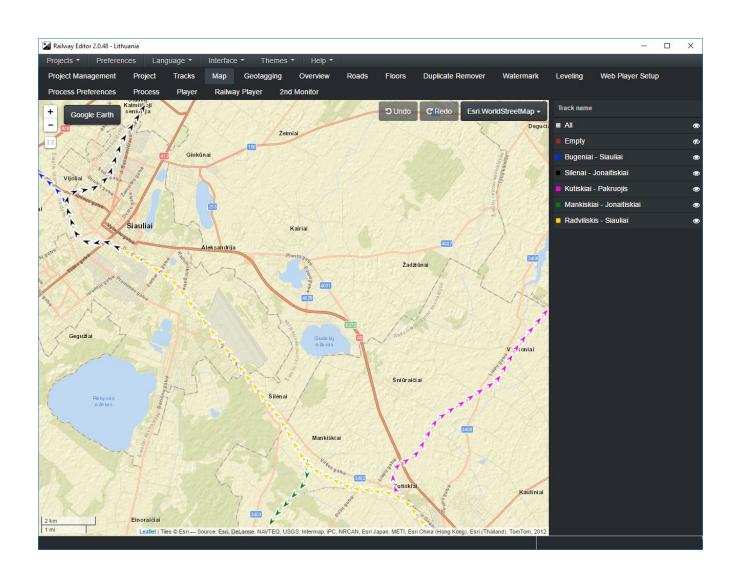


Railway Editor 2 Manual



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Why Railway Editor?

The Railway Editor program enables you to create tracks and to enter geo-referenced mile-markers from the first recording of your tracks.

You can then simply re-record the same tracks again and again to document change. New recordings are automatically matched to existing tracks and the already geo-referenced mile-markers.

The output is the Railway Player, a program that provides a timeline and the ability to search by track name and mile-marker. Tracks can be organised into up to three levels.

Important

This manual assumes that you are already familiar with the <u>Creator</u> program.

Installation

Download and install the latest Railway Editor program.

Recommended Operating System

Windows 7, 8 or 10.

64-bit, any language.

32-bit Windows is not supported and will not work.

Recommended Hardware

Minimum requirements:

A must-have for production:

NVIDIA GTX 1080 graphics card with 8GB VRAM.

With the NVIDIA GTX 1080 graphics card, about 75.000 data-sets can be processed every 24 hours.

Other components:

CPU with 4 cores and 8 threads, minimum 3.4 GHz.

16 GB RAM

250 GB SSD, or larger. For the Windows operating system.

2TB HDD for small data-sets.

Network drives (NAS) are recommended for larger data-sets.

Definition of Railway Terms

Mile-marker

A physical sign along a Railway track indicating the distance from the starting point of the track.

Examples: 1, 2, 3, 4.5, 5.6, 345, 567.

Mile-markers can either be a Mile or a Kilometer apart. Sometimes there will be additional Mile-markers every 10th Kilometer.

The Railway Editor can also deal with "long miles" and "short miles".

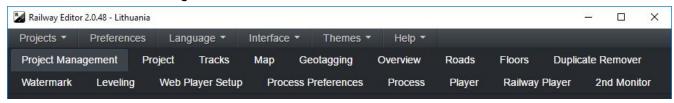
Milepost

In the context of Railway Editor, a milepost is the closest streetview to the physical location of the mile-marker.

Geocoded Streetview - A streetview that has a milepost assigned to it.

Workflow

Work the tabs from left to right.



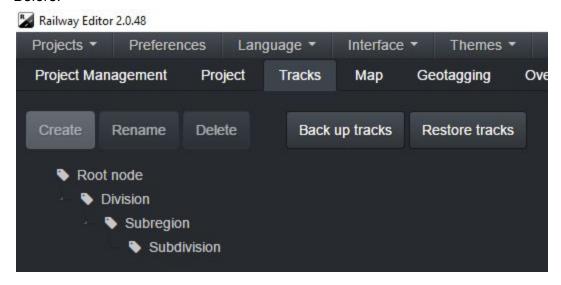
Of course, you can go back to a previous tab at any time to make changes.

