



TUTORIAL

SCENARIO EDITOR

for Train Simulator Classic

version 2.0 build 20230402





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Introduction

General

This tutorial focuses on teaching skills for working with the TS Classic (TSC) Scenario Editor (SE). The examples are taken from the WG Tutorial Route.

We start with the basic operations needed to bring a free-roam and a standard scenario to life. You will learn to set up a player train with simple assignments. Then we discuss the further development of a standard scenario. We will also discuss the possibilities of the editor to configure AI traffic. Finally, the possibilities of the QuickDrive (QD) menu are discussed, in conjunction with the use of the SE for setting QD paths through the rail network in a route. After working through this tutorial you will be able to successfully complete the construction of a fairly complex scenario.

We use the abbreviation [LM] or [RM] in the text to indicate a left or right mouse click.

Prior knowledge

In putting together this tutorial, we assumed that you are familiar with the basic skills of TSC, such as driving a train and working with different camera positions. In short: you are a fairly experienced user and you now want to build your own scenarios.

Some concepts

Free roam scenario

Scenario without assignments, the player can designate a train or locomotive to drive and must provide a path by setting turnouts.

Standard scenario

Scenario with a series of commands and a timetable that the player must execute. The path has already been determined in the scenario, but the player is not judged for any delays.

Timetabled scenario

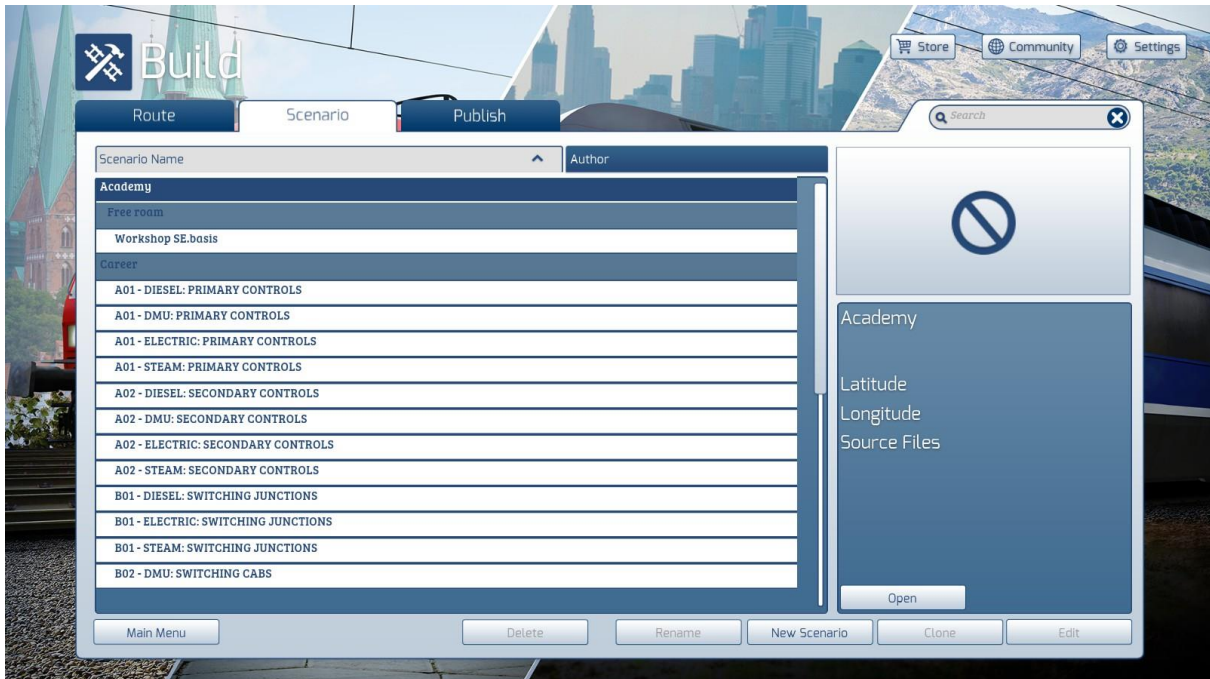
A standard scenario in which the timetable must be followed closely.

QuickDrive scenario

This scenario type is used to capture nodes in a route's rail network, which are used in QuickDrive sessions to choose departure and destination locations.

Setting up a free roam scenario

From the TS start menu, we click [LM] on Build > Scenario. The following screen is displayed:



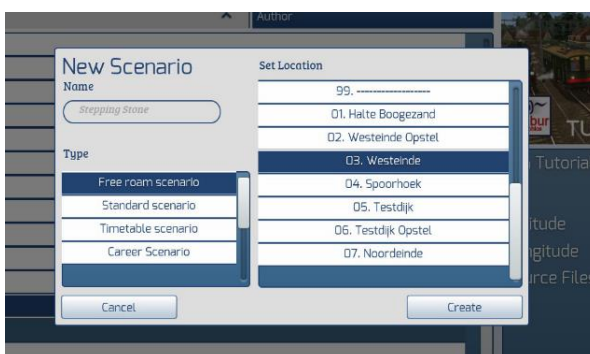
We scroll to the route in which a scenario will be created, in this example the WG Tutorial Route. Now choose the New scenario button using [LM]. The following window appears:



We fill in and select:

Name: Stepping Stone
Type: [LM] Free roam scenario

... and then scroll down in the *Set Location* window until the locations appear in the Tutorial Route, as shown in the following image:



Here we select the location: '03. Westeinde' and click [LM] on the Create button.

The scenario editor will now start.



The white square we see is the scenario symbol. We leave that for what it is and move the camera forward and up. The landscape becomes more visible:



Now we have to establish the scenario properties at first. To do this, we fill in a number of fields in the scenario window, which is shown at the top right:



The name of the scenario is already filled in. In the next line <supply description> we type a short description, which users will see in the Drive > Free Roam menu.

In the next field <supply briefing> the text is filled in that the player can consult after the start of the scenario (with F1).

The other fields are not really important for a free roam scenario, but are successively about the:

- Author's name
- Starting location
- Date the scenario plays out
- Difficulty (1 is easy)
- Duration
- Start time
- Weather
- Season

... and finally the traction form that we leave on 'All'.

After filling in, we leave this window with [LM] in the TS screen.

Then we will set up our workspace. On the left side of the screen, three windows are just visible. They slide to the right when you hover over them with the mouse cursor. You can lock them with the pin button at the top right of each window. Here's the result:



These are the tools that we are going to use in the SE. The top window is the toolbox or *tool box*.

Below that we see the *object browser*.

At the very bottom, a number of *options* are shown.

The use of these tools will be discussed in detail in this tutorial.

A scenario can always be saved with [F2] > [Yes].

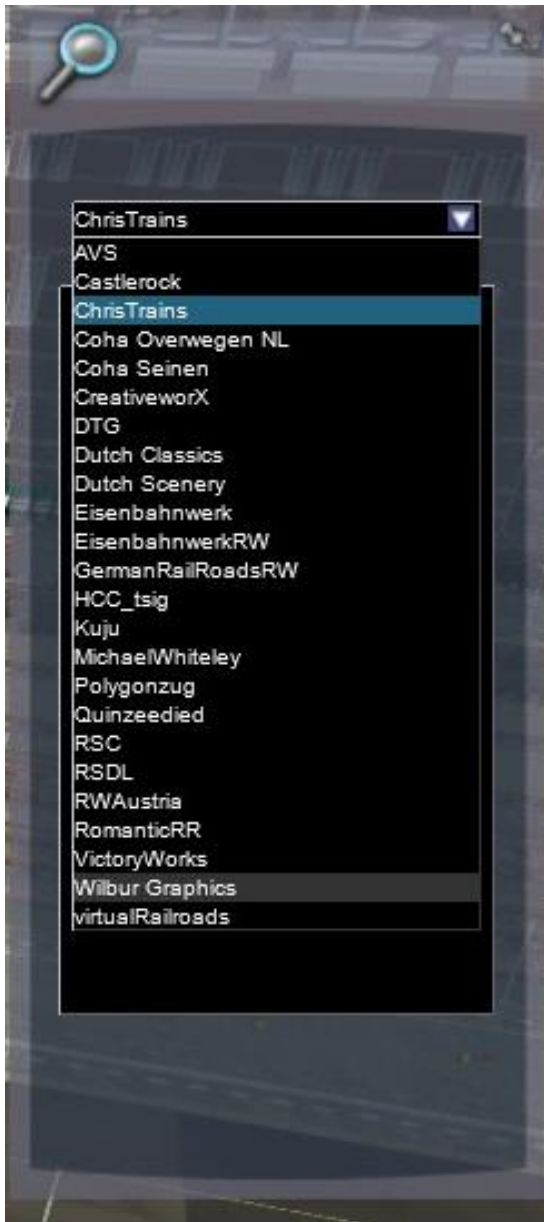
[LM] on the orange triangle at the bottom right of the screen [Drive] > [Yes] and exit the scenario with [Esc] > [Quit] > [Yes].

We put a locomotive on the track

From the start menu of TS [LM] we click on Build > Scenario ... and scroll to the route in which our scenario was created, in this example the WG Tutorial Route. There we select our scenario with [LM] > [Edit].

The rolling stock in the SE is grouped by provider, for example Dove Tail Games (DTG), Dutch Classics, ChrisTrains etc. If we want to use that equipment in our scenario, we must ensure that the provider concerned is linked to the scenario. We do this with the object *filter*, which becomes visible on the right side of the screen when we click on the small blue cube in the object browser [LM]:





In this scenario, we use rolling stock from *Wilbur Graphics*. To link those, we click on the white triangle behind the provider name. A list of all available providers will appear in your version of TS. Now put the cursor on *Wilbur Graphics* and select it with [LM].

Now we see which object groups are associated with the scenario and route:



If necessary, check the box with [LM] in the middle column for *Rollend Mat* and for *Preload*.



To put a rolling stock object on track, we use the *object browser*. Let's start with one NS eloc, series 1700.

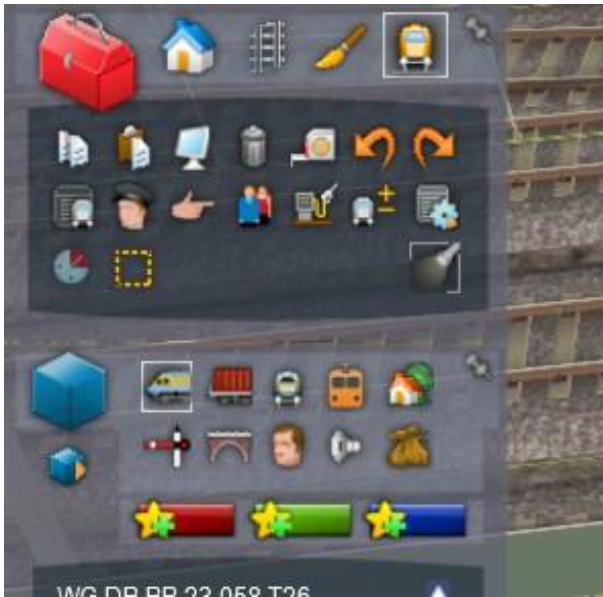
Click [LM] on the locomotive symbol at the top of the object browser. Now we scroll to the WG objects until we have the WG NS 1722 in view. With an [LM], the locomotive is selected and the mouse can be dragged to the desired location on the track.

When the locomotive is well on track, the SE makes a click. Confirm with [LM].

Tip:
To quickly scroll through the object browser, you can enter the first letter of the object name while the cursor is in the browser window, in this case a W.

Now we see that the SE is preparing a second locomotive behind it. Because we only want to place one locomotive, we let the SE with [RM] know. The second locomotive disappears.

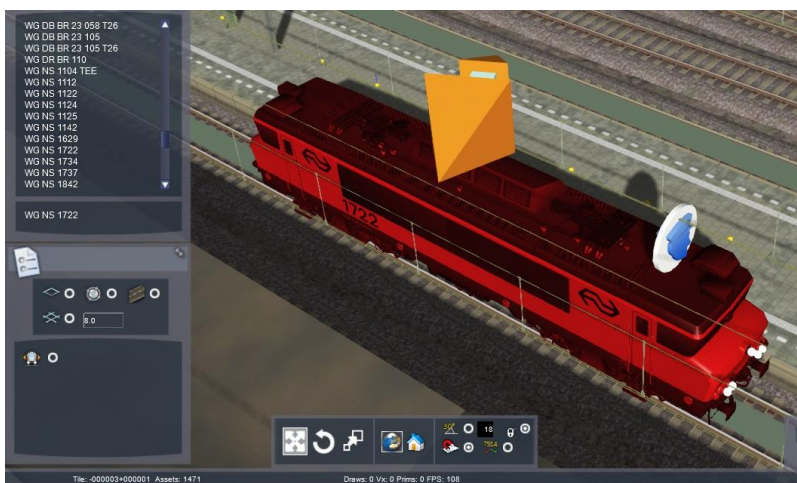




In order to control the locomotive, we need to assign a Driver to the locomotive. To do this, we go to the tool box and click [LM] on the male with the cap in the second row from above.



Now we click with [LM] on the loc. A white disc with a blue symbol appears at the front of the locomotive.



To reverse the locomotive we select it with [LM]. The locomotive turns red and a double arrow appears. Click on that with [LM] and the SE rotates the locomotive 180 degrees.



To de-select the loc we click anywhere in the SE screen with [LM].

Now select the Driver disc with [LM].



Change the text *Service1* to a meaningful name, as in this example *NS 1722 free roam*.

The other input fields will be discussed later. For the moment, this is enough and we close this window with [LM] somewhere in the SE screen.

Fact:

The Driver disk makes it possible to control the locomotive in a free roam scenario, but is mainly intended to identify a *Service*.

A scenario can always be saved with [F2] > [Yes].

Save and now start the scenario with [LM] on the orange triangle at the bottom right of the screen [Drive] > [Yes]

The SE shuts down and our scenario starts. We can now run the locomotive. We exit the scenario with [ESC] > [QUIT] > [YES] and return to the *Main Menu*.

Putting cars on track

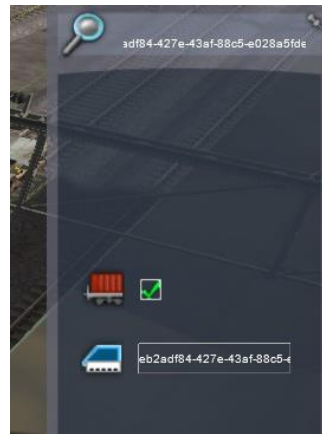
From the start menu of TS [LM] we click on Build > Scenario ... and scroll to the route in which a scenario will be created, in this example the WG Tutorial Route. There we select our scenario with [LM] > [Edit].



We also use the *object browser* to put other rolling stock objects on track, as discussed on page 11, but now we choose the freight wagon symbol. Let's start with a container car, the WG NS Sgns 7 20' TSIG. Move the car along the track in the direction of the locomotive until you hear a click. The two rail vehicles are then coupled.

Now we can use the repeat function of the SE and continue to place cars up to an [RM]. However, the cargo is still missing.

We solve this with a 2x [LM] on the car we want to load. A window will now appear on the right side of the screen. There we check the pre-load cargo box to make the cargo visible:



Tip:

If you hold down [SHIFT] when clicking on a car or carriage, the entire train is selected and the load of all cars can be activated at the same time.

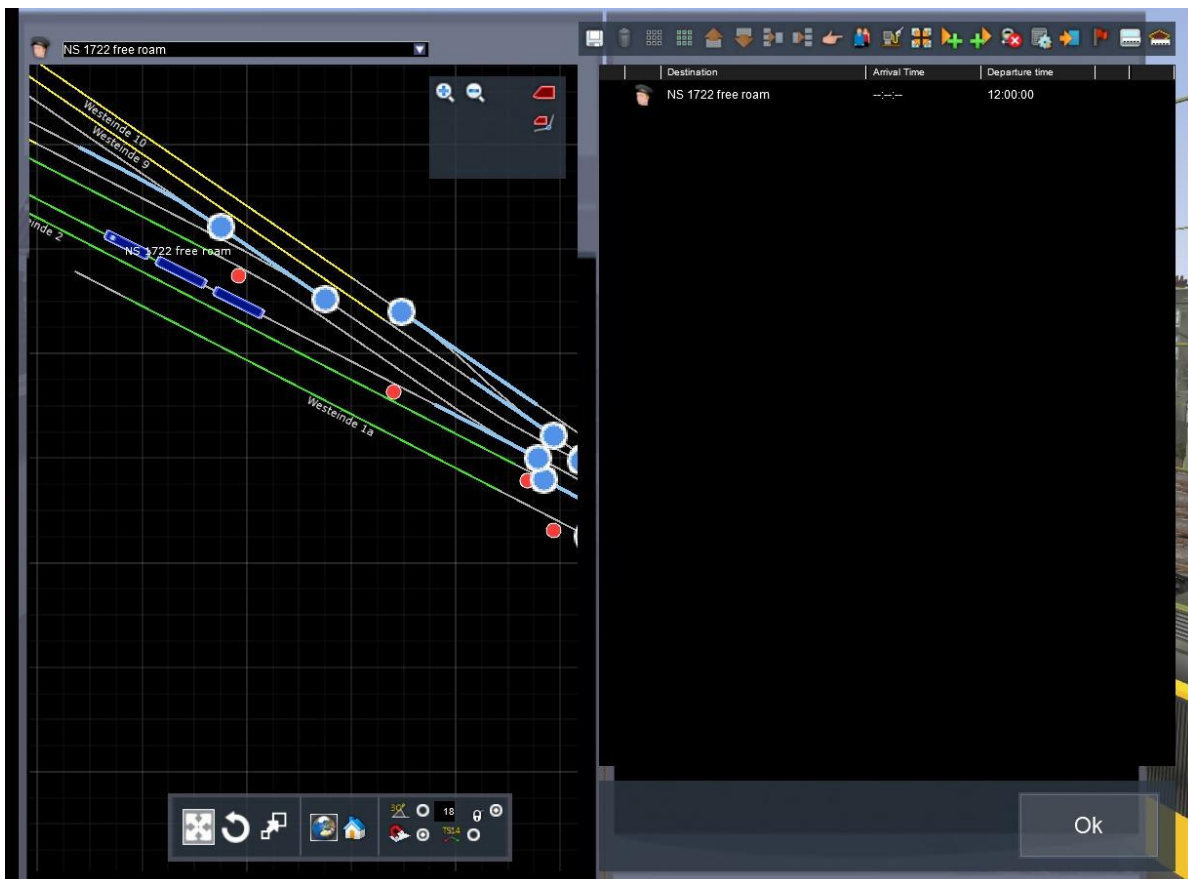


Running a train

At the moment we are able to put together a free roam scenario in which trains only run if we select them with the mouse and set a traction vehicle in motion. Now we will introduce the *Time Table* concept. This allows us to give orders to a train so that it can control itself.

