

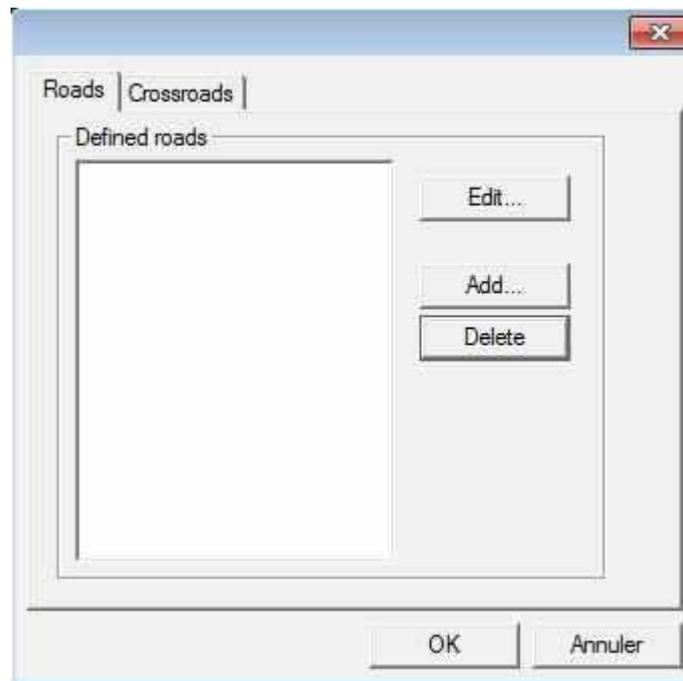
How to build a road network on a Visitor 3 terrain for Arma2

Part 1 : Adding roads parts on your .pew

After opening the .pew file in Visitor3

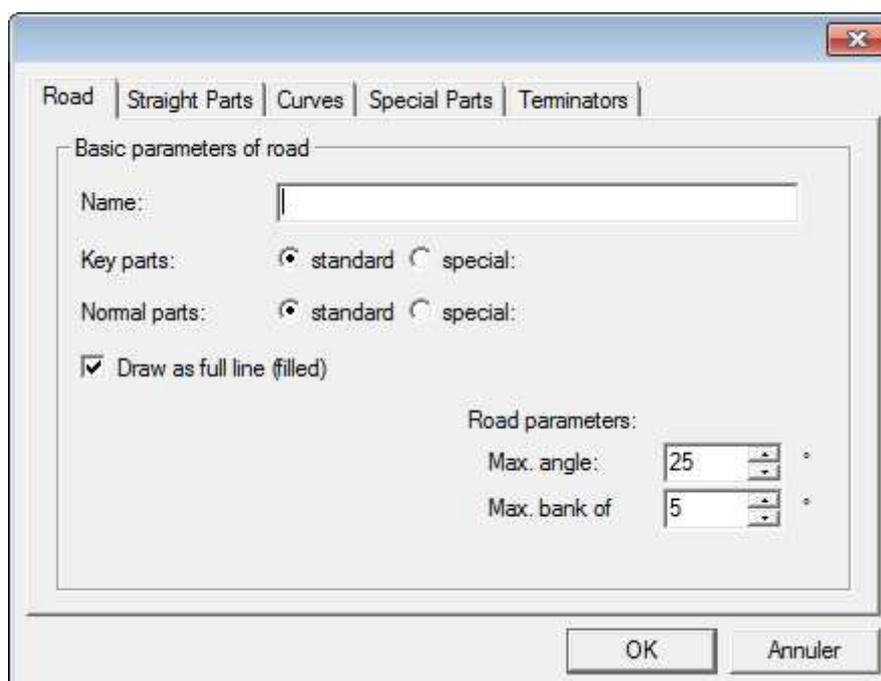
Go click on « Tools » in the menu bar, then go down to « Roads ...» in the list.

