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MARLEYMAN'S SCENARIO CREATION TUTORIAL TS2013



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TS2013 Scenario Creation Tutorial | Marleyman

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Creating a Scenario TS2013

Creating a Scenario for Railworks TS2013

Part One

By

Marleyman

Key

Any handy tips will have this icon.



Any Cautionary notes or tools you should be careful with will have this icon.



Text in this colour means you should be clicking on something or selecting something on screen.

Text in this colour means you should be typing something into a box on the screen.

I would recommend you run the included 15 min scenario before you do anything. That way you will know what you are about to build. You can also open the scenario in the editor to help you understand what I have done.

Install the scenario using the Utilities before progressing.



A1 Tornado from my A1 v's A1 Scenario for Newcastle to York Modern.

This tutorial is for New Scenario Designers in Railworks TS2013 and will walk you through creating a Passenger Scenario for the London to Brighton Route using a Class 377 Electrostar electric multiple unit in Southern livery.

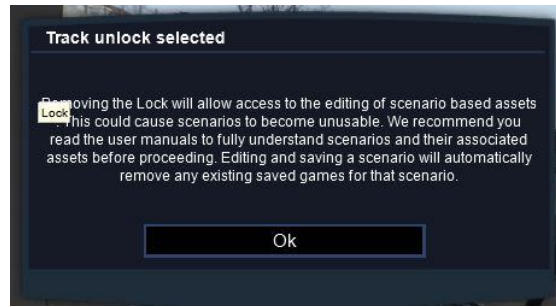
In some routes you will need to Unlock the Route, to do that select Any scenario for the route you want to create scenarios for. In this case London to Brighton. Load any scenario as normal. When the scenario Loads press [Ctrl E] on your keyboard. You will get this Screen.



To exit from this Editor without damaging the scenario just **click the big orange arrow**.

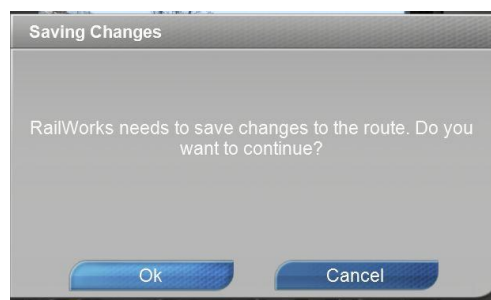
We are interested in this Lock here. **Click on it**. Not in this tutorial! In your game ;)

Railworks will pop up a warning like this;

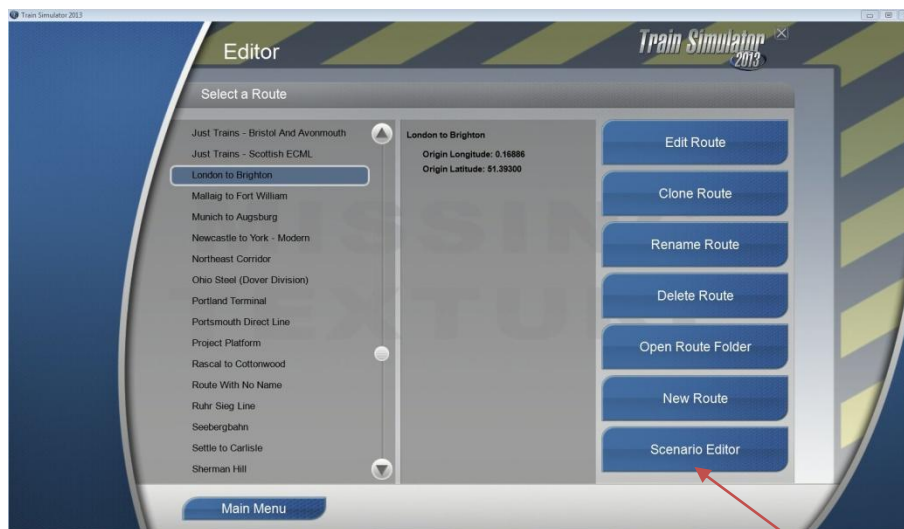
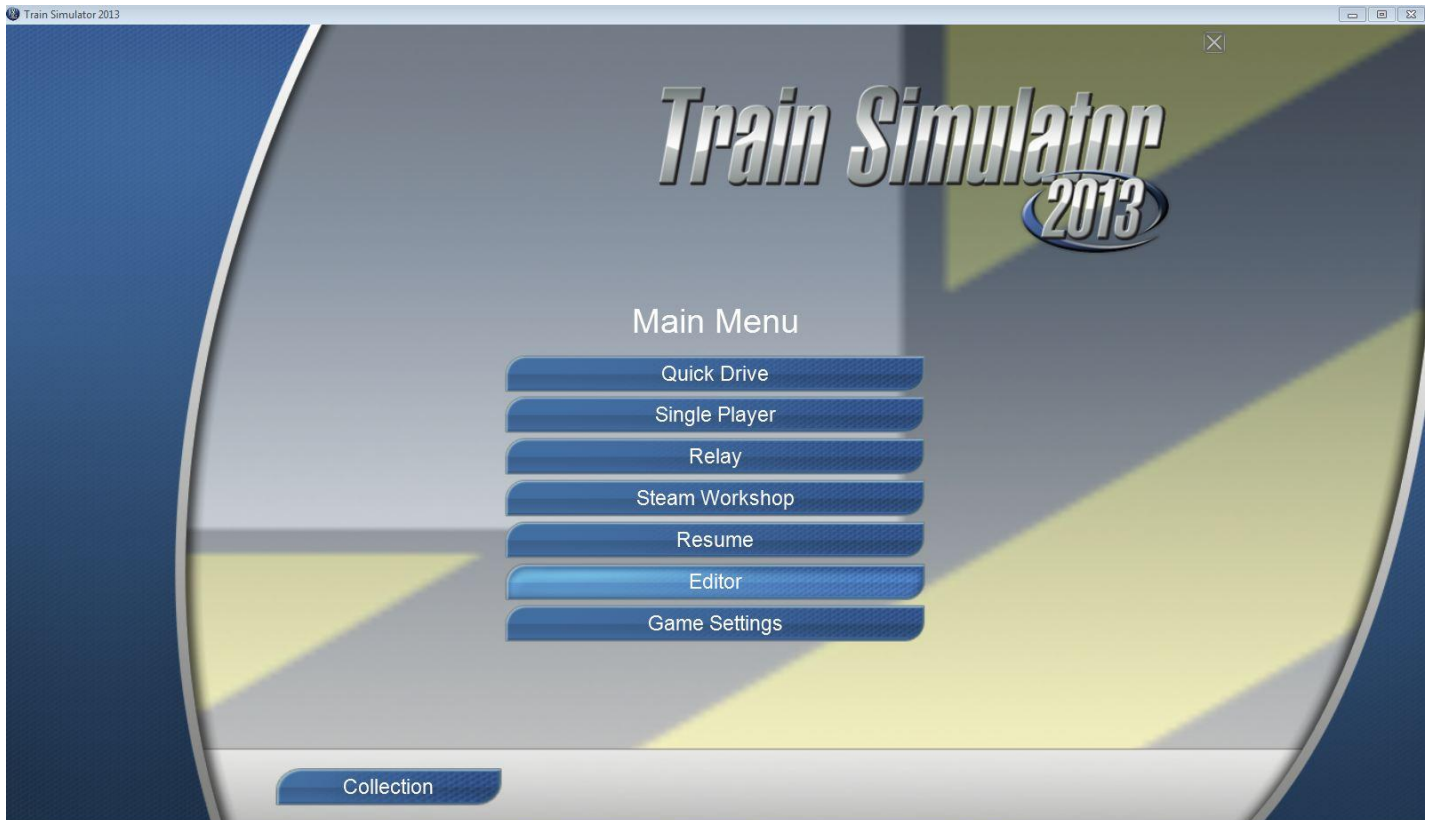


Select **OK**. You can now edit or create a scenario for this Route using the TS2013 Editor. You may have to do this with all your Routes before creating a scenario for them.

The Saving Changes box will pop up, so select **OK** again and the scenario will load for playing. Now just exit the scenario like you usually do because we don't want to play this one.

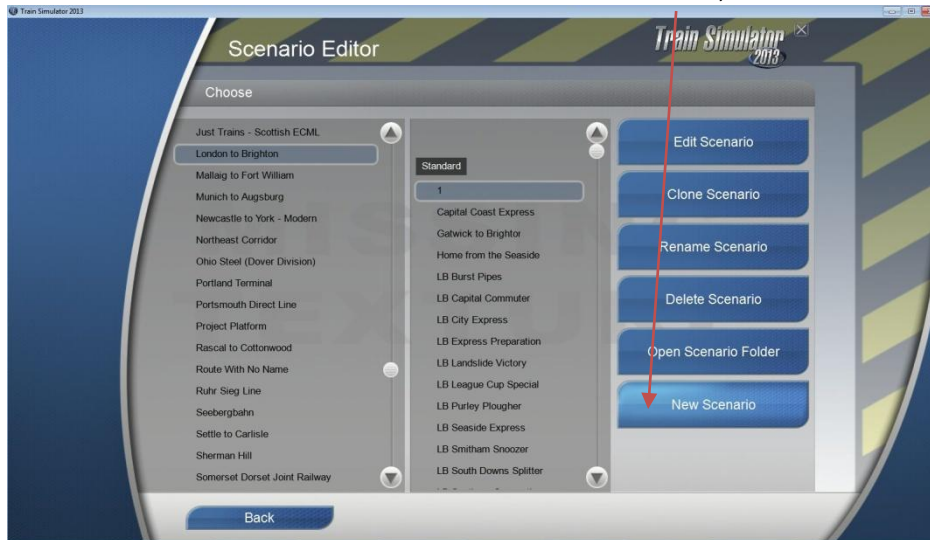


Start TS2013 as normal and at this screen select **Editor**

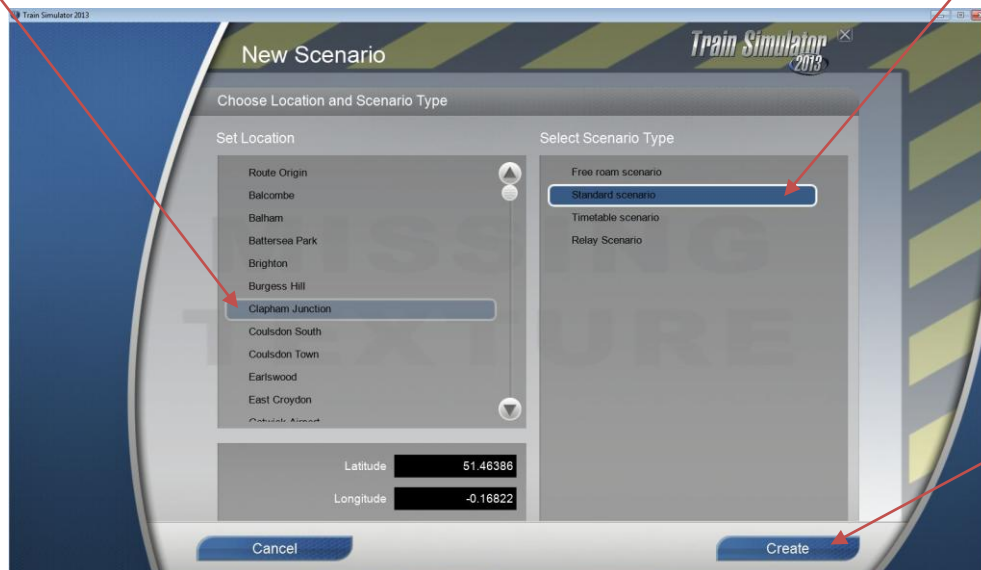


For this Tutorial Select the **London to Brighton** Route then click on **Scenario Editor**

From the next screen select **New Scenario**;



The New Scenario Screen will open and offer a lot of choices for Start Locations and Scenario Types. As you get to know your routes, start location will become easy. For this tutorial we will set the Scenario Type as **Standard** and Start Location as **Clapham Junction**.



