North Eastern Railroad

Activity Tutorial - Criteria

artimrj - Wed Nov 23, 2005 11:44 am
Post subject: Criteria   5/27/2006

We will be using the Hoodoo Pass Route for our purposes here. I am going to take you through, step by step of designing a functional work order.
There will be pictures with lines, diagrams and arrows explaining every aspect along the way. When we are done you will know how to create work orders (activities).
To begin you will need the Hoodoo Pass route installed and functioning properly.
A second forum will be available for questions. This forum will be a read only forum.
Allthough this will be a tutorial, when you are done with it, if you create another new work order, (besides what we make in here), then you will receive a Certification as if this were a class.

COMPILED BY DAVID MACLEOD NERR 294 + CNW0014

North Eastern Railroad

Activity Tutorial - 1

artimrj - Sat Dec 10, 2005 5:04 pm
Post subject: 1

When you installed MSTS several icons were placed on your desktop. One of them is called Train Simulator Editors & Tools.
If you don't have this then we will have to get you instructions on how to make this icon so you have it available.
It would also be in the folder under your start menu that was created when you installed MSTS.
Just about everything I do on my computor besides play games is MSTS related so I have the icons allready on my desktop.
When you double click the Tool & Editors icon you are presented with a welcome screen that has menu options on in. We want the Activity Editor, so click it.

My Computer ChiSta2.zip TS scaledevs rr6355.zip akset_3.zip check out for cnw C&NW Maps CNWInfo New Folder cp stuff Outlook Express

My Documents Tra

Media Center PSD_v

Train Simulator sv4si

New Text Document.txt

activitybrief...

Train Simulator Editors & Tools si

FULL Train Simulator SeaVie

My Adelphia Information...

Raildriver Trans

hjsplit.exe

Train Store ITF

UltimateBet

MALT.zip Passer

Recycle Bin

Train Simulator HELP

Microsoft Train Simulator EDITORS & TOOLS

Route Editor

Activity Editor

Cab Editor

Route Geometry Extractor

Create your own custom Activities.

start Train Simulator Trainsim 9:39 PM

North Eastern Railroad

Activity Tutorial - 2

artimrj - Sat Dec 10, 2005 5:11 pm
Post subject: 2

After the Activity Editor, the AE, opens up you are presented with the application's window. It is sub divided into sections that I will explain as we go along. You can see at the top, there is a menu bar much like every other windows program available.
We want to make a new activity, so move your mouse to the FILE menu and select NEW.

Train Simulator Activity Editor

File View **Window** Tools **Help**

New...
Open...
Save
Save As...
Compute and Save
Package Activity

Exit Editor

Activity

Display name: [ ]

Difficulty: ○ Easy ○ Medium ○ Hard

Duration: [0] : [0]

[Edit Activity description] [Edit Activity brief]

Player

Player service: [▼]

[New] [Edit] [Use as template] [Delete]

[Edit timetable] [View work order]

Fuel status: Coal: [———|——————————] 0%

Water: [———|——————————] 0%

Diesel: [———|——————————] 0%

Start time: [0] : [0]

Conditions and Hazards

Season: [Spring   ▼]

Weather: [Clear   ▼]

Hazard freq: Animals: [—|———————————] 0%

People: [—|———————————] 0%

Traffic Pattern

[▼]

[Delete] [Edit] [Use as template] [New]

Time : [0] [0] [0]   Time acceleration [1x ▼]   [Play]

| | Failed signals: | 0 | Reset |
| Reduced speed zones: | | 0 | Reset |

Fuel %   100   50   25   0

Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

00:00   23:59

[Reset all fixed objects]

Recycle Bin

🏁 start   Train Simulator Activit...   Trainsim   9:40 PM

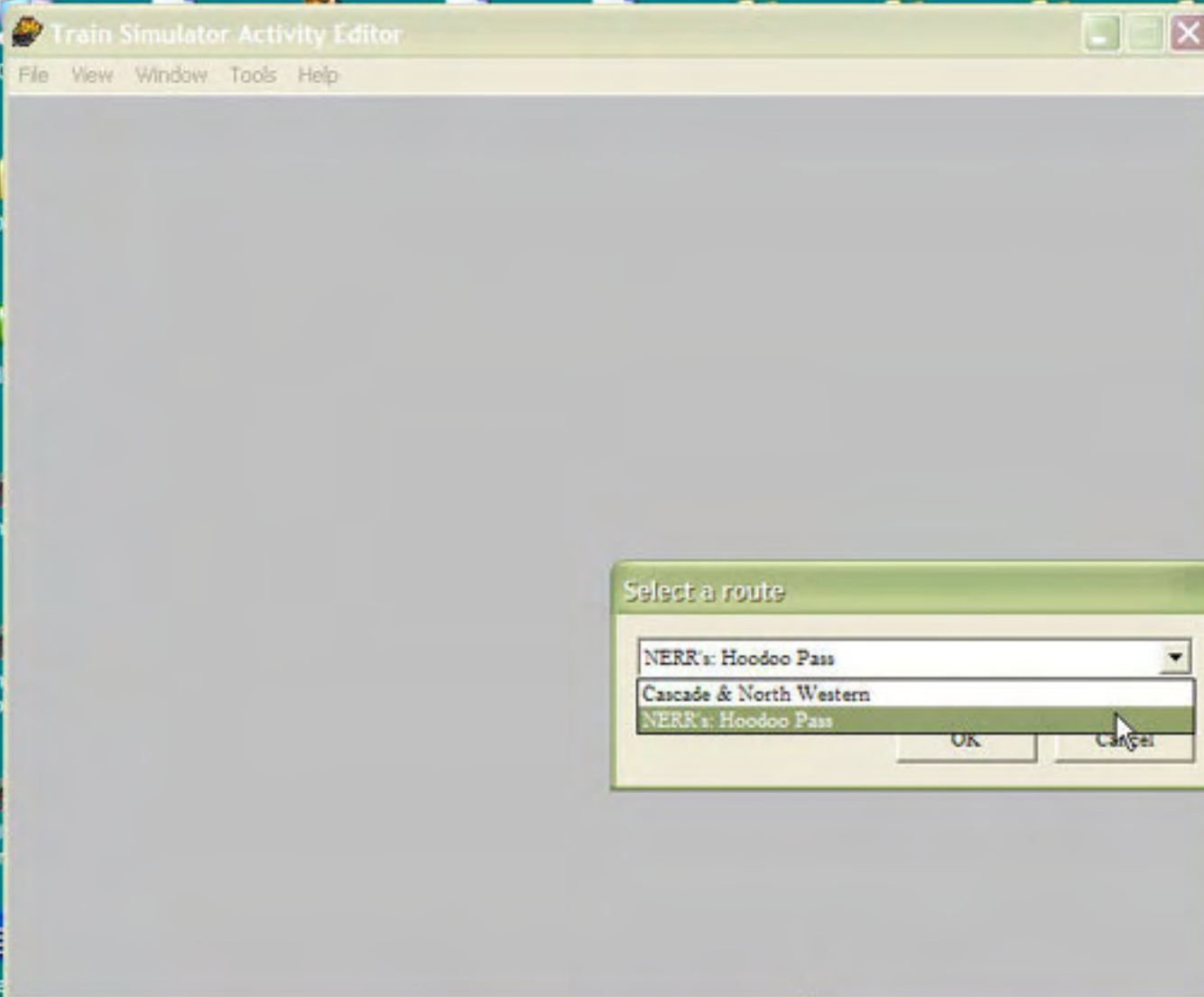# North Eastern Railroad

Activity Tutorial - 3

artimrj - Sat Dec 10, 2005 5:15 pm
Post subject: 3

Upon choosing to create a new activity, the AE wants to know which route you want to work with and you are presented with a drop down list of all the routes you have installed in your MSTS folder structure.
We will be working with NERR's Hoodoo Pass, so choose that route and click on OK.

artimrj - Sat Dec 10, 2005 5:17 pm
Post subject:

Click Ok after choosing NERR's Hoodoo Pass

Train Simulator Activity Editor

File   View   Window   Tools   Help

Activity

Display name: [   ]

Difficulty: ○ Easy   ○ Medium   ○ Hard

Duration: [0] : [0]

Edit Activity description   Edit Activity brief

Player

Player service: [▼]

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: |————————   0%

Water: |————————   0%

Diesel: |————————   0%

Start time: [0] : [0]

Select a route

[NERR's: Hoodoo Pass   ▼]

Cascade & North Western
NERR's: Hoodoo Pass

OK   Cancel

Conditions and Hazards

Season: [Spring   ▼]

Weather: [Clear   ▼]

Hazard freq: Animals: |————————   0%

People: |————————   0%

Traffic Pattern

[▼]

Delete   Edit   Use as template   New

Time : [0] [0] [0]   Time acceleration [1x ▼]   Play

Failed signals: 0   Reset
Reduced speed zones: 0   Reset
Fuel %   100   50   25   0
Coal: 0   0   0   0   Reset
Water: 0   0   0   0   Reset
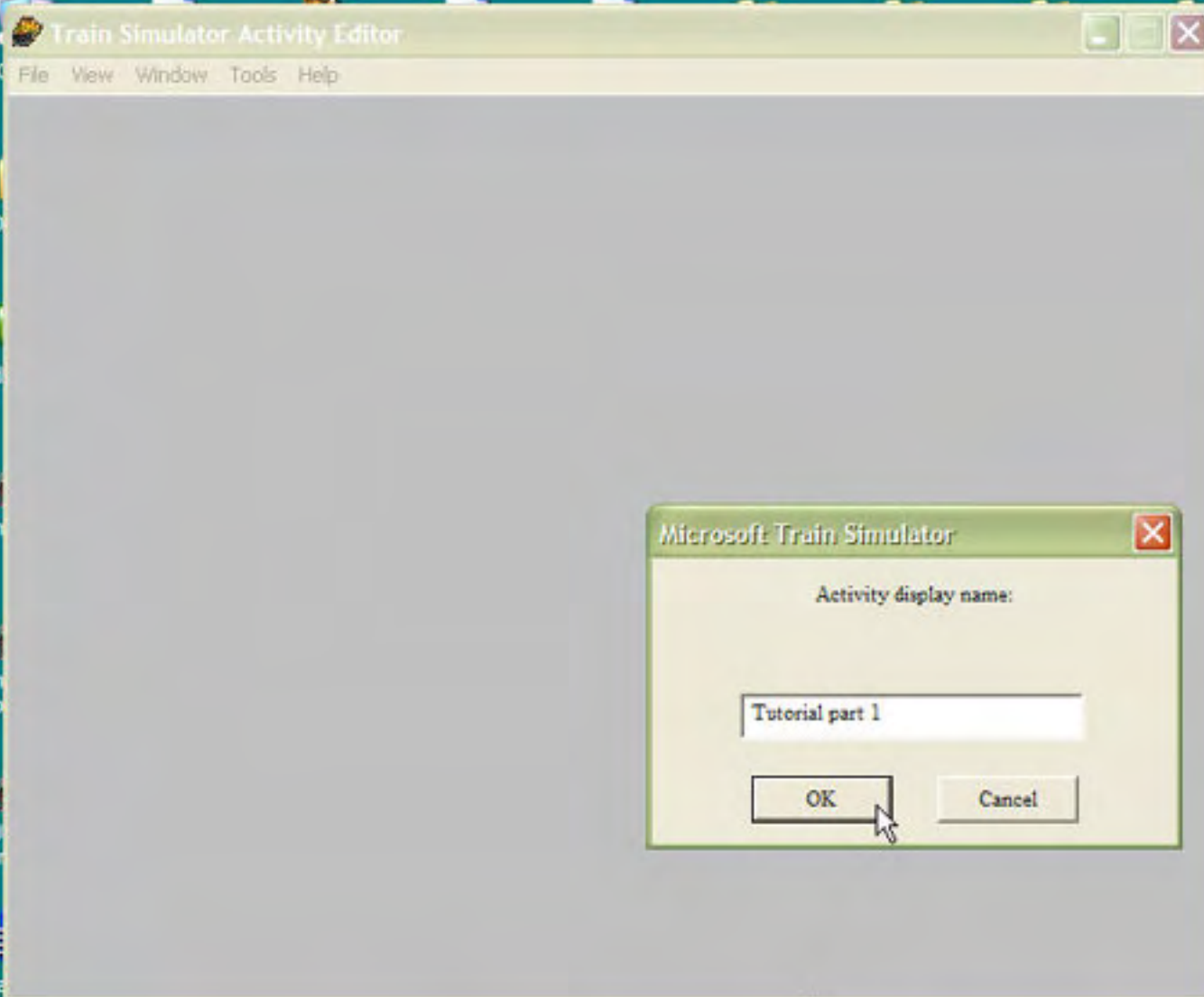Diesel: 0   0   0   0   Reset

00.00   23:59

Reset all fixed objects

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:40 PM

Train Simulator Activity Editor

File   View   Window   Tools   Help

Activity

Display name: [   ]

Difficulty: ○ Easy   ○ Medium   ○ Hard

Duration: [0] : [0]

[Edit Activity description]   [Edit Activity brief]

Player

Player service: [▼]

[New] [Edit] [Use as template] [Delete]

[Edit timetable]   [View work order]

Fuel status: Coal: |———————————   0%

               Water: |———————————   0%

               Diesel: |———————————   0%

Start time: [0] : [0]

Select a route

[NERR's: Hoodoo Pass   ▼]

[OK]   [Cancel]

Conditions and Hazards

Season: [Spring   ▼]

Weather: [Clear   ▼]

Hazard freq: Animals: |———————————   0%

               People: |———————————   0%

Traffic Pattern

[▼]

[Delete]   [Edit]   [Use as template]   [New]

Time : [0][0][0]   Time acceleration [1x ▼]   [Play]

Failed signals:			0	Reset
Reduced speed zones:			0	Reset

Fuel %   100   50   25   0

Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

00:00   23:59

[Reset all fixed objects]

Recycle Bin

🏁 start   Train Simulator Activit...   Trainsim   9:40 PM

North Eastern Railroad

Activity Tutorial - 4

artimrj - Sat Dec 10, 2005 5:46 pm
Post subject: 4   5/27/2006

After you have chosen the route, the AE pops up yet another window and wants to know the name of your new activity. This is known as the Display Name. It will also be the name of the acitivity for someone to choose while playing MSTS. For our purposes, type in Tutorial part 1. Then click OK.