A small window opens :



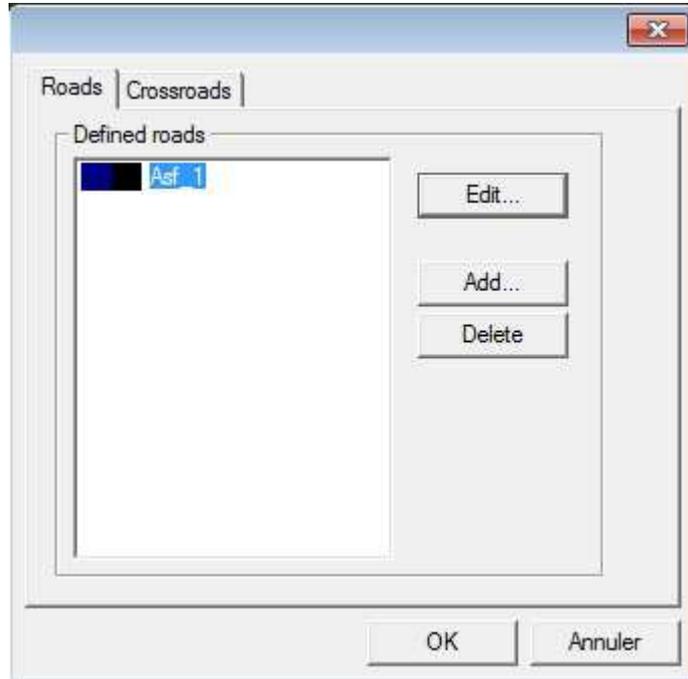
Then click on « Add ...»

A new, larger window appears :



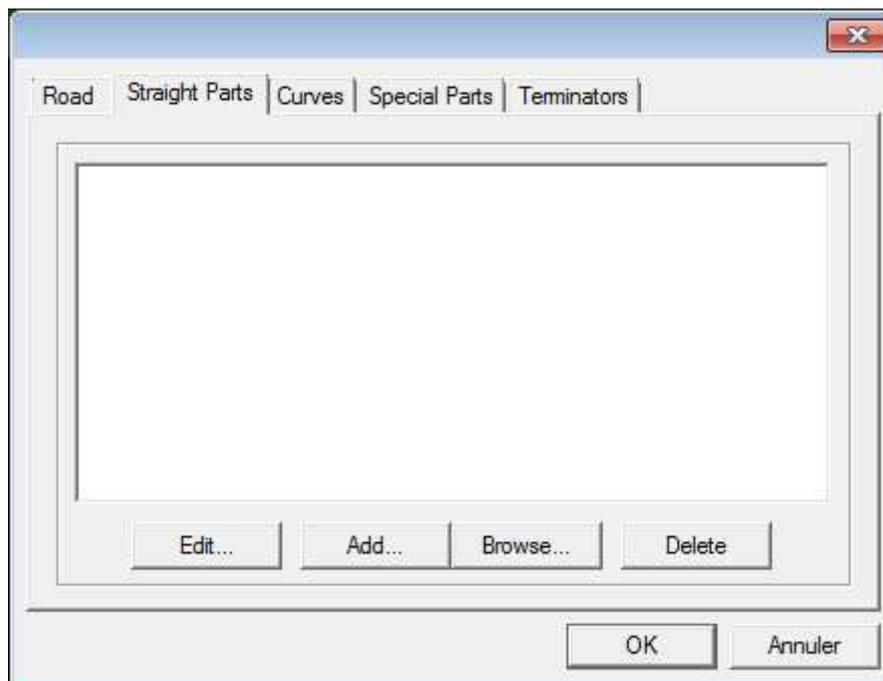
In Name area type the name you want to use, as an example for main asphalted road, I will type “Asf_1”. Click OK

Now in the 1st window, the name appears :



