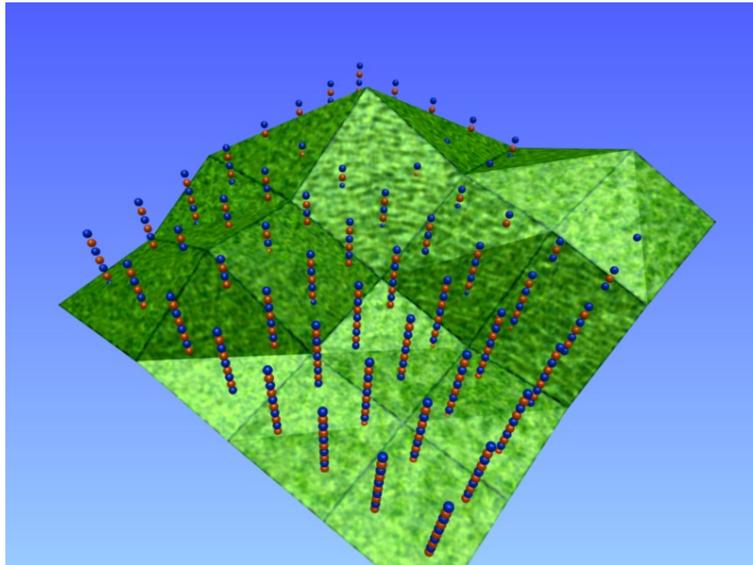


Building tracks in TE is based on endpoint-grid and pre-designed sections (like LoMo). Sections are quite small and they allways start and end on an endpoint. Unlike LoMo, the number of various sections will be big, so the final track may look quite „free“. This will allow for both „drag-and-drop“ and „section-by-section“ build methods to be used. The endpoint grid will be 3-dimensional, to allow building of elevated track and complex tunnels. **Horizontal distance of endpoints** will be [tile-width/N (to be decided according to tile-width)] and the **vertical distance** same as minimal difference of tile-corners. The grid will be terrain-independent, meaning that building on flat land will be technically the same as building elevated track in certain height. Note the second picture only contains flat sections. Sloped sections must be different to fit endpoint-grid.

Endpoints grid



Draft of track sections (partial)

Notice the colored pieces, demonstrating various uses of a single section type.

