

## RAILWORKS 2

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

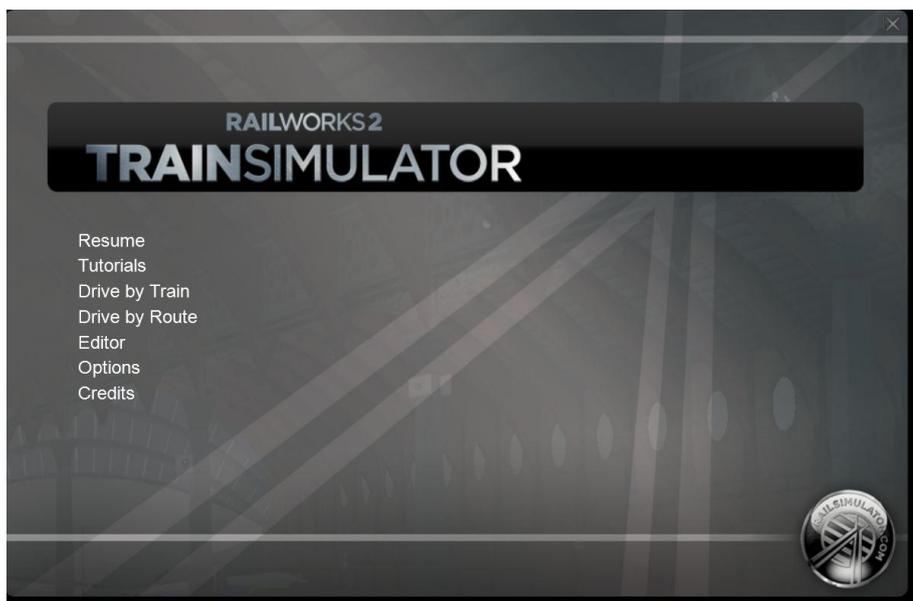
*Marleyman*



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

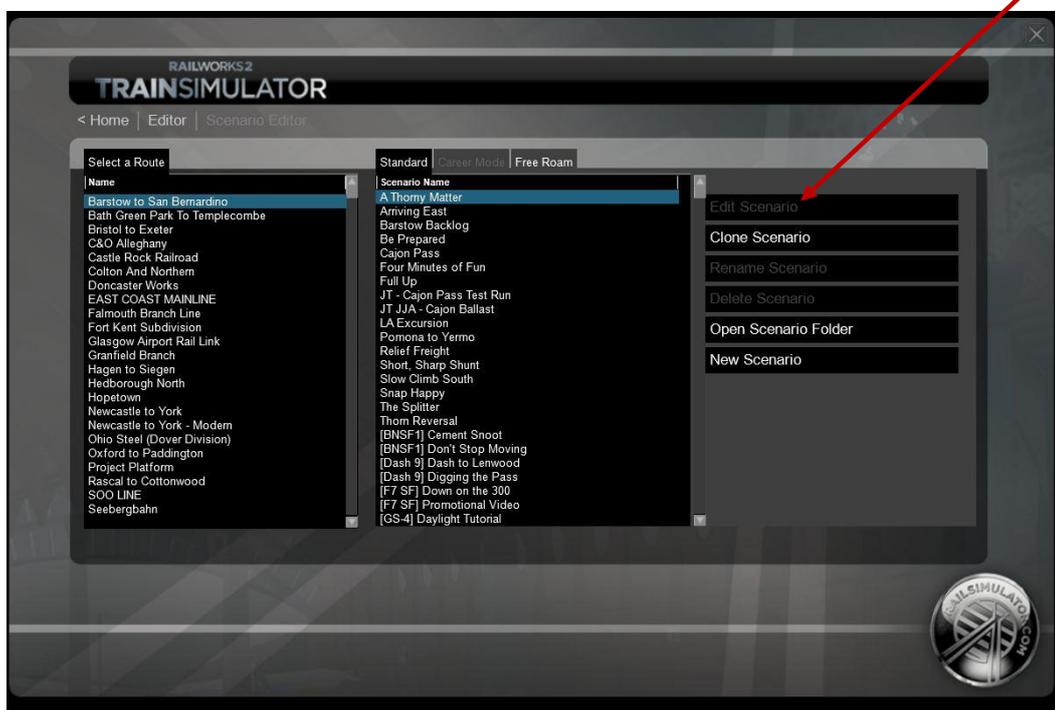
This tutorial is for New Scenario Designers in Railworks 2 (RW2) and will walk you through creating a Passenger Scenario for the Newcastle to York Route using a Class 43 HST.

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.

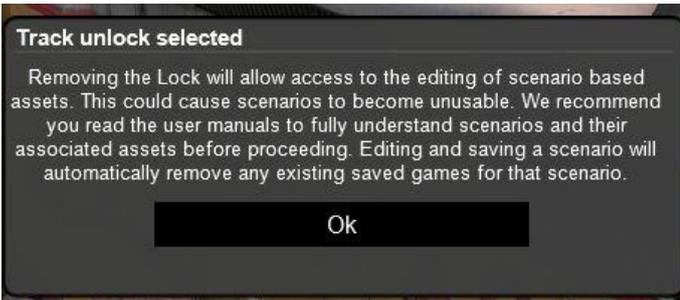


You will need to Unlock the Route, to do that just go back to 'Drive By Route' and select Any scenario. I will choose 'A thorny Matter' from the Barstow to San Bernadino Route. Click the Play button as normal. When the scenario Loads press [Ctrl E] on your keyboard. You will get this Screen.



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

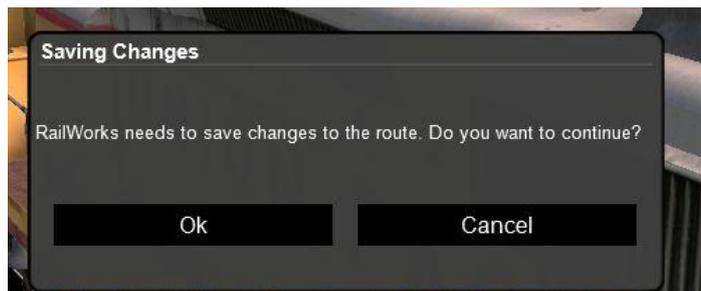
Railworks will pop up a warning like this;



