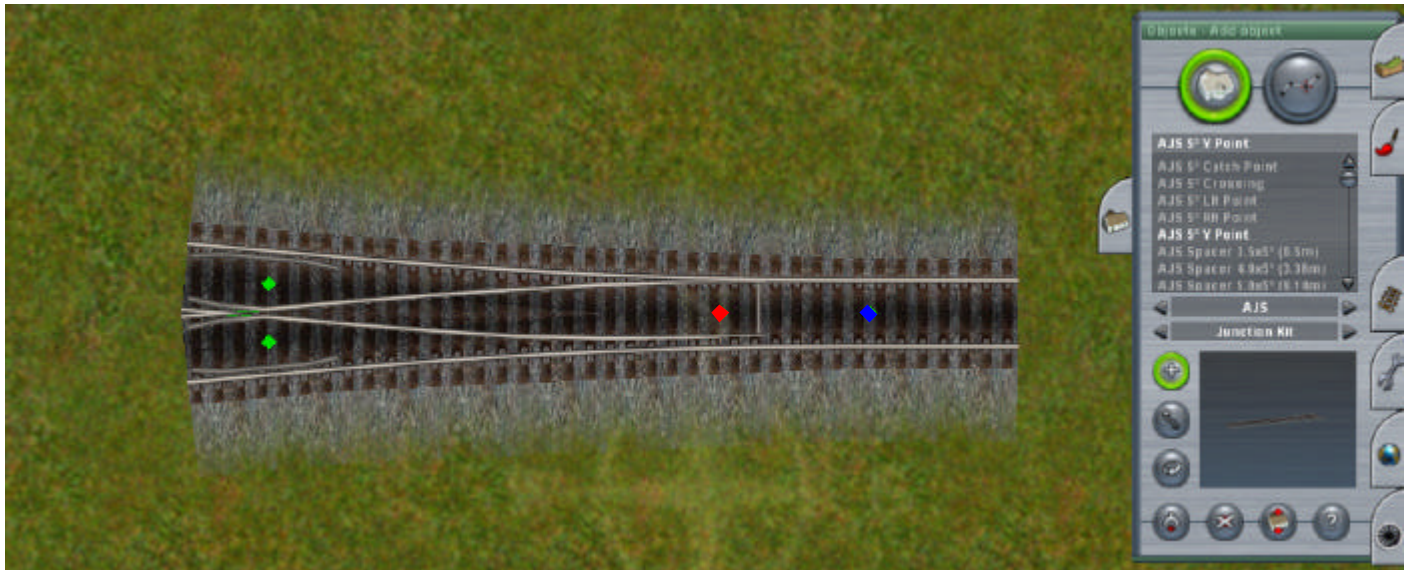


# Getting Started

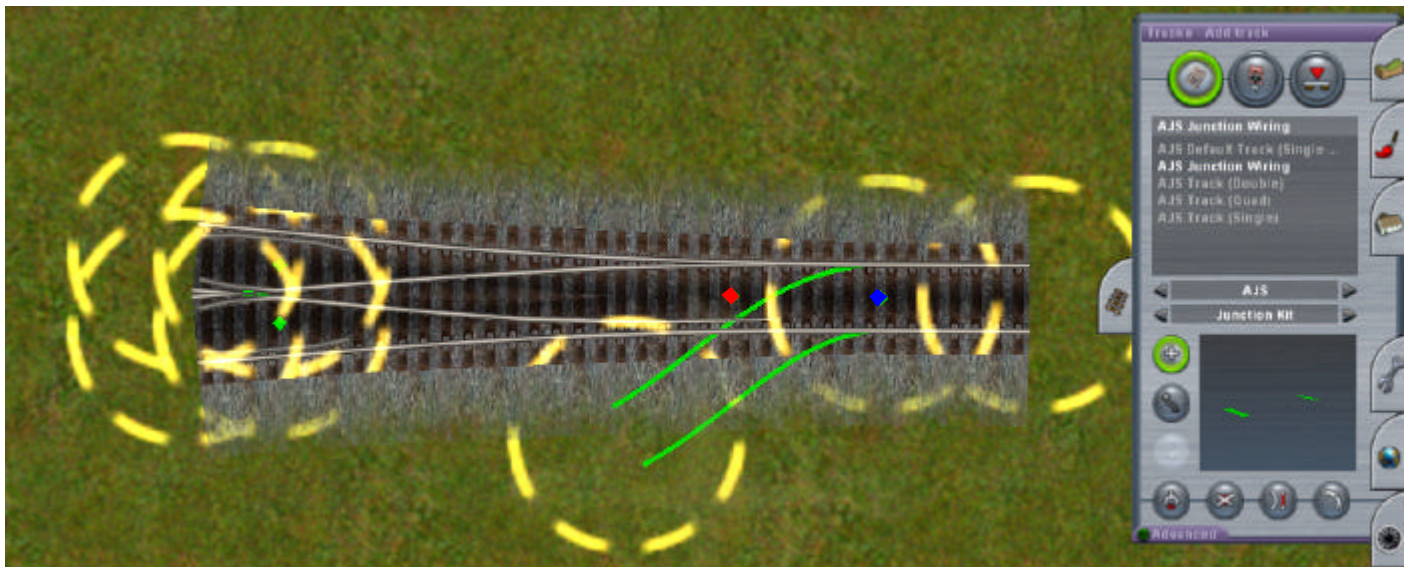
## 1. Creating a Simple Junction



Select Objects / Scenery / AJS / Junction Kit

Select the point you are interested in and place on the map. At this stage it will not be operative.

