



Frequently Asked Questions

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1 Introduction

This document is designed to cover all the most commonly encountered problems and queries and be a quicker resource to access than speaking directly to a member of the Rail Simulator Development team for an answer.

As the game is experienced by more and more enthusiasts this document will grow to include each and every issue that is commonly found. Therefore it will be updated as frequently as possible, with the latest edition being available from www.railsimulator.com/support

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2 General

2.1 Computer Requirements for Rail Simulator

Minimum Requirements

OS:	Windows XP with latest service pack installed / Windows Vista
CPU:	XP - Intel Pentium 4 / AMD Athlon 1.7 GHz or equivalent Vista - Intel Pentium 4 / AMD Athlon 2.6 GHz or equivalent
RAM:	512 MB
GFX:	64MB DirectX 9.0c compliant video card supporting Pixel Shader 2.0 or above
SFX:	DirectX 9.0c compatible
HDD:	4.5 GB of space is required to install the game

Recommended Specifications

OS:	Windows XP with latest service pack installed / Windows Vista
CPU:	Intel Pentium 4 / AMD Athlon 3.0 GHz or equivalent
RAM:	1.0GB
GFX:	256MB DirectX 9.0c compliant video card, supporting Pixel Shader 3.0
SFX:	Sound Blaster® X-Fi™ series from Creative Labs
HDD:	4.5 GB of space is required to install the game

2.2 How do I install the latest version of Rail Simulator?

Here is the correct process for a fresh installation of Rail Simulator:

- Rail Simulator from DVD or EA Download
- Download and install Upgrade Mk1
- Download and install Upgrade Mk2
- If inclined – now download and install RSDevTools (August 2008)

2.3 Confirmed Supported Graphics Cards

ATI

Driver tested: ATI Catalyst® 7.6 Display Driver
For Windows XP

ATi	All-In-Wonder Radeon 9600
ATi	All-In-Wonder Radeon 9600 Pro
ATi	All-In-Wonder Radeon 9600 XT
ATi	All-In-Wonder Radeon 9800 Pro
ATi	Radeon 9500 Pro
ATi	Radeon 9550 XL
ATi	Radeon 9600
ATi	Radeon 9600 Pro
ATi	Radeon 9600 SE
ATi	Radeon 9600 XT
ATi	Radeon 9800 Pro
ATi	Radeon X1300
ATi	Radeon X1300 LE HyperMemory-32
ATi	Radeon X1800 GTO
ATi	Radeon X1800 XL
ATi	Radeon X1800 XT
ATi	Radeon X1900 GT
ATi	Radeon X1900 XTX
ATi	Radeon X1950 XTX
ATi	Radeon X300 SE
ATi	Radeon X600 XT
ATi	Radeon X700 Pro
ATi	Radeon X800 Pro

NVIDIA

Driver tested: nVidia ForceWare driver v.94.24

NVIDIA	GeForce 6200
NVIDIA	GeForce 6200 TurboCache-16
NVIDIA	GeForce 6200 TurboCache-32
NVIDIA	GeForce 6600
NVIDIA	GeForce 6600 GT
NVIDIA	GeForce 6800 GT
NVIDIA	GeForce 6800 Ultra
NVIDIA	GeForce 6800 Ultra SLI
NVIDIA	GeForce 7600 GS
NVIDIA	GeForce 7800 GTX
NVIDIA	GeForce 7800 GTX SLI
NVIDIA	GeForce 8800 GTX (NvidiaForceWare v158.22)
NVIDIA	GeForce FX 5200
NVIDIA	GeForce FX 5200 Ultra
NVIDIA	GeForce FX 5500
NVIDIA	GeForce FX 5600
NVIDIA	GeForce FX 5600 Ultra
NVIDIA	GeForce FX 5700 Ultra
NVIDIA	GeForce FX 5700LE
NVIDIA	GeForce FX 5800 Ultra
NVIDIA	GeForce FX 5900 Ultra
NVIDIA	GeForce FX 5950 Ultra
NVIDIA	GeForce PCX 5900

ATi	Radeon X800 XL
ATi	Radeon X850 XT
ATi	Radeon X850 XT Platinum Edition

Laptop versions of these chipsets may work but are not supported.

Please note that attempting to play the game using video hardware that isn't listed above may result in reduced performance, graphical issues or cause the game to not run at all.

2.4 Can I run Rail Simulator without the disc?

A standard policy for many computer games is the requirement for the original disc that was used to install it, to be present in the DVD Drive to play it. Rail Simulator is no different.

2.5 Will my Add-ons for Microsoft Train Simulator work in Rail Simulator?

Rail Simulator is a completely new development not connected to any previous games. Software bought for other simulators will not be compatible with Rail Simulator.

2.6 How do I change the language Rail Simulator is displayed in?

When Rail Simulator first starts, you are presented with a box with two buttons – Start/Options. Clicking on the 'Options' button will bring up several settings for Rail Simulator that can be applied before the game begins. At the top of this new screen you will see a Language selection field. Select the language you wish to use from the ones supported in Rail Simulator.

Note that when using content that does not have data for the language you have selected to play Rail Simulator in, text information for the missing data will display in English.

2.7 How do I change the keyboard layout?

Due to the large number of keys involved in Rail Simulator, in order to change their layout, you will need the RS DevTools from www.railsimulator.com. These tools will allow users to create their own keyboard layouts or 'InputMappers' for Rail Simulator.

Source files for use with the RSDevTools in order to change the keyboard settings can be found in the RSDevTools download section at www.railsimulator.com

2.8 How do I get the Rail Driver console to work?

This requires the installation of Upgrade Mk1 and Mk2 from www.railsimulator.com

You will also be required to download the Console Software from P.I. Engineering who manufactures the Rail Driver Console. These can be found here: www.raildriver.com

2.9 How do I get my joystick to work?

Joystick compatibility is not currently provided in Rail Simulator. We are however, currently looking into support for joysticks for Rail Simulator.