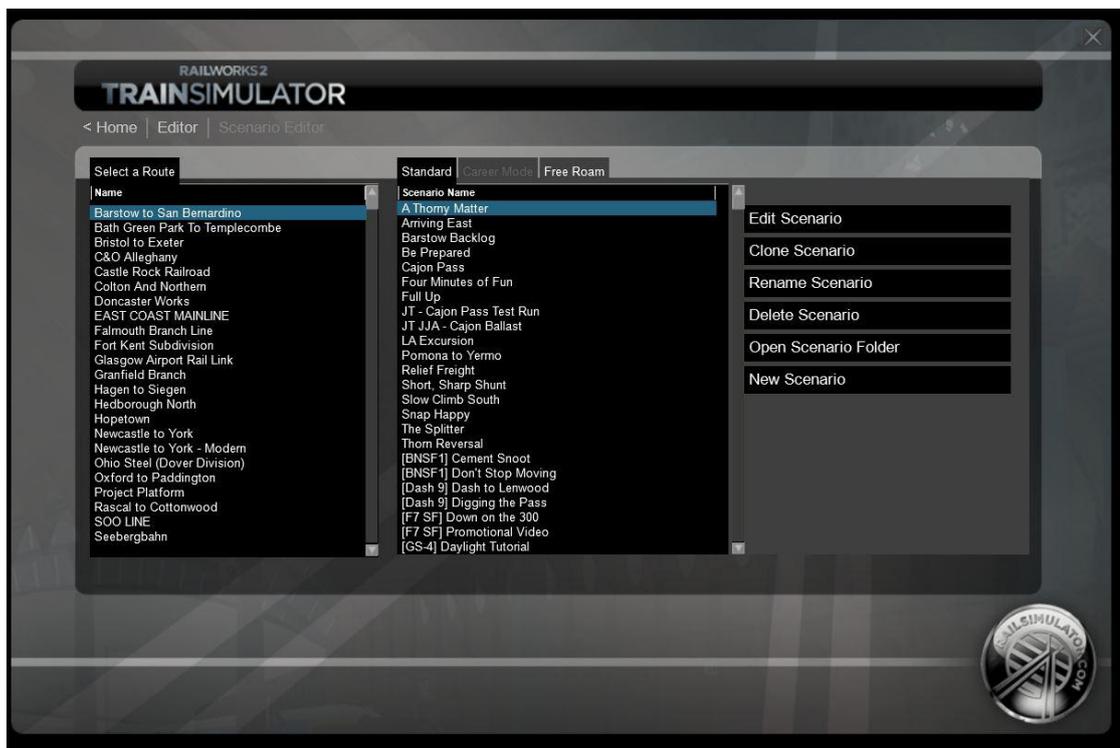
Select OK. You can now edit Any scenario from this Route using the RW2 Editor. You may have to do this with all your Routes.

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.

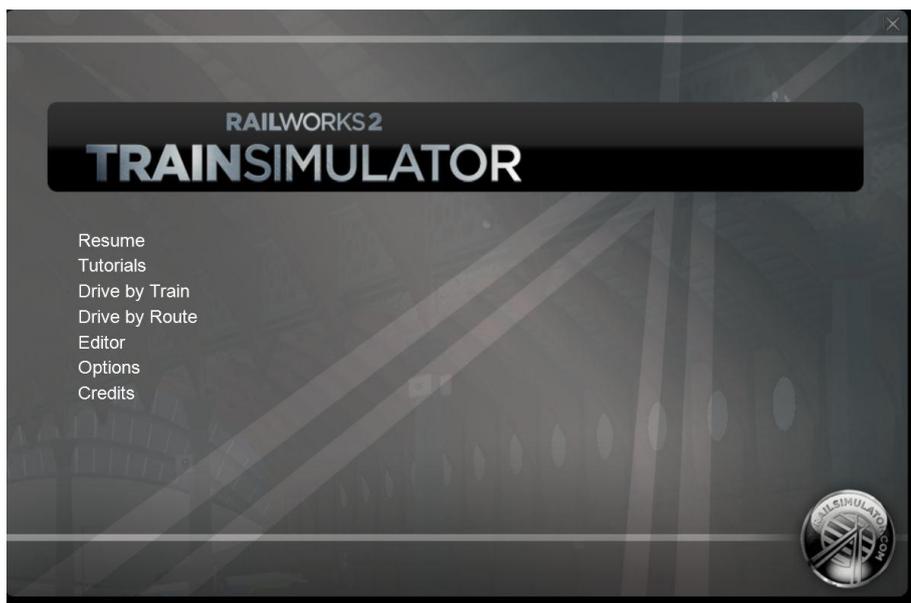


Go back to the Scenario Editor and the 'Edit Scenario' option is now available to use.



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

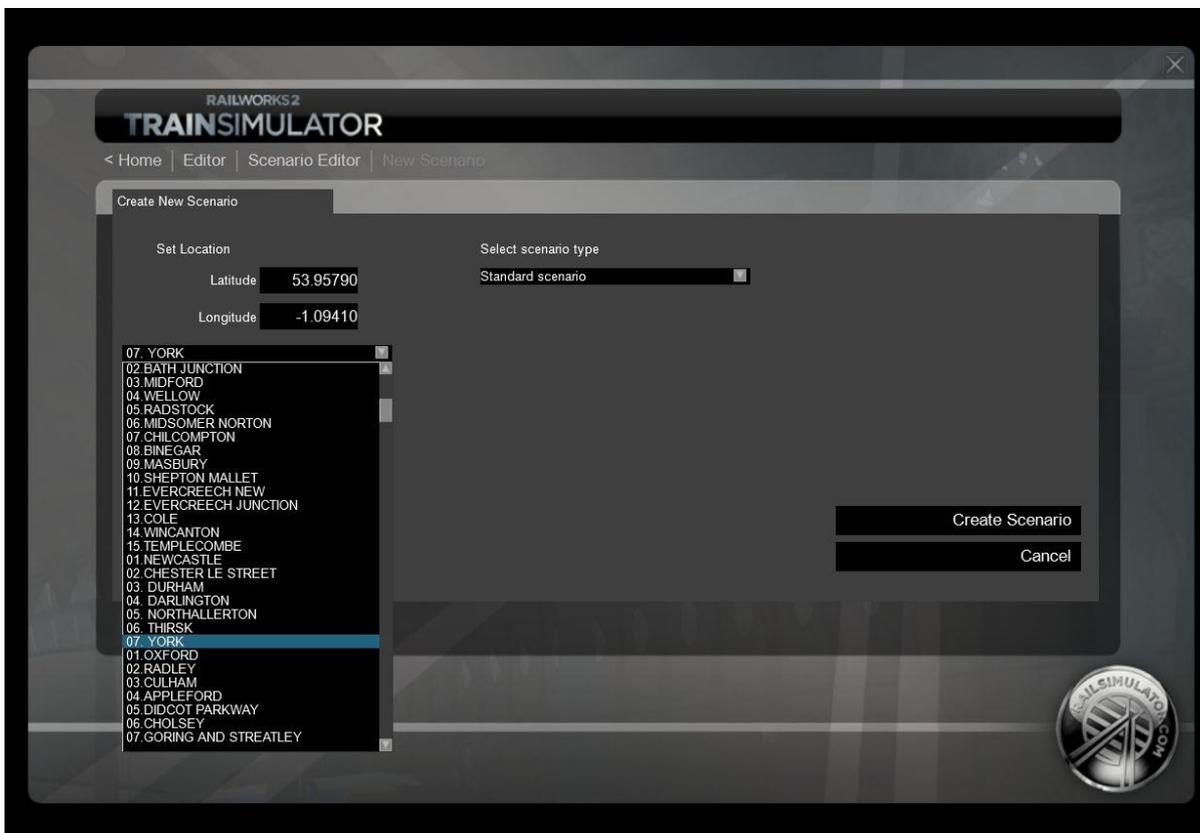
Start RW2 as normal and at this screen;



From the Route Selection 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.



