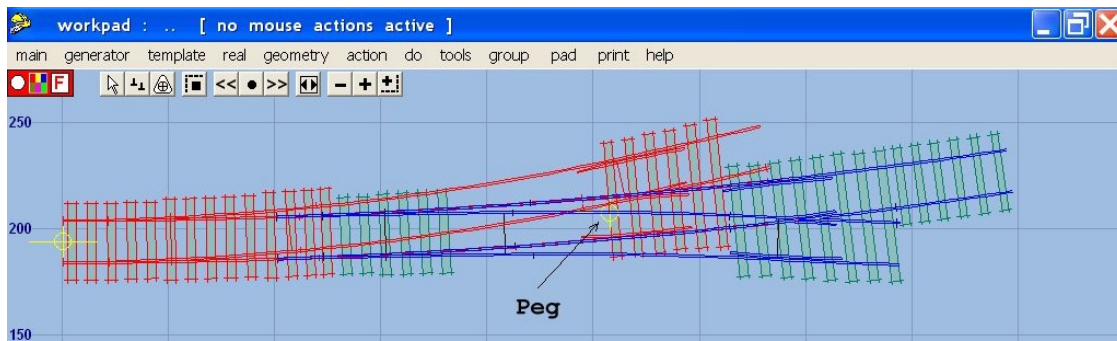


8. Left click on second turnout, click on turnout name at top of menu and scroll down data to get resultant turnout radius (center line) from template information +7402 in this instance.



9. Left click on turnout 2.

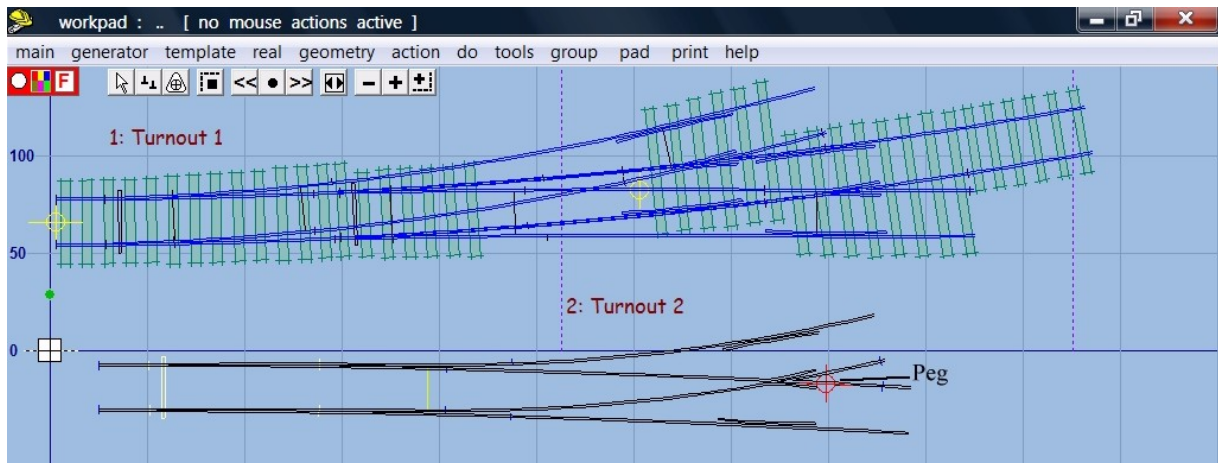
delete to control

Place peg on turnout road crossing rail

geometry > peg on line or rail > on turnout road crossing rail

CTRL – F8 to snake peg along rail to just past where the two rails cross but just before the timber.

main > store & background.



10. Make a new turnout template without timbering, change switch type and change V-crossing to curviform. Then put peg on main road crossing rail just past the V-crossing

template > new template (quick set) LH REA 4.5 main road curving - straight. Note: this is the opposite hand to Turnout 2 above.

F7 to move off background templates if needed.

