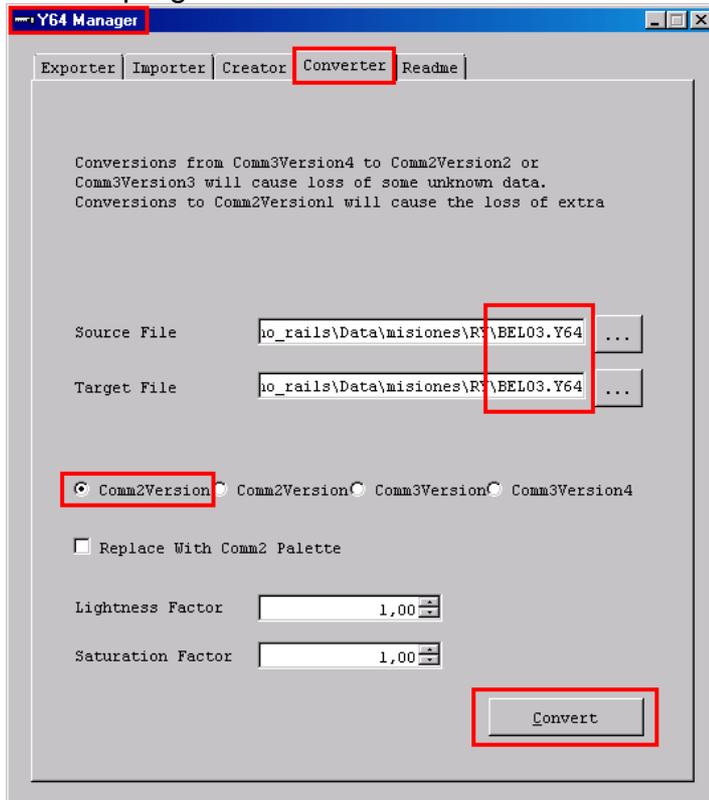


STEP 1:

Open the "Y64 Manager" and go to the "Converter" tab.
Select your Y64 file as Source and Target file.
Select the option Comm2Version1 (= the first option).
Press the "Convert" button.
Exit the program.



STEP 2:

Drag & Drop your MA2 onto the XmlConverter.exe.
Open the file Description.xml (inside the folder *.MA2.XFILES) and change the line
`<VersionSign>Comm2</VersionSign>`
to
`<VersionSign>Comm2Demo</VersionSign>`
Repack the file (drag&drop the *.MA2.XFILES onto the XmlConverter.exe).

STEP 3:

Copy MA2, SEC, Y64 into the C2 Demo folder MISIONES\RY
Add MA2, SEC, Y64 in RY.MIS