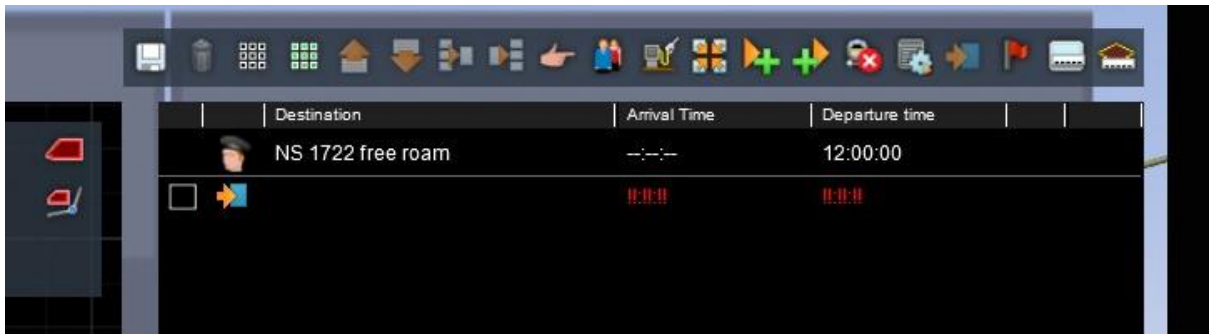


In the *Tool box* you will find the *Time Table View* button at the bottom left. If you click on it with [LM], the following screen appears:

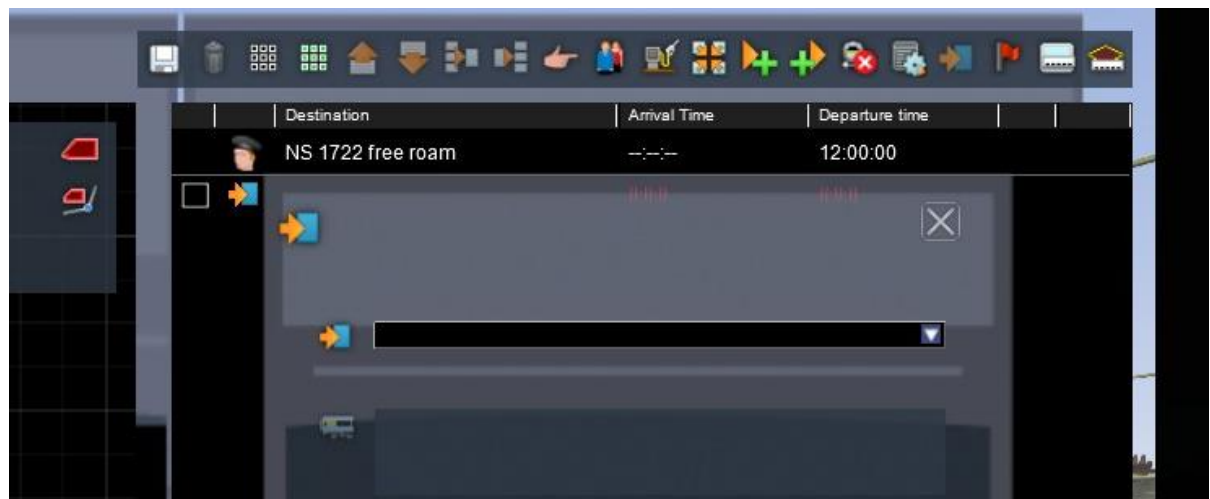


In the left half we see the track plan of the location where we are located. The timetable or timetable window is displayed on the right side. Because we have only created one service at the moment, it is automatically selected in the timetable screen.

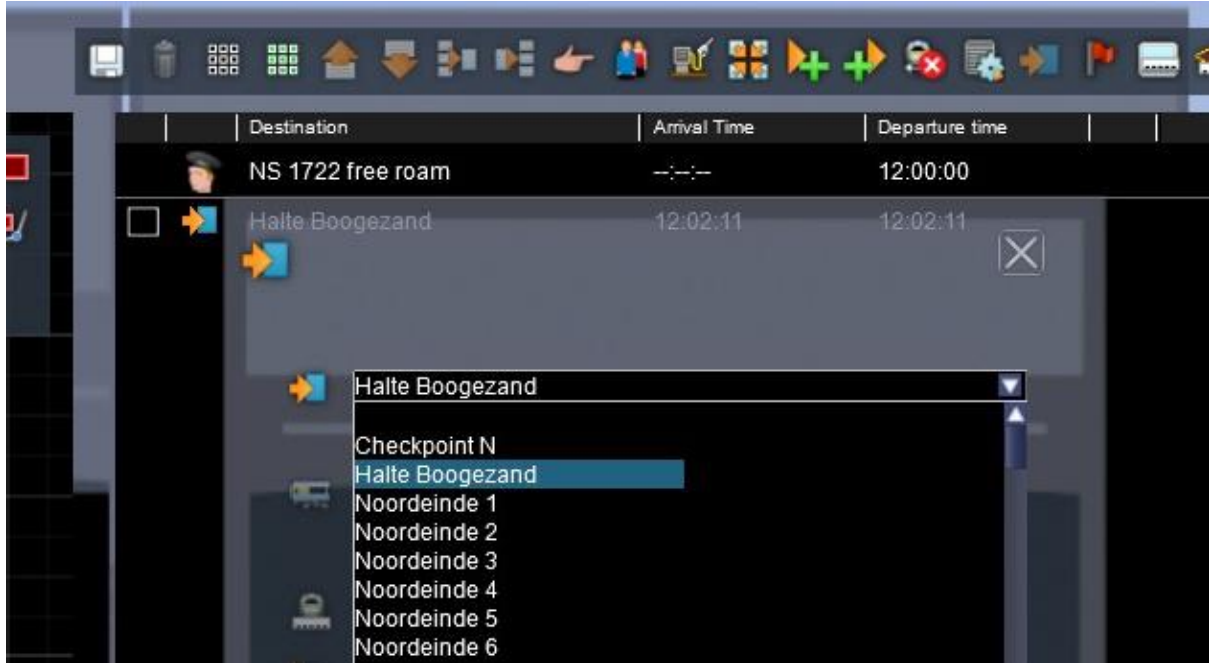
We used the scroll wheel on the mouse to zoom in on the 2D map and we see our service come into view there. In order for that train to run, we are going to specify a destination for the train. We therefore select the blue *final destination* cube at the top of the timetable window with an [LM]:



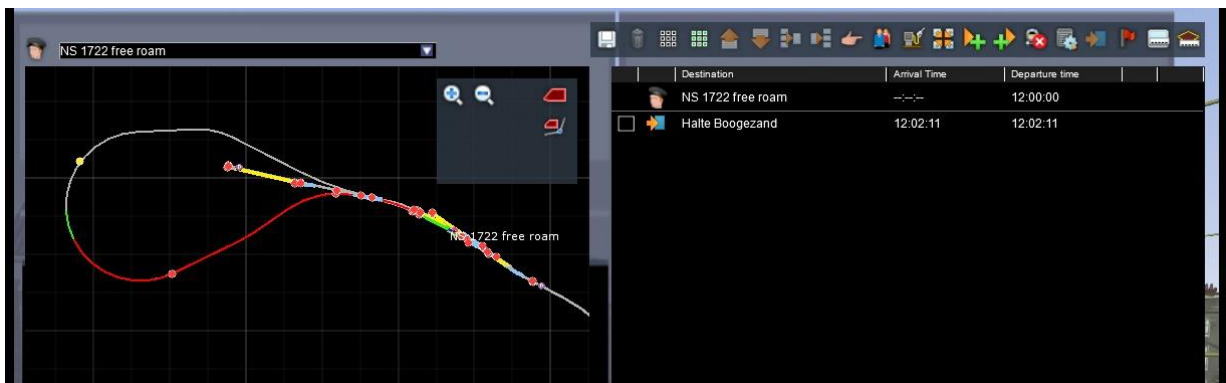
We see here a table with a number of columns. For us, the third column is important (Destination), and the second column, where the *final destination* icon has appeared. We select that with an [LM]. The following window opens:



Because we want to designate Halte Boogezand as the final destination, we click on the white triangle, which opens a list of platform and siding markers that we can use as a destination:



In this list we click with [LM] on Stop Boogezand and the blank window is now filled. With an [LM] on the white cross we return to the timetable. In the 2D map we see a red line. This is the route selected by TS and the chosen final destination is included in the timetable, with the calculated arrival time:



With [LM], click [Ok] at the bottom right of the screen.

[LM] on [Drive] > [Yes].

The SE shuts down and our scenario starts. Now the train starts moving and drives forward or backward independently to the indicated destination. We exit the scenario with [ESC] > [QUIT] > [EXIT] > [YES] and return to the *Main Menu*.

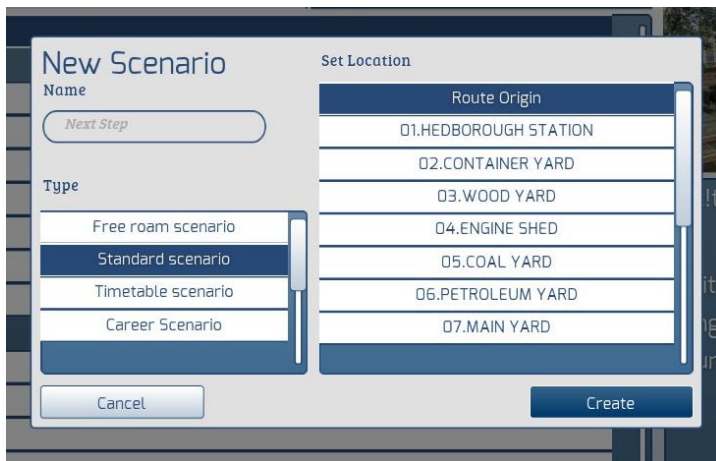
Build a standard scenario

In a standard scenario, the main role is reserved for the player train, which we have to provide with assignments in the SE. We will run trains around it, for example as counter-trains, or as shunting movements during a station.

From the start menu of TS we click [LM] successively on

Build > Scenario

... and scroll to the route in which a scenario will be created, in this example the WG Tutorial Route, and now choose [LM] New scenario again. In the *New Scenario* window, we fill in *Next Step* and select *Standard scenario* and *Route Origin*:



... and close the window with [LM] *Create*.



The scenario editor is now launched and first we complete the properties of the scenario (see page 7). At the bottom of that window, by placing a check mark, you can ensure that the player is placed in the cabin of the player train at the beginning of the scenario.

Also check the object filter (see page 10) and put the necessary checkmarks.



Now we first put the player train on the rails. This can be done vehicle by vehicle as we have shown above, but you can also select a complete train - a *consist*. This requires an [LM] on the *Consists* button. A list of available train compositions will then appear, in which we select the *NS 1737 with 8 DBi A/Bpmz with an [LM]*.

You put them on track in the same way as we have done before with separate locomotives and cars.



As in the free roam scenario, we place a service disk (the driver symbol) on the loc, and change the default *value* Service1 to, for example, *0 NS 1700 DBi bins*. Later it will become clear why we always give our player train a name that starts with a 0.

Make sure to put a check mark in the *Player Consist* box.

Furthermore, the bottom field in this window is now also important, the *Service Class*. In principle, this should be set to the initial value of Special for the player train .

Tip:

The service class is used by the sim to give trains priority when solving certain situations, such as crossing trains. The Special category has the highest priority.

Before assigning assignments to the player train, we must ensure that its direction of travel is correctly set. To manipulate a train as a whole, we enable the *Consist Select* option by selecting [LM] on the corresponding *radio button* at the bottom left of the screen:



If we now click on a carriage or car in the train with [LM], the entire train is selected and the double arrow appears again. If we click on it, the entire train is reversed.

Tip:

The Consist Select button can also be used to activate the load of an entire train, e.g. container cars.

Tip:

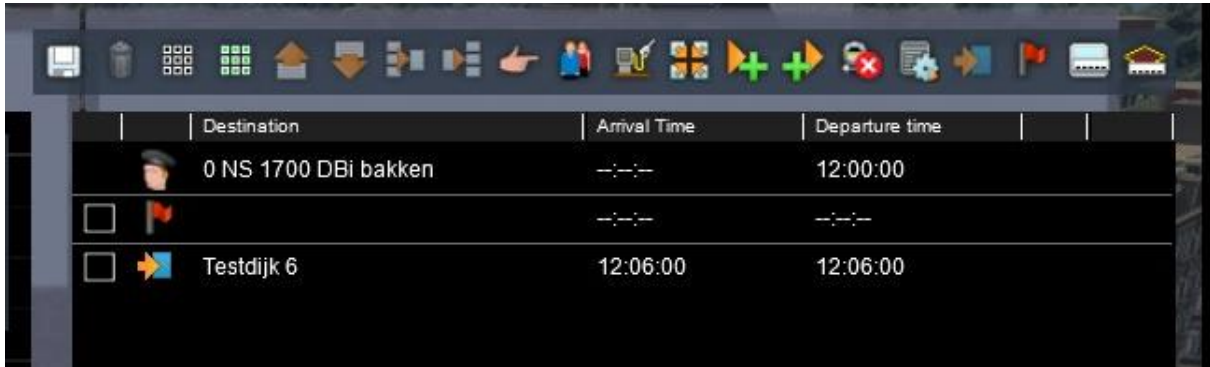
If you hold down [SHIFT] when clicking on a car or carriage, the entire train is selected.

Now we can start building a timetable for the player train. With an [LM] on the *Time Table View* button In the Tool box, we call up the timetable and designate Testdijk 6 as the final destination:

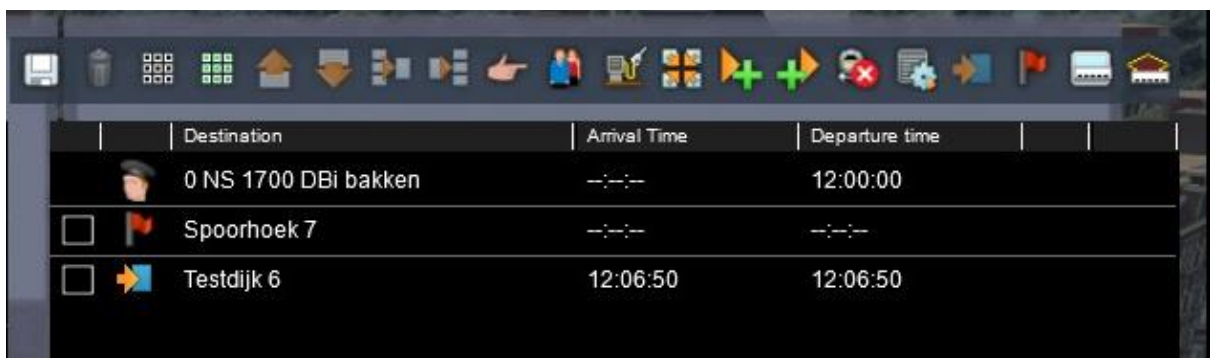
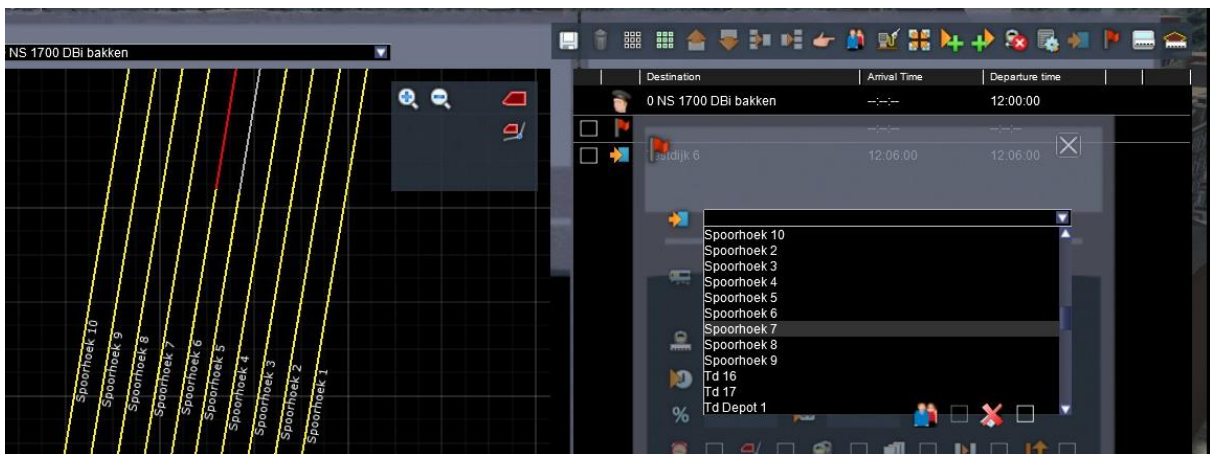


	Destination	Arrival Time	Departure time
	0 NS 1700 DBi bakken	--:--	12:00:00
<input type="checkbox"/>	 Testdijk 6	12:06:00	12:06:00

We then check whether the set pathing is in order. The SE chooses the shortest distance, and often has a train change tracks to achieve this. Fortunately, we can always control the designated path by setting *waypoints*. We do this by placing an [LM] on the red flag in the header of the *timetable* window:



Now the SE expects a location for this waypoint. The path, as shown in the 2D Map window, is set over Spoorhoek 6. We now fill in Spoorhoek 7 as a waypoint and click on the [Ok] button with [LM].





