

RAILWORKS 2
Scenario for Oxford to Paddington
Morning Papers & Parcels
Deliver the Morning Papers throughout the Thames Valley on a cool Summer
Morning in 1985 using a Class 31.
By

Marleyman

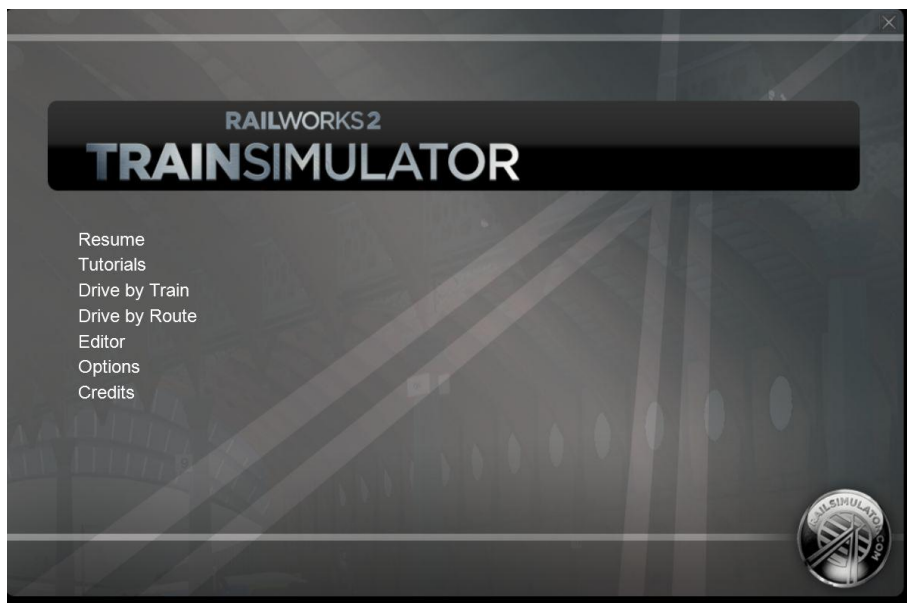


Class 31hauling Newspaper and parcels across the Thames Valley

This tutorial will follow the creation of my new scenario 'Papers and Parcels' for Oxford to Paddington route and is set circa 1985. It will represent a Class 31 hauled, early morning Papers and Parcels Train run from Paddington at 03:55 am on its run out to Oxford delivering the morning daily papers.

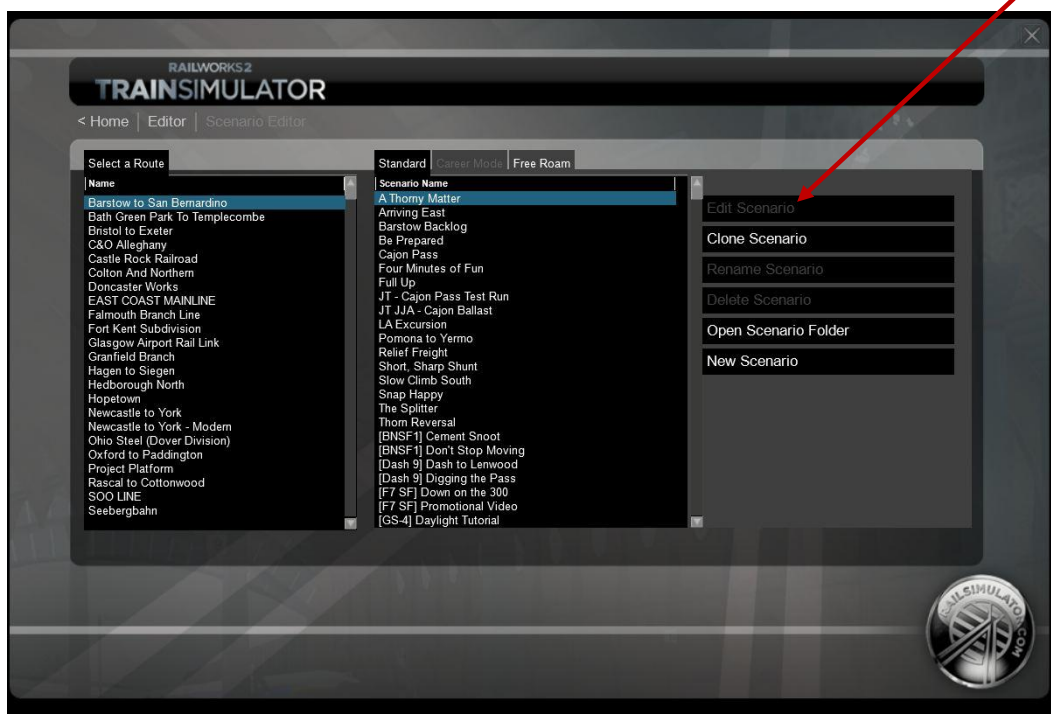
NOTE: Most text in italic will just be my thoughts and plans for the scenario and are there to help you follow my planning.

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.

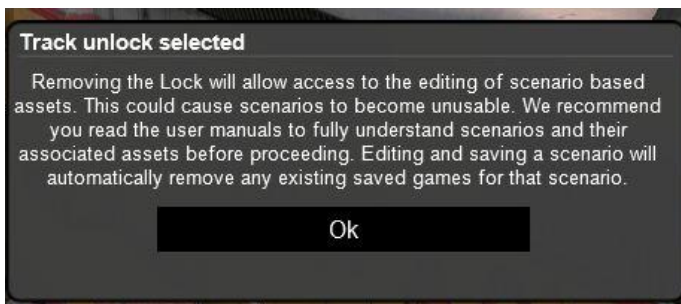


You will need to Unlock the Route, to do that just go back to 'Drive By Route' and select Any scenario. I will choose 'A thorny Matter' from the Barstow to San Bernadino Route. Click the Play button as normal. When the scenario Loads press [Ctrl E] on your keyboard. You will get this Screen.



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;

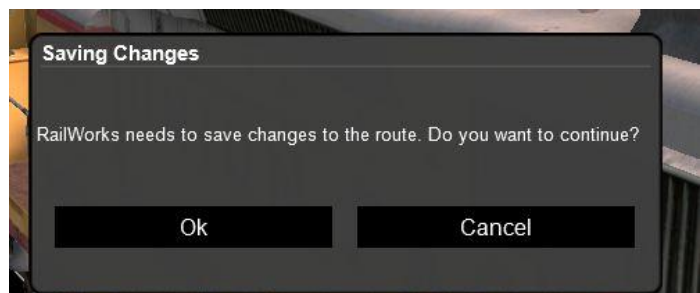


Select OK. You can now edit Any scenario from this Route using the RW2 Editor. You may have to do this with all your Routes.

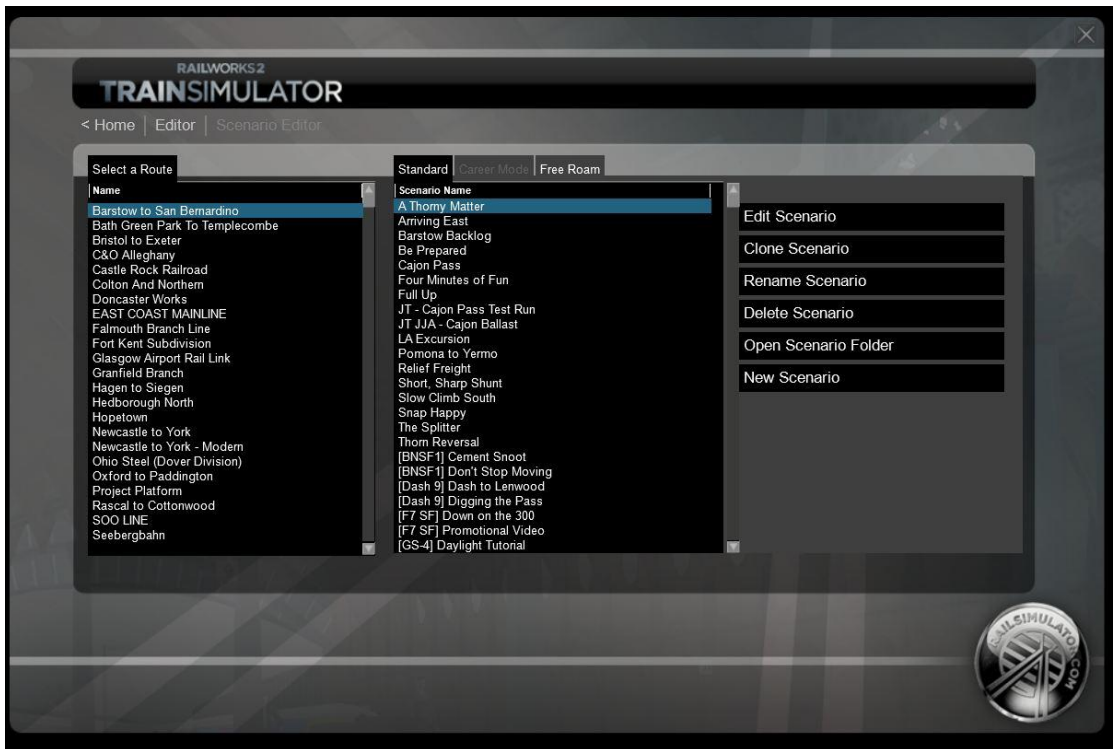
To exit from this Editor without damaging the scenario just click the big orange arrow.



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.

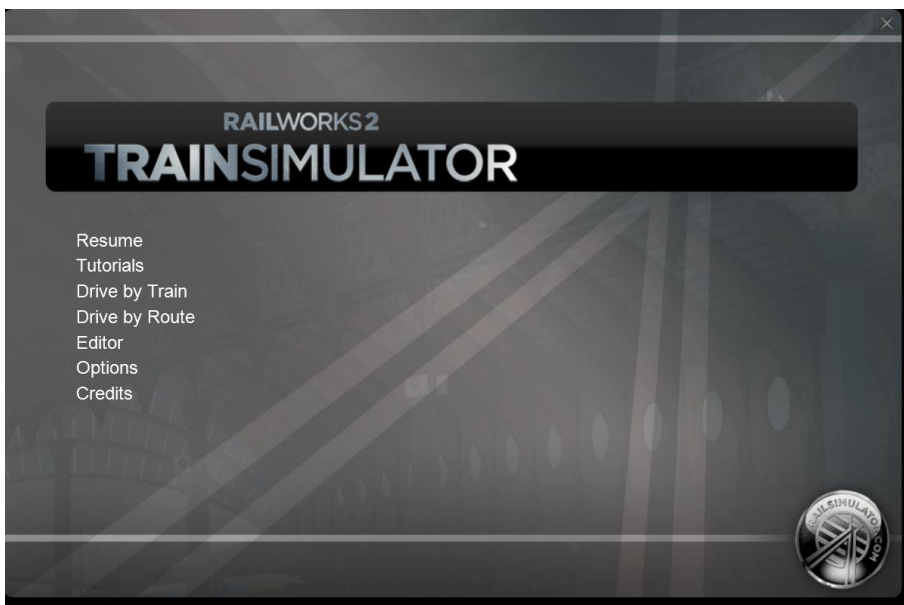


Go back to the Scenario Editor and the 'Edit Scenario' option is now available to use.



For this Tutorial Select the Oxford to Paddington Route

Start RW2 as normal and at this screen;



From the Route Selection Screen;



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



In this screen Choose Acton 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 Morning Papers and Parcels. 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.

For now, it will load the Editor.