Click on the **Create** Button

When the New Scenario box pops up, give your scenario **a name**.
I have gone for the rather long title of,
[MM] Marleyman's TS2013 Scenario Creation Tutorial Pt1



The [MM] at the beginning is a useful 'signature' to keep more than one scenario for a route, grouped together.



You can call your scenario something suitable. When the Scenario has been created, it will appear in the Selection Screen. You can then Select that Scenario and Choose Edit Scenario from the Menu in future. TS2013 will now load the Scenario in the Editor when you want to edit it later.

For now, it will load the Editor.

You may be presented with a Screen Like this;



My Scenario marker is not so close to the tracks and needs to be moved to a better position as the scenario will always open upon this marker. Use **your Arrow Keys** and **perhaps your Right Mouse Button** to manipulate your view (the camera) to Zoom Out a bit. If the Scenario Marker is also out of place then you need to **Left Click** on it and **drag** it to a better position. I will move the marker to platform 15 over here. Better...? Good.



The Editor Screen and Tool Boxes

The Scenario Editor has many boxes that are hidden from view to maximise the screen viewing area when editing scenarios. Now would be a good time to at least introduce you to the boxes and let you know their names and a short description of their uses. To Expand these boxes **hover your mouse pointer** over them.

1. The **Tool Box**



2. The **Browser List**



3. The **Options Box**



Note the **PIN** on some boxes to hold the box open.



4. The **Quick Time Player**. Use with **EXTREME CAUTION** which I will explain later.



5. The Navigation Box



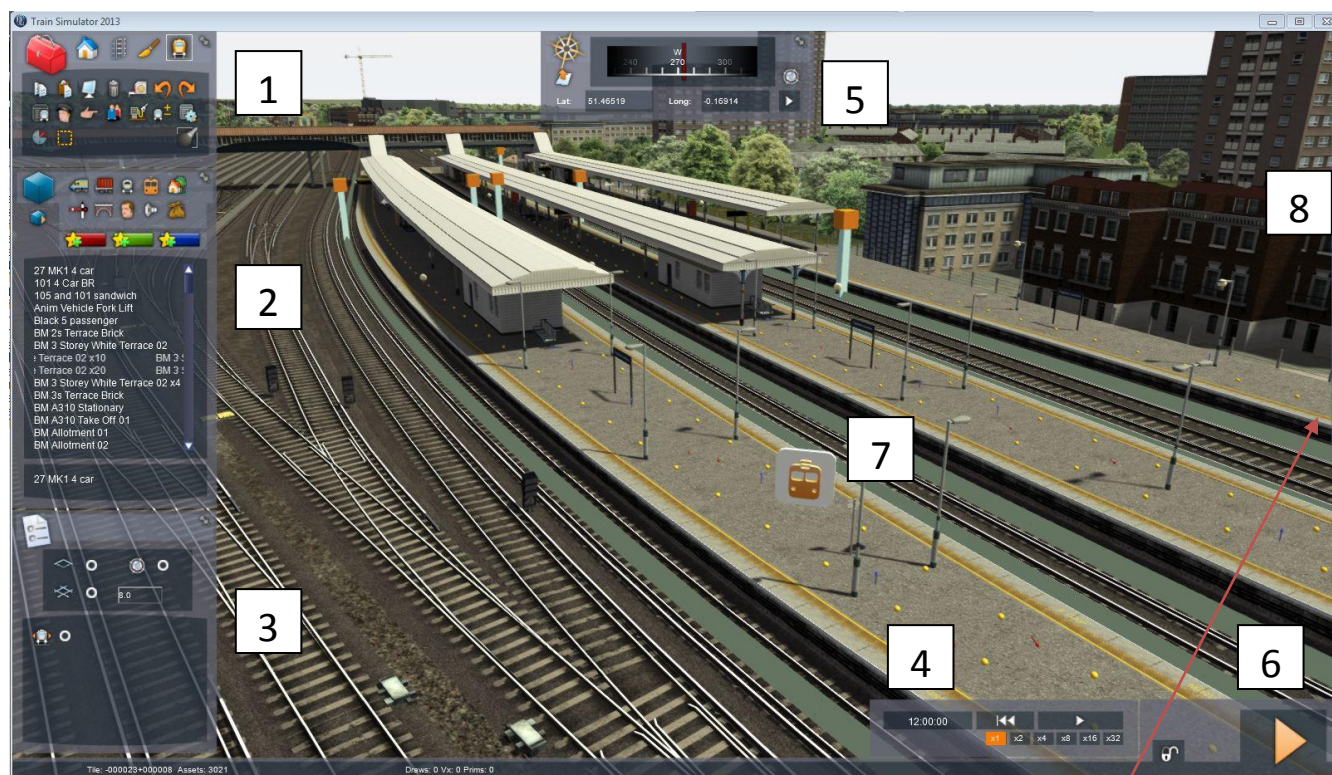
6. The Drive Box



7. Special Mention; The Scenario Marker



Here are all the tools on screen;



8. Selecting some tools within these boxes may cause another toolbox to appear on the right hand side of the screen and it may not be obvious to you at first. This screenshot has that box displayed on the right hand side. Not so easy to see here but I will let you know when to look for it.

All these tools can be Pinned to the Screen or Un-Pinned depending on your requirements. Just select the Pin at the top right of each tool box.

1. The **Tool Box**

Allows access to sub tools like Display, Consist Saver, Driver, Timetable view, passenger instructions. Also allows access to the World Editor so some care should be taken not to enter the World Route Editor.

2. The **Browser List**

One of your main tools, used to select the Object Set Filter (*Asset Providers*), add rolling stock and scenery items to your scenario

3. The **Options Box**

Used to select whole consists

4. The **Quick Time Player.**

Used to test run the scenario inside the editor. Warning this tool can destroy hours and hours of work in your scenario just with one errant click.



5. The **Navigation Box**

Can be used to instantly move around the 3D world instead of 'flying'.

6. The **Drive Box**

Used to enter the scenario in standard play mode.

7. Special Mention; **The Scenario Marker**

The details of your scenario, the weather and start time are stored here as well as the players initial start position.

8. **Hidden Properties**

This toolbox on the right hand side will have different functions depending on which initial tool launches the Properties box here. It can display asset providers, scenario details, route markers, siding and platform clutter markers...

Scenario Marker

Ok, let get to work by filling in some details about the scenario that all users will read before they decide to play your scenario. **Double Click** on your Scenario Marker and in the Scenario Marker Properties box that pops out on the right hand side of the screen, (yes, that hard to see box already) **fill in your Scenario Details**. A Briefing to give the Driver an overview of what s/he is meant to do. The Authors Name-that's you. The Start Location, Date and Time if you want to change that, and Weather, Season and Train Class.

This is the Scenario **Properties Box** and when you double click the Scenario Marker it will appear here, on the right. **Mouse Over** it to **expand** it then **pin** it to keep it open.



The Properties box contains the following fields from Top to Bottom.

Scenario Name This is the name which is displayed in the scenario list for the route.

Description The description that appears in the Scenario screen when a Scenario is selected.

Briefing Once the scenario has been loaded, the text in this field will appear when the player uses the Assignment Assistant. This can contain more technical information for the player to refer back to this when driving by pressing the <F1> key.

Author Your Name or Nickname

Start Location Either a general Location like Tyne Yard or a Specific Station, Clapham Junction

Date This is the date of the scenario in dd/mm/yyyy format, and is displayed in the scenario. The numbers entered here will not determine the season or weather and are purely for information purposes.

Rating This value you choose to indicate to a player the relative difficulty of the scenario, where 1 is easy and 4 is hard. This information is provided as a guide and has no other impact on the Scenario.

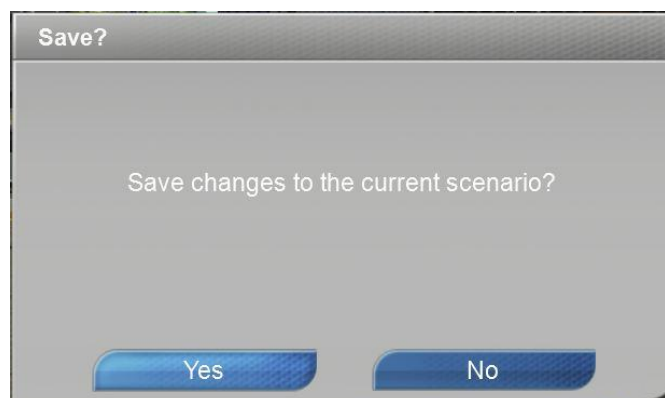
Duration This is an estimate, in minutes, of the approximate duration of the scenario. This is a guide for people wanting to play the scenario and has no other impact on the scenario.

Start Time This is the start time of the scenario, based on the 24 hour clock. The values entered here will directly affect the look of the scenario when it is played. Make sure you set the start time before placing any trains, changing this value afterwards will mean you have to update the start times of all trains

Weather There are a variety of pre-defined weather patterns to choose from.

Season Selecting a season will affect the textures on the route as well as dawn and dusk times and general lighting, but will not affect the weather.

