A Mornings Freight Work scenario pack

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I know there might seem to be little variety in the rolling stock in these scenarios but I wanted to use just two packs so it can be run by as many people as possible. The required items for these scenarios are:

Western Lines of Scotland from Steam: http://store.steampowered.com/app/222554/?snr=1_7_15__13

IHH Port Road Green Diesel pack Chapter 1 for Iron Horse House : http://www.ironhorsehouse.co.uk/

These three scenarios are purely fictitious and in no way meant to represent any actual timetable, services or prototypical operations.

They were written for my own enjoyment and learning and I hope you enjoy them as well.

As you will see I was getting a little bored with freight runs that were just from A to B although with plenty of interaction with Ai traffic.

Also I thought does a driver actually just do a one 1 hour run and then clock off for the day? No.

These three scenarios represent my thoughts on a mornings work for one driver based at Dumfries.

A Mornings Freight Pt 1

Your class 27 is not quite ready yet so you have been asked to shunt the train together that you will be taking out this morning using a class 17. The wagons are in the yard across the main lines, which is where you have to make your way to. Full instructions are given in the work orders that pop up on screen. Make your way back to the shed when the train has been completed and left ready for departure.

A Mornings Freight Pt 2

Your class 27 is now ready for you to take and collect the train you have prepared earlier. The train speed is restricted to 45 mph but be aware even at this speed it can take a while to come to a stop. Once you hit the Port Road it should be a nice pleasant run down to your first stop at Dalbeattie. Here you will have to complete some shunting moves and reassemble your train ready for the short run down to Castle Douglas.

A Mornings Freight Pt3

NOTE

Due to an apparent issue with two of the signals at Castle Douglas you NEED to run this scenario with 'Exit on SPAD' turned OFF. These two signals are not clearing nor are they responding to the tab or control and tab for asking permission to pass a signal at danger.

Ready now for the short run down to Castle Douglas where you will drop these wagons in a siding for the local engine to sort out. You are tasked with taking some empty tankers down to the oil terminal at Kirkcudbright and swapping them over for some full ones. The full ones need to be returned up to Castle Douglas where your mornings work will be complete and it will be time for lunch.

Scenario Installation

1. Unzip this package to a temporary folder, e.g. C:\Temp

2. Start the 'Package manager' using the Utilities.exe found in the folder 'Steam\steamapps\common\railworks'

3. At The top of the Train Simulator Utilities screen there are five tabs with options: Select the one Called Package Manager

4. Click the Install Button on the right hand side of the screen that has now displayed.

5. It will open your windows file explorer. You will now have to use that to navigate to the pack "A Mornings Freight scenario pack.rwp". This means it has to have been unzipped and you need to recall where you "left it" so to speak. If you forget then just unpack it again and make a mental note.

6. Double Click on the .rwp file to 'load' it.

7. Depending on file size, it will show a Green Bar as the package manager installs the file.

8. Close the package manager. The scenario pack will now be available.

9. Clear the Blueprint Cache.
   This is done by opening TrainSimulator game, Select Main Menu, Select Game Settings, Select Tools then Select Clear Cache. Your game will restart.