RW2 Papers and Parcels Scenario Tutorial by Marleyman

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

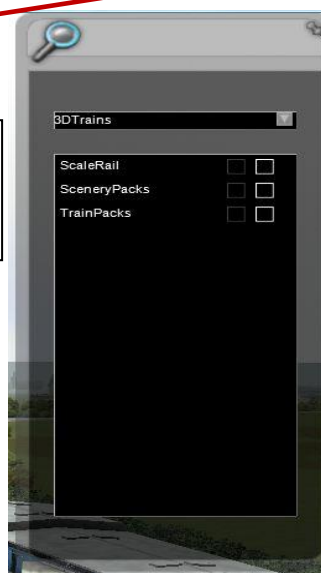
The Scenario Marker was in Acton but I actually want to start in Old Oak Common so I have to left click on the marker and drag it up the line into Old Oak Common. Anywhere will do for now as I am not 100% sure where the Class 31 will be placed.



Placing the Class 31 will create our first problem for new users as it is not listed in our *Browser Tab* we will have to go find one. To do that we need to open the Object Filter in the Browser Tab



Open this on
the Right
Hand Side



This Object Filter will allow us to find our Add on Trains. You should read the manual for each add on to find out where the Object is stored in this menu.

Review of 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

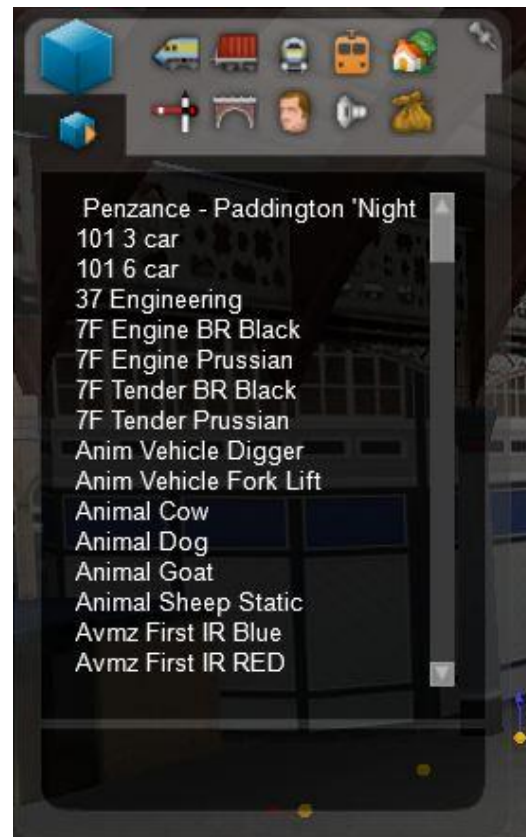
Options Tab



Scenario Marker



Browser Tab



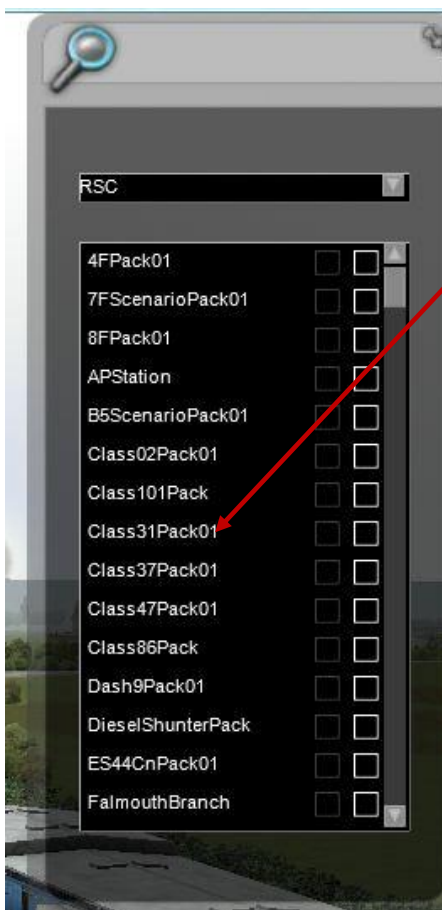
Scenario Marker Properties



Here are all the tools on screen;



Ok, checked the manual for where the Class 31 is in the Object Filter... it doesn't say! So, let's check RSC first from the Drop Down Menu.



Lucky Guess! Here is the Class 31 listed under RSC. Select the Check Box next to the listing and click in the main window to close the filter.

The Editor crashed... Let's hope you have better luck!

Ok, the Class 31 will now be available within the Browser Tab if you select the Engines Tool and scroll the list to find it I will reload RW2.



From the Engines and Tenders tool in the Browser Tab we can now see our Class 31's listed.

I will be using the Class 31 BR Blue just keep it safe from Re-Skin errors on other people's games.

Click on the 31 BR Blue and place it in the yard.

I am placing this one behind and to the side of the Fuel Road Shed because I will have the Engine empty of Fuel and without the Papers Wagons attached. That we I can add a bit more to the scenario having the driver fuel up then drive through the yard to couple up to the Paper Vans before heading out of the yard.



Now we need a driver for the Engine so select the Driver Tool from the Tool Box Tab and then click on the Engine. The driver is added but I notice that the Engine is going to be the wrong way round for what I have in mind.

Based on the information I got when I researched this scenario I found out that a Driver would run empty vans up to Paddington Station and then get out of that Engine and go to another one. In the mean time the vans he brought up would be filled over 3-4 hours. The vans would be un-coupled from the 31 which is sat on the buffers at the end of the platform. Another 31 or a 47 sometimes, would couple up to the other end of the vans and take them to their destination. The 31 could then run out of the platform and then couple up to another set of vans on another platform and when they were full, run them out to their destination.

Other light loco moves took place during the night too, namely using a loco as replacement for the staff bus which shuttled between Old Oak and Paddington at half hourly intervals.

Well I can't simulate that because the AI can't couple wagons. So I need to modify the plan to accommodate this. I also found out that a few Class 08 and 09's would work the platforms shunting vans, so I plan to drop the vans at Royal Oak Sidings then run onto some empty vans that I will place on a Paddington Platform later.

Ok, click on the engine and when the big orange arrow appears click on that to turn the Engine round to face away from the shed.

Historically the 04.00 News Oxford 1A12 train ran off Paddington in the 80's on a Mon-Fri so that will be our train. There was also;

03.25 News Oxford 1A08

03.55 News Aylesbury 1M83

04.00 News Oxford 1A12

04.15 News Slough 1A14

Perhaps we can add these as one running past as we are in Old Oak Common (OOC) and the others sat on the platforms in Paddington, just for dressing. I also know that the 31273 and 31309 specifically worked out of OOC so I will renumber my 31 to match one of those.

Double Click the Engine to open the Engine Properties Tab and change the Fuel load and the Engine Number. Then Double Click the Driver Icon on the Engine to change the Service Details to '04.00 News Oxford 1A12'. Now select the Timetable tool from the Tool Box Tab and select the final destination as 'Oxford Down Carriage 1'.



Fuel Load, set to 10%

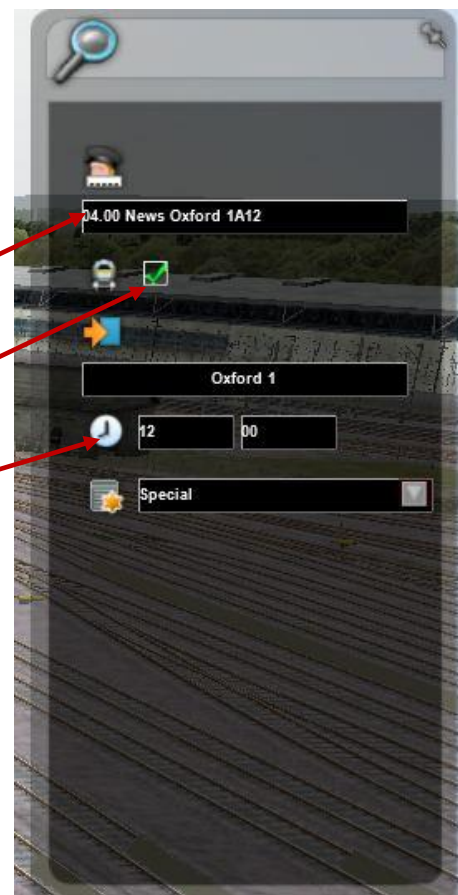
Engine Number

Driver/Service Name

And tick the Player
Consist box too.

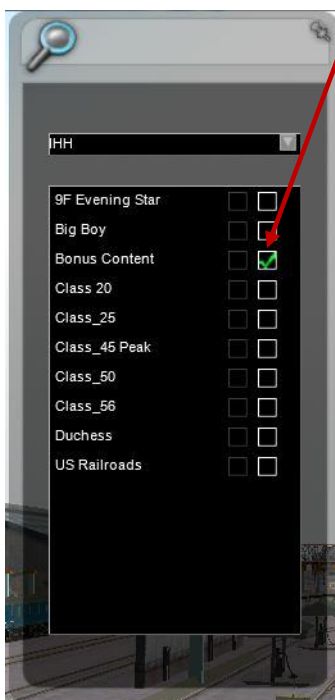
We will change the
time later.