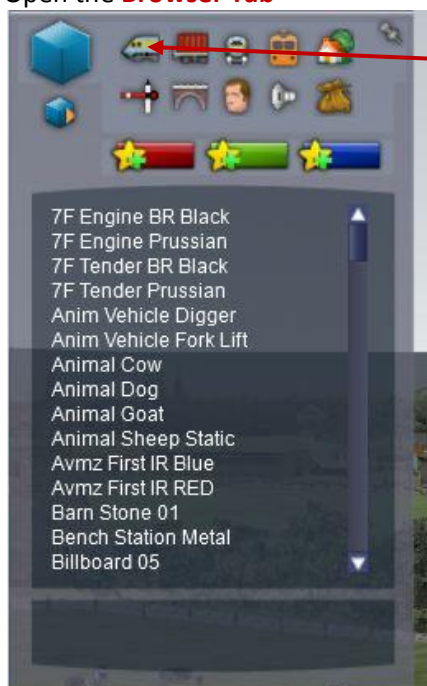
Class Diesel, Steam or Electric depending on the driving unit.
 Enter information about the scenario then **PRESS F2 and SAVE the Scenario!**



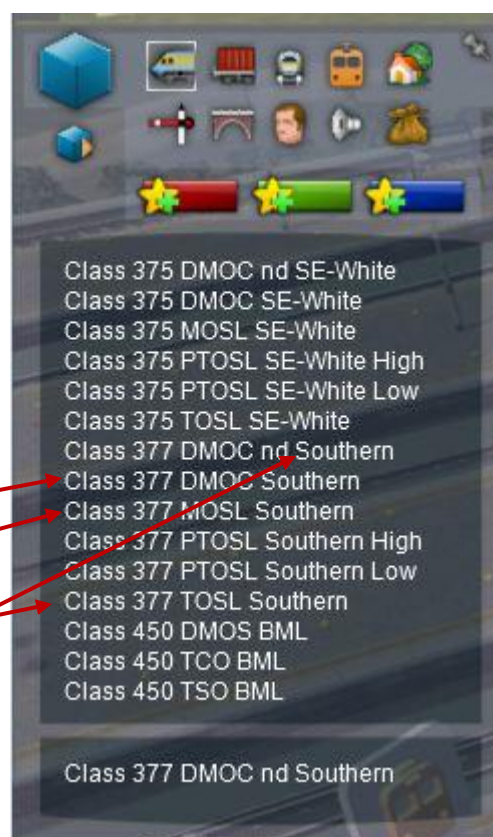
You may want to make some tea now after all that reading.

Placing your first Train

Open the **Browser Tab**



Select **Engines and Tenders** from the Browser Tab.
 We will be placing a consist of 4 cars to make up a Class 377 passenger train. You will learn about all the other tools here as and when we need them.



Select and place a Class 377 onto Clapham Junction Platform 15, made up of ;

Class 377 DMOC Southern

Class 377 MOSL Southern

Class 377 TOSL Southern

Class 377 DMOC nd Southern


The configuration of a 4-car Class 377 unit is:

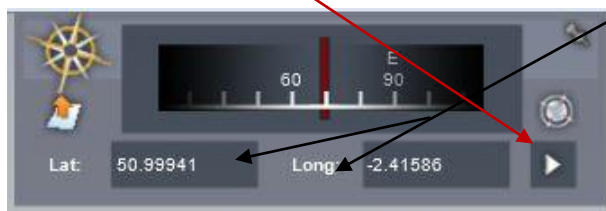
DMOS(A) - 2 motors on inner bogie, sander, auxiliary converter module

MOSL - 2 motors on inner bogie, standard toilet

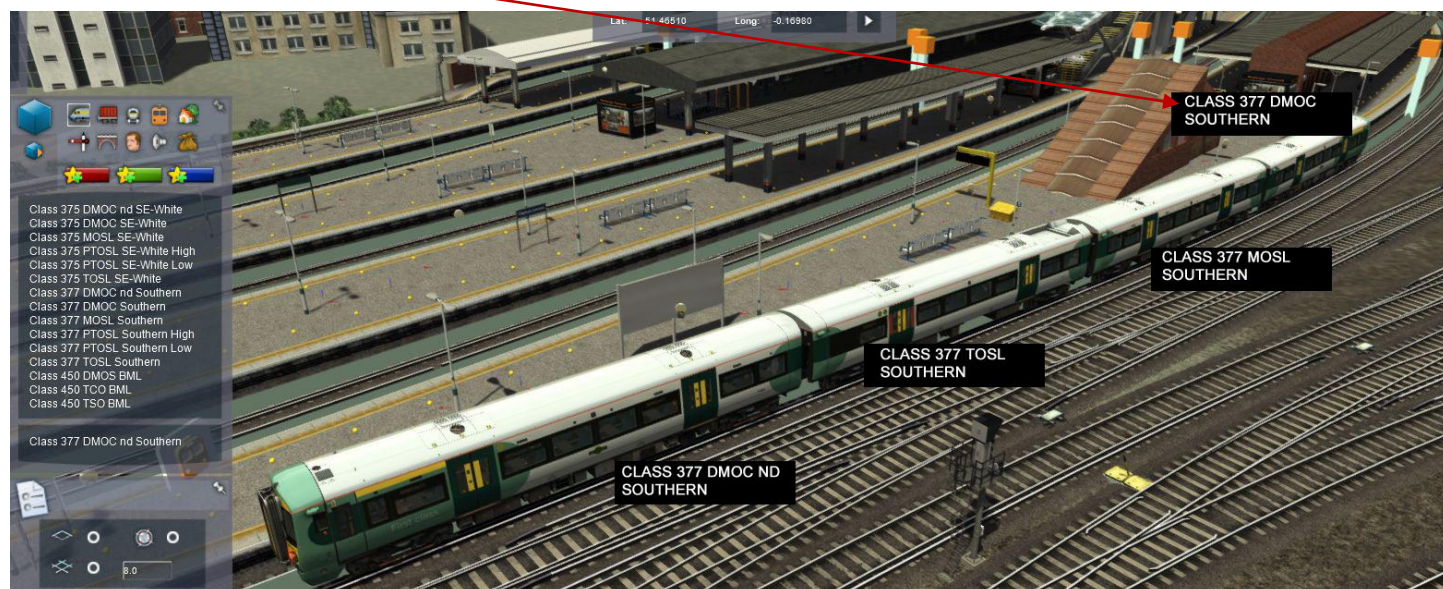
PTSOL (TSOL) - pantograph, transformer, compressor, disabled toilet

DMOS(B) - 2 motors on inner bogie, sander, auxiliary converter module

To move quickly to Platform 15 (or any point on the route) you can either press **F6** to display All Markers for this route and fly to Platform 15 or press **9** on your keyboard to see the 2D map and Scroll the map with the Left Mouse Button to Platform 15. Then **Ctrl Left Click** on a location near Platform 15, the 2D map may scroll. Then select **Go** from the Navigation Tool to update the Latitude and Longitude details, then Right Click on the map and you will be at this new location instantly. 



Back to placing the train, here is ours; I have placed a *TSOL* Southern car instead of the *PTSOL* because this route has 3rd Rail Electrification not OHLE and the *DMOC nd* because it has No Driver in the cab at the rear. The train should be placed on **Clapham Junction Platform 15**. The direction of travel as you look at this screenshot will be Left to Right so make sure the 377 DMOC is at the Front of the Train.



This Train is on Platform 9 for a better screenshot

You may also want to 'Zoom Out' your view of the Track to aid placing the extra cars. Select each car from the list by left clicking on it and it will stick to your mouse, place each car on the track next to the platform. Cars will couple up automatically if you just push them together. When the whole train is placed Press **F2** to save the scenario.

You should now consider what time of day your scenario will begin. It is important to set this time in the Scenario Properties box now because all of your AI timings will be affected by the start time. **Double Click on the Scenario Marker** and set the **Start Time to 07 30** and **duration to 15**



If you have got the train facing the wrong way there is a quick tool to turn the whole train around without replacing each car.



From the Options Tool Box select the **Consists Select** tool.

Your train will now have a large orange arrow above it. **Click the arrow** and turn the train round. You can also **Left Click and HOLD** on the Train to pick it up. You can then move it to another location.



Congratulations, you have just built your first train. Go make some tea now. Press **F2** to save the scenario first.

Add a Driver

Use the Arrow keys to move to the front of the train, you can press the shift key at the same time to move (fly) faster. Now we need a driver!



Select **Driver** from the Tool Box Tab.

Select Driver from the Tool Box Tab and Left Click on the Train DMOS at the front. If this was say a Class 47 you could select either end of the cab to determine which is the Front of the Cab at the beginning of your scenario. As this is a Class 377 and we have selected no driver for the other end, we have to choose the correct end of the Train for the front so that the driver is seen.

A Driver Icon will now appear above your engine, like this;



Double Click on the Driver Icon to open the Driver Properties Tab, it will pop out on the right hand side, If it is hidden, just motion your mouse to the right hand side of the screen and it will pop out.

Select **Player Consist** . Tick this box because you want this train to be the train that the player will drive.

You can **Name the Train** here to as well as set its **priority** and **Start time**. Set them as shown here.



Tutorial Class 377

07 30

Stopping Passenger

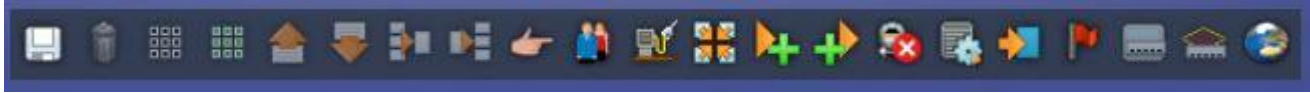
Now we have a Train and Driver all we need is some place to go... Let's sort that then.



Select the **Timetable View** from the Tool Box.

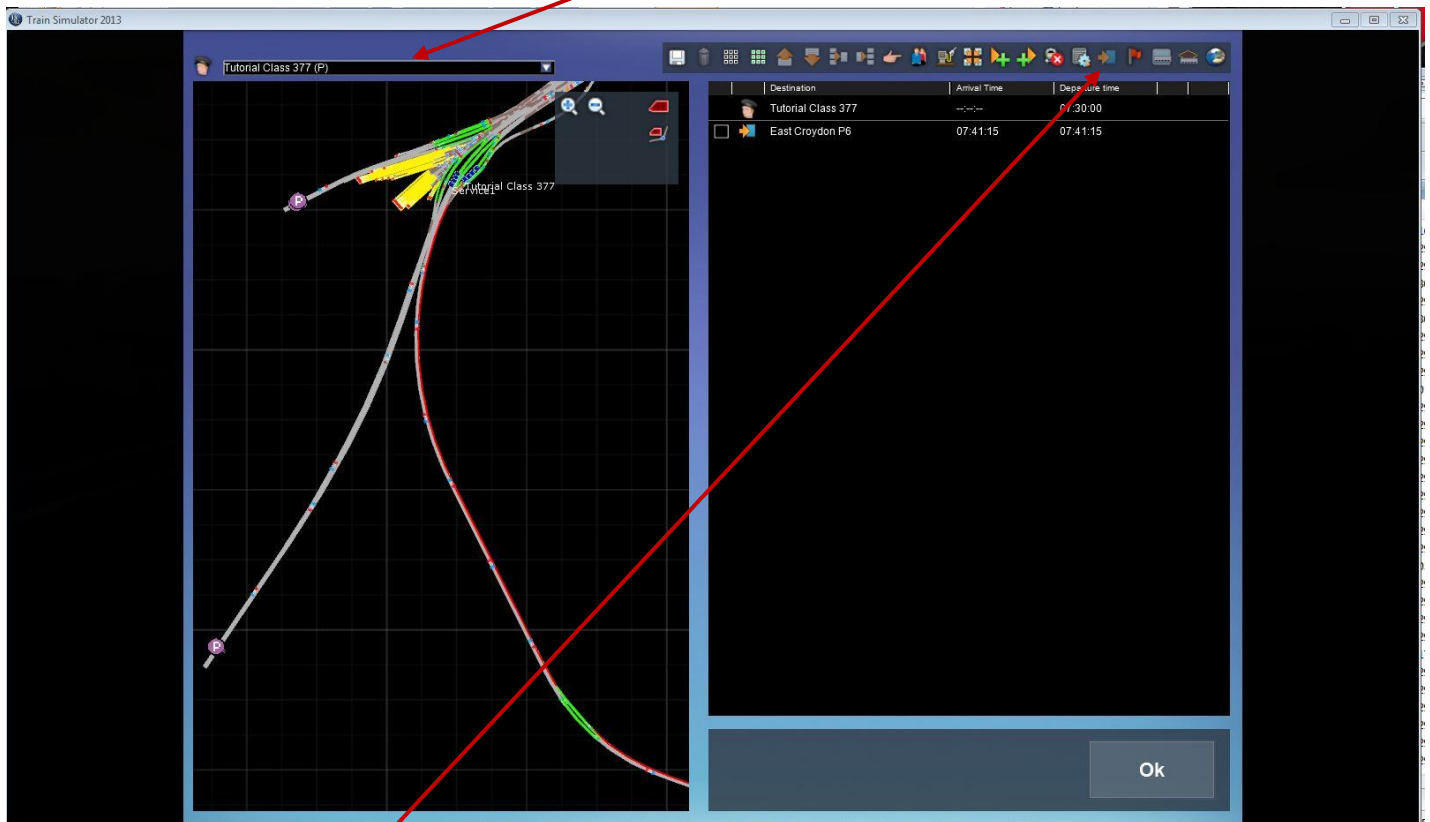
A new screen will open; there are several important tools here. From left to right they are;