2.10 I don't see any passengers at stations, am I doing something wrong?

This is a known bug that is fixed by installing **Upgrade Mk1** for Rail Simulator, available from www.railsimulator.com

2.11 How do I use dual monitors with Rail Simulator?

In order to use dual monitors with Rail Simulator you will need to set your desktop display to "Horizontal Span" rather than Dual. This is done in Windows XP as follows:

1. Right Click on the desktop background and select **Properties**
2. Select the **Settings** Tab and then click the **Advanced** Button
3. Click the tab for your graphics card (*Named GeForce 7950 GT for me*)
4. Choose **Display Settings** and in **Display Mode**
5. Change **DualView** to **Horizontal Span**

Please note that Horizontal Span is not supported by Windows Vista or Vista 64

In order to use Triple monitors with Rail Simulator (*or Dual Monitors on Vista/Vista64*), you will need to have the Matrox TripleHead2Go hardware found here: <http://www.matrox.com/graphics/en/>

2.12 Why can I only install my Add-ons 3 times?

"You may install the Software up to three times on your own computer. If you need to re-install more than three times, you will need to repurchase the Software."

Explanation:

This item in the policy is related to installation of the **license software**. This does not encompass the contents of the Add-On you have purchased.

What this means is, the first time you install an Official Rail Simulator Add-On, your license to use that Add-On is also installed. If you then decide to remove Rail Simulator and re-install it, when you come to re-installing the Official Add-On it will detect that you have a license for the Add-On already and simply let you continue.

Therefore, so long as that installation of the Add-On **License** is maintained, you can install the Official Add-On as many times as you like.

What does the phrase "three times" relate to?

As mentioned above, this item of the policy is related to the installation of the **License software**. So you are permitted to install the license agreement three times on the same machine. Note also that each license is only permitted to be installed on one machine.

Why do I need more than one install of the license?

In the unlikely event that you need to format your machine either through choice or an emerging issue, this will wipe out the installed license software. Therefore, this license agreement allows you to install the Official Add-On as well as two subsequent re-installations of your chosen Operating System, should you find that you need to format your machine.

2.13 I've lost my Serial Code, can I have a new one?

While RSDL cannot issue new serial codes in the event of users losing the manual or email that contained it, EA provide a service for re-issuing them to customers.

Visit the EA website here: <http://support.electronicarts.co.uk>. Using the search option on the left, type in: "**Locating Serial Number**" The first result includes instructions on obtaining a new code.

2.14 LogMate displays text saying RailSim cannot detect my hardware?

When Rail Simulator runs for the first time after installation it will attempt to detect your hardware resources and then provide the best settings for optimal performance vs. quality. This is a standard computer game process.

If you find that when you run Rail Simulator, the graphical, audio and screen resolution settings are not to your liking, you can use the external and internal option menus to adjust these settings as you see fit until you are happy with the operation of Rail Simulator.

The process is run every time Rail Simulator starts, but the automatic setup will only have an effect if the file - **PlayerProfiles.bin** (*located in RailSimulator/Content*) is not found. So although the system detection dialog is shown in logmate every time, it is not adjusting your setup.

3 Driving

3.1 I cannot find a list of key controls on how to run the various trains.

When in the game and having selected a train, press <F1> to bring up the in-game UI. From here there is a joystick icon which when clicked, will give a list of controls available in the game.

Alternatively you can view the reference card that came with the boxed version of Rail Simulator. This card also features the signaling details.

3.2 I cannot find my favorite train, where is it?

Trains included with Rail Simulator* are:

5MT 4-6-0 Steam Locomotive	Standard BR Van
7F 2-8-0 Steam Locomotive	Milk Tank
DB BR101 Electric Locomotive	LMS 20t Brake Van
DB BR294 Diesel Shunter	HAA Coal Hopper
ES44AC Diesel Locomotive	TTA Liquid Tanker
SD40-2 Diesel Locomotive	HTA Bogie Coal Hopper
Class 166 Diesel Multiple Unit	PCA Presflo Powder Wagon
Class 47 Diesel Locomotive	FSA Container Wagon
Class 55 Diesel Locomotive	Ssylms Flat Wagon
High Speed Train (Class 43 & Mk3 Coaches)	Ktmm Hopper Wagon
Mk1 FK	Kkt Hopper Wagon
Mk1 SK	KBS Container Wagon
Mk1 BG	Shimmns Curtain Sided Wagon
Mk2a FK	Eanos Aggregate Wagon
Mk2a SO	TTGX Bi-Level Autorack
Mk2a BSO	Double Door Boxcar
Mk3 TFO	Caboose Car
Mk3 TSO	Refrigerator Car
Mk3 TRFB	Coal Gondola 53ft Well Car
16t Mineral Wagon	Covered Hopper
5 & 7 Plank Wagons	16,000 Gallon Tank Car
Cattle Truck	

*Note not all trains listed will appear in all versions of Rail Simulator.

3.3 I cannot see the controls in the cab; I'm running <insert screen size> resolution?

Train cabs in Rail Simulator are full 3D environments. This means that controls are located in their real world locations. As a computer monitor cannot provide the same peripheral vision that the human eyes have, you need to navigate the 3D Cab environment by holding the right mouse button down and moving the mouse.

3.4 I have trouble operating the brakes, some keys don't work.

If you are using the European release of Rail Simulator with a US keyboard this is due to the European release of rail Simulator being only compatible with European keyboards.

This issue is resolved by installing **Upgrade Mk1** for Rail Simulator, available from www.railsimulator.com

If you are using the correct version and keyboard, please check which control mode you are operating in – Simple / Intermediate / Expert. Each mode provides a different level of complexity in terms of accessible controls. You can check the mode you are using by opening the Options menu within Rail Simulator (on the very first menu screen). Select the GamePlay button and within here the top left option lists either Simple / Intermediate / Expert mode as being active.

3.5 Is 'wheel slip' supported?

Wheel Slip does occur in Rail Simulator under the right (or wrong!) conditions.

This was not functioning when Rail Simulator was released, but is fixed by installing **Upgrade Mk1**, available from www.railsimulator.com

3.6 Why don't the Click Signs do anything when I click on them?

The Click Me signs, when activated, setup paths from your trains location to the destination noted on the sign you have clicked. There is currently no visual feedback when this happens.

3.7 Is there any way I can see what the next signal state is?

The Driver Guide window accessed via the F3 key will bring up a mini track window on the left side of the screen. At the bottom of this window is an indication of the next signal state along the line.

3.8 How do I view and change Junction states while driving?

To change a junction ahead or behind your train, use G or Shift+G respectively.

If you wish to change many junctions in a yard area, you can disconnect your camera from the train by press Key 8. You can then fly to the junctions you wish to change, and clicking on the lever to operate them.

