RAILWORKS

Freight train scenario for RailWorks. Version 1.0

This guide is a follow on from the two previous guides and follows the same exercise type guide. Instructions, commands etc. that have been used previously are not detailed here. The indexes at the end of the last two guides should allow you to find any information required quickly.
Make frequent backups. Save(F2) , Exit and Save, play frequently to check all OK.

There is a lot of useful information at the RailWorks wiki
http://www.railsimdownloads.com/wiki/tiki-index.php?page=Section+6+Scenario+Editor and in the
Scenario section of the RailWorks Creator manual.

Sections.

Section 1

Creating the basic scenario

Open the **Bath Green Park to Templecombe** route and then select. **Free Roam Scenario** and **Play.**

You should be somewhere near the Bath Coaling stage as above.

If you are not there, enter the Long. And Lat. Coordinates as given below

This should get near to the start point.

Click on **World Editor** icon.

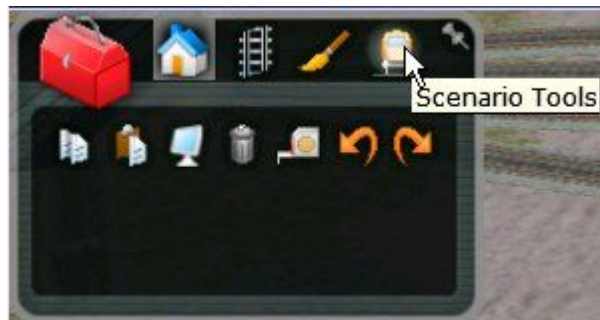Clear all the unnecessary displays, just have these two boxes ticked
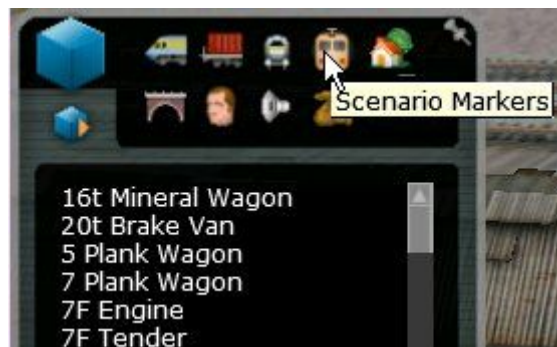

Click on F6 to see the labels.

Zoom in on siding and **Bath Coaling Stage 1.** Get somewhere near to the picture below.
.

