

## RAILWORKS 2

### Creating a Scenario for Railworks 2 Part Two By

*Marleyman*

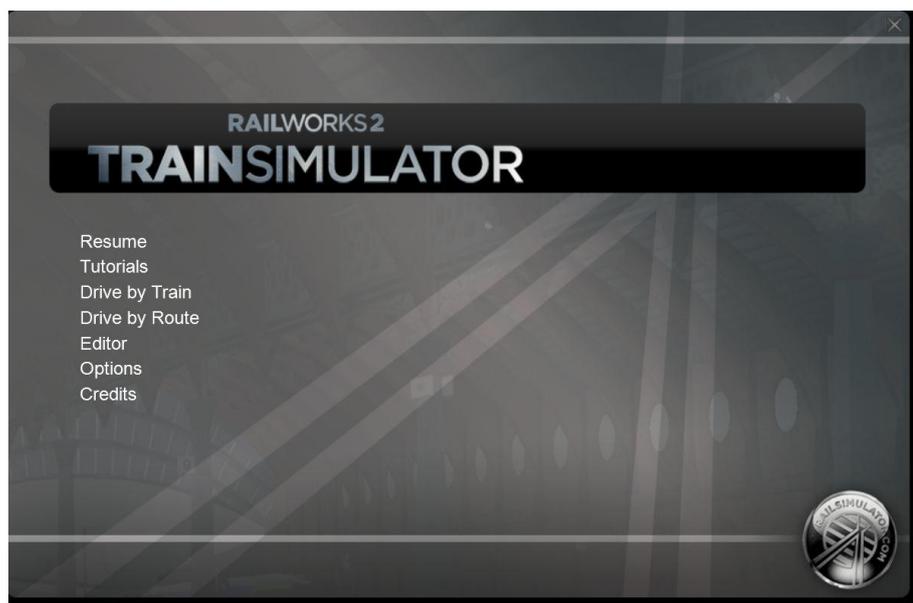


*Modern Rolling Stock from my A1 v's A1 Scenario for Newcastle to York Modern.*

This tutorial is for New Scenario Designers in Railworks 2 (RW2) and will walk you through Parts One and Two of the tutorial; creating a Passenger Scenario for the Newcastle to York Route using a Class 43 HST.

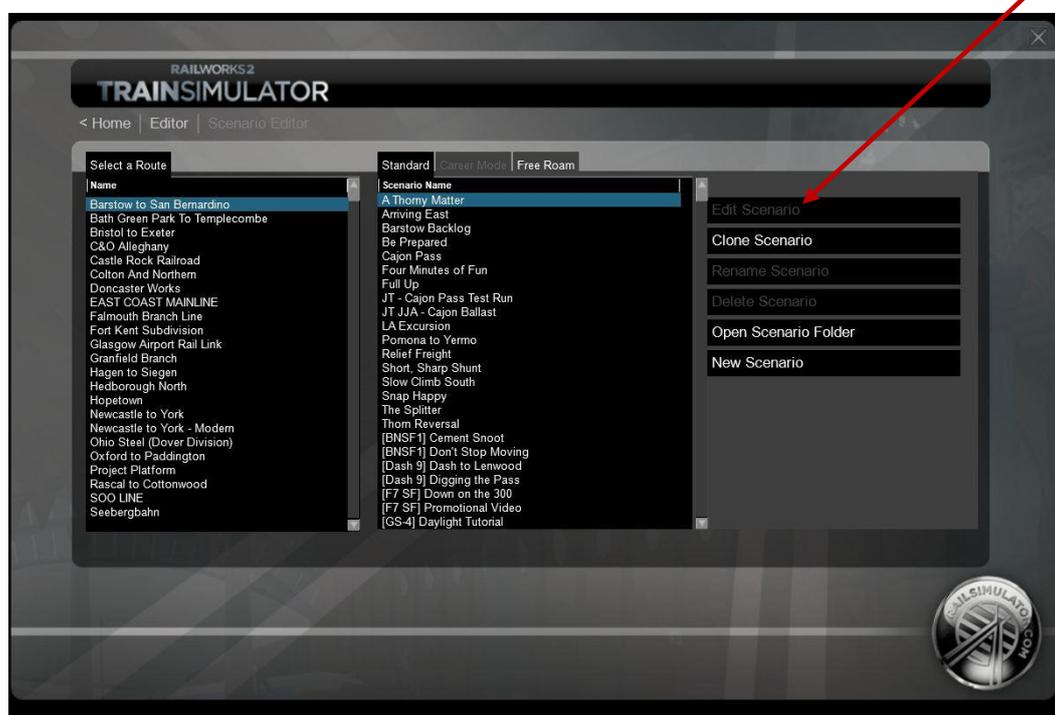
This Tutorial comes with two Scenario Files that you can load into your Railworks Game if you want to see what you will be making during this tutorial. No extra stock or re-skins are required, just time and patience.

Start RW2 as normal and at this screen;



Select the Editor.

If you cannot edit a scenario it means your route is locked, it will look like this; Greyed Out.

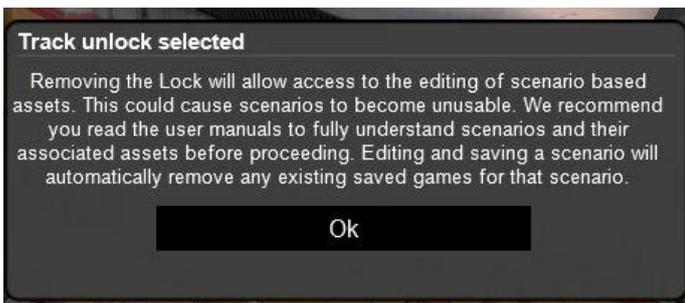


You will need to Unlock the Route, to do that just go back to 'Drive By Route' and select Any scenario. I will choose 'A thorny Matter' from the Barstow to San Bernadino Route. Click the Play button as normal. When the scenario Loads press [Ctrl E] on your keyboard. You will get this Screen.



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

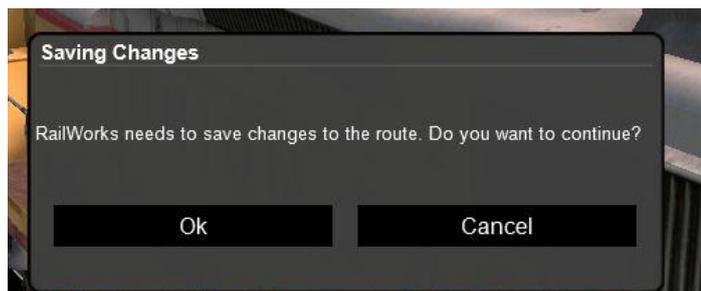
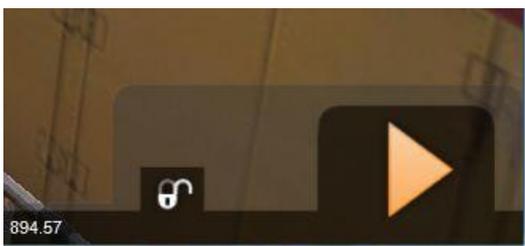
Railworks will pop up a warning like this;



Select OK. You can now edit Any scenario from this Route using the RW2 Editor. You may have to do this with all your Routes.

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

The Save box will pop up, so select OK again and the scenario will load for playing. Now just exit the scenario like you usually do.

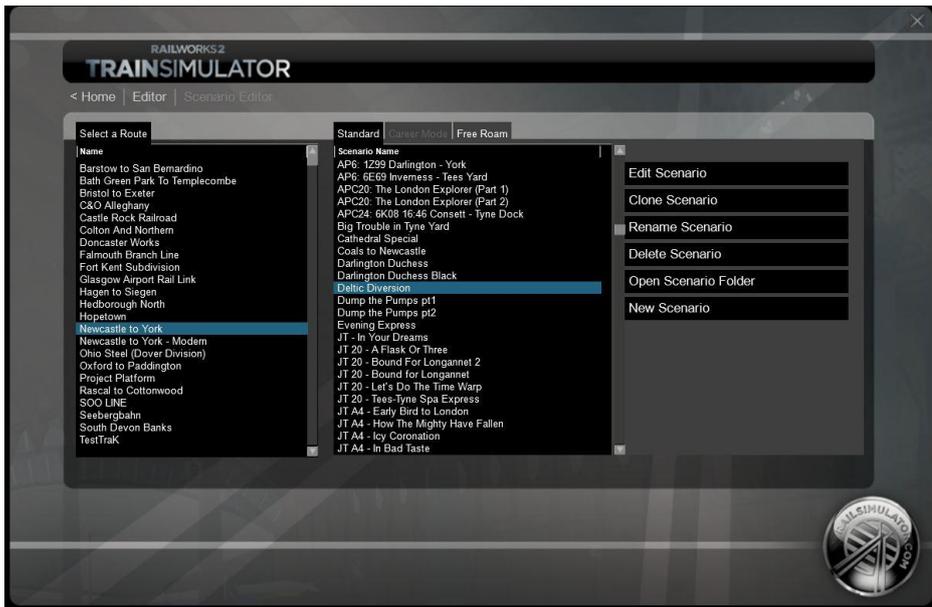


Go back to the Scenario Editor and the 'Edit Scenario' option is now available to use.



**For this Tutorial Select the Newcastle to York Route**

From the Route Selection Screen;



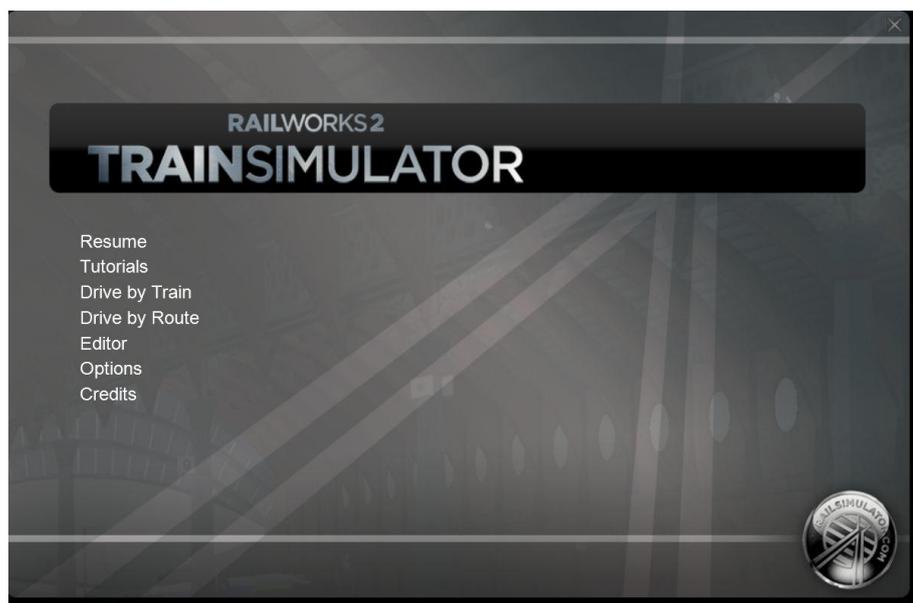
Choose Newcastle to York and select New Scenario.

In the next screen Choose York for the Start Location and set the Scenario Type to Standard from the Drop Down Menus. Select Create Scenario and enter a Name for your Scenario. I have named my Scenario RW2 Scenario Tutorial. You can call your scenario something suitable. When the Scenario has been created, it will appear in the Selection Screen. You can now Select that Scenario and Choose Edit Scenario from the Menu on the Right. RW2 will now load the Scenario in the Editor when you want to edit it in future.

RW2 Passenger Scenario Tutorial by Marleyman

<http://www.railworks.marleyman.co.uk/>

Start RW2 as normal and at this screen;

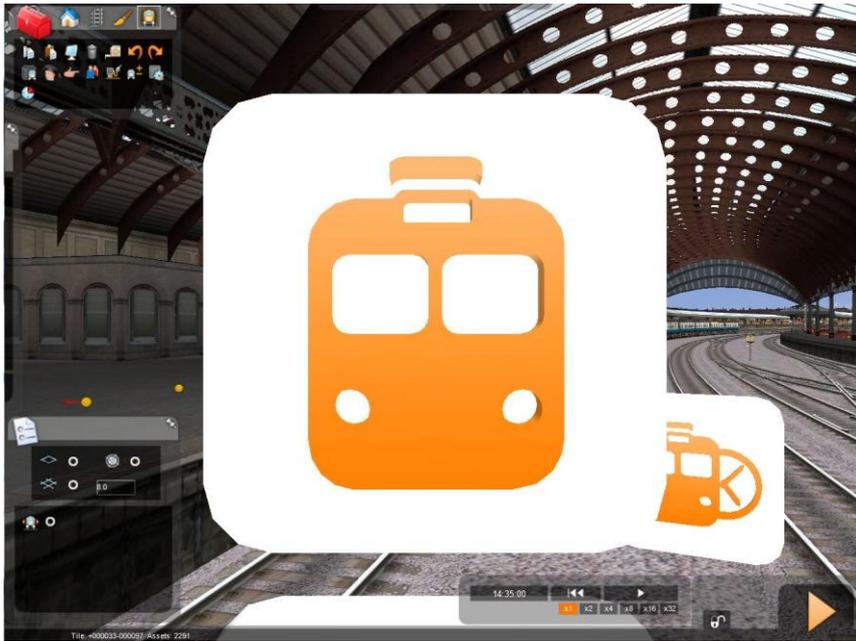


Select Editor and choose Newcastle to York then Scenario Editor from the menu on the right, then New Scenario, the following screen will open.