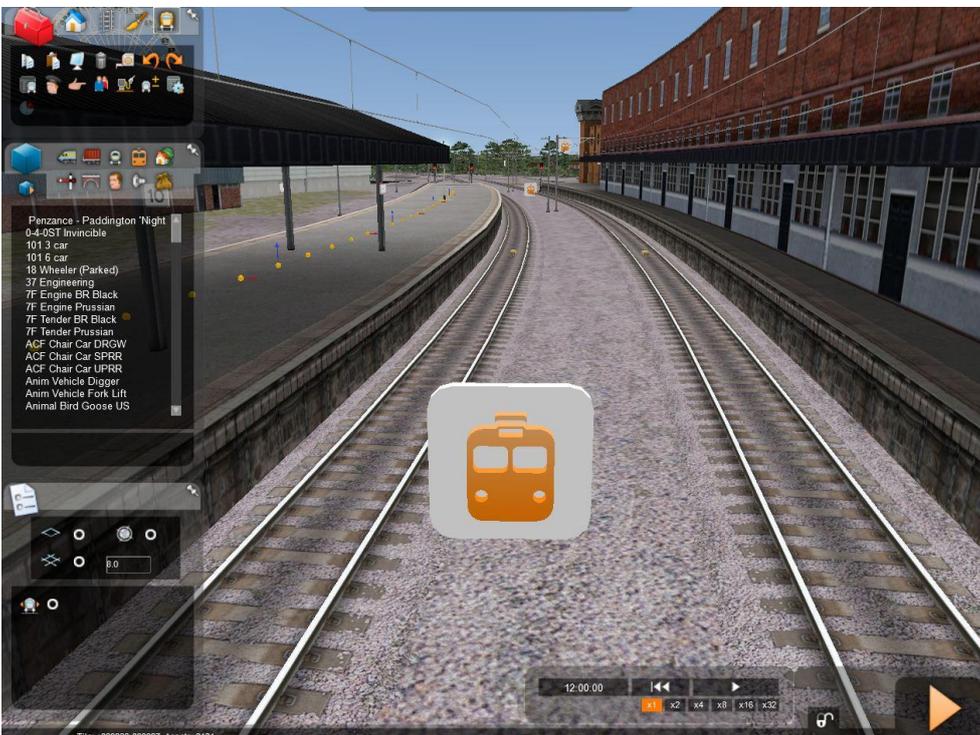
In this screen Choose York for the Start Location and set the Scenario Type to Standard from the Drop Down Menus. Select Create Scenario and enter a Name for your Scenario. I have named my Scenario RW2 Scenario Tutorial. You can call your scenario something suitable. When the Scenario has been created, 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.

For now, it will load the Editor.

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.



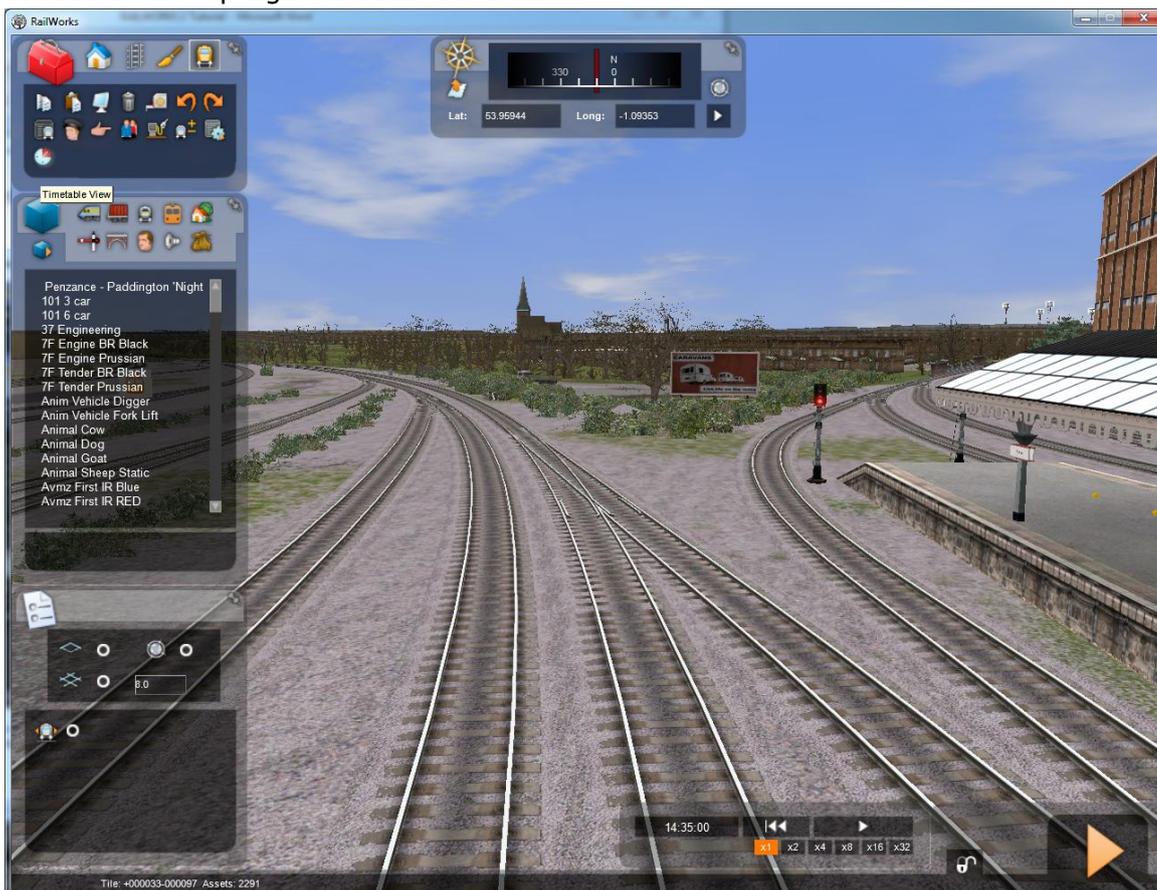
Better...? Good.



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.