Tracks

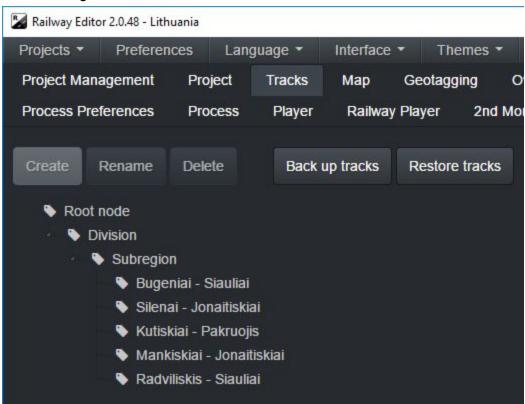
Enter the names of the railway tracks.

Tracks can be organised in up to three levels. At least the third, **Subdivision**, must be used.

Before:



After entering the track names:



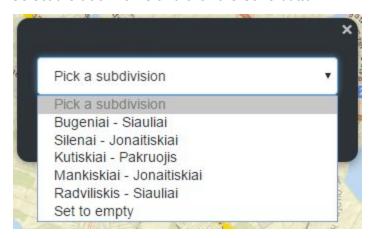
This list can become very long, so tracks can be backed-up (**Back up tracks**) and re-imported (**Restore tracks**) for different projects and for safekeeping.

Мар

Organise the streetviews into the tracks you just created.

Click the first streetview of a track with the mouse, then Shift-click the last streetview of the track. Press **CTRL+T** to open the tracks list.

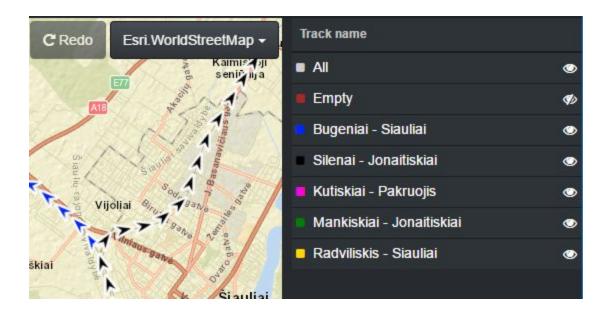
Select the track name and click the Save button.



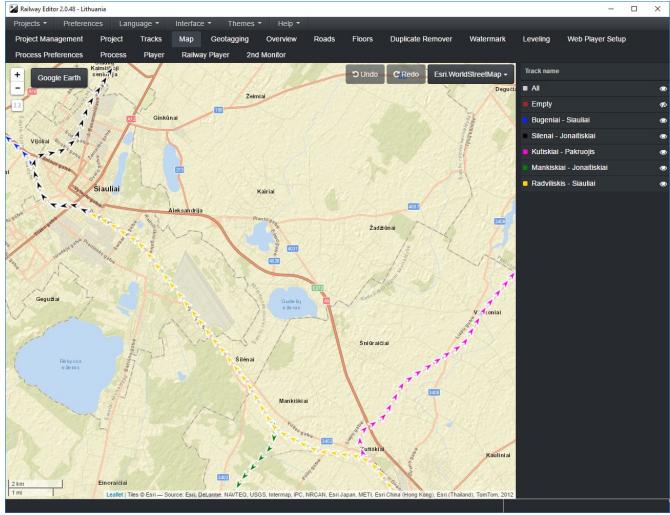
To display tracks instead of tours, right-click on the **Map - Railway - Tracks**.



The brown icons will change color to indicate which track they belong to:

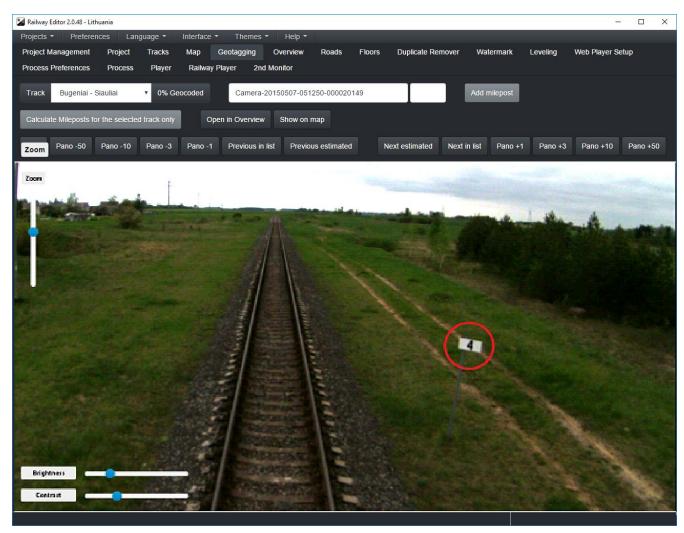


After sorting all of the streetviews into five tracks:



If there are any brown streetview icons left, which do not belong to any tracks they will be ignored and not used for geo-referencing or the player.