If you wish to change junctions to setup a route, enter the 2D map and shift click on all Blue Node junctions you wish to change. The blue line originating from your train indicates the route that will be taken.

3.9 How do I operate a turntable?

To get a turntable to face the track you are approaching on, simply press the G key just as you would to change a junction. Once on the turntable, use G and Shift+G to rotate it in the direction you wish. Each press will result in the turntable moving to the next connected track.

Note – You must be centred on the turntable as much as possible or it will not function.

3.10 I can not change the cab view after returning from an external view.

In order to change the default cab to the other end of the locomotive or train, you will need to have started the train moving from that Cab. By default, you will always be taken to the 'Active' cab when returning to the Cab View mode from an external one.

3.11 My arrow keys do not work when in view 2 or 3

This is a known bug that is fixed by installing **Upgrade Mk1** for Rail Simulator, available from www.railsimulator.com

3.12 How do I couple/uncouple elements of my train?

To manually couple to a train you are approaching, press CTRL+SHIFT+C when the buffers press against each other.

To uncouple from an element of your train, bring up the coupling tab in the F3 Drivers guide. Each connection between vehicles has a buckeye coupler icon next to it. Simply click the this icon between the vehicles you wish to separate.

3.13 I cannot add trains to the default routes or ones that I have obtained, how can I do this?

By default when you enter the World Editor, there is a padlock active in the bottom right corner next to the play button. This lock prevents you unwittingly diving in and breaking scenarios. If you click this lock to turn it off, you can gain access to the Train Icon which is the Scenario Editor in the main top left window, from which you can add the trains of your choice from the middle browser list. Don't forget to add a driver icon to the engine in order to make it operational. Once you press play you can click on this loco and start driving.

3.14 Why doesn't the Distance to Next Station work in Free Play?

The Distance to Next Destination display in the F3 Drivers Guide screen is only applicable to Standard Scenarios. This feature does not simply show the distance from your train to the next station, it shows the distance to your next intended stop which could be a station, a siding, or a destination marker. As these are defined in Standard Scenarios, and by the very purpose of Free Play they are not, there is nothing for the Distance to Next Destination to display when playing a Route in Free Play mode.

Due to feedback however, we may look at enhancing this feature for use in Free Play mode in future Upgrades to Rail Simulator.

3.15 I cannot click on any train in the Newcastle to York route.

This is a known bug that is fixed by installing **Upgrade Mk1** for Rail Simulator, available from www.railsimulator.com

3.16 Do Level Crossings work?

Level Crossings are currently static objects in Rail Simulator so the gates will not animate before or after the train passes.

We are looking to implement fully functional Level Crossings in future upgrades to Rail Simulator.

3.17 Train ID Labels via F7 do not work

The Train ID labels are part of the main Bubble Label function in Rail Simulator. These have a main ON/OFF button in the form of F6. Ensure that bubble labels are active before trying to use the Train ID Labels with F7.

4 Scenarios

4.1 How do I use a new train or one different to those already on the route?

To place a train of your choice onto the track, enter the World Editor and select the Train icon (Scenario Editor) from the top left window.

From here you will be able to select each rail vehicle from the middle left browser window and place it on a near by piece of track. Repeat this process for the entire train you wish to use.

Once you have placed your train, click on the Drivers Icon from the top left menu and place it on the leading engine of your train. This will allow you to click on and start using your new train.

4.2 I cannot access Driver properties once I've clicked off the driver icon. How can I get it back?

Double click on the Driver Icon again to bring up its property window.

4.3 When I double click on the driver icon there is nothing but the name, where are all the details I see in the tutorial videos?

In order to access the full suite of scenario editing tools you will need to install the RSDevTools from www.railsimulator.com.

Once installed, you will have an additional set of icons called Rail Simulator Developer Tools. This will contain a version called: Rail Simulator Developer Edition.

To gain access to the enhanced Scenario Editor, use this version of Rail Simulator.

4.4 I cannot access Scenario properties once I've clicked off the Scenario icon. How can I get it back?

In Scenario Editor Mode, double click on the Scenario Marker again to bring up its property window.

4.5 How do I change the time in my scenario?

Double click on the scenario marker you wish to alter the details of. For Free Roam, this will be located at the point the camera is when you start that Free Roam Scenario. Note that you will need to be in Scenario Editor Mode to open a markers property box. If you see positional information you are not in the right mode.

Once the properties window appears on the right hand side, simply click in the time fields and change the hours and minutes. Rail Simulator uses a 24 hour clock interface so 00>12 will be AM, and 12>23 will be PM times.

4.6 Where can I find the timetable of my scenario?

When running a scenario, press the F1 key to bring up the Scenario Task pane which contains timetable information.

4.7 The wait time won't start when I pull into a station. Why?

The wait time when you pull into a station or freight facility is only activated when you commence loading/unloading. This is done by pressing the T key. To unload freight, press Shift+T.

4.8 How do I create Scenarios like those included in the box?

To make full objective based scenarios as well as AI train movement, you will need to download the RS DevTools from www.railsimulator.com. This adds the additional functionality of assigning tasks, setting AI and Player trains up, and pathing abilities.

To create a Scenario you must first enter the route in which you wish the scenario to take place. We recommend choosing the route, going to the scenario menu, selecting the free roam scenario (usually at the top of the list) and clicking EDIT rather than PLAY. This will launch the route already in Scenario Editor Mode.

From here, you should fly to the location where you wish the Scenario to start. At this location we will place the Scenario Marker and create your new scenario. Scenario Markers are located under the orange stylised train icon in the middle browser window, and named Free Roam, Standard, Timetabled.

For details on what each marker represents, please see item 4.13 below. However it is more than likely you will need a Standard Scenario Marker. Place one of these near to the point where you wish the player train to start. Once you place this marker down you will be automatically entered into editing that scenario, rather than the Free Roam you entered from the main menu.

Although it's not necessary to place scenario markers at the point where the scenarios begin, and it is quite acceptable to RailSim to place all markers in the same place in the route. When editing it is more efficient to enter at the location of the player train, than it is to fly to it each time you want to make a change.