Keep the Service Class
Special for now



F2 Save

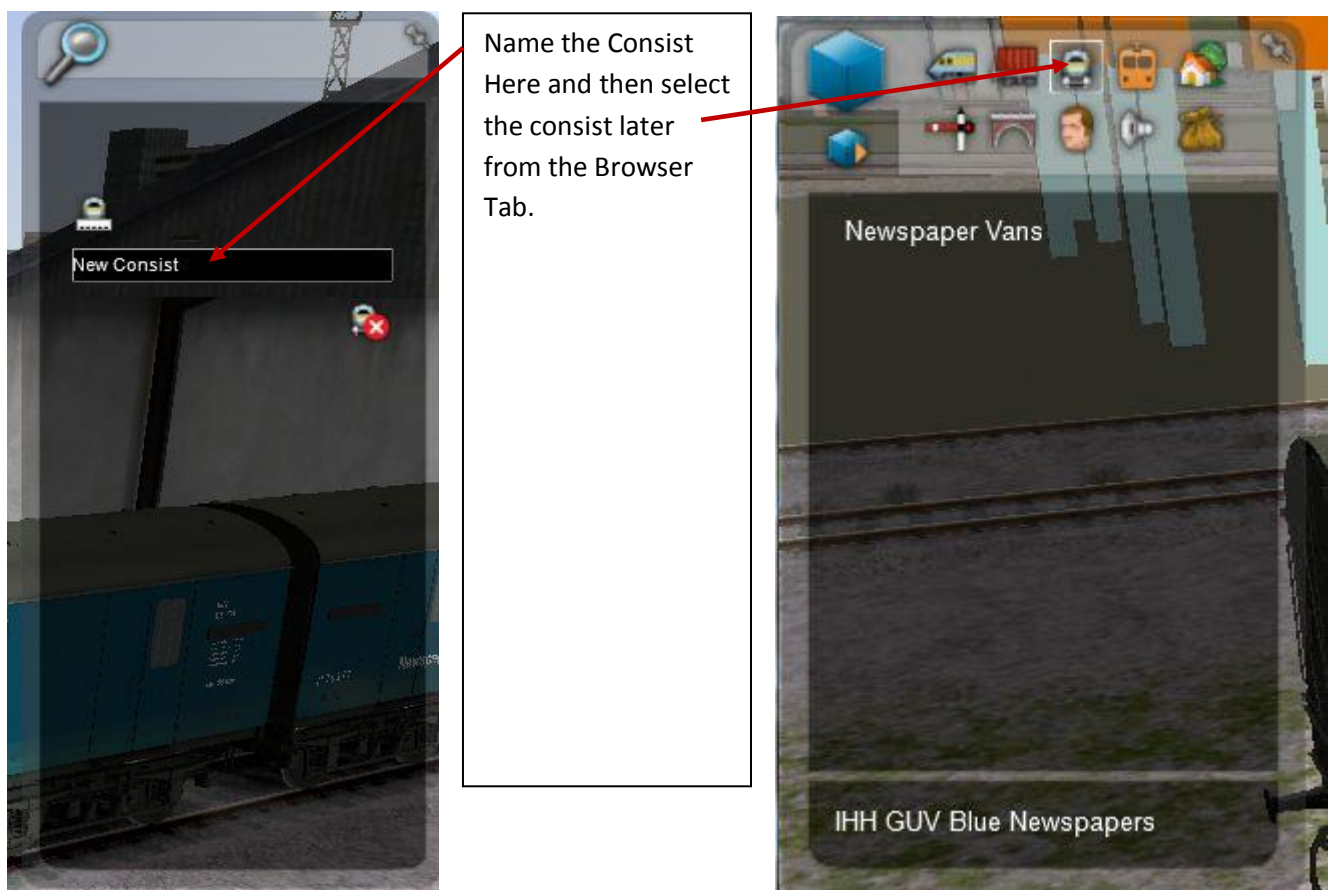
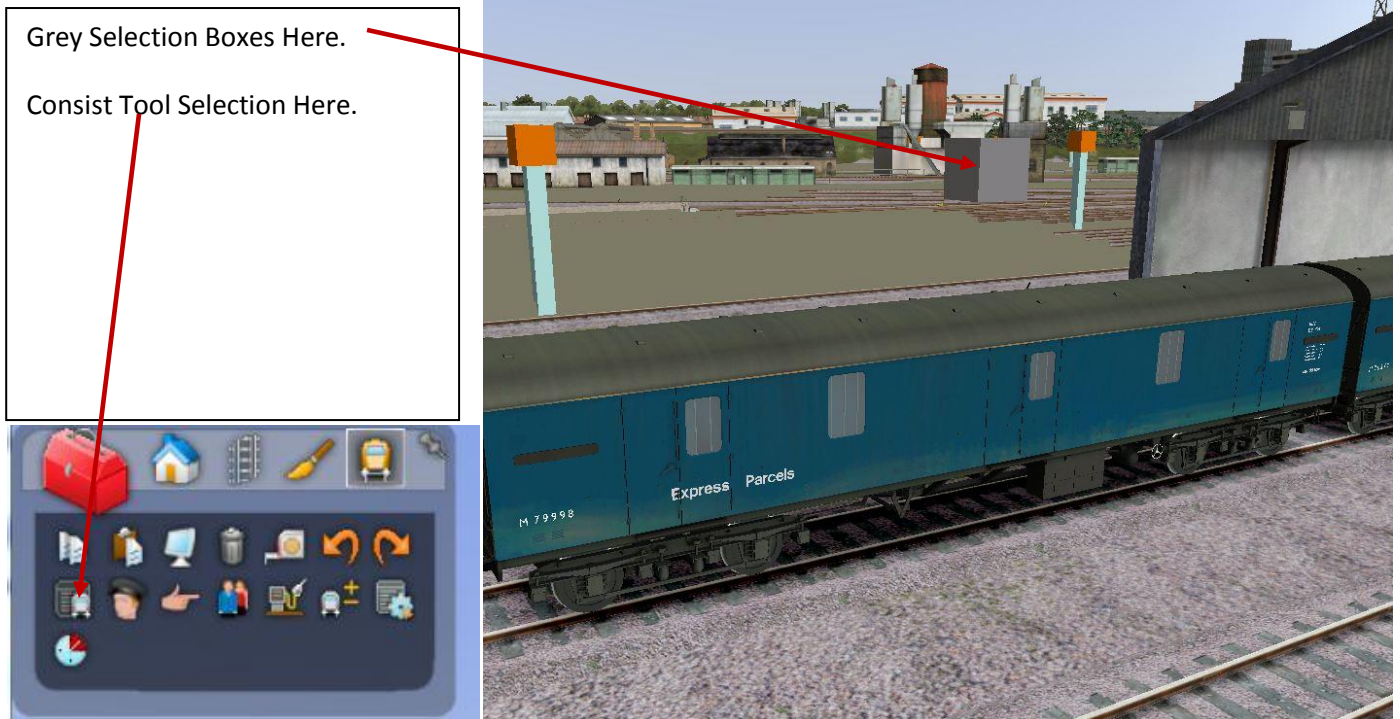
For the Papers and Parcels Vans you will need the IHH Bonus Content that is downloadable from the IHH Site if you purchase any add on from them. Use the Object Set Filter again and select IHH from the list then select Bonus Content to have that content appear in your Rolling Stock Tool List within the Browser Tab.



The object filter to the left
and the Papers and Parcels
Vans are now in our Rolling
Stock Selection.



Select the IHH GUV Blue Newspapers and place four in the shed then add one IHH GUV Blue Express Parcels to the end of the consist you just placed. Now select the 'Consists' Tool from the Tool Box Tab. Then click on one of the Grey Boxes that appear above the five vans you just placed, (they are all coupled up aren't they? If not, couple them together.) When the Consist Properties Tab pops out Name this New Consist 'Newspaper Vans' as we will want to place this same consist several times later on.





F2 Save

Time for instructions now before a test run without other traffic to check the times at specific points.
Instruction wise we will need;

Pick Up Freight or Fuel to fill up with Diesel.

Pick Up Freight or Fuel to pick up our Newspaper Vans.

Drop Off to drop the vans at Royal Oak Siding 1a (we need to make that...).