When in **Editor open Padlock** and click on **Scenario Tools.**

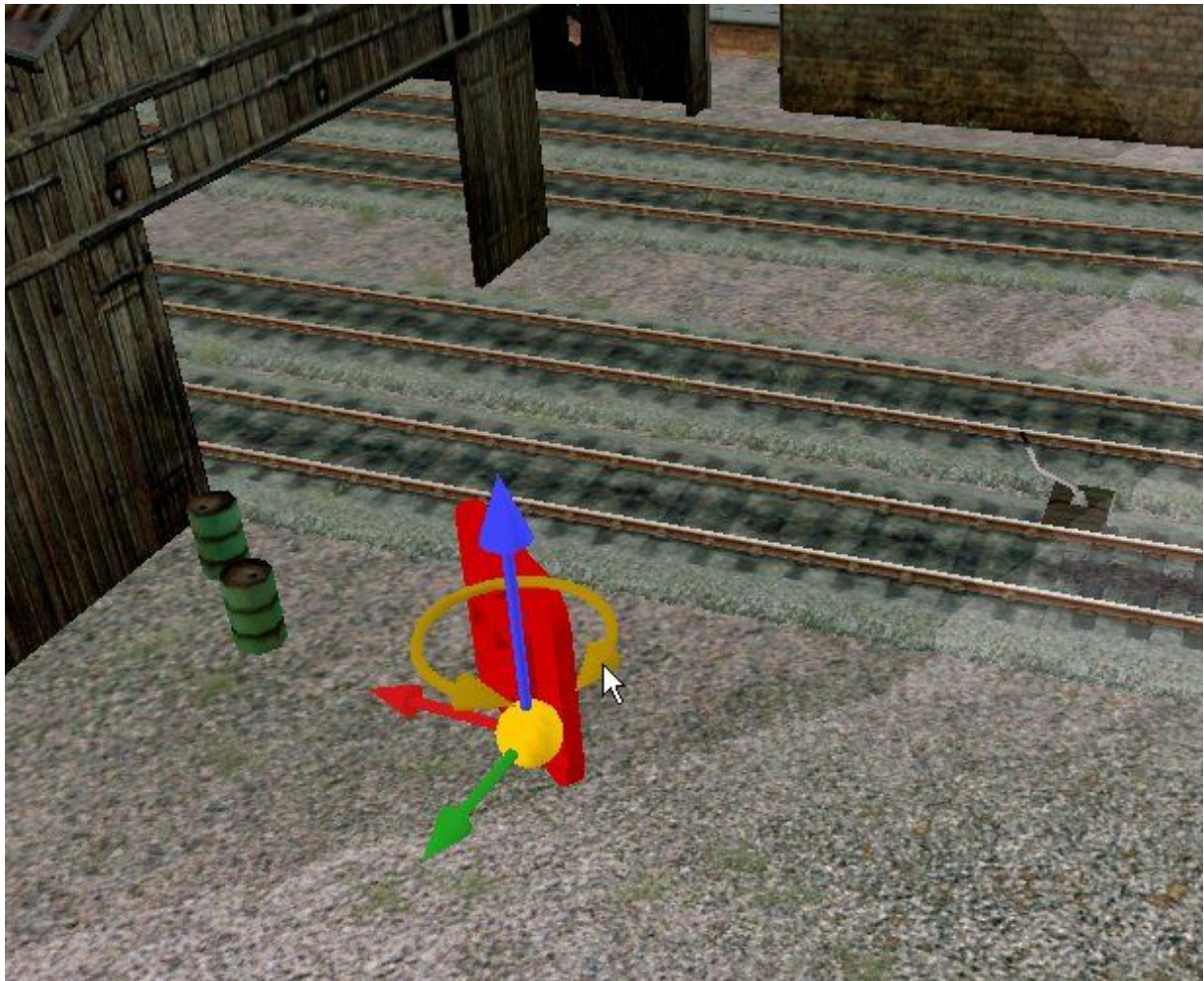Then click on **Scenario Marker**

then on **Standard Scenario Marker**

Place the **Standard Scenario Marker** approximately where shown

Save Scenario when asked.

Click on the marker and with the **Gizmo** raise and rotate the marker so that is looking in the direction shown.

Double click on marker to get **Scenario Marker Properties** panel. Fill in details as shown

In the **Description** box I have entered Shunting around Bath Green sidings.

In the '**Supply Briefing**' I have entered

Shunt the locomotive to Bath Coaling Stage and fill tender. Pick up the five 7 plank wagons from Bath Coaling Stage 1 siding and then the three mineral wagons and brake van from Bath siding 20. Leave the three mineral wagons and brake van in Bath siding 6. Leave the five 7 plank wagons in Bath siding 5. Collect the mineral wagons and brake van and take them to Bath siding 1.

Press on **Exit.**
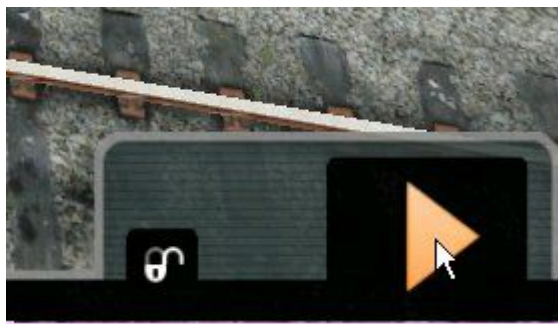
and **Save** changes. Check that you are in the correct location. If OK then **Restart. O**pen **Editor**. Click on Scenario Tools

Section 2

Adding Rolling Stock

Add 7F locomotive and tender as shown.