For the various instructions you can perform in a scenario, there are tutorials videos here:

<http://railsimulator.blip.tv>

4.9 Is there any way to move a train or collection of vehicles coupled together?

To move a consist or train as one piece, open the bottom left tool box while in scenario mode and click the 'Consist Selection' button. This will then mean that selecting any rail vehicle will also select any other vehicle it is connected to

If you left click and hold the mouse button, you can drag the train to any where else, so long as it fits!

Using this mode you can also copy and paste consists to fill areas such as large yards and stations

4.10 Is there any way to see what the different weather patterns are?

The Developer Documentation provides information on weather patterns in Rail Simulator. This can be found in document 2.09 Weather Pattern Blueprints.

The RS DevTools can be used to create your own weather patterns. These can be downloaded from www.railsimulator.com

4.11 I cannot create new scenarios, how can I do this?

In order to create a scenario in Rail Simulator, you will need to first enter the route you wish to make the Scenario in, in Free Play mode. Once loaded up, enter the World Editor by clicking on the Globe Icon in the bottom centre menu.

By default there is a little lock on in the bottom right corner next to the play button. This prevents you unwittingly diving in and breaking already available scenarios. If you click this lock to turn it off, you can get access to the Scenario Editor icon in the main top left window, from which you can add new Free Roam Scenarios.

To create full objective based scenarios, you will need to download the RSDevTools from www.railsimulator.com. Documentation and video tutorials are also available from this site.

4.12 What's the difference between Free Roam, Standard & Timetabled Scenario Markers?

A Free Roam scenario is an exploration mission where there is no AI traffic and the player can jump between all trains visible on the screen. It is also possible for the player to control all junctions anywhere on the network. When a route is created and Free Roam Scenario will be automatically generated which can be accessed by either pressing the 'Free Play' button when the route is highlighted, or by choosing it from the Scenario Menu screen.

A Standard scenario is a task based mission. These scenarios feature working AI and the player is required to undertake various tasks to complete the mission. During this scenario the player can only control junctions in yards that feature manual levers. A signaller controls all other junctions on the network. These are accessed from the scenario list of a route, in the front end menu.

Timetabled scenarios created by using a Timetabled Scenario marker, are not currently functional in Rail Simulator.

4.13 How to I select destinations for the various tasks when authoring a scenario?

To add destinations into a scenario instruction, click once on the green plus (+) symbol and then navigate in the 3D world to the marker you wish to add as a destination. Click once on the centre pillar of the marker and it will be added to the destinations list in the instruction.

If you have installed Upgrade Mk1 for Rail Simulator, you can bring up the 2D map and select destinations, platforms & sidings from there.

If you wish this destination to simply be a waypoint rather than require the train to stop, simply change the speed to something greater than 0mph.

4.14 Where can I find the instructions for what tasks I need to do in the scenario?

Press F1 to bring up the Task Assistant, within which are listed required tasks and if they are complete. The F3 Drivers Guide also notes your next required destination.

4.15 I derail at the start of the Need for Speed Scenario, what am I doing wrong?

For the Need for Speed scenario your first task is to change cab ends and drive into Darlington station.

4.16 How do I author an instruction to add/remove vehicles to/from the front/back of my train?

You will need to download the RS DevTools from www.railsimulator.com

Full documentation on creating these instructions is included with the DevTools.

4.17 Why won't my AI trains pick up passengers?

To pick up passengers at a station, you need to use the Pick up Passengers instruction. Once added to the train, click the + symbol and then each platform marker you wish the train to stop and pick up passengers from.

4.18 I have lost all my save games after installing Upgrade Mk2, Why?

Any scenarios with Save Games made before Upgrade Mk2, may no longer be compatible. For this reason Upgrade Mk2 has renamed these save games as a back up. If you wish to access these, you will need to rename them to **CurrentSave.xml** and use them **ONLY** on a copy of Rail Simulator that does not have Upgrade Mk2 installed.

4.19 What happens if I author electric trains on non-electric track?

The physical electrical equipment in Rail Simulator is merely a visual aspect. The electrical properties are held in the track itself.

If these properties have been setup correctly with electric and non-electric sections as per the prototype being modelled, a scenario author will not be able to instruct an electric loco down a non-electric line.

This would be indicated by the instruction being authored to cross the electrical boundary showing "???" instead of valid arrival and departure times.

4.20 How do I end a scenario once all the instructions are complete?

The **Driver Icon** given to each train to allow it to be driven (*either by the Player or AI*) contains a '**Final Destination**' field. In this field you select the final marker the train must reach. For the player train (*indicated by adding a tick to the top box in the Driver Icon*), once this Final Destination is reached the scenario will end.

In order to show completion text before the scenario quits back to the main menu, after the last instruction add a **Stop At** instruction and select the same marker as that set in the Final Destination field. Then add **Succeed** and **Failed** text as appropriate in the bottom two fields of the Stop At instruction. Once the final marker is reached, the scenario will complete this Stop At instruction, display the appropriate text and then end the scenario and quit back to the main menu.

5 World Editor

5.1 How do I save my work without going back to play mode each time?

To save your editing at any point simply press F2. This also works for Scenarios in order to save mid point during progress (note – in the case of scenarios, only one save game is allowed, so the previous one will be overwritten each time).

5.2 I cannot create terrain using the T key

This is because there is no SRTM data in the game. Details of where SRTM data can be obtained from and how to use it with Rail Simulator is listed in the Editor User Guide PDF found here: Program Files\Rail Simulator\Manuals

5.3 I cannot fly to the long/lat that I want

This may be because it is outside the UTM zone of the route you have created. A UTM zone is a slice of the earth that Rail Simulator uses to map the terrain data.

Also see Content Setup Section

5.4 How do I delete a route or Scenario I have created?

This requires the installation of Upgrade Mk1 from www.railsimulator.com

Once installed, simply navigate through the front end menu to the route or scenario you wish to delete, click once to highlight it and then press DEL on the keyboard. A confirmation box will appear. Click 'Yes' to confirm the deletion or 'No' to cancel it.

5.5 Are there any track laying tutorials I can follow?

Narrated video tutorials for various tools in Rail Simulator can be found in the download section of the official website (www.railsimulator.com) or alternatively they can be located here:

<http://railsimulator.blip.tv>

Scroll down the list of the right hand side and click on the video you wish to view.

5.6 Junctions do not render when I join track together, why is this?

For junctions to render, you need to use the same track type for all diverging or converging tracks. If you wish to use a different texture for a diverging track, you will first need to create the junction using the same track type, and then extend the diverging route further using your chosen track.