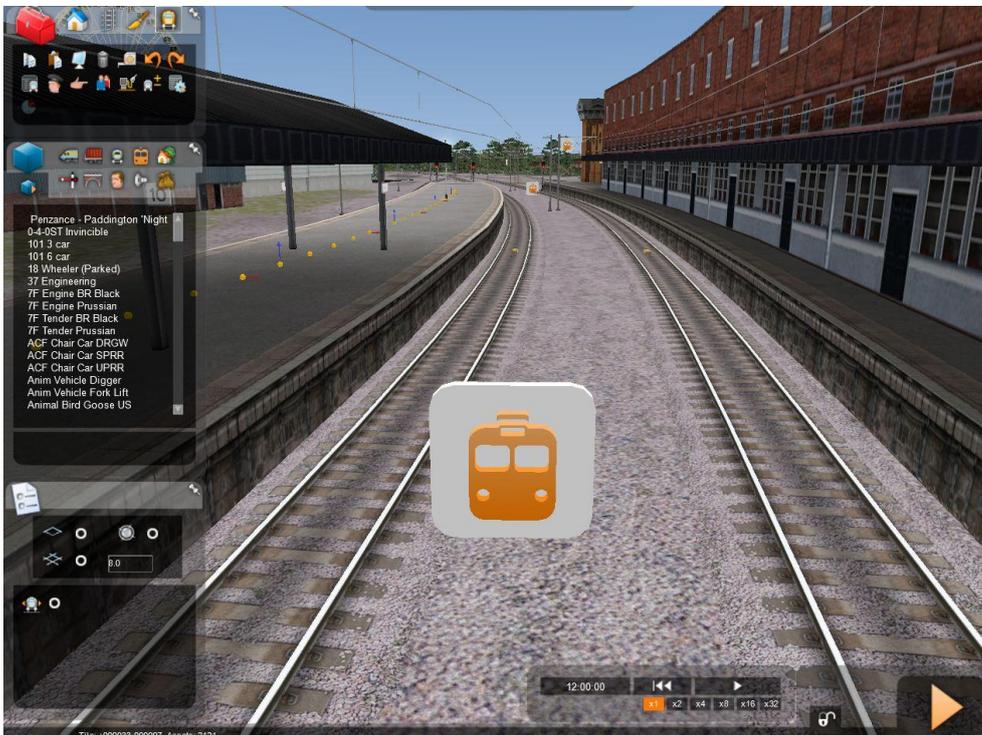


In this screen Choose York for the Start Location and set the Scenario Type to Standard from the Drop Down Menus. Select Create Scenario and enter a Name for your Scenario. I have named my Scenario RW2 Scenario Tutorial. You can call your scenario something suitable. When the Scenario has been created, it will appear in the Selection Screen. You can now Select that Scenario and Choose Edit Scenario from the Menu on the Right. RW2 will now load the Scenario in the Editor when you want to edit it in future.

You may be presented with a Screen Like this;



Use your Arrow Keys to Zoom Out a bit. If the Scenario Marker is stuck in a wall then you need to Left Click on it and drag it to a better position.



Better...? Good.

## The Editor Screen and Tool Boxes;

The Left hand side of the Screen has Pop-Out Boxes; these are the Tool Boxes you will use to create your scenario. They are called;

### Tool Box Tab



### Navigation Tab



Selected from the Top of the Screen

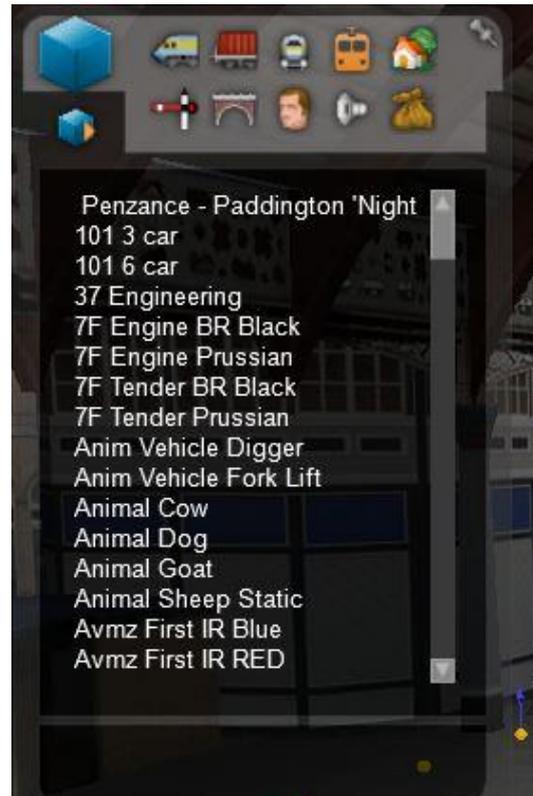
### Options Tab



### Scenario Marker



### Browser Tab



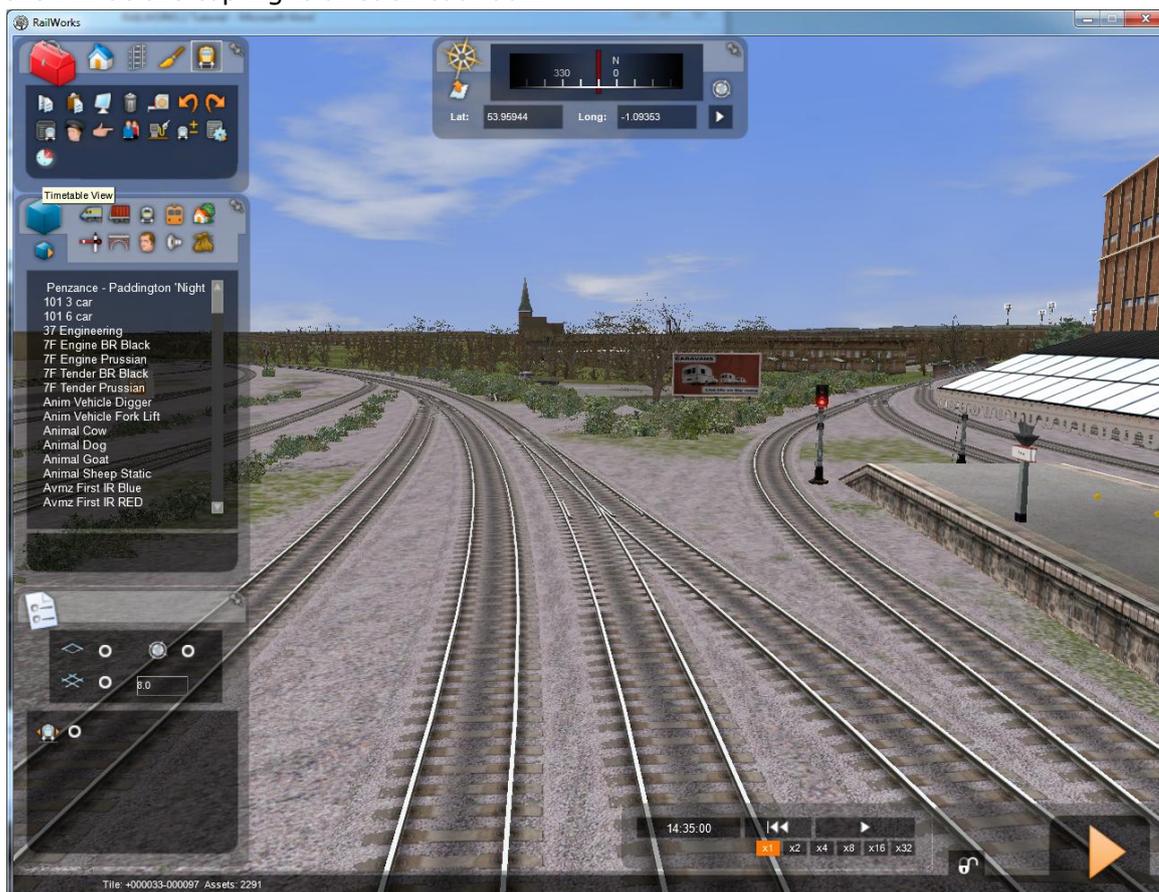
### Scenario Marker Properties



Here are all the tools on screen;



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.

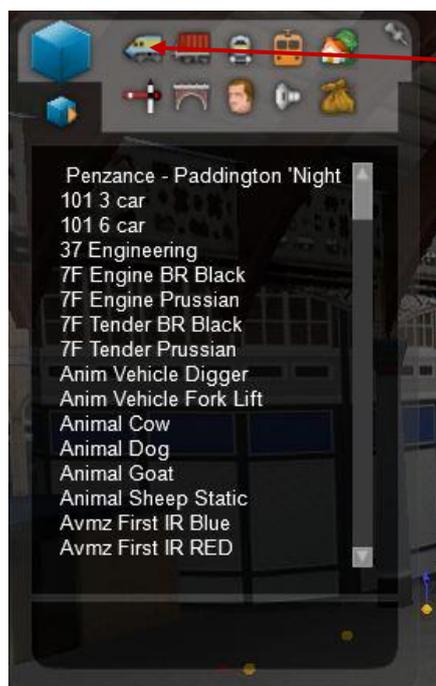


Ok, Double Click on your Scenario Marker and in the Scenario Marker Properties box that pops out on the right hand side of the screen, fill in your Scenario Details. A Briefing to give the Driver an overview of what s/he is meant to do. The Authors Name-that's you. The Start Location, Date and Time if you want to change that, and Weather, Season and Train Class.



**PRESS F2 and SAVE the Scenario!**

## Open the **Browser Tab**



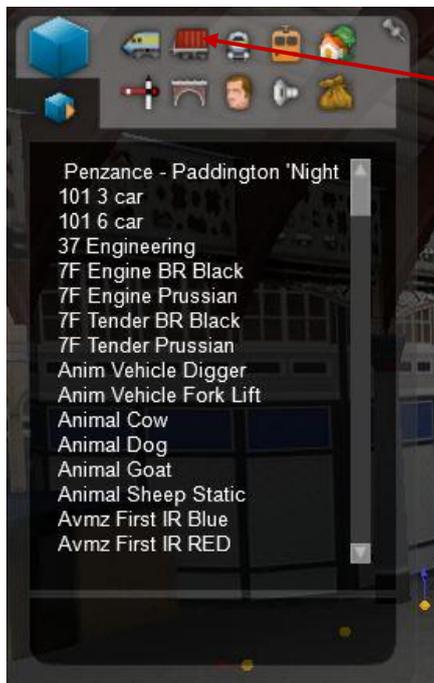
Select Engines and Tenders  
from the Browser Tab

Scroll Down to find the Class 43 Intercity S as I think that is Standard Stock with RW2. When you select the Engine it will 'stick' to your mouse ready to be put on the Railroad. Just position the Engine on the track and Left Click to set it down.

Here is ours;

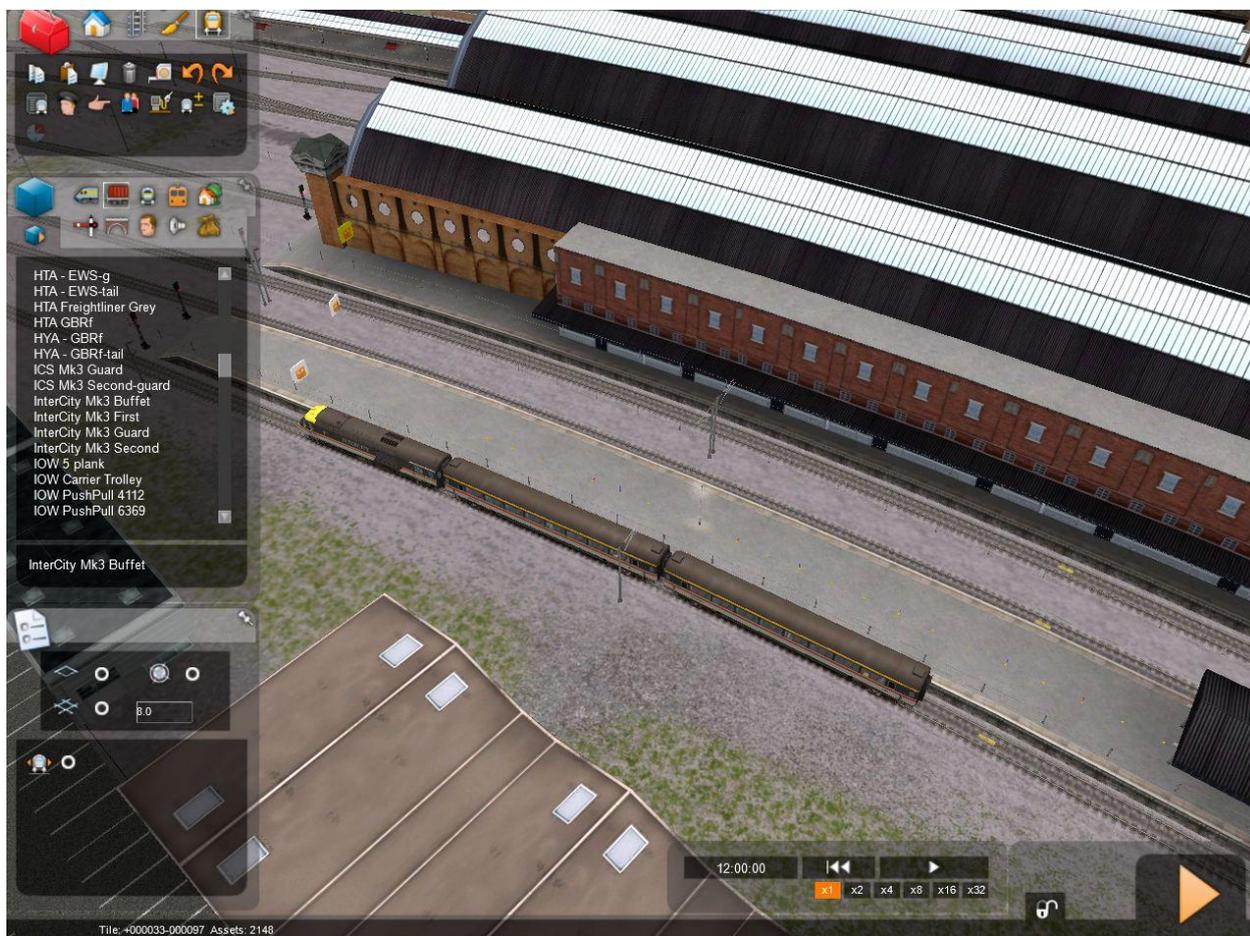


Now you will need some passenger cars and later, another HST Engine for the Rear of the Train.