Add rolling stock to the tracks by the coaling Stage

I have added five wagon 7 plank on **Bath coaling stage 1** siding and three Hopper 16t Mineral wagons plus Van LMS Brake on siding **Bath siding 20**

This is the rolling stock that we will be moving around the sidings. These wagons have to be in position before the next part can be started

Save and restart. Open **Editor**. Click on Scenario Tools

Section 3

Drivers Properties panel.

Enter **Editor**.

Add driver to locomotive and fill in **Drivers Properties** panel.

As this scenario is to finish at **Bath Siding 1** we will enter that now. Pin the above panel open and move the camera to see Siding 1 marker

Click on the blue square in the **Drivers Properties** panel and then on the **Siding marker.** You may have to go closer that shown on the above picture to select the marker
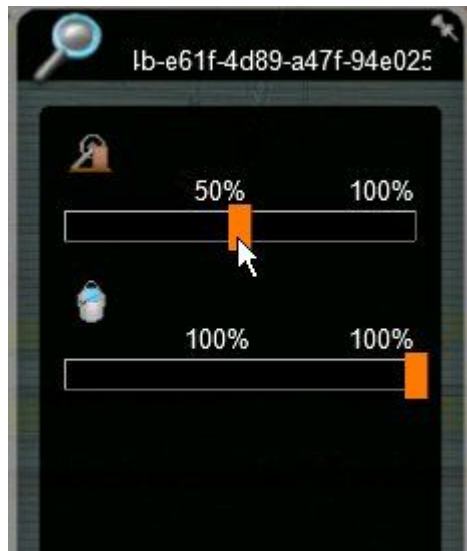
Deleting a Marker

It is not unusual for me to make mistakes in the following processes. If a error does occur click on the marker until it goes Red the press delete key.

Tender Properties panel.

Go back to the locomotive and Double click on the tender. The **Tender Properties** panel opens showing the current coal and water levels.

Drag the coal marker to 50% as above. Nothing will happen at the coaling stage if the tender is full.

Exit and Save.

Section 4.

Pick up Fuel instructions

Now we are ready to start planning the scenario. The locomotive is going to collect coal from the coaling stage, collect the five 7ton wagons then the three mineral wagons plus brake van. It will then leave the three mineral wagons plus brake van in Bath Siding 6, then the 7 ton wagons in Bath Siding 5 next to the piles of coal .The three mineral wagons will be collected from Siding 6 and taken to Bath Siding 1.

Start scenario and open **Editor**. Click on Scenario Tools.

Click on the **Pick up Freight or Fuel Instruction** icon
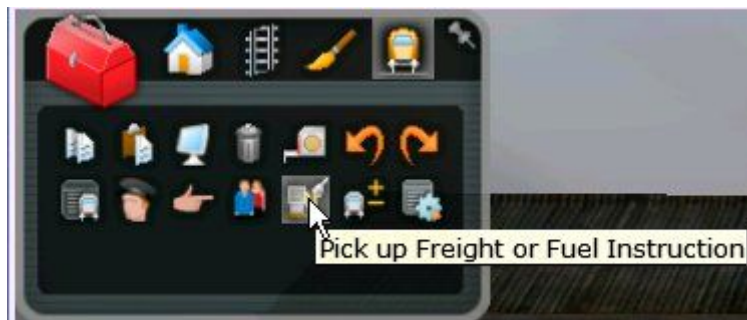
Click on locomotive.

A fuel marker appears on the locomotive. Click on the marker to open the **Pick up Fuel/Freight Properties** panel.

Pin panel open. Move camera so that you can see the **Coaling Stag**e.

Click on the green plus sign in the **Pick up Fuel/Freight Properties** panel then on the Coaling stage. The coaling stage should now be added to the Properties panel.

I have added a comment which will be displayed if the tender is successfully filled with coal.

Checking Scenario

It is worth while checking the scenario as each stage is entered as it is so easy to get a mistake so once again Exit and Save the re-enter the Editor. Click on Scenario Tools

Fast Forward function - Player

The quickest way to check the scenario, as entered so far, is to use the ' **Player** ' (also referred to the ' **Fast Forward function** ') at the bottom of the window.