Save. Delete. Deselect All. Select All. Move Up. Move Down. Merge. Split. Stop at Destination.
Pick up Passengers Instruction. Pick up Freight or Fuel Instruction. Marshall.
Add to Front. Add to Back. Drop Off. Trigger Instruction. Final Destination. Waypoint.
?? ?? Relay Point

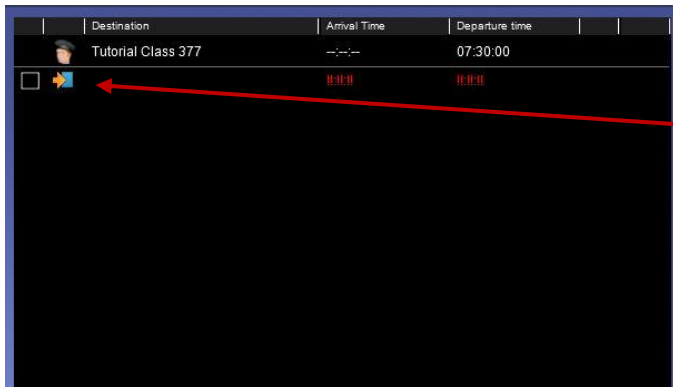


Add Instructions

Our first task is to give our train a Final Destination. Let's do that now and let's make it East Croydon P6. The Timetabled Screen is split in two halves with the Left Side allowing access to Trains that are in the Scenario and the Right Hand Side for giving instructions to the trains. As there is just one train in our scenario at the moment it is already selected in the Drop Down Selection List on the Left.

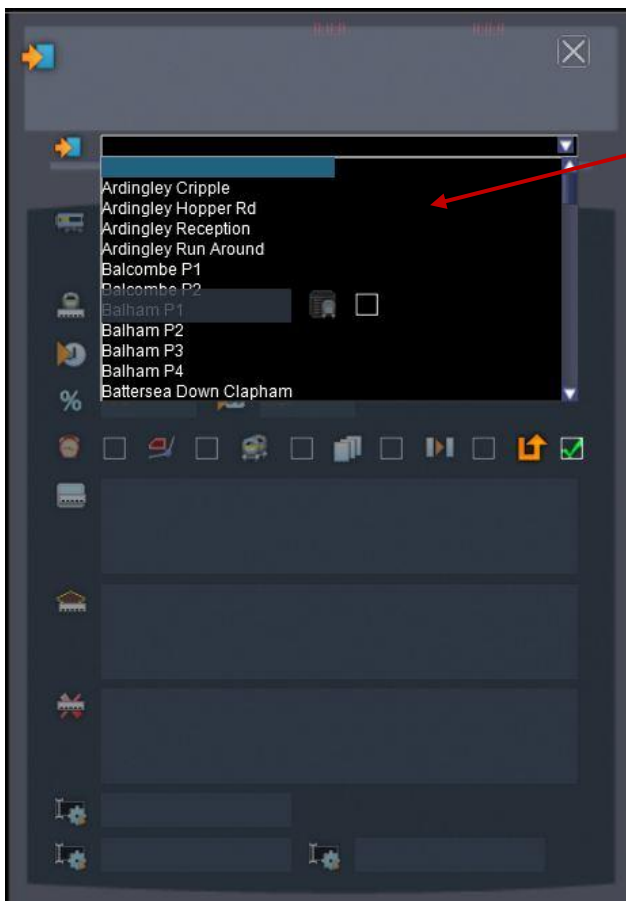


Click on the Blue **Final Destination Button**. You will see this appear in the Instructions List with **!!-!!-!!** next to it, in the Right of the Screen. It will have Red Exclamation marks next to it. See image on the next page.



Select The Blue **Final Destination** Instruction here.

Be sure to click on The Blue **Final Destination** Instruction, not the Square Check Box. Now a Destination Box will open

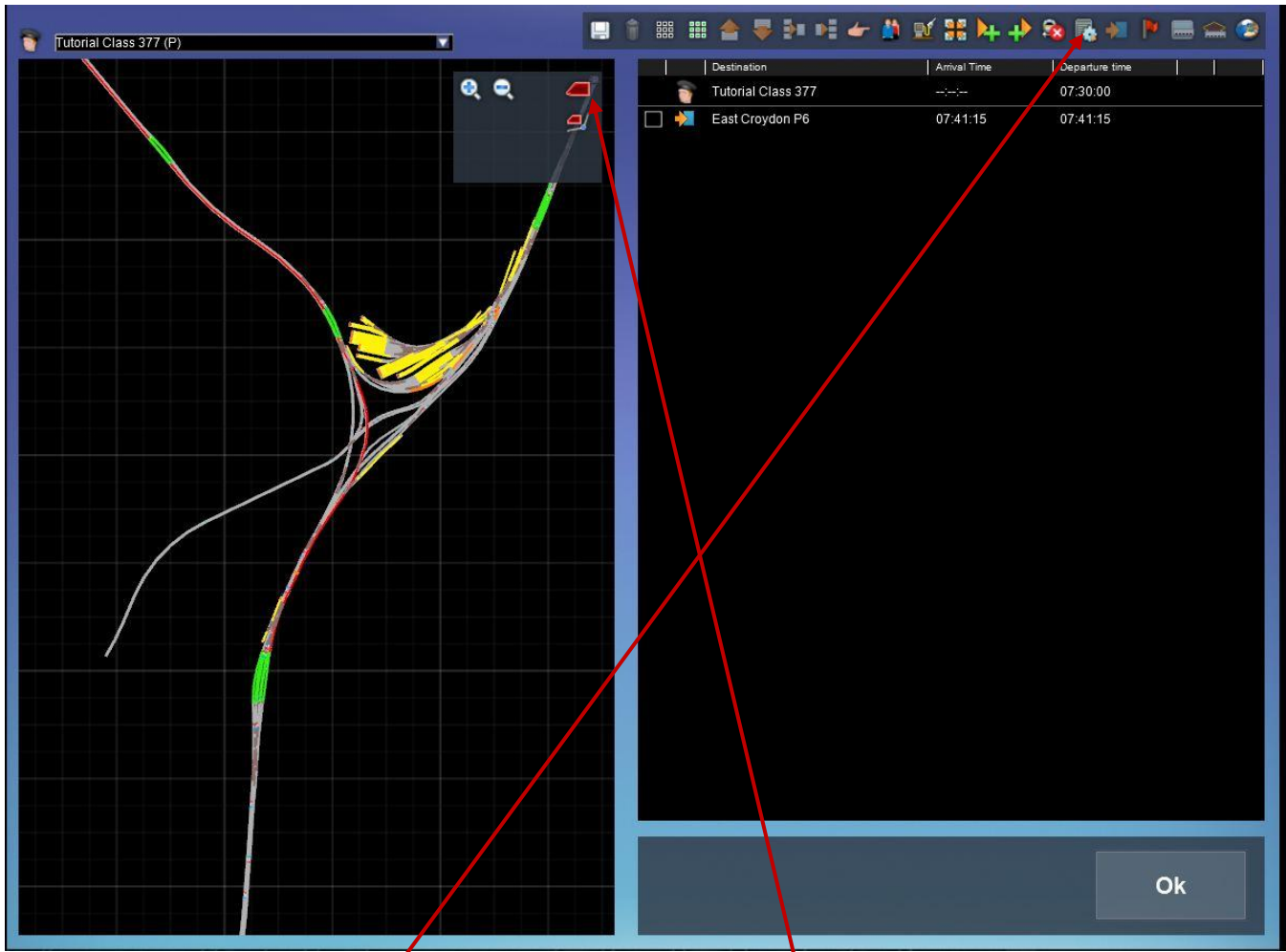


From the drop down menu you can select where you want this train and indeed scenario, to terminate. Select **East Croydon P6** from the list.

Close the box by selecting the close (X) top right of the box.

The Final destination will now be in your train instruction list. If you now check the Map on the Left and Zoom it out you will see the Train Path selected by the AI. You can drag the map with the left mouse button.

The train will automatically be put on the quickest (highest priority) line based on the train classification, in our case, Stopping Passenger as selected in our Driver Properties Tab earlier. Scroll to the end of the route, following the red train path in the left Hand Window to East Croydon P6 and see where the Train will Stop, or pass through, on the way to the final destination.



Ok, good, Press **F2** and Save.

Let's add some interest to the Scenario now. We will pick up passengers just before we leave Clapham Junction, then again at a stop in Wandsworth Common, Balham, Norbury, Thornton Heath and then finally at East Croydon to end the scenario.