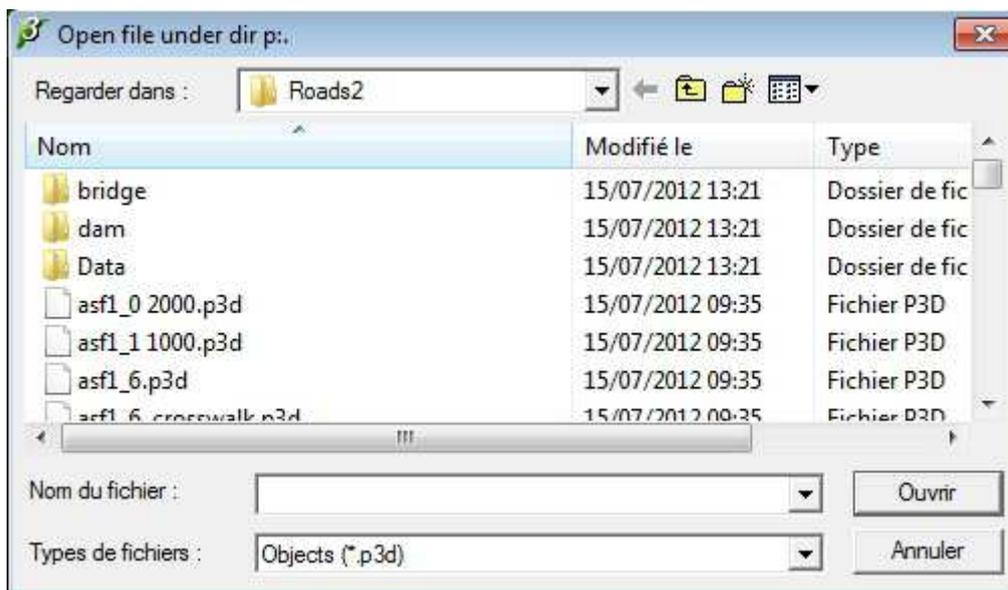
Click then on « Edit ... »

The 2nd windows opens, the click on “Straight Parts” tab :



Then click on « Browse ... »

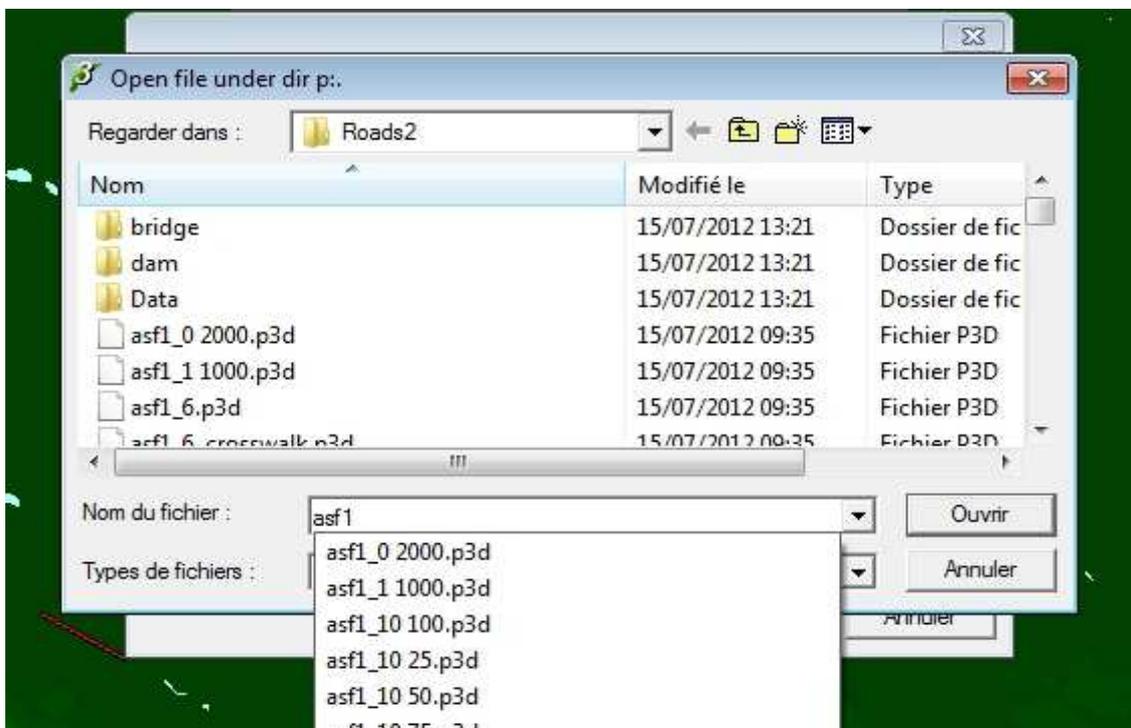
A new window opens :



In this window appears all the content of the Roads2 directory in your P:
There are only some of these parts usable to build roads in Visitor3.