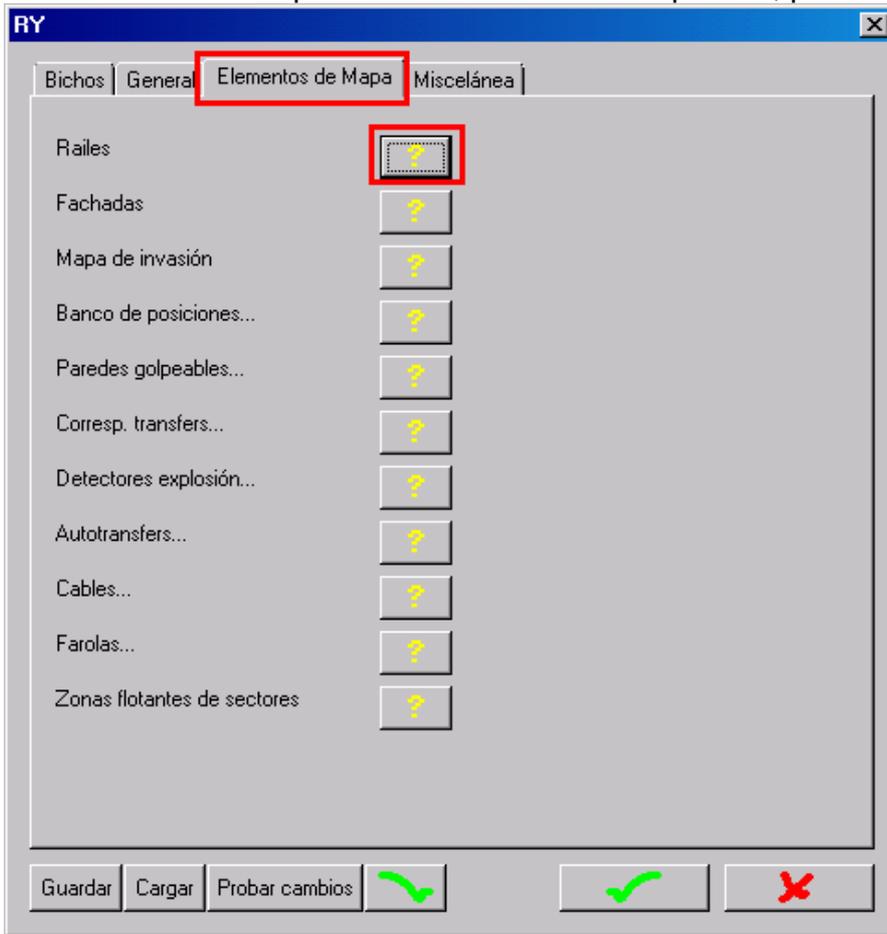
```
9 .MUNDO
10 [
11 .DATOS_LUZAMBIENTE [ .VIRADO_SEPIA 0 ]
12 .INFILTRACION 0
13 .BANCOPOSICIONES ( )
14 .ESCENARIOS
15 (
16 [
17 .FICHERO BELO3.MA2
18 .SECTORES BELO3.SEC
19 .CARGADINAMICA BELO3.Y64
20 .VIRADO_SEPIA 1
21 .LLOVIENDO 1
22 .MUSICA EXTERIOR
23 .PAREDESSOLIDAS_FINALMUNDO 0
24 .PAREDESSOLIDAS_GOLPEABLES 0
25 .TIPO 2D
```

STEP 4:

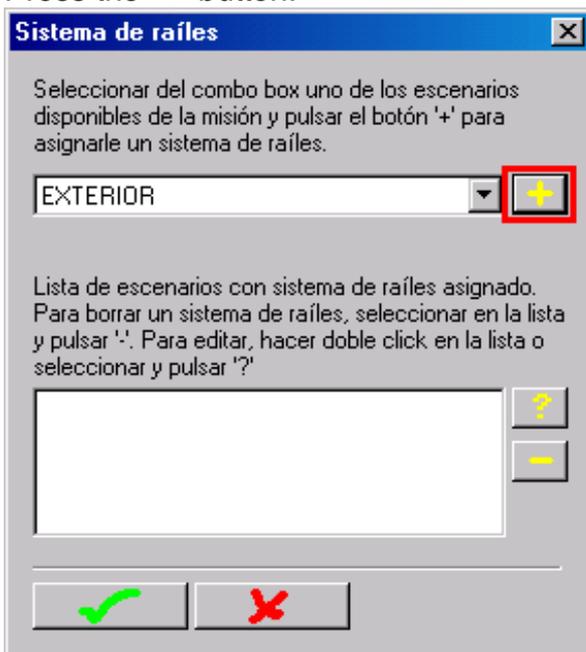
Run main.exe and start a new game (just hit ENTER 4 times).

STEP 5:

Press Ctrl + E and open the "Elementos de Mapa" tab, press the "Railes ?" button.



Press the "+" button.