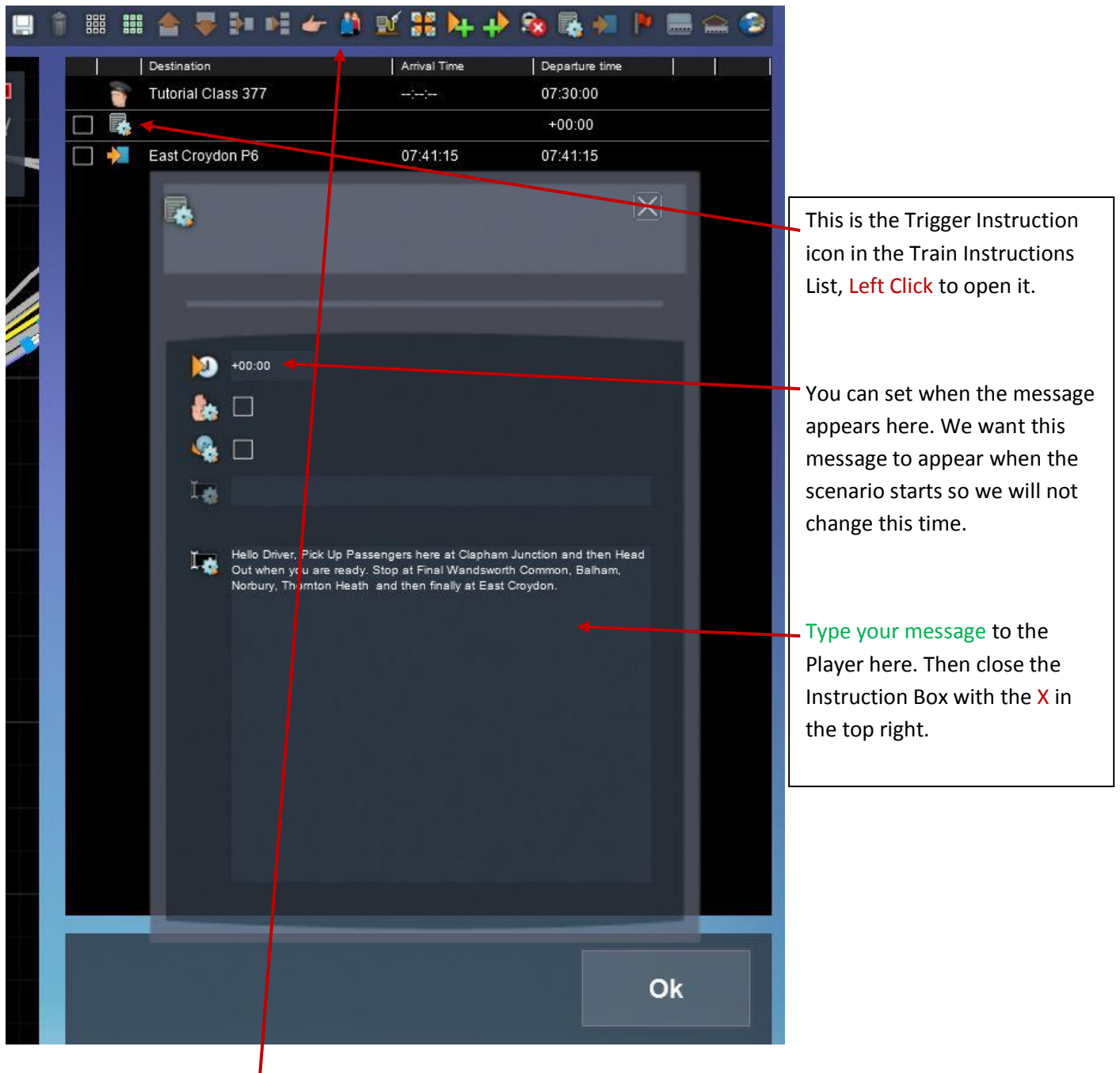
Before we do that though let's add a welcome message and a note for our driver when the scenario starts. Select the **Trigger Instruction** Icon. It will add an Instruction Place Holder to our Train Instruction List. Add some text, something like this for this scenario.

Hello Driver, Pick Up Passengers here at Clapham Junction and then Head Out when you are ready. Make stops at Wandsworth Common, Balham, Norbury, Thornton Heath and then finally at East Croydon.

The instruction window is shown on the next page.

To set the left hand window back to the train you are working with click on the **Zoom To Train** button.

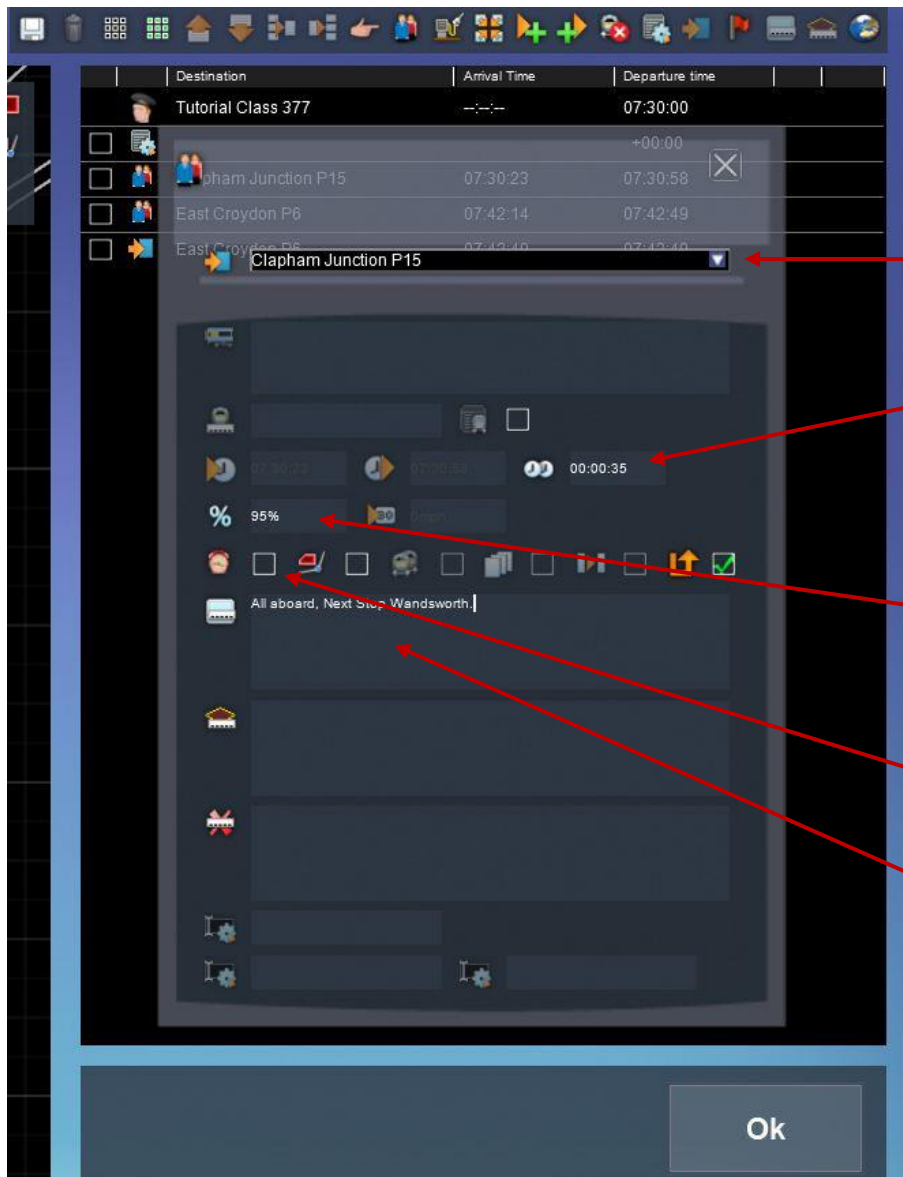




Now Select the **Pick Up Passengers** Icon. Note which Platform you are on, Clapham Junction P15, and give the train an instruction to pick up passengers at Clapham Junction 15. So from the Drop down Select **Clapham Junction 15** as the place for the Passenger Pickup Instruction to be carried out.

You can now set several variables in this Instruction, we will keep it simple. But it is good to know that this Instruction can be quite detailed. You can and should add a pop up note for the player to receive when the instruction is complete.

We won't bother to timetable our train but if you did want to make a strict timetable this is the place to do that. The Passenger Instruction Screen is on the next page.



Drop Down Station List.

Duration of this instruction, or Time to Hold Train at this Task. Leave this at the default.

Train Speed, (*Performance*) where ever possible I set this to 95% so that the AI can work out the timings more accurately.

Timetable This Stop IF required. In our case it is NOT.

Instruction Completed Pop Up Note

Type something like; All aboard, Next Stop Wandsworth

Ok, now we need to repeat this process for Wandsworth, Balham, Norbury, Thornton Heath and then finally at East Croydon. First check the Train Path at those Stations in the left hand window of the Timetabled View to see where the AI has routed our Train.

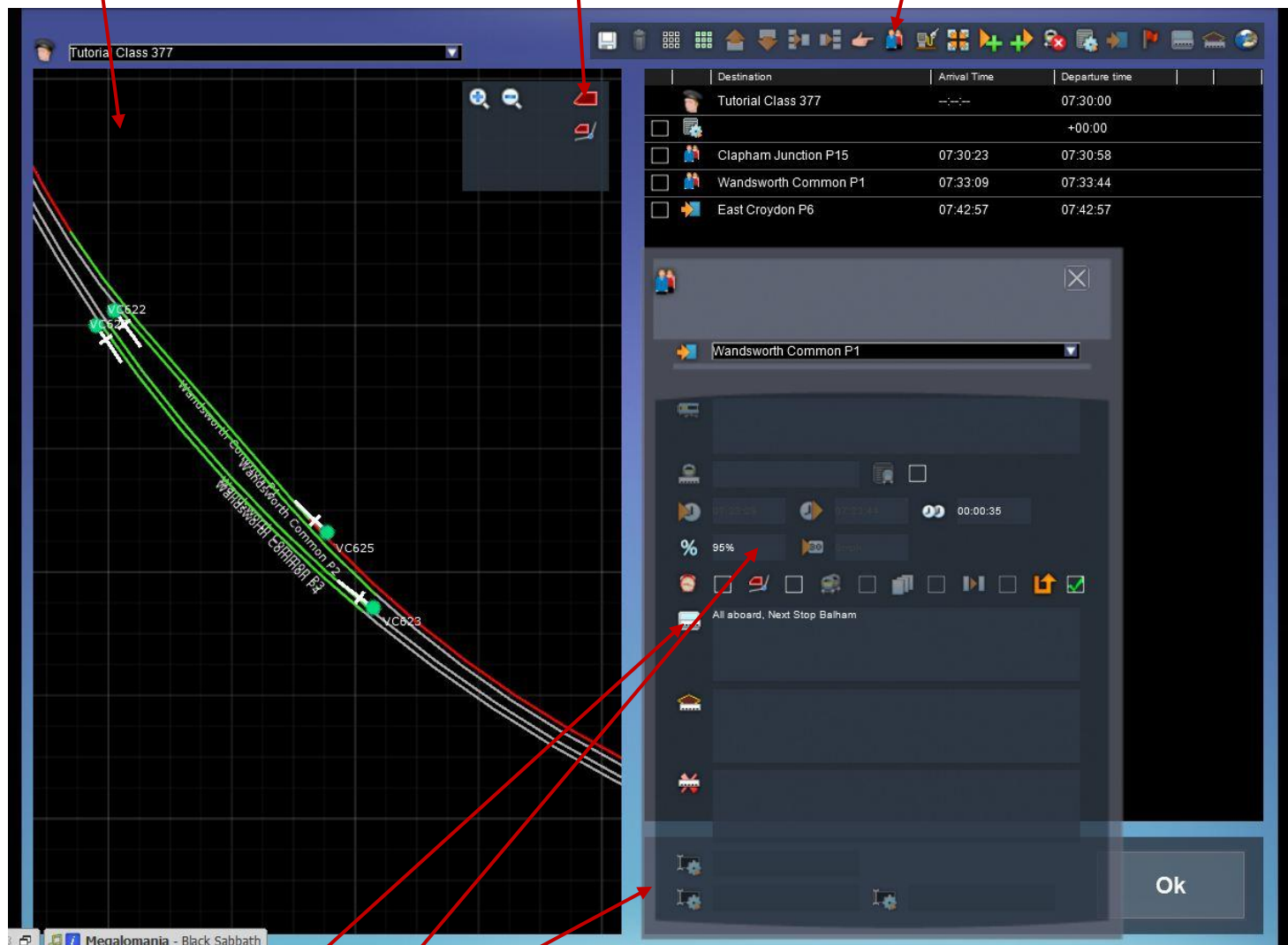
Mostly it will be through the Platform you want to stop at, if it is not, you have much more work to do routing your train using waypoints or destination markers. We will have no such problems; so just select the platforms that the AI has run the Train through.