All times are
Powered by phpBB 2.0 .0.3 © 2001 phpBB Group

Train Simulator Activity Editor

Microsoft Train Simulator

Activity display name:

Tutorial part 1

OK   Cancel

Activity

Display name:

Difficulty: ○ Easy   ○ Medium   ○ Hard

Duration: [0] : [0]

Edit Activity description   Edit Activity brief

Player

Player service:

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: 0%
                Water: 0%
                Diesel: 0%

Start time: [0] : [0]

Conditions and Hazards

Season: Spring

Weather: Clear

Hazard freq: Animals: 0%
               People: 0%

Traffic Pattern

Delete   Edit   Use as template   New

Time : [0] [0] [0]   Time acceleration 1x   Play

| | Failed signals: | 0 | Reset |
| | Reduced speed zones: | 0 | Reset |

Fuel %   100   50   25   0
Coal: 0   0   0   0   Reset
Water: 0   0   0   0   Reset
Diesel: 0   0   0   0   Reset

00:00   23:59

Reset all fixed objects

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:41 PM

North Eastern Railroad

Activity Tutorial - 5

artimrj - Sat Dec 10, 2005 6:28 pm
Post subject: 5

Once you have entered the name of your activty in, the AE will load the route and present it to y ou in the Map Window. As you see there are names and numbers and greens dots all over the route. Everything is small and hard to read. Some of these items can be turned off so you do not have to see them. I will discuss this further in a bit.
In the Map Window (Note that text is not on the actual window, I placed it for educational purposes), you can move around to get a better view of what your doing. Hoodoo Pass is roughly 250 miles from end to end, so you have alot of route on the screen.
In the upper left hand corner you will see latitude and longitude markings. As you move the mouse around the map these will change and they also reflect the co-ordinates you would see in the game if you press 0 to get that HUD to come up.
To scroll, place your mouse cursor in the map window and press the left mouse button and hold it. Move the mouse and the map will also move in that direction.
To Zoom: Place your mouse in the Map Window and press and hold the right mouse button; move the mouse up or down, logically on your mouse pad and you will zoom in or out.
You can practice this, but further on you will have to do it, for now I want to continue with further explanations.

File   View   Window   Tools   Help

Lon: -118.07163 Lat: 48.61530

Map Window

Orange Platform
Stevens Spring Platform
Platform

Station

la Platform

Platform #2

Pass Platform

ance

Station

St. Maries

Activity

Display name: Tutorial part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: [0] : [00]

[Edit Activity description]   [Edit Activity brief]

Player

Player service: [▼]

[New] [Edit] [Use as template] [Delete]

[Edit timetable]   [View work order]

Fuel status: Coal: [————————] 100%

              Water: [————————] 100%

              Diesel:[————————] 100%

Start time: [12] : [00]

Conditions and Hazards

Season: [Summer ▼]

Weather: [Clear ▼]

Hazard freq: Animals: [—|————] 0%

              People: [|—————] 0%

Traffic Pattern

[None ▼]

[Delete] [Edit] [Use as template] [New]

Time : [0] [0] [0]   Time acceleration [1x ▼]   [Play]

	100	50	25	0	
Failed signals:				0	Reset
Reduced speed zones:				0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

00:00   23:59

[Reset all fixed objects]

Recycle Bin

🔲 start   Train Simulator Activit...   Trainsim   9:41 PM

North Eastern Railroad

Activity Tutorial - 6

artimrj - Sun Dec 11, 2005 12:39 pm
Post subject: 6

I want to give you some general info on the AE now. Your looking at a lot of things and probably wondering what they are.
In the upper right corner you will see a section called ACTIVITY. It has a box for the DISPLAY NAME which we allready entered for our activity.
Below that you will see 3 radio boxes for choosing DIFFICULTY. This feature does not effect game play, instead it is just an option for the activity developer to grade his work as either EASY, MEDIUM or HARD. It is strictly a cosmestic item.
Below the Difficulty box are 2 time slots for you to enter the DURATION of the activity. You can use the arrows or just type in the hours and minutes.
Two more buttons are below the Duration. Edit Activity Description and Edit Activity Brief. We will be doing this later so i will not explain it any further at the moment.

Train Simulator Activity Editor

File View Window Tools Help

Lon: -118.07163 Lat: 48.61530

Orange Platform
Stevens Spring Platform
Platform
Station
Platform
Platform #2
Pass Platform
Station
St. Maries

Time : 0 0 0   Time acceleration 1x ▼   Play

00:00   23:59

Activity

Display name: Tutorial part 1

Difficulty: ⊙ Easy   ○ Medium   ○ Hard

Duration: 0 ⇕ : 00 ⇕

Edit Activity description   Edit Activity brief

Player service: _____ ▼

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: _____| 100%

Water: _____| 100%

Diesel: _____| 100%

Start time: 12 ⇕ : 00 ⇕

Conditions and Hazards

Season: Summer   ▼

Weather: Clear   ▼

Hazard freq: Animals: |_____ 0%

People: |_____ 0%

Traffic Pattern

None   ▼

Delete   Edit   Use as template   New

Failed signals:				0	Reset
Reduced speed zones:				0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Reset all fixed objects

Recycle Bin

start   Train Simulator Activit...   Trainsim »   9:41 PM

North Eastern Railroad

Activity Tutorial - 7

artimrj - Sun Dec 11, 2005 1:33 pm
Post subject: 7

Below the Activity section is the PLAYER section.
In the Player section you see a window that has a drop down arrow. This is the PLAYER SERVICE. Below it are 6 buttons:
NEW: This button is to Create a new Player Service. Player Service is a file that holds information on the train you are driving and the path it will be following. We will be making one a little later.
EDIT: This allows you to edit an existing Player Service file.
USE AS TEMPLATE: This button allows you to use an existing Player Service, but at the same time it appends 01 to the name of the existing service so that you may now edit it and change it and not destroy the original player service. An example would be if you want to use a different train but use the same path. You would Use as Template and change the consist. In essence it makes a copy of an existing service.
DELETE: Exactly what it says. Delete the service. If you delete a service that is used by another activity, that activity will be rendered useless. Use caution when you delete a Player Service.
EDIT TIMETABLE: This is used for passenger activities. It allows you to edit arrival and departure times a PAX train would be at stations.
VIEW WORK ORDER: Shows you a table of ACTION EVENTS you may have set up if you are making a switching type activity where you move cars around a yard or something similar. We will be making some ACTION EVENTS in this tutorial.
Below the Player Service section is the FUEL STATUS section. It has adjustment sliders for coal, water and diesel. These sliders allow you to set the initial fuel levels of the train you are using. If you want emmulate a switcher that has been working all day, you would lower the slider to 30 percent. You could then create an activity that would require the engineer to refuel.
Underneath of the Fuel Statis is the START TIME. This is the time of day your activity will start. It is a 24 hour clock. 00:00 to 12:00 is AM time and 12:01 to 23:59 is PM time.
Hint to convert regular time to military time add or subtract 12. If it is 1 pm regular 1 + 12 = 13. 13:00 military time. If it is 14:30 military time. 14-12 = 2 2:30

Train Simulator Activity Editor

File View Window Tools Help

Lon: -118.07163 Lat: 48.61530

Platform
Stevens Spring Platform
Platform

Station

Platform

Platform #2

Pass Platform

Station

St. Maries

Time : 0 0 0   Time acceleration 1x ▼   Play

00:00   23:59

Failed signals:				0	Reset
Reduced speed zones:				0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Reset all fixed objects

Activity

Display name: Tutorial part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: 0 ⬍ : 00 ⬍

Edit Activity description   Edit

Player

Player service: [   ] ▼

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: [_____] 100%

Water: [_____] 100%
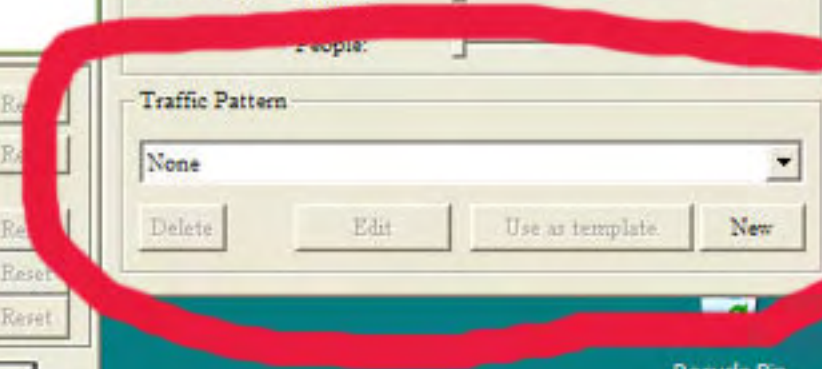
Diesel: [_____] 100%

Start time: 12 ⬍ : 00 ⬍

Conditions and Hazards

[   ] ▼

Weather: Clear ▼

Hazard freq: Animals: [|_____] 0%

People: [|_____] 0%

Traffic Pattern

None ▼

Delete   Edit   Use as template   New

Recycle Bin

🏁 start   Train Simulator Activit...   Trainsim 9:41 PM

North Eastern Railroad

Activity Tutorial - 8

artimrj - Sun Dec 11, 2005 2:16 pm
Post subject: 8

Moving down, the next section is CONDITIONS and HAZARDS. There are drops downs for the Seasons, Spring, Summer, Winter and Autumn. There are also drop downs for the Weather, Clear, Rain or Snow. This is your weather that will be displayed in the sim.
There are also HAZARDS listed and the frequency they appear in the game. If the route developer added hazard items to the route, these sliders let you control the amount of activity at the hazard area. Usually when you see deer on a route, moving around, they are a hazard.

Train Simulator Activity Editor

File   View   Window   Tools   Help

Lon: -118.07163 Lat: 48.61530

...ange Platform
...evens Spring...form
...Platform
...Platform

...Station

...ria Platform

...latform #2

...o Pass Platform

...ance
...h Station
...od
177.00
168.00
166.00
St. Maries

Time : 0   0   0   Time acceleration 1x ▼   Play

00:00   23:59

Activity

Display name: Tutorial part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: 0 : 00

Edit Activity description   Edit Activity brief

Player

Player service: _____ ▼

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: ────────────── 100%

Water: ────────────── 100%

Diesel: ────────────── 100%

... 12 : 00

Conditions and Hazards

Season: Summer ▼

Weather: Clear ▼

Hazard freq: Animals: ────────── 0%

People: ────────── 0%

None ▼

Delete   Edit   Use as template   New

Failed signals: 0 Reset
Reduced speed zones: 0 Reset
Fuel % 100 50 25   0
Coal: 0   0   0   0 Reset
Water: 0   0   0   0 Reset
Diesel: 0   0   0   0 Reset

Reset all fixed objects

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:41 PM

North Eastern Railroad

Activity Tutorial - 9

artimrj - Mon Dec 12, 2005 7:00 pm
Post subject: 9   5/27/2006

In the bottom corner you will see TRAFFIC PATTERN. This section lets you create a file similar to the Player
Service file except the information held in it is for all your Non Player or AI trains. The buttons below the drop
down window, DELETE, EDIT, USE AS TEMPLATE and NEW all work like the Player Service buttons.
As with the player service you can re use a TRAFFIC PATTERN file in multiple activities. As we get to the AI part
of our tutorial more of this will become clear.
NOTE: The NEW and DELETE buttons are transposed from normal Windows configuration and with the ones
directly above for the Player Service. Be careful which button you push. There is no un-delete. It goes to bit
heaven and you'll see it in the afterlife if your lucky.

Train Simulator Activity Editor

File View Window Tools Help

Lon: -118.07163 Lat: 48.61530

Change Platform
Stevens Spring Platform
Platform

Station

Platform

Station

Platform #2

Pass Platform

Station

St. Maries

Time : 0 0 0   Time acceleration 1x ▼   Play

00:00   23:59

Failed signals:		0	Re...
Reduced speed zones:		0	Ra...
Fuel %	100 50 25	0	
Coal:	0 0 0	0	Re...
Water:	0 0 0	0	Reset
Diesel:	0 0 0	0	Reset

Reset all fixed objects

Activity

Display name: Tutorial part 1

Difficulty: ● Easy   ○ Medium   ○ Hard

Duration: 0 : 00

Edit Activity description   Edit Activity brief

Player

Player service: [▼]

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: [————————] 100%

Water: [————————] 100%

Diesel: [————————] 100%

Start time: 12 : 00

Conditions and Hazards

Season: Summer ▼

Weather: Clear ▼

Hazard freq: Animals: [————————] 0%

People:

Traffic Pattern

None ▼

Delete   Edit   Use as template   New

Recycle Bin

🏁 start   Train Simulator Activit...   Trainsim 9:41 PM

North Eastern Railroad

Activity Tutorial - 10

artimrj - Mon Dec 12, 2005 9:21 pm
Post subject: 10

In the lower left corner you will find the VCR console. This area has a slider representing a 24 hour timeline, a display showing the time in the activity, a drop down with time compression speeds, (x2, x4, x8, etc) and a start/stop button.
If you notice at the top of the picture I have also opened the TOOLS menu, which only has 1 function, VERIFY STARTING STATE. In order for the VCR to even work, you must use the VERIFYING STARTING STATE option. This will display a BLUE icon of your train at the starting point of your activity and when you press the PLAY button you can follow your train along the path you have designed for it.
The VCR tool is not perfect. If you come across a signal that is red and requires you to ask permission to move on, you can not do this in the VCR. If you have to interact with AI traffic, there is a good chance, both units will sit at a red indefinitely. You can not really use it to judge times.
So what is it good for?
I use it mostly to make sure I have placed a reverse point correctly. If you get them to close to a switch, in the VCR, it goes right through the reverse point instead of reversing. This tells you to move it a little further from the switch.
It will give you a general idea of the flow of your activity. Once you start making complicated activities, it will pretty much be useless.

North Eastern Railroad

Activity Tutorial - 11

artimrj - Mon Dec 12, 2005 9:48 pm
Post subject: 11   5/27/2006

The last area to cover does not really do anything but show you things you may have done to the activity. Like making a signal failed. Or placing a speed restriction zone, or if you fiddle with the fuel supplies on the route. For the most part you can just ignore this section. It will be covered more in the advanced tutorial.

Train Simulator Activity Editor

File   View   Window   Tools   Help

Lon: -118.07163 Lat: 48.61530

Platform
Stevens Spring Platform
Platform

Station

Platform

Platform #2

Pass Platform

Station

St. Maries

Display name: Tutorial part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: 0 ▲▼ : 00 ▲▼

Edit Activity description   Edit Activity brief

Player

Player service: [_____▼]

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: |————————| 100%

Water: |————————| 100%

Diesel: |————————| 100%

Start time: 12 ▲▼ : 00 ▲▼

Conditions and Hazards

Season: Summer   ▼

Weather: Clear   ▼

Hazard freq: Animals: |——————| 0%

People: |————————| 0%

Traffic Pattern

[N_____▼]

Delete   Edit   Use as template   New

Time : | 0 | 0 | 0 | Time acceleration 1x ▼   Play

		Failed signals:		0	Reset
Reduced speed zones:			0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Reset all fixed objects

00:00   03:59

Recycle Bin

🏁 start   Train Simulator Activit...   Trainsim   9:41 PM

North Eastern Railroad

Activity Tutorial - 12

artimrj - Tue Dec 13, 2005 6:34 pm
Post subject: 12

The Menus
FILE MENU
Under the FILE Menu you will find some typical windows options like NEW, OPEN, SAVE, SAVE AS and EXIT.
These all do the same window things as in any other windows program.
NEW - Create a new activity
OPEN - Open and existing activity
SAVE - Save the activity your working on
SAVE AS - Save the activity your working on with a new name
Then you have some new ones.
COMPUTE AND SAVE - This computes all the timetables for the player and the AI traffic and compiles the activity in to a binary file with the extension of .ASV. It is suggested to not use this function as the AE does not properly write the ASV file all of the time. The ASV file is also considerably larger and wastes space on your hard drive.
PACKAGE ACTIVITY - Using this option will allow you to pak your activity up for distribution in one single file, instead of using multiple files and folders.
EXIT EDITOR - Exit the AE.