You will see four diamonds which will disappear from view if you zoom out. These are the node points that must be connected up to make the junction work.



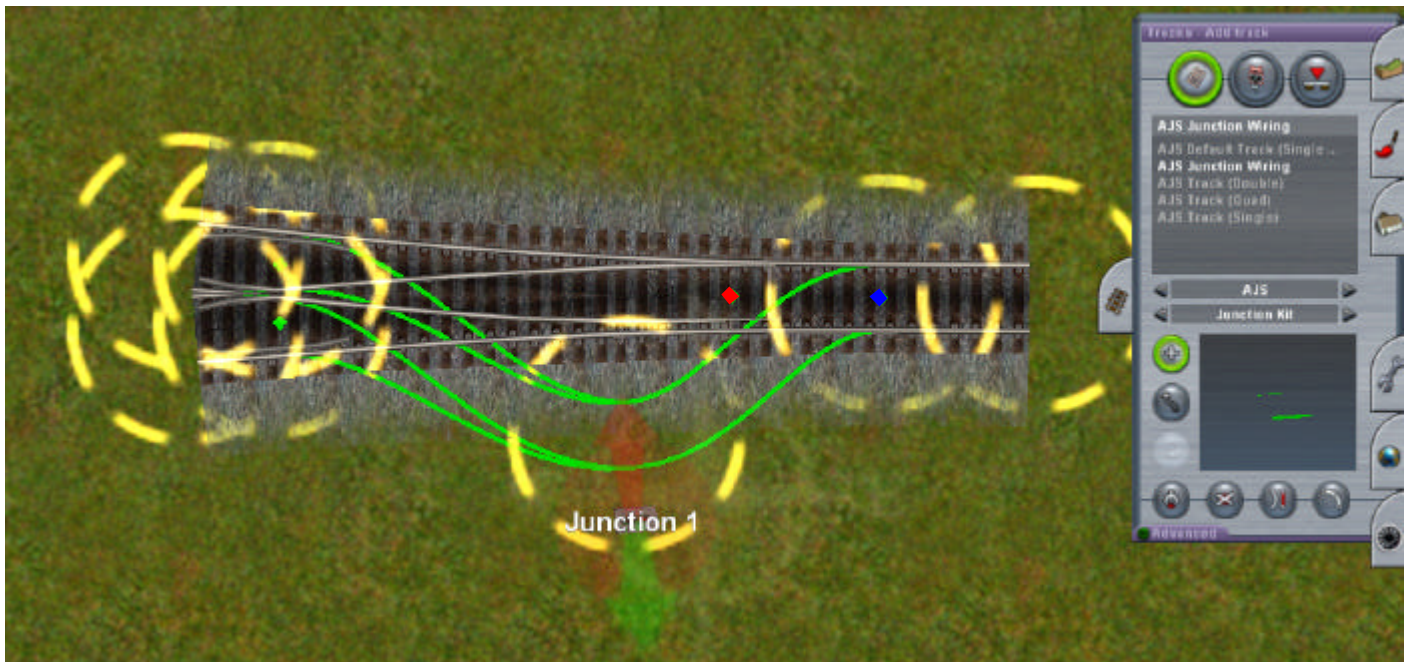
Select Tracks / Track / AJS / Junction Kit / AJS Junction Wiring