This is only displayed if the **padlock** is open and **Scenario Tools** have been selected.

Position the camera so that you have a good view of the locomotive and press the Play arrow. The locomotive should start to move at normal speed. Clicking on x2, x4 etc. will speed it up if you wish to do so. Follow the locomotive using the camera controls .

With what you have entered so far the locomotive should go almost to the end of the yard, reverse and stop at the coaling stage. It will stop here for a while, simulating coaling (you can reduce the time to wait by clicking on x8. If you do, slow it down once the locomotive starts to move). Follow the locomotive as it finds its way to siding 1. It will go quite a long way up the track before crossing the main lines and reversing to Siding 1. If it reaches Siding 1 all is well. If it doesn't, then you need to find out what is wrong. There is no point in progressing further until this part is working correctly.

It can also be checked by exiting the Editor and driving the locomotive. You now know the route. You will have to change the points as you reverse to the coaling stage. Press f2 twice to have both section of the HUD visible.

Take it slowly, especially when approaching the Coaling Stage. Stop with the centre of the tender under the centre coaling shute. Press **T** (I sometimes find I need to press T twice) and you should see the coal attempting to fall into the tender. Watch the coal level in the tender rise in the HUD

Once the tender is full, drive to Siding 1 following the route seen using the ' Player '. Some points will be set for you by the Program ' Dispatcher ' and some you will have to change yourself. Use the 2D map to set the correct route.

Section 5.

Creating a Consist Operation Instruction. Picking up wagons.
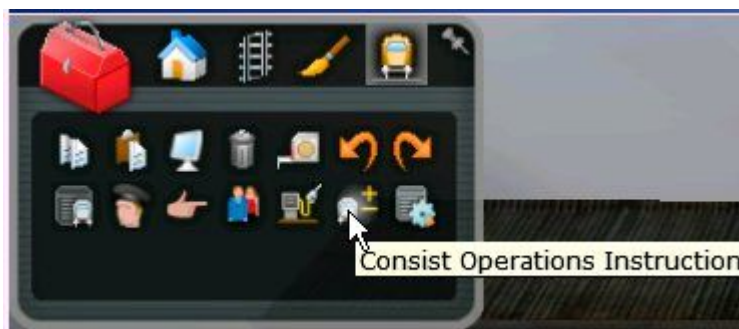
Picking up wagons.

Read the **How to Create a Consist Operation Instruction**
http://www.railsimdownloads.com/wiki/tiki-index.php?page=Creating%20a%20Consist
%20Operation%20Instruction&structure=Reference%20Manual

Enter the **Editor**

Select **Scenario Tools**.

Click on the **Consist Operations Instruction** icon

Click on the locomotive . A **Consist Operation Marker** should appear

Change the **Display** so you can see the **Platform** markers if they are not already showing.

Click on the marker and the **Consist Operation Marker Properties** panel will open.

Familiarise yourself with the icons at the top. Pin the panel

Move the camera so that you can see the five wagons that you are going to pick up first.

Click on the '**Add to Back** ' icon, click on each of the five wagons in **Bath Coaling Stage 1** siding, then click on the **Siding marker** that they are on.(Bath Coaling Stage 5 marker. The one sticking out of the wagons) The **Consist Operation Marker Properties panel** is only filled in when the **Siding Marker** has been clicked