Train Simulator Activity Editor

File | View | Window | Tools | Help
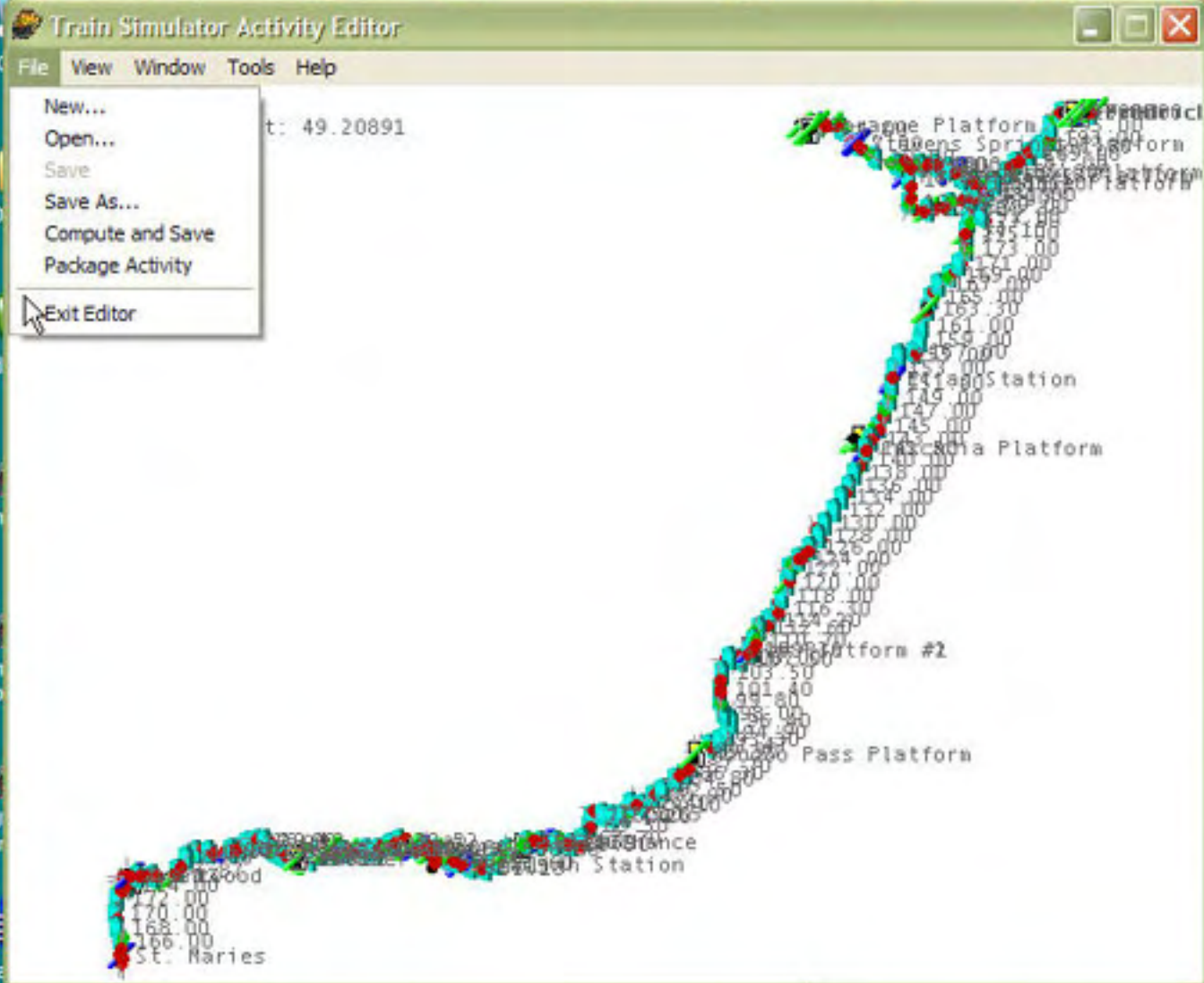
File menu:
- New...
- Open...
- Save
- Save As...
- Compute and Save
- Package Activity
- Exit Editor

t: 49.20891

Orange Platform
Stevens Spring Platform
...Platform
Station
...ia Platform
...atform #2
...o Pass Platform
...ance
...sh Station
...wood
177.00
170.00
168.00
166.00
St. Maries

Activity

Display name: Tutorial part 1

Difficulty: ● Easy ○ Medium ○ Hard

Duration: 0 : 00

[Edit Activity description] [Edit Activity brief]

Player

Player service: [▼]

[New] [Edit] [Use as template] [Delete]

[Edit timetable] [View work order]

Fuel status:
Coal: ———————— 100%
Water: ———————— 100%
Diesel: ———————— 100%

Start time: 12 : 00

Conditions and Hazards

Season: Summer ▼

Weather: Clear ▼

Hazard freq:
Animals: ———— 0%
People: ———— 0%

Traffic Pattern

None ▼

[Delete] [Edit] [Use as template] [New]

Time : 0 0 0   Time acceleration 1x ▼   [Play]

Failed signals:	0	Reset
Reduced speed zones:	0	Reset

Fuel % 100 50 25 0
Coal: 0   0   0   0 Reset
Water: 0   0   0   0 Reset
Diesel: 0   0   0   0 Reset

[Reset all fixed objects]

00:00   23:59

Recycle Bin

start | Train Simulator Activit... | Trainsim | 9:42 PM

North Eastern Railroad

Activity Tutorial - 13

artimrj - Tue Dec 13, 2005 10:22 pm
Post subject: 13

The Menus Continued
The VIEW Menu
Under the VIEW Menu are options to toggle items on the map.
PLATFORMS - Displays a blue bar where a platform is.
PLATFORM NAMES - Shows a name by the little blue bar for a platform
SIDINGS - Displays green bars where a siding is
SIDING NAMES - Show a name by the little green bar for a siding
SIGNALS - Displays a RED or GREEN Dot where is a signal is on the track
MILEPOSTS - Display the milepost number on the map
FUEL POINTS - Shows you where any fueling places are on the route using small icons for diesel, water or coal.
RESTRICTED SPEED ZONES - Toggle this on to see any Speed Zones you made in the activity.
TRAFFIC PATHS - If you have created AI traffic in the Traffic Pattern section this will show their paths on the map.
SELECTED TIMETABLE PATH - Thats your path, for the train you are driving.
SERVICE INFO - Display a number for each engine or piece of rolling stock on the map. This is like an ID# for each piece.
PATH POINTS - Toggle the start and end points of your path and any reverse points.
As you can see the screen can be pretty cluttered with everything turned on and we don't have a path or any equipment on the map yet. Also know that the larger the route and the larger the quantity of sidings and stations and the more items you have turned on, the AE will act slower. A route like NEC 4 with everything turned is aggravating to move around on. All of the information has to be updated each time you zoom or move the map, even on a fast machine. So only turn on what you really need. If you were doing a passenger activity, you realy wouldn't need to see all the siding names, just the stations. This is a personal preference. Do it your way.

All times are
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Train Simulator Activity Editor

File   View   Window   Tools   Help

- ✔ Platforms
- ✔ Platform names
- ✔ Sidings
- ✔ Siding names
- ✔ Signals
- ✔ Mileposts
- ✔ Fuel points
- ✔ Restricted Speed Zones
- ✔ Traffic paths
- ✔ Selected timetable path
- Service info
- Path points

Activity

Display name: Tutorial part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: 0 : 00

Edit Activity description   Edit Activity brief

Player

Player service:

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: 100%
               Water: 100%
               Diesel: 100%

Start time: 12 : 00

Conditions and Hazards

Season: Summer

Weather: Clear

Hazard freq: Animals: 0%
               People: 0%

Traffic Pattern

None

Delete   Edit   Use as template   New

Time : 0 0 0   Time acceleration 1x   Play

Failed signals:			0	Reset	
Reduced speed zones:			0	Reset	
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

00:00   23:59

Reset all fixed objects

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:43 PM

North Eastern Railroad

Activity Tutorial - 14

artimrj - Thu Dec 15, 2005 7:05 pm
Post subject: 14

The Menus continued.
The WINDOW menu.
Under this menu item are several windows you can open in the AE.
TOOLS - Tools is a small window that pops up with a set of arrow buttons. Up, down, left and right. These let you move around in the map area, instead of dragging it with the mouse. There is also a button with a + and another with a -. These are the ZOOM buttons, which you can use instead of the right mouse button and dragging on the map.
ACTION EVENTS WINDOW - This window shows you any actions you have made. It also lets you access the editor to make more actions. We will be making some actions later on in our tutorial, for now, so you know, an action event would be designating the engineer to pickup a certain car at a certain siding, and when he did this, the event would be completed and an outcome for doing the event or not doing the event can be programmed.
TIME EVENTS WINDOW - Time events are events that happen at a certain time in MSTS. This window works just like the Action Event window in that it shows you what you have allready made and allows you to make a new event. We will be making some time events in this tutorial.
LOCATION EVENTS WINDOW - As with the other 2 event windows, A Location is a spot on the map that you can make an event occur. When the engine runs over it and outcome can be programmed.
RESET WINDOW POSITIONS - Put all the windows n the default setup positions.
We will be using all 3 events and detailed explanations will be presented as we use them.

Train Simulator Activity Editor

File | View | Window | Tools | Help

Window menu (open):
- Tools window
- Action events window
- Time events window
- Location events window
- Reset window positions

Map labels (partially visible): Havens Spring Platform, Station Platform, Station Scales, Cedar Point Passing, Station, 100k0013 Mine, Fuel Station, Replenish & Fuel, St. Maries

Time: 0 0 0 | Time acceleration [1x] | Play

00:00 — 23:59

Failed signals: 0 [Reset]
Reduced speed zones: 0 [Reset]
Fuel %   100 50 25 0
Coal: 0   0   0 0 [Reset]
Water: 0   0   0 0 [Reset]
Diesel: 0   0   0 0 [Reset]

[Reset all fixed objects]

Activity

Display name: Tutorial part 1

Difficulty: ◉ Easy   ○ Medium   ○ Hard

Duration: [0] : [00]

[Edit Activity description]   [Edit Activity brief]

Player

Player service: [_____] ▼

[New] [Edit] [Use as template] [Delete]

[Edit timetable]   [View work order]

Fuel status: Coal: [————————] 100%
              Water: [————————] 100%
              Diesel:[————————] 100%

Start time: [12] : [00]

Conditions and Hazards

Season: [Summer] ▼

Weather: [Clear] ▼

Hazard freq: Animals: [|————] 0%
              People: [|————] 0%

Traffic Pattern

[None] ▼

[Delete] [Edit] [Use as template] [New]

Recycle Bin

start | Train Simulator Activit... | Trainsim | 9:43 PM

North Eastern Railroad

Activity Tutorial - 15

artimrj - Thu Dec 15, 2005 8:15 pm
Post subject: 15

The menus continued
The TOOLS menu - As explained earlier, the Tools menu only has the one operation to verify the starting state. This is used in conjuction with the VCR replay. You may also want to see how long your train is when it is sitting at the starting point. You might want to make sure it is not sitting out in the main or blocking a switch or something.
The HELP menu - is your typical windows Help menu featuring a link to the MSTS help file and an ABOUT option that will show you internal data about the AE itself, like the version number.

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North Eastern Railroad

Activity Tutorial - 16

artimrj - Thu Dec 15, 2005 8:31 pm
Post subject: 16

Now that we have covered the different sections around the screen and all the menu options, lets start back at making our activity. There are several things that you should complete before you save an activity. One we allready did and that was give it a name. In the Player section in the upper right, you can see our name, Tutorial part 1.
For now leave the Difficulty at EASY and leave the times at 0 as they are. We don't really know how long or how hard the activity is yet.
One required item is the Activity Description. Click on the EDIT ACTIVITY DESCRIPTION button and you will see a window open. This window wants you to type in a description of your activity. Type in the same thing as the name, Tutorial part 1. This description is displayed, in the game, in the window below the list of activities available. When you create a real activity for someone else to use, you should give them a small idea of what this activity is about. Be brief, the AE will only allow you so many characters. After you type in the text, click the X to close the window.

Train Simulator Activity Editor

File View Window Tools Help

Lon: -115.65292 Lat: 49.16344

St. Maries

Activity

Display name: Tutorial part 1

Difficulty: ⦿ Easy ○ Medium ○ Hard

Duration: 0 : 00

Edit Activity description | Edit Activity brief

Player

Player service: [▼]

New | Edit | Use as template | Delete

Edit timetable | View work order

Fuel status: Coal: ————————— 100%
              Water: ———————— 100%
              Diesel: ———————— 100%

Start time: 12 : 00

Conditions and Hazards

Season: Summer ▼

Weather: Clear ▼

Hazard freq: Animals: ———————— 0%
              People: ————————— 0%

Traffic Pattern

None ▼

Delete | Edit | Use as template | New

Time : 0 0 0   Time acceleration 1x ▼   Play

00:00   23:59

Failed signals:			0	Reset
Reduced speed zones:			0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Reset all fixed objects

Recycle Bin

🏁 start   Train Simulator Activit...   Trainsim   9:44 PM

North Eastern Railroad

Activity Tutorial - 17

artimrj - Thu Dec 15, 2005 8:55 pm
Post subject: 17

Next you should enter something for the Activity Briefing. Click the EDIT ACTIVITY BRIEF button and a window
will pop up and you can also type in Tutorial part 1. Click the X to close the window when done.
In another activity you might give a more detailed report of what the engineer is expected to do. The Activity
Brief allows for considerably more text than the description does. You can enter several paragraphs of
instructions or just general comments about the activity's purpose, or whatever you like.
The brief is displayed when you first run the activity while the engineer's handbook is displayed. It can also be
viewed again by pressing the F11 key to bring the handbook up.
The Brief is also the first contact you will have with the player driving your activity. Make it a good first
impression.

Train Simulator Activity Editor

File · View · Window · Tools · Help

Lon: -115.65292 Lat: 49.16344

[map/route display with station labels including:]

Station Scales

Cedar Point Passing

Flag Station

100k0013 Mine

Fuel Station

St. Maries

170.00
168.00
166.00

Replenish & Fuel

Activity

Display name: Tutorial part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: [0] : [00]

[Edit Activity description]   [Edit Activity brief]

Player

Player service: [_____ ▼]

[New] [Edit] [Use as template] [Delete]

[Edit timetable]   [View work order]

Fuel status: Coal: [————————————] 100%
               Water: [————————————] 100%
               Diesel: [————————————] 100%

Start time: [12] : [00]

Conditions and Hazards

Season: [Summer ▼]

Weather: [Clear ▼]

Hazard freq: Animals: [|———————] 0%
              People: [|———————] 0%

Traffic Pattern

[None ▼]

[Delete] [Edit] [Use as template] [New]

Time : [0][0][0]   Time acceleration [1x ▼]   [Play]

Failed signals:			0	Reset
Reduced speed zones:			0	Reset

Fuel % 100 50 25 0

Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

00:00   23:59

[Reset all fixed objects]

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:43 PM

Train Simulator Activity Editor

File View Window Tools Help

Lon: -115.65292 Lat: 49.16344

Activity

Display name: Tutorial part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: [0] : [00]

[Edit Activity description]   [Edit Activity brief]

Player

Player service: [▼]

[New] [Edit] [Use as template] [Delete]

[Edit timetable]   [View work order]

Coal: ————————————| 100%
Water: ————————————| 100%
Diesel: ————————————| 100%

[12] : [00]

...ns and Hazards

Summer [▼]

Clear   [▼]

Hazard freq: Animals: |——————————— 0%
              People: |——————————— 0%

Traffic Pattern

None [▼]

[Delete] [Edit] [Use as template] [New]

Enter the Activity briefing text.