Pick Up Freight or Fuel to pick up our Newspaper Vans at Paddington 4

Stop at Destination Ealing Broadway

Stop at Destination Southall

Stop at Destination West Drayton

Stop at Destination Slough

Stop at Destination Maidenhead

Stop at Destination Twyford

Stop at Destination Reading 4

Stop at Destination Tilehurst

Stop at Destination Cholsey

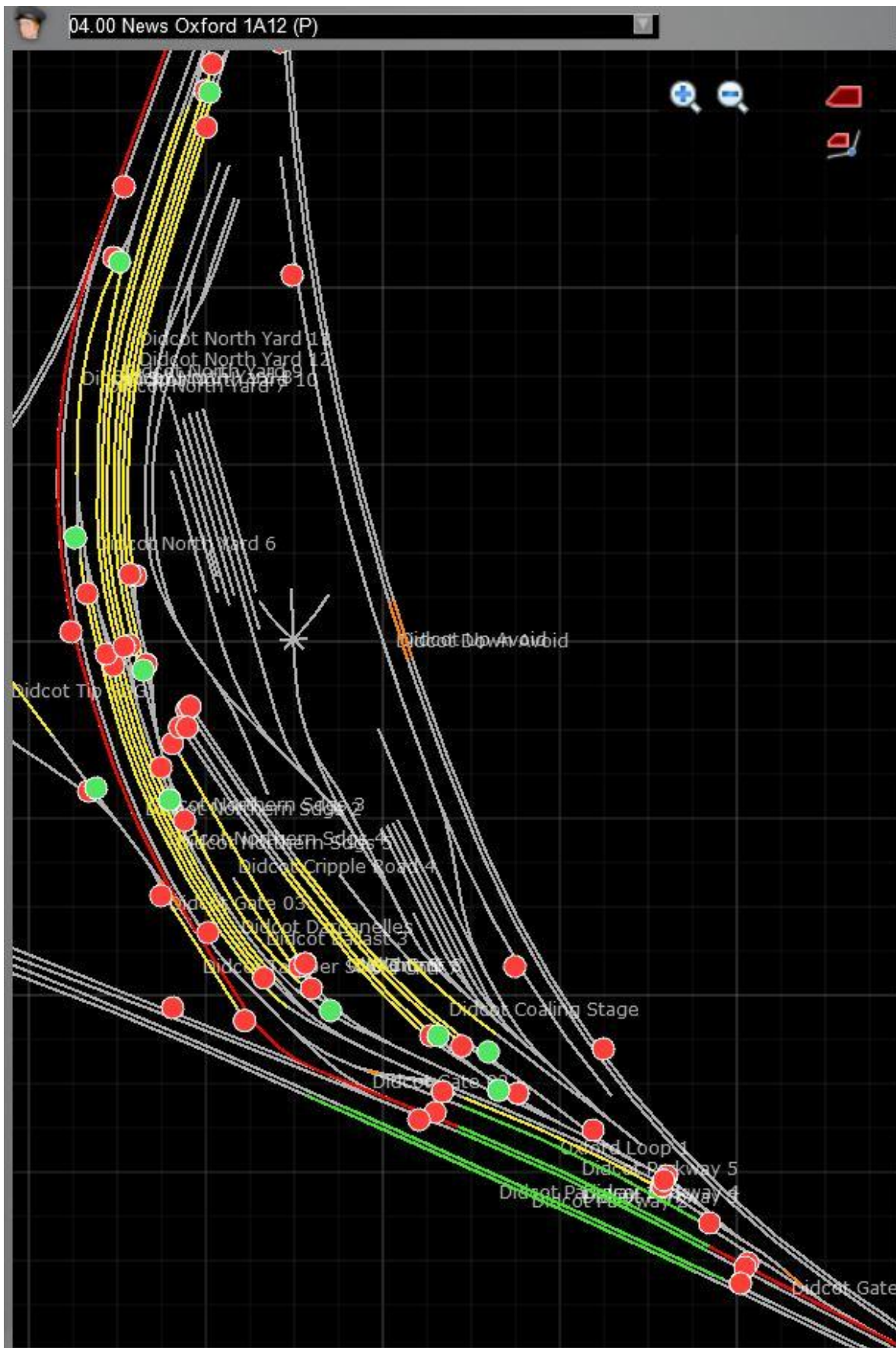
Stop at Destination Didcot Parkway 4

Stop at Destination Radley

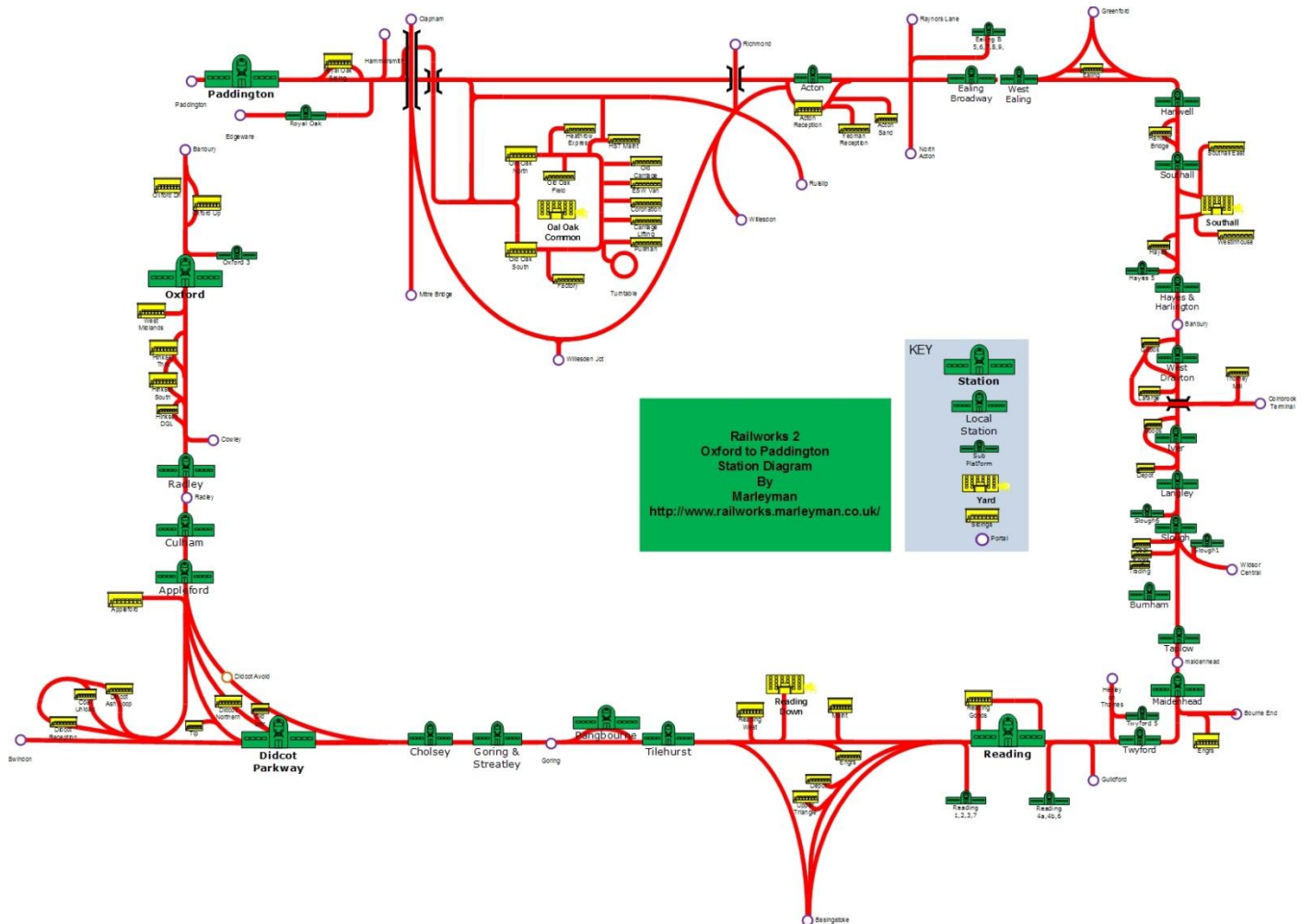
Stop at Destination Oxford 2

Stop at Destination and our final destination

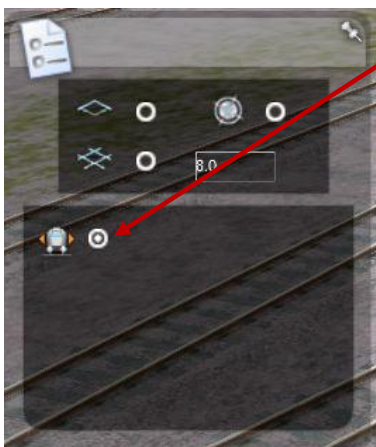
So, open the Timetable view and add the stop for Didcot Parkway 1st. This is to see how the AI Path resolves. Select the Stop at destination tool and choose Didcot Parkway 4 as the stop. If you look at the 2D map you will see this offers one of two paths round the back of the Didcot Parkway Yards and looks like the easiest one for us to use based on the fact that we will add AI trains here too.



This leaves Didcot Parkway 1 and 2 free for us to perhaps put a Signal Block on our train when it gets there, hence plan the route and stops now and do a test run to note the timings. As well as adding the other stops now, if you are not familiar with the route you could print out my Station Diagram and keep an eye on that and it would do no harm to put a 'Go Via' instruction onto each station so that you can see it in the HUD and better mark off what time you pass that point without using the 2D map. These can easily be deleted again and will not affect the scenario timings as they are not stops.



Our first issue now is we cannot issue an instruction to pick up the vans because they are not inside or on a destination marker. We will have to make one and place it and name it. First we need to move the vans, quickest way is to select the 'Consist Select' tool and lift all the vans at once.



Make sure the tool is selected by clicking in the circle to add the dot then click on the vans, any van, and move them out of the way. Does not matter where.

Next use the 'Track Infrastructure' tool from the Browser Tab and select 'Marker-Destination' and a marker will attach to your mouse. Place this marker inside the shed where the vans were and stretch it out the length of the shed. We will then name the marker 'Old Oak Van Shed'. When that is done, pick up the vans again and put them onto the marker and deselect the Consist Select tool.

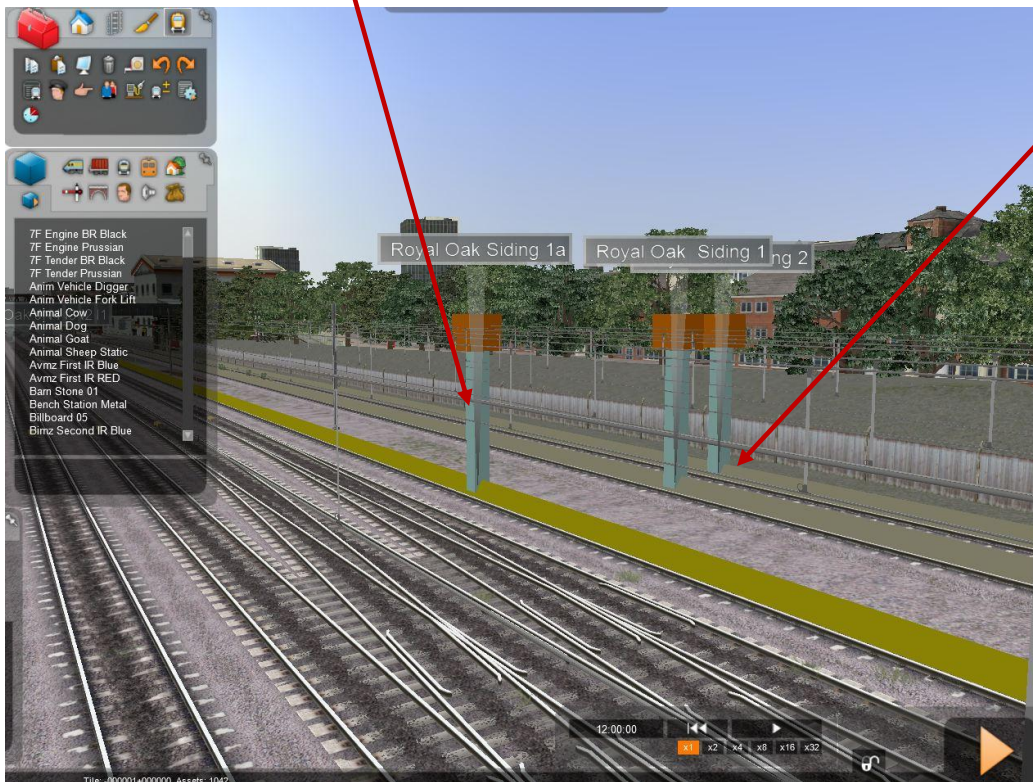


Double click the stem of the marker to open the marker properties and fill in the marker name in both boxes at the bottom. We can now add a Pick Up Freight order and reference this marker as the destination.

Use the 2D map to select the Station Platforms that the AI has put a path through, use these as our Stops and Go Via Instructions. Note that Hanwell Platforms are not passed through.

Our next problem is if we run the vans onto Royal Oak Sidings (ROS) we get stuck by a Red Signal that prohibits our run onto Paddington Platform 1 if we put Vans down there. No idea why, I just tried it and that is what happened. So creating a marker for ourselves will solve this.

Fly to Royal Oak Sidings and whilst facing Paddington place a Siding Marker to the left of ROS 1. Name this marker Royal Oak Siding 1a



Now we need vans on platform 4 for our Engine to pick up.



Use the Browser Tab and then the Consists tool to select the Newspaper Vans we prepared earlier and put the new vans on platform 4.

Open the Timetable view and modify the instructions to reflect the changes.

A New Instruction can be moved up and down the list by selecting the instruction check box and then using the Move Up or Move Down tools.

	Destination	Arrival Time	Departure time
	04.00 News Oxford 1A12	--:--:--	12:00:00
<input type="checkbox"/>	OOO Refueling 3	12:00:25	12:00:55
<input type="checkbox"/>	Old Oak Van Shed	12:02:24	12:02:24
<input type="checkbox"/>	Royal Oak Siding 1a	12:07:49	12:07:49
<input type="checkbox"/>	Paddington 4	12:09:29	12:09:29
<input type="checkbox"/>	Ealing Broadway 1	12:15:34	12:15:54
<input type="checkbox"/>	West Ealing 1	12:17:03	12:17:03
<input type="checkbox"/>	Southall 1	12:19:31	12:19:51
<input type="checkbox"/>	Hayes & Harlington 1	12:21:59	12:21:59
<input type="checkbox"/>	West Drayton 1	12:24:12	12:24:32
<input type="checkbox"/>	Iver 1	12:26:15	12:26:15
<input type="checkbox"/>	Langley 1	12:27:55	12:27:55
<input type="checkbox"/>	Slough 2	12:30:08	12:30:28
<input type="checkbox"/>	Taplow 1	12:33:50	12:33:50
<input type="checkbox"/>	M Maidenhead 1	12:35:44	12:36:04
<input type="checkbox"/>	Twyford 1	12:41:19	12:41:39
<input type="checkbox"/>	Reading 4	12:45:55	12:46:15
<input type="checkbox"/>	Tilehurst 1	12:49:06	12:49:26
<input type="checkbox"/>	Goring & Streatley 1	12:54:07	12:54:07
<input type="checkbox"/>	Cholsey 1	12:57:21	12:57:41
<input type="checkbox"/>	Didcot Parkway 4	13:01:37	13:01:57
<input type="checkbox"/>	Appleford 1	13:05:10	13:05:10
<input type="checkbox"/>	Culham 1	13:06:32	13:06:32
<input type="checkbox"/>	Radley 1	13:08:44	13:09:04
<input type="checkbox"/>	Oxford 2	13:13:39	13:13:59
<input type="checkbox"/>	Oxford Down Carriage 1	13:15:31	13:15:51
<input checked="" type="checkbox"/>	Oxford Down Carriage 1	13:15:51	13:15:51
<input type="checkbox"/>	Oxford Down Carriage 1	13:15:51	13:15:51

Ok

The instruction can be deleted by using the Bin... Edit the instructions so they match those above but without that new one. It is worth noting the times displayed in those instructions and remembering that I set all Performance %'s to 95% in order that the AI works times out based on a train travelling at 95% line speed.

F2 Save and Play Test the scenario. Note the times arrived at all Stops and Go Via destinations as this will aid us when placing AI Trains and giving them a start time.

Here is the list of times from the first run of the Scenario.

Timings

12:00 **Pick Up Freight or Fuel** to fill up with Diesel.
12:01 **Pick Up Freight or Fuel** to pick up our Newspaper Vans.
12:08 **Drop Off** to drop the vans at Royal Oak.
12:11 **Stop at Destination** to pickup vans at Paddington
12:19 **Stop at Destination** Ealing Broadway
12:21 **pass Hanwell**
12:23 **Stop at Destination** Southall
12:26 **pass Hayes**
12:29 **Stop at Destination** West Drayton
12:31 **pass Iver**
12:33 **pass Langley**
12:36 **Stop at Destination** Slough
12:39 **pass Burnham**
12:33 **pass Taplow**
12:42 **Stop at Destination** Maidenhead
12:50 **Stop at Destination** Twyford
12:57 **Stop at Destination** Reading
13:01 **Stop at Destination** Tilehurst
13:05 **pass Pangbourne**
13:07 **pass Goring**
13:10 **Stop at Destination** Cholsey
13:19 **Stop at Destination** Didcot Parkway
12:23 **pass Appleford**
12:24 **pass Culham**
13:27 **Stop at Destination** Radley
13:34 **Stop at Destination** Oxford
13:36 **Stop at Destination** and our final destination

Quite different from those in the Timetable view and now you know why a full run of the scenario without AI trains is important. You need to know where your Players train will be and how long it takes to get there.