We can now see that the roadway to Testdijk 6 has now been moved to Spoorhoek 7.

You can now save the scenario and start with an [LM] on the [Drive] button. Because this is a standard scenario, you cannot select a train but you are assigned the player train.

Otherwise:

Save the scenario with [F2] > [Yes].

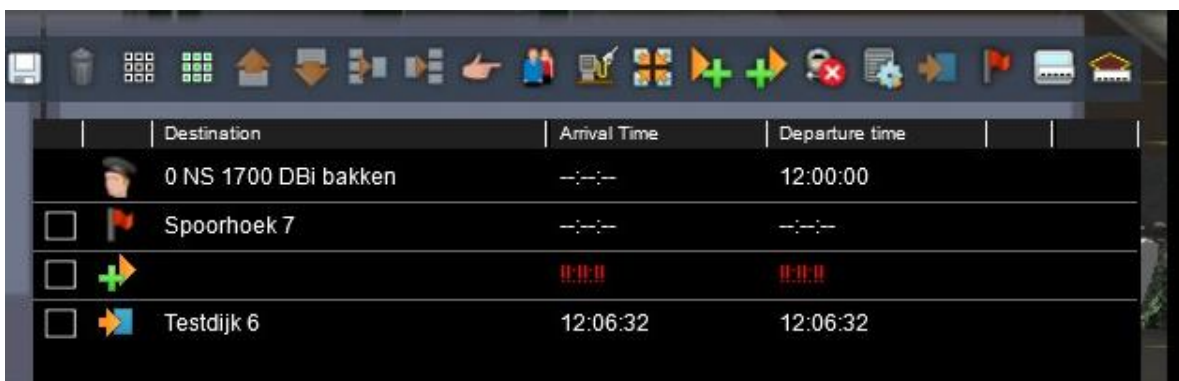
Expand a scenario

If the scenario is not already open for editing: From the start menu of TS [LM] we click on Build > Scenario ... and scroll to the route in which our scenario was created, in this example the WG Tutorial Route. There we select our scenario with [LM] > [Edit].

We are now going to add a number of assignments to the timetable of the player train. You will get familiar with the shunting assignment and the boarding and disembarking of passengers. Select the locomotive and move it several meters forward:

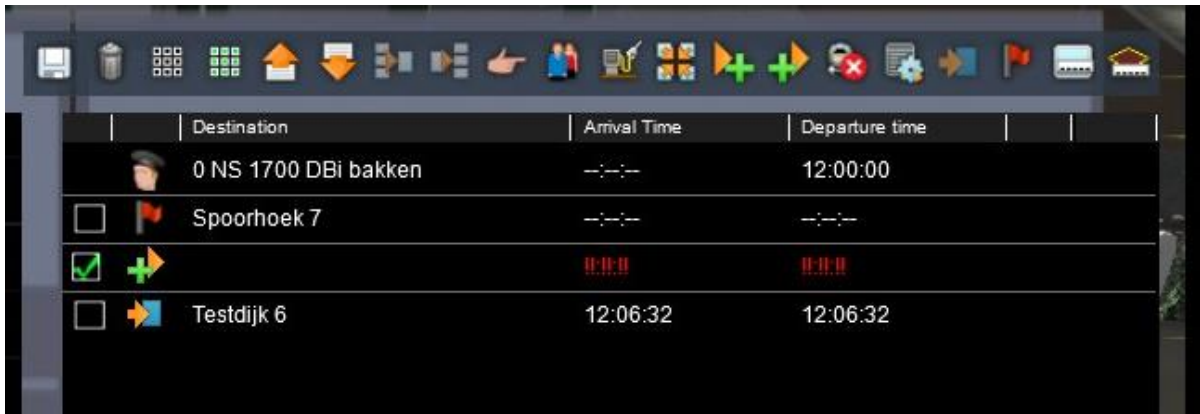


Now we are going to instruct the player to couple the locomotive and the carriages. We open the *timetable* window and select the *Add to Back* command with [LM]:



	Destination	Arrival Time	Departure time
	0 NS 1700 DBi bakken	--:--	12:00:00
<input type="checkbox"/>	Spoorhoek 7	--:--	--:--
<input type="checkbox"/>	Testdijk 6	12:06:32	12:06:32

A new instruction shall always be inserted by the SE just before the final destination. That's not what we want in this case, so we're going to move it. With [LM], put a check mark in front of the instruction:

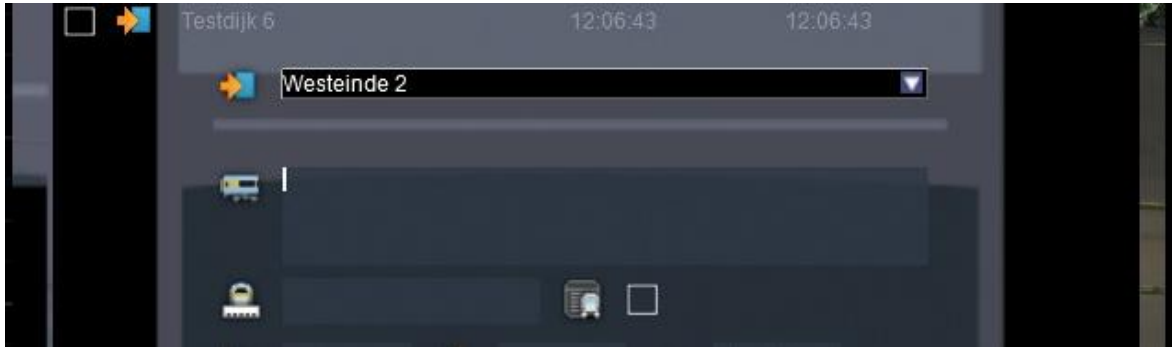


Now we see from left to right a trash can (to delete an instruction) and a little further on white rectangles with orange arrows. This allows you to move an instruction up or down. Once that is done, uncheck [LM] the box and click on the coupling icon. The following screen appears:

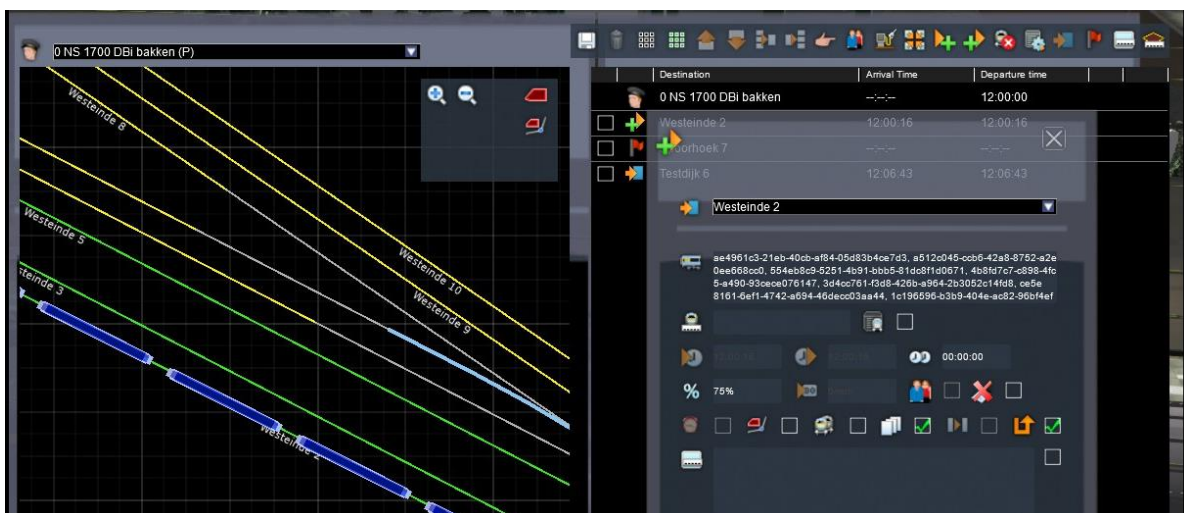


The SE wants to know from us where the coupling action will take place. In this case, that's Westeinde 2. We select this location in the same way as a final destination and a waypoint. Then we designate the carriages that we want to attach to.

To do this, we move the mouse to the 2D map window, zooming in on the consist at Westeinde 2. Now click with [LM] on the *Add Rail Vehicle* icon and immediately afterwards in the corresponding input window. There the cursor will blink:



Now we move the mouse to the 2D map window, zoom in on Westeinde 2 and hold down the [SHIFT] key while clicking on one of the carriage symbols with the [LM]. The SE will now transfer all carriage numbers to the *Add Rail Vehicle* window:

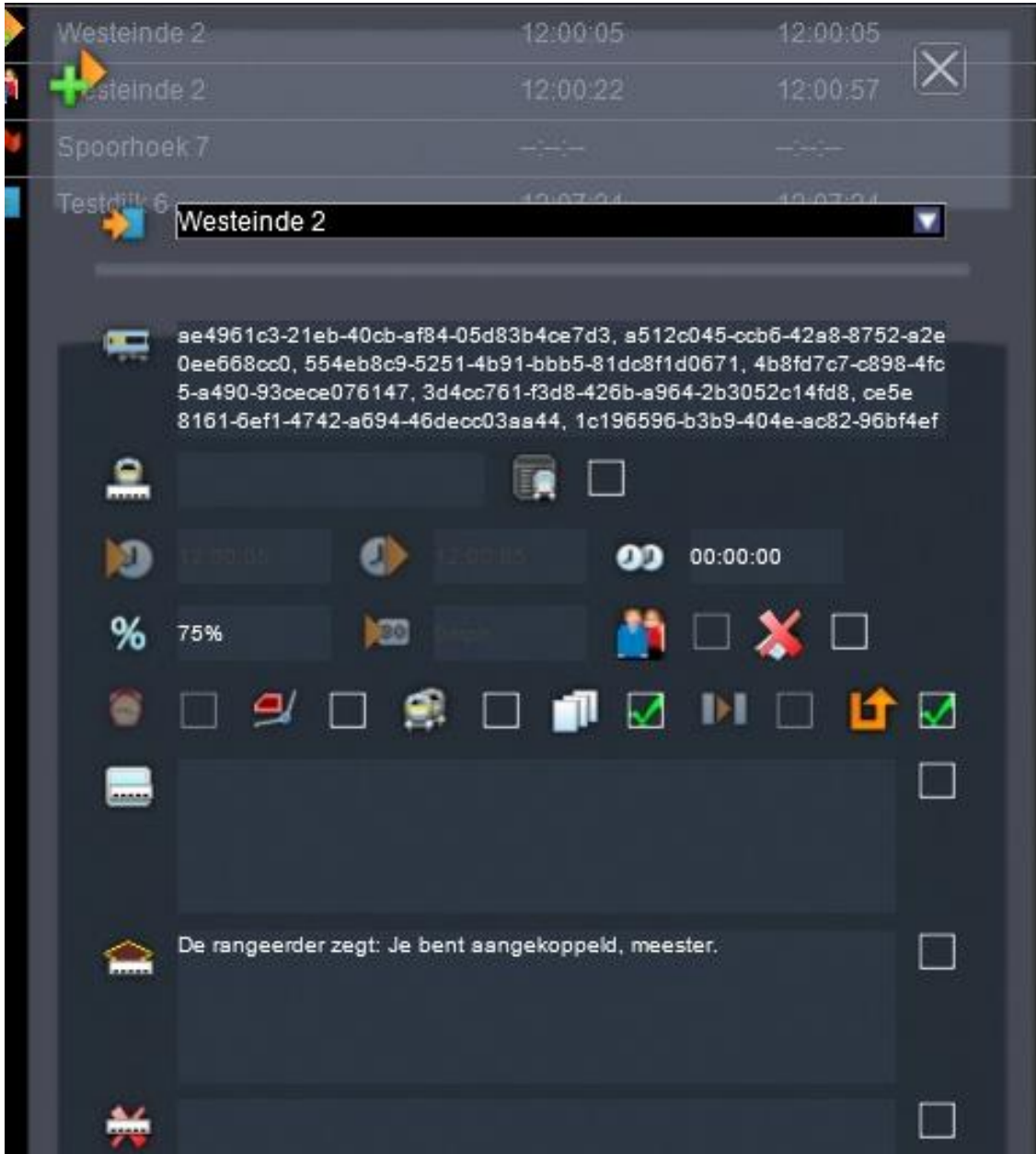


This only works if the cursor is visible flashing in the Vehicle box. If necessary, repeat these steps until the desired result is achieved.

Tip:

When selecting an *Add to Back* or *Add to Front* instruction, pay attention to the direction of travel of the locomotive. This is indicated by the location of the Driver symbol, which is always shown on the front.

Now we want to let the driver of our train know whether the coupling instruction has been carried out correctly. We do this with a *success message*, which we can specify in the same *Add to Back* window. You will find this box next to the orange diamond with the text *Achievement Test Successful* :



Close the instruction window with [LM] on the white cross in the upper right corner.

Tip:

You can also pop up a message if an action did fail. The box under the *success message* can be used for this ('*Achievement Text Unsuccessful*')




Now comes the order for allowing passengers to board. Select the *Pick-up Passengers Instruction* icon at the top of the timetable and insert it in the right place. The timetable now looks like this:



	Destination	Arrival Time	Departure time
	0 NS 1700 DBi bakken	--:--	12:00:00
<input type="checkbox"/> 	Westeinde 2	!!:!!	!!:!!
<input type="checkbox"/> 		!!:!!	!!:!!
<input type="checkbox"/> 	Spoorhoek 7	--:--	--:--
<input type="checkbox"/> 	Testdijk 6	!!:!!	!!:!!

The SE indicates with red exclamation marks that the arrival and departure times cannot now be calculated because information is missing, i.e. the location where passengers are allowed to board. In this case, that is still Westeinde 2, and we select that location in the now familiar way. The timetable is now displayed with the calculated arrival and departure times:



	Destination	Arrival Time	Departure time
	0 NS 1700 DBi bakken	--:--	12:00:00
<input type="checkbox"/> 	Westeinde 2	12:00:05	12:00:05
<input type="checkbox"/> 	Westeinde 2	12:00:22	12:00:57
<input type="checkbox"/> 	Spoorhoek 7	--:--	--:--
<input type="checkbox"/> 	Testdijk 6	12:07:24	12:07:24

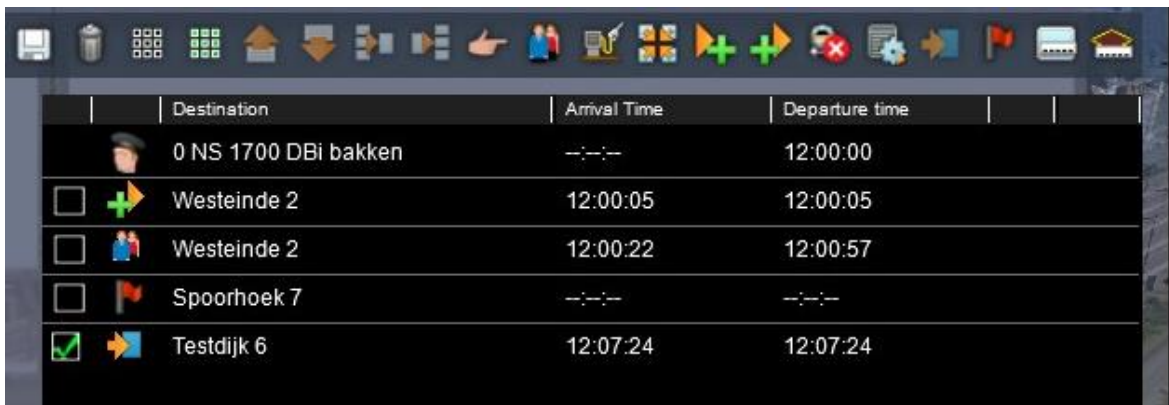
Save the scenario and start it with an [LM] on the [Drive] button. Because this is a standard scenario, you cannot select a train but you are assigned the player train.

Other (if you want to continue working in the SE):
Save the scenario with [F2] > [Yes].

More commands for the player

If the scenario is not already open for editing: From the start menu of TS we click [LM] on Build > Scenario ... and scroll to the route in which our scenario was created, in this example the WG Tutorial Route. There we select our scenario with [LM] > [Edit].

Our train now has passengers on board, but we also have to let them get off. Moreover, we are going to adjust the final destination of the train and once there, the scenario must be neatly concluded. We now open the *timetable* window and put a check mark with [LM] at the final destination Testdijk 6.