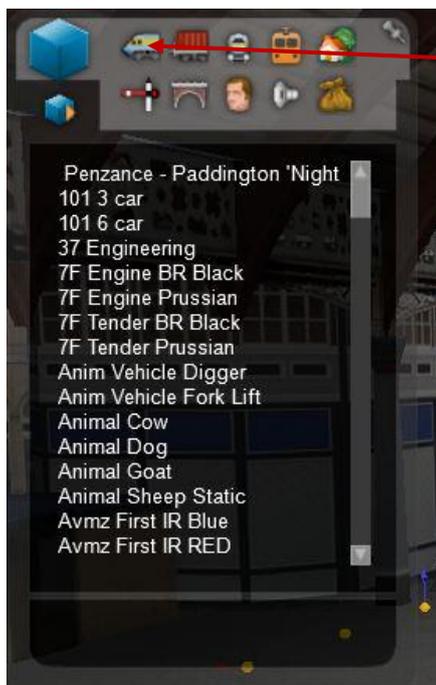


Ok, Double Click on your Scenario Marker and in the Scenario Marker Properties box that pops out on the right hand side of the screen, fill in your Scenario Details. A Briefing to give the Driver an overview of what s/he is meant to do. The Authors Name-that's you. The Start Location, Date and Time if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



**PRESS F2 and SAVE the Scenario!**

## Open the **Browser Tab**



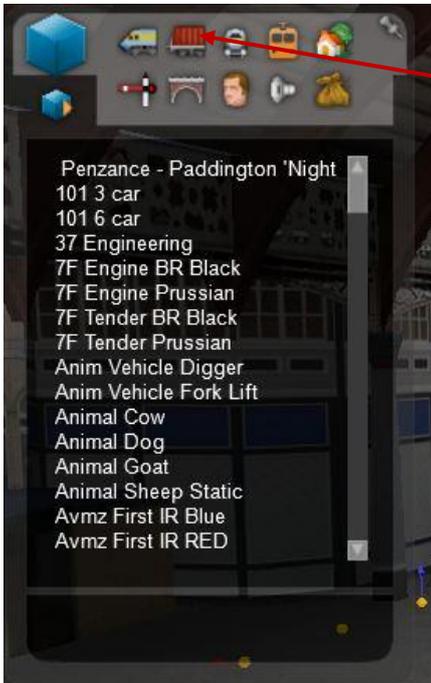
Select Engines and Tenders from the Browser Tab

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;

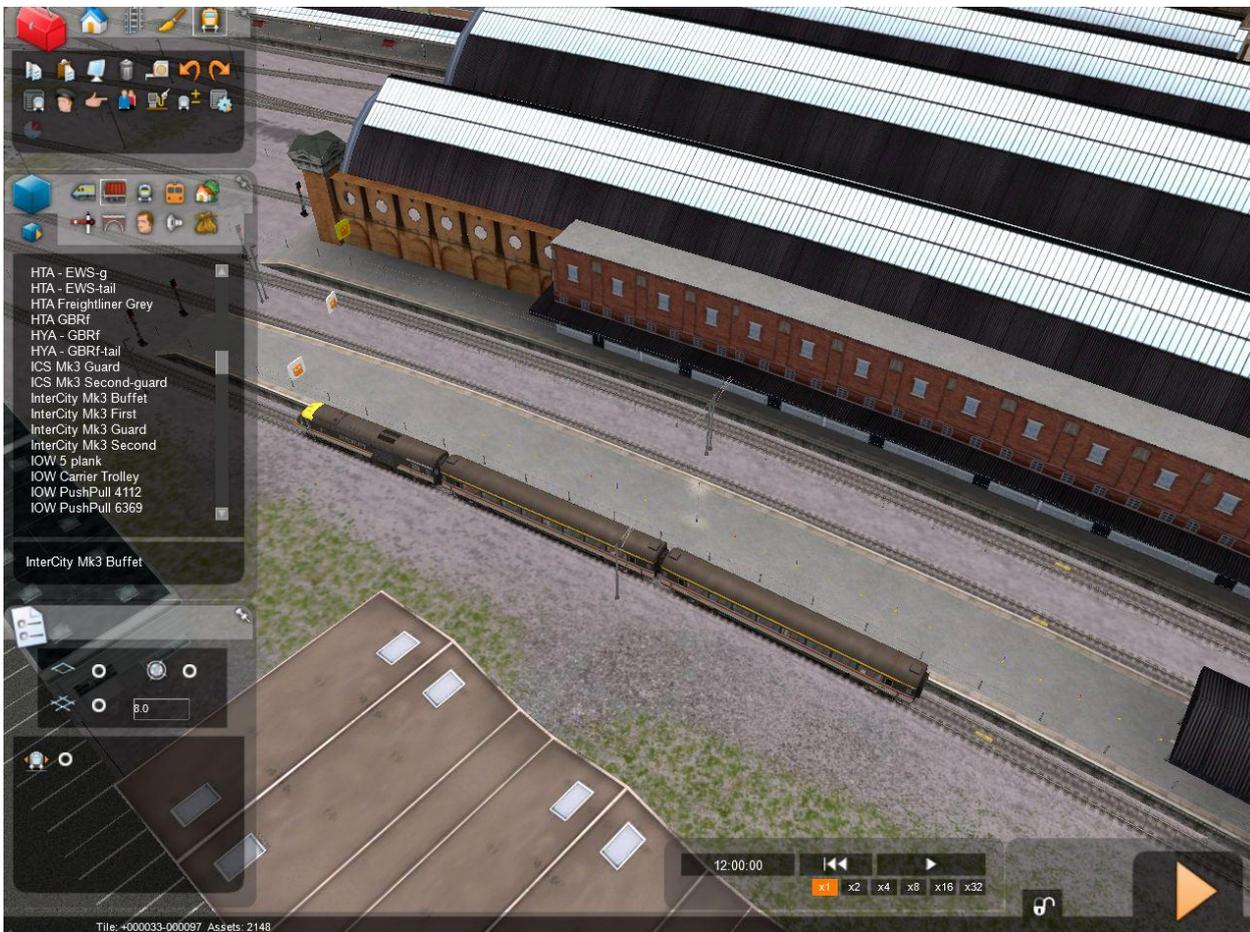


Now you will need some passenger cars and later, another HST Engine for the Rear of the Train.



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.

