the name of 4.27 Vee. Use main → storage box... (CTRL-B) to navigate to 4.27T-LH, select copy to control template. Set geometry → peg positions → peg on datum (CTRL-O). Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust the length of turnout to extend just beyond the wing and check rails. Use do → omit rails and joint marks...(CTRL-O) and remove all rails and joints except for the main-road crossing rail and the main-road check rail. Use action → mouse actions: geometry → adjust blanking length (3) to length of crossing rail, and finally, unset geometry → track centre-lines:

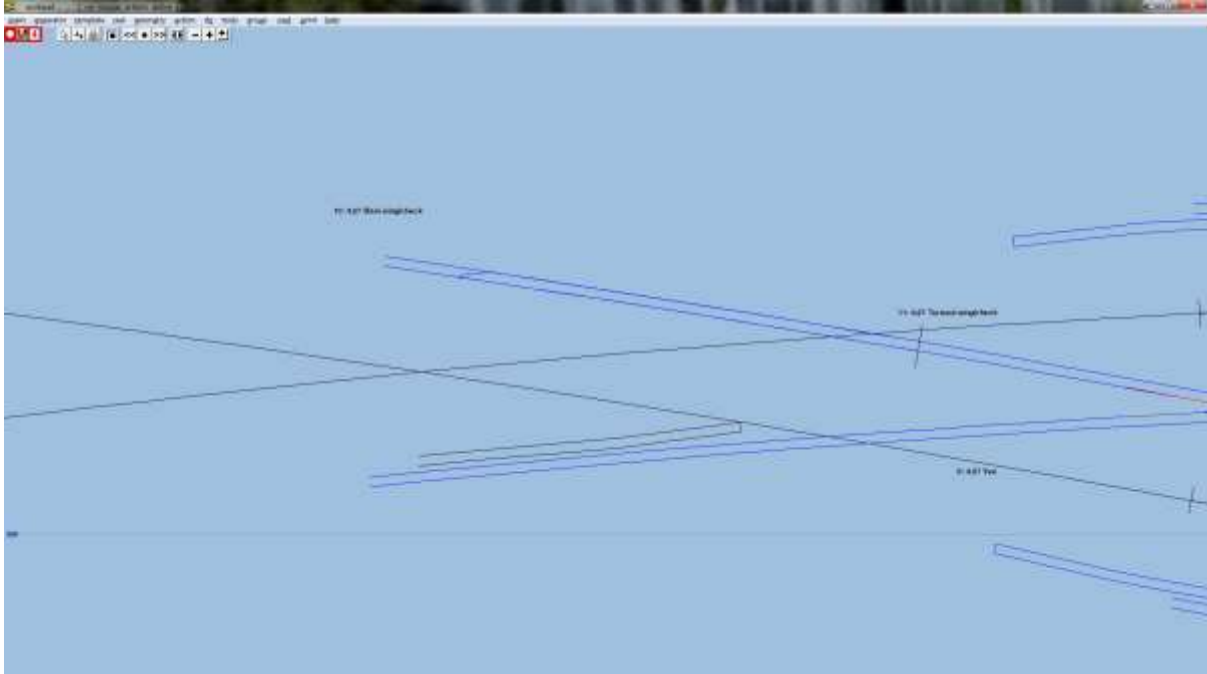


Use main → store & background (CTRL-V). Left click on the just stored template, and select rename from the popup menu to give the template the name of 4.27 Main wing/check. Use main → storage box... (CTRL-B) to navigate to 4.27T-RH, select copy to control template. Set geometry → peg positions → peg on datum (CTRL-O). Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust the length of turnout to extend just beyond the wing and check rails. Use do → omit rails and joint marks...(CTRL-O) and remove all rails and joints except for the main-road crossing rail and the main-road check rail. Use action → mouse actions: geometry → adjust blanking length (3) to length of crossing rail, and finally, unset geometry → track centre-lines:

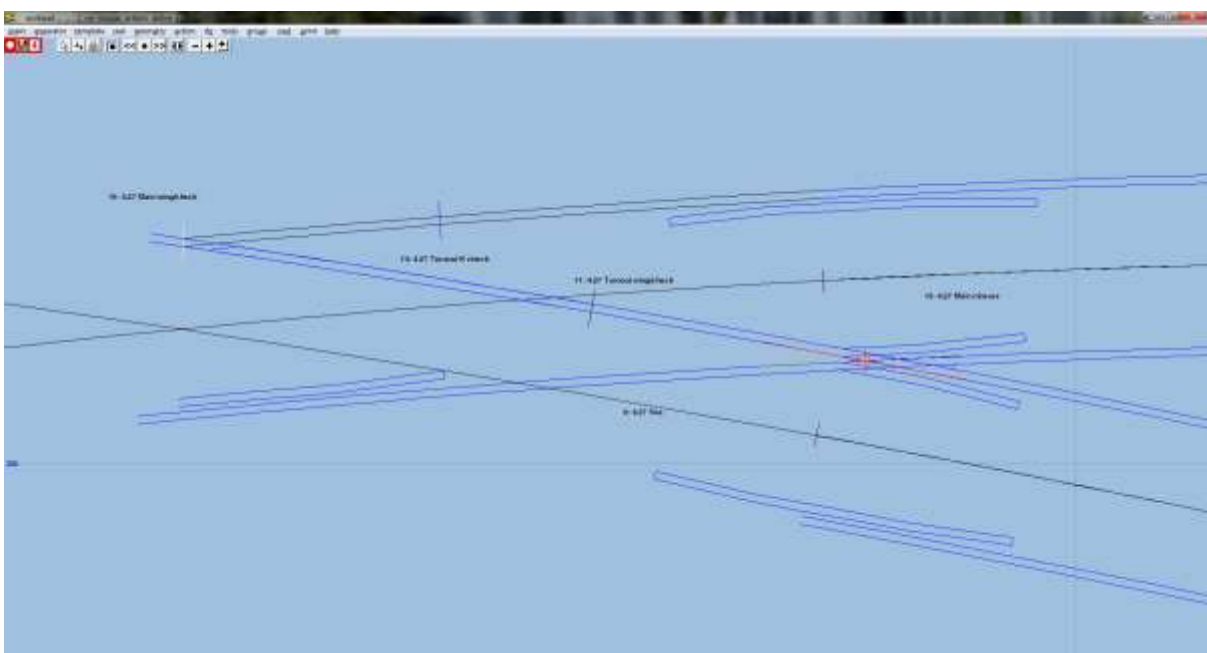




Use main → store & background (CTRL-V). Left click on the just stored template, and select rename from the popup menu to give the template the name of 4.27 Main closure. Use do → omit rails and joint marks...(CTRL-O) and remove all rails and joints except diagonal-road check rails. Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust length of template to that of just the check rail. Use action → mouse actions: geometry → adjust blanking length (3) to adjust the blanking to just include the check rails:

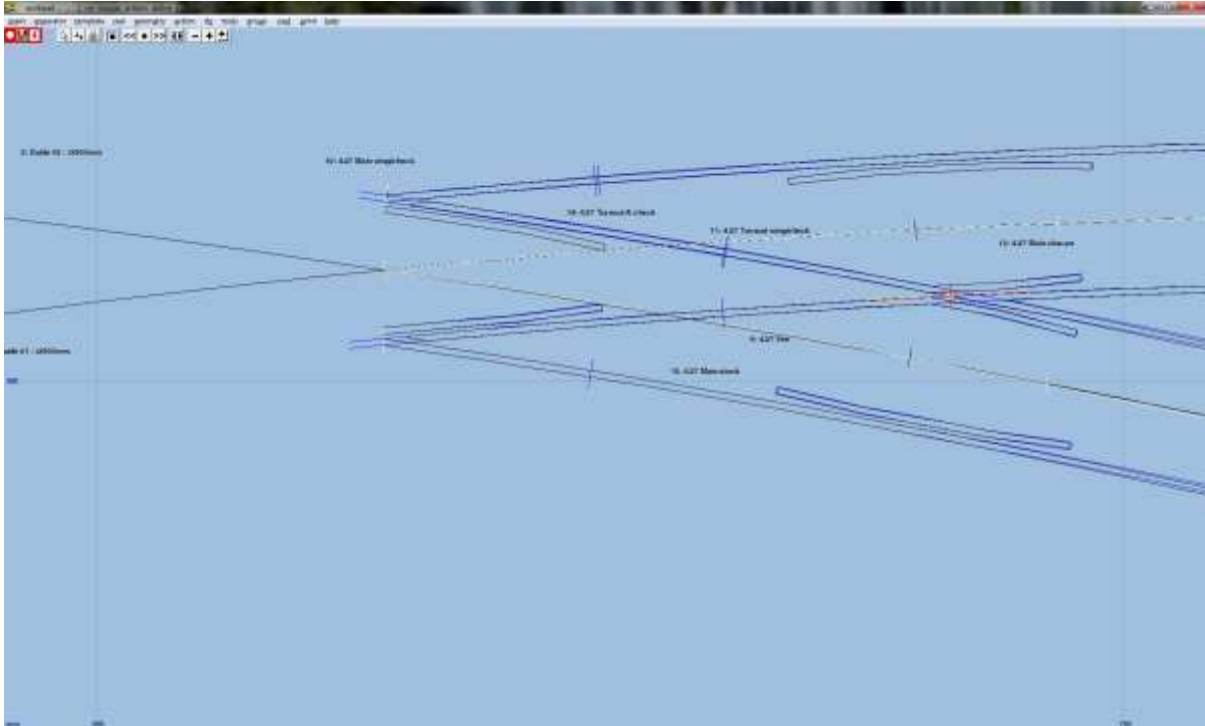


Use main → store & background (CTRL-V). Left click on the just stored template, and select rename from the popup menu to give the template the name of 4.27 Turnout K check. Use do → omit rails and joint marks...(CTRL-O) and remove all rails and joints except diagonal-road stock rail and K-crossing stock rail joints. Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust length of template to that meet that of Exit #1. Use action → mouse actions: geometry → adjust blanking length (3) to adjust the blanking to ensure the K crossing is visible:

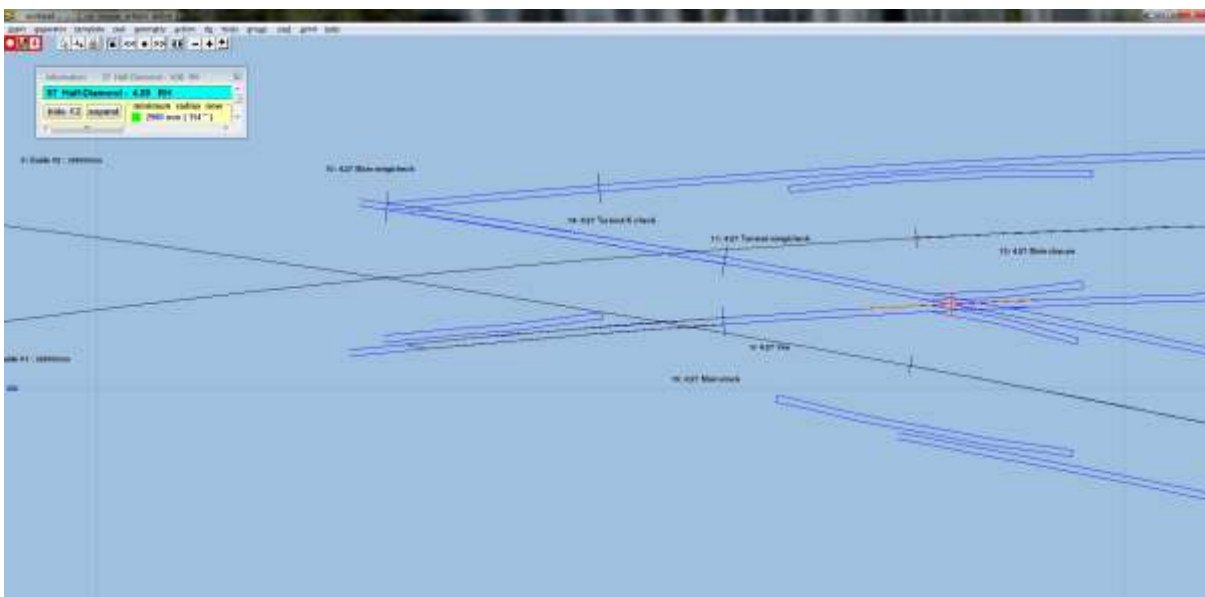




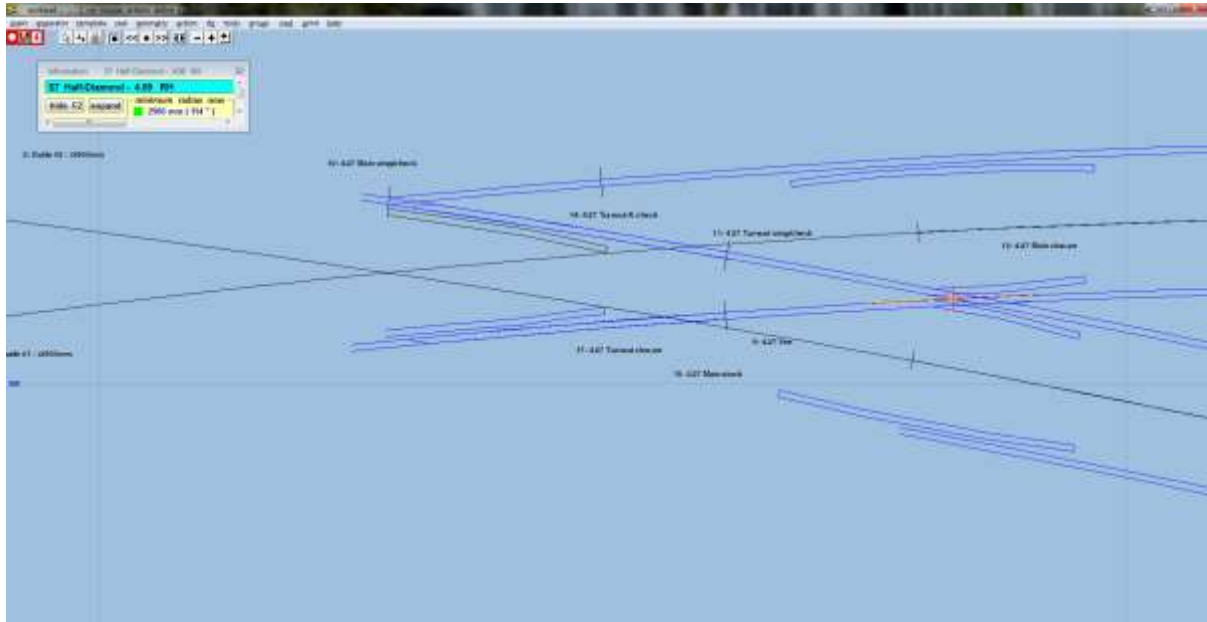
Use main → store & background (CTRL-V). Left click on the just stored template, and select rename from the popup menu to give the template the name of 4.27 Main stock. Use main → storage box... (CTRL-B) to navigate to 4.27T-RH, select copy to control template. Set geometry → peg positions → peg on FP (CTRL-4). Use template → convert turnout to half diamond (CTRL-K). Set geometry → peg positions → peg on FP (CTRL-4). Use action → mouse actions: real → adjust turnout size only (F5) so that the deflection point of the diamond matches that of the crossing formed of Guide #1 and Guide #2:



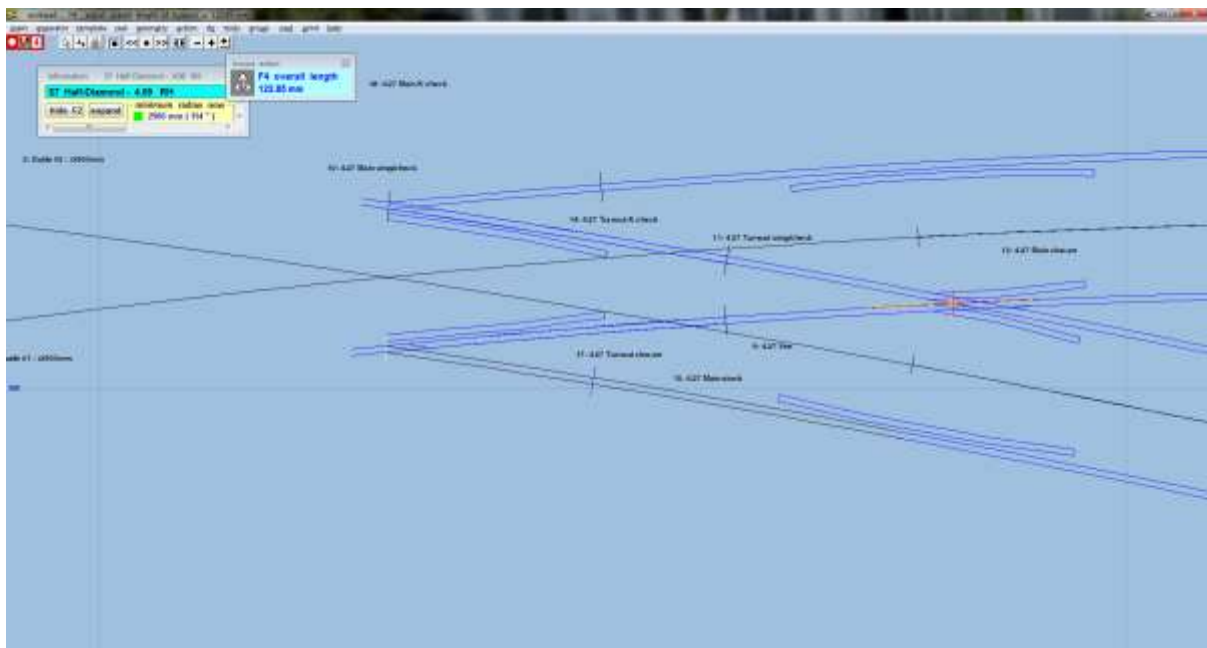
Use main → store & background (CTRL-V). Left click on the just stored template, and select rename from the popup menu to give the template the name of 4.09T-RH. Left click on the just stored template, and select Wipe from the popup menu. Use do → omit rails and joint marks...(CTRL-O) and remove all rails and joints except main-road crossing rail and wing rail joints. Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust the length of closure rail. Unset geometry → track centre-lines:



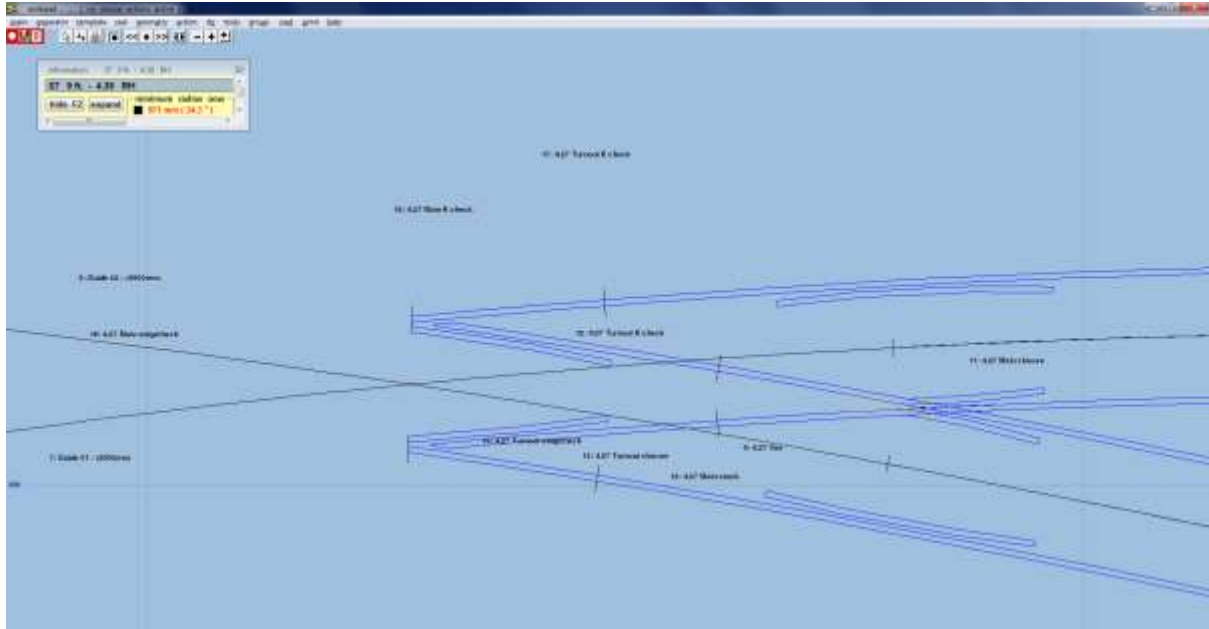
Use main → store & background (CTRL-V). Left click on the just stored template, and select rename from the popup menu to give the template the name of 4.27 Turnout closure. Use do → omit rails and joint marks...(CTRL-O) and remove all rails and joints except diagonal-road check rails. Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust length of template to that of just the check rail. Use action → mouse actions: geometry → adjust blanking length (3) to adjust the blanking to just include the check rails:



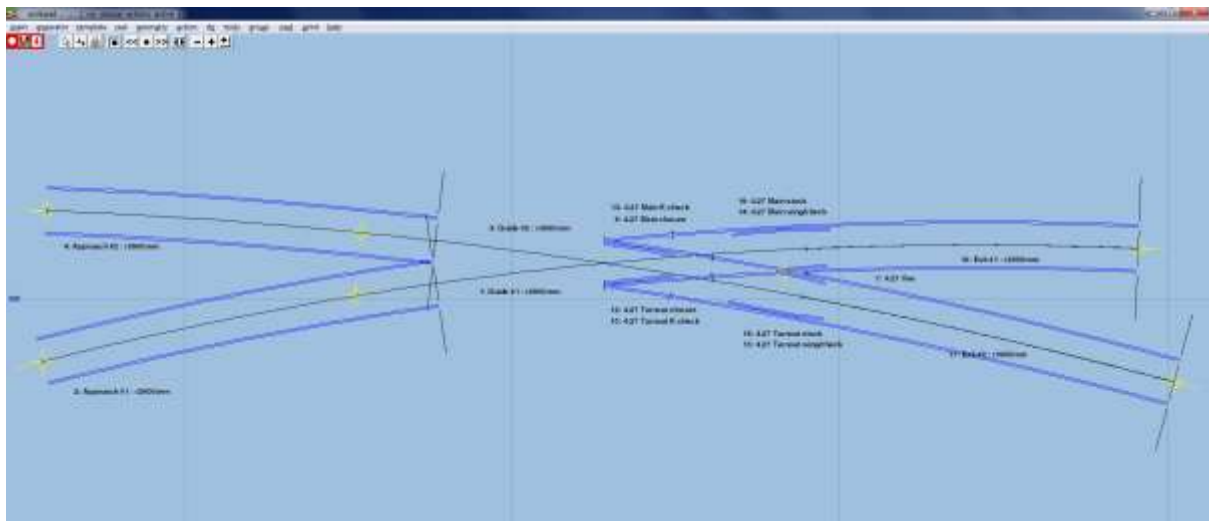
Use main → store & background (CTRL-V). Left click on the just stored template, and select rename from the popup menu to give the template the name of 4.27 Main K check. Use do → omit rails and joint marks...(CTRL-O) and remove all rails and joints except diagonal-road stock rail and K-crossing stock rail joints. Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust length of template to that of just the check rail. Use action → mouse actions: geometry → adjust blanking length (3) to adjust the blanking to just include the check rails:



Use main → store & background (CTRL-V). Left click on the just stored template, and select rename from the popup menu to give the template the name of 4.27 Turnout K check. Left click on 4.27 Main wing/check and select delete to the control. Use action → mouse actions: geometry → adjust blanking length (3) to adjust the length to near the joint mark. Left click on 4.27 Turnout wing/check and select delete to the control. Use action → mouse actions: geometry → adjust blanking length (3) to adjust the length to near the joint mark:



Left click the Exit #1 template and select delete to the control from the popup menu. Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust length of template to just meet the free end of the vee. Use main → store & background (CTRL-V). Left check the Exit #2 template and select delete to the control from the popup menu. Use action → mouse actions: geometry → adjust plain-track length (F4), and adjust length of template to just meet the free end of the vee. Use main → store & background (CTRL-V). Use main → storage box... (CTRL-B) and delete all unused templates. Click hide box when done.



*Note: the exit rails #1 and #2 might not line up directly with the appropriate stock rails at the vee. This can be accommodated during construction, or if it offends too much, duplicate the Exit #1 and Exit #2 and make these longer (into the diamond), and omit the appropriate rails.*