Geotagging

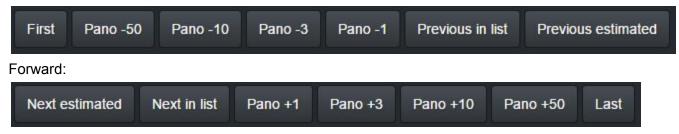


Select a track:



Navigate the streetviews using these buttons:

Backward:



Whenever there is a mile-marker sign, click the **Add milepost** button and enter the mile-marker number.

HINT:

Although you can see the mile-marker nicely in this streetview, you need to navigate forward one more streetview to align the mile-marker better with the camera. The mile-marker may not be visible then.



Repeat until the whole track has been 100% geo-coded.

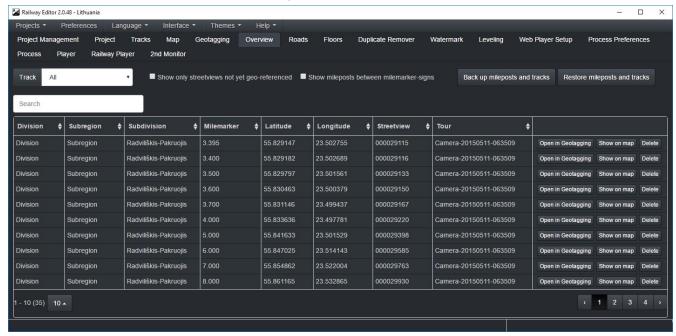


Then click the **Calculate Mileposts for the selected track only** button. Intermediate mileposts will be calculated.

Repeat for all remaining tracks.

Overview

See all mile-markers and mileposts for every track.



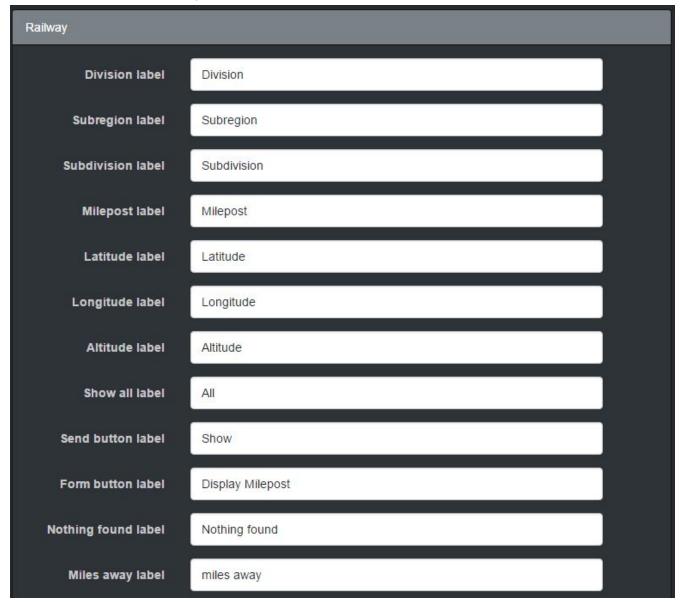
Open them in the Geocoding tab or in the Map tab.

Player Preferences

Set all the Railway Player preferences.

This is especially handy for translating the search form.

The values can also be edited manually later in the /projectname/player/player.xml file. Manual edits made in the player.xml file will **not** be shown here.