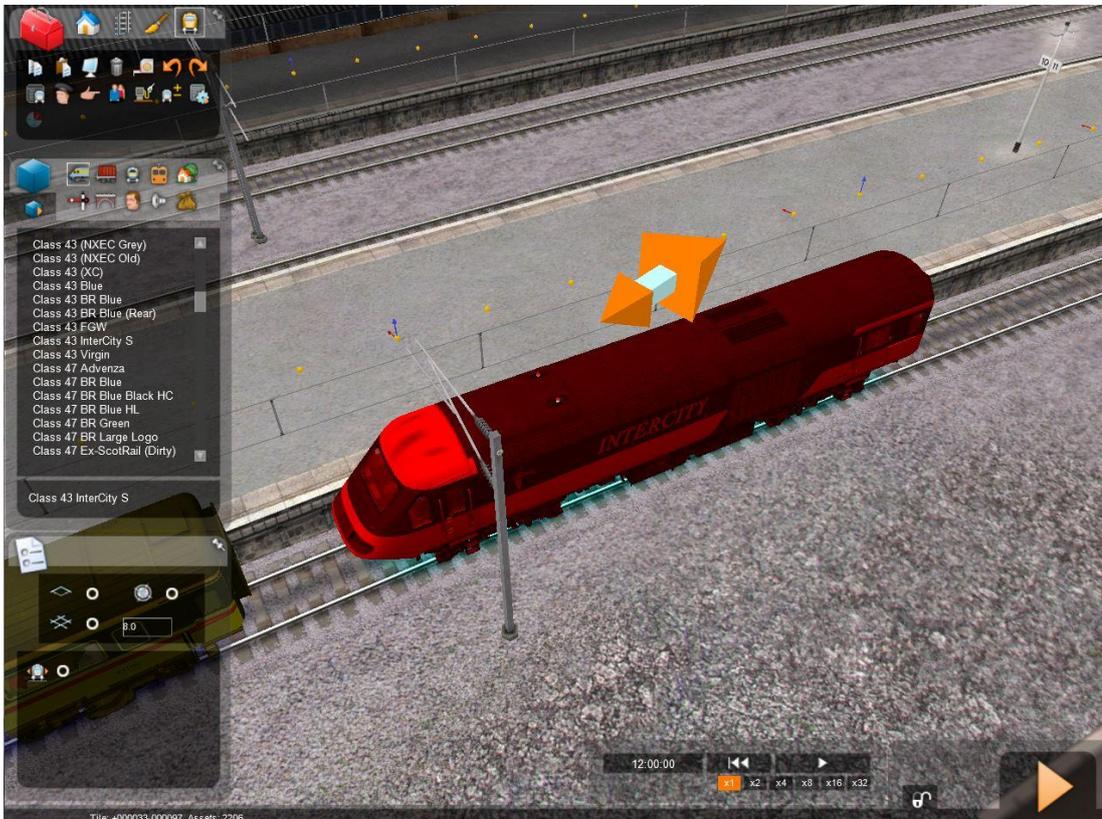


Our train is taking shape.

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;

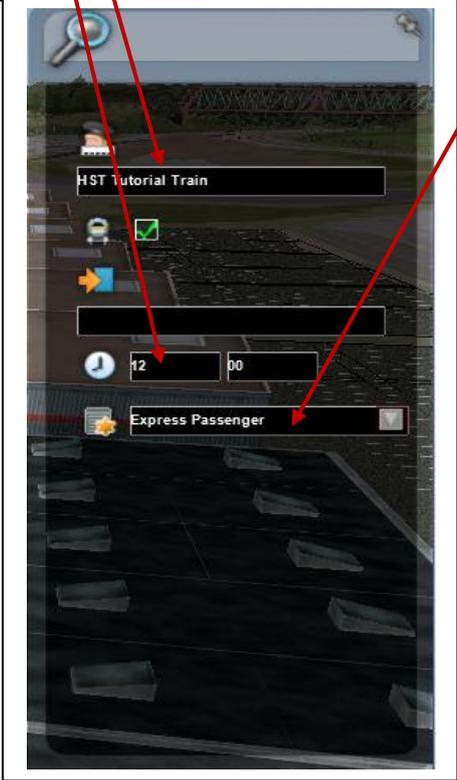


Double Click on the Driver Icon to open the Driver Properties Tab, it will pop out on the right hand side, If it is hidden, just motion your mouse to the right hand side of the screen and it may pop out.



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.



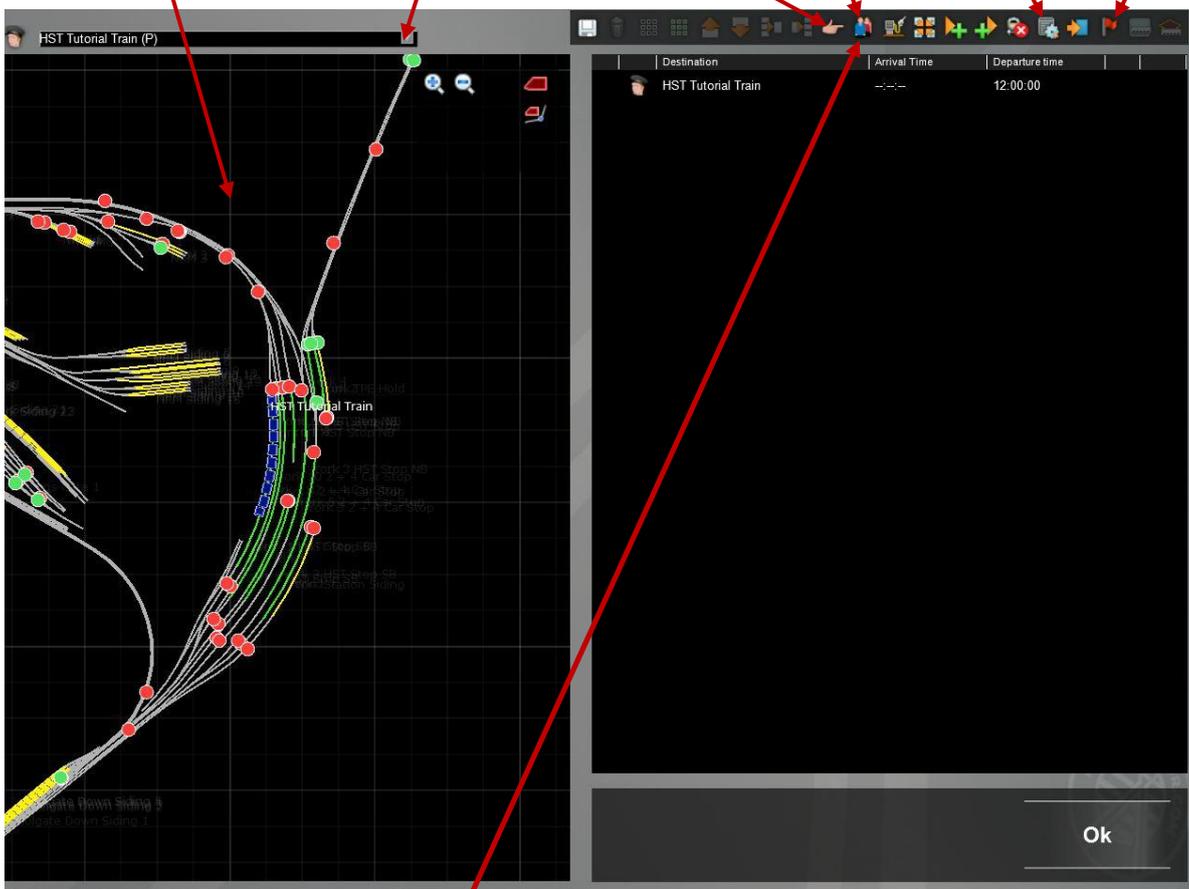
Select the Timetabled View from the Tool Box.

