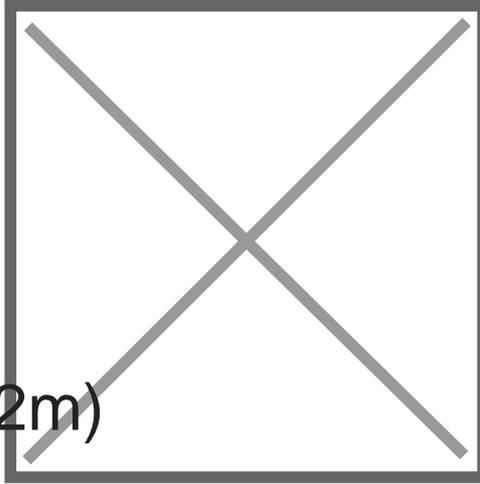


Types of Tracks

Straights:

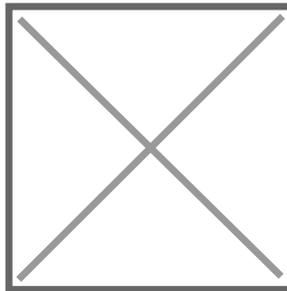
Straight Track (0°)

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



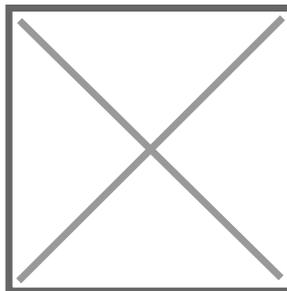
Straight Track (0°, 2m)

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



Straight Track (0°, 4m)

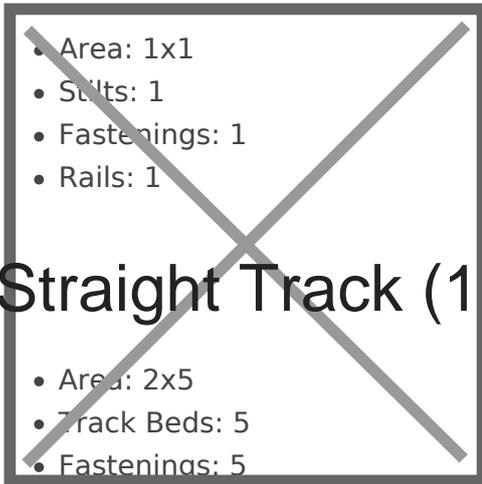
- Area: 1x4
- Track Beds: 4
- Fastenings: 4
- Rails: 4
- Plates: 4



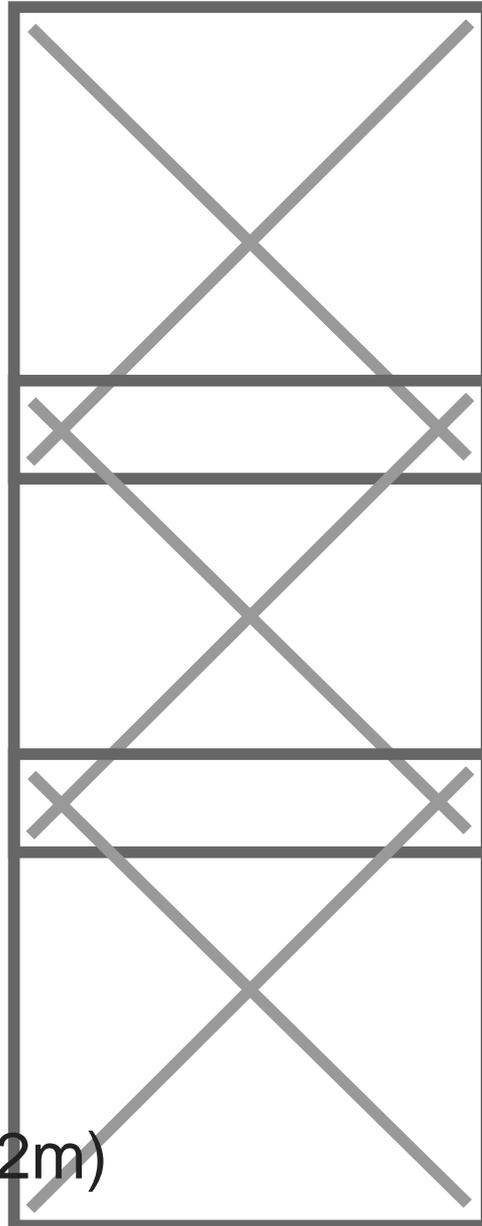
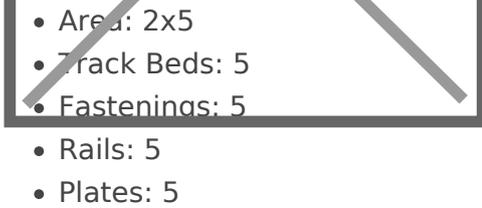
Straight Track (0°, 8m)

- Area: 1x8
- Track Beds: 8
- Fastenings: 8
- Rails: 8
- Plates: 8

Straight Maintenance Track (0°)



Straight Track (11°)



Straight Track (18°)

- Area: 2x3
- Track Beds: 3
- Fastenings: 3
- Rails: 3
- Plates: 3

Straight Track (45°)

- 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)