Division label

Adjust the Division label

Subregion label

Adjust the Subregion label

Subdivision label

Adjust the Subdivision label

Milepost label

Adjust the Milepost label

Latitude label

Adjust the Latitude label

Longitude label

Adjust the Longitude label

Altitude label

Adjust the Altitude label

Show all label

Adjust the Show all label

Send button label

Adjust the Send button label

Form button label

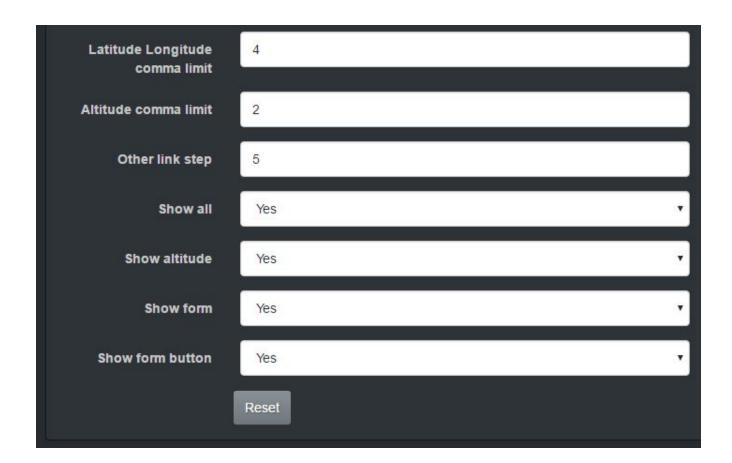
Adjust the Form button label

Nothing found label

Adjust the Nothing found label

Miles away label

Adjust the Miles away label



Latitude Longitude comma limit

Limit the length of values after the comma

Altitude comma limit

Limit the length of values after the comma

Other link step

White arrows step size in streetview count

Show all

Show or hide "All" value in the search field drop-down list

Show altitude

Show or hide altitude

Show form

Show or hide search form

Show form button

Show or hide search form button

Player

Pick a Start milepost.

Click on Web Player Setup - Preferences - Basic - Start View - Set Manually.

Set the starting milepost by adjusting **Start track** and **Start milepost**.

Click on the **Web Player Setup - Preview** tab to preview the player.

If you need to make changes, go back and adjust the preferences. If everything looks OK, continue to the **Process** tab.

Process the project as you would do in Creator.

The Railway plugin for the player and the data in SQL format will be included automatically.

Install the Railway Player to a web-server

The Railway Editor creates the Railway Player, which needs be copied to an Apache web-server with a MySQL database.

Steps:

Player:

Copy the **projectname/player** folder to your Apache web-server.

Database:

Create a new MySQL database.

Import the projectname/player/projectname.sql.zip file to it.

Import the projectname/player/projectname-railway_editor2.sql.zip file to it.

Adjust the **projectname/player/plugins/streetview/ajax/db.php** file for database access.

Panorama tiles:

Copy the **projectname/panorama-tiles** from the Creator project to the web-server (or cloud).

In the **projectname/player/player.xml** file, edit the **tilespath** variable to lead to the panorama-tiles URL.

More Info

Player Manual:

http://updates.applied-streetview.com/player/Player Quick Installation Manual.pdf

Additional Information

Creator Manual

http://www.applied-streetview.com/creator

Player Manual

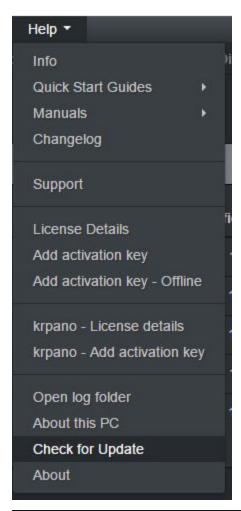
http://www.applied-streetview.com/streetview-player/

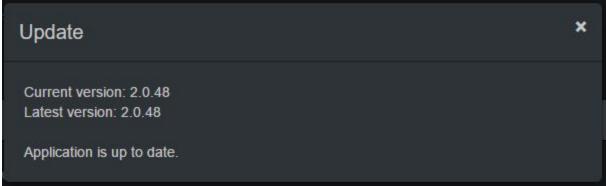
Remote Control Manual

http://www.applied-streetview.com/remote-control/

Support

Please check for a new version of the Railway Editor first: **Menu -> Help -> Check for Update.**





Support is provided for the newest version of the Railway Editor only.

Support is available in **English language** only.

To report an error, please use this form:

Menu → Help → Support

You can enter text and attach files.

The log-file is automatically attached.

You can also attach extra screenshots.

Contact

Helpdesk: support.applied-streetview.com

E-Mail: support@applied-streetview.com

Skype ID: applied-streetview **Phone:** +49 6103 - 372 7494

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