	Destination	Arrival Time	Departure time
	0 NS 1700 DBi bakken	--:--	12:00:00
<input type="checkbox"/>	Westeinde 2	12:00:05	12:00:05
<input type="checkbox"/>	Westeinde 2	12:00:22	12:00:57
<input type="checkbox"/>	Spoorhoek 7	--:--	--:--
<input checked="" type="checkbox"/>	Testdijk 6	12:07:24	12:07:24

An [LM] on the 'Delete' trash can at the top of the screen will delete it. We then add *Noordhoek 5* as a new final destination, resulting in:



	Destination	Arrival Time	Departure time
	0 NS 1700 DBi bakken	--:--	12:00:00
<input type="checkbox"/>	Westeinde 2	12:00:05	12:00:05
<input type="checkbox"/>	Westeinde 2	12:00:22	12:00:57
<input type="checkbox"/>	Spoorhoek 7	--:--	--:--
<input type="checkbox"/>	Noordhoek 5	12:10:08	12:10:08

Tip:

Of course, you can also change the final destination directly in this situation by selecting and adjusting it, but the example shows how the delete function works.

Tip:

Make sure that there is always a final destination in the timetable. One of the advantages: you can then check the set path at any time and adjust it if necessary.

Testdijk has now disappeared from our timetable, but that station is not forgotten. To give our passengers the opportunity to board or disembark, we are now adding platform track Testdijk 4 as a stopover with a *Pick-up Passenger Instruction*:



	Destination	Arrival Time	Departure time
	0 NS 1700 DBi bakken	--:--	12:00:00
<input type="checkbox"/>	 Westeinde 2	12:00:05	12:00:05
<input type="checkbox"/>	 Westeinde 2	12:00:22	12:00:57
<input type="checkbox"/>	 Spoorhoek 7	--:--	--:--
<input type="checkbox"/>	 Testdijk 4	12:07:20	12:07:55
<input type="checkbox"/>	 Noordhoek 5	12:11:35	12:11:35

Before we reach the Noordhoek 5 siding, we pass noordeinde station. There we let our passengers get off:

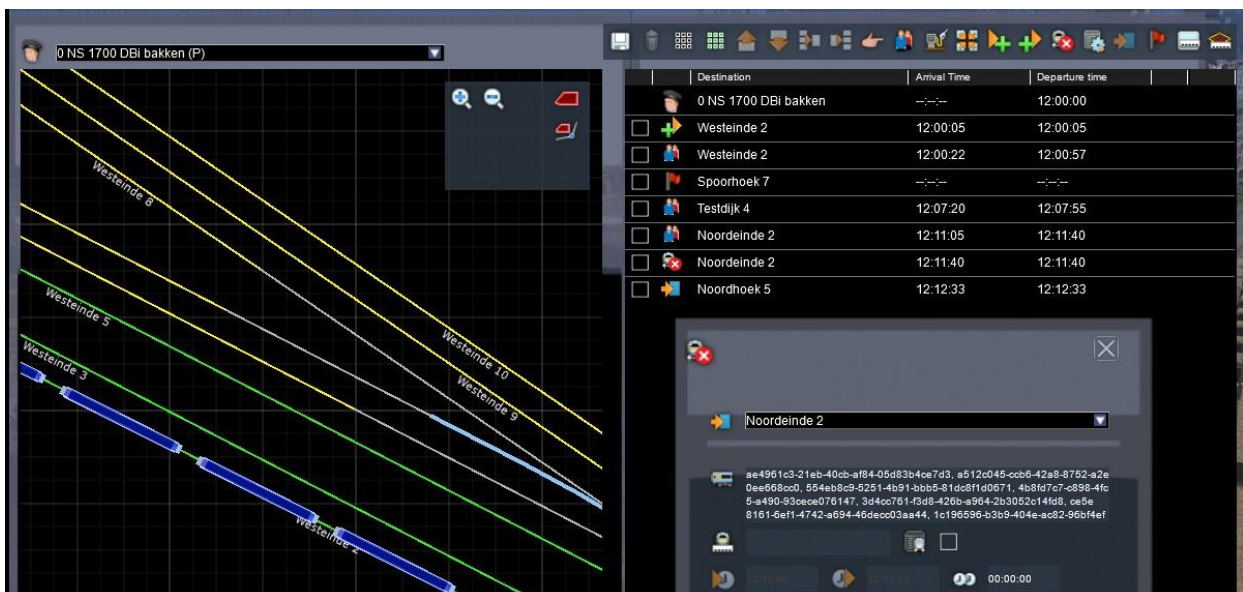


	Destination	Arrival Time	Departure time
	0 NS 1700 DBi bakken	--:--	12:00:00
<input type="checkbox"/>	 Westeinde 2	12:00:05	12:00:05
<input type="checkbox"/>	 Westeinde 2	12:00:22	12:00:57
<input type="checkbox"/>	 Spoorhoek 7	--:--	--:--
<input type="checkbox"/>	 Testdijk 4	12:07:20	12:07:55
<input type="checkbox"/>	 Noordeinde 2	12:11:05	12:11:40
<input type="checkbox"/>	 Noordhoek 5	12:12:33	12:12:33

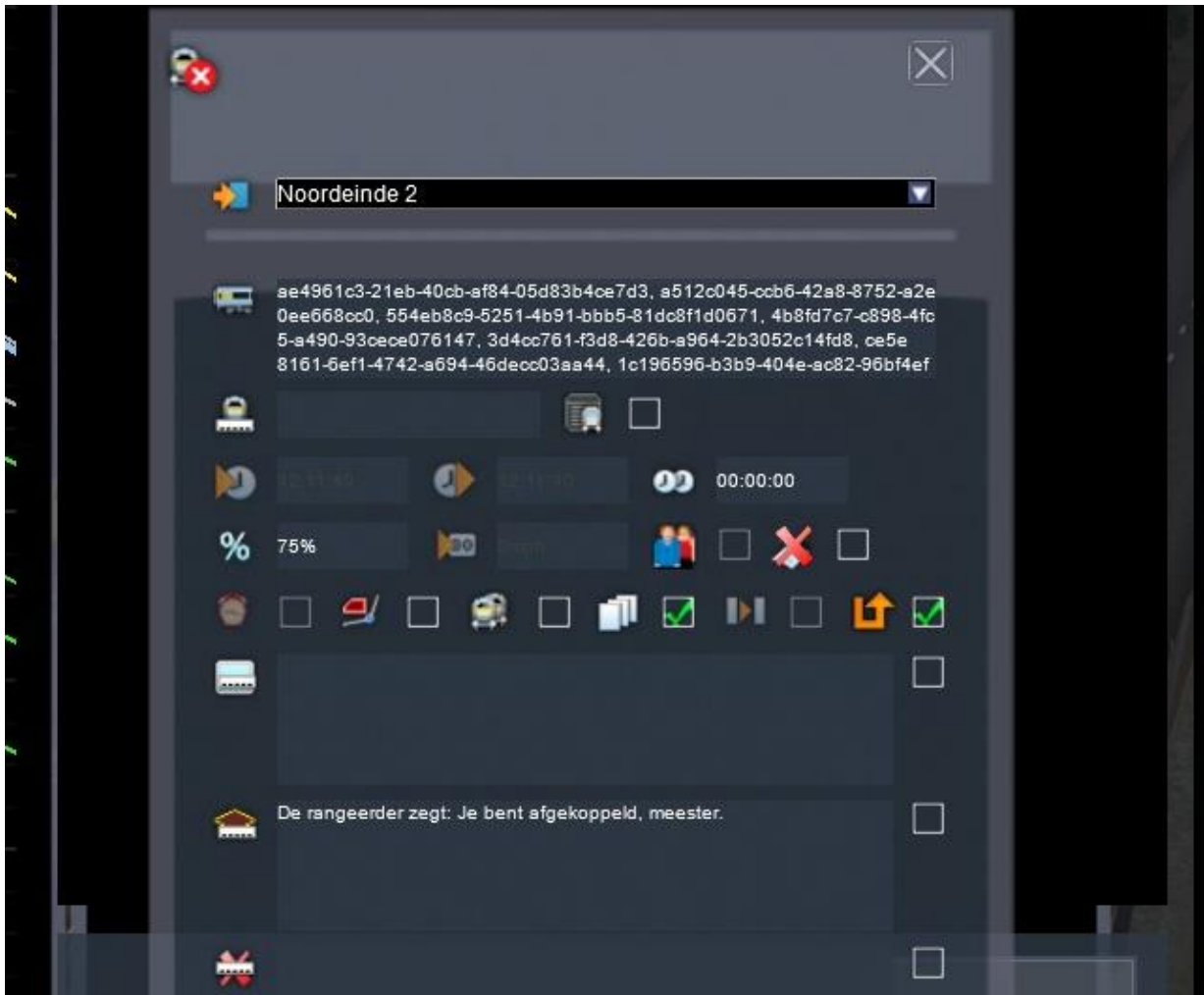
We leave the carriage trunk along the platform, so that we can drive as a single loco to the staging area, where our service ends. Detaching is instructed with an [LM] on the Drop Off icon. Here, too, we first specify the location where the carriages will be disconnected:



As with attaching, the SE now expects us to indicate which carriages or cars need to be disconnected. This is done in the same way as with a coupling order (p. 24):



Again, we add a *success message* before closing the instruction window:

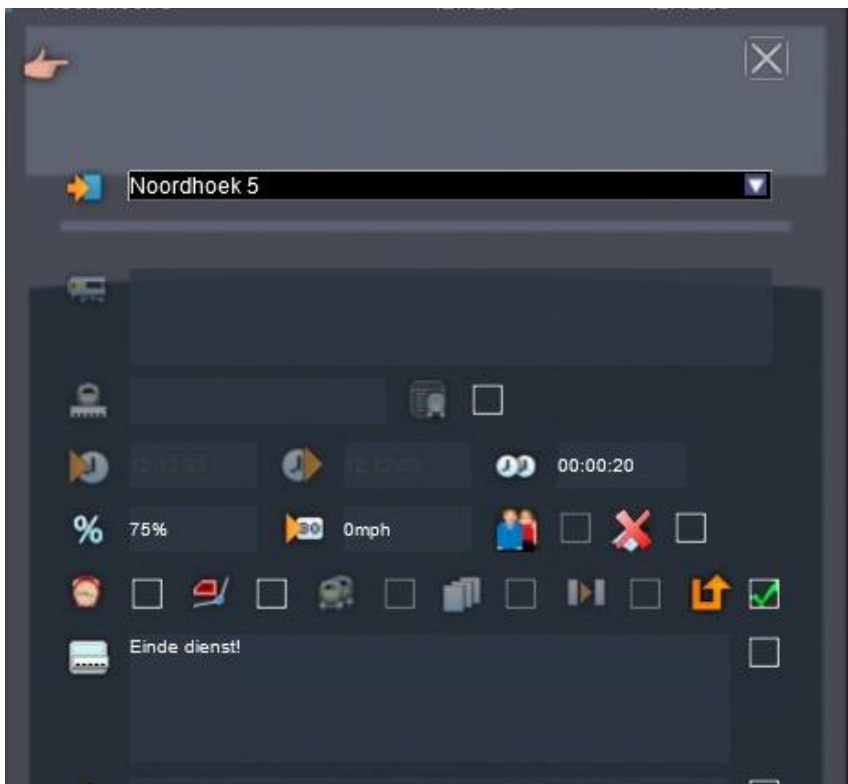


To complete the timetable neatly, we add one more command, the *Stop at Destination Instruction*:



	Destination	Arrival Time	Departure time
	0 NS 1700 DBi bakken	--:--	12:00:00
<input type="checkbox"/>	Westeinde 2	12:00:05	12:00:05
<input type="checkbox"/>	Westeinde 2	12:00:22	12:00:57
<input type="checkbox"/>	Spoorhoek 7	--:--	--:--
<input type="checkbox"/>	Testdijk 4	12:07:20	12:07:55
<input type="checkbox"/>	Noordeinde 2	12:11:05	12:11:40
<input type="checkbox"/>	Noordeinde 2	12:11:40	12:11:40
<input type="checkbox"/>			
<input type="checkbox"/>	Noordhoek 5	12:12:33	12:12:33

We select these and then complete the assignment with a location and the message 'End of duty!' in the *Display Message* box :

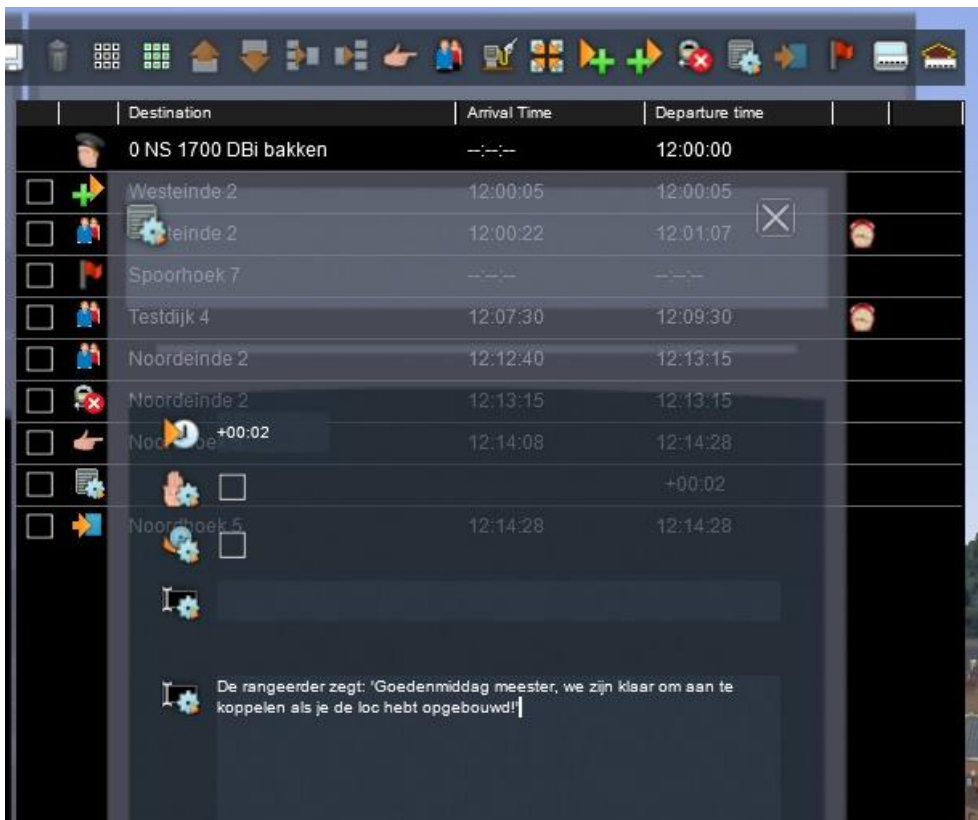


De dienstregeling voor de spelertrein is daarmee compleet:



	Destination	Arrival Time	Departure time
	0 NS 1700 DBi bakken	--:--	12:00:00
<input type="checkbox"/>	Westeinde 2	12:00:05	12:00:05
<input type="checkbox"/>	Westeinde 2	12:00:22	12:00:57
<input type="checkbox"/>	Spoorhoek 7	--:--	--:--
<input type="checkbox"/>	Testdijk 4	12:07:20	12:07:55
<input type="checkbox"/>	Noordeinde 2	12:11:05	12:11:40
<input type="checkbox"/>	Noordeinde 2	12:11:40	12:11:40
<input type="checkbox"/>	Noordhoek 5	12:12:33	12:12:53
<input type="checkbox"/>	Noordhoek 5	12:12:53	12:12:53

Finally, we can offer additional information for the player in the form of a so-called Trigger Instruction. This is intended to link the scenario to a script, but it can also be used to send a message to the player. Then select with [LM] the icon next to the Drop Off symbol, which has already been used at the bottom of the timetable. Select the new row with [LM], after which you can type the message in the following window:



	Destination	Arrival Time	Departure time
	0 NS 1700 DBi bakken	--:--	12:00:00
<input type="checkbox"/>	Westeinde 2	12:00:05	12:00:05
<input type="checkbox"/>	Westeinde 2	12:00:22	12:01:07
<input type="checkbox"/>	Spoorhoek 7	--:--	--:--
<input type="checkbox"/>	Testdijk 4	12:07:30	12:09:30
<input type="checkbox"/>	Noordeinde 2	12:12:40	12:13:15
<input type="checkbox"/>	Noordeinde 2	12:13:15	12:13:15
<input type="checkbox"/>	Noordhoek 5	12:14:08	12:14:28
<input type="checkbox"/>			+00:02
<input type="checkbox"/>	Noordhoek 5	12:14:28	12:14:28

De rangeerder zegt: 'Goedenmiddag meester, we zijn klaar om aan te koppelen als je de loc hebt opgebouwd!'

In this example, we use the function to greet the player at the beginning of his shift. That is why we fill the top field with the value '+00.02'. This means that this message ("The shunter says: ...") is displayed 2 seconds after the start of the scenario. For the correct overview, we then move the message with the orange arrows to the top row of the timetable:



	Destination	Arrival Time	Departure time	
	0 NS 1700 DBi bakken	--:--	12:00:00	
<input checked="" type="checkbox"/>			+00:02	
<input type="checkbox"/>	Westeinde 2	12:00:05	12:00:05	
<input type="checkbox"/>	Westeinde 2	12:00:22	12:01:07	
<input type="checkbox"/>	Spoorhoek 7	--:--	--:--	
<input type="checkbox"/>	Testdijk 4	12:07:30	12:09:30	
<input type="checkbox"/>	Noordeinde 2	12:12:40	12:13:15	
<input type="checkbox"/>	Noordeinde 2	12:13:15	12:13:15	
<input type="checkbox"/>	Noordhoek 5	12:14:08	12:14:28	
<input type="checkbox"/>	Noordhoek 5	12:14:28	12:14:28	

After a final check of the roadway, you can start the scenario with an [LM] on the [Drive] button. Because this is a standard scenario, you cannot select a train but you are assigned the player train.