Before we do anything else we need to edit the Scenario Properties. This is because we are going to have this scenario start around 4am. The reason we never set that before was because we need to know how long approximately it takes to perform the tasks up to and including getting onto Paddington Platform 4.

We now know that is about 11 mins, maybe 12 for some of the cautious drivers. We have said that historically our train departed Padd 4 at 04:00 hrs. So the start time we require for the scenario will be some 12 mis before that. Double click on the scenario marker to edit the properties.

We can add a Driver Briefing now too.

Description; Deliver the Morning Papers throughout the Thames Valley on a cool Summer Morning in 1985 using a Class 31

Briefing; Fuel Up, Collect your Newspaper Vans and then Deliver your Papers and Parcels to the Stations between Paddington and Oxford.

Author; Marleyman

Start Location: Old Oak Common

Date: 02/07/1985

Duration: 90

Start Time: 03:47

IMPORTANT! Go to the timetable view and select the first instrtues and change the start time to 03:47. Delete all the Go Via Instructions and All times in the Players Train Timetable will now update to that of our scenario. Then, F2 Save, Exit, Restart the editor and Day will change to Night.



	Destination	Arrival Time	Departure time
<input type="checkbox"/>	04.00 News Oxford 1A12	--:--:--	03:47:00
<input type="checkbox"/>			+00:00
<input type="checkbox"/>	OOO Refueling 3	03:47:25	03:47:55
<input type="checkbox"/>	Old Oak Van Shed	03:49:24	03:49:24
<input type="checkbox"/>	Royal Oak Siding 1a	03:54:49	03:54:49
<input type="checkbox"/>	Paddington 4	03:56:29	03:56:29
<input type="checkbox"/>	Paddington 4	03:56:59	04:00:00
<input type="checkbox"/>			+02:20
<input type="checkbox"/>	Acton Mainline 2	04:05:12	04:05:12
<input type="checkbox"/>	Ealing Broadway 1	04:06:51	04:07:11
<input type="checkbox"/>	Southall 1	04:10:09	04:10:29
<input type="checkbox"/>	West Drayton 1	04:13:58	04:14:18
<input type="checkbox"/>	Slough 2	04:18:32	04:18:52
<input type="checkbox"/>	M Maidenhead 1	04:23:27	04:23:47
<input type="checkbox"/>	Twyford 1	04:29:02	04:29:22
<input type="checkbox"/>	Reading 4	04:33:38	04:33:58
<input type="checkbox"/>	Tilehurst 1	04:36:49	04:37:09
<input type="checkbox"/>	Cholsey 1	04:44:22	04:44:42
<input type="checkbox"/>	Didcot Parkway 4	04:48:39	04:48:59
<input type="checkbox"/>	Radley 1	04:54:29	04:54:49
<input type="checkbox"/>	Oxford 2	04:59:23	04:59:43
<input type="checkbox"/>	Oxford Down Carriage 1	05:01:15	05:01:35
<input type="checkbox"/>	Oxford Down Carriage 1	05:01:35	05:01:35

Ok

Timetable this stop
for a Departure time
of 04:00

Add Go Via Acton
Mainline 2
Instructions.

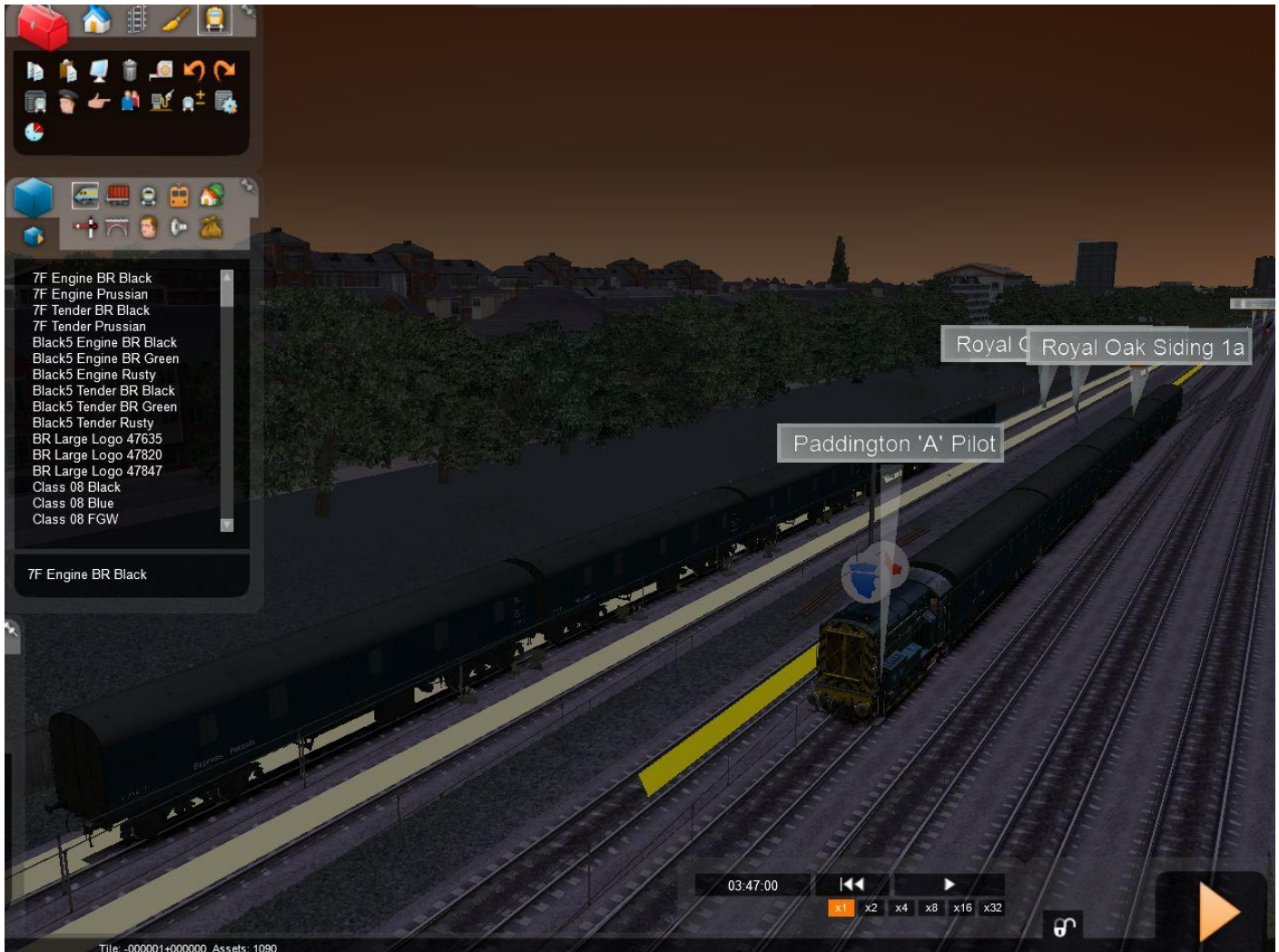
Add in a Trigger Instruction for a Pop Up
Welcome Message to your driver.

Good Morning Driver, Fuel Up at the
Second Pump before heading into the
shed to pick up the empty vans and
drop them at Royal Oak before picking
your loaded vans up from Paddington 4
for your Newspaper run across the
Thames Valley to Oxford.

After a test run with AI Trains the
instruction are like this.

Our first AI controlled Trains can now be added. However you should remember that we have changed our start time so all the timings we obtained on the trial run are not correct. Only the minutes are really relevant, they give us a guide as to how many minutes after our start time, whatever that may be, our Players Train will be. So time on Royal Oak Siding 1a is more likely to be 03:55 now; that being the 8 minutes the test run shows it took to get there.

Fly on over to Royal Oak Sidings and right next to the Marker We placed drop another set of Newspaper Vans from our saved Consist. Then add a Class 08 to the front of that. I chose a Standard Blue, you can please yourself. Also, in the sidings, just for dressing, place another set of empty vans. They will just stay there.



I know that the 08 that ran on this line historically was referred to as the 'Paddington 'A' Pilot and was Engine Number 08 944. I have added a Driver to the Engine and updated the Driver Properties to reflect this historical data.

It will require the following instructions.

Start Time; 03:56:30

Stop At Destination; Paddington 3 (duration 00:01:20)

Final Destination; Paddington 3-6 Portal

Place another Class 31 opposite Royal Oak Station, this is going to be the half hourly 'Shuttle' that I learned about. This will be a Light Engine, no consist at all. It will require the following instructions.

Start Time; 03:53

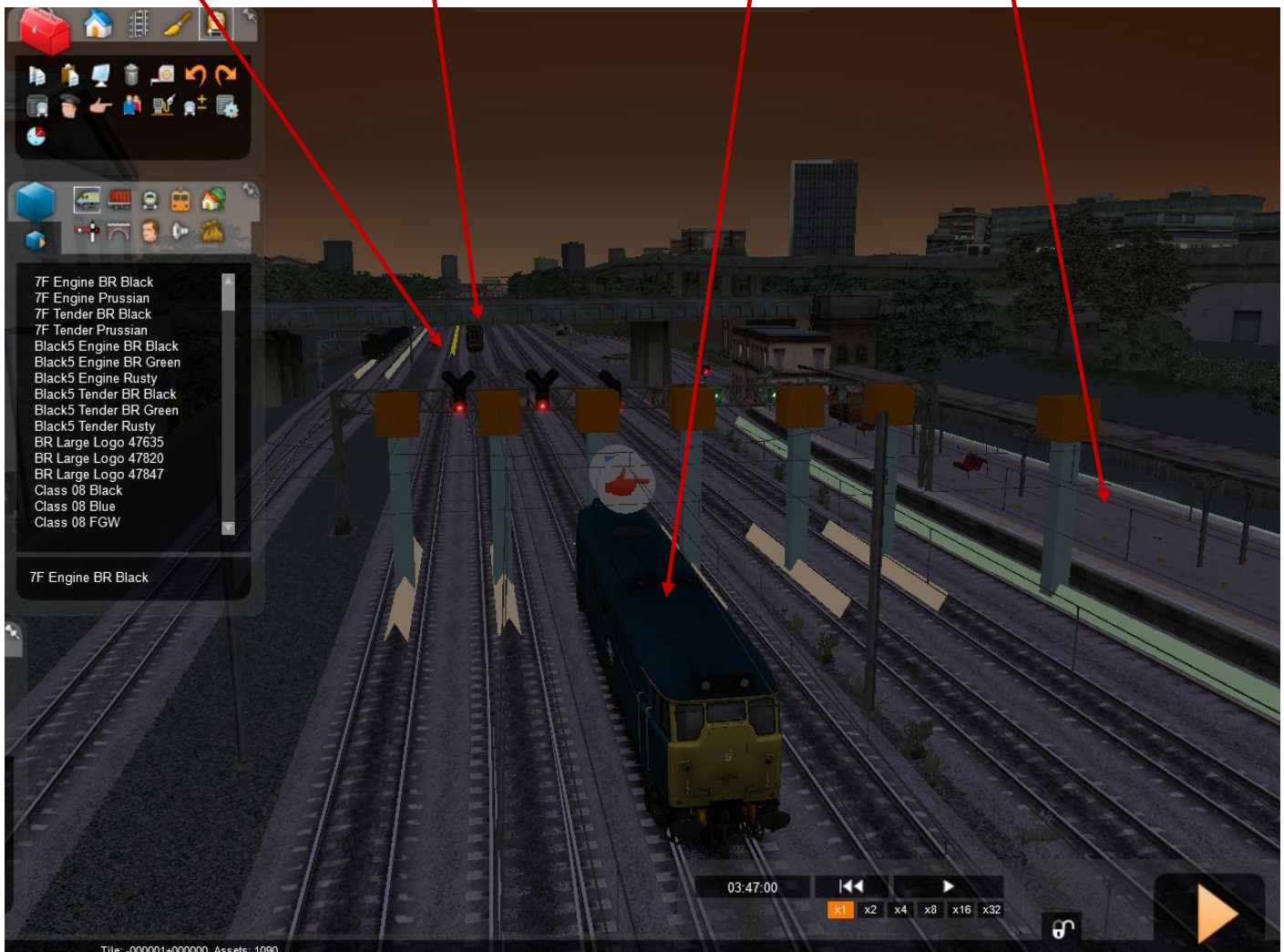
Stop At Destination; Old Oak Stop 1 (duration 00:00:01)

Stop At (go via) Royal Oak Siding 1

Final Destination; Paddington 1-2 Portal

Also set the Performance to 95% for both, well ALL AI Traffic placed.

