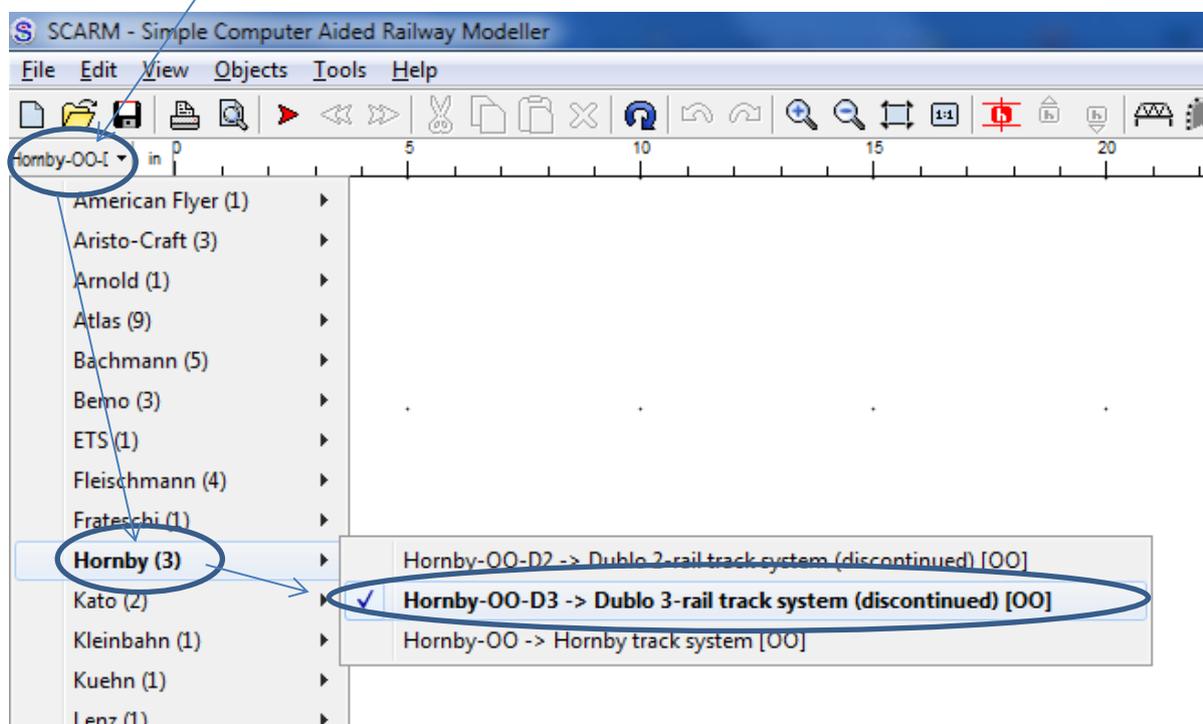


Hints and Tips using SCARM

The list of available track pieces for different makes of track is quite large so to select your chosen track, (in this case Hornby Dublo 3 rail), on opening the program select the drop down menu from the box beneath **File** in the top left hand corner of the screen.



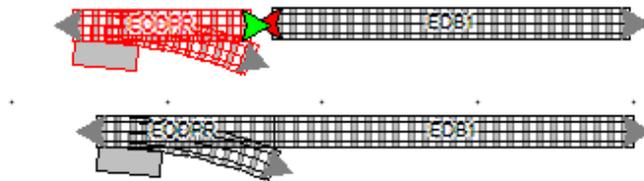
This will give you all the pieces available to make up your layout.

If you think about it a standard straight piece of track is about a foot long. To start using the program it makes sense to set the size of the scales across the top and side to a reasonable screen size. A quick way to do this is to place a standard straight in the middle of the screen and use the mouse wheel to scroll in or out until the size looks right. You can judge how much space you have against the screen view. Then if you want to create a baseboard select **Edit, Create Baseboard** from the menu. This allows you to draw a rectangle using the scales on the top and side of the screen. To make it perfectly rectangular, hold down Ctrl while you drag the mouse along each side of the rectangle. Let go the mouse button when a side is completed and then drag the next side out. To finish the baseboard when the final side touches the beginning of the first side left go the mouse button then click the right hand mouse button and

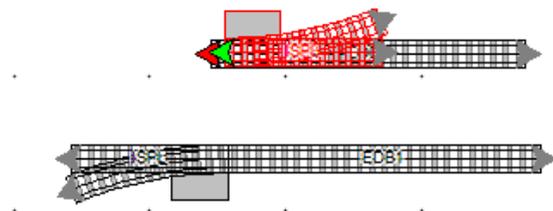
the rectangle, if you have drawn it correctly, will go blue, (you may need to practise this!). In 3D view the board will be green. So if you have the scale right and the baseboard the right size you will now be able to create your layout as follows:

To place track on the board simply drag the required piece from the list on the left. To join the next piece of track repeat as above but let the arrows at one end of the second piece overlap the arrow on the first piece and adjust until they turn Red and Green. Let go the mouse button and the pieces will snap together. Using this technique you won't have to rotate pieces in general. Why this is important becomes obvious when using turnouts as shown below.

Attaching a turnout in line with track



Attaching a turnout in the opposing direction



To remove a section of track simply select it, (it turns red), and press the **Delete** key.