To make the 'junction function' these four nodes need to be 'wired up' using invisible track.

Junction Wiring is an invisible track set up to make it easier to obtain the correct alignment.

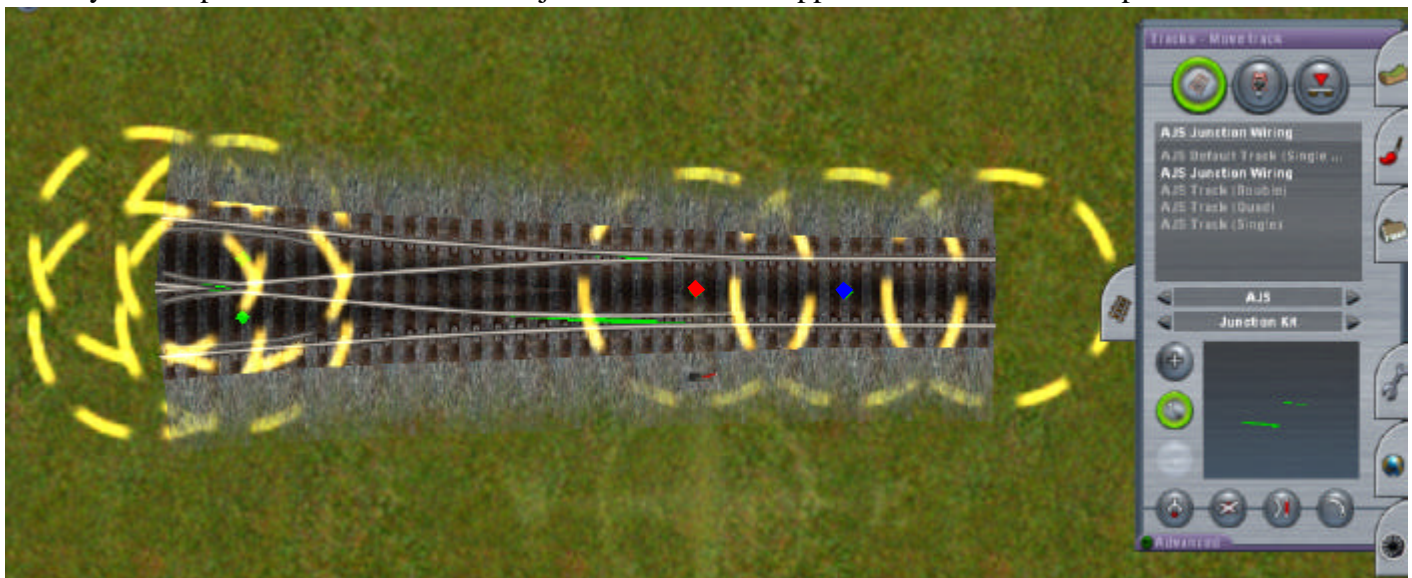
Draw a track from the single node on the input track to a point alongside the junction.





Complete the wiring by connecting this point to the two branch nodes.

When you complete the last connection a junction lever will appear at the second node point.



Drag the junction lever to the central diamond, align the tracks and release.

Select Track / Trackside / Default Junction Direction and test the point.

Depending on the initial default direction you may have to click the junction lever twice before you see the points animating.



Add tracks to the outer nodes and the junction is finished.