Tutorial part 1

Time : [0] [0] [0]   Time acceleration [1x ▼]   [Play]

Failed signals:			0	Reset	
Reduced speed zones:			0	Reset	
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

00:00   23:59

[Reset all fixed objects]

Recycle Bin

🔁 start   Train Simulator Activit...   Trainsim   9:44 PM

North Eastern Railroad

Activity Tutorial - 18

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artimrj - Fri Dec 16, 2005 6:48 pm
Post subject: 18

Now we need to make a new PLAYER SERVICE. In the Player section press the NEW button and you will see a new window open up.

Type in a Name and a Display Name in the two text window frames. I usually type the same thing in both. To me it is easier keeping track of everything by using the same name. So for now type in Tutorial part 1, just like we have been doing all along.

Below the 2 name windows, you will 3 lines that have scrolly buttons.

EXPECTED PLAYER PERFORMANCE - As you see this is set at 75, this would be 75%. I have not found anywher that this is actually used other than in the VCR view mode. So just leave it at 75.

START SPEED miles per hour - If you wanted to create an activity that had the engineer allready moving, you change the speed here to the desired start speed. Once the activity is loaded and you close the handbook, you are moving 30 or 40 or how ever many MPH you set here. Leave it set to 0 as we will be starting from a stop in our tutorial.

END SPEED mph - I have literally no clue what this function does. Leave it set at 0.

Now we need to make a new CONSIST. To open the Consist Editor, press the NEW button under the Consist drop down window.

Continued ...

Train Simulator Activity Editor

File View Window Tools Help

Service editor

Name: Tutorial part 1

Display name: Tutorial part 1

Expected player performance: 75

Start speed: Miles per hour 0

End speed: Miles per hour 0

Consist:

[New] [Edit] [Use as template] [Delete]

Path:

[New] [Edit] [Use as template] [Delete]

Stops:

Stations	

[OK] [Cancel]

Time : 0 0 0   Time acceleration 1x   [Play]

00:00   23:59

Activity

Display name: Tutorial part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: 0 : 00

[Edit Activity description]   [Edit Activity brief]

Player

Player service:

[New] [Edit] [Use as template] [Delete]

[Edit timetable]   [View work order]

Fuel status: Coal: ———————— 100%

Water: ———————— 100%

Diesel: ———————— 100%

Start time: 12 : 00

Conditions and Hazards

Season: Summer

Weather: Clear

Hazard freq: Animals: —— 0%

People: —— 0%

Traffic Pattern

None

[Delete] [Edit] [Use as template] [New]

Failed signals:			0	Reset	
Reduced speed zones:			0	Reset	
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

[Reset all fixed objects]

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:44 PM

North Eastern Railroad

Activity Tutorial - 19

artimrj - Wed Dec 21, 2005 12:01 pm
Post subject: 19

Upon pressing the NEW button up comes the CONSIST EDITOR. As you can see this tool is buried pretty deep
within the AE with no other way to call it up. This is one of the things that has made the AE complicated.
Like most of the other windows, the CONSIST needs a Name and a DISPLAY NAME. You can type Tutorial part 1
in both text boxes like shown.
Next to the Name boxes you see another drop down for ROLLING STOCK TYPE. The default selection is Engines
(ELECTRIC). We want Engines (DIESEL) so click the drop down to select diesel engines.

Train Simulator Activity Editor

File   View   Window   Tools   Help

Service editor

Name: Tutorial part 1

Display name: Tutorial part 1

Expected player performance

Start speed: Miles per hour

End speed: Miles per hour

Consist:

[   ]

New   Edit   Use as temp

Path:

[   ]

New   Edit   Use as temp

Stops:

Stations	

OK

Time : 0   0   0   Tim

00:00   23:59

Consist editor

Name: Rolling stock types: Selected:

Tutorial part 1   Engines (Electric)   ▼   [   ]

Display name: Rolling stock:

Tutorial part 1

Name	☾	☗	

Length: [   ]

Mass: [   ]
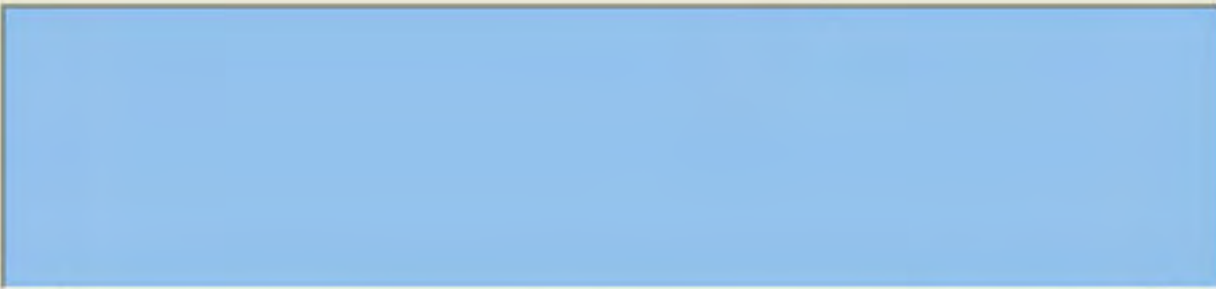
Consist durability: 29.400 m/s/s

Fragile   Durable

Brakes: [   ]

Couplings: [   ]

Preview:

◄ | | ►

Save & exit   Cancel

Activity

Display name: Tutorial part 1

Difficulty: ◉ Easy   ○ Medium   ○ Hard

: 00

Edit Activity brief

Edit   Use as template   Delete

timetable   View work order

100%
100%
100%

: 00

0%
0%

Use as template   New

Diesel: 0   0   0   0   Reset

Reset all fixed objects

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:45 PM

North Eastern Railroad

Activity Tutorial - 20

artimrj - Wed Dec 21, 2005 12:09 pm
Post subject: 20

Once you have selected the TYPE of rolling stock you will see a list of everything you have installed in that category. Along the top of the window displaying the items installed are sorting buttons similar to a Windows spreedsheet. You can sort by name, brake type or coupler type by clicking on one of the buttons. Repeated clicking will toggle between an ascending list or decending list (A-Z or Z-A).
You can also resize the viewing columns by placing the cursor on the black line seperating the columns. You see the cursor changes to a "T" type icon, click and drag the column to the desired width. This helps to see all of the name of the unit you are trying to find.

Train Simulator Activity Editor

File   View   Window   Tools   Help

Service editor

Name: Tutorial part 1

Display name: Tutorial part 1

Expected player performance

Start speed: Miles per hour

End speed: Miles per hour

Consist:

New   Edit   Use as temp

Path:

New   Edit   Use as temp

Stops:

Stations	

OK

Time : 0   0   0   Tim

Consist editor

Name:

Tutorial part 1

Display name:

Tutorial part 1

Length:

Mass:

Consist durability: 29.400 m/s/s

Fragile   Durable

Brakes:

Couplings:

Rolling stock types:

Engines (Diesel)

Rolling stock:

Name	☾	⚙	
3DTrains F3A...	🏃	⇌	
3DTrains F3B...	🏃	⇌	
C&NW SW15...	🏃	⇌	
AI C&NW A...	🏃	⇌	

Selected:

Preview:

Save & exit   Cancel

Activity

Display name: Tutorial part 1

Difficulty: Easy   Medium   Hard

: 00

Edit Activity brief

Edit   Use as template   Delete

timetable   View work order

100%

100%

100%

: 00

0%

0%

Use as template   New

00:00   23:59   Diesel: 0   0   0   0   Reset

Reset all fixed objects

start   Train Simulator Activit...   Trainsim   9:45 PM

Recycle Bin

Train Simulator Activity Editor

File　View　Window　Tools　Help

Activity

Display name:　Tutorial part 1

Difficulty:　○ Easy　○ Medium　○ Hard

: 00

Edit Activity brief

Edit　Use as template　Delete

timetable　View work order

100%

100%

100%

: 00

Service editor

Name:　Tutorial part 1

Display name:　Tutorial part 1

Expected player performance

Start speed:　Miles per hour

End speed:　Miles per hour

Consist:

New　Edit　Use as temp

Path:

New　Edit　Use as temp

Stops:

Stations	

OK

Time : 0　0　0　Tim

Consist editor

Name:

Tutorial part 1

Display name:

Tutorial part 1

Length:

Mass:

Consist durability:　29.400 m/s/s

Fragile　Durable

Brakes:

Couplings:

Rolling stock types:

Engines (Diesel) ▼

Selected:

Rolling stock:

Name	✛ ☾	⦇
AI NX ATSF C44-9W 621	🏃	⇒
AI NX ATSF C44-9W 644	🏃	⇒
AI NX ATSF C44-9W 647	🏃	⇒
AI NX ATSF C44-9W 669	🏃	⇒

Preview:

Save & exit　Cancel

▼
▼
0%
0%

▼

Use as template　New

00:00　　　23:59

Diesel:　0　0　0　0　Reset

Reset all fixed objects

Recycle Bin

🏁 **start**　🌀 📧 🎨 🐾 🌐　🚂 Train Simulator Activit...　Trainsim　9:45 PM

North Eastern Railroad

Activity Tutorial - 21

artimrj - Wed Dec 21, 2005 12:44 pm
Post subject: 21

Now scroll down the list of diesel engines to find the GP38-2. When you click on it's name to hilite it, you will also see it's preview icon display in the small window.
Also now displaying is information about the unit we have chosen.
LENGTH: 18.88 m
MASS: 113400.00 Kg
Going below these is CONSIST DURABILITY, which has a slider from FRAGILE to DURABLE. I normally leave this at DURABLE, but you can adjust it to be closer to fragile if you would like to experiment with trying to drive a train that might closer emmulate the real world conditions. We will go more in detail on this in the advanced tutorial. For now just leave it at DURABLE so we are all on the same page.
Further down you see the type of coupler and brakes the unit has. When hooking together several units in the Consist Editor you should use the same type of couplers, Different eras and locations use different types of couplers. Trying to hook up a European wagon to an American GP38 will give you headaches.
At the very bottom is a larger window where the actual consist will be displayed. To get a unit there, you can either drag it's picture to the larger window or double click on it's picture and it magically jumps to the larger window.
To remove a unit from the larger consist window, drag it from the larger consist window to the picture of the coupler under the BRAKES and COUPLINGS displays, and drop it on the coupler.
Notice when you drag the GP38-2 to the Consist Window, there is a blue line underneath of it. This is a represntation of the brake type. This will also help you match up same type items.
All we need is the GP38, so now you can click on SAVE & EXIT to get out of the consist editor.

Train Simulator Activity Editor

File   View   Window   Tools   Help

Activity

Display name: Tutorial part 1

Difficulty: ○ Easy   ○ Medium   ○ Hard

: 00

Edit Activity brief

Service editor

Name: Tutorial part 1

Display name: Tutorial part 1

Expected player performance

Start speed: Miles per hour

End speed: Miles per hour

Consist:

New   Edit   Use as temp...

Path:

New   Edit   Use as temp...

Stops:

Stations

OK

Consist editor

Name:

Tutorial part 1

Display name:

Tutorial part 1

Length: 18.88 m

Mass: 113400.00 Kg

Consist durability: 29.400 m/s/s

Fragile   Durable

Brakes: Single pipe air

Couplings   Automatic

← Uncoupler

Consist Window

Rolling stock types: Selected:

Engines (Diesel)   ▼   GP38-2

Rolling stock:

Name		G	≋
🚃 Dash 9		⚒	⇌
🚃 GP38-2		⚒	⇌
🚃 3DTrains GP9: BN 1978		⚒	⇌
🚃 NX U23B ATSF 6317		⚒	⇌

Preview:

◄ | ► ►

Save & exit   Cancel

Edit   Use as template   Delete

timetable   View work order

100%

100%

100%

: 00

▼

▼

▼

0%

0%

▼

Use as template   New

00:00   23:59

Diesel: 0   0   0   0   Reset

Time : 0   0   0   Tim...

Reset all fixed objects

Recycle Bin

🏁 start   Train Simulator Activit...   Trainsim   9:46 PM

Train Simulator Activity Editor

File View Window Tools Help

Service editor

Name: Tutorial part 1

Display name: Tutorial part 1

Expected player performance

Start speed: Miles per hour

End speed: Miles per hour

Consist:

New   Edit   Use as temp

Path:

New   Edit   Use as temp

Stops:

Stations	

OK

Time : 0   0   0   Tin

Consist editor

Name:

Tutorial part 1

Display name:

Tutorial part 1

Length: 18.88 m

Mass: 113400.00 Kg

Consist durability: 29.400 m/s/s

Fragile   Durable

Brakes: Single pipe air

Couplings   Automatic

Rolling stock types: Selected:

Engines (Diesel)   ▼   GP38-2

Rolling stock:

Name	☾	⬗
🚃 Dash 9	⚲	⇌
🚃 GP38-2	⚲	⇌
🚃 3DTrains GP9: BN 1978	⚲	⇌
🚃 NX U23B ATSF 6317	⚲	⇌

Preview:

Save & exit   Cancel

Activity

Display name: Tutorial part 1

Difficulty: ○ Easy   ○ Medium   ○ Hard

: 00

Edit Activity brief

Edit   Use as template   Delete

timetable   View work order

: 00

100%

100%

100%

0%

0%

Use as template   New

00:00   23:59   Diesel: 0   0   0   0   Reset

Reset all fixed objects

Recycle Bin

North Eastern Railroad

Activity Tutorial - 22

artimrj - Wed Dec 28, 2005 1:41 pm
Post subject: 22

Now we need a path to drive. There is a lot of information here so this section will be in several posts in order to keep the screenshots per post down.
Click on the NEW button under the PATH drop down window. Another window will open up and it wants a PATH NAME. Enter Turtorial part 1 as usual. Once you close this window another one will open wanting the PATH DISPLAY NAME. Type Tutorial part 1 here also.

All times are
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Train Simulator Activity Editor

File View Window Tools Help

Service editor

Name: Tutorial part 1

Display name: Tutorial part 1

Expected player performance: 75

Start speed: Miles per hour 0

End speed: Miles per hour 0

Consist:

Tutorial part 1

New | Edit | Use as template | Delete

Path:

New | Edit | Use as template | Delete

Stops:

Stations	

OK | Cancel

Time : | 0 | 0 | 0   Time acceleration | 1x   Play

00:00   23:59

Activity

Display name: Tutorial part 1

Difficulty: ⊙ Easy   ○ Medium   ○ Hard

Duration: 0 : 00

Edit Activity description | Edit Activity brief

Player

Player service:

New | Edit | Use as template | Delete

Edit timetable | View work order

Fuel status: Coal: ——————— 100%

Water: ——————— 100%

Diesel: ——————— 100%

Start time: 12 : 00

Conditions and Hazards

Season: Summer

Weather: Clear

Hazard freq: Animals: ——————— 0%

People: ——————— 0%

Traffic Pattern

None

Delete | Edit | Use as template | New

Microsoft Train Simulator

Path display name:

Tutorial part 1

OK | Cancel

Failed signals: 0 Reset

Reduced speed zones: 0 Reset

Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Reset all fixed objects

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:46 PM

North Eastern Railroad

Activity Tutorial - 23

artimrj - Wed Dec 28, 2005 2:22 pm
Post subject: 23

After you close the PATH DISPLAY NAME window, one more window opens up titled PATH EDITOR. For now, drag
this window out of the way of the Map Window so we can move and zoom in on the location we want to start the
activity from.
Using your right mouse button or the toolboox tool zoom in several times in the lower left corner of the route,
down by Trentwood. We are going to start in the Trentwood yard fueling area.
Locate the diesel/coal/water track as shown in the 3rd screenshot.
Notice as you move the mouse over any tracks, the cursor becomes a hollow silver circle.