If the wagons are to be added to the front of the locomotive then you use the **Add to Front** icon
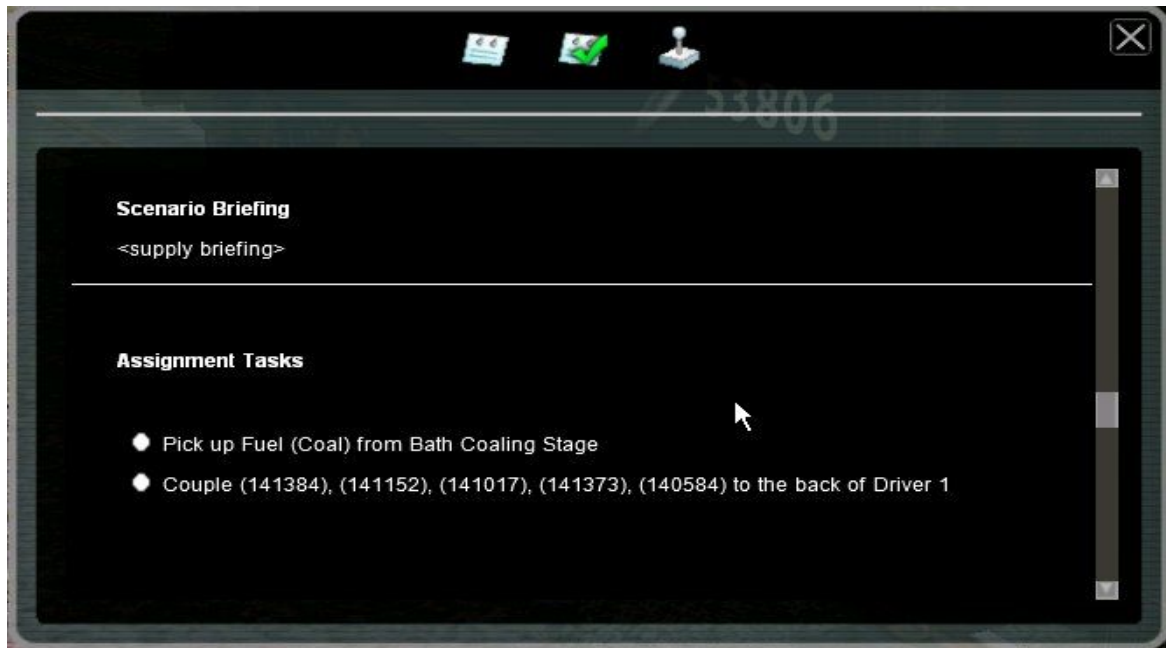

The wagon numbers to be collected are displayed.(only 4 are displayed due to space limitations)

(Note that the wagon numbers you have will almost certainly be different to those in the pictures)

Exit the **Editor** and **Save**.

Press **f1** and you will see the details of the scenario. Scroll down and you should see the five wagons listed.

Re-Enter the **Editor** and click on **Scenario Tools**.

Now repeat the above to add the three mineral wagons and brake van. Thes can be added to the same **Consist Operation Marker Properties panel** or add another **Consist Operation Marker** to the locomotive.

If you have used the same panel there is a scroll bar which you can use to see the added vehicles.. Scroll down and you should see the wagons you have just added.

Save **F2**, **Exit** and **Save** then press **F1** to check that they are there.

Enter the **Editor** again, select **Scenario Tools** and then the start button in the ' Player '. You should now see the locomotive follow a route to pick up the coal and the two sets of wagons. Don't worry when the loco ploughs through the wagons and that it doesn't pick them up. If it follows the correct route all should be OK when you Drive.

If you have the time you could now try driving the train

Section 6.

Creating a Consist Operation Instruction. Dropping off wagons.

Dropping off wagons.
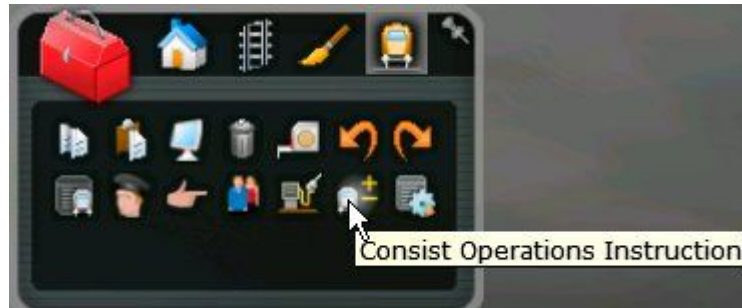
Click on the **Consists Operations Instructions** icon and then click on the locomotive. Another **Consists Operations Instructions** marker appears.