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

Route Diagram, Right click and hold to move map.

Train Drop down List

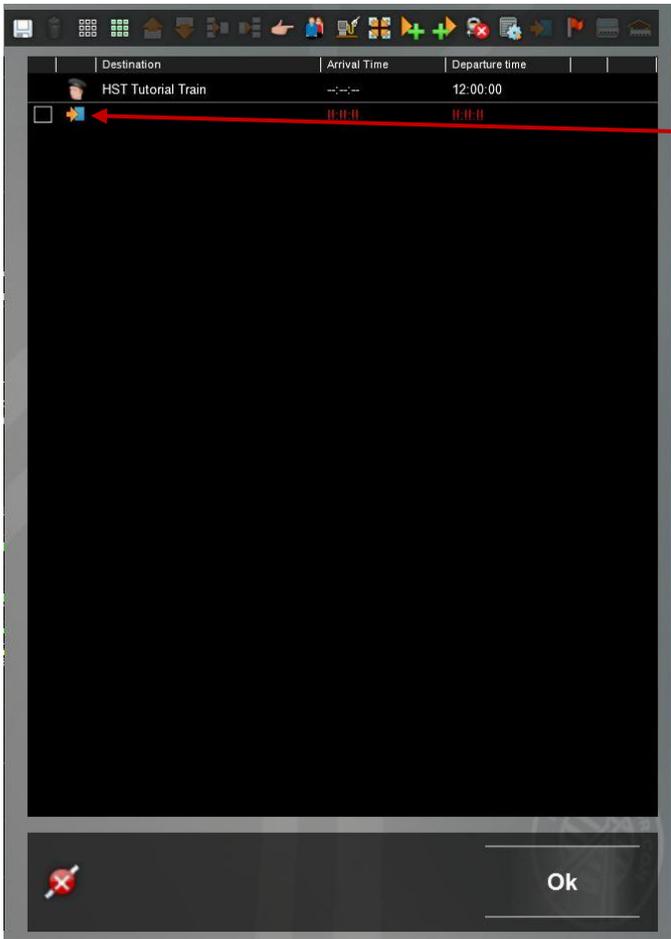
Train Instruction Tools.  
Stop At; Pick Up Passengers; (Player) Instruction; Final Destination



The ones we are interested in are marked above.

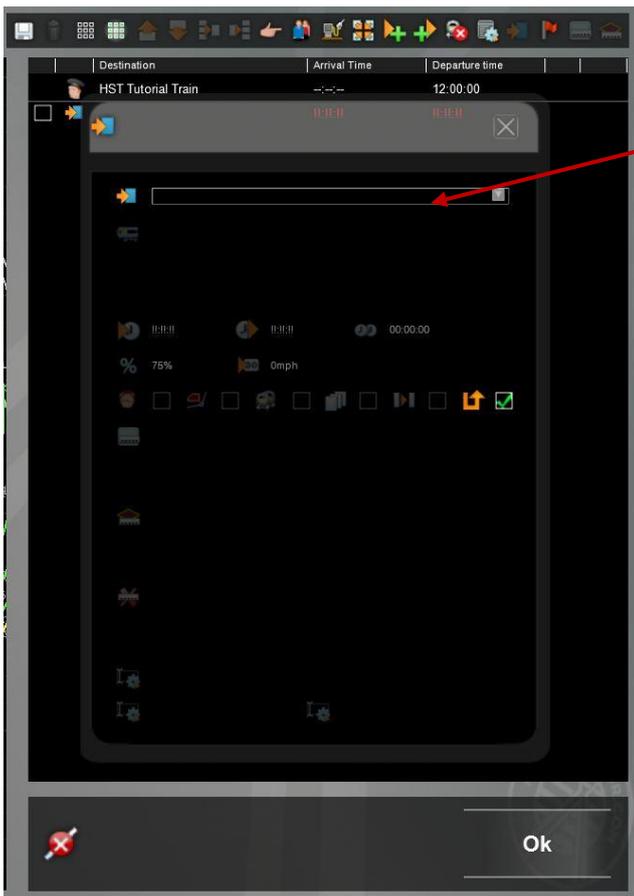
Our first task is to give our train a Final Destination. Let's do that now and let's make it Darlington.

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.

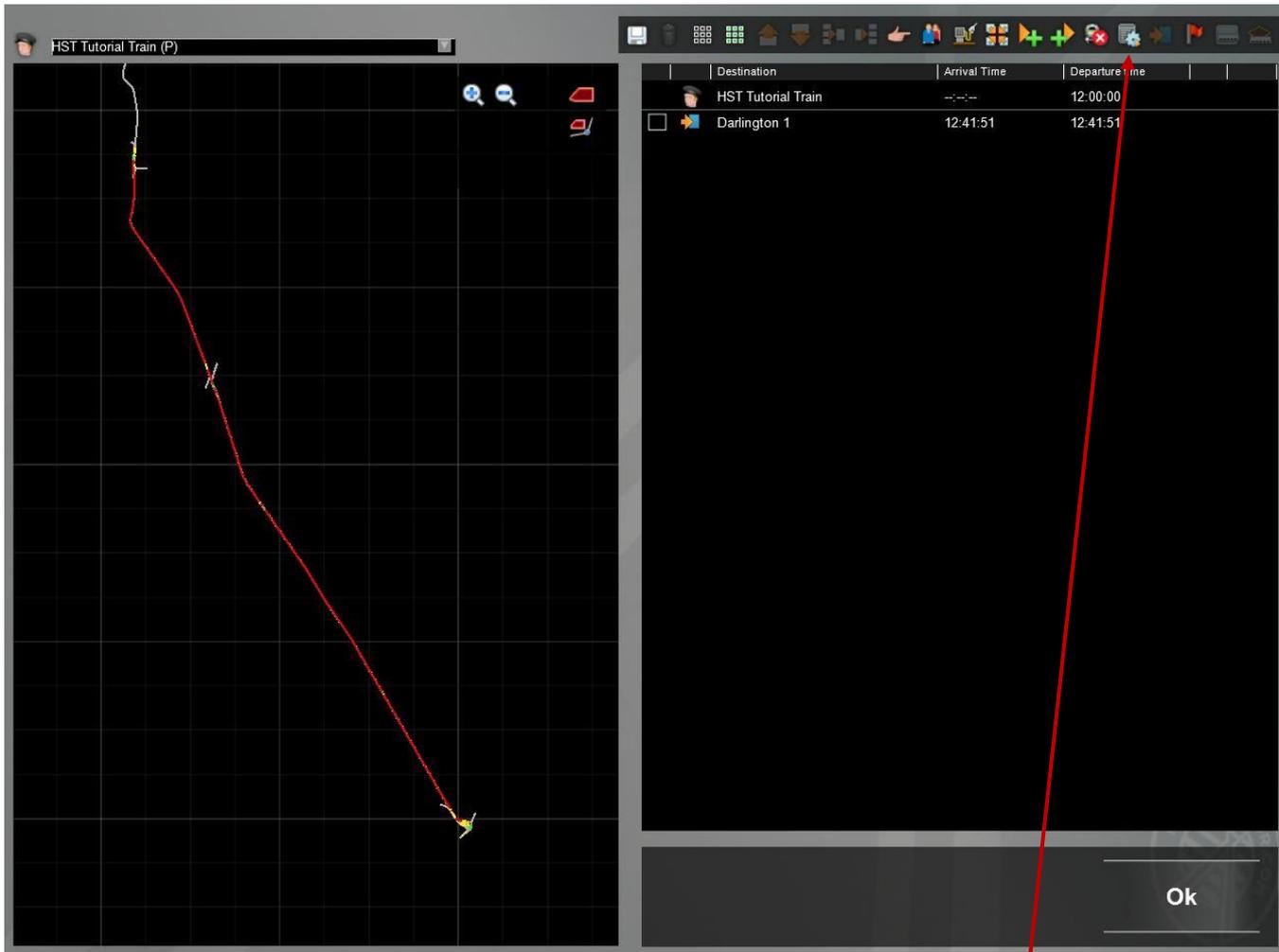
Select The Blue Destination Instruction, not the Square Check Box. Now a Destination Box will open