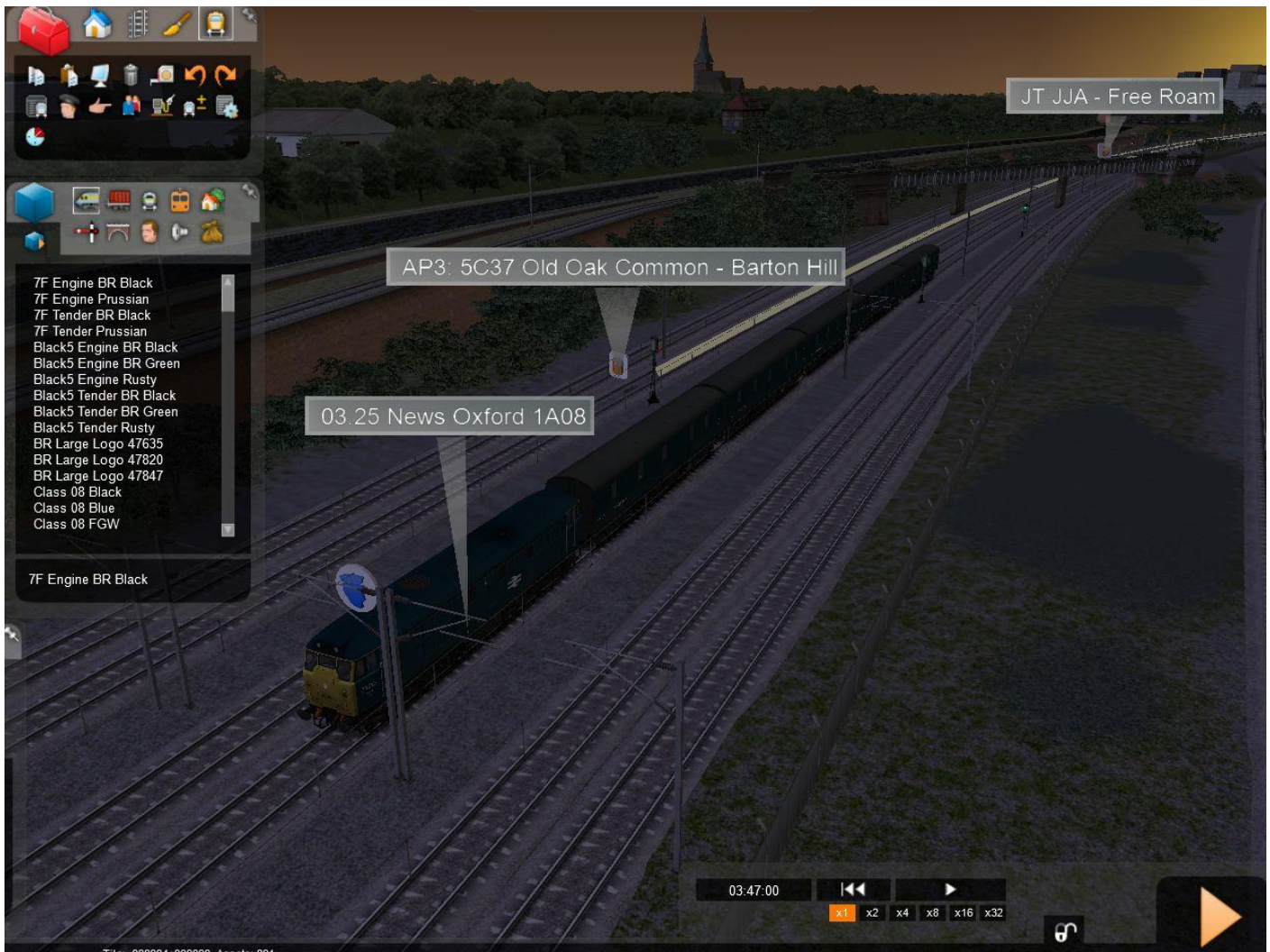
Royal Oak Siding 1a here. Class 08 is here. Our Class 31 Shuttle here. Royal Oak Station here.



Train three is another Class 31 and will represent the (late running) 03.25 News Oxford 1A08. Chances are the player won't see it but it is there and may be seen by the keen eyed players.

Fly in the direction of Old Oak Common and Place another set of Newspaper Vans near the Flyover out of the Yard and head them up with a Class 31 or a Class 47 as we know they can sometimes pop up on the run. This train will not require much in the way of instructions, we just need to send it to the closest portal.

Add a driver and set the start time to 03:48 and set the Final Destination to Greenford (portal), that's it. Done for this train.



F2 Save and test the scenario. You can test it with the 'In Editor Player' or in game. You could also use the 'EnableAsyncKeys' to speed up the testing.

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.

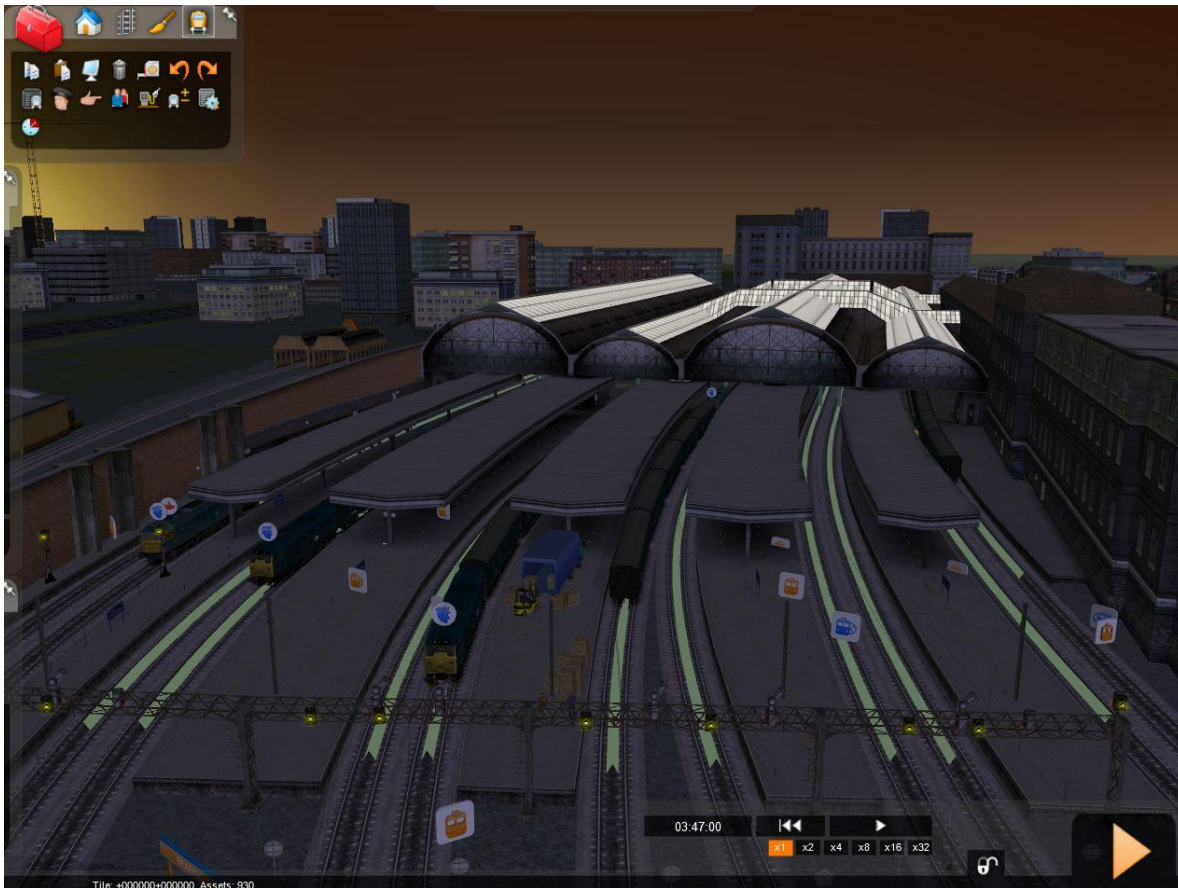
You only need to run the scenario as far as driving past Old Oak Common after leaving Paddington as that is all we have prepared so far.

Dressing Up...

You could start Dressing OOC Yard and Paddington Station. For the Yard, Static Consists will be fine. Just place a few assets around the Yard. You can add a Driver to any of the Engines that you place but don't give them instructions. That way when the player passes that point he will hear the Locomotives engine ticking over. All part of the atmosphere.



For Paddington Station though things are different. Any Asset you place here will be blocking an Exit Portal. You need to make sure that the Engines have Drivers and that they all have instructions to exit from the portals at the back of the Station Platform. The importance of this will become evident as you add more AI controlled Traffic.

Also note that I have added the 'Truck with animated Forklift' and unseen in this image, a 'White Van' with station Staff around it in Paddington. Use your imagination.





As for AI Trains, I have added an engineering Class 47 to Paddington 11. This train has Instructions to leave Paddington at 03:57 and its performance restricted to 45% line speed so we should pass it. This consist is made up from a standard class 47 and a few loaded OAA Wagons.

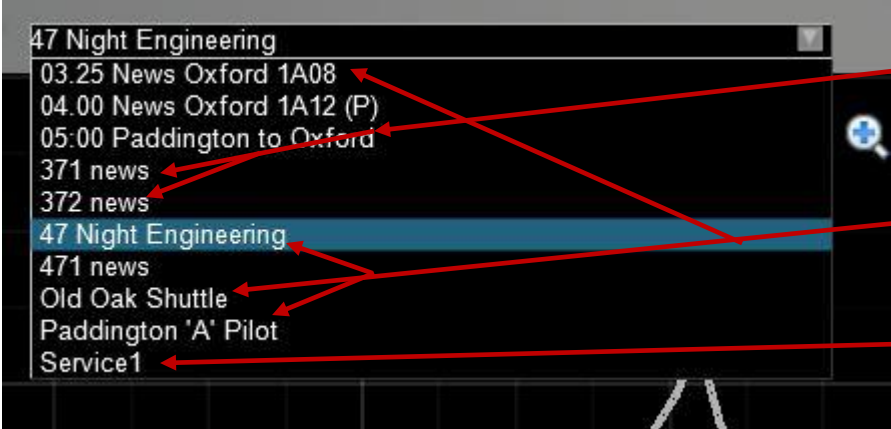


	Destination	Arrival Time	Departure time
	47 Night Engineering	--:--:--	03:57:00
<input type="checkbox"/> 	Langley URS	04:49:21	04:55:41
<input type="checkbox"/> 	West Drayton Slow Portal	05:00:26	05:00:26

All other trains (Newspaper Class 31's and one Class 101) have instructions to Exit the station from the portal on their platforms some 5 mins after the player departs from Paddington.