Select Rolling Stock from the Browser Tab

Scroll down to find the Intercity MK3 Coaches. You may also want to 'Zoom Out' your view of the Track to aid placing the extra cars. So, select the Intercity MK3 First coach from the list and it will stick to your mouse, place this behind your engine and it will couple up automatically. A subsequent MK3 First coach will attach to your mouse and you can place that too if you like. Let's do that.

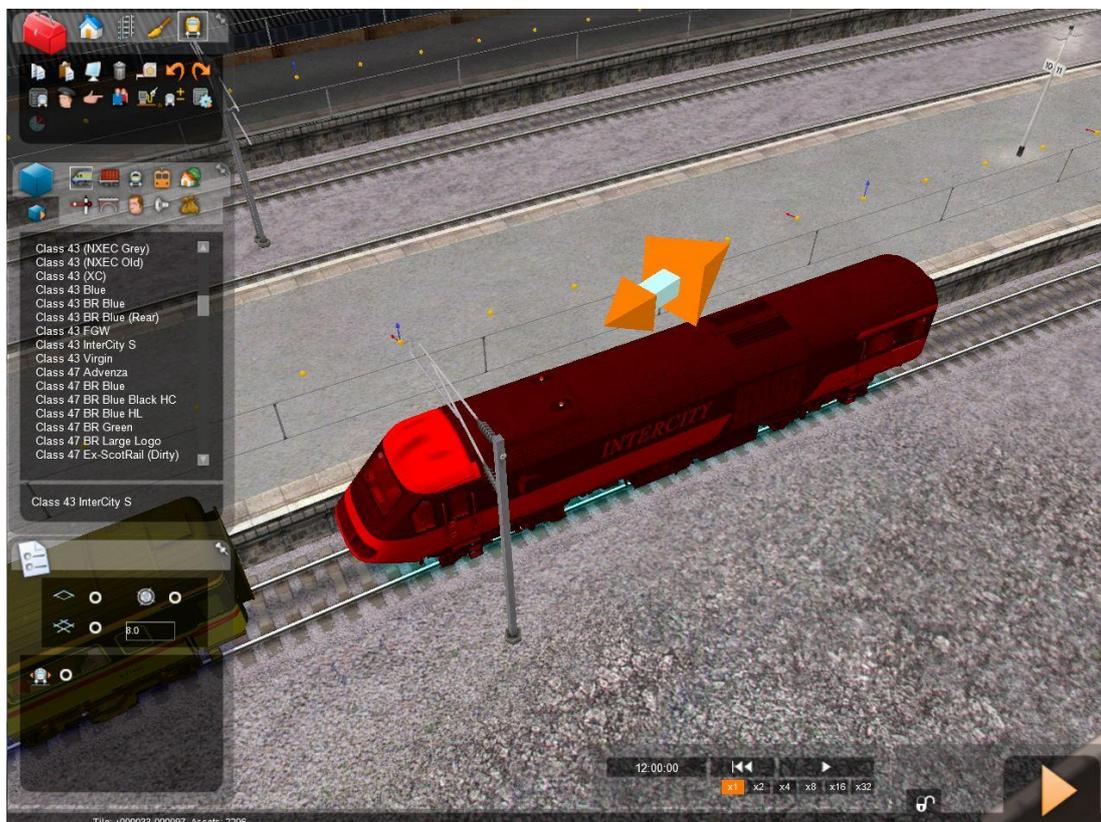


Our train is taking shape.

Now Right Click your mouse to 'lose' the MK3 Coach that is attached to your pointer. Then Select an Intercity MK3 Buffet Coach and place one of those. Right click to lose that coach and select the Intercity MK3 Second coach from the list. Place four of these then right click your mouse and select one more First Class Coach and place that.

We are now ready to place our Rear Engine, so select Engines and Tenders from the Browser Tab. Select the Class 43 Intercity S Engine and place it on the line at the rear of the train. Chances are it will be the wrong way round, place it anyways and right click the mouse. Now use the arrow keys to zoom in on that rear Engine and Left Click on the Engine.

You should now see a large Orange Arrow above the Engine. If you click on that your engine will 'About Face'



Click the arrow and turn the engine round then Left Click and HOLD on the Engine to pick it up. You can then move it to the last carriage on your train and have it join the train.

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



Here is our train!

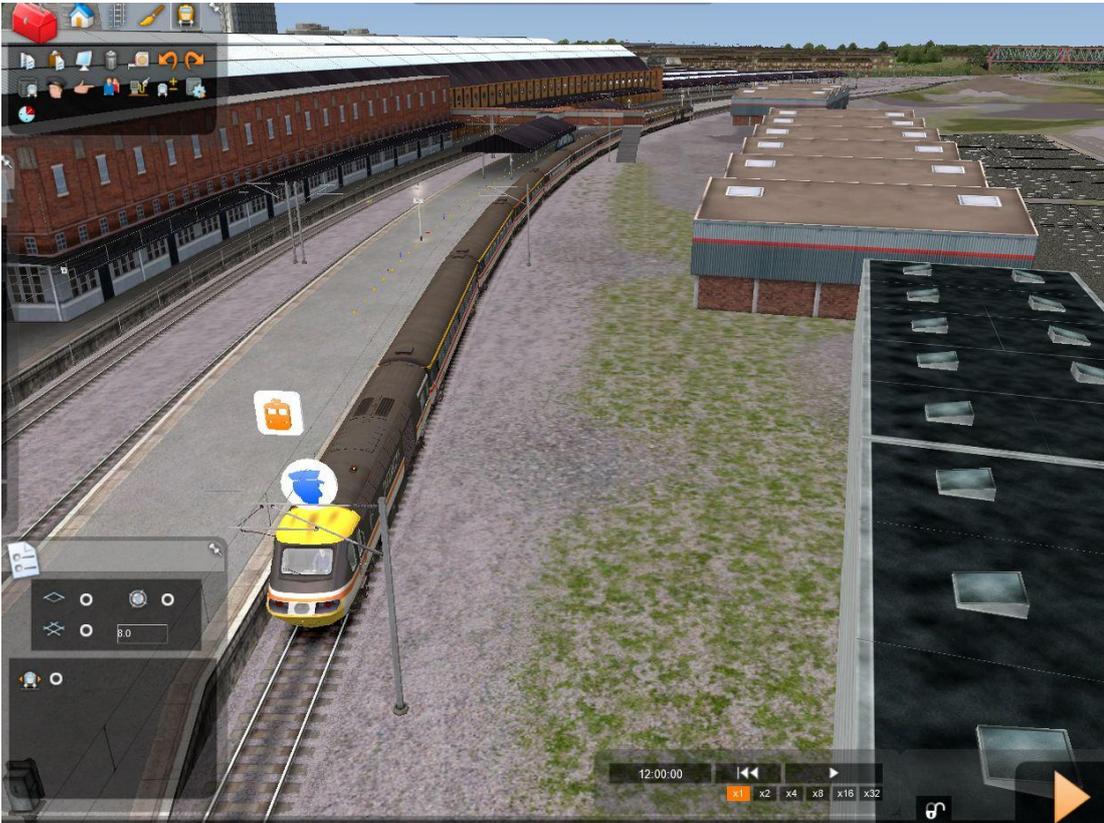
Use the Arrow keys to move to the front of the train, you can press the shift key at the same time to move (fly) faster. Now we need a driver!



Select Driver from the Tool Box Tab.

Select Driver from the Tool Box Tab and Left Click on the Train Engine. 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 43, we have to choose which end of the Train is the Front.

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



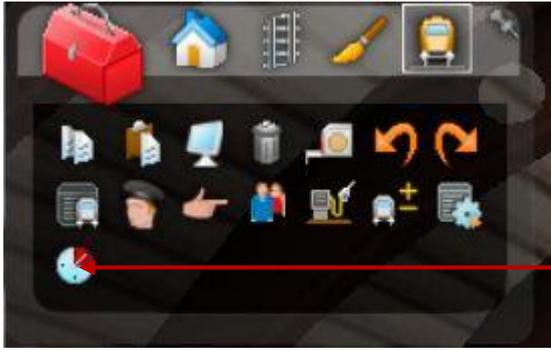
Double Click on the Driver Icon to open the Driver Properties Tab, it will pop out on the right hand side, If it is hidden, just motion your mouse to the right hand side of the screen and it may pop out.



Select Player Consist . Tick this box if you want this train to be RW2 Players Train.  
 You can Name the Train here to as well as set its priority and Start time. Set them as shown here.



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



Select the Timetabled View from the Tool Box.

A new screen will open; there are several important tools here.

Route Diagram, Right click and hold to move map.

Train Drop down List

Train Instruction Tools.  
Stop At; Pick Up Passengers; (Player) Instruction; Final Destination

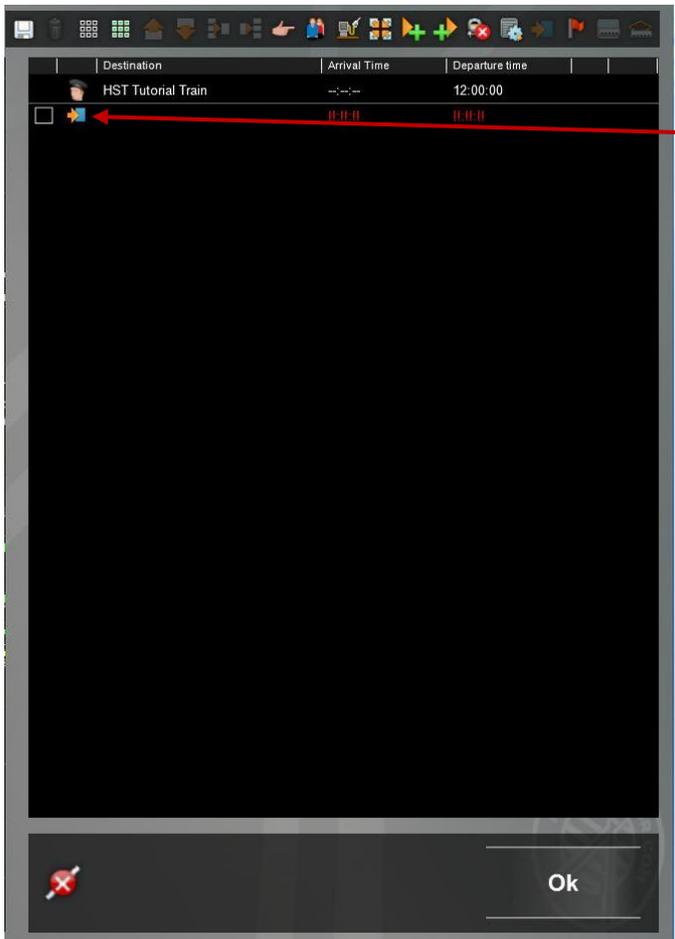
| Destination        | Arrival Time | Departure Time |
|--------------------|--------------|----------------|
| HST Tutorial Train | ---          | 12:00:00       |

Ok

The ones we are interested in are marked here.

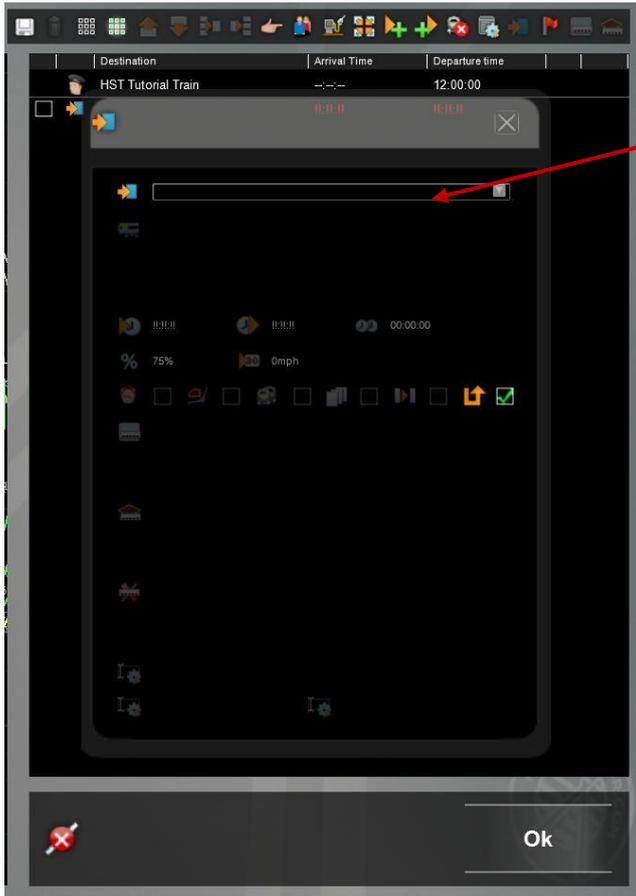
Our first task is to give our train a Final Destination. Let's do that now and let's make it Darlington.

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



Select The Blue Destination Instruction here.