Once you are happy with the junction, use the 'Blend' tool to blend from one track texture to the next and create a seamless change on the diverging track.

5.7 Junctions do not render even when I use the same track type, why is this?

Once you have connected tracks together to make a junction, click the 'Weld Tool' icon in the top left menu. This will generate a 'weld' box above each junction that is valid. To render your junction simply click this weld box.

5.8 How do I weld two parallel tracks into 1 with a Y junction?

Lay the two parallel tracks to the point you want the junction to start.

Then lay a single piece of track centred on the middle of the previous two sections, Switch back to your two parallel tracks and, with the snap to track option switched on, draw out firstly corners turning towards the single piece and then snapping into the single piece of track.

Repeat this for the other track.

Once you have both sections joined to the single track you can start removing unneeded bits of track leaving just the Y junction.

5.9 Can I change the season while editing a scenario?

A season cannot be dynamically changed while playing. Only one season can be used per session. However it is possible to change the season from one to another in the settings of a scenario.

Simply bring up the scenario properties by clicking on its associated scenario marker, and selecting the season from the drop down menu.

In order for the change to take effect you will need to re-enter the game and then return to the editor.

5.10 Can I change the time of day while editing a scenario?

Time of day can be altered by opening the scenario properties and clicking setting a new time and date in the appropriate fields.

In order for the change to take effect you will need to re-enter the game and then return to the editor.

5.11 How do I turn off the giant spheres seen in the World Editor on the Default routes?

These are sound emitters and their size denotes their effective range. To turn these off, click on the monitor icon in the top left window, and then uncheck the speaker Icon in the bottom right of the window that appears to the right side of the screen.

5.12 How do I add the Sea and Lakes to my route?

Water is placed as a tile object just like other structures. These can be located at the bottom of the list under the Foliage & Water filter in the Browser window.

5.13 How do I change the default track spacing?

Spacing of track is setup in the Track Rules. In order to create your own track rules, you will need the RS DevTools from www.railsimulator.com

Documentation on creating Track Rules is available with the RS DevTools.

5.14 How do I change from imperial to metric units when laying track and setting speed?

Unit types are defined in the Track Rules. These can be found in a drop down list in the bottom left window while in Linear Object Placement mode (Track Icon in the top left window).

To get imperial values, choose a Track Rule related to one of the following routes:

Bath to Templecombe
Newcastle to York
Oxford to Paddington
Barstow to San Bernardino

To get metric values, choose a Track Rule related to one of the following routes:

Hagen to Siegen

The RS DevTools allows users to create their own Track Rules where you can specify your own choice of metric or imperial units. Documentation on creating Track Rules is available with the DevTools.

5.15 How do I create a platform perfectly aligned to the track?

Although platforms can be created stand alone using the same method as to lay track, this can be a difficult process if the station is required to follow a bend. So to combat difficult trackside object placement where you wish for a fence/wall/road/platform, Rail Simulator features the 'Offset Tool'.

This tool is used by first using the Linear Selection tool to highlight a length of track where you wish to place your offset object. Once you have done this, click the Offset Tool icon and you will see two yellow lines with arrows at one end.

These lines indicate where the centre of your offset object will be placed in parallel to the track. To adjust the distance from the centre of the track, there is a numerical value field in the bottom left window. Changing this will alter the position of the offset lines in real time.

Once you are happy with the position of the offset lines, go back to the middle left window and choose the object you want to offset. Then simply click on the arrow of the line you wish your offset object to follow.

Note: If any red triangles appear on the track anywhere along side your offset yellow lines, the offset tool will not cross these. What you will find is there will be another set of arrows on the offset line that you will need to click to continue your object beyond these red triangles.

5.16 How do I enlarge my Area Marker / Decal / Water Tile?

Once you place an Area Marker / Decal / Water Tile you can resize it by zooming the camera close in and left click dragging the small grey triangles in each corner and on each side.

5.17 Where can I find the ObjectSet Filter for adding additional content?

The ObjectSet Filter menu can be accessed from any World Editor Mode. When in the World Editor, pull out the middle left side browser window, and pin it open. Next, click on the small Blue Icon with the Orange Triangle in the corner. This is located in the top left corner of the middle browser window.

When pressed, the ObjectSet Filter menu is opened on the right hand side of the screen. Pull it out and pin it open. From here you can add additional content sets by placing a tick in the check box next to a developer's product. Developers can be chosen from the drop down list at the top, and all the products you have installed, related to each developer can be found listed when a developer is selected.

Note that you cannot remove ticks from added content sets.

5.18 When I use newly downloaded trains, only the couplings show up

Some downloads available on the internet require the end user to first have the original item of rolling stock that the one you have downloaded references. If you do not have elements or files that your new content references, then it will not display correctly in Rail Simulator.

To ensure you have everything required for the downloaded content work, please see the individual readme.txt files that usually accompany downloadable content.

5.19 What are these Red Triangles on my track?

Small red **triangles** found at various points along the track network indicate the boundary between two 'Ribbons'. Track in Rail Simulator consists of two elements:

- **Sections** - The pieces created between each click of the mouse when laying track. These are also the pieces that are individually selectable.
- **Ribbons** - These are lengths of multiple 'sections' of track that RailSim breaks into render chunks. Ribbons vary in length depending on the complexity of the track. The converging point of a junction also forces the creation of a Ribbon boundary. Using the split tool also forces a new boundary at the split point. RailSim then loads in and renders track on a 'per ribbon' basis.

Also observable on the track network are large red **rectangles**. These rectangles indicate junctions that have failed to render properly and thus are missing the blades and guard rails. This is usually due to either use of non-matching textures in the converging track, or a section of track in the immediate vicinity of the diverging end is shorter than the area needed to render the junction detail.

6 Asset Editor

6.1 Error Message: "The installed version is not compatible"

If you get this error message from the Developer Tools explaining that it is not compatible with the installed version of Rail Simulator, the RailSim.exe file has changed from the one that was installed from the disc. In this instance we recommend uninstalling Rail Simulator, and then reinstalling it from the disc again.

RSDevTools released in August 2008 require both Upgrade Mk1 and Upgrade Mk2 to be installed first.

If you already had the RSDevTools before installing Upgrade Mk2, you do NOT need to install the version released in August 2008 as Upgrade Mk2 will have automatically updated the tools you already had.