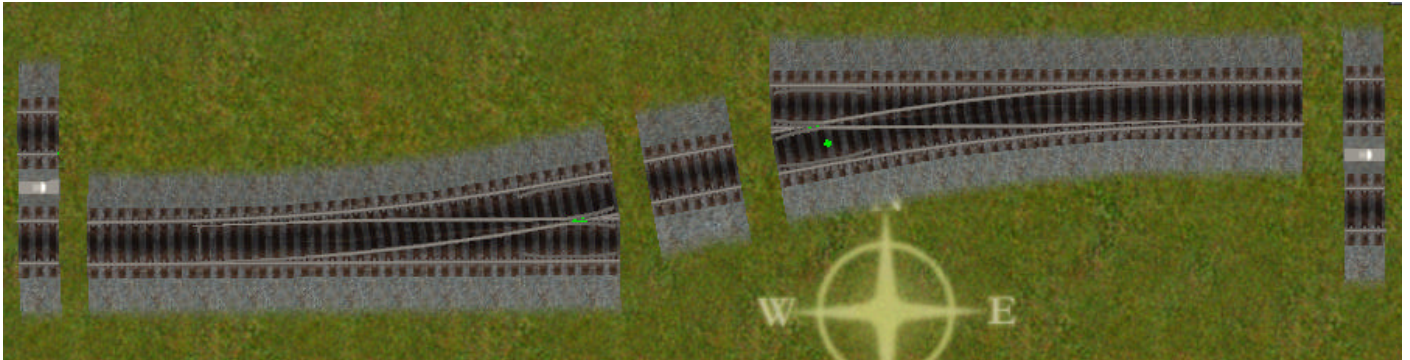
# Getting Started

## 2. Creating a Compound Junction Template

The junctions themselves will not snap to other junctions. To connect them you need to use spacer or gauge pieces.

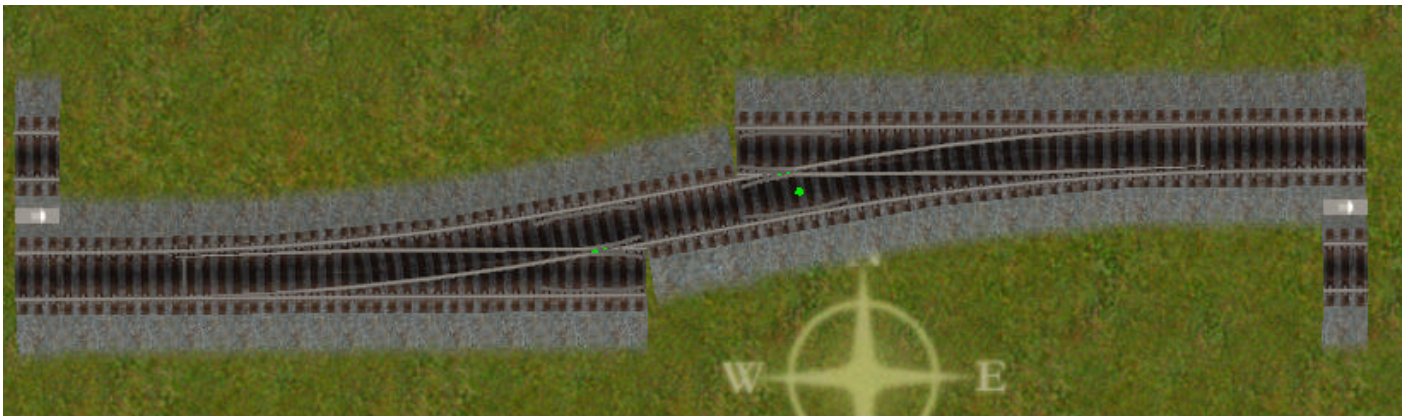
These are available in different sizes to suit the various track spacings in use.

This is how to create a simple crossover junction for track at 4 metre spacing.

