

THE RAIL SIMULATOR NEWSLETTER

WELCOME

Happy New Year folks and welcome back to your monthly editions of the Rail Times newsletter!

This month we talk more about the World Editor that featured as an announcement on the website a week ago. We also include a Progress Report this month to keep you apace the Rail Simulator developments and we also report on future coming news.

Sabrina

COMING SOON

Next month we will be announcing our second route! We will also be introducing you to our second train to feature on this route and the research that went into the making of these core Rail Simulator assets.

We will also take a look at those working with us to help create an accurate simulated route and the invaluable assistance we have received from them.

WORLD EDITOR'S OBJECTS

The World Editor is an "in-game" editor, and whilst it is designed to be easy and fun to use it will maintain detailed editing. It can be accessed whilst free roam driving around the routes to allow for the creation of rail infrastructures and world environments.



The idea behind this is to make world editing an integral part of the simulation expanding the overall user experience of Rail Simulator in a way other simulation products don't.

The Rail Simulator World Editor will allow the user to create and edit in several areas but we shall focus on one particular area here.

The 'Objects' we are creating are vital to the Rail Simulator virtual railroad.

Building these objects can take our artists several weeks to complete as they add the details and ensure all the textures and LOD's are just right.

The images here demonstrate some of the objects currently in development for Rail Simulator.



PROGRESS REPORT

The Rail Simulator team is in a busy period now as we work on from our first playable demo to the real complex parts of the simulator. Our team are at their biggest size yet and are all working the hours to keep the schedule on track! The World Editor is nearing its end in development – so we'll be showing you more of what that can do once it's complete – and the core RS routes and trains are also nearing their completion.

The Rail Simulator team has been very busy this year, we have just completed another milestone and our current focus is on the world editor to support our route creation team as well as the underlying simulation and physics systems. The team is at its biggest size yet and all are working the hours to keep the schedule on track!

The team would like to thank you for your support, it's always a boost to them to know their hard work is much awaited.