6.2 When I open the Asset Editor, it fills the screen and I cannot see the blueprint window

This is a known bug that is fixed by installing **Upgrade Mk1** for Rail Simulator, available from www.railsimulator.com

6.3 Where are all the documents installed?

If you have downloaded the Developer Documents and installed them, they can either be accessed from the Start Menu (the location of which you specified during installation), or they can be found here:

C:\Program Files\Rail Simulator\Manuals\Developer Docs

6.4 What is with all the 'Developer' & 'Addon' references?

These represent the provider and product the content being created is by and for. "Developer" and "Addon" are arbitrary names that can be changed to the users own requirements.

By default we are suggesting that users setup their new assets under a folder structure other than that used by RSDL (Kuju/RailSimulator). However there is nothing to stop you choosing this path if you so wish.

To create a new Product & Provider setup, please see the RSDevTools documentation.

7 Content Setup

7.1 Is there a list of available C functions for scripting signals?

For this you will need to download the RS DevTools from www.railsimulator.com

Here is a list of available C functions open to the LUA scripting system:

- **Signal Script Related**
 - AddTime
 - Reset
 - ActivateNode
 - SendSignalMessage
 - SendConsistMessage
 - GetNextSignalState
 - Set2DMapSignalState
 - SetSignalState
 - GetConnectedLink
 - GetLinkCount
 - GetConsistSpeed
 - GetTrackSpeedLimit
 - GetConsistType
 - BeginUpdate
 - EndUpdate
 - SetStateName
- **Engine(Locomotive) Script Related**
 - ControlExists
 - GetControlValue
 - SetControlValue
 - GetControlMinimum
 - GetControlMaximum
 - SubComponentUpdate
 - ApplyTorque
 - SetFailureValue
 - GetFromArray
 - GetInitValue
- **Additional Calls**
 - SetParameter
 - GetSimulationTime
 - GetTargetPos
 - getNearPosition
 - setNearPosition

7.2 How do I switch a junction in the editor to check multiple signal states?

To switch a junction you will need to return to the game. Simply place a train on the track with the junction you wish to test, add a driver too it and then enter the game. Use the junction as you would normally. You can then jump back into the editor at any time.

7.3 Can I set speed limits in a signal script?

No. Signal scripts can receive speed limit information and make use of it, but they cannot define a speed limit themselves.

7.4 Can I change the color of the trains?

In order to change the colour of a train, you are required to be the original author of that train. You will also need the RS DevTools available from www.railsimulator.com.

Documentation on Creating and Editing Trains is available with the RS DevTools.

7.5 How do I find the common signal script file?

The Common Script file details are actually included in every signal script when it is compiled and placed into the game. These can be located at:

Rail Simulator\Assets\Kuju\RailSimulator\RailNetwork\signals

7.6 Where do I place my source material for creating content?

Program Files\Rail Simulator\Source

Documentation setting up folder structures is available with the RS DevTools.

How do I convert a .BIN file to .XML and vice versa?

For this you will need to download the RS DevTools from www.railsimulator.com

This pack installs the required program (serz.exe) for converting between .BIN and .XML file formats.

7.7 Where do I install content I have downloaded?

Content downloaded from the official website www.railsimulator.com will come in .RPK format. This format is a file type of the Packager and Package Manager, two applications created for Rail Simulator, used to share content.

Each of the official downloads from www.railsimulator.com comes with the Package Manager. Once this is installed, all you need to do is simply double left click the mouse on any .RPK file to install it. Locations and file setups are all handled by the Package Manager.

For non-official content, please see the individual instructions from the site you obtained the download or those included with the download, for more information.

7.8 What are the correct dimensions and color depth settings for terrain texture WANG tiles?

Documentation on WANG Tile Textures is available with the RS DevTools.

7.9 How do I create procedural vegetation for my textures?

Documentation on Procedural Vegetation is available with the RS DevTools.

7.10 How do I edit the graphics engine to add special effects?

End users will not be able to edit the graphics engine behind Rail Simulator, even with the RS DevTools.

7.11 Can I add a different track gauge to the one used in Rail Simulator by default?

Track of any gauge, dimension, or shape can be implemented into Rail Simulator, but you will need the RS DevTools to do this.

Documentation on creating track profiles is available with the RS DevTools.

7.12 How do I create my own route at the Long/Lat of my choice?

If you wish to create a route at a specific Long/Lat location on the earth you will need to create a specific 'Route Template' for it and then choose this template when selecting to create a new route.

For this you will need to download the RS DevTools from www.railsimulator.com

Further documentation on creating Route Templates is available with the RS DevTools.

7.13 How do I duplicate a default route to make my own modifications?

To duplicate a route in Rail Simulator follow the below steps:

1. To start with, we need a new route that's empty of any development. We will use this 'shell' to place the duplicate into.
2. Load up Rail Simulator and Select the **Routes** button
3. Decide which route you want to duplicate, for example the Oxford-Paddington route.
4. From the list of routes you have installed, press the **New Route** button
5. From the list of templates, choose the one by the same name as the route you wish to duplicate.
 - a. For the default routes, you will need to download the Template Fix from www.railsimulator.com Free Downloads.
6. Enter a name for your duplicate route and press **Create**
7. Your new route will begin loading.
8. Once you are presented with lush green grass out to the horizon, your new route has been created. Quit back to the menu, and exit Rail Simulator.

Now comes the duplicating part.

1. Navigate to the Rail Simulator directory on your hard drive (*by default it is located here: C:\Program Files\Rail Simulator*)
2. Open the content folder and find the file called **Routes.xml**
3. This file contains a list of all the routes you have installed in Rail Simulator.
4. Right click on this file and select **Open With**, and choose **Internet Explorer** (or your chosen browser)
5. A lot of code will appear in the browser beginning with `<?xml version="1.0"`
6. Locate the line starting with `- <cRouteProperties d:id="`
7. This is the start of all the data related to a particular route. You can minimise all this data by clicking the `-` at the start of the line.
8. You will then notice another `- <cRouteProperties d:id="` for the next route.
9. Minimise all these until you have something which looks like this:

```
<?xml version="1.0" encoding="utf-8" ?>
- <<RecordSet xmlns:d="http://www.kuju.co
- <Record>
+ <<RouteProperties d:id="155370024">
+ <<RouteProperties d:id="155446600">
+ <<RouteProperties d:id="155446936">
+ <<RouteProperties d:id="155372584">
+ <<RouteProperties d:id="155372920">
+ <<RouteProperties d:id="155527368">
</Record>
</cRecordSet>
```

Now we are going to look for the route you want to duplicate.