Other (if you want to continue working in the SE):

Save the scenario with [F2] > [Yes].



Alle opdrachten in de timetable van een trein worden in het SE-hoofdscherm op de loc zichtbaar gemaakt.

Add AI traffic

The term AI traffic refers to all trains that are not controlled by the player, but perform the commands assigned to them. There is therefore no question of intelligent trains (AI = Artificial Intelligence), but this name has ended up in speech. To add an AI train to a scenario, we proceed as we described in chapters 3 to 5.

For example, if we want to create a train that will pass us in opposite direction, we first choose a starting location, in this case Spoorhoek 1. To go there, the camera can of course move with mouse and keyboard, but changing location is quick and easy by choosing a *Route Marker*. These become visible when we click on the dot next to the compass at the top of the main screen. A list appears in a screen on the right edge of the screen, in which we select the *Spoorhoek* marker with [LM]:



Now we activate the desired location with [LM] on white triangle under the globe symbol next to the compass, in which we have made the *siding names* visible with [F6]:



With an [LM] in the main screen, we make the list disappear again. We remove the track numbers with [F6].

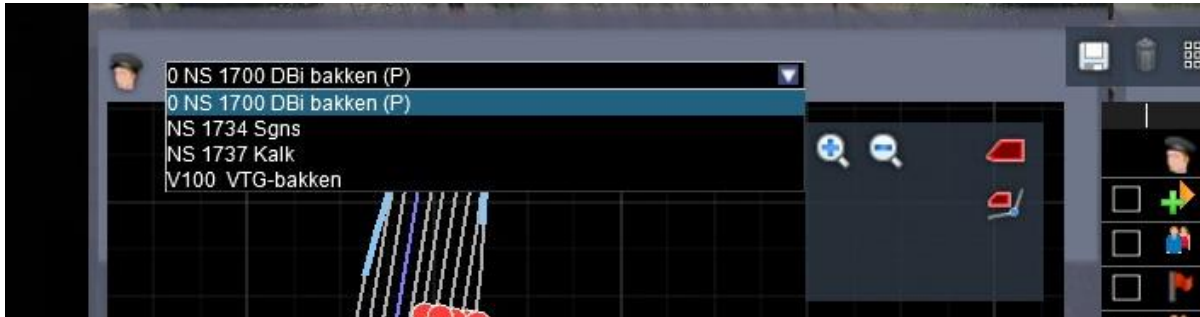
Now we place a consist or a train composed by us at Spoorhoek 1. In the example we have pressed a V100 with a number of VTG tankers as a AI service. As the name for this service (Driver disc on the locomotive) we have filled in 'V100 VTG tanken', with departure time 12:00 h and as priority class *Standard Freight*.



The latter is important, because when different trains are assigned the same route or parts of it, the sim will determine which train gets priority over another based on that classification.

When placing AI trains, also make sure that they are between two signals, in other words, the starting location must be a signal covered section. By extension: Always put only one and no more than one AI train in a section.

In this example, we set up the first AI train at Spoorhoek 1. The second counter-train is at signal 0751, halfway between Spoorhoek and Testdijk (NS 1734 Sgns). The third AI service is located at Testdijk 2 (NS 1737 Kalk). We can further control the AI traffic with the *Time Table View*. There we click open the list of available services with [LM] and this is what we see:



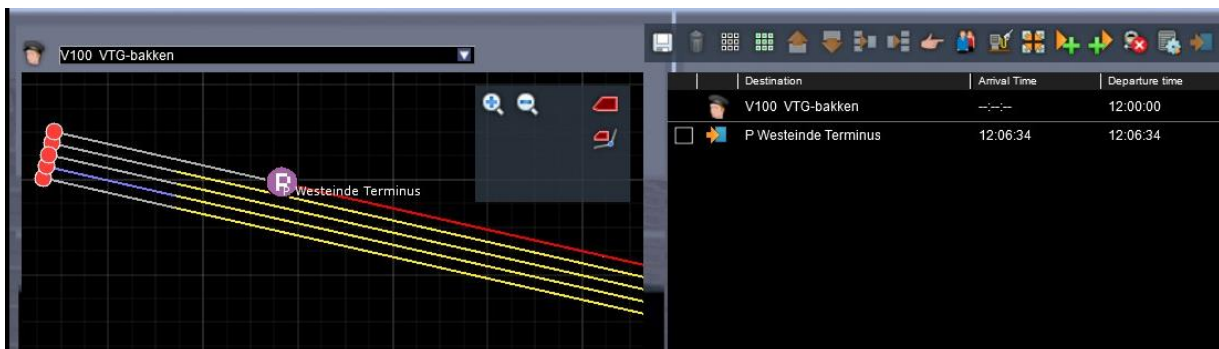
If we start the name of the player train with a 0, it will always be at the top of the list. The SE puts a (P) after it of its own accord, so you can always recognize the player train by that.



To quickly zoom in on the location of an AI train on the 2D map you selected in the list of services, click with [LM] on the top red icon in the zoom window.

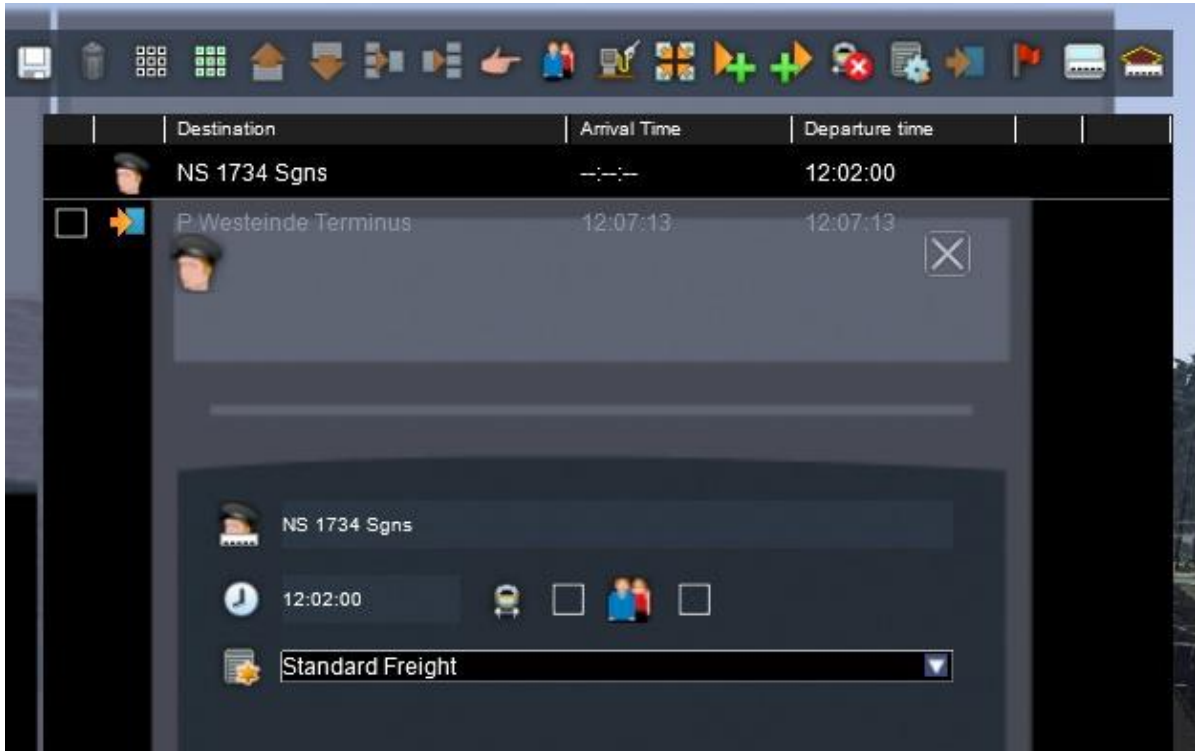
The icon below will show the path set for the selected service.

If you now select an AI train, you can provide it with commands as we have covered above. To simplify the handling of AI traffic, several *Portals* have been placed on the route. These are markers that ensure that the train, which has a portal as its final destination, disappears from the sim as soon as it arrives at the portal in question:

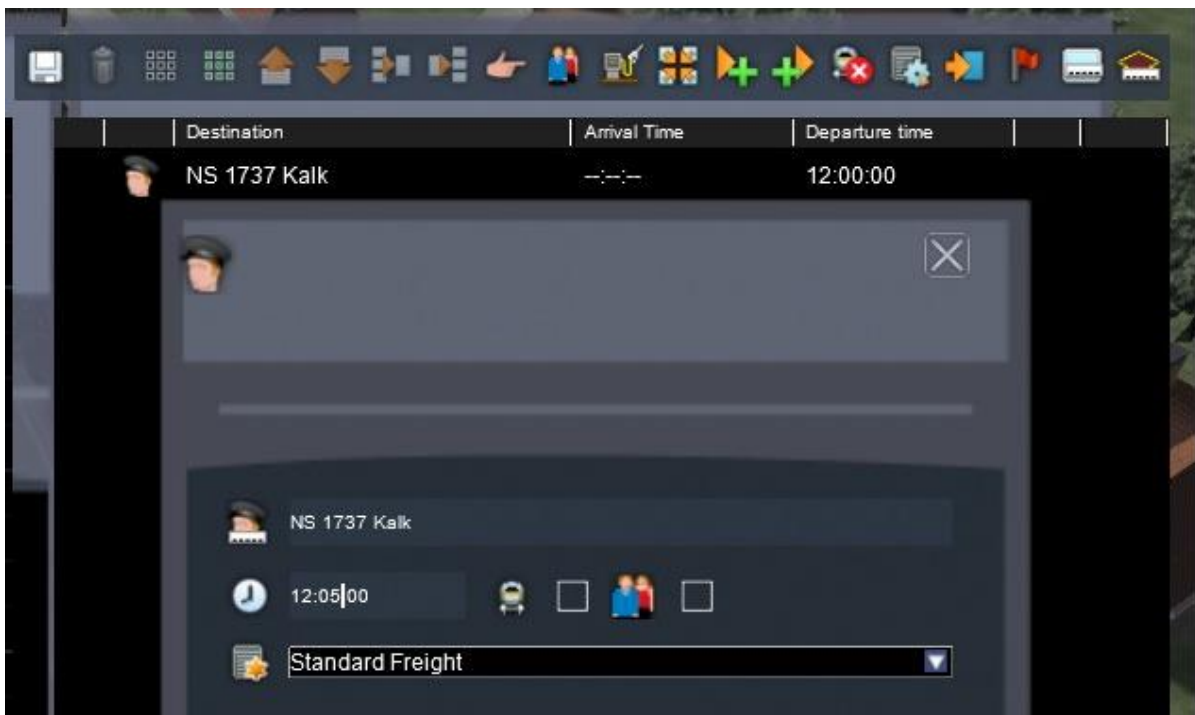


In this case, we send both the VTG tankers and the container train to the portal P *Westeinde Terminus* (in the Tutorial Route all names of portal markers start with a P).

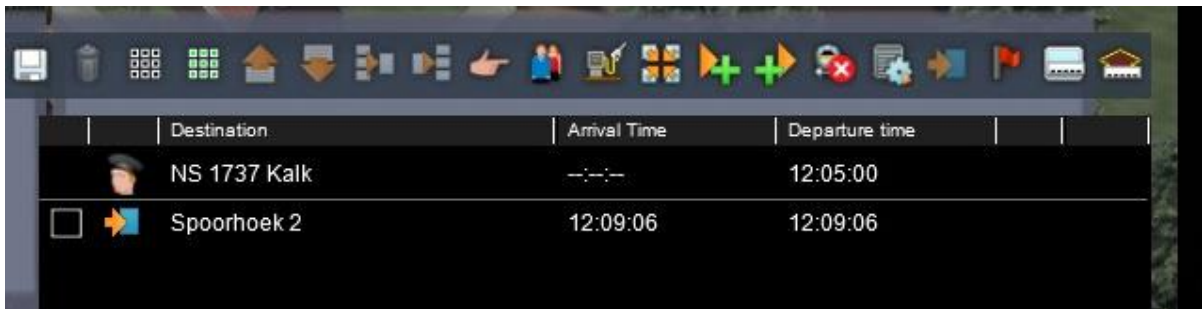
At the moment, all AI trains start at 12:00h, the start time of the scenario. We let the container train leave a little later, so that it does not have to wait for the container train, and arrange that with an [LM] on the line with the Driver icon:





We also let the lime train leave later. In the *timetable* of the player train we see a planned arrival time in Testdijk of 12:07:30. That's why we start the lime train at 12:05.



For example, the final destination of the lime train will be P Spoorhoek Z IN, but the train can also go to Spoorhoek 2. Spoorhoek 1 has now become vacant, but the SE often sees it differently and may not accept it (see the next chapter).



	Destination	Arrival Time	Departure time
	NS 1737 Kalk	--:--	12:05:00
	Spoorhoek 2	12:09:06	12:09:06

Thus, the departure times of AI trains may vary. When setting up counter traffic on a route with large distances between the stations, you can use an interval of 2 to 3 minutes as a rule of thumb. In any case, try to synchronize the departure times of your counter trains with the player train progress as much as possible, to avoid encountering only stationary trains along the way. When perfecting your scenario, you can experiment with that.

We will make a meaningful manoeuvre of the diversion we have set up over Spoorhoek 7 by placing a stranded ore train at Spoorhoek 6:



Now you can start the scenario with an [LM] on the [Drive] button. Other (if you want to continue working in the SE):

Save the scenario with [F2] > [Yes].

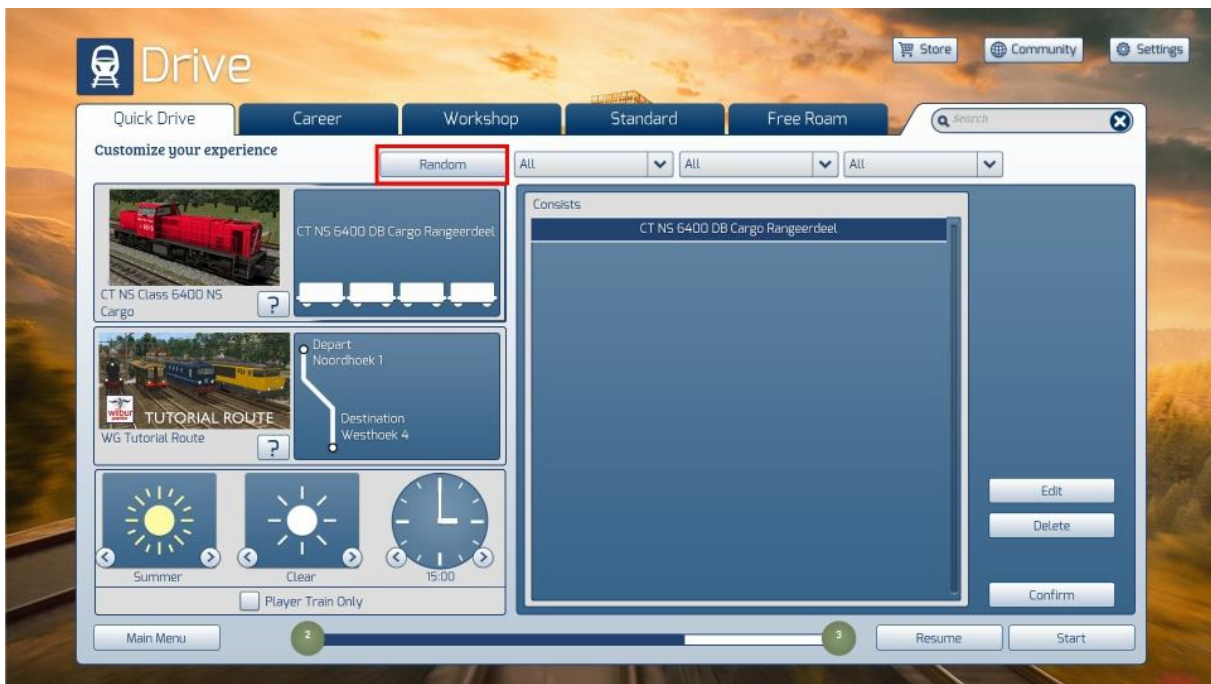
Quick Drive Menu and Consist Builder

Introduction

If you have downloaded a TSC addon with rolling stock, in most cases you will also find one or more scenarios in it in which you can run the acquisitions, at least if you already have the route in question. The reverse occurs if you have installed a route where your favorite locomotive or trainset is not used in the supplied scenarios.

For trainsim fans who are not familiar with the Scenario Editor, TSC fortunately has an alternative on board, the QuickDrive (QD) menu, with which you can start *QD sessions* in which you can drive with all available consists of your TS installation. In addition, the QD menu allows you to build your own consists with the installed equipment.