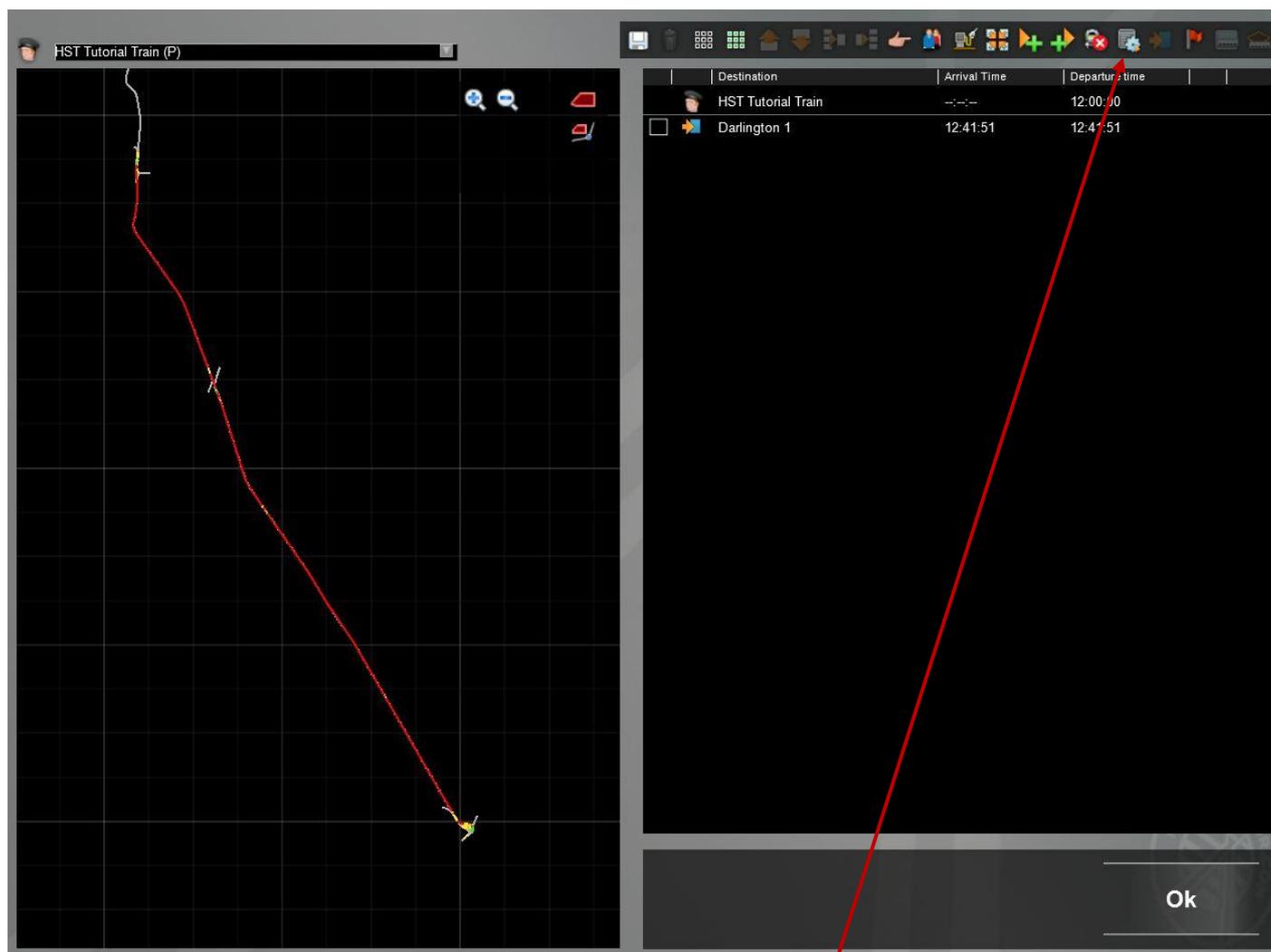
Select The Blue Destination Instruction, not the Square Check Box. Now a Destination Box will open



From the drop down menu you can select where you want this train and indeed scenario, to terminate. Select Darlington 1 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.



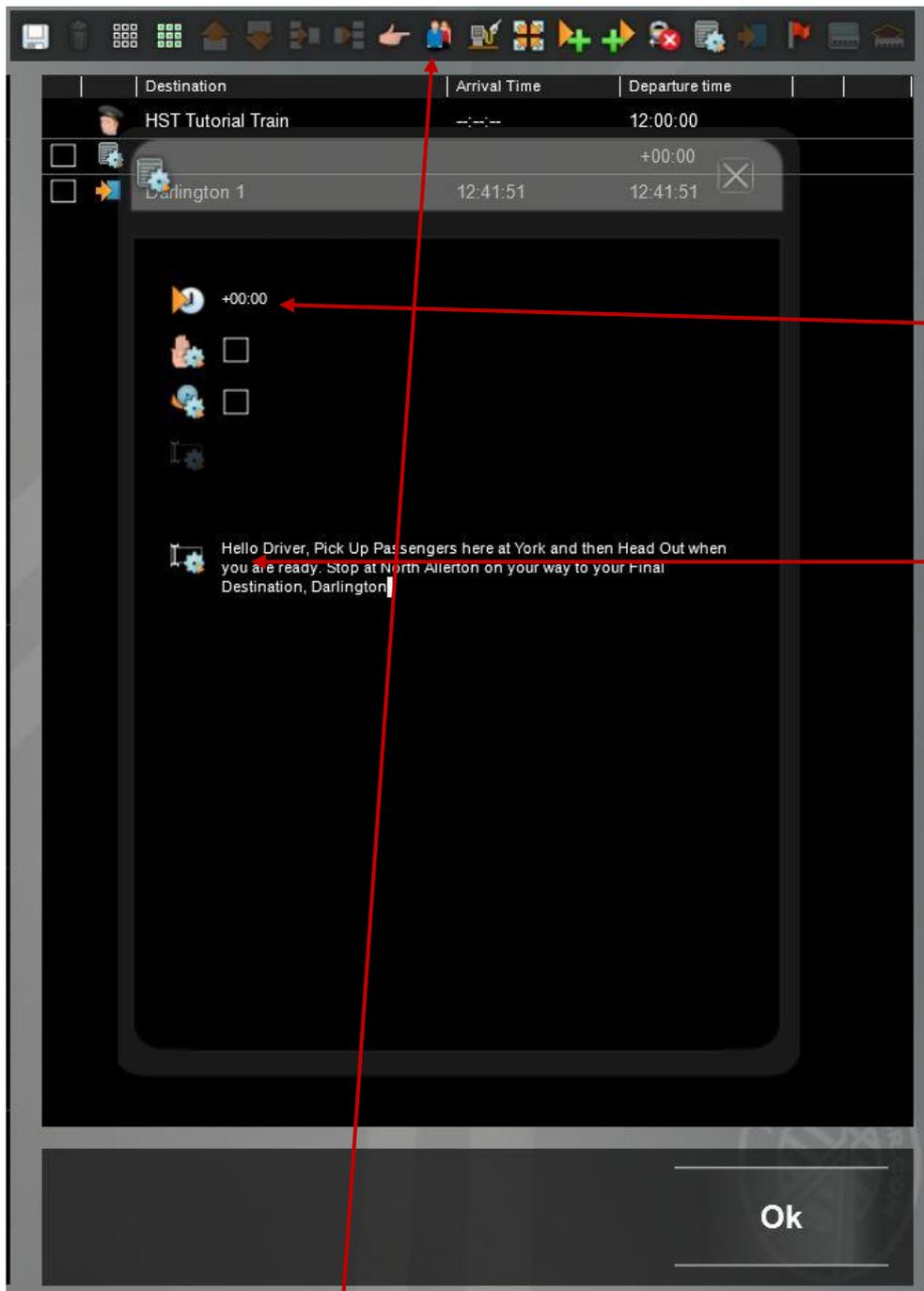
The train will automatically be put on the quickest (highest priority) line based on the train's classification, in our case, Express passenger as selected in our Driver Properties Tab. Scroll to the end of the route at Darlington and see where the Train will Stop or pass through on the way to the final 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 York, then again at a stop in Northallerton and then finally at Darlington 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 York and then Head Out when you are ready. Stop at Northallerton on your way to your Final Destination, Darlington.*

The instruction window is shown on the next page.



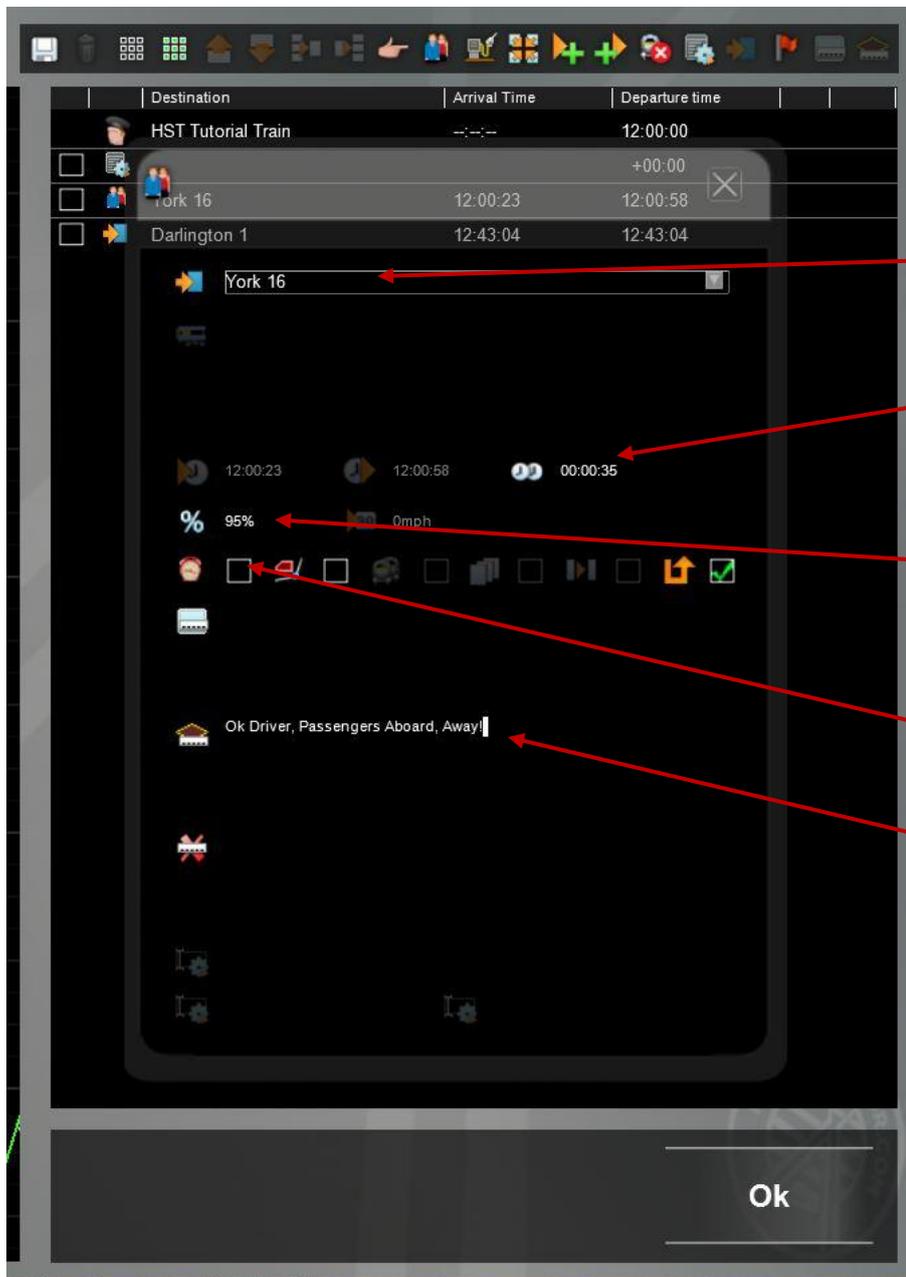
You can set when the message appears here. We want this message to appear when the scenario starts so we will not change this time.

Type your message to the Player here. Then close the Instruction Box.

Now Select the Pick Up Passengers Icon. Note which Platform you are on, my train is on York 16. So from the Drop down menu I want to Select York 16 as the place I want 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 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.

Time to Hold Train at this Task.