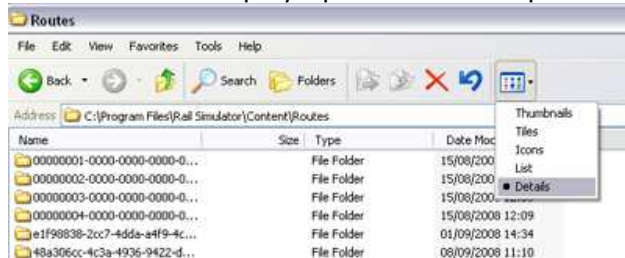
1. Slowly expand each of the entries that you minimised, and look for the DisplayName entry. This is found a few lines below the RouteProperties line.
2. For this example, I am looking for :

-<DisplayName>

-<Localisation-cUserLocalisedString>

<English d:type="cDeltaString">Oxford to Paddington</English>

3. Once located we can look for the folder name of the route.
4. This is located on the line: DevString d:type="cDeltaString">
5. For the Oxford-Paddington route, the folder name given is:
00000001-0000-0000-0000-000000000000
6. Make a note of this folder name as you will need it next.
7. Now that we know the folder name of the route we want to duplicate, you can close the browser and Routes.xml file.
8. In the **C:\Program Files\Rail Simulator\Content** directory, open the **Routes** folder
9. In here you will find all the routes, listed by the long alphanumeric names we found in the routes.xml file.
10. Set the display options of the explorer window to show Details, as indicated below:



11. From this you can see based on the Date Modified column, which folder contains the route you created at the start of these instructions. (*11.10am in this example*)
12. Now I know what route folder I want to duplicate and what route I need to place the duplicate in
13. Open the folder of the route you want to duplicate (*you made a note of the route folder name above*) and select all the folders and files within.
14. **Right Click** on one of the selected folders and select **Copy**
15. Now head back and open the folder of your new route
16. You will notice it is empty except for maybe a **Scenarios.bin** file
17. **Right Click** in an empty space in the folder and click **Paste** and wait for the folders to copy in
18. You now have a duplicated route.
19. Load up Rail Simulator and select the name of the newly created route and it will now be an exact copy of the one you duplicated.

7.14 Can multiple people build a single route in Rail Simulator?

In short – Yes

Let's look at the files/folders of a Rail Simulator Route:

- MixMap - *Terrain texturing data*
- Networks
 - Loft Tiles - *Lofted object data*
 - Loft.bin
 - Road Tiles - *Road placement data*
 - Roads.bin
 - Track Tiles - *Track placement data*
 - Tracks.bin
- Scenarios - *Individual scenario data*
 - Scenarios.bin
- Scenery - *Scenery placement data*
- Terrain - *Terrain height data*

Now, the way multi-user route building works is that in order to prevent conflicts, only one person can be updating a file at any one time. From the above list, you can see that a route is broken into many files. Therefore in order for multiple people to work on the same route, each person needs to be allocated an area of the route that no-one else is set to work on. Then at periodic times, everyone can put all their files back together and get the progress of each others files.

SO WHO CAN WORK ON WHAT?

TRACK, LOFTS, ROADS and SCENARIOS - For each of these elements of a route there is a folder containing all the tiles which record the placement of pieces and then a database that holds all extra information (*Tracks.Bin / Lofts.bin / Roads.bin / Scenarios.bin*). In the case of roads and lofts, this database is small. However for track & Scenarios, these databases contain key information such as the position of signals, speed signs, track properties etc making them very important files. Due to this, only one person can work on any of these four elements at any one time.

MIXMAP, SCENERY and TERRAIN - For each of these areas, there is merely a folder containing tiles which hold information related to the relevant data, for that element of the route. Now because there is no central database containing key information of the route as a whole, this means more than one user can provide files for these areas at the same time. As long as no two users provide the same files, there will be no lost or over-writing of work.

Therefore it is quite possible, to mark out all the tiles your chosen route is going to occupy by recording all the numbers seen in the bottom left corner of the screen, and then dividing these tiles up between several people. These individuals can then go to their allocated section and start placing scenery, adding DEM data and texturing the terrain. This enables the large task of populating a route to be covered in a very short space of time depending on the size of team you have available.

For example, if it takes 1 person 4 weeks to populate a 10mile route, it might only take 1 week if you have 4 people doing it.

7.15 My seasonal textures do not show up in-game, why?

To get the season textures working in game you have to have the textures created and in the correct folder **before** you export from your chosen modelling application. When you have the textures in place in the source directories, export the model so that it holds a record of the textures available.

Now when you change season the textures will change also.

It is a pain not being able to see a loft in the editor, however you could export the asset as just a scenery object to view it and see it is working without having to go in game and lay it.

Example of naming convention:

bush_hedge01.ace (*summer default*)

bush_hedge01_Au.ace (*autumn*)

bush_hedge01_Wi.ace (*winter*)

bush_hedge01_Sp.ace (*spring*)

8 Distributing Content

8.1 How do I share content I have made for Rail Simulator?

The RSDevTools provides functionality to package and manage content sharing between Rail Simulator users. Any instance where content for Rail Simulator is sold will be subject to a License Agreement as well as Terms & Conditions.

For further details please contact the Rail Simulator Development team

8.2 Does Donation ware require a commercial license to operate?

A license is required for any instance where money is required to obtain content for Rail Simulator. For further details please contact the Rail Simulator Development team

8.3 Where can I find more information about Rail Simulator Commercial Licenses?

Please contact the Rail Simulator Development team

8.4 Can Scenery included with Rail Simulator be used in Add-ons?

Freeware and Commercial add-ons may use Scenery items included with Rail Simulator provided that they are not distributed with the add-on. As any persons wishing to use the add-on will require Rail Simulator, they will already have any required items already installed. This will also reduce the size of the add-on when distributing.

8.5 Can the default routes be extended and redistributed?

We will not stop any user making changes to or altering the default routes, however any such action is not covered if the software subsequently fails to work as intended.

