### Introduction

As of development release 4.11.4 and included in the 4.12 production release, track lines on a Layout Editor panel are no longer a simple line with a width and color. A *track line* now consists of 1 to 4 layers.

At the bottom is the *rail layer*. This layer will always exist. The rail has a color and a width. There can be 1 to 3 rails.

If a block has been assigned to a track component, the **block layer** is above the rail layer. The block layer has its own width. The block colors are based on the default track colors and can be changed in the track component Edit dialog.

Track Color:	Set
Occupied Track Color::	Set
Alternate Track Color::	Set

The *ballast layer* adds ballast to the track. Ballast has width and color settings.

The *ties layer* adds ties to the the track. Ties have width, color and a number of other settings.

Track segments can also have a number of *decorations*: Arrows, Bridges, Tunnels and End Bumpers. The Decoration menus are in the track segment context menu using the right click.

### Migration

When a pre 4.11.4 panel xml file is opened, the block *and* rail widths are set based on the saved mainline and side line track widths. The **Set Track Line Width** menu no longer exists. The **Track Drawing Options** dialog has separate sections for rail width and block width.

The block layer uses the existing block color assignments. The rail color is set to the Default Track Color. The **Default Track Colors** menu still exists but its settings are only used for new blocks. The rail color is in the **Track Drawing Options** dialog.

When a panel xml file that contains Layout Editor panels has been saved at 4.11.4 or later, additional information has been added to the xml file. The panel changes will occur even if the layout editor panel has not been edited. These changes will prevent loading the panel xml file in previous versions of JMRI. If necessary, use the TurnOffXmlValidation.py script before loading the updated panel xml file.

# Track Drawing Options Dialog

Use Options > Track Options > Set Track Drawing Options to open the Track Drawing Options dialog.

My Layout			
Options	Mainline		Sideline
Rail Count		1 0	1 🗘
Rail Width		2 🗘	1 0
Rail Gap		0 0	0 0
Rail Color			
Block Line Width		4 0	2 🗘
Block Line Dash Percentage (x10)		0 0	0 0
Ballast Width		0 0	0 0
Ballast Color			
Tie Length		0 0	0 0
Tie Width		0 0	0 0
Tie Gap		0 0	0 0
Tie Color			
Presets: My Layout	Apply	Can	cel Ok
The <b>Presets</b> dropdown contains a list of five sample		Cla	assic IMRI

configurations along with the current panel name. When a new panel is created, the Classic JMRI configuration is used.

The default rail width is half the size of the block width. This makes it easy to see track that is missing a block assignment, but makes track without sblocks such as yards harder to see.

Note: The **Block Line Dash Percentage** has **nothing** to do with dashed track. See the **British 70s** preset for an example.

**Note**: The current panel name is listed in the Presets drop down. Due to a bug, if the panel name is long, the **Mainline** and **Sideline** columns can be pushed off of the screen.

Drafting

Realistic

✓ My Layout

Realistic Oh!

British 70's

## **Other Changes**

The **Draw Unselected Turnout Leg** option only applies to the block layer. The rail layer will always be drawn.

Draw unselected active



Draw unselected inactive

If a block is assigned to dashed track, the rail layer is not drawn. This eliminates rail fragments that can show through the gaps in dashed track segments.

### **Track Examples**

This image shows the track components as of 4.11.3 for reference.



This image shows the trackage with a block assigned and the **Draw Unselected Turnout Leg** option is active. If a block has not been assigned, the only difference is that the trackage will have the default track color instead of the block color.

The remaining images are from 4.11.4 with the draw unselected turnout leg option turned off.





The trackage in this image has blocks assigned.



This is with double rail without blocks.



Under high zoom it is possible to see the point rail pivot at the frog as the turnout changes position.

This is with double rails and blocks.