File   View   Window   Tools   Help

Lon: -117.76145 Lat: 47.49299

Quigley

Jasper Grain Siding

Route extension Siding

St. Maries

Activity

Display name: Tutorial part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: 0 : 00

Edit Activity description   Edit Activity brief

Player

Player service:

Path editor

Path display name:

Tutorial part 1

Starting location

Ending location

Fuel status:

☑ Player driveable path?

Leave path editor

Highlight

☐ Optional Path Section

..prev   ..next

☐ Mouse   Broken

Start time:

Conditions and

Season:

Weather:

Hazard freq:

People:

0%

0%

100%

100%

100%

Traffic Pattern

None

Delete   Edit   Use as template   New

	Failed signals:			0	Reset
	Reduced speed zones:			0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Time : 0 0 0   Time acceleration 1x   Play

00:00   23:59

Reset all fixed objects

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:47 PM

Train Simulator Activity Editor

File View Window Tools Help

Lon: -118.25103 Lat: 47.60097

North/NW Route extension

Max Track/Multi Tr 12
Passenger Maintenance 1
Passenger Maintenance 2
Max Track/Diesel/Coal/Water
Long Track East
South/SE Route Extension

South/SW Route Extension

Time 0 0 0   Time acceleration 1x   Play

00:00   23:59

Failed signals:		0	Reset		
Reduced speed zones:		0	Reset		
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Reset all fixed objects

Activity

Display name: Tutorial part 1

Difficulty: ○ Easy ○ Medium ○ Hard

Duration: 0 : 00

Edit Activity description   Edit Activity brief

Player

Player service:

Path editor

Path display name:

Tutorial part 1

Starting location

Ending location

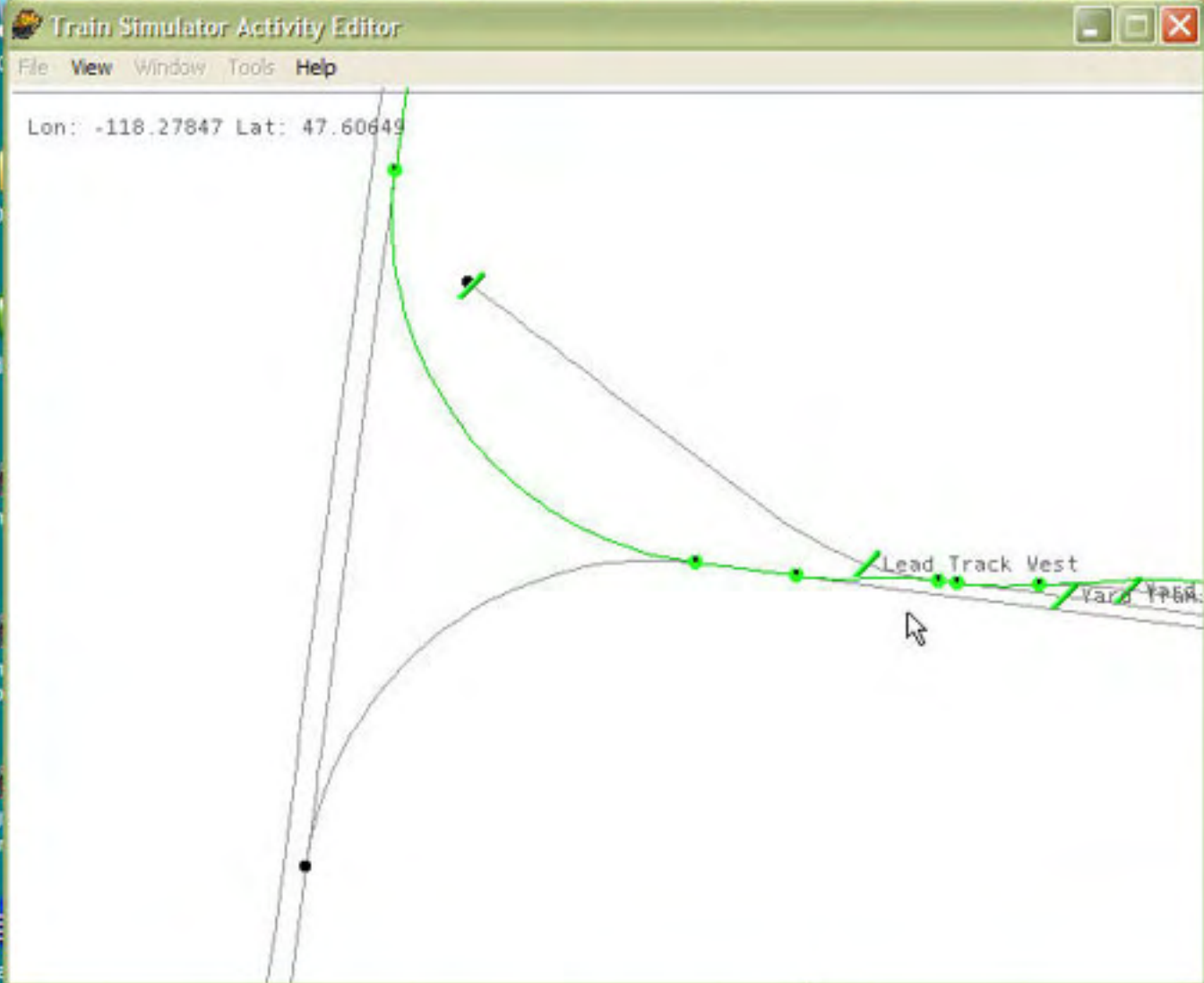☑ Player driveable path?

Leave path editor

Highlight

☐ Optional Path Section

..prev   ..next

☐ Mouse   Broken

Fuel status: 100%
                                100%
                                100%

Start time:

Conditions and

Season:

Weather:

Hazard freq: 0%

People: 0%

Traffic Pattern

None

Delete   Edit   Use as template   New

Recycle Bin

start   Train Simulator Activit...   Trainsim 9:47 PM

Train Simulator Activity Editor

File   View   Window   Tools   Help

Lon: -118.26483 Lat: 47.60698

Passenger Maintanence 2
Passenger Service Maintanence 1

Diesel/Coal/Water

Activity

Display name: Tutorial part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: [0] : [00]

Edit Activity description   Edit Activity brief

Player

Player service: [▼]

Path editor

Path display name:

[Tutorial part 1]

Starting location

[   ]

Ending location

[   ]

☑ Player driveable path?

Leave path editor

Highlight

☐ Optional Path Section

..prev   ..next

☐ Mouse   Broken

Fuel status: 100%   100%   100%

Start time:

Conditions and

Season:

Weather:

Hazard freq:

People: 0%

	100	50	25	0	
Failed signals:				0	Reset
Reduced speed zones:				0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Time : [0] [0] [0]   Time acceleration [1x ▼]   Play

00:00   23:59

Reset all fixed objects

Traffic Pattern

[None   ▼]

Delete   Edit   Use as template   New

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:48 PM

North Eastern Railroad

Activity Tutorial - 24

artimrj - Wed Dec 28, 2005 2:40 pm
Post subject: 24

Place your cursor in the approximate area that I have in the picture and press the right mouse button. A small menu opens up. We want the very top item PLACE STARTING POINT. Upon doing so you will see a blue circle, (the starting point) on the tracks and a green line extending from it, following the tracks. This the PATH.
Notice in the screenshot I have circled a command REVERSE START DIRECTION. This is a toggle for the direction you want the path to go. We want to leave the yard, going south west, so our path is going in the right direction. If for some reason we wanted to go from the start point to the end of the siding, north east, we would reverse the point and the green line would go the other way.
NOTE: The direction your start path is going is also the way your engine will be facing.

At this time you can enter in the names of the STARTING LOCATION and the ENDING LOCATION in the PATH EDITOR window as shown by the 2 red dots. We are starting Trentwood Yard and we will going to Krieger Aluminum Siding.

Train Simulator Activity Editor

File View Window Tools Help

Place start point.
Take other exit
Begin passing path
Place end point
Place reverse point
Place waiting point

Remove end point
Remove start point
Remove passing path
Remove waiting point

Toggle start direction

Mark point as broken
Delete broken point

Passenger Maintanence 2
Passenger Service Maintanence 1

/Diesel/Coal/Water

Time : 0 0 0   Time acceleration 1x   Play

Failed signals:				0	Reset
Reduced speed zones:				0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

00:00   23:59

TS s

Reset all fixed objects

Activity

Display name: Tutorial part 1

Difficulty: ● Easy   ○ Medium   ○ Hard

Duration: 0 : 00

Edit Activity description   Edit Activity brief

Player

Player

Path editor

Path display name:

Tutorial part 1

Starting location

Trentwood Yard

Ending location

Kreiger Aluminum Siding

☑ Player driveable path?

Leave path editor

Highlight

☐ Optional Path Section

..prev   ..next

☐ Mouse   Broken

Fuel sta   100%
                                            100%
                                            100%

Start ti

Conditi

Season:

Weather

Hazard freq: Animals: 0%

People: 0%

Traffic Pattern

None

Delete   Edit   Use as template   New

Recycle Bin

start   C:\Documents and Se...   Train Simulator Activit...   Transim   12:00 PM

North Eastern Railroad

Activity Tutorial - 25

artimrj - Wed Dec 28, 2005 2:50 pm
Post subject: 25

Move the map so we can see the West end of the yard where the WYE is. You will see our path wants to go south, but we want to go north to Kreiger Aluminum. Place your cursor on the green dot representing the switch in the WYE and press the right mouse button to pull up the menu. Choose TAKE OTHER EXIT and this will make the path go to the north. In essence you threw the switch. As you can see the green line (our path) is now going to the north.

Train Simulator Activity Editor

File   View   Window   Tools   Help

Lon: -118.27847 Lat: 47.60649

Lead Track Vest

Yard YARD

Activity

Display name: Tutorial part 1

Difficulty: ○ Easy   ○ Medium   ○ Hard

Duration: [0] : [00]

Edit Activity description   Edit Activity brief

Player

Player service: [▼]

Path editor

Path display name:

[Tutorial part 1]

Starting location

[Trentwood Yard]

Ending location

[Kreiger Aluminum Sidung]

☑ Player driveable path?

Leave path editor

Highlight

☐ Optional Path Section

..prev   ..next

☐ Mouse   Broken

Fuel status: 100%
                                      100%
                                      100%

Start time:

Conditions and

Season:

Weather:

Hazard freq:

People: 0%

Template   Delete

View work order

Traffic Pattern

None [▼]

Delete   Edit   Use as template   New

Time [0][0][0]   Time acceleration [1x ▼]   Play

Failed signals: 0   Reset
Reduced speed zones: 0   Reset
Fuel %   100 50 25 0
Coal: 0   0   0   0   Reset
Water: 0   0   0   0   Reset
Diesel: 0   0   0   0   Reset

Reset all fixed objects

00.00   23:59

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:49 PM

North Eastern Railroad

Activity Tutorial - 26

artimrj - Wed Dec 28, 2005 3:21 pm
Post subject: 26

Now scroll the map northward, following the path, until you get to Trentwood. You see the path is taking the northern track or the upper track. We want to conform to the norm of "driving on the right" so right click on the switch going into Trentwood and choose TAKE OTHER EXIT so the path is on the lower track.
In the screenshot I have labled the Station Markers, as you can see they are small blue bars seperated by some amount of space. This the STATION AREA.
The GREEN BARS are the SIDING MARKERS. The amount of space between the makers denotes how many cars can be put on the siding. This can be a concern when using events and cars need to be placed in the siding area.

You can also see quite a few SIGNAL in this area. The signals are green or red circles with a tail on them. The tail designates which direction the signal light is faceing.
As you can also see, switches are designated with soild green circles.

North Eastern Railroad

Activity Tutorial - 27

artimrj - Wed Dec 28, 2005 3:37 pm
Post subject: 27

Following our path, move the map until you have Kreiger Siding in the display area. We want to go into Kreiger Siding so we are going to place a REVERSE POINT to change the direction of the path. In the game, a reverse point shows up as a small white arrow that in a 180 degree curve, in the F4 display window. (TRACK MONITOR). In the AE it shows up as a green curved arrow.
Place your cursor on the spot shown, right click to get the menu and choose PLACE REVERSE POINT. The green arrow appears and your path disappears, or it seems to. Actually it is just going back to where we started. If we were to end this path this way and you drove it. You would come to the reverse point in the game, stop, reverse the engine and go back the way you came. However we want to go into Kreiger Aluminum Siding.

Train Simulator Activity Editor

File View Window Tools Help

Lon: -118.15137 Lat: 47.62483

KREIGER ALUMINUM SIDING

Activity

Display name: Tutorial part 1

Difficulty: ○ Easy   ○ Medium   ○ Hard

Duration: [0] : [00]

Edit Activity description   Edit Activity brief

Player

Player service: [▾]

Path editor

Path display name:

[Tutorial part 1]

Starting location

[Trentwood Yard]

Ending location

[Kreiger Aluminum Siding]

☑ Player driveable path?