Change main road curving to the negative of the value obtained in sequence 8 above

geometry > constant radius > -7402

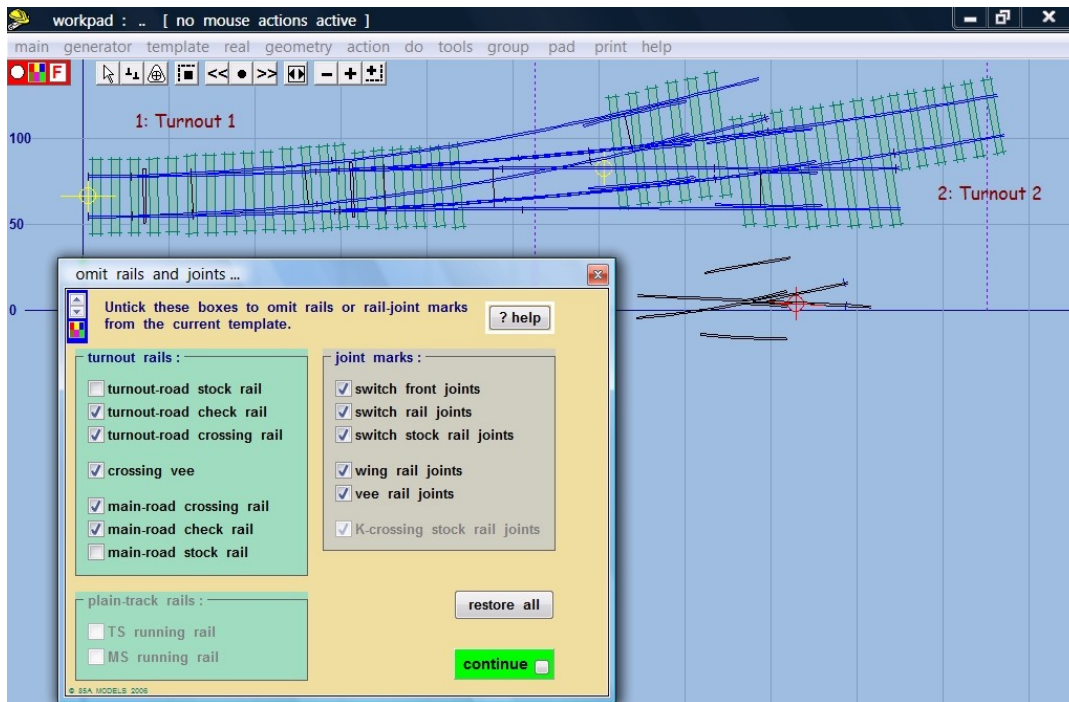
real > timbering > no timbering

template > switch options > BH or FB 30 ft straight heel switch

template > V-crossing options > curviform crossing.

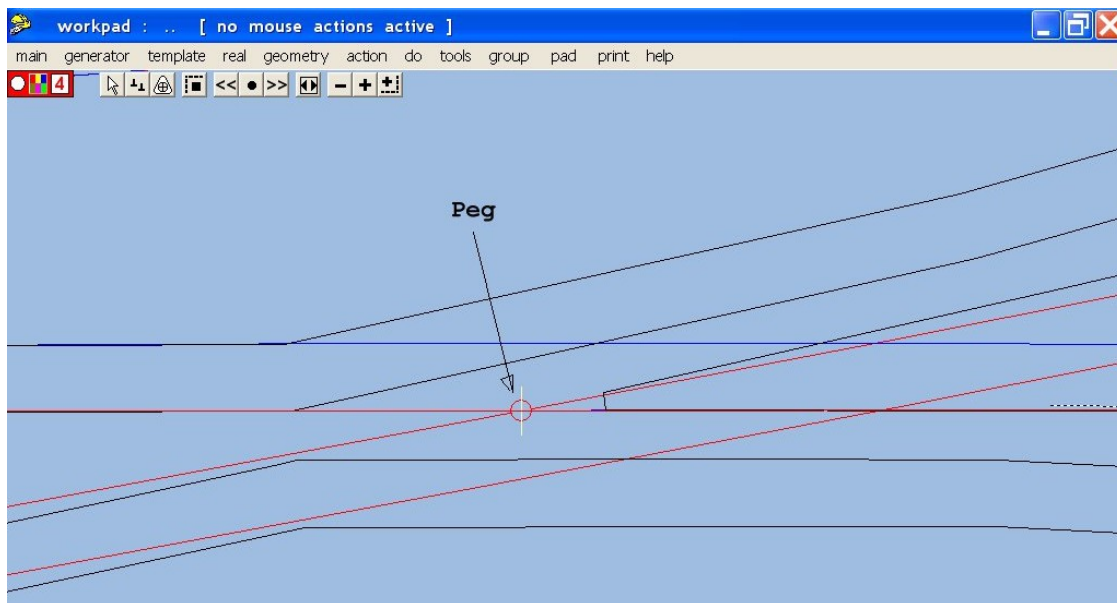
geometry > peg on line or rail > on main road crossing rail