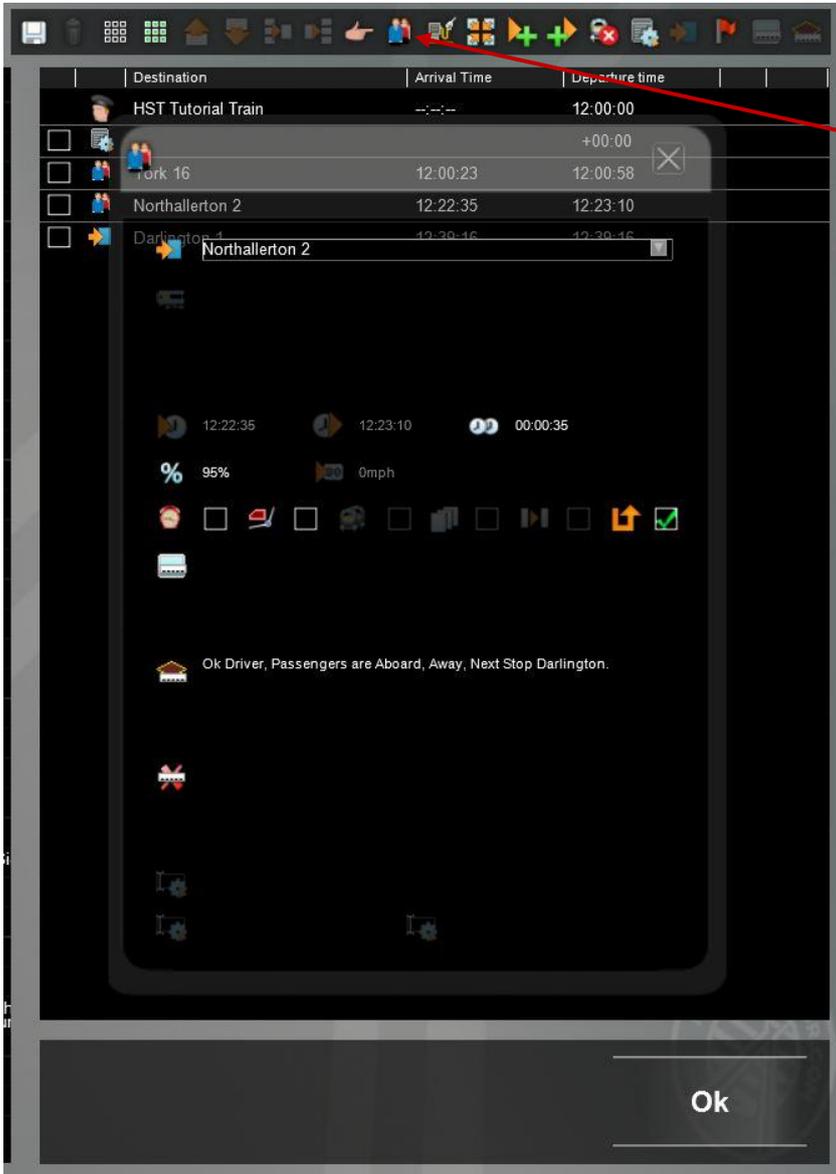
Train Speed, where ever possible I set this to 95% so that the AI can work out the timings more accurately.

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

Instruction Completed Pop Up Note

Ok, now we need to repeat this process for Northallerton and Darlington. But first check the Train Path at both those Stations 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.

Northallerton 2 and our final destination, Darlington 1



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

The Train Instruction List will look like this.



Press F2 to save, select ok at the bottom of the screen and then select the big orange 'play' arrow at the bottom right of the editor screen. You can now play this scenario.

# Part 2

# AI Traffic

## RAILWORKS 2

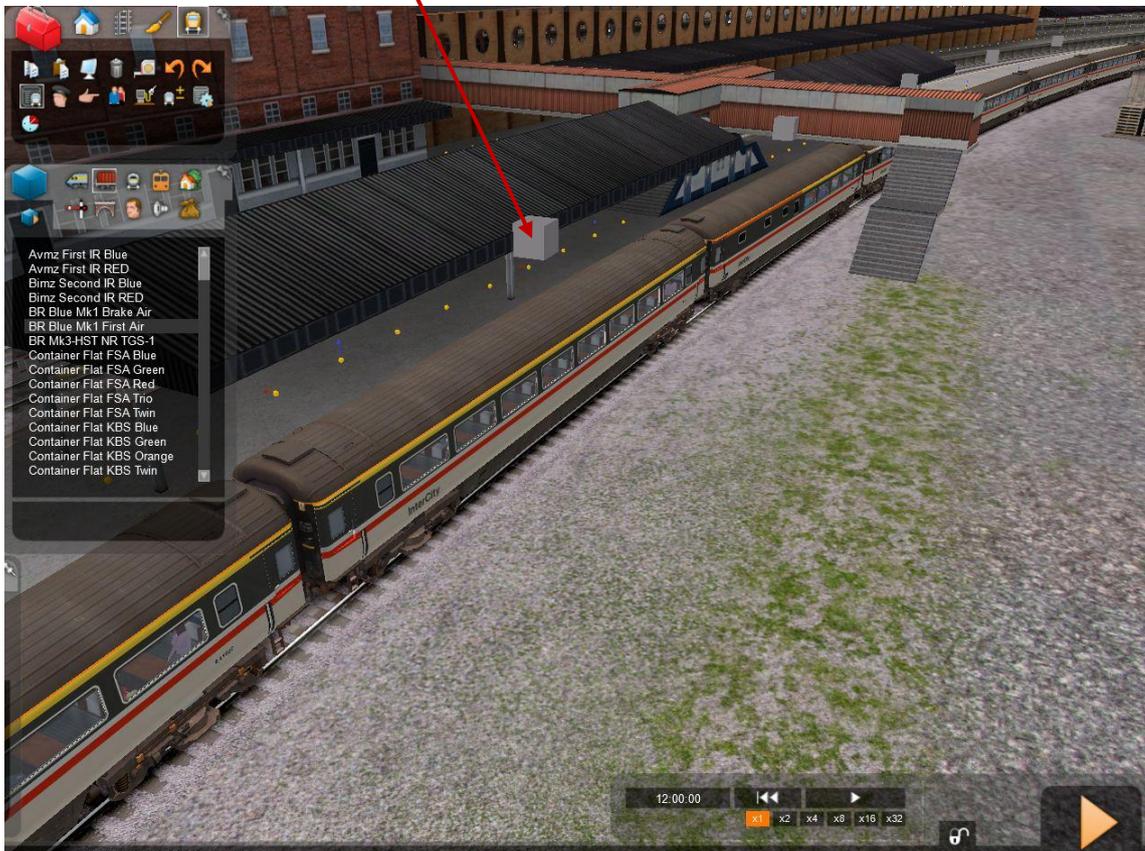
### Creating a Scenario for Railworks 2 Part 2-Adding AI Trains to your Scenario.

No scenario is complete or exciting unless it has 'things to do and see'. In part one (included above) we gave the player something to do; pickup passengers and drive to two stations. However, without any AI traffic on the line the scenario is boring. So this part of the tutorial will add a few trains to the scenario.

One good thing about the RW2 Editor is the ability to 'copy' a train that you already have. This is done from the Tool Box Tab using the 'Consist' tool here.

Load the previous scenario you made or the one I made in Tutorial One which I have included with this tutorial.

Select the Consists tool. Now look at the Class 43 that is in York Station, it now has Small Grey Boxes above each unit that the train is made up from.



Click on one of the Grey Boxes, any one will do. Over on the right hand side of the editor a new Consist Properties Box will open.

## Consist Properties Box

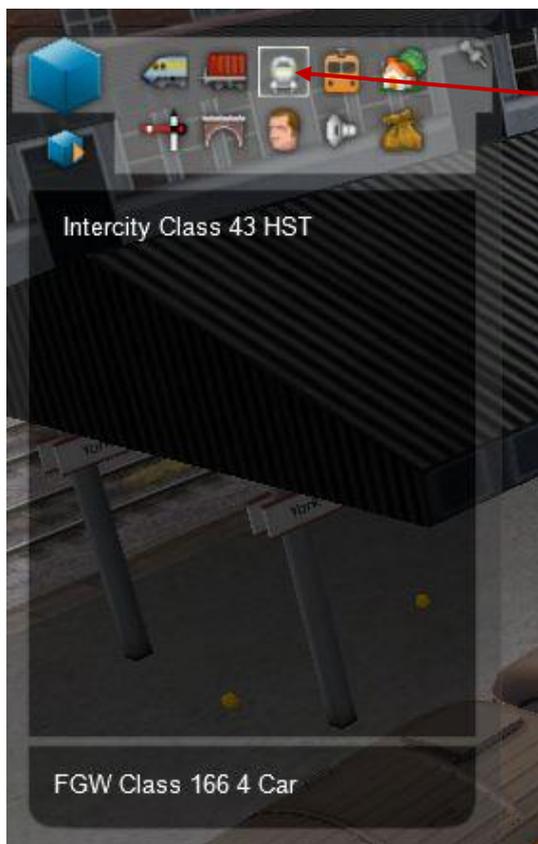


This box is your friend. In here you can Type a Memorable description for this type of train. I chose Intercity HST Class 43.

If this happened to be a Class 66 Coal Freight Train you can just type that.

When you have added a description hit return.

**Now Right Click you mouse to deselect the Consists Tool**



Move over to the left hand side of the editor and Select 'Consists' from the Browser Tab.

You can see your Train Description in here.

Select the description...

As soon as you click on the description a new complete Class 43 HST will stick to your mouse and you can now place that train on the railroad, preferably at a platform.

Now, if like me your train has landed on the track but is not quite in the correct place, you will have to move it.



This train is too far forward on the Platform. However if we just click on the Engine or a Carriage we will select just one object and probably uncouple a carriage from the front of the train. We need to select the complete train and roll it back a few yards.

On the bottom left of the Editor there is the Options Tap. Open that now and pin it.



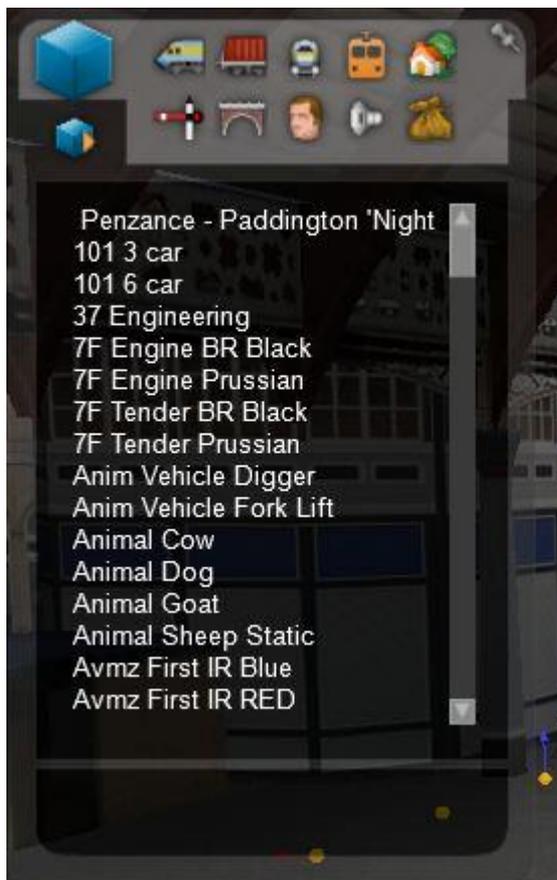
We are interested in this tool. It is Called 'Consists Select'. Click the empty circle to activate the tool.

Now you can Left Click and HOLD on the Class 43 you just placed and move it up the platform. This can be tricky and you may have to reselect the train at a different point to be able to move it better. The train will turn red when selected and once you are happy with its new position just let go the mouse button. If your train disappears, you never placed it on the track... Select Undo from the top tool box and try again.

Let's make a Freight Train and a Local Passenger train that we can then add to our Consists Browser for easy placing. For this part I will try and use RW2 Base Stock but I have no real way of knowing what you have, however, the method is more important than the stock used.

Find a clear part of track in the open to build your trains, don't try and do this in a Covered Station.

Go to your Browser Tab and Select the Engines and Tenders tool.



Look through the list for a Class 166 DMOCL (*Driving Motor Open Composite (with) Lavatory*) FGW (*First Great Western*). This is the First Great Western Liveried Class 166 DMU. Select and Place Two of these. One for the Front of your Train and one for the Rear. Place them on separate tracks for now. Then select the Class 166 MOS FGW and place two of these behind one of the Front Sections.

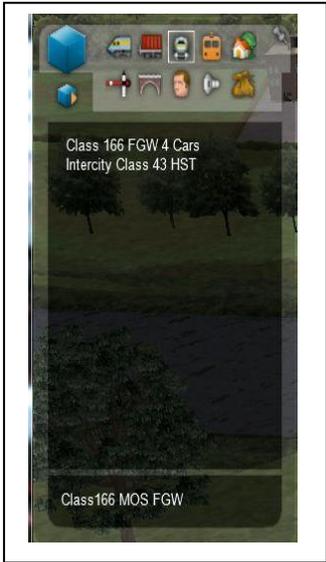
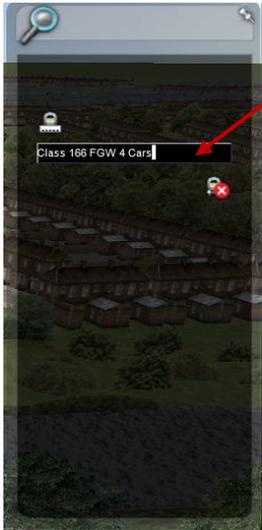


Your screen may look like this now. So you now need to pick up and turn round the Class 166 DMOCL and put that onto the end of your train to form a complete consist. Click on the DMOCL and turn it around using the big orange arrow again and then lift it to the front of your train and attach it.

Select the Consists Tool from the Tool Box Tab.



When you see the Grey Boxes above your Train select one of the boxes and move your mouse to the right of the screen for the Consists Properties Box to pop out. Give the Class 166 a suitable Description and hit enter. Then Right Click you mouse to deselect the tool.



You will now have two Complete Trains Listed in your Consists List.

Now you can place two trains anywhere on the track without having to keep building them.

Great isn't it!?

So, just one more train to build, a Freight Train. I will use a Class 47 for this and some Coal Wagons. If you don't have the same stock just use whatever stock you have, again function over content here. Go ahead and select your Engines and Tenders Tool and look for the Class 47. Place that on the track.

Now look in the Rolling Stock tool for some suitable Freight Wagons to attach to your Engine. 10 or 12 will do. When you select a freight wagon and place it behind the engine another freight wagon of the same type will attach itself to your mouse. Just click 10 or 12 times to add each extra wagon until you have a train consist you are happy with. Now we have two trains ready on the track.



Don't forget to 'save' the freight train as a new consist for your Browser Consists Tab. Just repeat the steps for the Class 166 and give your freight train a suitable description. And remember, you can have lots of trains already built so that each time you build a new scenario the consists will just need placing. Great time saver.

**Press F2 and Save the scenario.**

Delete the trains on the track... No really, we can place them again from the consists tool and you also need to know how to delete trains anyway. You can either click on each placed item of each train and delete them individually. This is good for trimming your freight train for example.