Wandsworth Common P1, Balham P3, Norbury P3, Thornton Heath P3 and our final destination, East Croydon P6.

Check the train path in this window

Click Here to Go to the Start of the Train Path

Use the **Passenger Pickup Instruction** here for each of our stops.



The Wandsworth Common P1 Train Instruction will look like this. Remember to add a pop up instruction complete message into the *Display Message* box for the player to receive when the instruction is complete. Also set the Performance to 95%. Do the same for each stop then **F2** to save.

	Destination	Arrival Time	Departure time
	Tutorial Class 377	--:--:--	07:30:00
<input type="checkbox"/>			+00:00
<input type="checkbox"/>	Clapham Junction P15	07:30:23	07:30:58
<input type="checkbox"/>	Wandsworth Common P1	07:33:09	07:33:44
<input type="checkbox"/>	Balham P3	07:35:04	07:35:39
<input type="checkbox"/>	Norbury P3	07:38:54	07:39:29
<input type="checkbox"/>	Thornton Heath P3	07:41:15	07:41:50
<input type="checkbox"/>	East Croydon P6	07:44:57	07:45:32
<input type="checkbox"/>	East Croydon P6	07:45:32	07:45:32

The AI has calculated that we should arrive at our final destination at 07:45. Depending upon how good a player you are that may be true. For now it does not matter what the Arrival and Departure timings are, in our scenario the Timetable view is for you only because we have not set this train on a TIMETABLE, we have just set instructions for the player to stop at those stations. The player can drive at 5mph if s/he likes and the scenario will still be given a green success tick if they stop at all the destinations.

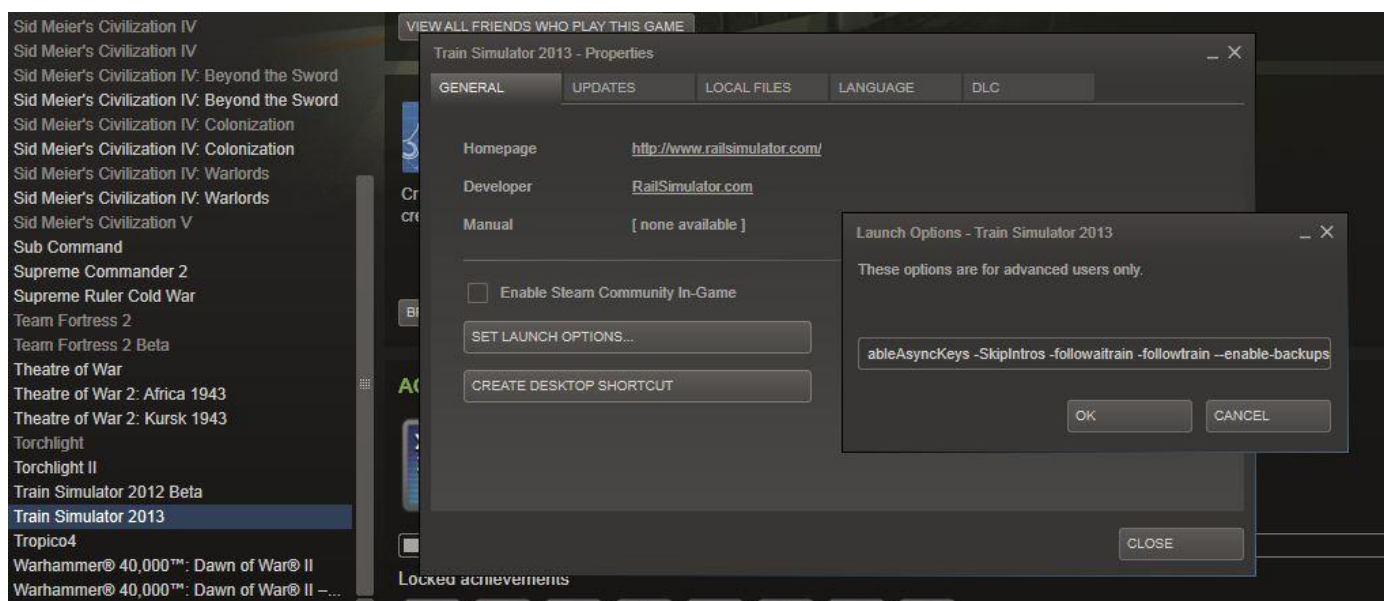
Special Notes:

Make frequent backups. Save often (**F2**), Exit and Save, play frequently to check all is OK. You can have the AI run your train in accelerated time mode, very useful for scenario designers. To do this, do the following;

On your Steam Library page right click on the Train Simulator 2013 game title, the same one you normally verify the game files with. Click on the Launch Options and type;



EnableAsyncKeys -followaitrain



Select OK then close the Properties box. Then open your scenario and **Ctrl+Click** the Player Train at scenario beginning. The AI will now take over, Ctrl Click the train a second time to 'follow' the train. You can also speed up time with **CTRL+Shift+5** (for five times faster ride).

You can also use **CTRL+SHIFT** plus keys **1, 2, 3, 4 or 5** to accelerate the game to 1x through 5x speed. This time acceleration will work even if you are driving the train.

You can have the Editor run a test on your scenario and check what is happening from the 2D window.



Press **9** to bring up the 2D view and navigate to your train. Now Read this whole section before doing anything else because this is the part where all you work can be destroyed. 30 hours scenario building can be wasted if you get this wrong.



Use this 'Player' tool to start the scenario running. Just click on the **play button**. The welcome note you wrote will pop up and the train will start to move.

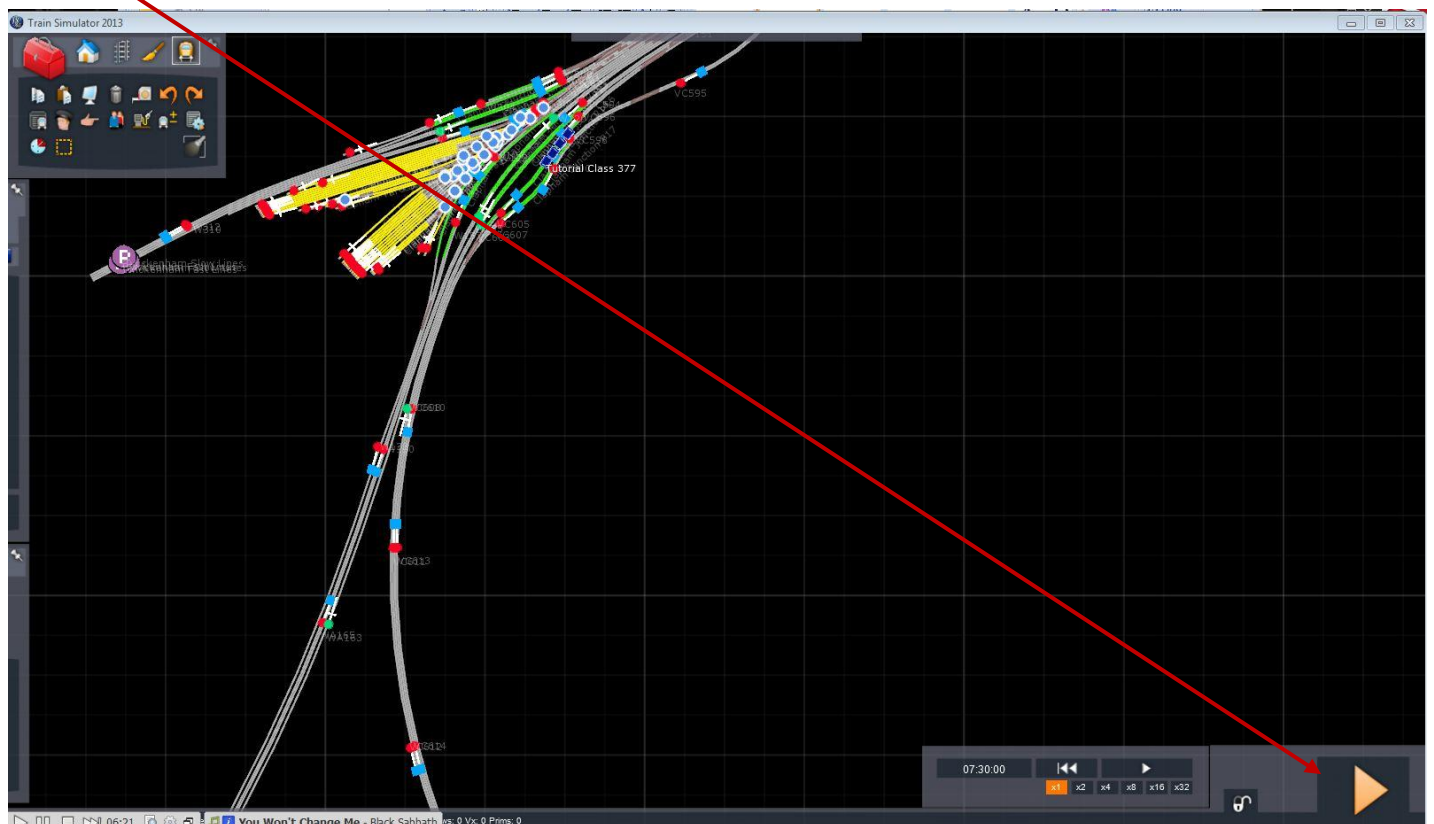
You can zoom in and out of the display but you can't close that pop up message. You can use the x2, x4, x8, x16 and x32 buttons to accelerate time. You can scroll the map to keep the train in view, if there were any AI trains, they would follow their instructions too.

You can do this in the 3D view as well, you just have to fly alongside the train if you want to follow it.



WARNING! To Exit this mode and preserve all your work you must reset the player to the scenario start time. To do that click here on the **Jump Back** button. If you do not reset to the scenario start time and you exit and save with that timer at the end of the scenario, for example. Then that is where your scenario will now start, at the end, totally ruined.

So whilst the tool is useful I would advise just not using it. Much better and safer to F2 Save a scenario and click the **Drive** button here and use the followtrain and accelerate time options for tests.