	Destination	Arrival Time	Departure time
	471 news	--:--:--	04:02:00
<input type="checkbox"/> 	Paddington 3-6 Portal	04:02:18	04:02:18

The current list of trains looks like this;



The screenshot shows a list of trains in a dark-themed interface. The list includes:

- 47 Night Engineering
- 03.25 News Oxford 1A08
- 04.00 News Oxford 1A12 (P)
- 05:00 Paddington to Oxford
- 371 news
- 372 news
- 47 Night Engineering (highlighted in blue)
- 471 news
- Old Oak Shuttle
- Paddington 'A' Pilot
- Service1

Red arrows point from the following text box to specific entries in the list:

- From "Paddington Station for Dressing. Instructed to Exit Portal." to "05:00 Paddington to Oxford".
- From "On the Track and will be moving" to "47 Night Engineering".
- From "Old Oak Common, No Instructions." to "Old Oak Shuttle".

The text box on the right contains the following text:

Paddington Station for Dressing.
Instructed to Exit Portal.

On the Track and will be moving

Old Oak Common, No
Instructions.

Other AI traffic is mostly your choice. If you just want to have a scenario to play then adding passing trains and Signal Blocking Trains can be done by referring to the timetable we have on page 19. You know the train will be at Southall around 04:20 so you could add an AI controlled train to start at Southall, heading to Paddington with a start time of 04:18 or 04:19. The consist of the trains is important. For our scenario most passing traffic will be Freight.

That is but for one exception that I want to add. The Night Riviera. A pair of Class 50 'Hoovers' pulling the Sleeper from Penzance to Paddington. This train will be added just outside Didcot and can be pulling into Didcot around 05:10. Or we could have this train Signal Block us on the approach to Didcot Parkway.

If you are making a modern Passenger Scenario you may want to check for real timetables and add trains according to that timetable and check what rolling stock runs on the line. For us, it's a just for fun scenario based on historical events.

With that in mind we need to make up a few trains then. Thinking about the latter stage of the scenario I would expect to see one or three Class 101's starting their early morning commuter runs up to Paddington from Oxford and Didcot. So prepare a 101 to save in the Consists.

We will a

Start time 03:47

Second Full Run Times

03:48 **Pick Up Freight or Fuel** to fill up with Diesel.
03:50 **Pick Up Freight or Fuel** to pick up our Newspaper Vans.
03:56 **Drop Off** to drop the vans at Royal Oak.
03:58 **Stop at Destination** to pickup vans at Paddington
04:04 pass Acton
04:06 **Stop at Destination** Ealing Broadway
pass Hanwell
04:11 **Stop at Destination** Southall
04:13 pass Hayes
04:17 **Stop at Destination** West Drayton
04:19 pass Iver
04:20 pass Langley
04:23 **Stop at Destination** Slough
04:26 pass Burnham
04:28 pass Taplow
04:30 **Stop at Destination** Maidenhead
04:38 **Stop at Destination** Twyford
04:45 **Stop at Destination** Reading
04:50 **Stop at Destination** Tilehurst
04:54 pass Pangbourne
04:57 pass Goring
05:00 **Stop at Destination** Cholsey
05:08 **Stop at Destination** Didcot Parkway
05:12 pass Appleford
05:13 pass Culham
05:15 **Stop at Destination** Radley
05:23 **Stop at Destination** Oxford
05:25 **Stop at Destination** and our final destination

The Night Riviera;

To add this train I have checked online for historical data and I found that this was 2 class 50's and the following Loco's have been used on this train during the 80's.

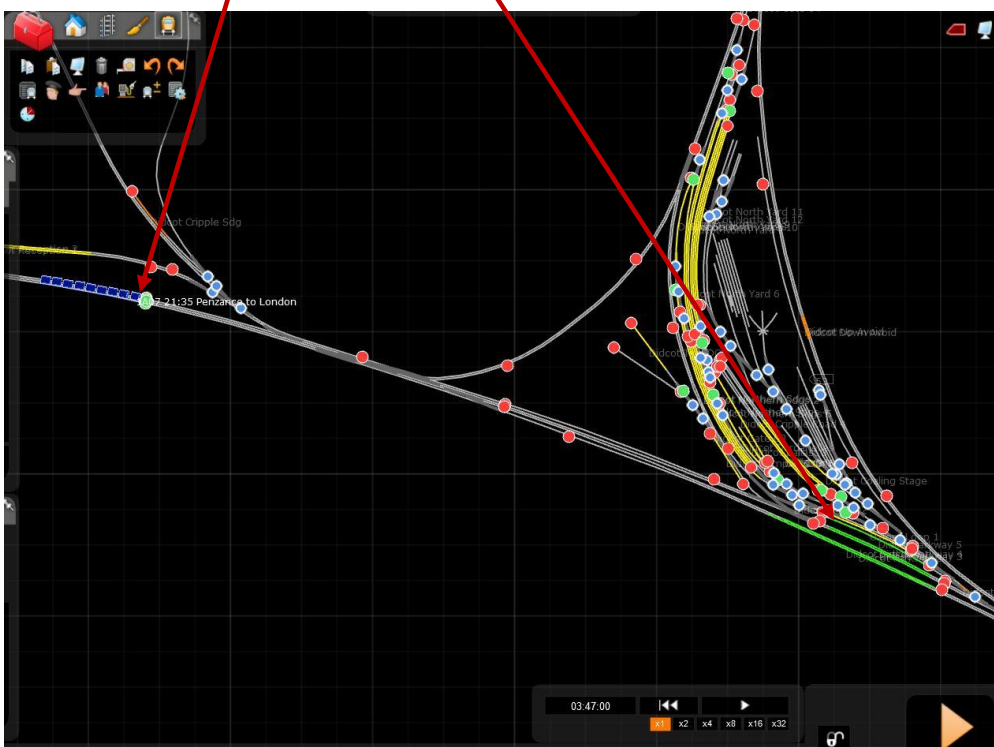
50015 Valiant

50041 Bullwark

The train ran as the 1A07 21:35 Penzance to London. With that information I have built my Night Riviera to be this train.



And placed it here just outside Didcot

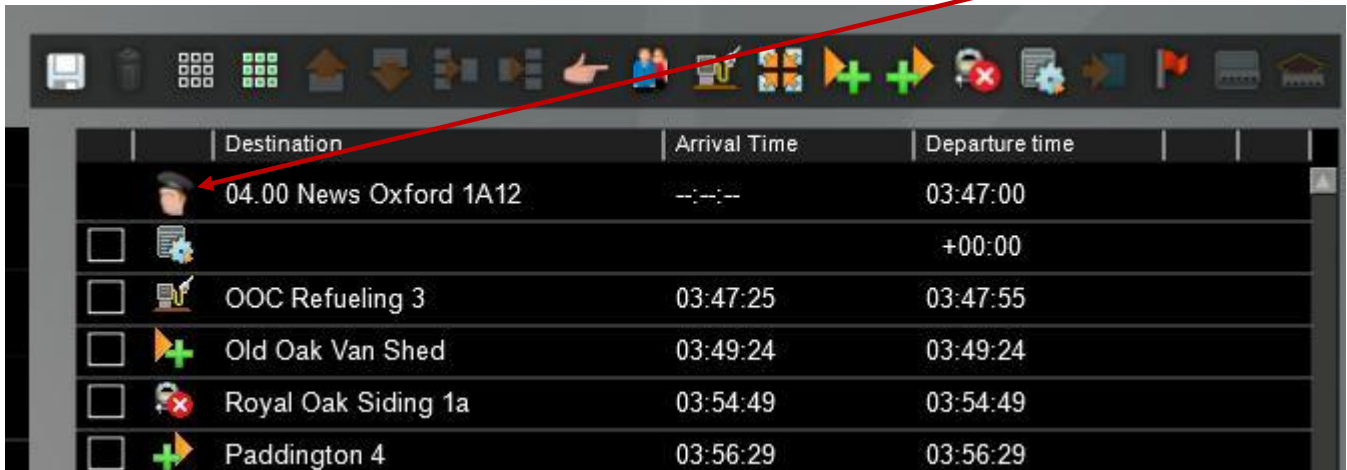



RW2 Papers and Parcels Scenario Tutorial by Marleyman

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

Having run another test run the Newspaper train reaches Didcot at about 05:07 so it would be good to see the Night Riviera pull into Didcot before we leave there. To achieve this we need to change our trains Service Class to be an Express Passenger Train. No one will notice this when they play the scenario, the service class is just for the game to know which train has priority. Since we want our train to be blocked by the Night Riviera we need to give the Night Riviera Service Class to Special.

You can do this in the Timetable View. Select the Train you want and click on the Driver Icon in the Train Instruction List;

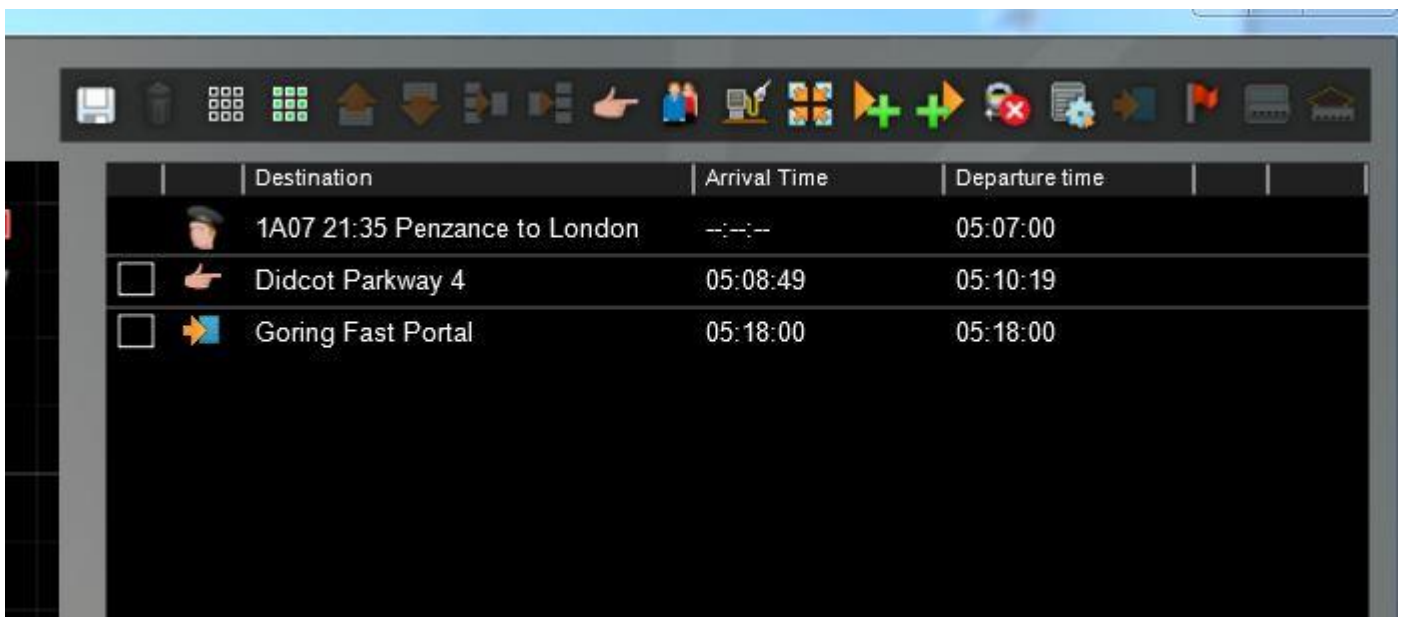



	Destination	Arrival Time	Departure time
	04.00 News Oxford 1A12	--:--:--	03:47:00
<input type="checkbox"/>			+00:00
<input type="checkbox"/>	OOO Refueling 3	03:47:25	03:47:55
<input type="checkbox"/>	Old Oak Van Shed	03:49:24	03:49:24
<input type="checkbox"/>	Royal Oak Siding 1a	03:54:49	03:54:49
<input type="checkbox"/>	Paddington 4	03:56:29	03:56:29

Use the Service Class Drop Box to change the Service Class of the train to Express Passenger. Do the same for the Night Riviera and make that Special. Now we need to test that we are indeed blocked.