Or you can select the whole consist using the Consists Select tool from the bottom left of the editor.

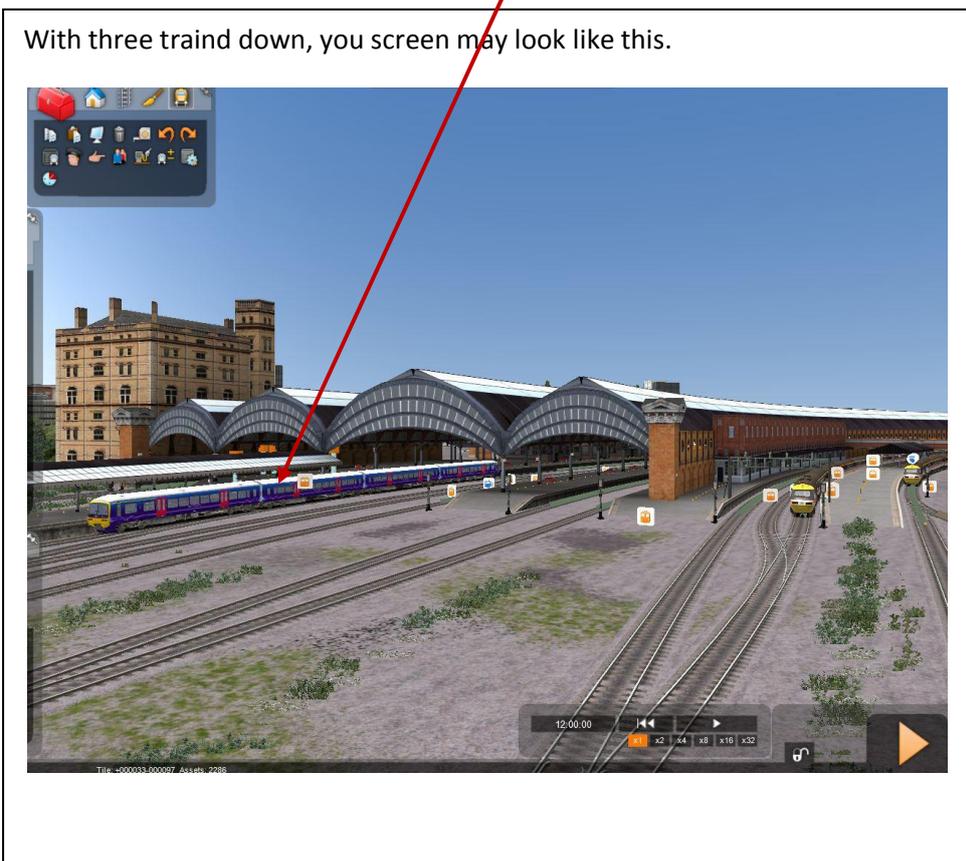


When this tool is active you just select any part of the train and hit the delete button. The train disappears instantly.

*So be careful with that axe Engine....*

Remember, you can also turn the complete train about with this tool selected.

Now to start placing some trains. Start by placing a Class 166 at the front of Platform 8 in York. We will send this train to Scarborough Portal at the start of our scenario. To place the train use the Consists List tool from your Browser to select the train you made earlier...



We can add drivers to these trains now. Use the Tool Box Tab to select the Driver Icon and click on the front of the Class 166 and then do the same for the Class 43 HST we placed earlier. As you add the

driver remember to give each Train a 'Service Name' for now this can be simple. No need for Train Head Codes here. Just the time the train will start and its final destination will do.

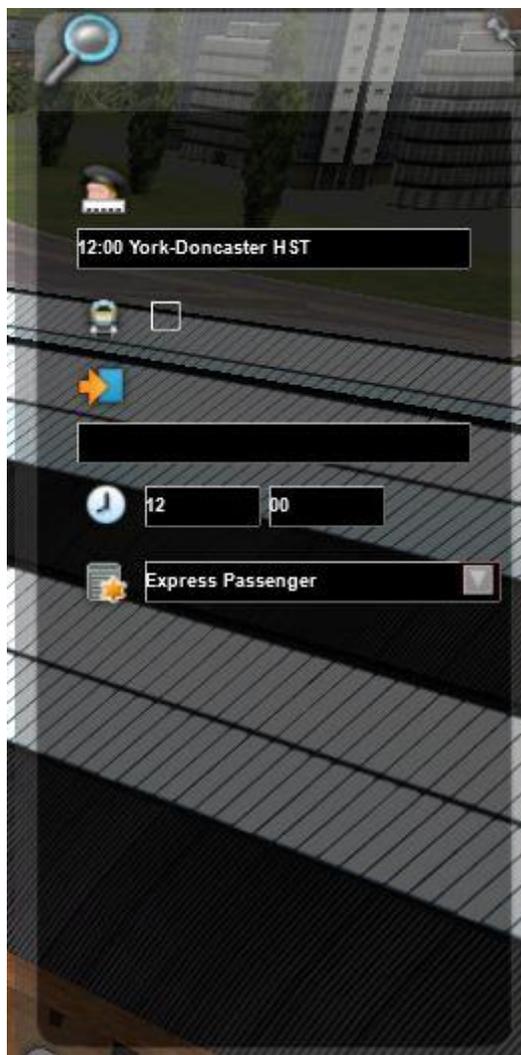
So our Class 166 will be starting at 12:00:00, the same time as the scenario starts and it will have a final destination of Scarborough. Double click on the Driver Icon above the train and the Driver Properties Tab should pop out from the right hand side. Name the train and set the Priority to Stopping Passenger. Do not change the start time.



Do the same for the Class 43 we placed.

When you place the driver for this train place it at the opposite end of the train so that we can send this train to Doncaster out the back of the station.

Set the Driver Properties for this train like this;



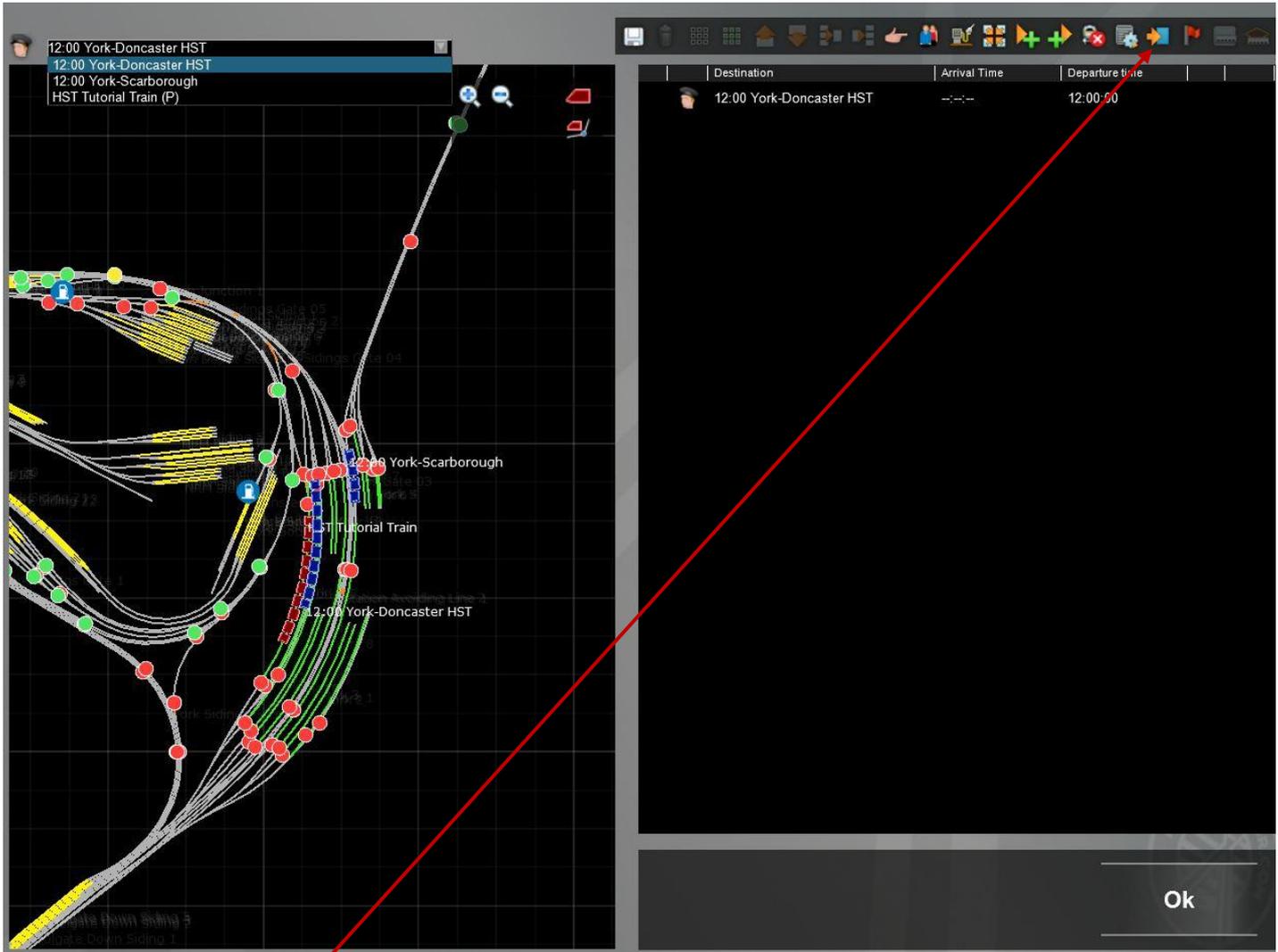
Now when we begin our scenario two trains will start to move immediately. The Class 43 beside our Train will exit out of the station behind us and just up in front, off to the right you will see the Class 166 head of to Scarborough.

Your two HST's will look like this. Player Train to Darlington here.

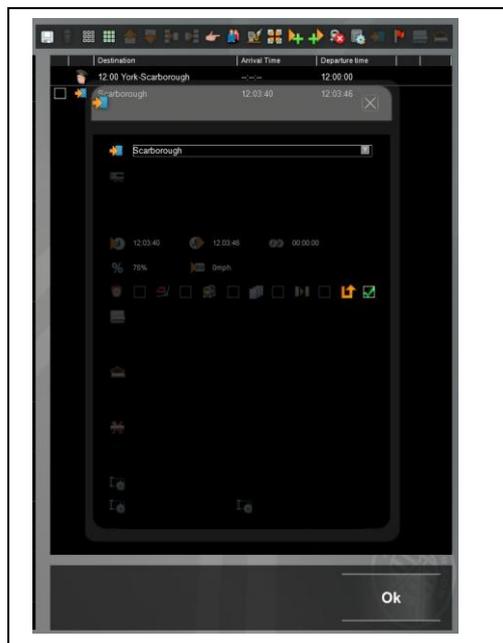
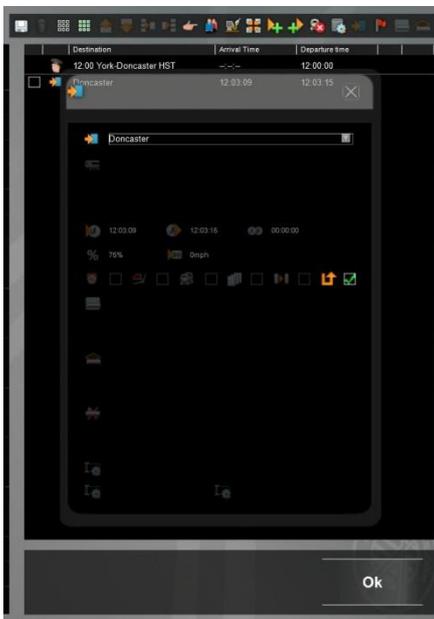


AI Controlled Train to Doncaster here with the Driver placed at this end of the Train.

Let's give both these trains their instructions and then test the scenario. Select the Timetable View from the Tool Box Tab. Remember the one that looks like a small Pie Chart? This time when we open the Drop down Train List from the Left Map Window we can see all three of our trains. Note that one of them has (P) after it. This denotes that this train is the one the Player will control. All others are controlled by the AI but we must give them their instructions.



Select the 12:00 York-Doncaster train if it is not already selected. In the right hand window we want to use the Blue Final Destination tool for both our AI trains.



Select Doncaster for the AI controlled HST and Scarborough for the AI Controlled Class 166 using the same method we used in Tutorial one. See the top of this tutorial to refresh your memory if you require. Select OK to go back to the 3D view. Now let's have some fun and test the scenario so far. We are not finished, just testing what we have done so far to make sure there are no errors.

Also at this point it would be a good time to run the train on the full journey and make some notes before you place any more AI trains, especially those on the down line to York. Some scenario builders use real timetables to place trains on their route others make it up as they go along. I'm in the latter category. However I have been known to use this rather easy website for train timetables;

<http://ojp.nationalrail.co.uk/en/s/pockettimetable/search>

So, a good thing to do is run the route and make notes about what time your train passes any given point on the route. Stations are obvious marker points so you should write down the times that your train passes through or stops at each station on the journey. For this route we can also use the Mile Markers on the left of the track. Perhaps a good rule would be every 5<sup>th</sup> mile marker note the time your train passes the marker. Then when it comes to placing AI trains you can better decide their starting point and time during the scenario. Not all your AI trains can start moving at the very beginning of the scenario.