So the job will be to add all those parts one by one under the relative tabs in this windows.
Tips : to help finding the parts you are looking for copy/paste the 4 start of type characters

For my example, the asphalted main road I have called Asf_1 , type asf1



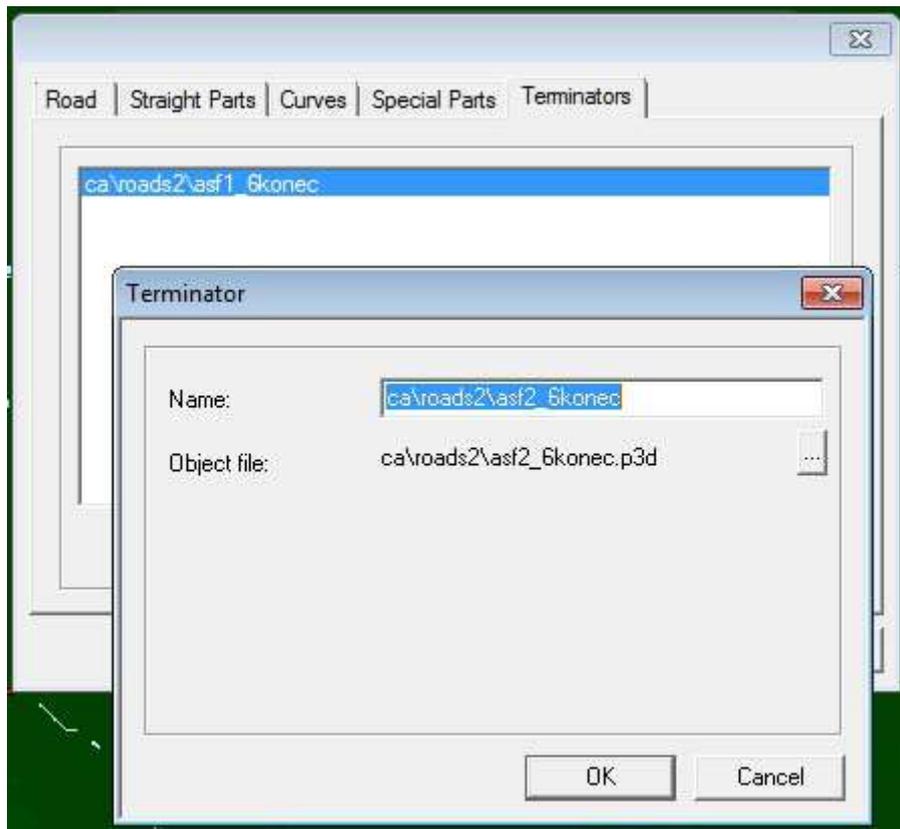
End of road : asf1_6konec

Straight parts : asf1_6, asf1_12, asf1_25 (for 6m,12m,25m length) and asf1_6_crosswalk

Curved parts : asf1_10 25, asf1_10 50, asf1_10 75, asf1_10 100 (for 25m,50m,75m,100m radius)

Crossroads : kr_t_asf1_asf2, kr_t_asf1_asf3, kr_t_asf1_city, kr_x_asf1_asf3, kr_x_asf1_city (T and X crossroads with according roads types)

Crossroads added under “special parts” tab, konec part added under “terminators” tab.



This job is a bit tedious so don't forget to save the .pew when it's done !

Anyways Visitor3 has to be closed and the .pew reopened again to be able to see the new parts when laid on the map, so save your job !

Part 2 : Lay roads on you terrain/island

Here I will shown my own ways, these ways have some basic rules I have set after having spend too much time trying to make some Visitor3 script works.

1° always start a road with a “konec” part, always finished it by a “konec” part.

2° do not use X or T crossroads unless you must used them as in town. Make streets short sections if X or T crossroads are included.

3° always build a road single sloped (if you build a road going up a pass, you must cut it on top and have an other part going down.