Leave path editor

Highlight

☐ Optional Path Section

..prev   ..next

☐ Mouse   Broken

Fuel status: 100%
                                100%
                                100%

Start time:

Conditions and

Season: [▾]

Weather: [▾]

Hazard freq: 0%

People: 0%

Traffic Pattern

[None   ▾]

Delete   Edit   Use as template   New

Template   Delete

View work order

Time : [0][0][0]   Time acceleration [1x ▾]   Play

Failed signals:				0	Reset
Reduced speed zones:				0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

00:00   23:59

Reset all fixed objects

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:50 PM

Train Simulator Activity Editor

File   View   Window   Tools   Help

Lon: -118.15152 Lat: 47.62487

Place start point.
Take other exit
Begin passing path
Place end point
Place reverse point
Place waiting point

Remove end point
Remove start point
Remove passing path
Remove waiting point

Alter waiting time
Toggle start direction
Return to start point

Mark point as broken
Delete broken point

Time   0   0   0   Time acceleration 1x   Play

00:00   23:59

Failed signals: 0   Reset
Reduced speed zones: 0   Reset
Fuel %   100   50   25   0
Coal: 0   0   0   0   Reset
Water: 0   0   0   0   Reset
Diesel: 0   0   0   0   Reset

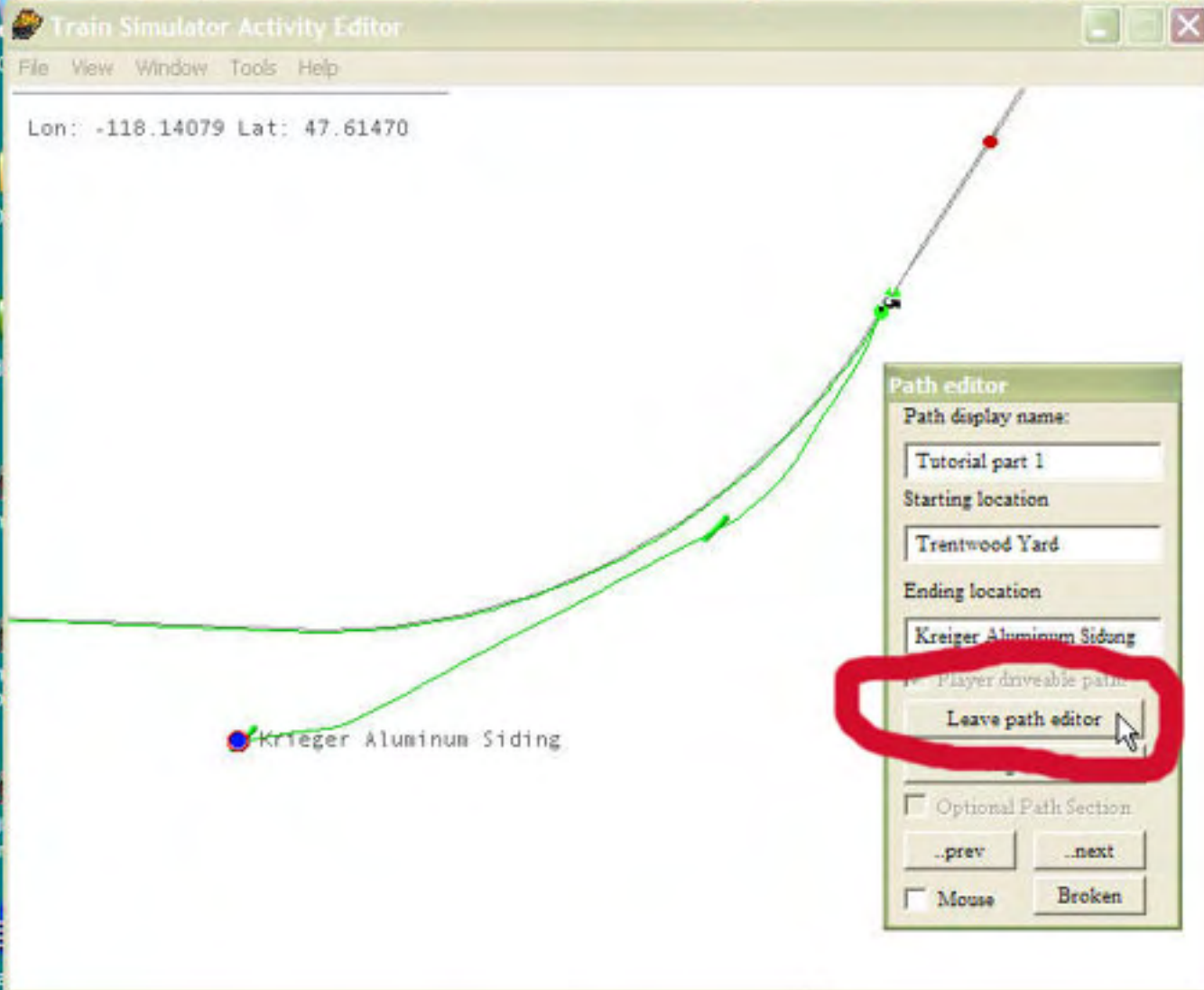Reset all fixed objects

Activity

Display name: Tutorial part 1

Difficulty: ⊙ Easy   ○ Medium   ○ Hard

Duration: 0   :   00

Edit Activity description   Edit Activity brief

Player

Player service:

Path editor

Path display name:
Tutorial part 1

Starting location
Trentwood Yard

Ending location
Kreiger Aluminum Siding

☑ Player driveable path?

Leave path editor

Highlight

☐ Optional Path Section

..prev   ..next

☐ Mouse   Broken

Fuel status: 100%
                                     100%
                                     100%

Start time:

Conditions and

Season:

Weather:

Hazard freq: ☐ Mouse   0%

People: 0%

Traffic Pattern

None

Delete   Edit   Use as template   New

Recycle Bin

🏁 start   Train Simulator Activit...   Trainsim   9:50 PM

Train Simulator Activity Editor

File View Window Tools Help

Lon: -118.14977 Lat: 47.62418

Activity

Display name: Tutorial part 1

Difficulty: ⊙ Easy   ○ Medium   ○ Hard

Duration: [0] : [00]

[Edit Activity description]   [Edit Activity brief]

Player

Player service: [▼]

Path editor

Path display name:

[Tutorial part 1]

Starting location

[Trentwood Yard]

Ending location

[Kreiger Aluminum Siding]

☑ Player driveable path?

[Leave path editor]

[Highlight]

☐ Optional Path Section

[..prev]   [..next]

☐ Mouse   [Broken]

Fuel status: 100%
                                100%
                                100%

Start time:

Conditions and

Season:

Weather:

Hazard freq: 0%

People: 0%

Time [0][0][0]   Time acceleration [1x ▼]   [Play]

Failed signals:			0	[Reset]
Reduced speed zones:			0	[Reset]
Fuel %	100	50	25	0	
Coal:	0	0	0	0	[Reset]
Water:	0	0	0	0	[Reset]
Diesel:	0	0	0	0	[Reset]

00.00   23:59

[Reset all fixed objects]

Traffic Pattern

[None   ▼]

[Delete]   [Edit]   [Use as template]   [New]

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:50 PM

North Eastern Railroad

Activity Tutorial - 28

artimrj - Wed Dec 28, 2005 4:05 pm
Post subject: 28

To get the path into Kreiger, right click on the green dot of the switch and choose TAKE OTHER EXIT. The path goes into Kreiger and since the track ends, so does the path. Note the end of the line marker is a red circle with a blue center.
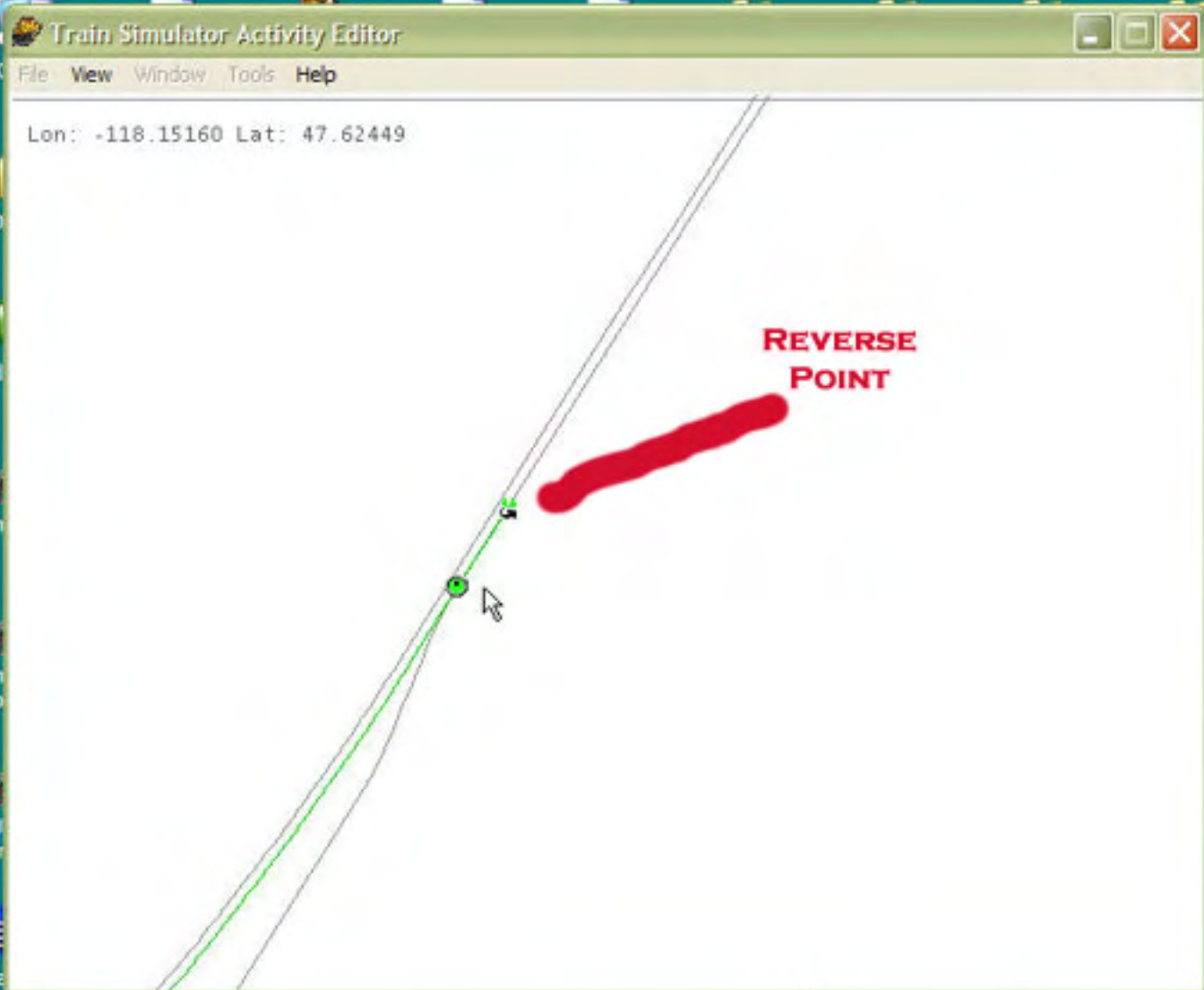
All times are
Powered by phpBB 2.0 .0.3 © 2001 phpBB Group

Lon: -118.15160 Lat: 47.62449

REVERSE POINT

Train Simulator Activity Editor

File View Window Tools Help

Activity

Display name: Tutorial part 1

Difficulty: ○ Easy   ○ Medium   ○ Hard

Duration: [0] : [00]

Edit Activity description   Edit Activity brief

Player

Player service:

Path editor

Path display name:

Tutorial part 1

Starting location

Trentwood Yard

Ending location

Kreiger Aluminum Siding

☑ Player driveable path?

Leave path editor

Highlight

☐ Optional Path Section

..prev   ..next

☐ Mouse   Broken

Fuel status: 100%
                               100%
                               100%

Start time:

Conditions and

Season:

Weather:

Hazard freq: 0%

People: 0%

Traffic Pattern

None

Delete   Edit   Use as template   New

Template   Delete

View work order

	100	50	25	0	
Failed signals:				0	Reset
Reduced speed zones:				0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Time [0] [0] [0]   Time acceleration [1x]   Play

00.00   23:59

Reset all fixed objects

Recycle Bin

start   Train Simulator Activit...   Trainsim   9:50 PM

North Eastern Railroad

Activity Tutorial - 29

artimrj - Wed Dec 28, 2005 4:17 pm
Post subject: 29

OK we are finished with the path, so we can now exit the Path Editor. Click on the the LEAVE PATH EDITOR button in the Path Editor window. You will be prompted with a window that asks "Do you want to save path changes?" Yes we do. That window closes and all thats left is the Service Editor window. Click on Ok to close it and save the service. It saves automatically when you close the window.

North Eastern Railroad

Activity Tutorial - 30

artimrj - Wed Dec 28, 2005 4:29 pm
Post subject: 30

We have now completed all the "required" steps needed to actually SAVE our activity. So go to the FILE MENU and choose SAVE AS or SAVE. These two work just like any other windows program uses them. SAVE AS lets you save the file with a new name or an original name. SAVE would save the file with the same name it had when opened or in this case it is a new filename completely.

Even though we have not really set anything up to do other than the path it is a good idea to actually run your new activity to make sure it works. You can also note how long it takes you to get where your going to get the activity length in time. You can view the area that you will be driving and formulate some kind of a scenerio that can be added to the briefing to liven up the activity.
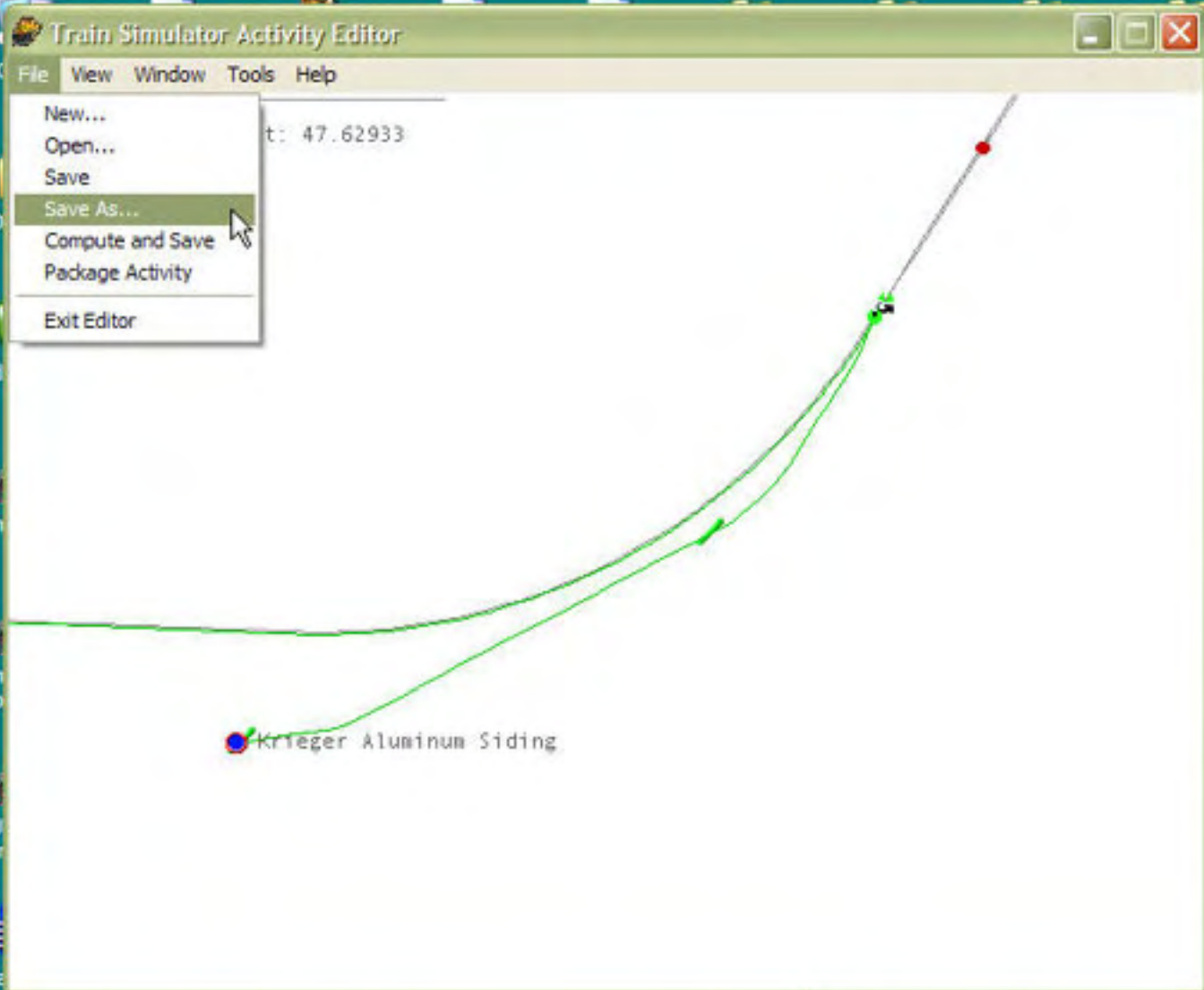
So once you have saved the activity, go ahead and exit the Activity Editor and give your activity a trial run. You will find it under NERR's Hoodoo Pass as "Tutorial part 1".