If we click on the Quick Drive tab of the *Main Menu* , the following screen will be displayed:



If you click the *Random* button, you'll see windows below change based on a combination chosen by TS. This is about the choices you can make for driving a QD session. Successively they are, from left to right and from top to bottom:

- Traction vehicle (usually a locomotive, in the case of trainsets an 'engine head')
- Train composition (consist)
- Route
- Departure and end point on the route
- Season
- Weather
- Departure time

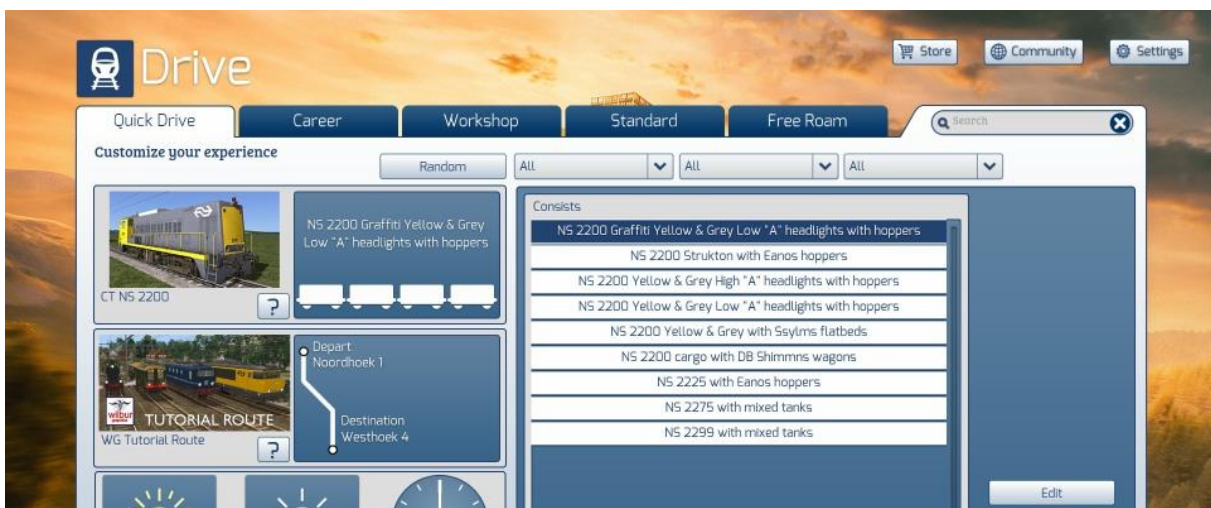
What the sim shows here - apart from season, weather conditions and departure time - is based on the installed rolling stock and routes. In addition, the developers of the add-ons must have included consist objects with their rolling stock. In addition, the route must have one or more markings that the QD menu uses to set paths between the selected departure and end points. More on that later in chapter 0, but we will now continue with the steps needed to run a train in the desired consist and on the selected route.

Use of existing consists

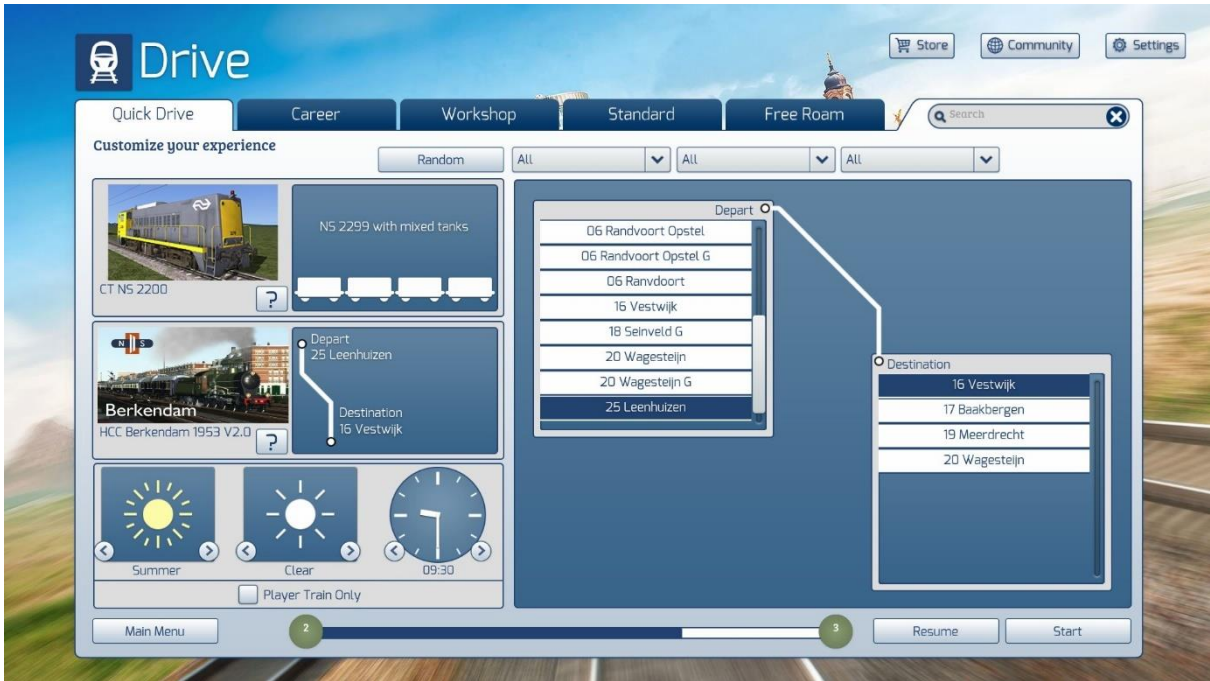
The right hand panel of the screen is used alternately for selecting consists or choosing start and end points for our QD session, for which we will now first look up a locomotive by clicking in the panel with an image of a traction vehicle:



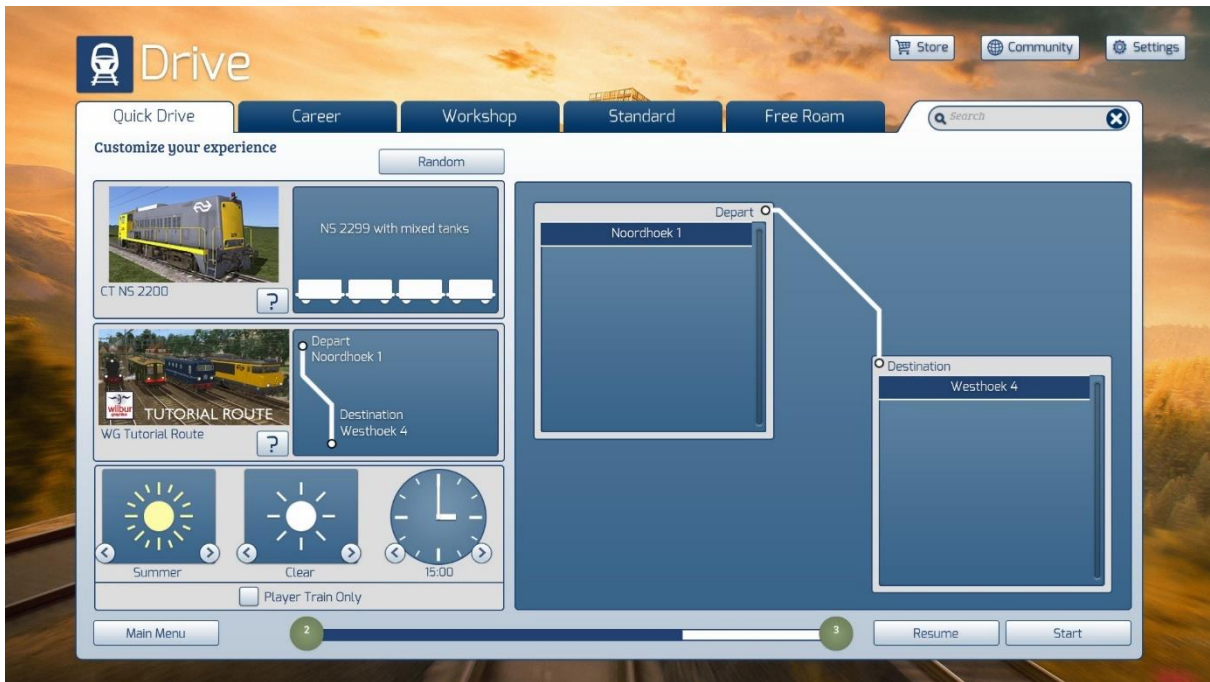
The sim responds by compiling a picture album with available locomotives or automotive units. You can scroll through that using the pagination button on the top right of the panel. Our choice fell on the NS 2200 from ChrisTrains. If we move the mouse over it, a marquee will appear, in which we can click with the [LM]. The sim adjusts the screen and shows the available consists, the first of which is already selected in the list:



In most cases you will want to choose a consist yourself and that can be done by selecting the desired row in the consist panel with an [LM]. This is made visible directly in the panel next to the locomotive. The next step is the selection of the route. In this example, the Tutorial Route is already selected, but with the same actions as with the locomotive you can choose a route:



You can see that in the right panel two lists now appear for departure and end points respectively. However, we return to the Tutorial Route where the two available nodes have already been selected for us. In this screenprint, we conclude composing our QD session by setting season, weather and departure time, and click start with [LM] :



Then this is the result. In the next section we will show you how you can put together a consist yourself and adjust it afterwards.



But first this: A QD session can be saved just like a scenario while driving with F2 or Escape > Save. Within the QuickDrive environment, however, there is only room for one saved session, which can be started with the `Resume` button. Each subsequent retention action overwrites the last saved QD session.

Consist Builder

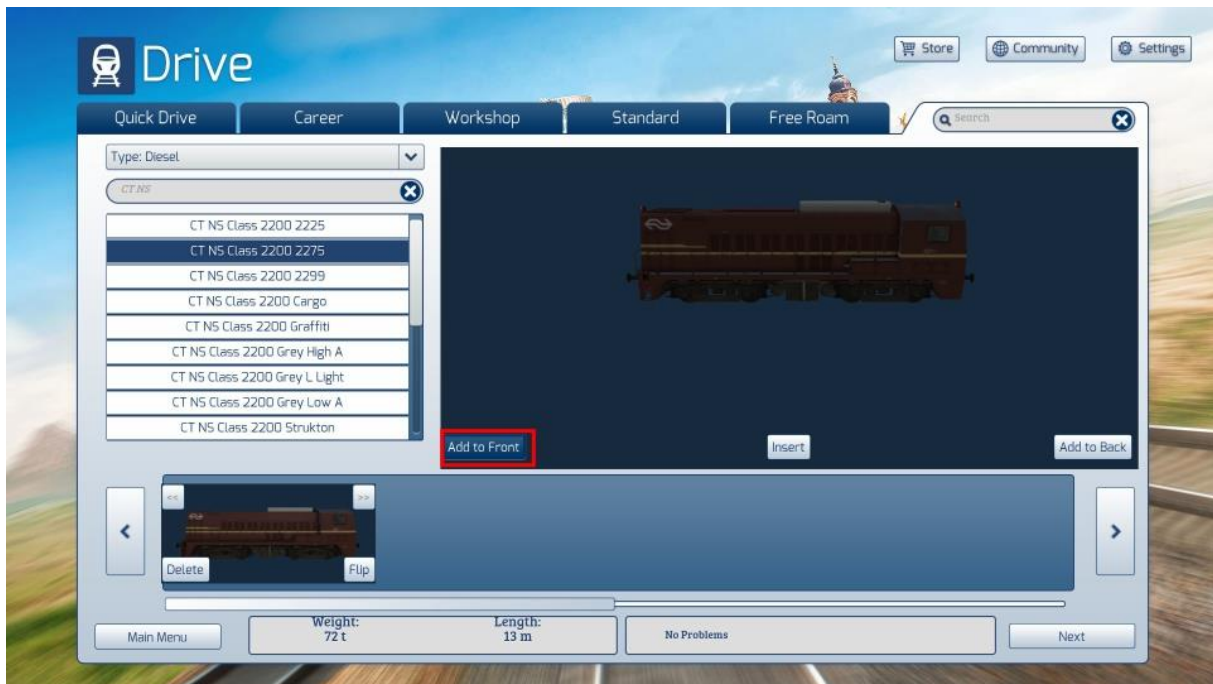
We now show you how to put your own consist together. This starts with [LM] click in the loc panel. The sim responds with a picture album of all locs, just like above, but now we click on Custom .



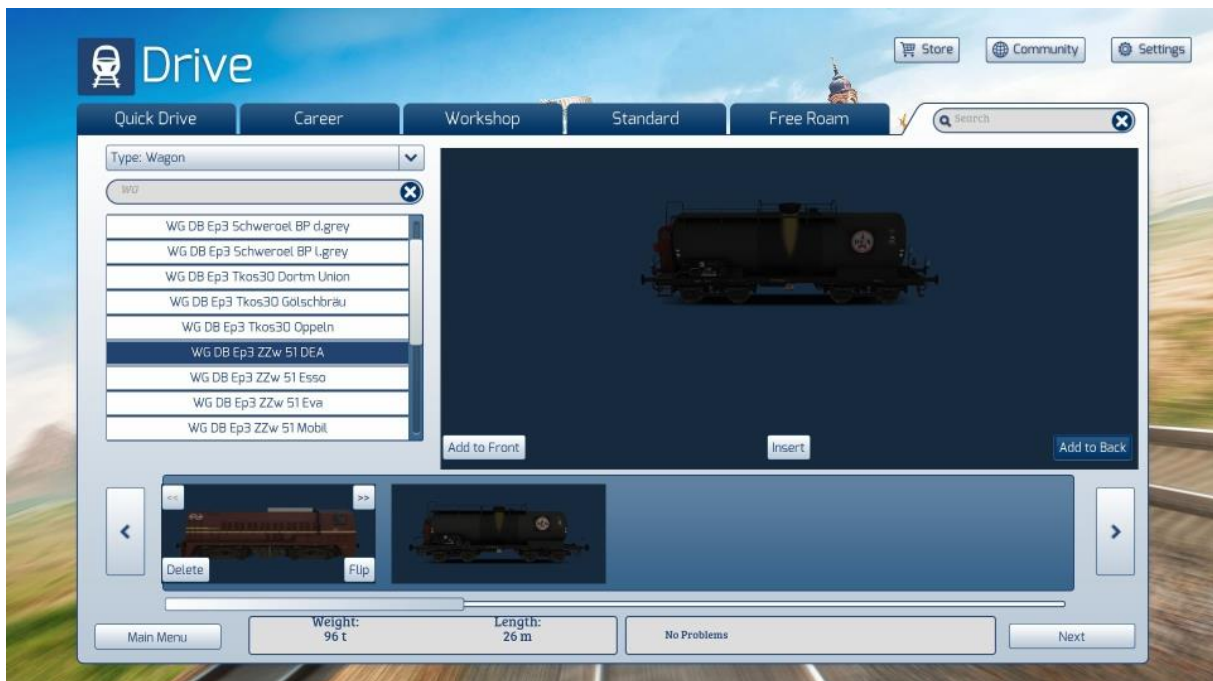
The following screen will appear and we click confirm with [LM]:



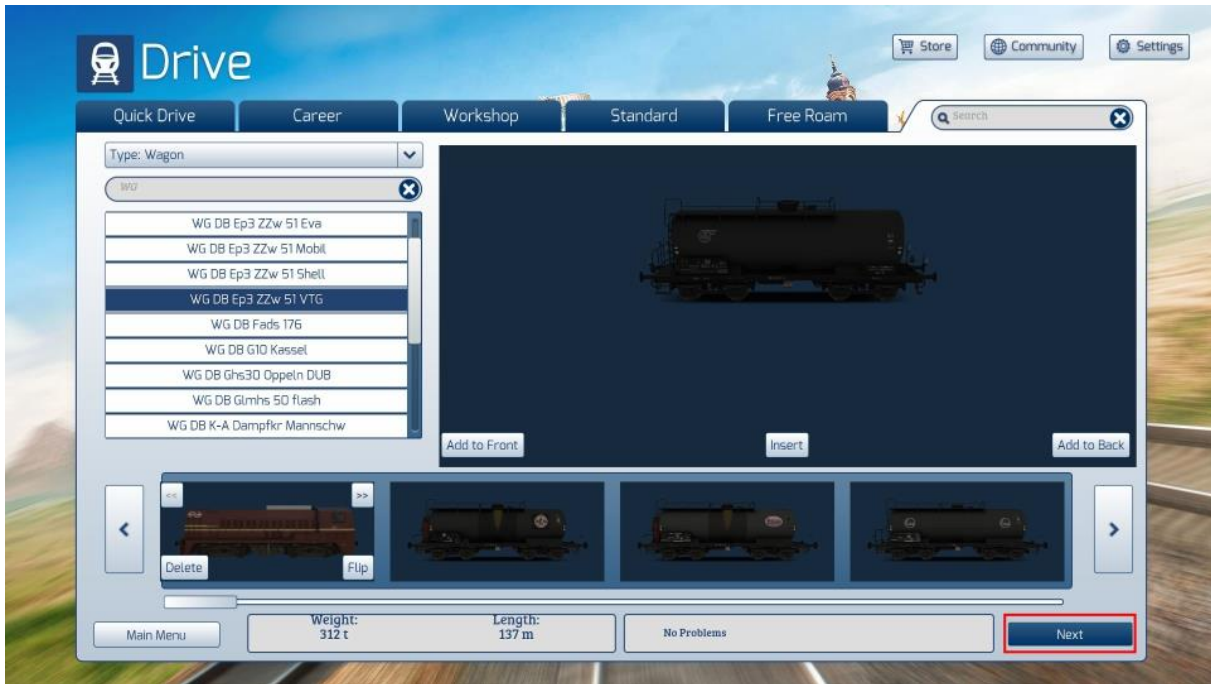
The sim now collects all installed locomotives and this time makes them visible in a list panel. We browse through that after we fill the search field with the search term 'CT NS' until we have found the NS 2275 (so not the 2299 from earlier, this to clarify what we are doing here). If we select the 2275, it will appear in the right panel, with three selection buttons at the bottom. At the moment, each button takes care of placing the 2275 in the bottom panel, in which our consist is made visible.