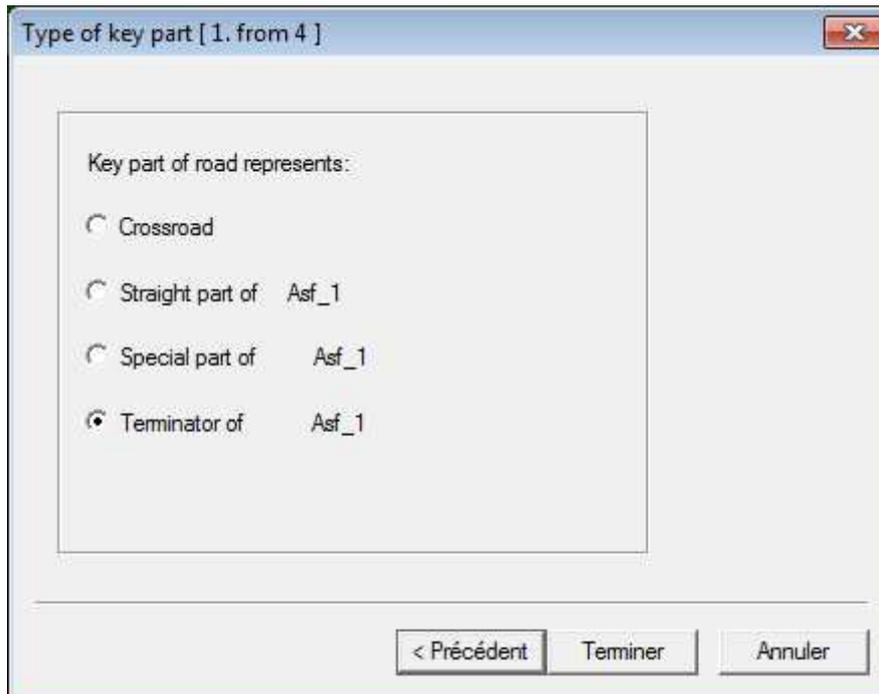
The classical way :

Once you have reopen the .pew in Visitor3, click on «View» and if it's not done click in the «Panel of Objects» box. This panel is a more or less permanent feature on your Visitor3 screen, it has many option you can get by a click on the small button on the right revealing the menu, got down to select «Road networks».

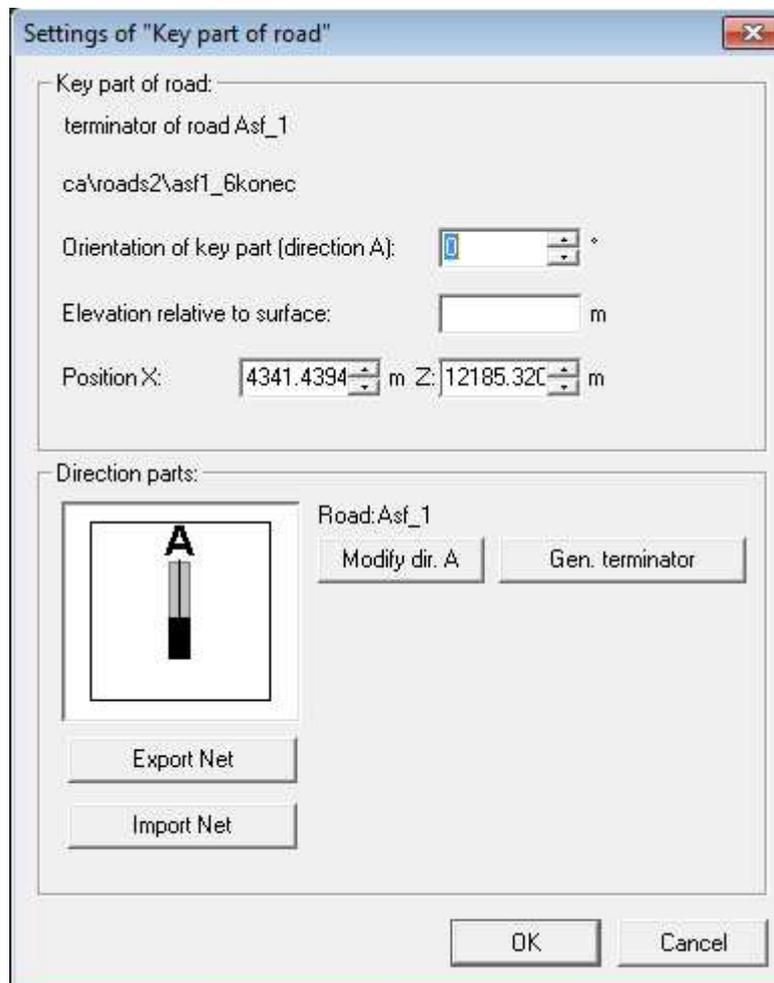
The various streets, roads and tracks you have previously saved shows here.

In my example there is only the Asf_1 I have already defined. So select it and then click on map.

A window opens (1 from 4) asking the part you want to lay to start the road, I will stay to my rules and chose a konec part.

