Here's how I zip activities for distribution, so users don't need to get the "Activity Unpackager" to work (and, for routes like the 3DTS routes which for some reason can't be packaged using the MSTS "Package" utility):

1. First, I "browse" to the \Program Files\Microsoft Games\Train Simulator folder, as seen here.

2. Next I type in the common text here; for example SLG names all the Tehachapi Loop files with "TL2_" in the name, so I type in "*TL2_*.*", with asterisks (*) for wildcards, so anything with "TL2_" in it will be added.

3. I check the "Include subfolders", but make sure "Save full path info" is NOT checked.

Add

Look in: Train Simulator

- _BACKUP_
- 3DTS-USA ACTIVITY BRIEFS
- 1033
- FONTS
- GLOBAL
- GUI
- HELP
- Mapleleaf
- ROUTE GEOGRA
- ROUTES
- SAMPLES
- saves

File name: *TL2_*.*

Add
Cancel
Help

Action:
Add (and replace) files

Compression:
Normal

Multiple disk spanning:
(removable media only)

☐ Store filenames in 8.3 format

Password...   Add with wildcards

Folders
☑ Include subfolders
☐ Save full path info

Attributes
☐ Include only if archive attribute is set
☐ Reset archive attribute
☑ Include system and hidden files

4. Finally, I click "Add with wildcards", and voila! I get everything that's needed in one fell swoop!