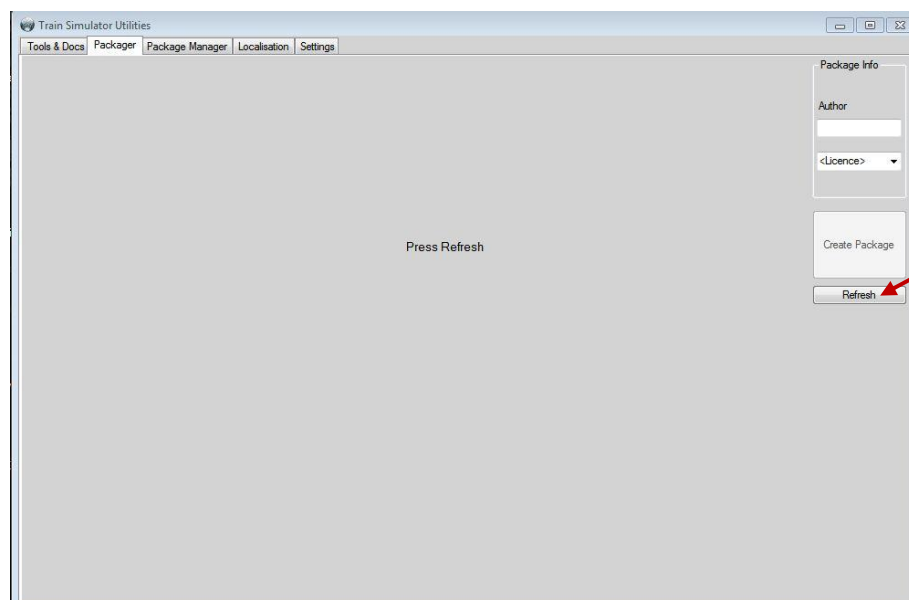
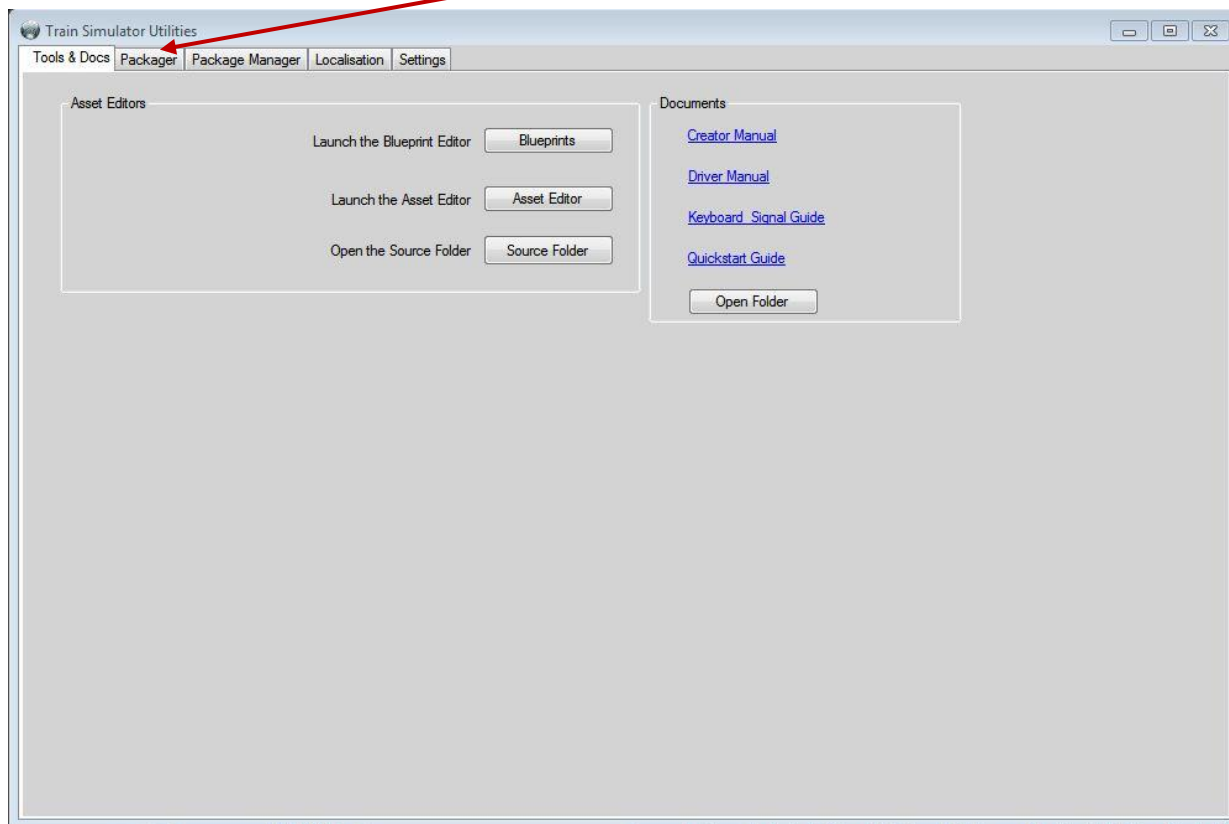


Package your scenario

Once you have made a scenario and tested it you may want to share it with others. To do that you will need to use the Utilities program that comes with TS2013. Exit TS2013.

Navigate to your train simulator installation folder with in *Steam; Steam\steamapps\common\railworks* and double click the [Utilities.exe](#)

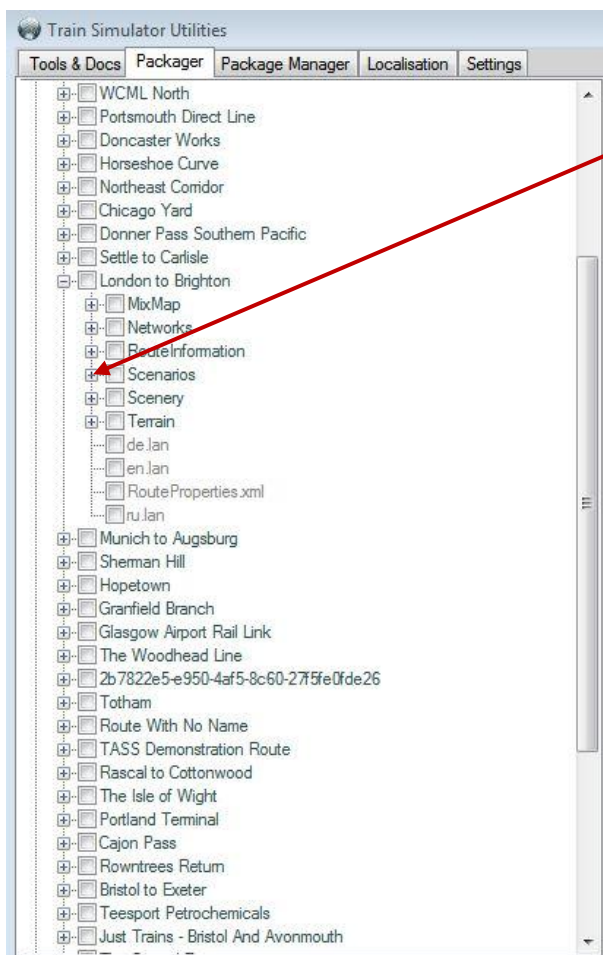
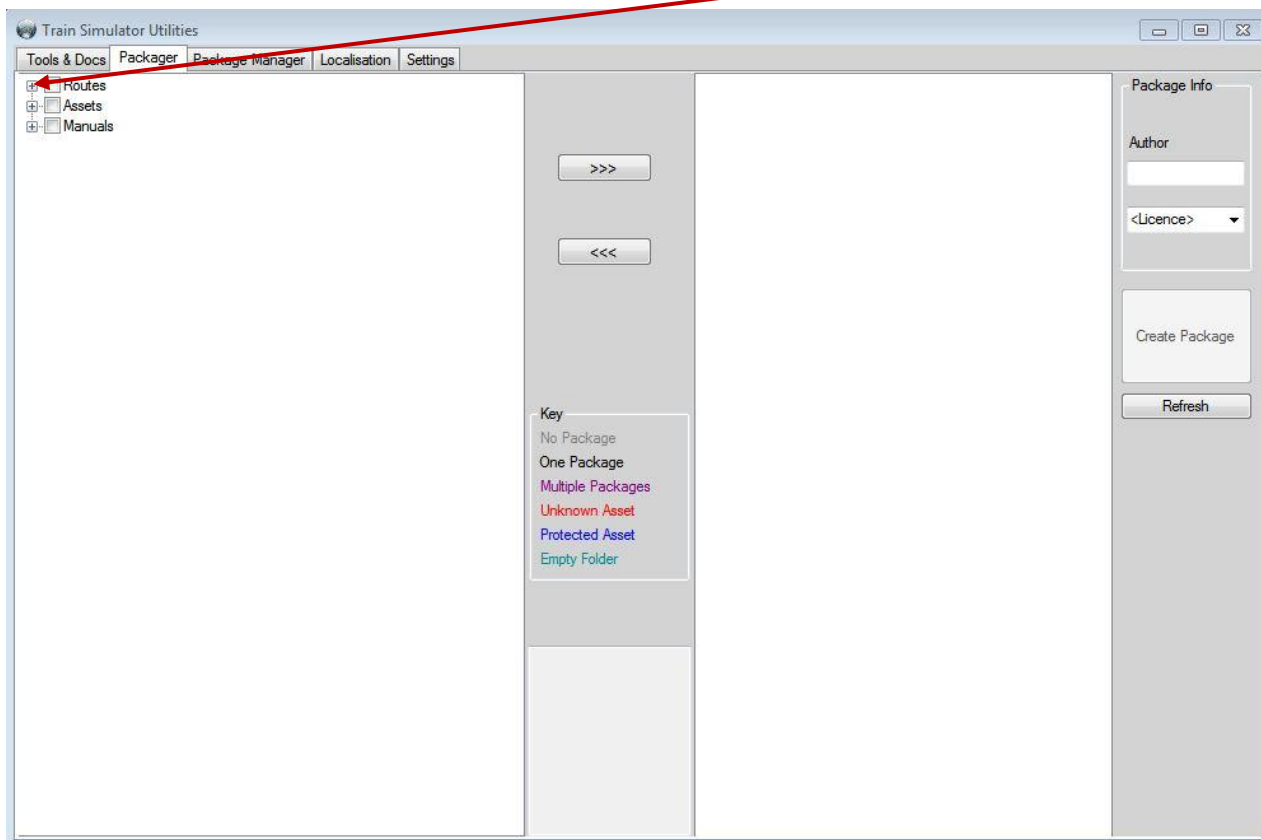
The Utilities Screen will open. Select the [Packager](#) Tab



Not a lot will happen, the screen will subtly change, click on the [refresh](#) button .