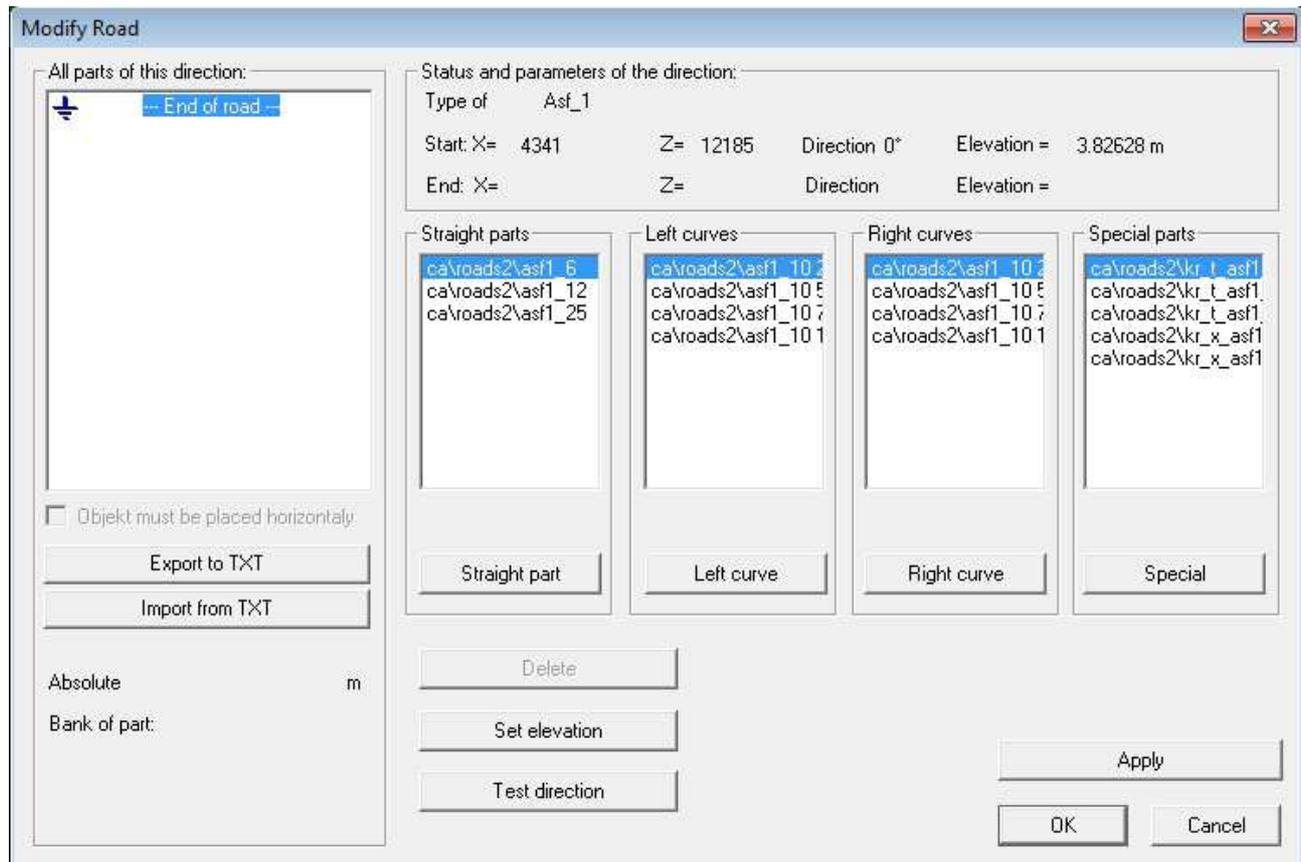


Click on next to see , you are using the right part you want, then click to see the position and orientation of the part, then click to tell you really want this part on the map ! Then a small blue rectangle appears on the Visitor3 terrain, if not ... save the .pew and open it again! Click on the blue road part, a new window opens :



As you see, you can change here nearly all you have set in the previous 1to4 windows except the road part type.

On click on « Modify dir.A » appears a new large window :



To add parts, you must click on the large button under each parts list, the added parts are showing in the left “all parts of this direction” list.

When it's done don't forget to push the «Apply» button.

To finish the road, the «Gen.terminator» button will add a konec part to the end of this road.

A click on the «!» button will show you the road on Buldozer.