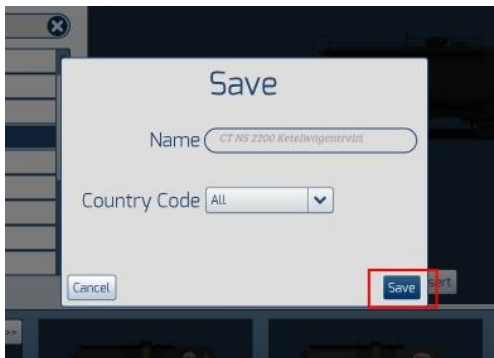
If desired, you can put more than one locomotive in front of your train, but for now we will leave it at one traction unit. To add cars or carriages, change the *Type* to *Wagon* and repeat the steps just described, but now for - in this example - tanker cars with the button *Add to Back* :



We can repeat this for every car in our consist. In the windows at the bottom, the train weight and train length are tracked by the sim, but when you add a car with a different link, an error message appears. You then have to remove the placed car and how that is being done we will discuss later.



We have finished assembling and clicking with [LM] on the `Next` button . In the window that is now displayed, you can give the new consist a meaningful name. Once you've done that, click `Save` (leave the `Country Code` at `All`):



Je will then return to the first screen of the QD menu, but there we must first make sure that the correct loc is selected (CT NS 2200 2275). If that is the case, we see the newly composed consist on the right:

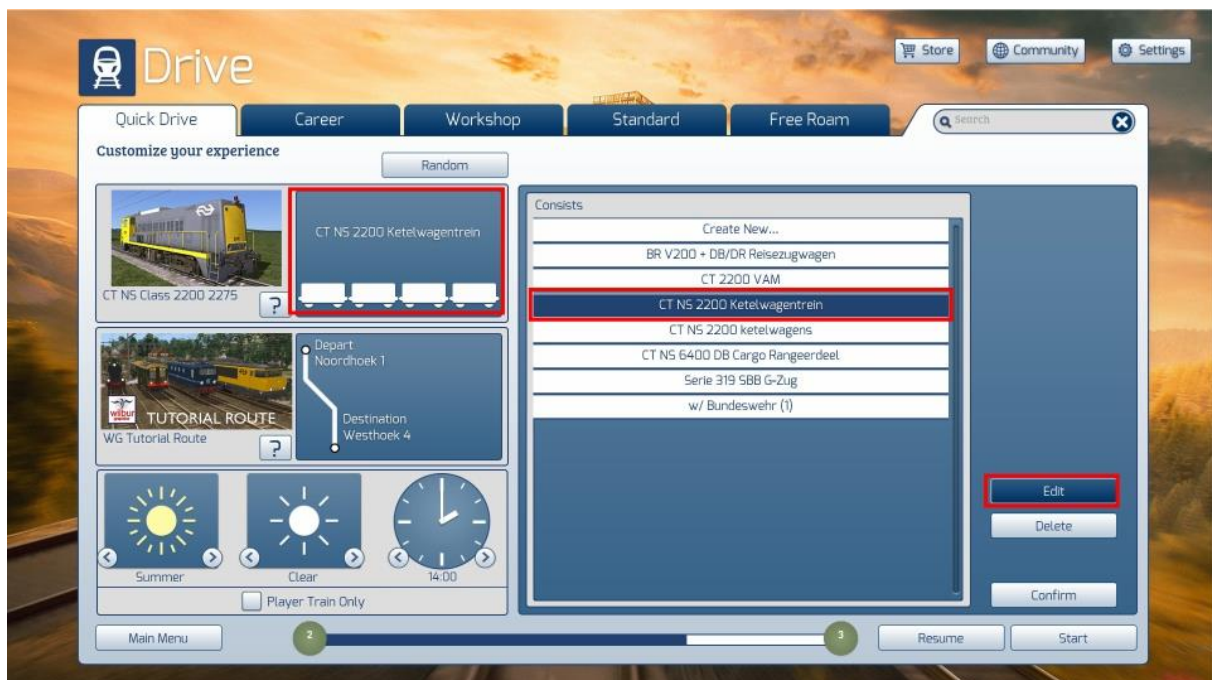


Then you can click on `Start` to put the consist on the tracks, possibly after adjusting the route and/or the other elements on the left. Except for the weather conditions, we left everything unchanged and this was the result:



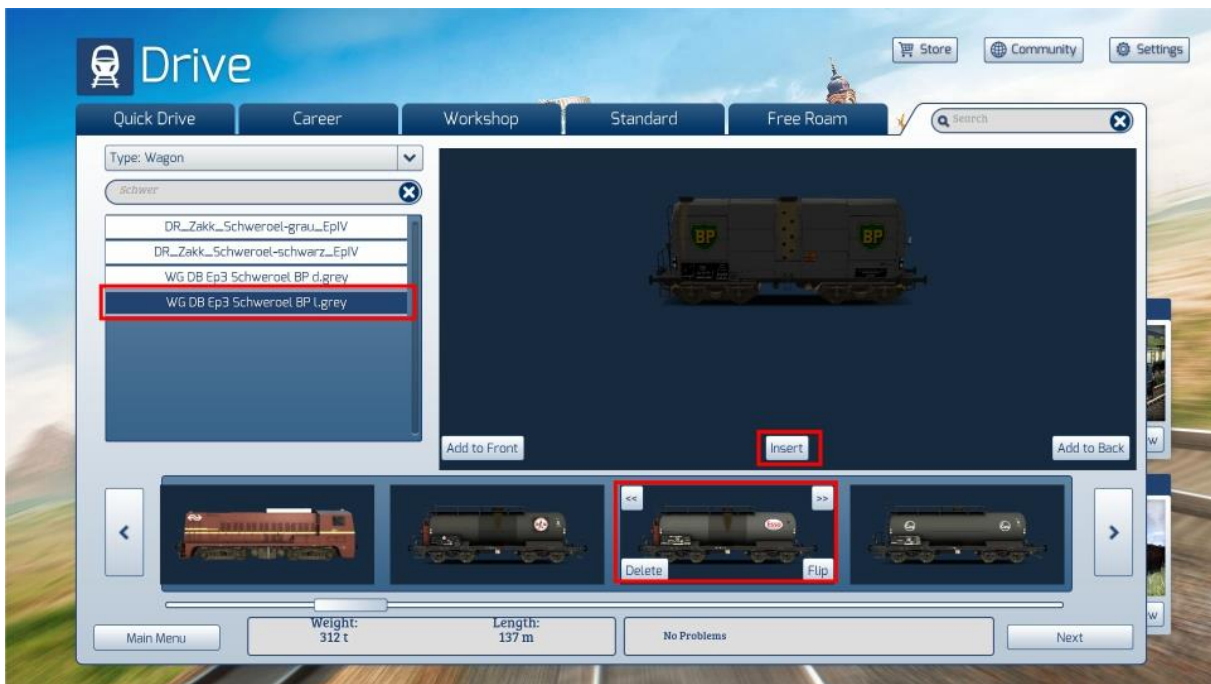
Modifying a consist

To modify an existing consist we now return from the game to the QD menu and click with `[LM]` in the small consist window next to the locomotive. In the right panel, a list of all consists will now appear, in which we select our train with `[LM]`.

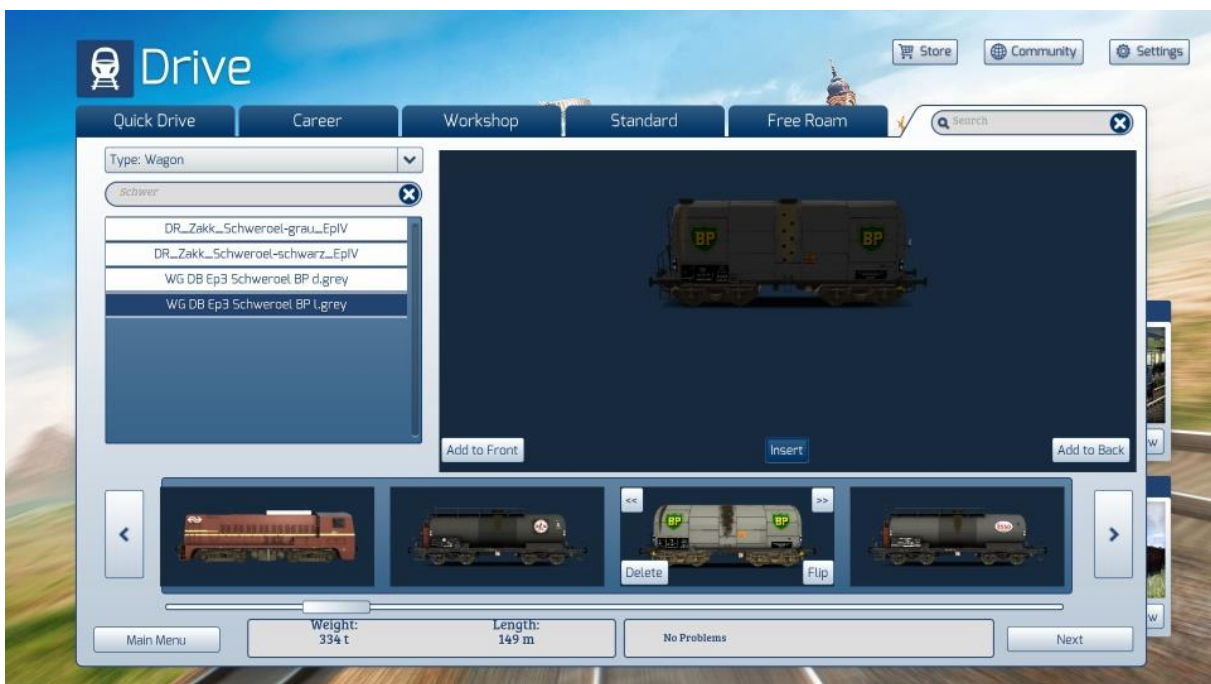


We now choose `Edit`, but with the `Delete` button we can delete a complete consist if necessary.

The sim will now collect and load all rolling stock objects again, after which we can remove, move, turn or add cars or traction vehicles in the next screen. This is done in the same way as we have seen before, and in this example we replace a tanker with another one, which we found and selected with search function. We remove the Esso tanker with **Delete** and then add the BP crude oil truck at that location with **Insert**:



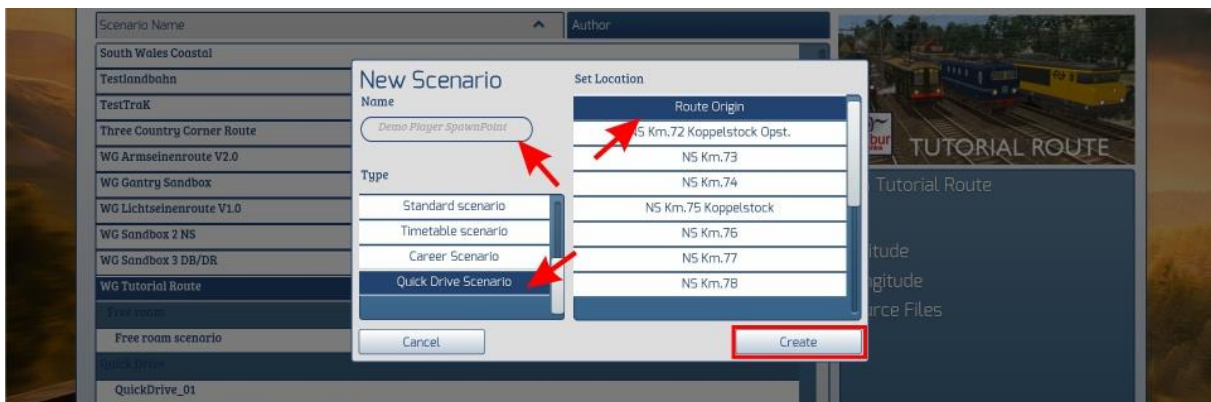
And this is the result:



QuickDrive Scenario's

In the previous chapter we discussed the driving of *QD-Sessions* in more detail. When starting up, you use pre-set departure and end points. In this chapter, we show how the SE is used to create these locations in a route. For this, TSC has the *scenario type QuickDrive* available, which which cannot be used for driving instructions.

We therefore start the SE in the usual way and select a route, also in this example the WG Tutorial Route, and choosing *New Scenario*. Now in the *Type* window we scroll down and click with the [LM] on *Quick Drive Scenario*. Give this QD scenario a meaningful name. You can create more than one QD scenario in a route to distinguish, for example, between locations for passenger trains and for freight traffic. In this case too, we choose *Route Origin*, but if the route builder has defined other locations, you can select one of them. Click *Create*.



As with a standard or free roam scenario, we use markers to set a path, but because we started the SE for a QD-Scenario, so-called *Spawnpoint Markers* have now also appeared. The *Player SpawnPoint Marker* always indicates the starting point of a path over the route and we will see that it can record one or more locations with which possible endpoints are offered in the QD-Menu.

An *AI SpawnPoint* is used as the starting location for AI traffic. If these are built into a route, they are used by the sim to generate AI trains. In addition, the sim uses a number of complicated rules that justify a separate manual. We therefore leave out the concept of *AI SpawnPoint* for now.

We select a *Player SpawnPoint Marker* and place it *next* to the track we want to designate as the starting point, and draw the symbol with the two arrows in the track. If we release the [LM], only one arrow remains, and that should point in the direction of the end point. We can control this by selecting the marker. That only becomes possible when you have placed the camera with the arrow key so close to the base of the marker that the *gizmo* becomes so small that you can click on the marker base.

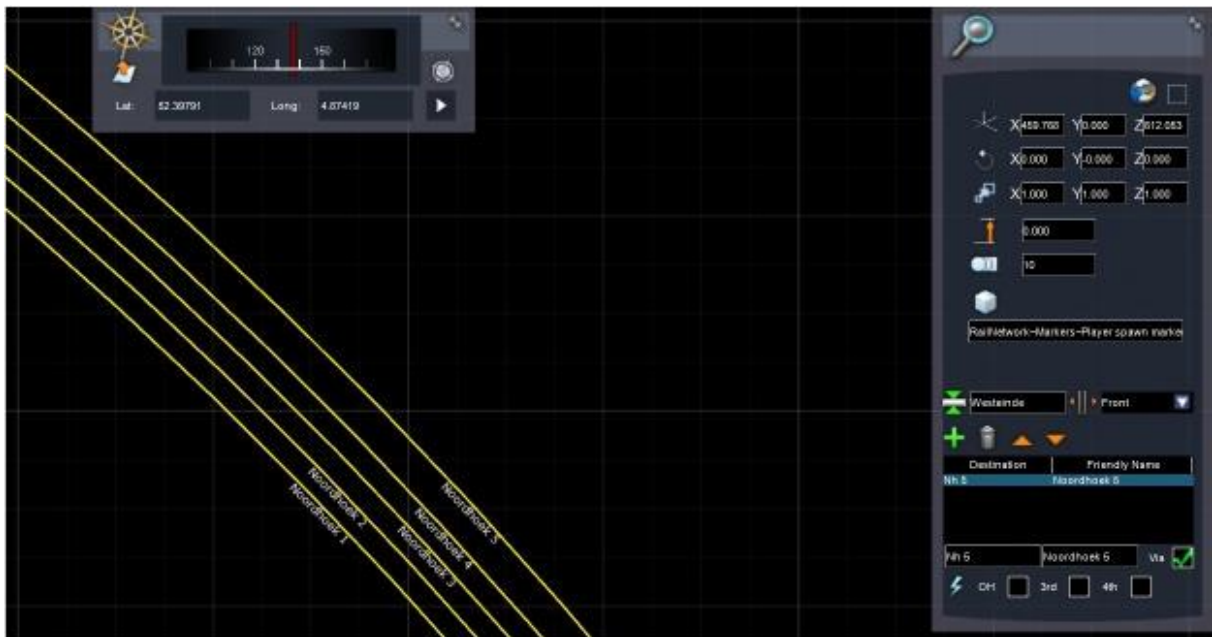


If the mouse hovers over the cube at the base of the arrow, you can use [SHIFT [LM]] to adjust the orientation of the arrow for the desired direction. After a duplicate [LM], the destination window becomes visible:

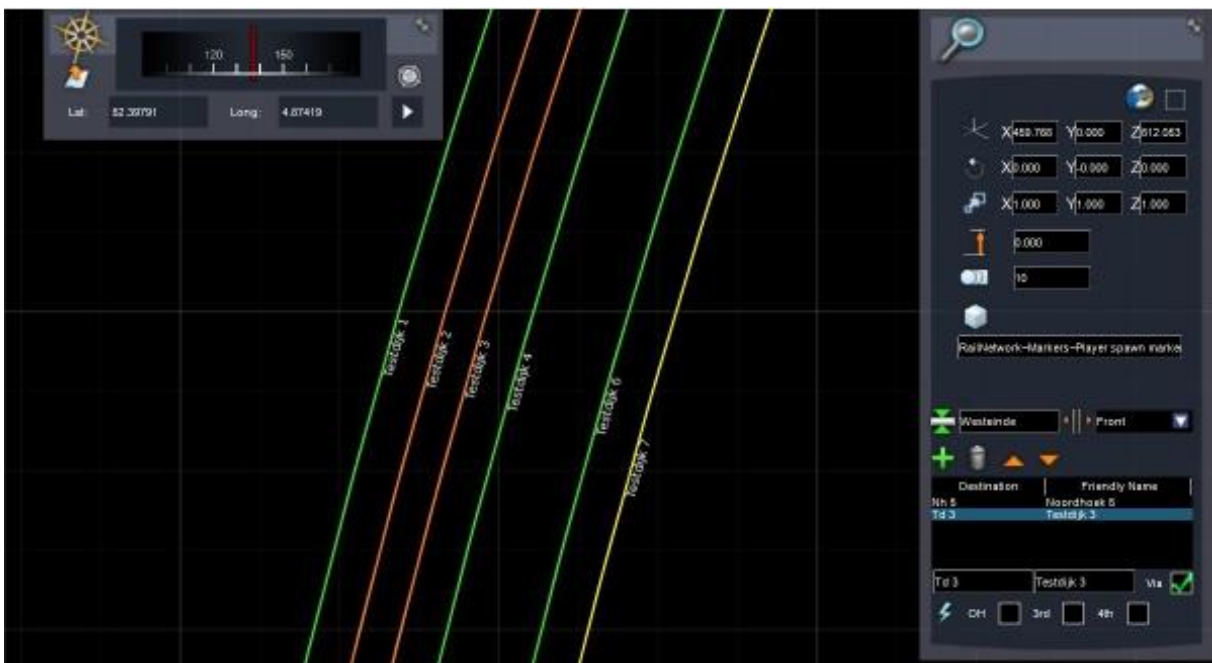


First we replace the text *<unknown start>* with the name with which the starting point can be recognized in the QD menu. The field to the right determines whether the train is placed at this spawn point with the first (*Front*) or the last rail vehicle (*Back*).