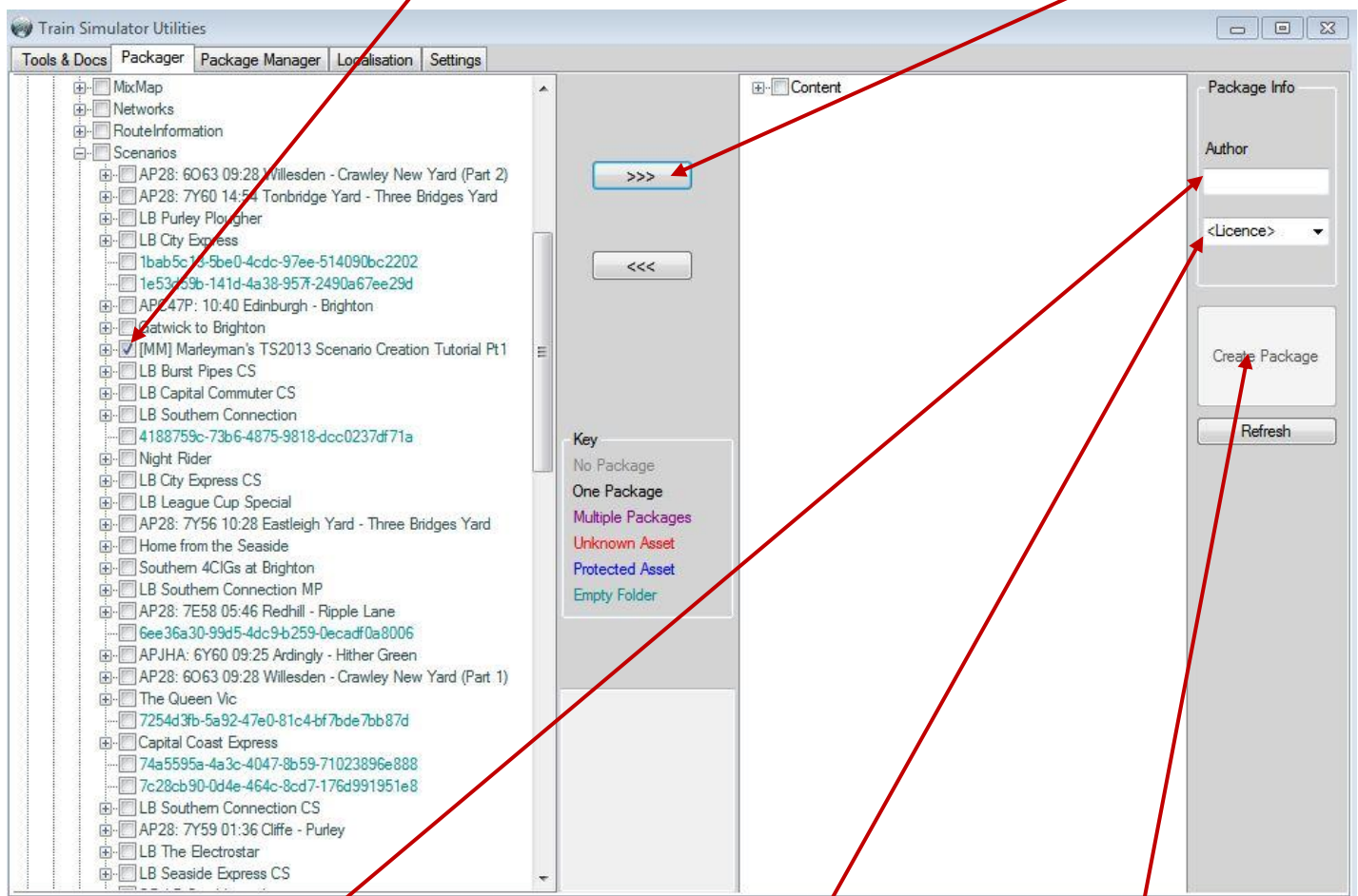
Depending on the size of installation your TS2013 is, your screen will update with Route and Asset information.

Eventually you will get this screen. Now you must navigate through the list on the left by **expanding** the Route section until you find Your Scenario within the route you created it on.



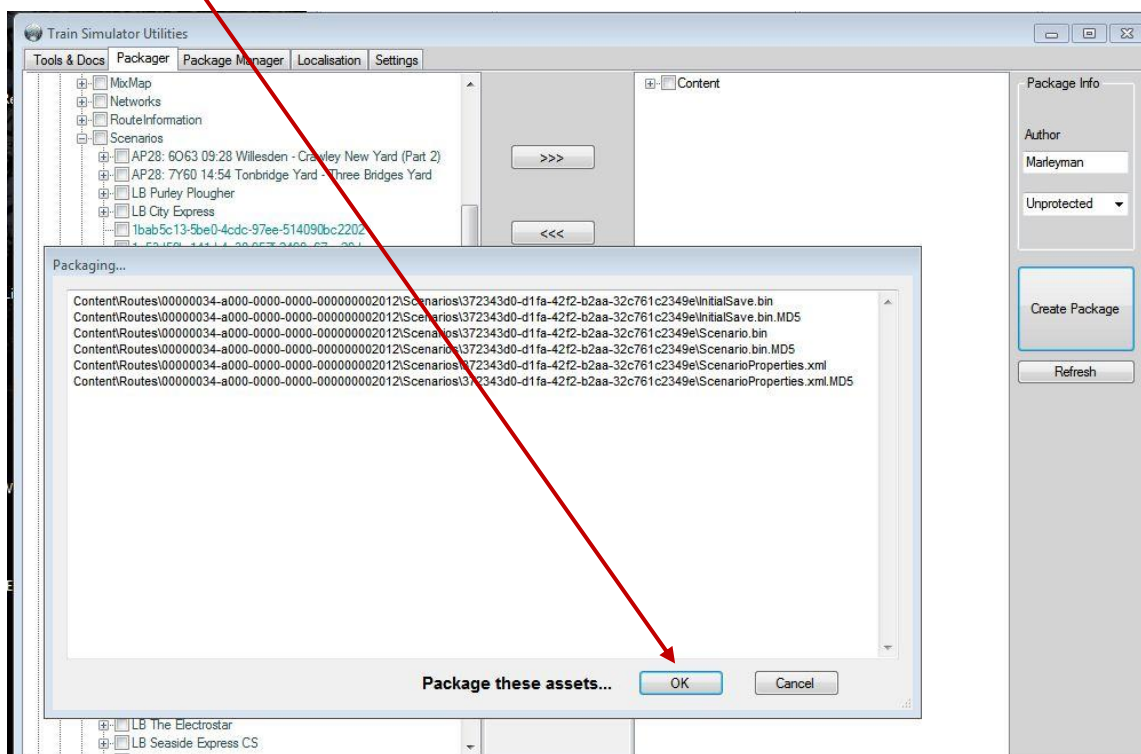
Here is the London To Brighton folder expanded to the Scenario directory. Drill into this further to find the scenario you created.

When you find your scenario place a **tick** in the box and then move it to the right hand window by **clicking here**



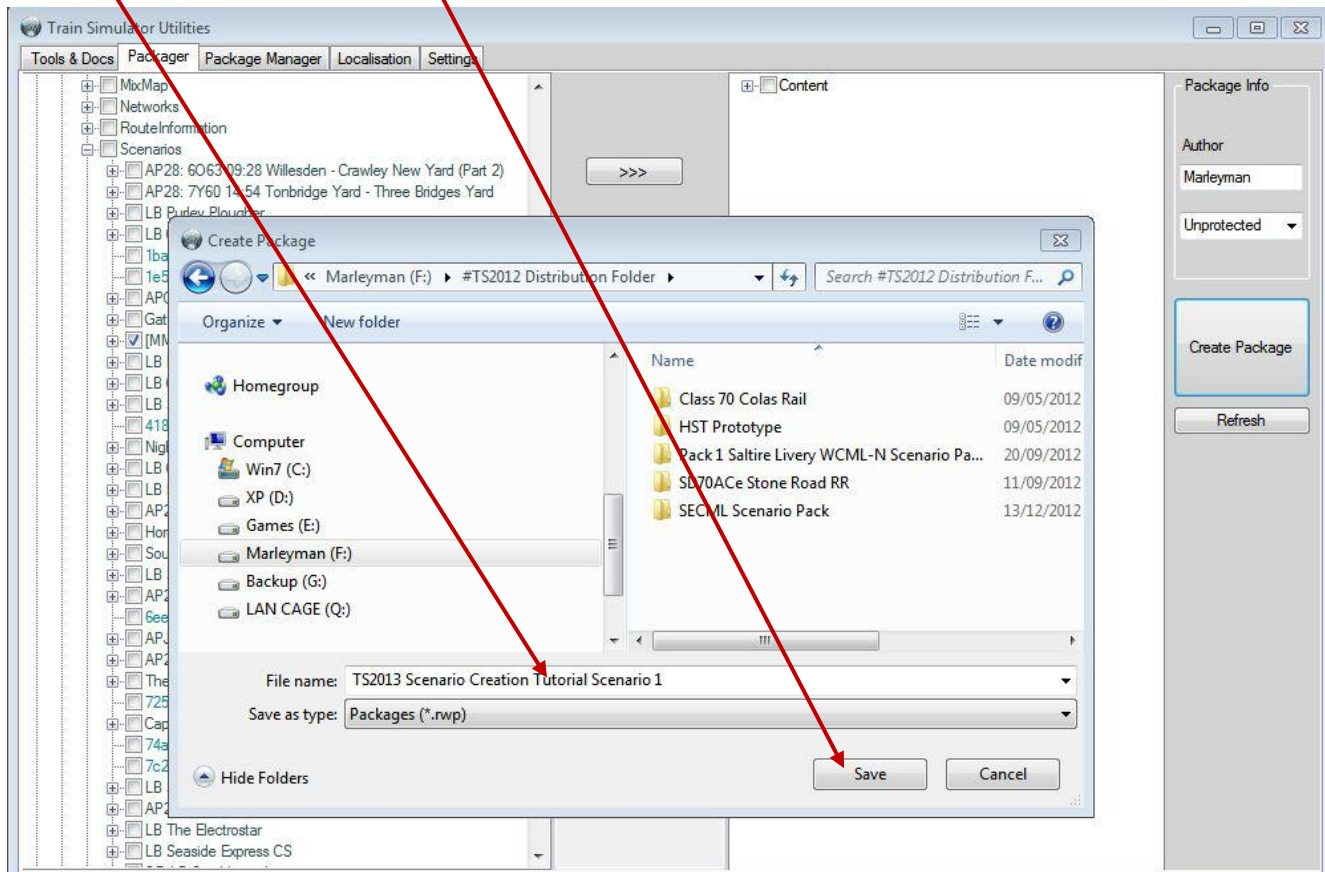
You can then type the **Authors** name, you again, change the Licence to **unprotected**, and select the **Create Package** button.

The Packaging Window will open and you can select a location on your Hard Disk to save the scenario to after you give it a file name. Click **OK**, name the file and select where you will save this rwp file.



Your scenario (or scenarios), because you can pack more than one from more than one route at a time, will be packaged together if you wish. Just keep moving any scenarios you want to pack over to the right hand side before you select Create Package.

Name it here, this does not need to be the scenario name. It could be six scenarios with a common theme so the name can be anything you wish. Then click save



Your scenario can now be e-mailed to friends or stored on a server for download and loaded by others using the TS2013 Utilities.

There is also useful information at the RailWorks wiki

<http://www.railsimdownloads.com/wiki/tiki-index.php?page=Section+6+Scenario+Editor>

And in the Scenario section of the RailWorks Creator manual which you should read in conjunction with this.

This concludes Part one. Play through your First Scenario then come back for more.

Part two includes Adding AI Trains, Building and Saving Train Consists for Placing on Tracks, Planning a Scenario and much more.

Part Three will deal with more detailed train instructions like Marshalling, Pick up Wagons, Drop off Wagons, Way Points, Destination Markers and of course... much more.

Thanks,
Marleyman



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