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.



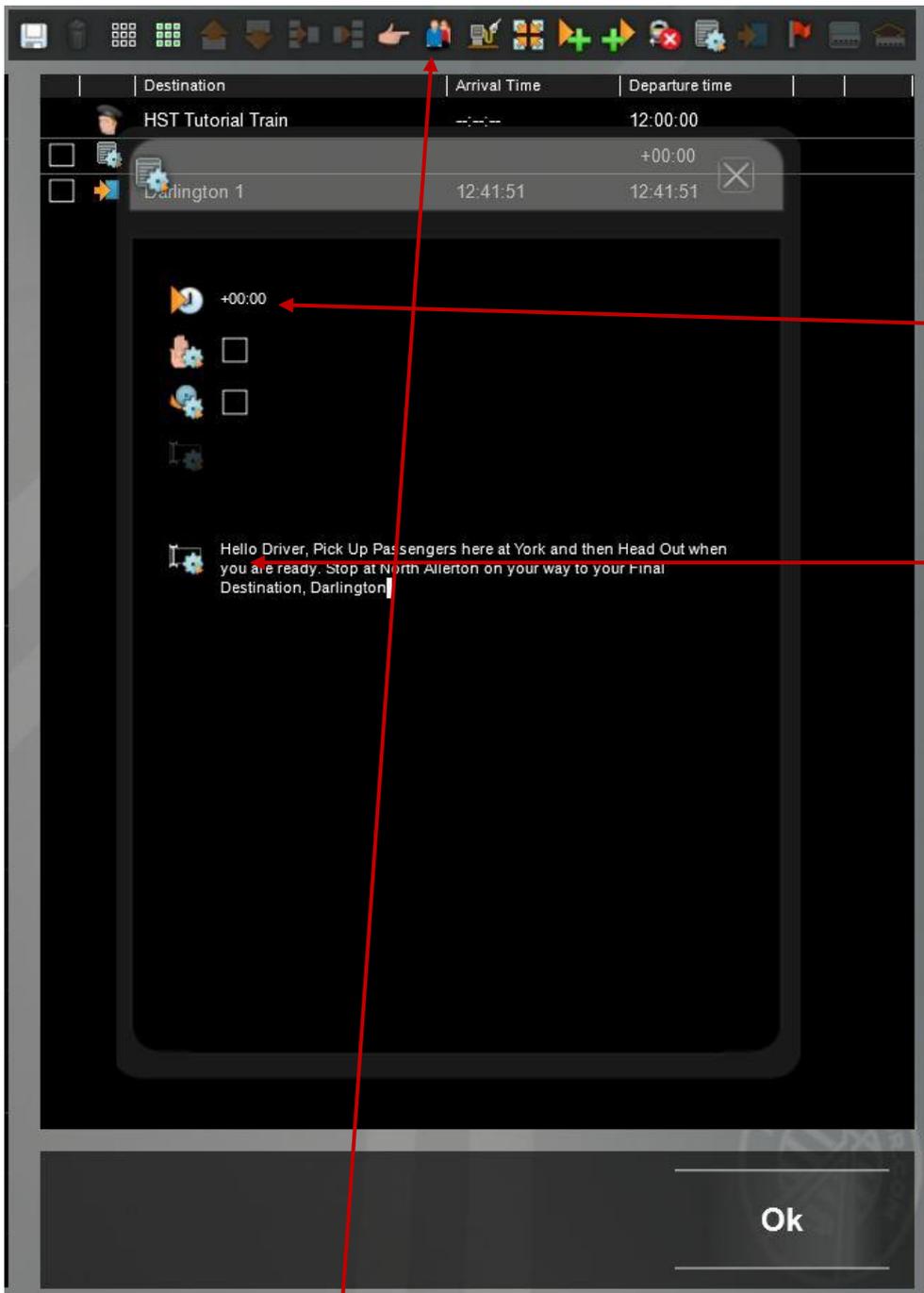
The train will automatically be put on the quickest (highest priority) line based on the train's classification, in our case, Express passenger as selected in our Driver Properties Tab. Scroll to the end of the route at Darlington and see where the Train will Stop or pass through on the way to the final 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.