Timings for my train were as follows;

Key: - Station-Portal-Marker

|                         |              |
|-------------------------|--------------|
| <b>York Depart</b>      | <b>12:00</b> |
| <b>Harrogate Portal</b> | <b>12:05</b> |
| <b>Marker 5</b>         | <b>12:07</b> |
| <b>Tollerton Portal</b> | <b>12:10</b> |
| <b>Marker 10</b>        | <b>12:10</b> |
| <b>Marker 15</b>        | <b>12:13</b> |
| <b>Marker 20</b>        | <b>12:15</b> |
| <b>Thirsk</b>           | <b>12:16</b> |
| <b>Marker 25</b>        | <b>12:17</b> |
| <b>Marker 30</b>        | <b>12:20</b> |
| <b>Northallerton</b>    | <b>12:21</b> |
| <b>Marker 35</b>        | <b>12:26</b> |
| <b>Marker 40</b>        | <b>12:30</b> |
| <b>Marker 44</b>        | <b>12:33</b> |
| <b>Darlington</b>       | <b>12:36</b> |

This is the style of Mile Marker that you should be looking for on this route.



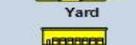
Further to this, you really need to know the route, know which station is next and where the 'Exit Portals' are on the route. Lucky for you I have mapped many of the RW2 routes for just this purpose. You can find these route maps on the website forum at;

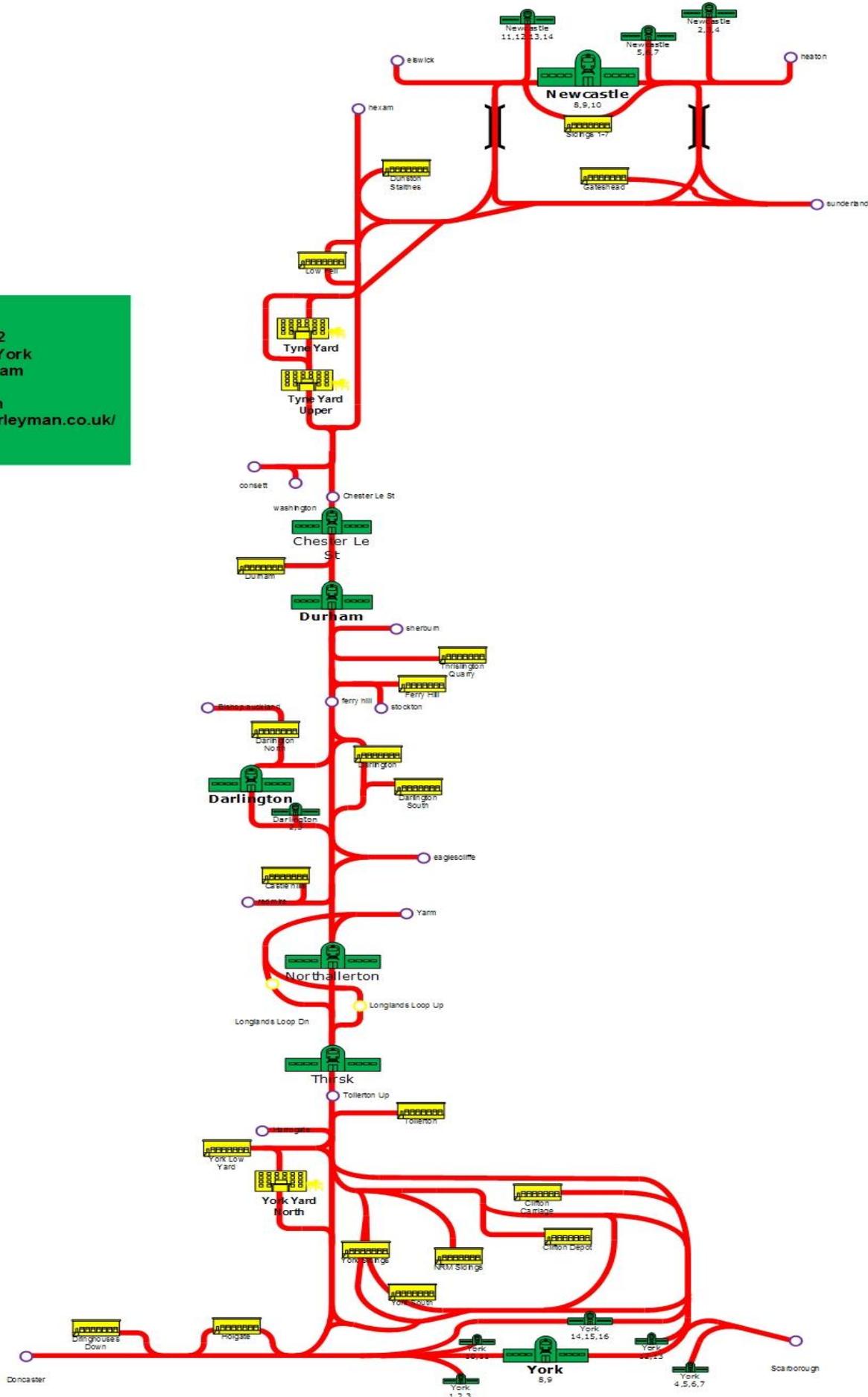
<http://www.railworks.marleyman.co.uk/platform1/viewforum.php?f=2>

I have included the Newcastle to York Station Diagram on the next page. These diagrams can help you plan the route on paper as it were before you even open the editor.

**Railworks 2  
Newcastle to York  
Station Diagram  
By  
Marleyman  
<http://www.railworks.marleyman.co.uk/>**

**KEY**

-  **Station**
-  **Local Station**
-  **Sub Platform**
-  **Yard**
-  **Storage**
-  **Portal**



## Press F2 and Save.

Select the Play Button from the bottom right of the screen, make your notes. Now make more tea... One more point as to why this is important; if you can load the scenario and run the train on the full length of the route with no problems you then know your Player Controlled Train is all ok. Thus, when you get problems after adding AI trains the problem must be with the AI train so you would need to edit the waypoints, timings etc for the AI train, not your Player Controlled train.

## More Trains!

Now that we know what time and where our train will be at the given points we noted on the test run we can think about adding more trains to the scenario. The total scenario time is just over 30 minutes. So perhaps we could place two HST's coming down to York, three class 166's coming down and two heading up the line for us to pass in our HST and perhaps we can squeeze in two freight trains, on the down line and one on the up line heading to Harrogate portal as we join the main line after leaving York.

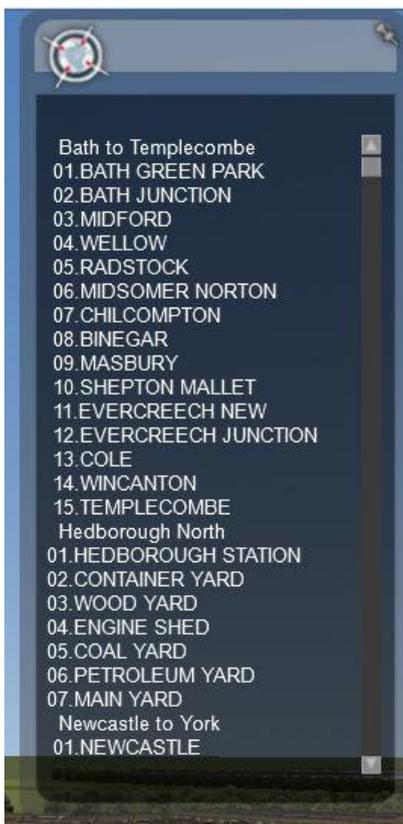
The first HST can be placed on the down line opposite the Harrogate Portal Area. If you don't know how to move about the 3D route you need to learn. For short moves around the track just use the Arrow keys to move North, South, East and West. Use the right mouse button to change direction and use the Shift Key with the arrows to move faster. So, Shift, Arrow and Right click all at once to move around.

If you need to move long distance then you should use the Navigation Tab;



Click on the Route Markers Button first to open the Route Markers List on the right of the editor.

The GO Button.



The Route Marker List has many Stations and Sidings listed so you have to scroll through those to find the one you need.

Select the Station or Marker you want to Fast Move to and then click on the GO button in the Navigation Tab.

The screen will redraw, (and usually put you 6ft underground) at the location you have chosen. So use this to jump around longer routes.

Further, for Navigation purposes it is useful to have some Name Tags appear on the screen. Use the F6 key for this, much the same as in the game when you want to see Train or Station Labels. To turn these on or off in the editor Select Display from the Tool Box Tab; And the Pop out on the right hand side lets you choose which items to display tags on.



Select All

Deselect All

Use Select All then deselect the two at the bottom as in the screenshot here. Feel free to hover your mouse over each icon in the editor to see what they are for.

Deselect these two because they are intrusive for now.

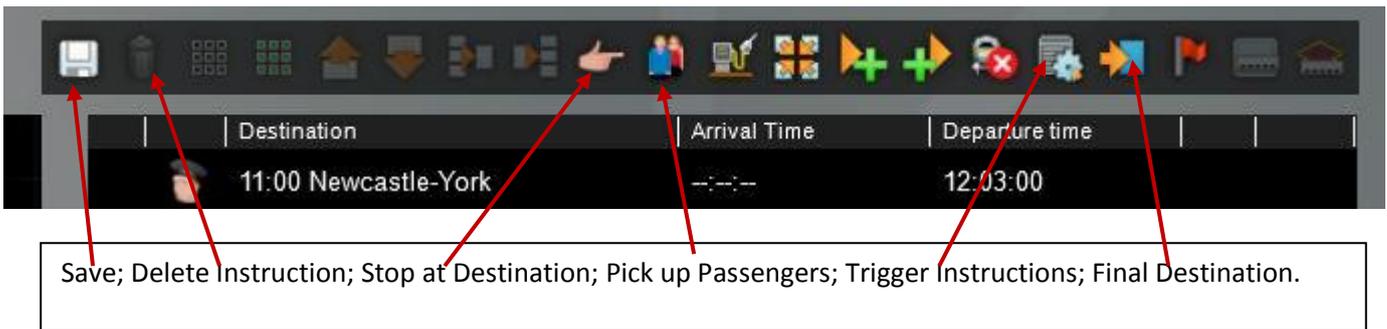
With the Tags now on, navigate to York Yard North as this is where we will be placing a train or two. Now, the Northern exit from York Yard North leads to the Harrogate Portal and our train gets there about 12:05 so any train we place in this area will need a Start Time before 12:05 so that it is moving when we reach that area. Placing our trains could not be easier if you followed this tutorial. Use the 'Consists' from the Browser Tab to select the Class 43 you made earlier and place the train. I always like to place them just in front of a signal and always one train per any signal block.

Here is a screenshot of the first HST I placed. I have added a Driver and filled in the Driver Properties Tab with the Train Name and a Start Time of 12:03. This start time is now important for all your AI Trains.



Now we need to use the Timetable View to give this AI train some instructions. Open the Timetable view and select the train you just placed. Let's make it actually stop at York and then Exit a through the Doncaster Portal. Whenever possible it is best to have trains exit your game through a portal to help with frame rates. Every train in your scenario uses CPU Resources when not actually visible on the screen. So don't just Stop Trains at Stations for their final destinations if you can find a portal to exit nearby.

The timetable toolbar; Tools we will be using.



Use the Stop At Destination instruction to add an instruction to the list; then click on the 'little hand' to edit the instruction and select York 8 as the target for the instruction, remember to set the 'Performance %' to 95% so that the times returned by the AI are a bit more accurate.

Now click on the Final Destination Instruction and then edit that when it appears in the list. For this one you just need to select Doncaster from the drop down list, that is the Portal for Doncaster, it is not a Station.

Thus instructing our AI train to start moving at 12:03 and to Stop at York 8 for 20 seconds before proceeding to Doncaster Portal to exit from our scenario.

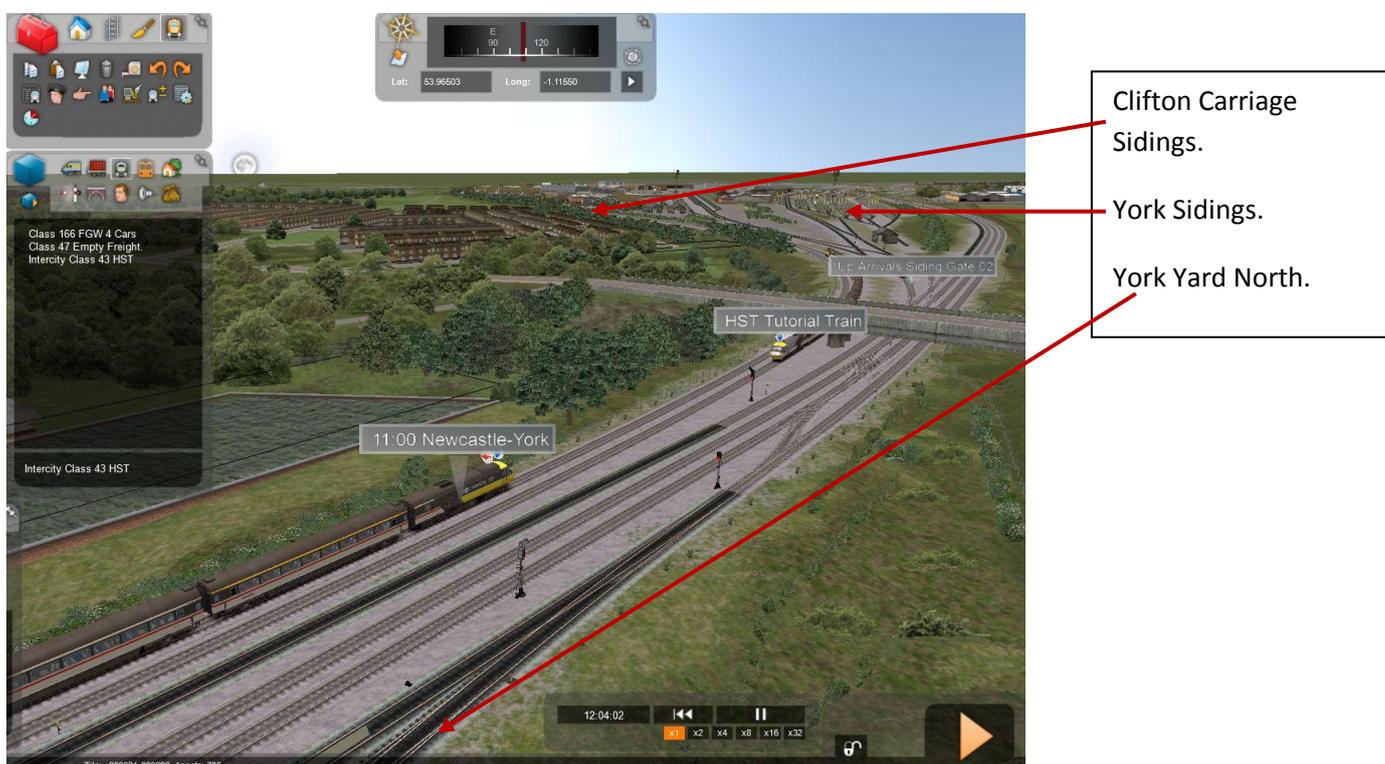
Click OK to return to the 3D editor.

