

Types of Tracks

Straights:

Straight Track (0°)

687474703a2f2f692e696d6775722e636f6d2f324

- Track Beds: 1
- Fastenings: 1
- Rails: 1
- Plates: 1

Straight Track (0°, 2m)

- Area: 1x2
- Track Beds: 2
- Fastenings: 2
- Rails: 2
- Plates: 2

Straight Track (0°, 4m)

687474703a2f2f692e696d6775722e636f6d2f685

- Track Beds: 4
- Fastenings: 4
- Rails: 4
- Plates: 4

Straight Track (0°, 8m)

687474703a2f2f692e696d6775722e636f6d2f504

- Track Beds: 8
- Fastenings: 8
- Rails: 8
- Plates: 8

Straight Maintenance Track (0°)

687474703a2f2f692e696d6775722e636f6d2f737

Area: 1x1

- Stilts: 1
- Fastenings: 1
- Rails: 1

Straight Track (11°)

687474703a2f2f692e696d6775722e636f6d2f394

Area: 1x5

- Track Beds: 5
- Fastenings: 5
- Rails: 5
- Plates: 5

Straight Track (18°)

687474703a2f2f692e696d6775722e636f6d2f497

Area: 1x5

- Track Beds: 3
- Fastenings: 3
- Rails: 3
- Plates: 3

Straight Track (45°)

687474703a2f2f692e696d6775722e636f6d2f683

Area: 1x1 (Overhanging)

- Track Beds: 1
- Fastenings: 1
- Rails: 1
- Plates: 1

Straight Track (45°,2m)

- Area: 1x2 (Overhanging)
- Track Beds: 2
- Fastenings: 2
- Rails: 2
- Plates: 2

Straight Track (45°,4m)

- Area: 1x4 (Overhanging)
- Track Beds: 4
- Fastenings: 4
- Rails: 4
- Plates: 4

Straight Track (45°,8m)

- Area: 1x8 (Overhanging)
- Track Beds: 8
- Fastenings: 8
- Rails: 8
- Plates: 8

Slope Track (10m)

68747470733a2f2f692e6779617a6f2e636f6d2f3

- Area: 1x10
- Track Beds: 10
- Fastenings: 10
- Rails: 10

Slope Track (16m)

- Area: 1x16
- Track Beds: 16
- Fastenings: 16
- Rails: 16

Curves:

Curve Track (0° to 11°)

687474703a2f2f692e696d6775722e636f6d2f356

- Area: 1x10
- Track Beds: 10
- Fastenings: 10
- Rails: 10

Curve Track (11° to 18°)

687474703a2f2f692e696d6775722e636f6d2f594

- Area: 1x4

- Track Beds: 4
- Fastenings: 4
- Rails: 4

Curve Track (18° to 45°, 6m)

687474703a2f2f692e696d6775722e636f6d2f795

- Track Beds: 6
- Fastenings: 6
- Rails: 6

Curve Track (18° to 45°, 10m)

- Area: 4x10
- Track Beds: 10
- Fastenings: 10
- Rails: 10

S-Curve Track (0°, 8m)

- Area: 2x8
- Track Beds: 8
- Fastenings: 8
- Rails: 8

Switches:

Switch Track (0° to 0°/11°)

687474703a2f2f692e696d6775722e636f6d2f345

- Track Beds: 7
- Fastenings: 11
- Rails: 11

Switch Track (11° to 11°/0°)

- Area: 2x10
- Track Beds: 7
- Fastenings: 11
- Rails: 11

Switch Track (0° to 11°/0° - 3-way)

- Area: 3x10
- Track Beds: 7
- Fastenings: 11
- Rails: 11

Crossings:

Cross Track (0°)

- Area: 1x1
- Track Beds: 1
- Fastenings: 1
- Rails: 1

Cross Track (0°/11°)

- Area: 1x10
- Track Beds: 11
- Fastenings: 11
- Rails: 11

Cross Track (11°/11°,10m)

- Area: 1x10
- Track Beds: 11
- Fastenings: 11
- Rails: 11

Cross Track (11°/11°,5m)

- Area: 1x5
- Track Beds: 6
- Fastenings: 6
- Rails: 6

Cross Track (45°)

- Area: 1x1
- Track Beds: 1
- Fastenings: 1
- Rails: 1

Others:

Buffer Track (0°)

687474703a2f2f692e696d6775722e636f6d2f343

- Area: 1x2
- Track Beds: 2
- Fastenings: 2
- Rails: 2
- Plates: 1
- Buffer: 1

Buffer Track (11°)

- Area: 1x2
- Track Beds: 2
- Fastenings: 2
- Rails: 2
- Plates: 1
- Buffer: 1

Buffer Track (18°)

- Area: 1x2
- Track Beds: 2
- Fastenings: 2
- Rails: 2
- Plates: 1
- Buffer: 1

Buffer Track (45°)

- Area: 1x2
- Track Beds: 2
- Fastenings: 2
- Rails: 2
- Plates: 1

- Buffer: 1

Transition Track (0°)

687474703a2f2f692e696d6775722e636f6d2f443

- Track Beds: 2
- Fastenings: 2
- Rails: 2

Further Information

Maintenance Track (0°)

687474703a2f2f696d6775722e636f6d2f4a4f356

The Maintenance Track requires Stilts instead of Track Beds for construction. This track is 1 metre (= 1 block) above ground level and can be used to view a vehicle from below. Maintenance Tracks are also an essential part of the process of train creation. Right-clicking the Maintenance Track with a crowbar hides its stilt.

Switch Tracks

To move a switch by Redstone state, remove the switching lever with the crowbar (rightclick) and apply the pulse to the origin (=source of the track) of the switch (see image on the right). Applying a Redstone pulse to the switch changes the path it is set to.

To move the 3-way switch by Redstone state, place a Redstone source on the left to set the switch to go left or place a Redstone source on the right to set the switch to go right. Only one side can be powered at a time - if both are powered the switch will revert to going straight.

Revision #9

Created 2025-04-07 10:59:53 CEST by Ld44hbxhkh (Wiki Admin)

Updated 2025-11-25 10:37:48 CET by Ld44hbxhkh (Wiki Admin)