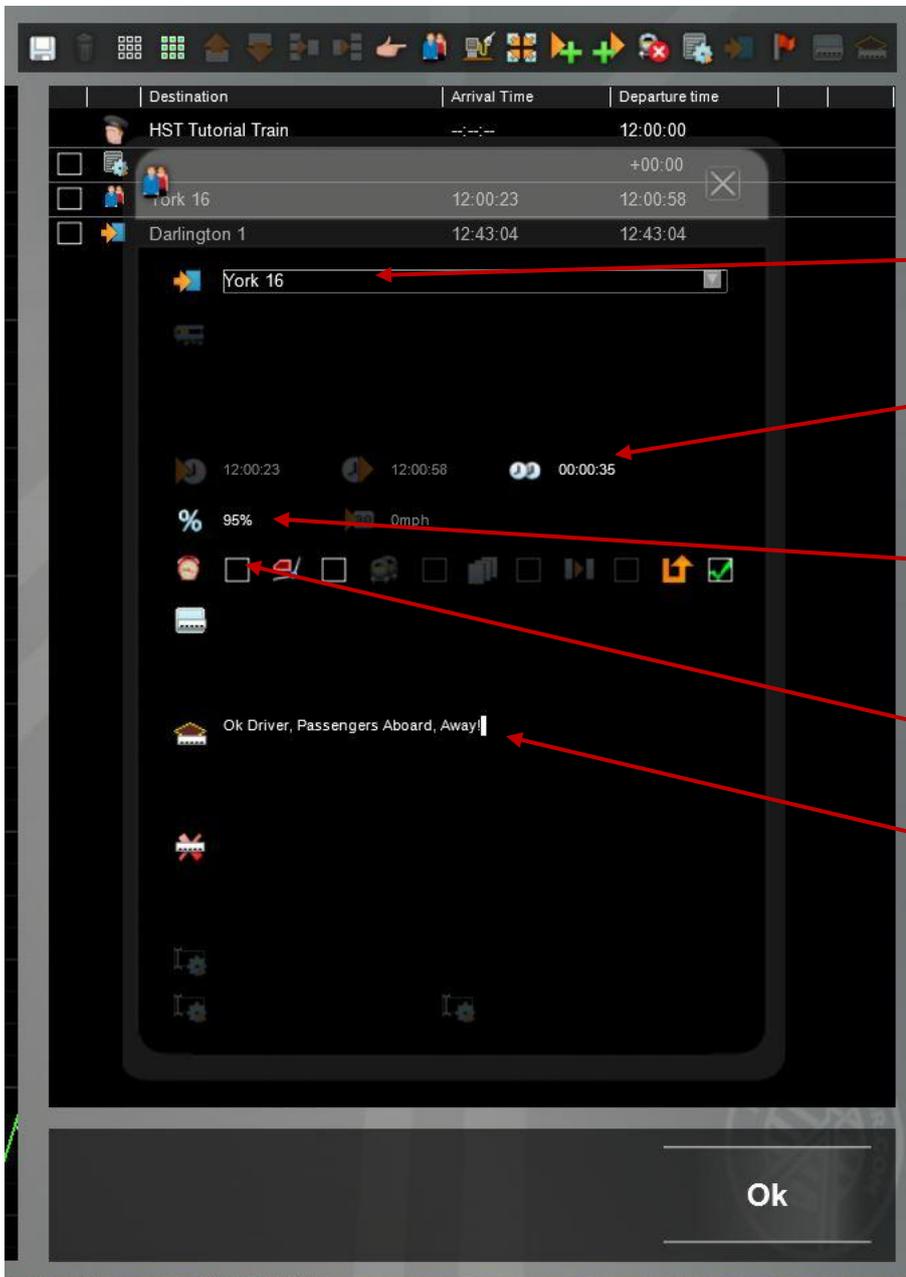
You can set when the message appears here. We want this message to appear when the scenario starts so we will not change this time.

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.

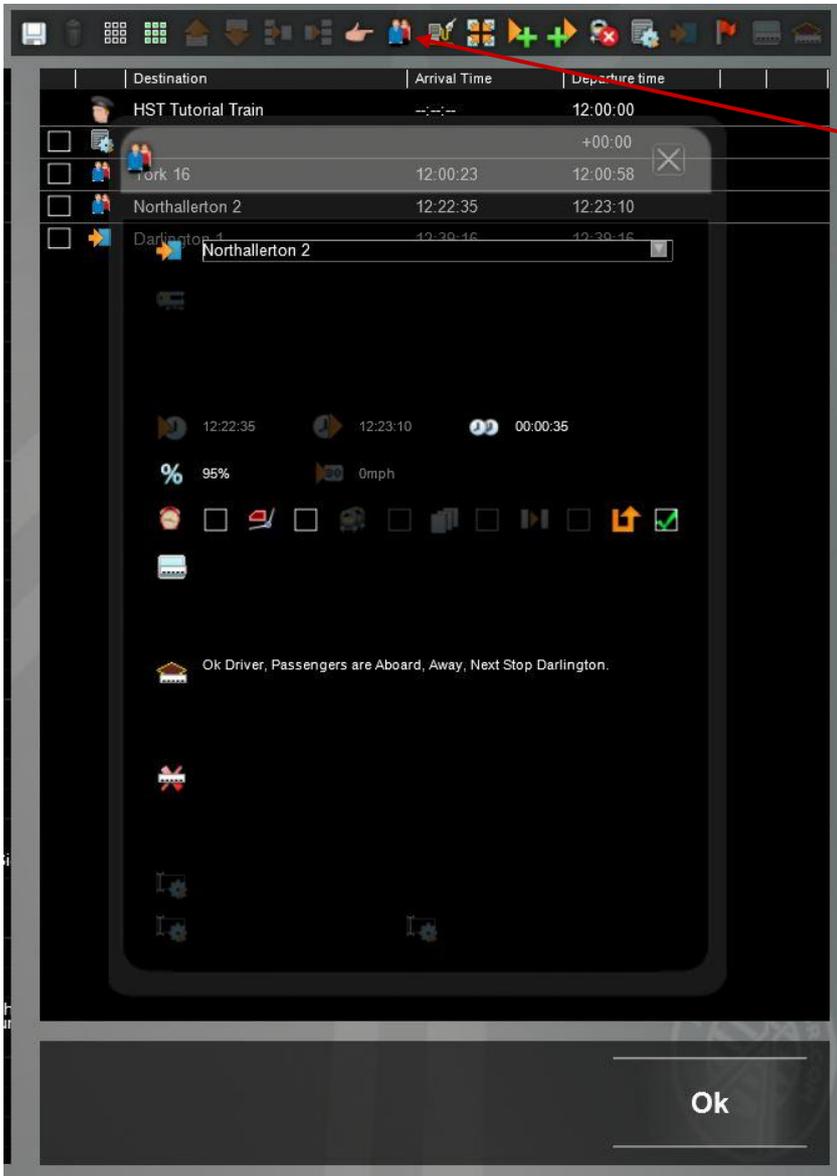
Train Speed, where ever possible I set this to 95% so that the AI can work out the timings more accurately.

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.



	Destination	Arrival Time	Departure time
<input type="checkbox"/>	HST Tutorial Train	--:--	12:00:00
<input type="checkbox"/>			+00:00
<input type="checkbox"/>	York 16	12:00:23	12:00:58
<input type="checkbox"/>	Northallerton 2	12:22:35	12:23:10
<input type="checkbox"/>	Darlington 1	12:36:17	12:36:52
<input type="checkbox"/>	Darlington 1	12:36:52	12:36:52

Ok

**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.

### **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 one.

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

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

Thanks,

Kenny M.