Now we can use the in game tester to see what happens.



Much like a Video recorder, (video! Do you still have one of those!?) There is a Play button and quick time buttons and a 'reset' button. If you use the play button Always reset the scenario before you save it again or all trains that moved will be in a new position, the wrong position, when you load the scenario again. Hours of work wasted!

Navigate to the HST we just placed and press play. When the train starts to move, follow it using the free roam camera keys (arrows and mouse). You can speed up time until it starts to move if you like. Watch it pull in to York, stop and then move off again and no crashes! Also no red exclamation marks in any of our instructions. Here is a screenshot of our trains passing. Great eh?



**Reset the scenario and press F2 to save.**

Let's place a freight train out the back of York Station; the plan is to have this train pass our view as we approach or pass Clifton Carriage Sidings, just before the bridge in the screenshot above. This is just to make York look busy. Find York Sidings - Gate 2, it is out the back of York Station. Place the freight train we made earlier, use the 'Consists' from the Browser Tab to select the Class 47 empty freight train and place it behind the signal near the gate and have it facing North. Like this;



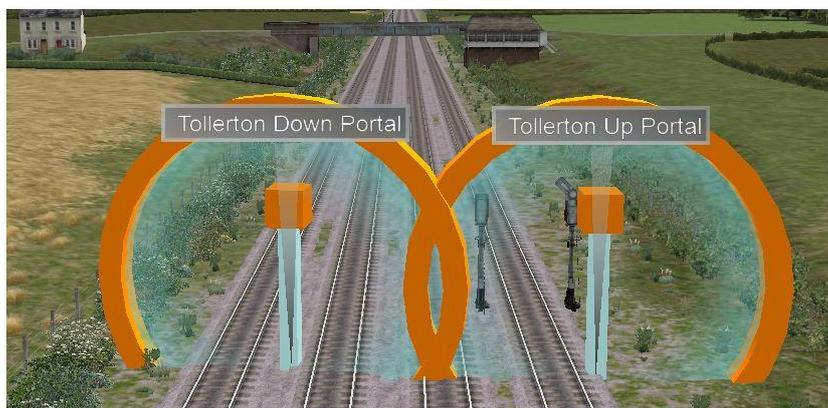
Add a Driver and fill in the Driver Properties, 12:00 York-Harrogate Freight, Standard Freight for priority should be a good start. Now go to the Timetable View and select the 12:00 York-Harrogate Freight train and we can add some instructions for this train. All you need to do for this train is give it a Final Destination-Harrogate (portal).

Press the Play button to watch what happens in the editor. Note that this train reaches the bridge at 12:02. That is too early for us; we want to see that at about 12:03 so reset the scenario and fly over to the freight train and double click on the driver icon and change the start time to 12:01. Run the scenario and follow the Freightier to see what happens. Perfect, we can see the Freight Train in the distance as we pass Clifton Carriage Sidings and then we pass the Freightier before it peels off to Harrogate.

Didn't we do well!?

Ok, that is a lot of activity for the first 5 minutes of our scenario. So let's move up the line to Mile Marker 10. Our train will reach that about 10 minutes into the scenario. So if we place a Class 166 on the line in this area, heading for York, we can safely set the start time for that train at 10:09. Marker 10 is near Tollerton Portal, so fly up the line 'till you find the portal.

They look like this.



Move a little north of the portal to the first signal block you see and place a Class 166 (from the Consists list in our browser tab) onto the line behind the signal block. Add a driver, give the train a name, perhaps it is the 11:20 Darlington-York Train.



Set the driver properties like the screen shot here.

Start Time 12:09

Service Class-Stopping Passenger.

You can then use the Timetable View to give this train its instructions.

For this train it will just be a Final Destination of Doncaster. We do that because we only need to see this train to give some realism to our scenario. After it passes our train we could care less whether it stops or not...

So, set the instruction for Final Destination and choose Doncaster to let the train exit from our scenario.

Fly Up the line heading to Thirsk, stop at marker 15, there is another signal block just north of here. Place a Class 166 here and have it heading to Thirsk. The plan is to have our HST pass this train, it always looks good when you get to pass slower trains... *Wave at the poor slow train.*

Check our notes, we reach marker 15 after about 13 minutes at 12:13. So, add a driver to this train and set the start time to 12:12, we may need to adjust this to 12:11 to make sure this train is moving at full speed when we pass it. Let's try 12:12 for now. We will need a destination for this train, we can add a

stop at Thirsk 1 just to make sure it stays on the slower track away from our train. Then, if you check the Route Map in this Tutorial for a suitable portal to have this train exit, we can then choose our final destination for this train too. Set the train name as 11:45 York-Darlington and the start time 12:12 in the Driver Properties after adding a Driver to the train. Then open the Timetable view and use the Stop at Destination tool to add a stop at Thirsk 1. Then Use the Final Destination Tool to set the trains exit at Yarm Portal (just north of Northallerton).

### **F2 to save.**

Use the Navigation Tab to jump to Thirsk, let's have another class 166 approaching Thirsk 2 as we pass through that station at about 12:16.



Thirsk Siding 1 just north of Thirsk Platform 2, that looks like a good spot to place our next class 166. Not in the siding, just on the main track, heading south. Add a driver, and call this the 11:40 Darlington-York, set the start time as 12:15 and the service class as Stopping Passenger.

We now want to add a Stop at Thirsk 2 and then a final destination. For this train as this train is North of Tollerton Portal we can set Tollerton UP Portal as the Final Destination. Do that now.

**F2 Save!** Get used to saving after each new train is added...

Quick Move to Northallerton using the Navigation Tab. We will add our second HST southbound near here. North of the station there is a portal and north of that there is a bridge then a signal block, place a Class 43 HST from you Consists List behind that signal block. Our train gets into Northallerton 2 at 12:22 so it would be nice to see a southbound HST pull up to the platform about the same time that we are stopped there. This may be the 12:00 Darlington-Kings Cross HST. Sounds like a good name to me. Set the driver properties for the train as Express Passenger with a start time of 12:20. Chances are when we run the scenario we will meet this train in Northallerton Station.

You will of course have to give the train some instructions. So open the Timetable view and give the train an instruction to Stop at Northallerton 1 and then set the final destination as Tollerton Up Portal. Note that there is a portal just north of Northallerton.

### **F2 Save!**

Ok, our next train could be a Freight train. Maker 35 sounds good for this placement. Fly up the line to marker 35. Our train will reach this point at about 12:26. There is a signal just south of this marker. Place your Class 47 Freight train from the Consists list here. I have updated the Driver Properties as follows, Darlington Power Station, Start Time 12:24, Service Class Standard Freight. Open the timetable and give this train a final destination of Northallerton Portal.

Fly up to marker 40, we reach this marker about 12:30, so place a class 166 at the signal just north of marker 40. Repeat the process we have been using of adding the driver, name the train, (12:20 Darlington-York) set the start time, (12:28), Class-stopping passenger and give the train a final destination, Northallerton Portal.

### **F2 Save!**

Our final Class 166 wants precision placing and timing...

This is just South of Darlington Station, after Mile Marker 44 there is a Signal then the line splits to the left. Then there is this Signal Gantry. This class 166 will be heading into Darlington 4 and it would be nice if that was happening at the same time as our train is approaching Darlington 1 at 12:35 ish.



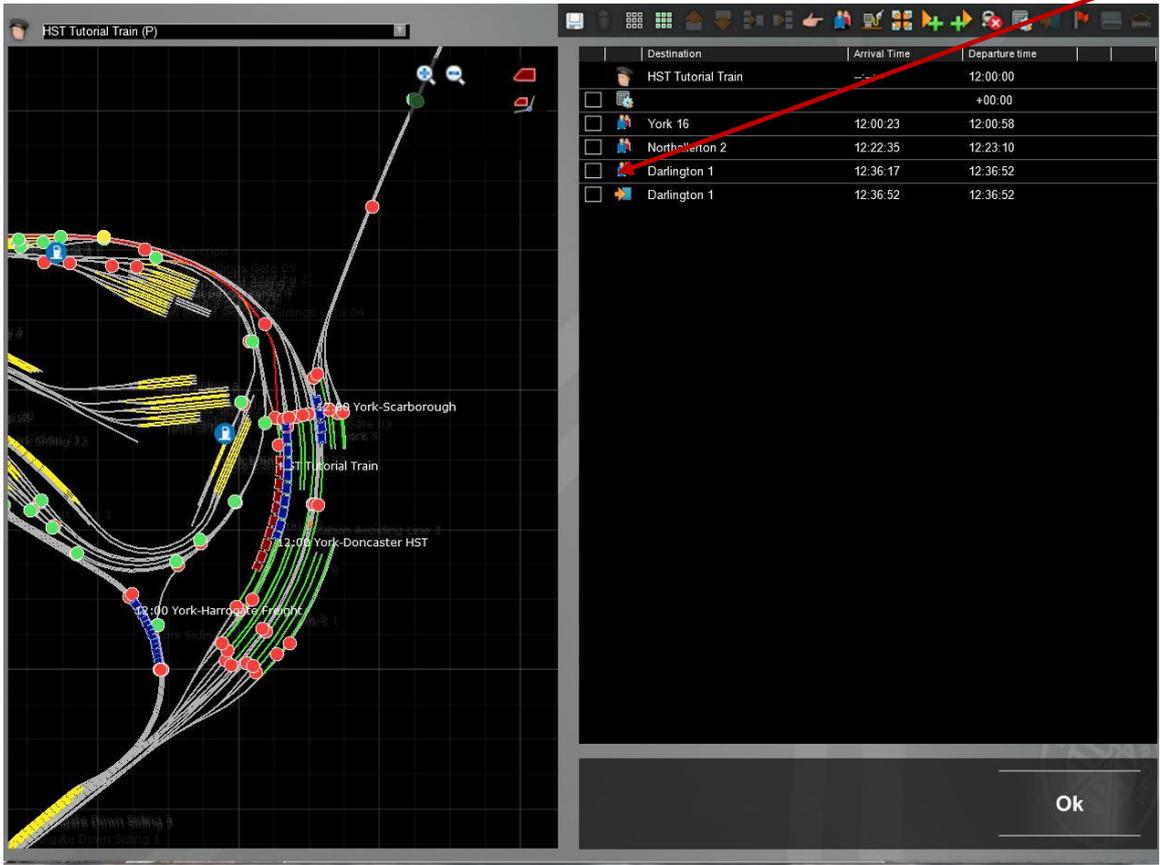
Set a driver for the Class 166 and set a final destination of Darlington 4. Set the train as Stopping Passenger and a start time of 12:33:45. That should complete out AI placements. Save the scenario and give it a test run.

Keep pen and paper handy to make any notes about trains not doing what you expect them to do. If they need any tweaks you can do that after the test run. Just be aware that not everyone drives to the timings we have, some may be quicker or slower than you so all timings have to be fairly speculative.

No scenario is complete without a note at the end. Some scenarios do forget to add this note and it seems that something has gone wrong. You should add a note to players letting them know the scenario has ended.

To do that you need to add text to the 'Achievement Text Successful' box on the last instruction before the Final Destination Instruction. For our scenario that is the Pick Up Passengers at Darlington 1.

Our instruction list for the Player controlled train is below, select the last instruction here;



In this box you should type your final message stating the scenario has ended.

This message will pop up after the player picks up the passengers at Darlington 1 and then when the player closes the pop up box the scenario will exit.

Well that is it for simple scenario creation, if you ask me this scenario creation is just as good as playing the game, if not somewhat challenging to begin with.

I hope to see some of your scenarios soon, if you want them hosted on the site, just let me know in the forum and I will arrange for your scenarios to be hosted free of charge.

One final note about scenario creation, Dressing! To add to the reality don't forget to add static consists to some of the large sidings, perhaps some Hopper or empty wagons at Clifton Sidings, a static Diesel Freight train at York North Sidings. You could also add one or two class 166's to Darlington station. No drivers are required in any of these trains, they are just there for the... well Dressing.

Good luck with you scenarios.

### **Special Notes:**

Make frequent backups. Save often (F2), Exit and Save, play frequently to check all OK. You can have the AI run your train, very useful for scenario designers. To do this, do the following;  
Use the command line option; "-followaitrain" Then open your scenario and Ctrl+Click the Player Train at scenario beginning. You can also speed up time with CTRL+Shift+5 (for five time's faster ride).

On the initial Railworks screen (the 1 with the adverts on), where you load the game from click on Setting and then put a check in the box next to 'EnableAsyncKeys'. You can then use CTRL+SHIFT plus keys 1, 2, 3, 4 or 5 to run the game at 1x to 5x speed.

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 two.

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,

Kenny M.