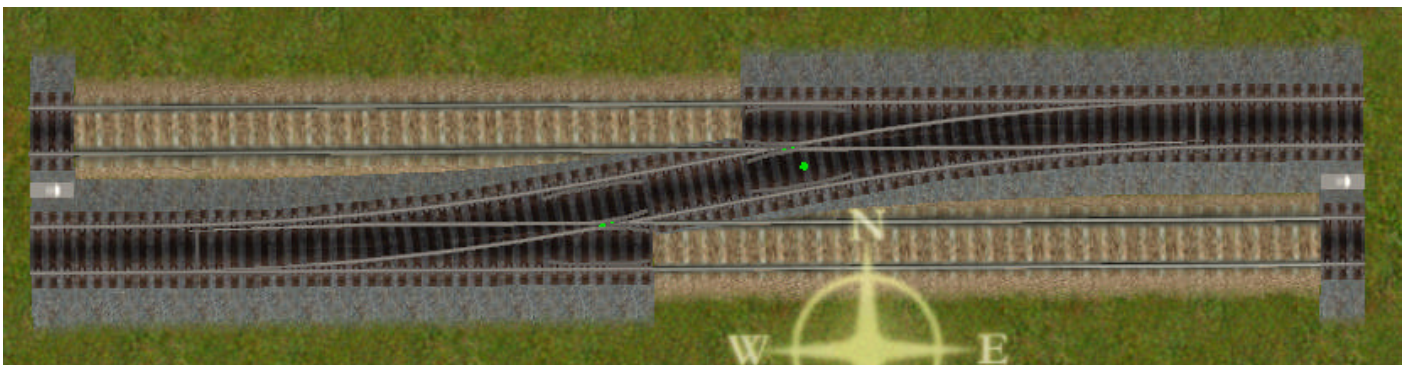


Assemble the necessary pieces. All can be found in Scenery / Objects.

Two left hand junction pieces (Junction 10-LH), one 4 metre junction spacer (Junction Spacer 10-4.0-FT) and two way gauges (Way Gauge 2T-4.0-FT)



Snap the various items together. The piece you are moving will rotate and snap on to its neighbour. If the angles are different you may have to rotate some of the pieces before they will attach.