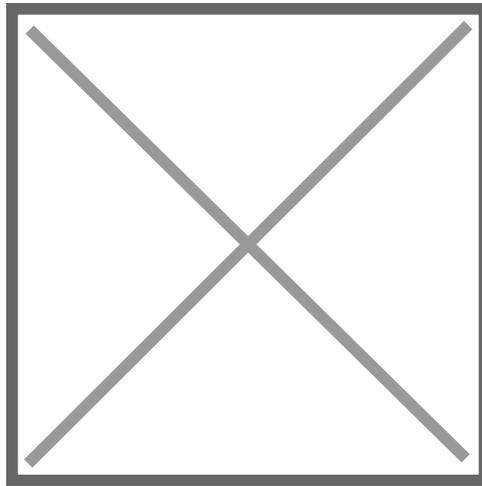
- Area: 1x4 (Overhanging)
- Track Beds: 4
- Fastenings: 4
- Rails: 4
- Plates: 4

Straight Track (45°, 8m)

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

Slope Track (10m)

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



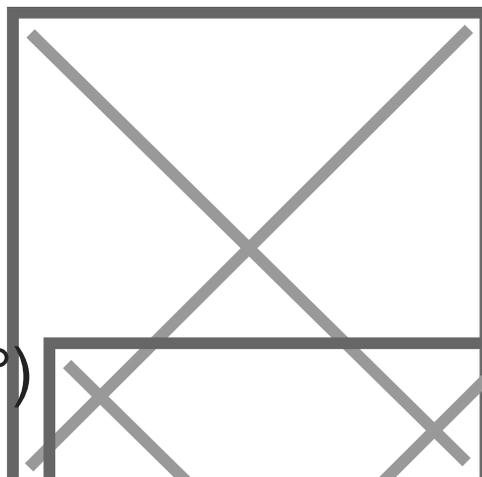
Slope Track (16m)

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

Curves:

Curve Track (0° to 11°)

- Area: 2x10
- Track Beds: 10
- Fastenings: 10
- Rails: 10



Curve Track (11° to 18°)

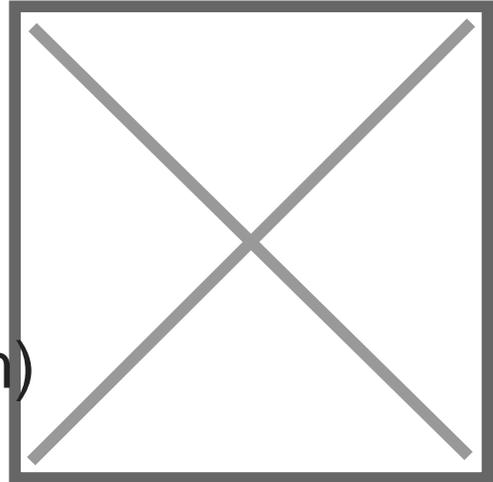
- Area: 2x4



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

Curve Track (18° to 45° , 6m)

- Area: 4x6
- Track Beds: 6
- Fastenings: 6
- Rails: 6



Curve Track (18° to 45° , 10m)

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

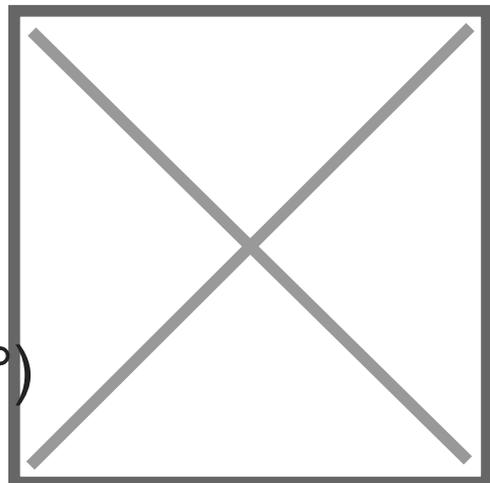
S-Curve Track (0° , 8m)

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

Switches:

Switch Track (0° to $0^\circ/11^\circ$)

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



Switch Track (11° to $11^\circ/0^\circ$)

- Area: 2x10
- 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

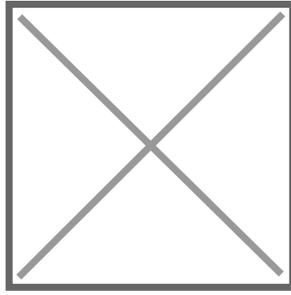
Cross Track (45°)

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

Others:

Buffer Track (0°)

- 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°)

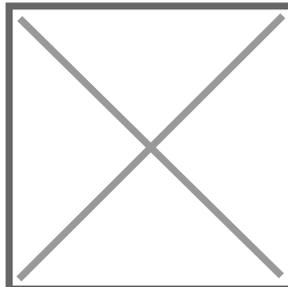
- Area: 1x2
- Track Beds: 2
- Fastenings: 2
- Rails: 2
- Plates: 1
- Buffer: 1

Buffer Track (45°)

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

Transition Track (0°)

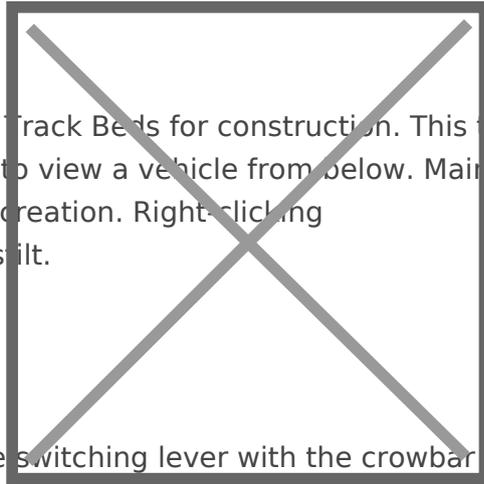
- Area: 1x2
- Track Beds: 2
- Fastenings: 2
- Rails: 2



Further Information

Maintenance Track (0°)

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 track) of the switch (see image on the right). Applying a redstone pulse to the switch changes the path it is set to.

Revision #8

Created 7 April 2025 10:59:53 by leonj

Updated 7 April 2025 11:36:57 by leonj