Click on that to get the **Consists Operations Instructions Properties** panel and pin. Move the camera so that you can see the wagons.

The three mineral wagons and the brake van are to be dropped off in **Siding 6**.

Click on the **Drop Off** icon and then click on each of the three mineral wagons and the brake van.

Now click on the **Siding 6** marker. You may have to change the position of the camera to do this.
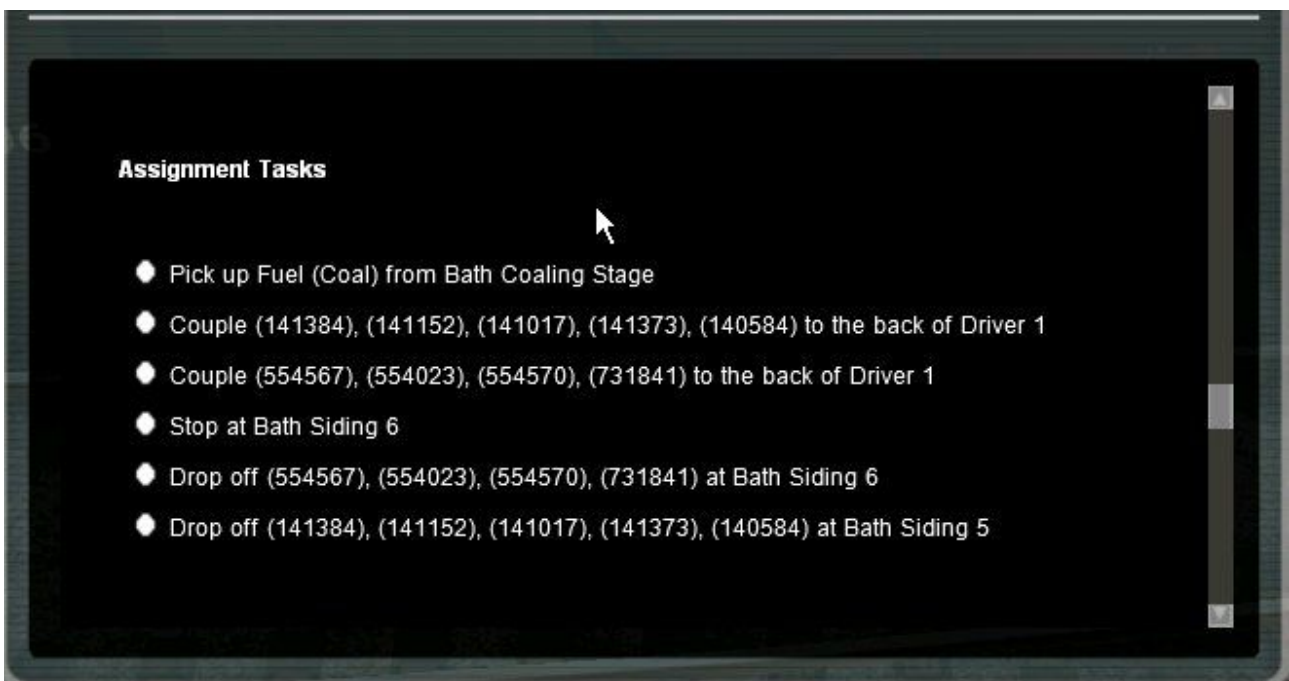
You should now have

The five seven plank wagons are to be dropped of in Siding 5.

Follow the procedure above for these wagons. Use the same marker and panel.

Save F2, Exit and **Save** immediately. Press **f1** and check that the drop-offs have been saved

Assignment Tasks

- Pick up Fuel (Coal) from Bath Coaling Stage
- Couple (141384), (141152), (141017), (141373), (140584) to the back of Driver 1
- Couple (554567), (554023), (554570), (731841) to the back of Driver 1
- Stop at Bath Siding 6
- Drop off (554567), (554023), (554570), (731841) at Bath Siding 6
- Drop off (141384), (141152), (141017), (141373), (140584) at Bath Siding 5

Re-enter **Editor** and click on the **Consists Operations Instructions** marker and check the **Consists Operations Instructions Properties** panel

You should now have

Scroll up and down to see both lots of wagons that are to be dropped off.