Then we will continue with this activity, so you will need it to open back up when we do in the upcoming parts.

NOTE: if we had other activities allready made or installed, they would display in the larger window labled other activities.

Train Simulator Activity Editor

File   View   Window   Tools   Help

Save As

File name: Tutorial part 1

Save as type: Activities (*.act)

Save   Cancel

OTHER ACTIVITIES

Krieger Aluminum Siding

Activity

Display name: Tutorial part 1

Difficulty: ● Easy   ○ Medium   ○ Hard

Duration: 0   :   00

Edit Activity description   Edit Activity brief

Player

Player service: Tutorial part 1

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: ————————————————   100%

Water: ————————————————   100%

Diesel: ————————————————   100%

Start time: 12   :   00

Conditions and Hazards

Season: Summer

Weather: Clear

Hazard freq: Animals: ————   0%

People: ————   0%

Traffic Pattern

None

Delete   Edit   Use as template   New

Time :   0   0   0   Time acceleration   1x   Play

Failed signals:			0	Reset	
Reduced speed zones:			0	Reset	
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

00:00   23:59

Reset all fixed objects

Recycle Bin

🟢 start   Train Simulator Activit...   Trainim   9:51 PM

North Eastern Railroad

Activity Tutorial - 31

artimrj - Wed Dec 28, 2005 9:07 pm
Post subject: 31

OK now that you ran your activity, you know it takes approximately 18 minutes to go from Trentwood Yard to Krieger Aluminum Siding.
Some things you may have noticed:
Your start speed in the yard was 70 MPH according to the Track Monitor (F4). This is a quirk of MSTS, where in we started on a siding. If we started on the mainline and went into the siding, the speed would be 25 MPH.
Usually the next speed limit listed on the track monitor is the speed you should be doing in the starting area. In this case 25 MPH.
When your write your briefing you may want to note this to the engineer, that even though the speed listed is 70 MPH (which is the route default speed), you can only go 25 MPH, then follow normal speed postings after the first actual speed limit sign.
You can also make a pop up to tell the engineer something about the speed limits.
You should have also noticed our starting point is directly in front of the "train washer". We can use this as part of our activity by adjusting the start point so the engineer will have to drive through it and pretend he is getting the train washed. You can see the washer in the pic.
The next pic shows you the first switch we changed to make the path go to the north.
The 3rd pic shows you us picking the lower track at Trentwood.
The 4th pick is coming up on Kreiger Aluminum Siding.
At Kreiger Aluminum you may have noticed that the reverse point took us quite a ways from the switch. We will want to adjust this closer to the switch to make it more lifelike.
Another thing you may have noted is that we were at the Trentwood Station around 12:05 and were coming to Krieger at around 12:15. These times are noted for us to use for AI traffic we will be making.

TRACK MONITOR   [X]
LIMIT: 70 mph
CURRENT: 0 mph
PROJECTED: 0 mph

SPEED   MILEPOST

60

60

25

SIGNAL
DISTANCE:

TRACK MONITOR X
LIMIT   70 mph
CURRENT   18 mph
PROJECTED 17 mph

SPEED: MILEPOST

        1.2

    60

60

    25

SIGNAL Clear
DISTANCE 0.3 miles

Speed: 23 mph
Throttle: 0%
Reverser: Fwd
Train brake: (RELEASED)
Dynamic brake: 0.00%
APCo brake:0.00 %.

Brake pipe: 89 psi
Brake cylinder: 0 psi
Main res: 90 psi
EQ res: 90 psi
Fuel: 1900 gallons

TRACK MONITOR   [X]
LIMIT: 25 mph
CURRENT: 23 mph
PROJECTED: 22 mph

SPEED   MILEPOST

                1.2

60

    60

SIGNAL:Clear
DISTANCE:0.4 miles

NEXT STATION
Time:12:05:03   Next Station:
           Station   Arrive   Actual   Depart   Actual

Loading time: 00 00

Krieger Aluminum Siding

BNSF
2081

TRACK MONITOR [X]
LIMIT: 30 mph
CURRENT: 26 mph
PROJECTED: 25 mph

SPEED: MILEPOST

60   7 9
0

SIGNAL:Stop
DISTANCE:1.2 miles

NEXT STATION [X]
Time:12:13:51   Next Station:
          Station   Arrive Actual Depart Actual

Loading time: 00:00

North Eastern Railroad

Activity Tutorial - 32

artimrj - Tue Feb 14, 2006 1:45 pm
Post subject: 32

Now that we took our little test run it is time for a few adjustments. Open the Activity Editor back up and then open our activity.
Click on the FILE menu and choose OPEN. You will see you are presented with the routes installed on your system. We need PR_NERR.
After you choose PR_NERR you see all the folders in the PR_NERR folder, we need the ACTIVITIES folder. Double click on the ACTIVITIES folder to navigate to it. Inside it you will find our Tutorial part 1. Select and Open it.
Once the tutorial activity opens, zoom and move to the lower left of the route where our starting point is.

Train Simulator Activity Editor

File   View   Window   Tools   Help

Open

Look in: ROUTES

- 3DTS_DONNER1
- Cajon
- CNW
- EUROPE1
- EUROPE2
- JAPAN1
- JAPAN2
- P&A_Clinton_Sub
- Pacific_Surfliner
- Pocahontas
- PR_NERR
- RtCntrl-route
- SR_FBLine3
- tehachapi2
- TUTORIAL ROUTE
- USA1
- USA2
- USA_NCR2
- WandCRR1a
- whitefish5_RR
- Willamette Pass

My Recent Documents
Desktop
My Documents
My Computer
My Network Places

File name: [   ]   Open

Files of type: Activities (*.act)   Cancel

Activity

Display name: [   ]

Difficulty: ○ Easy   ○ Medium   ○ Hard

Duration: [0] : [0]

Edit Activity description   Edit Activity brief

Player

Player service: [   ]

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: |—
               Water: |—
               Diesel: |—

Start time: [0] : [0]

Conditions and Hazards

Season: Spring

Weather: Clear

Hazard freq: Animals: |—
               People: |—

Traffic Pattern

[   ]

Delete   Edit   Use as template   New

Time : 0 0 0   Time acceleration 1x   Play

Failed signals:			0	Reset
Reduced speed zones:			0	Reset
Fuel %	100	50	25	0
Coal:	0	0	0	0 Reset
Water:	0	0	0	0 Reset
Diesel:	0	0	0	0 Reset

Reset all fixed objects

00:00   23:59

My Computer
My Documents
Media Center
Train Simu
Train Simu Editors & T
FULL Tra Simulato
Raildriv
Train Sto
TS scaled
Recycle Bin

start   C:\Documents and Se...   Train Simulator Activit...   Trainsim   7:07 AM

Train Simulator Activity Editor

Lon: -118.26087 Lat: 47.60808

Passegger Maintanence 2
Passenger Service Maintanence 1

Washrack/Diesel/Coal/Water

Lead Track East

South/SE Route Extension

File   View   Window   Tools   Help

Time : | 0 | 0 | 0 | Time acceleration | 1x ▾ | Play

00:00   23:59

Failed signals:			0	Reset
Reduced speed zones:			0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Reset all fixed objects

Activity

Display name: Tutorial Part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: | 0 | : | 00 |

Edit Activity description   Edit Activity brief

Player

Player service: Tutorial Part 1   ▾

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: ────────────────── 100%

Water: ────────────────── 100%

Diesel: ────────────────── 100%

Start time: | 12 | : | 00 |

Conditions and Hazards

Season: Summer   ▾

Weather: Clear   ▾

Hazard freq: Animals: ─|──────────── 0%

People: ─|──────────── 0%

Traffic Pattern

None   ▾

Delete   Edit   Use as template   New

Recycle Bin

start   C:\Documents and Se...   Train Simulator Activit...   Trainsim   7:08 AM

North Eastern Railroad

Activity Tutorial - 33

artimrj - Tue Feb 14, 2006 3:16 pm
Post subject: 33

OK now we are going to adjust the starting point so you will have to drive through the engine washer.
In the Player Section, click on EDIT next to PLAYER SERVICE. This will bring up the PLAYER SERVICE EDITOR.
We need to adjust the PATH, so click on EDIT under the PATH section.
You can zoom further in if you like. You see the blue circle, that is our starting point. Drag it closer to the end of the spur.
Close the PATH EDITOR window by clicking LEAVE PATH EDITOR.
Answer YES to save your changes.
Then exit the SERVICE EDITOR by clicking OK.

Train Simulator Activity Editor

File View Window Tools Help

Service editor

Name: Tutorial part 1

Display name: Tutorial Part 1

Expected player performance: 75

Start speed: Miles per hour: 0

End speed: Miles per hour: 0

Consist:

Tutorial Part 1

New | Edit | Use as template | Delete

Path:

Tutorial Part

New | Edit | Use as template | Delete

Stops

Stations	

OK | Cancel

2

Time: 0 0 0   Time acceleration 1x   Play

00:00   23:59

Activity

Display name: Tutorial Part 1

Difficulty: ⦿ Easy ○ Medium ○ Hard

Duration: 0 : 00

Edit Activity description | Edit Activity brief

Player

Player service: Tuto...

N... | Edit | ...se as template | Delete

Edit ... | View work order

Fuel status: Coal: 100%

Water: 100%

Diesel: 100%

Start time: 12 : 00

1

Conditions and Hazards

Season: Summer

Weather: Clear

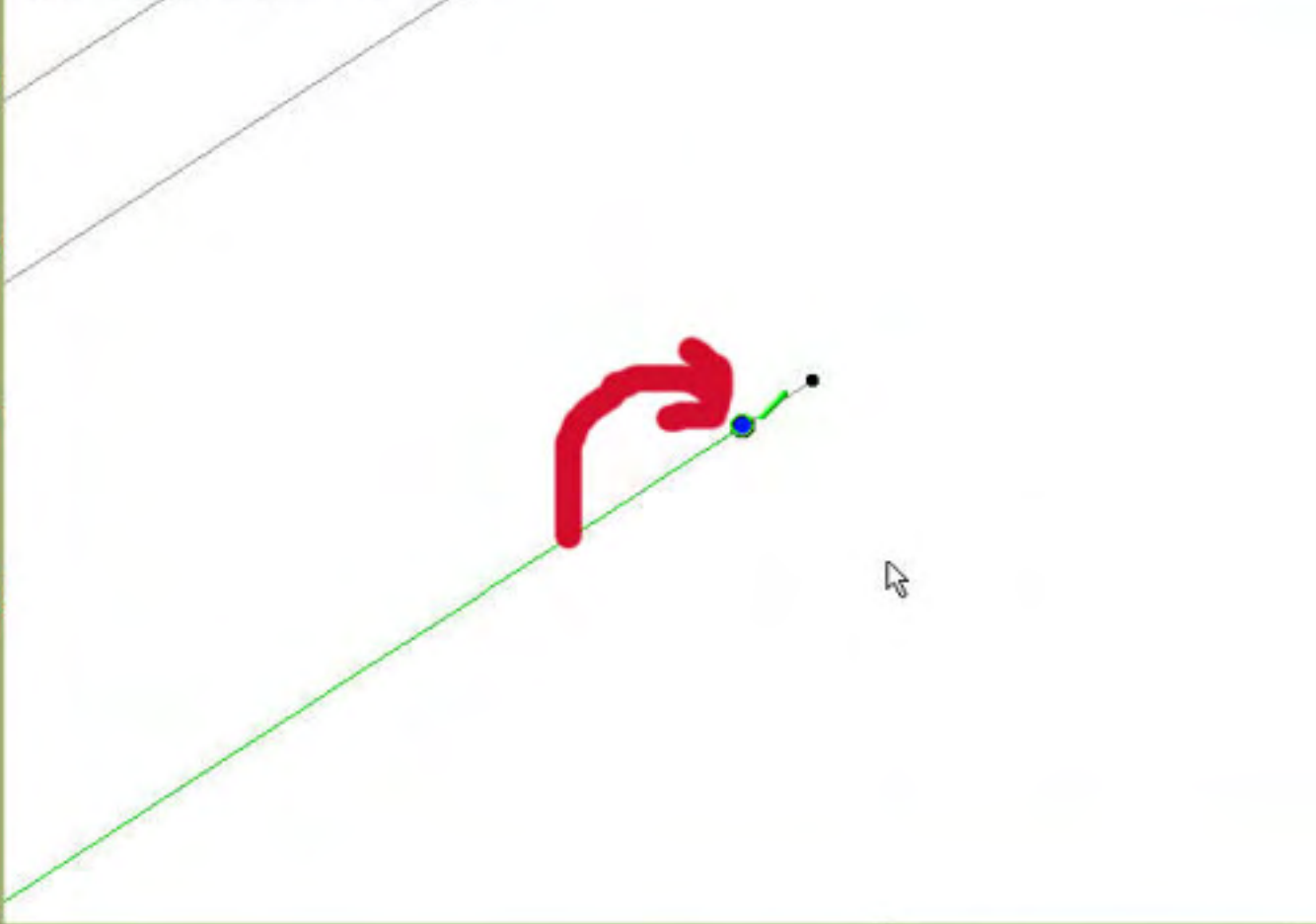Hazard freq: Animals: 0%

People: 0%

Traffic Pattern

None

Delete | Edit | Use as template | New

Failed signals:			0		Reset
Reduced speed zones:			0		Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Reset all fixed objects

Passegger Maintanence 2
Passenger Service Maintanence 1
el/Coal/Water
Lead Track East
South/SE Route Extension

start   C:\Documents and Se...   Train Simulator Activit...   Trainsim   7:08 AM

Recycle Bin

Train Simulator Activity Editor

File   View   Window   Tools   Help

Lon: -118.26441 Lat: 47.60707

Activity

Display name: Tutorial Part 1

Difficulty: ⦿ Easy   ◯ Medium   ◯ Hard

Duration: 0 : 00

Edit Activity description   Edit Activity brief

Player

Player service: Tutorial Part 1

Path editor

Path display name:

Tutorial Part 1

Starting location

Trentwood Yard

Ending location

Krieger Aluminum Siding

☑ Player driveable path?