First though, build your Night Riviera Train using a Pair of IHH Class 50's. I used the Class 50 Large Logo Grey's and then added two 1st Class MK 2 Passenger Cars and four 2nd Class MK2 Passenger Cars then a MK2 Guards Van on the end.

Instructions for this train are to run onto Didcot Parkway 4. Which reminds me, you need to change the instruction for the Players Train and have that run onto Didcot Parkway 3 now instead of 4.



	Destination	Arrival Time	Departure time
	1A07 21:35 Penzance to London	--:--:--	05:07:00
<input type="checkbox"/>	Didcot Parkway 4	05:08:49	05:10:19
<input type="checkbox"/>	Goring Fast Portal	05:18:00	05:18:00

Adding more AI Trains. A couple of 47's with freight, a 50 with Freight and 3,4 and 6 car consists of the Class 101. Just build yourself some trains and save them as consists to place later from the menu.

I have also added One Double Headed Class 55 that will cross the bridge in front of the players train as they exit the OOC Yard for the first time and then another Class 47 Engineers Train to cross the same bridge in the opposite direction as the player approaches the OOC yard after leaving Paddington.

Today was also spent adding place holders for all the messages. Now to place the AI Trains and get some instruction for them and make sure the train paths are all ok.



Just time to add all my Historic Notes and the scenario is ready for its first real test and posting on the Download Section of the Website [Website Scenario Downloads Page](http://www.railworks.marleyman.co.uk/) and for those interested I will include those notes below.

RAILWORKS 2
Scenario for Oxford to Paddington
Morning Papers & Parcels
Deliver the Morning Papers throughout the Thames Valley on a cool Summer
Morning in 1985 using a Class 31.
By

Start Note

Good Morning Driver, Fuel Up at the Second Pump before heading into the shed to pick up the empty vans and drop them at Royal Oak before picking your full vans up from Paddington 4 for your Newspaper run across the Thames Valley to Oxford.

03:48 Pick Up Freight or Fuel to fill up with Diesel.

03:50 Pick Up Newspaper Vans.

+1

03:58 Stop at Destination to pickup vans at Paddington

+2.20 Hello Driver, if the Light at Royal Oak Station just ahead is still Red then request permission to Pass at Danger before the Class 31 OOC Shuttle returns.

+1.30 The Old Oak Common Shuttle was just a Class 31 Light Engine used by the Rail workers to quickly shuttle each other up and down from OOC to Paddington, you should see it just ahead on its return to Paddington.

04:04 pass Acton

+0.20 During the 70's and 80's There were other Newspaper trains out of Paddington Station. The Class 128 Diesel Parcels Units (W55991 and W55992) worked the shorter runs to Reading and Didcot though, if there was any extra traffic for these a bogie GUV would be attached. For this scenario we have a Class 31 Hauling our vans.

04:06 Stop at Destination Ealing Broadway

+0.20 British Rail Class 128 was a class of DMU built for British Rail. Introduced in 1959, 10 of the class were built by British United Traction, each with two 230hp Leyland engines. The class was built specifically for parcels, fitted out with parcel racks and bike storage at each end. The last members of the class were withdrawn in 1991, and none were preserved.

+3.00 A huge number of trains operated from Manchester and London termini each night - Manchester Exchange for example was still used by newspaper trains after it closed to passengers. The concentration of printing presses in these cities made it economic for the publishers to work together to contract with BR to move papers by rail even over some very short distances.

pass Hanwell

04:11 Stop at Destination Southall

+0.20 Papers were loaded directly from Lorries at stations like Paddington and St Pancras but at Kings Cross most were unloaded at a loading bay on to brutes and trolleys before being moved to the appropriate platform. Papers were also sorted on board trains - at Liverpool St for example on the EMU service to Tilbury.

This labour intensive way of working was extremely costly.

+3.00 Newspaper trains took a lot of time to get ready as they would wait in the platform for vans from the various newspaper companies and on board staff would sort them out for the correct destinations. There was always people milling about, many looking for a free paper!

04:17 Stop at Destination West Drayton

+0.20 At each stop more activity would continue as lines of newspaper trolleys lined the platform and the correct load would be placed into each. Battery vehicles would then take the line of trolleys to the outside of the station and the packages of papers transferred into vans that would then transport them to their desired destination.

+3.00 It is thought that the SO Euston-Lairg Newspaper train the longest distance Newspaper Train run on BR in the 1980s although only 1 van made it all the way to Lairg as others were dropped along the route, a distance of some 500 miles.

04:23 Stop at Destination Slough

+0.20 The late 70s and early 80s were a time of great upheaval in the print industry with a year long strike keeping the Times off the streets. News International wanted to bypass type setters and get journalists to enter text direct via computer. There was also a story that it cost the publishers more to move papers from printing presses to station than BR charged to move them across country.

+02.30 When News International moved to Wapping they bypassed all the unions (they did not want to risk secondary action by rail unions disrupting distribution) and signed a contract with TNT to move all papers by road.

+2.30 With 10% of the business lost the economics of rail distribution soon unravelled. Papers started to move away from rail to cut costs and printing was decentralised, further undermining the economics. Although the short lived 'Today' Paper was printed in Manchester and distributed by rail. The last newspaper trains left Manchester Victoria in July 1988.

04:30 Stop at Destination Maidenhead

+0.20 Thanks to the community at <http://www.railforums.org.uk/> for the information contained in this scenario. Peter Mugridge - Rugd1022 - Old Timer - ralphchadkirk - richw - 4SRKT - Downsman - KiddyKid. Here are some of their memories;

+2.30 "My great-uncle Harry McCarthy ran a taxi business and became involved with the transport of papers from Fleet Street to the London railway termini. I can only guess that the date was about 1920. To replace the horse-cart transport of newspapers, he built wooden box frames to sit on top of a Bedford vehicle chassis used for taxi cabs, thus creating an early version of motor delivery vans."

+2.30 "When I was at Old Oak we used to bring up the 02.15 Bristol vans into Padd to be loaded, it really was a hive of activity and we'd always get a large bundle of papers for free. When we worked the 03.55 High Wycombe we'd stop opposite Old Oak carriage sidings and drop off a big bundle for the depot too..."

04:38 Stop at Destination Twyford

+0.20 "...Padd was a fantastic place at night, the period from about 23.00 - 06.00 was remarkably busy, and on top of the newspapers there were the departing and arriving Penzance Sleepers. Happy days, never to be repeated sadly."

+3.00 "...One of the perks of working these jobs was the massive pile of free papers we were given, and the normal trick with the 03.55 Aylesbury was to stop opposite the carriage sidings and throw a bundle off for the night shift lads on the shed. Happy days."

04:45 Stop at Destination Reading

+0.20 "The Padd-PZ Mail was booked for a 50 but a 47 would be dropped on it sometimes. A 'Link 3' Old Oak driver worked it to Bristol, had his break then worked back with the Up Sleeper from PZ, which was also booked for a 50 - quite often this turned out to be a pair all the way from PZ. (Look out for this near Didcot) ... "

+2.30 "I'm pretty sure the Bristol was booked for a 50, and the Swansea was usually a 47, often one of Landore's eth fitted batch. While all this was going on, the Paddington 'A' Pilot (usually 08 944) would be busy shunting vans about, as sometimes two sets would be brought up from Old Oak by one loco, thus the 08 would drop on the Bristol end and split one set off into another platform..."

04:50 Stop at Destination Tilehurst

+0.20 "...The Bristol set was often quite long, and drawing them out the 08 would be way past Ranelagh Bridge to clear the dummy, so two or three shunters would ride in the vans passing hand signals along the train as it pushed them back into the curved platforms..."

+2.30 "...Other light loco moves took place during the night too, namely using a loco as replacement for the staff bus which shuttled between Old Oak and Padd at half hourly intervals."

+2.30 "...Usually, the first loco to bring up a set of vans would work the next departure outward, with another loco taking out the set it had just brought in first. It depended on the diagrams but I can remember bringing up the Bristol vans and staying on the same loco all night (a 47 on this particular night), doing a couple of trips between Padd and Old Oak..."

+2.30 "The vans weren't dropped off at each stop on the route, we'd just wait in the platform with the whole train while the station staff unloaded their papers, then carry on to the next stop and repeat the process until we got to our destination."

05:00 Stop at Destination Cholsey

+0.20 "Whilst the last batch of papers were being unloaded, we'd hook off, run round, have a quick brew on the engine then return to Old Oak with the empty vans..."

+3.00 "...The normal move was to arrive onto the Up Reception at Old Oak (coming directly off 'The Wycombe' line), get the signal at the end to draw forward, then set the vans back into an empty road in the carriage sidings"

+3.00 "under instruction from our guard or one of the carriage shunters. We'd leave the vans there, hook off then go light to the shed and away home. It was always one of my favourite jobs"

05:08 Stop at Destination Didcot Parkway

+0.20 "The Aylesbury News usually took a Class 31 or a 47 but on a couple of occasions it ran with a Class 50. I remember this well because it was the only occasion us LM men used to get to ride the footplate officially on a 50, as 50s were a rarity in the LM London Division."

+3.00 "I learnt that Western men have long memories because I queried why West Ruislip box never

had a pack of papers thrown out whereas everyone else did. Apparently there had been a dispute with an Old Oak Common train many years previously and revenge was obtained by not throwing any newspapers out."

05:15 Stop at Destination Radley

+0.20 "after bringing in the first set of vans we would go light engine back to Old Oak and pick up the next set. It varied from night to night, but the last job would often be to couple up to the Sleeper stock at Padd which had come up from Penzance, leave it there for another crew, then go back to Old Oak in the staff van to book off and go home."

05:23 Stop at Destination Oxford

+0.20 "one very sunny Autumn day in late '83 being sent with a pair of 31s to pick up a 50 from Risb'ro which had failed the day before on the Chinnor coal. I think it was 50 033 or 034, but the 31s were 273 and 309 (both OC locos at the time). The reason we took both was they'd been left coupled in multiple outside the Pullman Shed at OC and were the only ones available; we just couldn't be bothered to split them."

05:25 Stop at Destination and our final destination

Thanks!

he following newspaper, parcel and mail trains worked out of Paddington in the early 1980s Mondays - Fridays

00.30 News Penzance 1B01
00.50 Pass & News Milford Haven 1C04
01.10 News Worcester SH 1B08
02.15 News Bristol TM 1B12
02.55 News Banbury 1M19
03.25 News Oxford 1A08
03.55 News Aylesbury 1M83
04.00 News Oxford 1A12
04.15 News Slough 1A14
05.20 Parcels Plymouth 3B20
12.02 parcels Reading 4A60 (DPU)
15.50 Parcels Swansea 3C07
15.55 parcels Reading 4A40 (DPU)
18.50 Parcels Swansea 3C09
19.40 Parcels Bristol TM 3B09
20.44 Parcels Southall 4A42 (DPU)
20.50 Parcels Birmingham NS 3M15
21.45 Parcels Gloucester 3B71
22.25 Postal Penzance 1B64
22.43 parcels Swansea 3C10
23.43 Parcels Bristol TM 3B10

and that is it, about 40 hours of fun in the Railworks 2 editor. Now go download the scenario and have fun!