Now we can indicate the final destination and the intermediate locations. Click the green plus sign to make a blinking cursor appear in the input area at the bottom. Then we select the 2D view of the route and shift it to the final destination, which we zoom in on as far as possible. The affected track is clicked on, in the same way as in a standard or free roam scenario, so if necessary using SHIFT.



The SE then takes over the indication of the location in the route and places the contents of the input area in the columns under *Destination* and *Friendly Name*. We remove the check mark at *Via* because this is the final destination. For any intermediate locations that are part of the desired path, we repeat this operation, but of course leave the check mark.



If the path is captured in this way, we can save and exit the SE for this QD scenario in the usual way. In the *Build > Scenario* menu, QD-Scenarios are displayed under the relevant heading and can be selected there for further adjustments.

Some additional tips



Simuleren van een scenario

At the bottom right we find a panel with buttons in the SE main screen. You can play, stop or reset the scenario at different speeds to get an impression of, in particular, the handling of the AI traffic and possible problems that arise. The timings of that player train are also simulated, but the SE assumes theoretical speeds. For example, time losses that occur during acceleration and braking are completely disregarded. With this option, time can be saved when developing a scenario, but the results are not always reliable. In addition, we strongly advise against using the x32 option.

Timetable Scenario

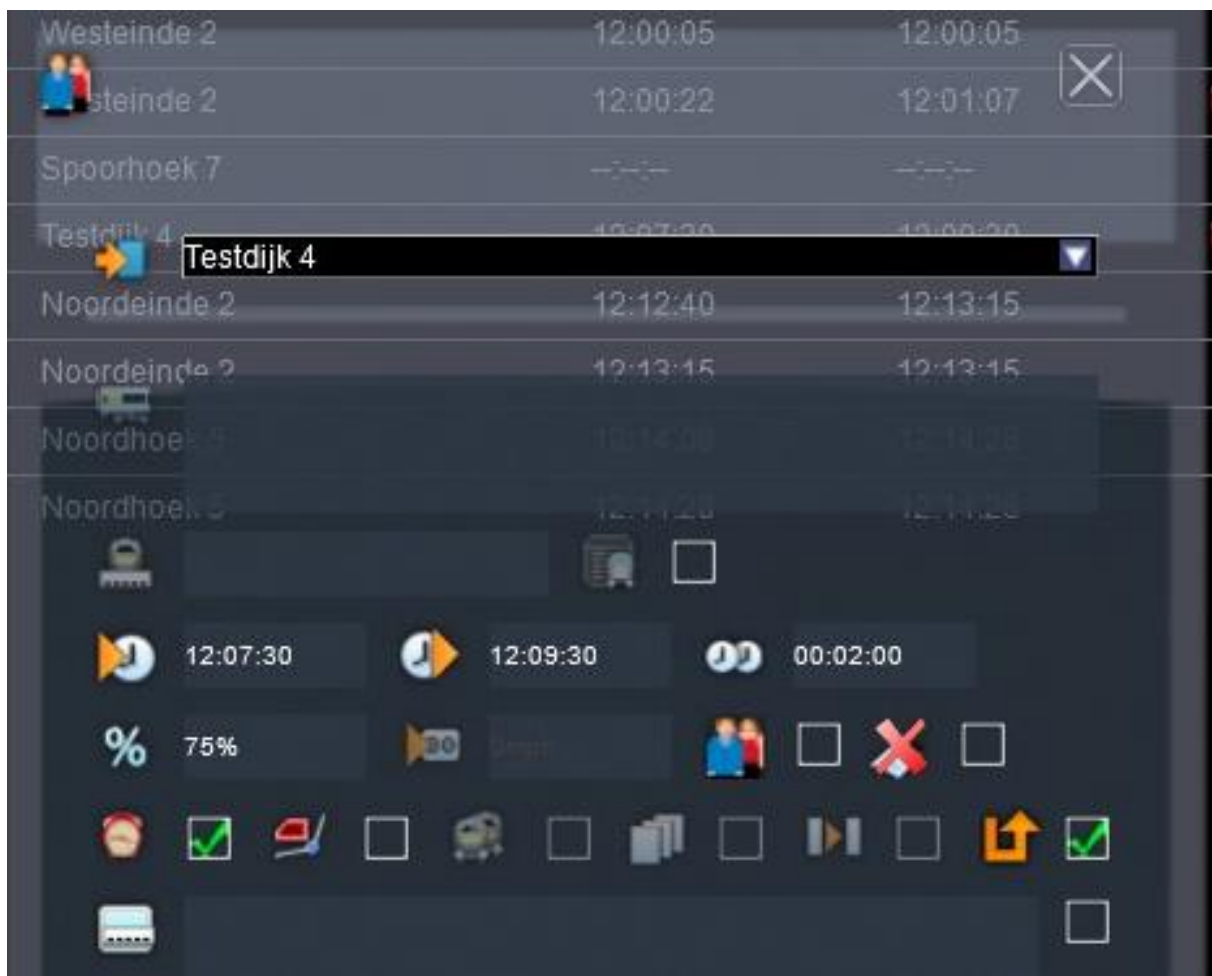
In this tutorial we have so far ignored the Timetable scenario. You can create this from the *Build* menu with the Type: *Timetable Scenario*:



The design of a Timetable scenario does not differ from the description we have included above for a standard scenario. When playing it, the adherence to the timetable is taken into account when determining the result.

Adjusting arrival and departure times

The SE always takes half a minute for passengers to board and disembark between the arrival and departure time. You can extend that length of time in the *Pick-up Passengers Instruction* window by checking the box behind the alarm icon:



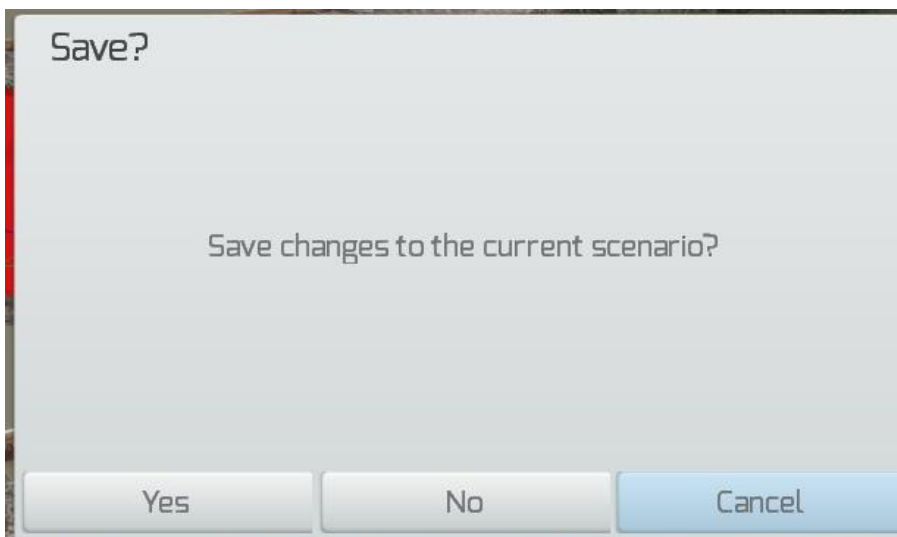
In this example, we extended the station stop to two minutes. By manipulating the arrival times, you can also extend or tighten the driving times between the stations. Note: This allows the difficulty of a scenario to be lowered or increased at the same time. Adjust the scenario properties as needed.

Start new scenario from the SE

In this tutorial, we have the SE always boot from the *Build* menu. However, you can also start creating a new scenario from within an existing scenario if you want to start building at a location other than *Route Origin*. Move the camera to a *Route Marker* for the desired location, for example Testdijk Opstel. In the browser object column, we select the *Scenario Marker* icon with an [LM] and choose the desired scenario type. A scenario marker appears that can be dragged with the mouse to the desired position:



Place the scenario marker with an [LM]. The following window is displayed:



Select [Yes] or [No] depending on the situation, and you can start a new scenario.

Assign another loco to a service

If you want to assign a different locomotive to a train in an existing scenario, you can take the entire timetable for that *service* to the new pulling power. It's very simple. First you set aside the locomotive to be replaced to make room for the new engine and place this in the place of its predecessor:



Now drag the *Driver* disc to the new locomotive. All instructions go with it.



Finally, we select the loc to be drained and click [delete]. The locomotive disappears. If necessary, change the name of the service.



Scenario restart at signal Danger aspect

After leaving the SE with [Drive] > [Yes], it may happen that the first signal that the player will encounter is not yet initialised by the sim and shows *Danger*. In that case, it's better to close the scenario and restart from the main menu. If the signal remains in the *Danger* position, you can use the TAB (or CTRL + TAB when running in reverse) button to request permission to pass the signal at *Danger*, unless the roadway is actually blocked.

Use temporary scenario markers



Because the *dispatcher* function of TS always chooses the shortest route over tracks and emplacements, it often happens that we can't find a siding marker in order to assign an extra waypoint. In those cases, you can place a scenario marker. To do this, go to the object browser and [LM] click on the icon with the British semaphore signal, and press M. Select the *Marker-Siding* and place it in the desired place in the track, in the same way as you do for a rail vehicle, so with an [LM] and [RM].

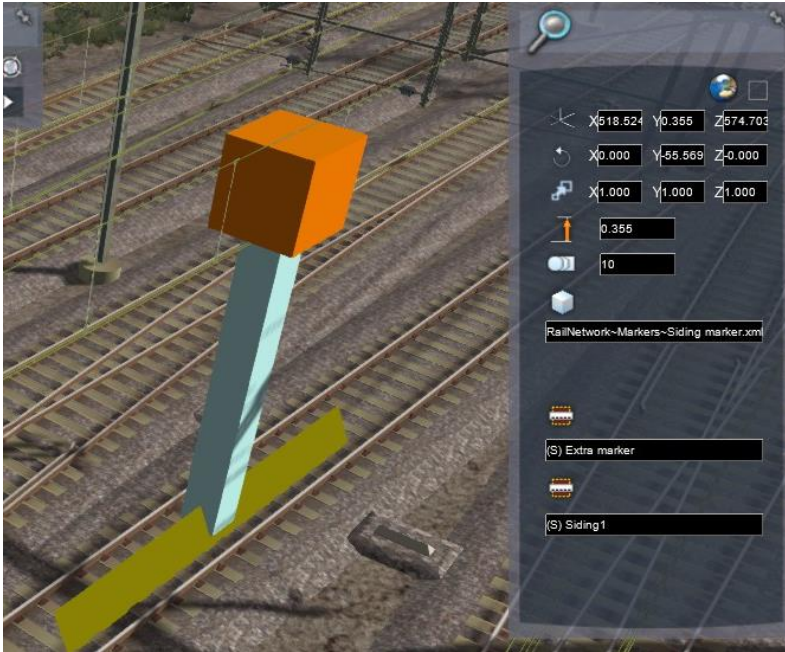


Note: If the marker does not become visible, you have to check the settings of the Scenario Editor. Click on the monitor icon.

A new window appears on the right hand side of the screen:

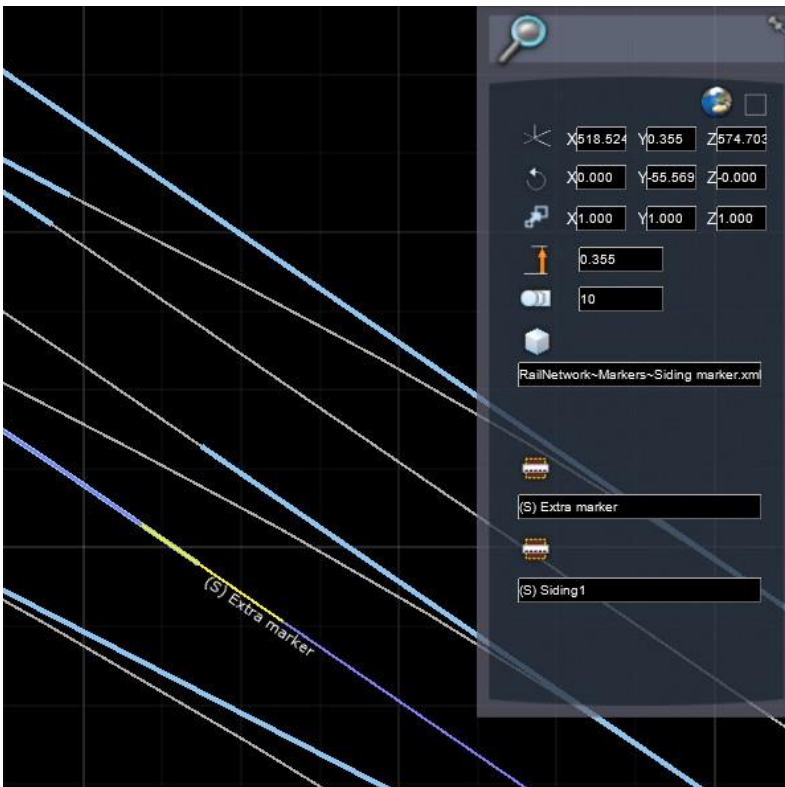
Make sure all boxes are ticked off except the last one. This makes the sound source symbols active. Due to their size, they are very predominant and hinder working with the editor.

Select one of the yellow cubes and pull it out. The other yellow block moves with it. One more [LM] and the marker is in place. If desired, we can give the marker a name.



We do this by selecting the marker with a double [LM], after which a properties window appears. At the bottom we see two text fields, where the SE already shows a default name. You cannot change the S in brackets. It always remains visible, but behind it you can put your own text.

The second field is used internally by the sim and is of less importance for a scenario marker.



On the 2D map we see the newly placed marker with our chosen name appear and can then be used as a waypoint, for example, but just joins in with the other siding markers behaved.

However, there is a small disadvantage to a scenario marker: It is only active and visible in the relevant scenario.

Scenario status reset

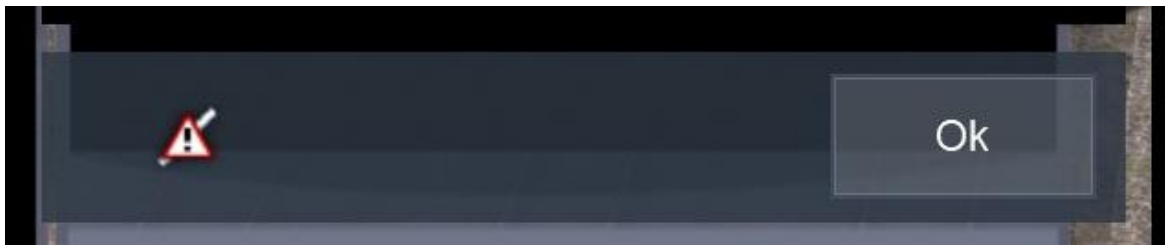
When we've tested a scenario and finished driving, a green check mark appears behind it in the Drive menu. The scenario has then been successfully ended. You can reset that status with the Settings menu. In it, choose the [Tools] option. The following screen will then be displayed:



[LM] on [Reset Progress] and then on [Yes].

Warnings and error messages

At the bottom of the instruction window, the SE displays warnings and error messages. This is an example of a warning:



In this case, the SE established that the locomotive of the player train is in the same block as the carriages not yet attached. We can generally ignore these types of notifications and do not need to take any action.

When the symbol below appears, whether or not in combination with a warning, we have a serious problem, because as long as this warning is shown, the scenario will not start.



You can click on it to show more information, but this will seldom yield clear cut origins that cause the condition. So we then have to look for crossing trains, occupied tracks or timings that cause problems. It is not possible to give unambiguous advice here. For these situations: Experience is the best teacher!

Activate cargoes in a QuickDrive session

When a QD session is started with freight wagons that can be visually loaded (container carriers, open wagons, etc.), they will initially be unloaded. To make the predefined cargo visible, in the Escape menu we choose the option `World Editor`. In the header of the screen that is then displayed, click with [LM] on the gray line, which will bring up a panel:



Here you now click with [LM] on the Scenario Tools icon, which will start the SE. You can handle the sim's warnings by clicking the `Yes` button. After that, as in hst. 0 is described, the load of individual cars or the entire train can activate.

Export a scenario

To exchange scenarios with other train simmers, we need to pack them with TS Utilities

("C:\Program Files (x86)\Steam\steamapps\common\RailWorks\Utilities.exe")

This app supports exporting scenarios in the `.rwp` format. Here we give an example for a scenario in the Tutorial Route.

On the home screen of this program, with [LM] we choose the tab `[Packager] > [Refresh]`. The program then loads all the necessary data into memory. Now click with [LM] on the pluses at `[Routes] > [WG Tutorial Route]` and `[Scenarios]` to open them. Check the scenario you are going to export and click [LM] on `[>>>]`. Enter your name in *Author* and select a *<License>*. The `[Create Package]` button will then become active.

Select that button and follow the usual Windows dialog to assign a file name and location to the `.rwp` file.



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