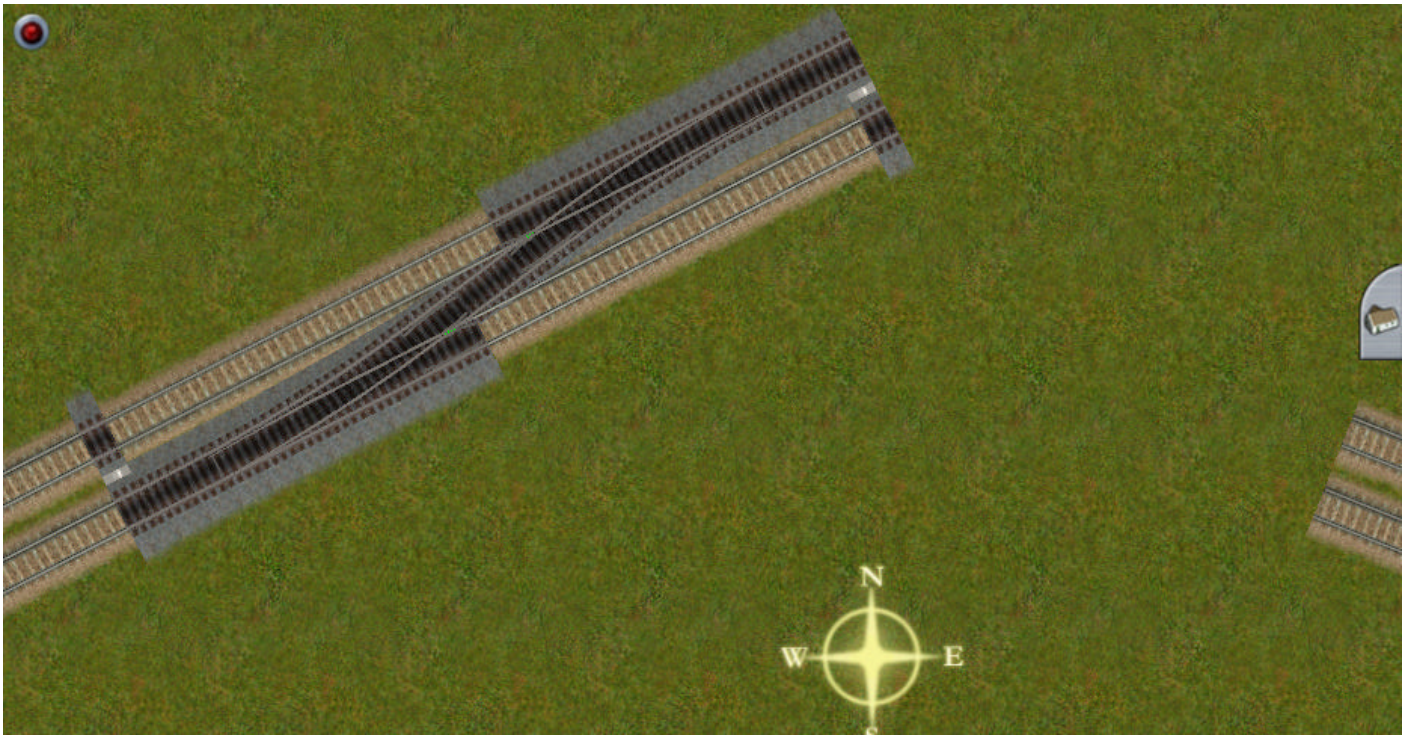


Fill in the gaps with spline track.

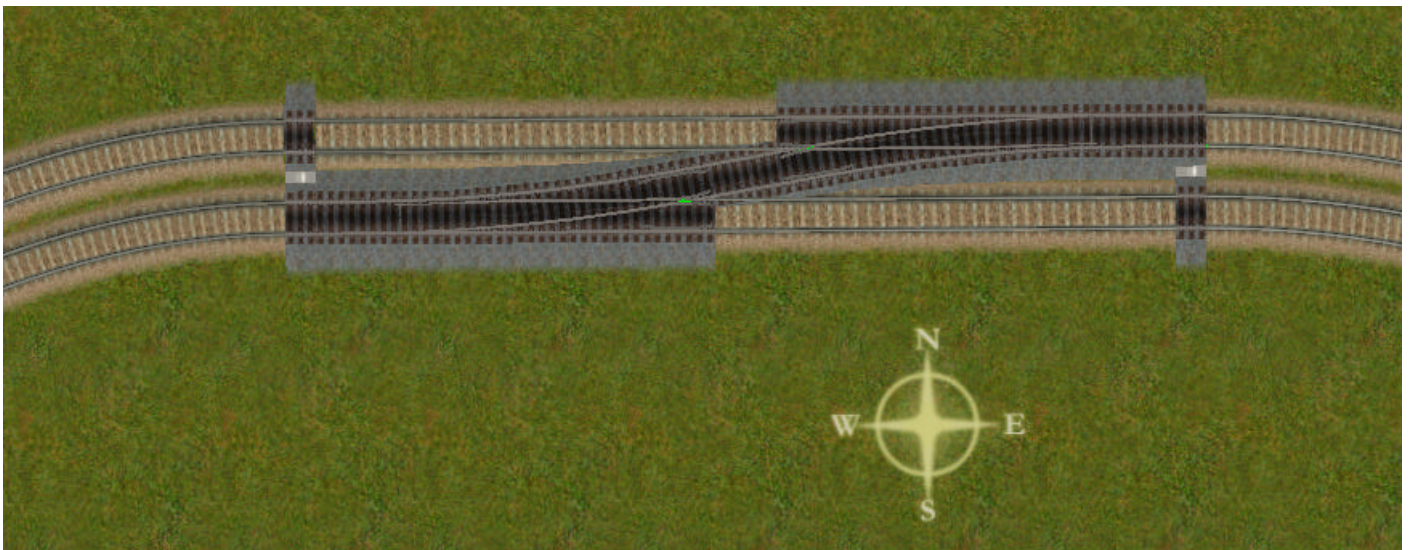
The crossover template is now complete and can be moved or rotated as if it were one piece.

You can connect up using single spline tracks as normal or you can drag and drop the entire assembly onto twin track segments with matching track spacing.





For twin track you must move the assembled template on to the track rather than vice versa. You can rotate the template together with any attached tracks until the angles are a close enough match to enable the snapping mechanism to work.



Once you have everything laid out the way you want you can wire up and test the junction animation.