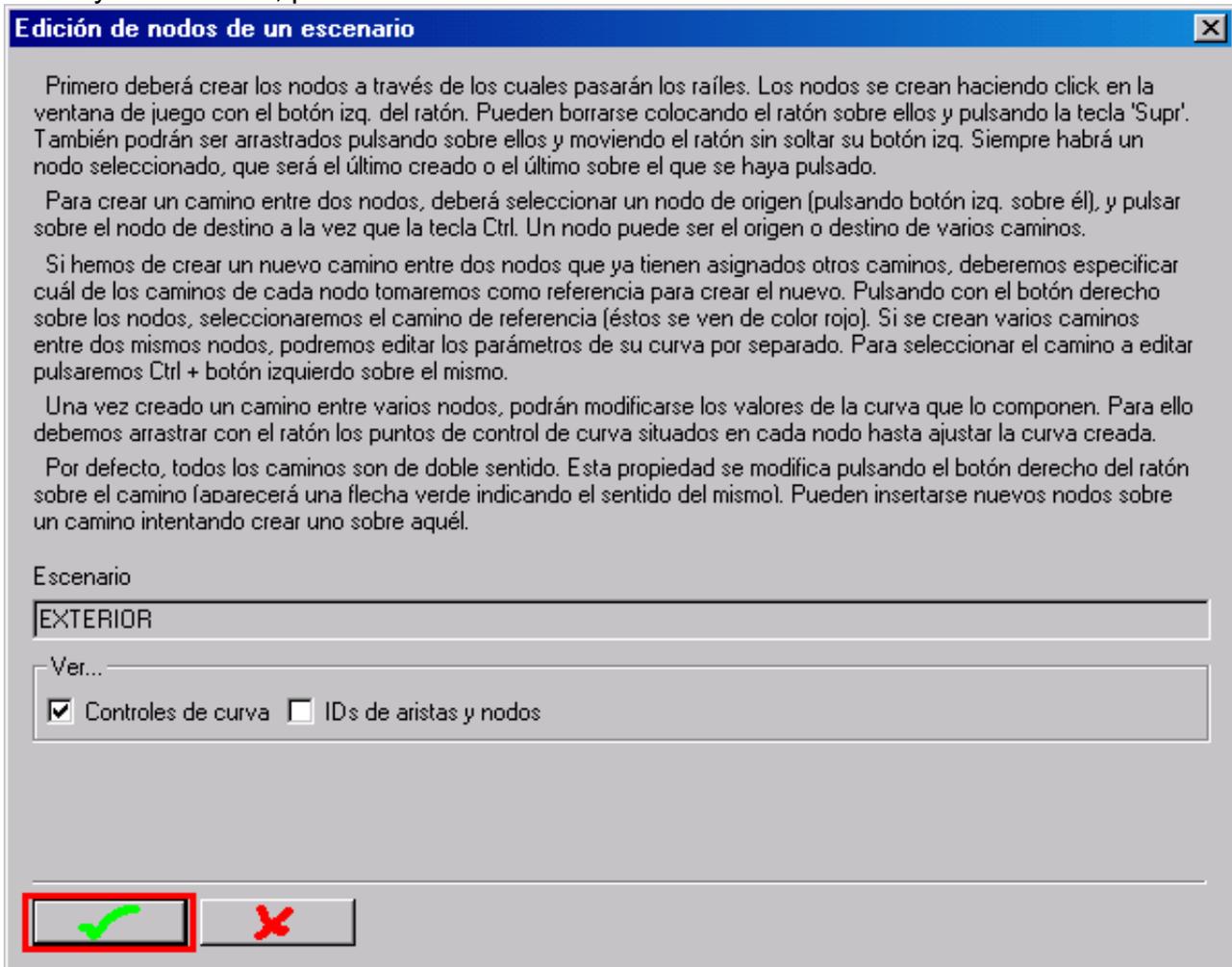
STEP 6:

Left Click on the map to add the points.

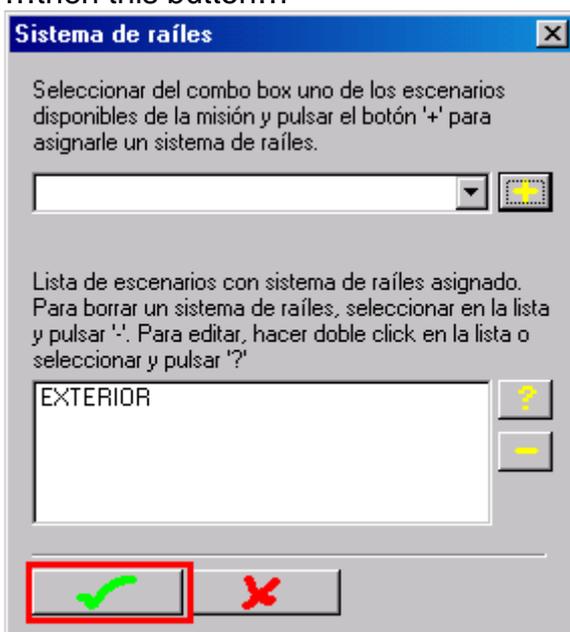
Select a point, hold CTRL, click on another point to create a route between the two points.