Use **CTRL – F8** to move peg to just past the V-crossing



11. Omit both stock rails.

do > omit rails and joint marks > from the menu, click to untick **turnout road stock rail**, **main road stock rail**



12. Align control template over background template. Left click on template 2

peg / align tools > snap control template onto background template > at peg.

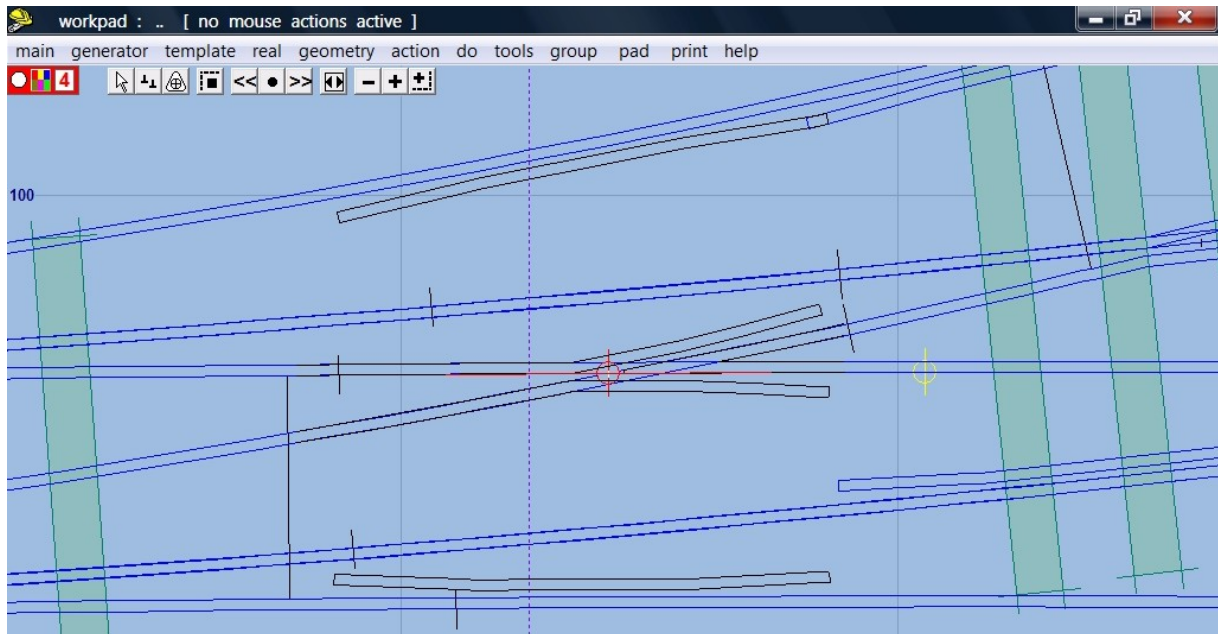
The control template will be facing the wrong way and will look strange. Shift the control template onto the notch to turn the control template around.

geometry > notch > shift onto notch.

geometry > notch > reset notch on pad datum

Zoom in on vee and use **CTRL – F6** to snake the control template along the background template and align the V-crossing fine point with the intersection of the background rails. Place the peg on fine point.

geometry > peg position > peg on FP.



13. Change the V-crossing angle to align with the turnout road

action > F5 V-crossing angle options > any angle

action > F5 sizing options > length locked (CTRL – Page Down)

Then use **F5 size** to adjust the Vee angle to align with the turnout crossing and the main road crossing rails.

Use **F4 Overall length** to just include wing and check rails in the template length.

Use **CTRL – F3** to blank off template to just before the check rails.

There you have it, or at least the rails. Use shove timbers as required, not included in these sequences.