Try scenario created so far.

Section 7.

Final instructions for this scenario.

We will now do the final operations - picking up the three mineral wagons and the brake van and going to Siding 1.

Re-enter **Editor** and click on **Scenario**. Create the instruction for picking up the three mineral wagons and brake van from **Bath Siding 6**. Do exactly the same as you did using the **Consists Operations Instructions.**

Create **Stop at Destination Instruction** for the train stopping at **Bath Siding 1**. The final stop and the destination in the **Drivers Property Panel** should be the same. Exit and Save.

Do a check to see that all works.

At this stage play the scenario just created in case there are problems which have not shown up with the ' Player '.While watching note the time that the train crosses the main line. Try to create an AI train that goes along the main line at that time and causes the driven train to stop at a ground signal.

I have created a number of AI trains and have placed rolling stock on the sidings in the scenario I created.

You can create your own if you wish.

Portals

Note that there are Portals that the AI trains can be sent to both West and East of Bath Junction. Go to 2D map to locate. Use a portal as a destination as you would a platform or a siding. Once a train reaches a Portal it is removed so does not block following trains.
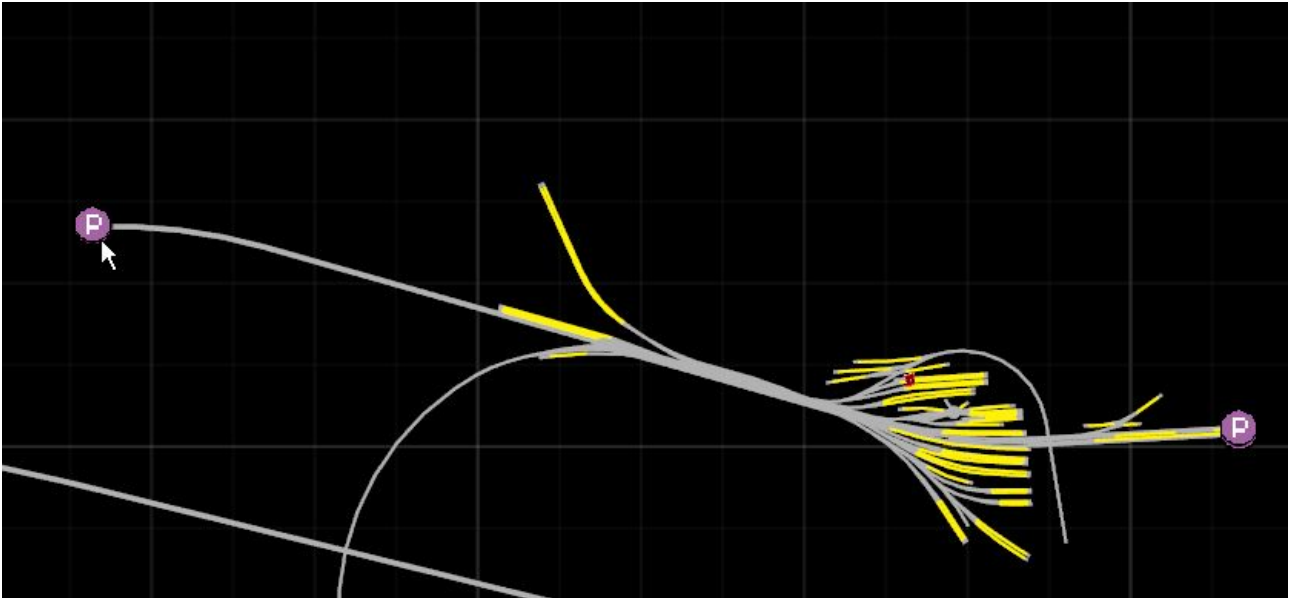
My version of this scenario can be seen by installing the scenario **Freight_train_scenario_2.rpk**

If this guide has been downloaded in a Zip file then scenario will be in that zip file.

Section 8.

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8 Feb 2010