Adjust the path by dragging the points or the red dots of the curves.

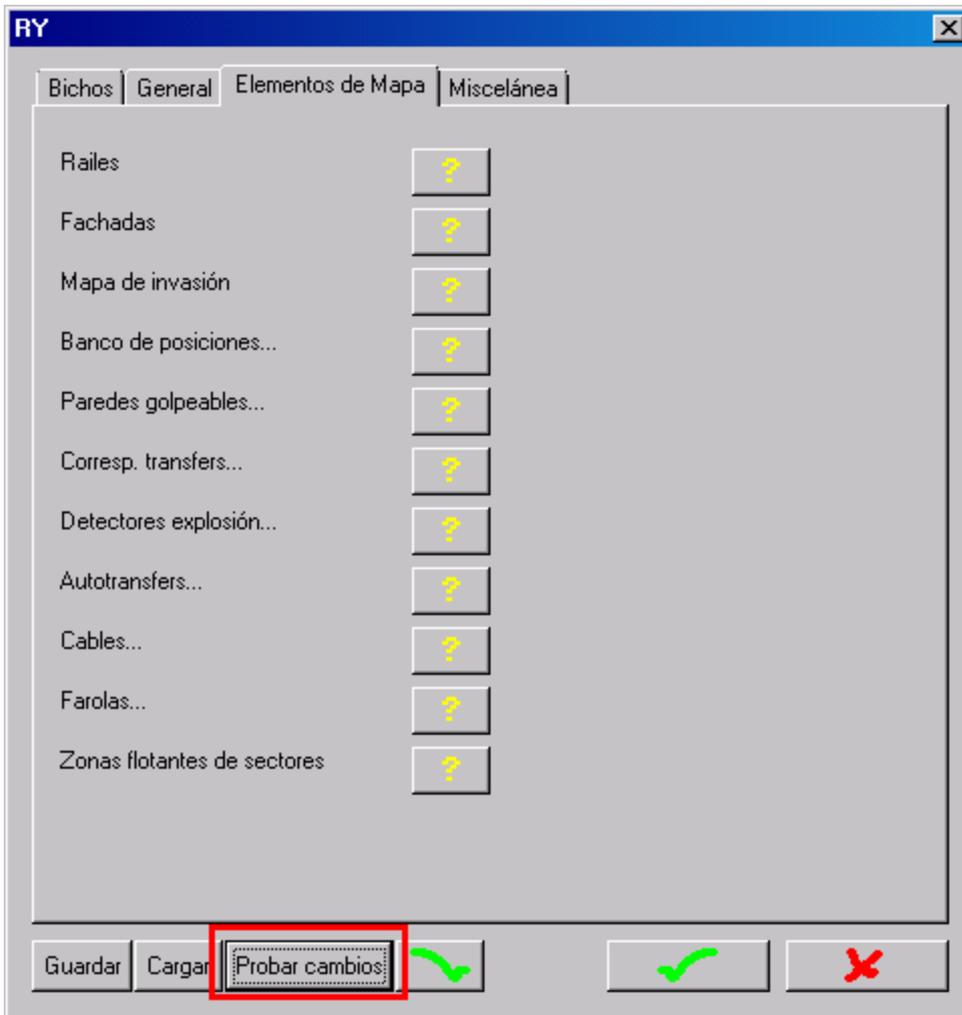
When you are done, press this button...



...then this button...



...and finally press the "Probar cambios" button...



This will write the points and curves to the MIS file and restart the mission with the new path.

Press CTRL + T and select "Railes" to view the results.

STEP 7:

Now you can open RY.MIS and copy the values from the .RAILES_NUEVOS section.