Leave path editor

Highlight

☐ Optional Path Section

..prev   ..next

☐ Mouse   Broken

Use as template   Delete

View work order

Fuel   100%
        100%
        100%

Start

Cond

Seaso

Weat

Haza

People: 0%

Traffic Pattern

None

Delete   Edit   Use as template   New

Failed signals: 0   Reset
Reduced speed zones: 0   Reset
Fuel % 100 50 25 0
Coal: 0 0 0 0   Reset
Water: 0 0 0 0   Reset
Diesel: 0 0 0 0   Reset

Time 0 0 0   Time acceleration 1x   Play

00:00   23:59

Reset all fixed objects

Recycle Bin

start   C:\Documents and Se...   Train Simulator Activit...   Trainsim   7:09 AM
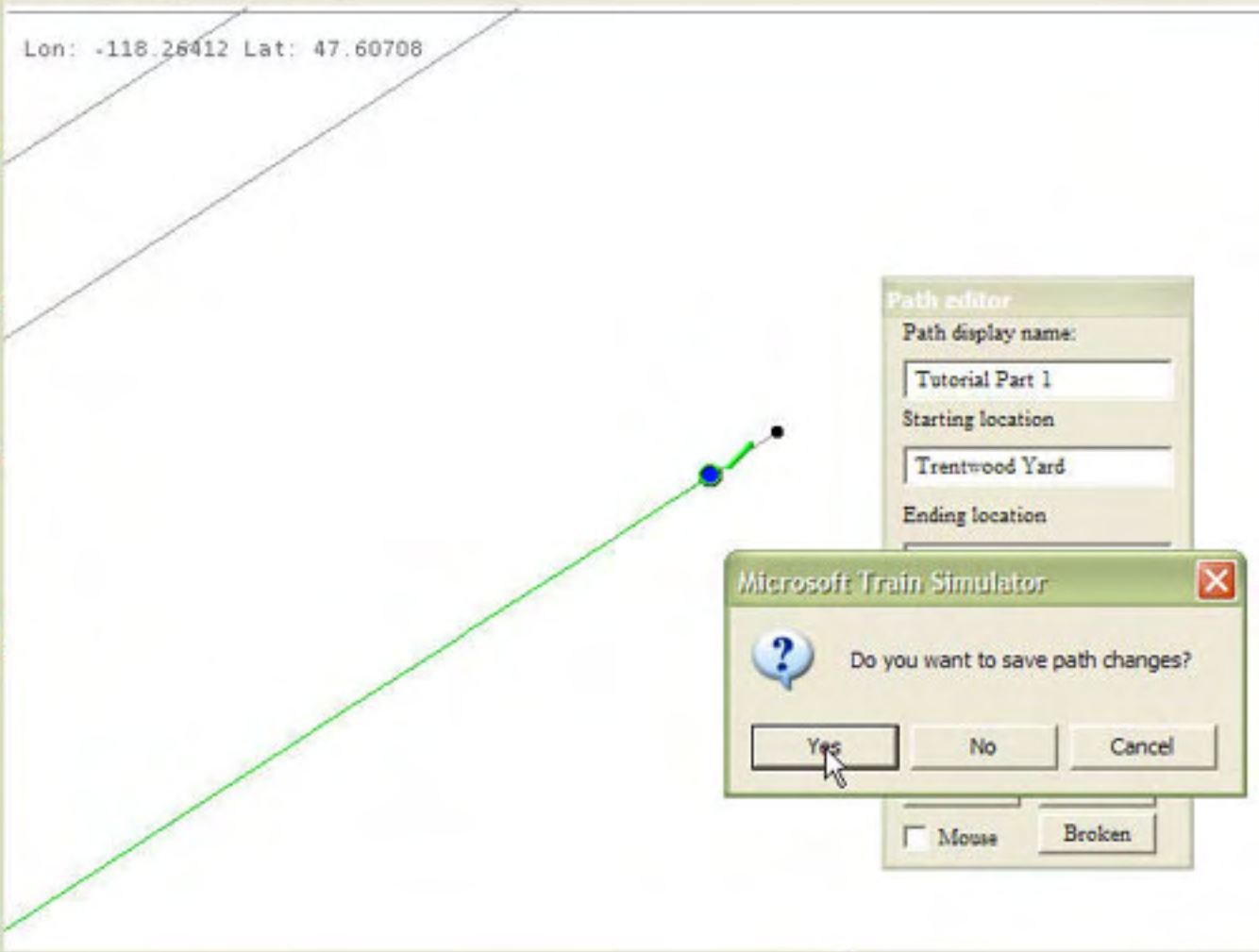
Train Simulator Activity Editor

File View Window Tools Help

Lon: -118.26412 Lat: 47.60708

Path editor

Path display name:

Tutorial Part 1

Starting location

Trentwood Yard

Ending location

Microsoft Train Simulator

? Do you want to save path changes?

[Yes]   [No]   [Cancel]

☐ Mouse   Broken

Activity

Display name: Tutorial Part 1

Difficulty: ⦿ Easy   ◯ Medium   ◯ Hard

Duration: 0 : 00

[Edit Activity description]   [Edit Activity brief]

Player

Player service: Tutorial Part 1

[New] [Edit] [Use as template] [Delete]

[Edit timetable]   [View work order]

Fuel status: Coal: 100%
                Water: 100%
                Diesel: 100%

Start time: 12 : 00

Conditions and Hazards

Season: Summer

Weather: Clear

Hazard freq: Animals: 0%
                People: 0%

Traffic Pattern

None

[Delete]   [Edit]   [Use as template]   [New]

Time 0 0 0   Time acceleration 1x   [Play]

Failed signals:				0	Reset
Reduced speed zones:				0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

00:00   23:59

[Reset all fixed objects]

Recycle Bin

🏁 start   C:\Documents and Se...   Train Simulator Activit...   Trainsim   7:09 AM

Train Simulator Activity Editor

File   View   Window   Tools   Help

Service editor

Name: Tutorial part 1

Display name: Tutorial Part 1

Expected player performance   75

Start speed: Miles per hour   0

End speed: Miles per hour   0

Consist:

Tutorial Part 1
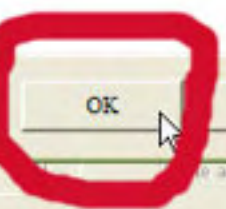
New | Edit | Use as template | Delete

Path:

Tutorial Part 1

New | Edit | Use as template | Delete

Stops:

Stations	

OK   Cancel

Activity

Display name: Tutorial Part 1

Difficulty: ○ Easy   ○ Medium   ○ Hard

Duration: 0   :   00

Edit Activity description   Edit Activity brief

Player

Player service: Tutorial Part 1

New | Edit | Use as template | Delete

Edit timetable   View work order

Fuel status: Coal: 100%
               Water: 100%
               Diesel: 100%

Start time: 12   :   00

Conditions and Hazards

Season: Summer

Weather: Clear

Hazard freq: Animals: 0%
               People: 0%

Traffic Pattern

None

Delete   Edit   Use as template   New

Time   acceleration   1x   Play

Failed signals: 0   Reset
Reduced speed zones: 0   Reset

Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

00:00   23:59

Reset all fixed objects

Recycle Bin

start   C:\Documents and Se...   Train Simulator Activit...   Trainsim   7:09 AM

North Eastern Railroad

Activity Tutorial - 34

artimrj - Tue Feb 14, 2006 5:37 pm
Post subject: 34

Now scroll and zoom up to Krieger Aluminum where we have our reverse point. We need to adjust it so it is closer to the switch. A real engineer would not go 1/4 mile past it, he would only go as far as he had to in order to clear it, then the conductor might not have to walk so far to throw the switch.
The problem with MSTS is you can n ot have a reverse point too close to a switch or the reverse point will malfunction and never disappear from the track monitor. You may have seen this allready where the white arrow on the track monitor gets real close to you like your going to run it over, then jumps ahead of you so you have to chase it again. You will never catch it!
The VCR play back mode at the lower left of the AE can help us here a little. Under the TOOLS menu, choose the only option there, VERIFY STARTING STATE. When you do this the clock changes to the time of our activity and a small blue rectangle with a circle on it appears at the starting point of our path. We are zoomed in now so you cant see it, but if you like you can zoom out and check. We will be bringing it in to view shortly.
In the VCR section you see several things. A button that says TIME: and the numeric time is next to it. If you click this button it will let you enter the time in hours/minutes/seconds just like that which is displayed. Our clock is at Noon 12:00:02.
You also see a slider at the bottom with hours at each end. If you didn't want to enter a time in with the TIME button, you can drag the slider to the appropriate time. The value will show next to the TIME button when you use the slider.
In the middle of the VCR section is a drop down box with increments on it. 1x 2x 4x this lets you accelerate the simulated time. It takes approximately 12 minutes to get to Kreiger aluminum and we really dont want to sit here and wait 12 minutes, so we ACCELERATE the time.
Choose a time, 4x is good and then click on the PLAY button. If you zoom out you can see the engine symbol moving along the path. If you wait until around 12:09:20, you will see it coming up on our screen shot zoom. See how far away the reverse point from us and the switch? At this time you want to open the PLAYER SERVICE EDITOR and EDIT the PATH, just like we did for the starting point. Only this time you will just be moving the reverse point. You drag it just like you did the starting point. Drag it down by your engine symbol. Exit and save your path changes, exit the player service editor, then run your VCR mode test again. (Picture 4) Remember to choose VERIFY STARTING STATE under the TOOLS menu each time your start the test.
NOTE: You can also enter the time in with the time button to around 12:09:00 so you dont have to wait so long. Once you hit the PLAY button, watch your train come to the reverse point, stop, and then reverse into Krieger siding. **IF IT DOES NOT** reverse and just sits there, you have the reverse point too close to the switch. Open the player service editor and edit the path and move the reverse point a little further away from the switch and run the VCR test again.
When you are satisfied that you are not going too far past the switch and the reverse point is functioning, go under the FILE menu and SAVE the activity.
REMEMBER: No part of your train can touch a switch that is going to be thrown and a reverse point at the same time. If your touching the switch, the reverse point will never work.

Train Simulator Activity Editor

File View Window Tools Help

Lon: -118.15076 Lat: 47.62334

TIME SLIDER

TIME ACCELERATION

GAME TIME

PLAY VCR MODE
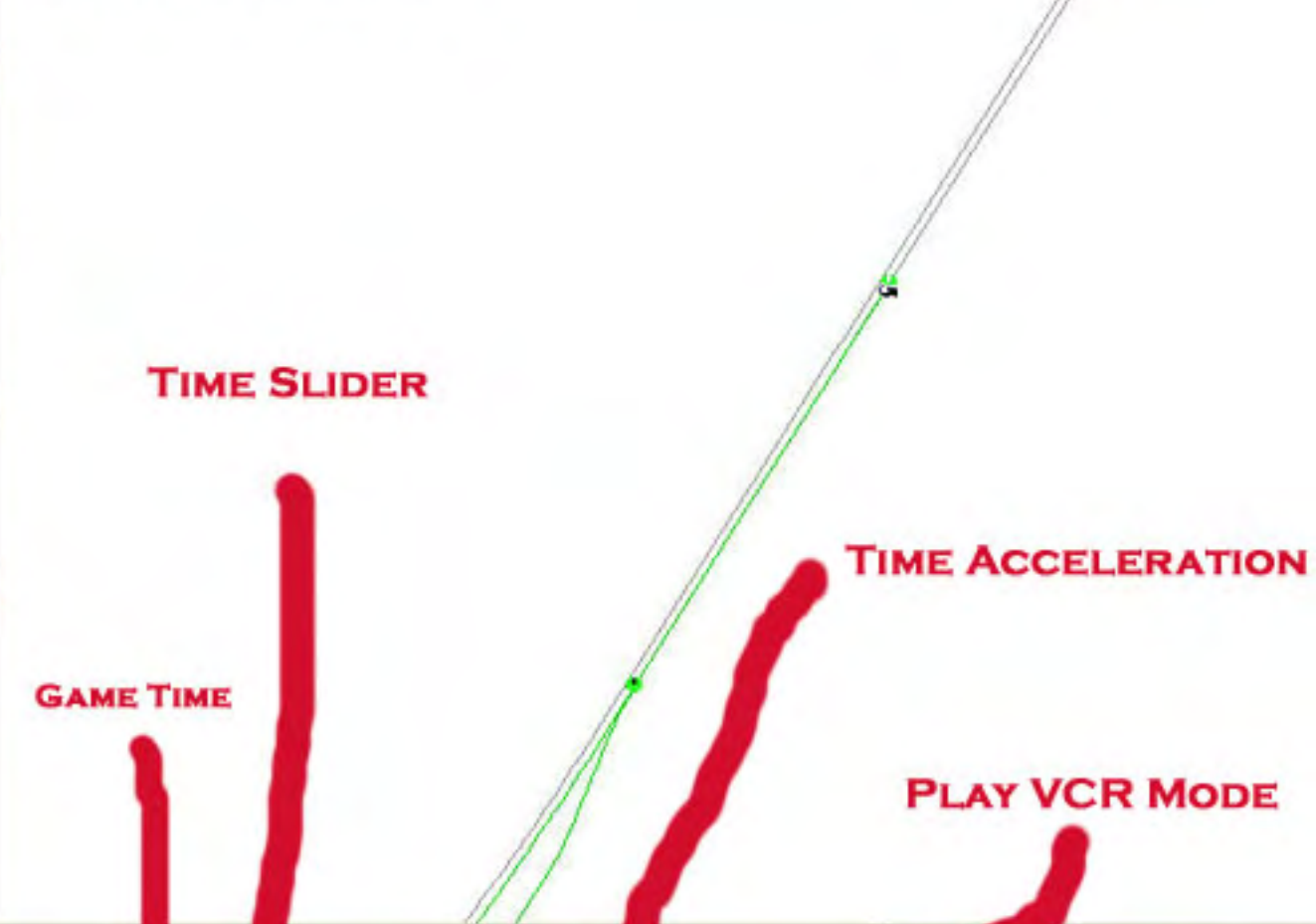
Time : | 12 | 0 | 2 | Time acceleration | 1x ▼ | | Play |

1x
2x
4x
8x
16x
32x
64x

00:00   23:59

signals:			0	Reset
Reduced speed zones:			0	Reset
Fuel %	100	50	25	0	
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

| Reset all fixed objects |

Activity

Display name: | Tutorial Part 1 |

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: | 0 | : | 00 |

| Edit Activity description | | Edit Activity brief |

Player

Player service: | Tutorial Part 1 ▼ |

| New | | Edit | | Use as template | | Delete |

| Edit timetable | | View work order |

Fuel status: Coal: ———————— 100%

Water: ———————— 100%

Diesel: ———————— 100%

Start time: | 12 | : | 00 |

Conditions and Hazards

Season: | Summer ▼ |

Weather: | Clear ▼ |

Hazard freq: Animals: |——————— 0%

People: |——————— 0%

Traffic Pattern

| None ▼ |

| Delete | | Edit | | Use as template | | New |

Recycle Bin

start | C:\Documents and Se... | Train Simulator Activit... | Trainsim 7:10 AM

Train Simulator Activity Editor

File View Window Tools Help

Lon: -118.15427 Lat: 47.62397

**NOTE THE TIME
12:09:45**

Time : 12 9 45   Time acceleration 1x ▼   Play

00:00   23:59

Failed signals:			0	Reset
Reduced speed zones:			0	Reset
Fuel %	100	50	25	0
Coal:	0	0	0	0	Reset
Water:	0	0	0	0	Reset
Diesel:	0	0	0	0	Reset

Reset all fixed objects

Activity

Display name: Tutorial Part 1

Difficulty: ⦿ Easy   ○ Medium   ○ Hard

Duration: 0 : 00

Edit Activity description   Edit Activity brief

Player

Player service: Tutorial Part 1 ▼

New   Edit   Use as template   Delete

Edit timetable   View work order

Fuel status: Coal: ———————————— 100%

Water: ———————————— 100%

Diesel: ———————————— 100%

Start time: 12 : 00

Conditions and Hazards

Season: Summer ▼

Weather: Clear ▼

Hazard freq: Animals: ——J———————— 0%

People: —J————————— 0%

Traffic Pattern

None ▼

Delete   Edit   Use as template   New

Recycle Bin

🔁 start   Adobe Phot...   North Easte...   C:\WUTemp   SNAG-0015...   Train Simula...   Trainsim » 5:01 PM