For further advice on undertaking such an action please see the Rail Simulator forum at www.railsimulator.com/forum

8.6 Can the default trains be retextured and redistributed?

We will not stop any user making changes to or altering the default trains, however any such action is not covered if the software subsequently fails to work as intended.

For further advice on undertaking such an action please see the Rail Simulator forum at www.railsimulator.com/forum

8.7 How do I package my route to share with others?

To package a route from Rail Simulator and share it with other users, you first need to have the RSDevTools from www.railsimulator.com. These contain the Package Creator application used for sharing content.

Next it is useful to answer the following questions:

1. Have I used any objects that didn't come with Rail Simulator out of the box?
2. Do any scenarios on the route, use stock not included in Rail Simulator by default?
3. What is the folder name of the route I have created?

If the answer is **YES** to question 1 and/or 2, you will need to note all of these items in the download instructions for the route or it may not function correctly. End users will need to obtain these extra items.

To find out the folder name of your route, follow these instructions:

1. Navigate to the Rail Simulator directory on your hard drive (*by default it is located here: C:\Program Files\Rail Simulator*)
2. Open the content folder and file the file called **Routes.xml**
3. This file contains a list of all the routes you have installed in Rail Simulator.
4. Right click on this file and select **Open With**, and choose **Internet Explorer** (or your chosen browser)
5. A lot of code will appear in the browser beginning with `<?xml version="1.0"`
6. Locate the line starting with `- <cRouteProperties d:id="`
7. This is the start of all the data related to a particular route. You can minimise all this data by clicking the `-` at the start of the line.
8. You will then notice another `- <cRouteProperties d:id="` for the next route.
9. Minimise all these until you have something which looks like this:

```
<?xml version="1.0" encoding="utf-8" ?>
- <cRecordSet xmlns:d="http://www.kuju.co
- <Record>
+ <cRouteProperties d:id="155370024">
+ <cRouteProperties d:id="155446600">
+ <cRouteProperties d:id="155446936">
+ <cRouteProperties d:id="155372584">
+ <cRouteProperties d:id="155372920">
+ <cRouteProperties d:id="155527368">
</Record>
</cRecordSet>
```

10. Now we are going to look for the route you want to duplicate.
11. Slowly expand each of the entries that you minimised, and look for the `DisplayName` entry. This is found a few lines below the `RouteProperties` line.
12. For this example, I am looking for :
`-<DisplayName>`
`-<Localisation-cUserLocalisedString>`
`<English d:type="cDeltaString">Oxford to Paddington</English>`
13. Once located we can look for the folder name of the route.
14. This is located on the line: `DevString d:type="cDeltaString">`
15. For the Oxford-Paddington route, the folder name given is:
00000001-0000-0000-0000-000000000000

16. Make a note of this folder name as you will need it when packaging your route.

To Package your route, open the Package Creator via its shortcut or from the below folder if you do not have a shortcut: **C:\Program Files\Rail Simulator\PackagerDevTool**

Hit the **Next** button to begin the process. Ensure the correct location of Rail Simulator is displayed and then hit **Next** to bring up the content selection screen.

From here, you will need to expand the route list, and add the folder of the route you wish to distribute. This was noted from the instructions above.

To add the entire route including scenarios, select the folder name, and click the **Add** button. If you wish to add the route, without any scenarios, expand the route folder and select just the **Content** folder and click **Add**.

If you have additional assets you wish to also include then switch to the **Asset** tab and again expand the folder lists where relevant to add the folders or files you need. Remember that it is not permitted to distribute commercial content and you must obtain clear permission from any 3rd party developers before including their items.

8.8 How do I find out which objects have been used from commercial packs I've installed?

Using the RailSim Developer Edition add the following to the shortcut:
...\RailSimEditor.exe" -LogMate -SetLogFilters="Content"

Using the Package Manager, **uninstall** one commercial pack at a time from your copy of Rail Simulator and following these steps. Once you have done this, load up Rail Simulator using the Developer Edition and allow the LogMate window to open as well. Now load up your route.

Within the Logmate window, with the commercial pack uninstalled, you will get a long list of 'Missing Blueprints' of the items used but no longer present. They will be listed such as:
Missing blueprint "scenery\vegetation\grass_field_long01"

These files will be located in:

C:\Program Files\Rail Simulator\Assets\<Provider> | <Product>

these will be the assets RailSim has been unable to find and load into the route. You can then use this as a check list for any down loaders wishing to make full use of your route.

9 Error Explained

9.1 "Could not find valid technique for effect..." or "Failed to create vertex buffer"

This error occurs when a graphics card does not meet the minimum requirement of supporting Pixel Shader 2.0 technology.

You can check your graphics card Pixel Shader support here:

http://en.wikipedia.org/wiki/Pixel_shader

9.2 My CD Drive will not read the Rail Simulator Disc, why?

Rail Simulator is supplied on a DVD Rom disc, and thus a minimum requirement for Rail Simulator is a DVD Drive. CD Drives cannot read DVD discs.

9.3 I get stuttering sounds when the train is close to the camera, what can I do?

This can be due to not powerful enough sound hardware. In the Options screen, select Graphical Detail and reduce the Scenery Detail slider, as sounds in Rail Simulator are treated as scenery. This will reduce the amount of sounds being loaded into the route. You could also reduce the View Distance to Medium or Low.

You can also improve things by lowering Hardware Acceleration setting of your soundcard in windows.

9.4 "Rail Simulator was unable to authenticate the DVD"

This can be caused by a damaged or scratched disc. Check the disc for dust, dirt or scratches. If it appears ok to the eye but still does not work, please see page 15 of the paper manual for Warranty and Returns information.

9.5 "A required security module can not be activated. This program can not be executed"

SecuROM™ has determined a debugging or an emulation tool is running. Please refer to the following procedure to remedy: Please deactivate these tools before starting the program. It's not necessary to uninstall them.

If the problem persists, please email support@securom.com

9.6 "The specified module could not be found – PhysXLoader.dll"

This error occurs when the installation process does not correctly install the Ageia PhysX drivers and components that Rail Simulator requires. Select the Modify button after double clicking on the Rail Simulator Icon in your DVD drive.

If this does not resolve the issue, you can obtain the latest PhysX drivers from the Ageia website here: www.ageia.com

If you are still experiencing Rail Simulator not working, we recommend you uninstall the game fully, and then reinstall it checking to make sure the Ageia PhysX installation takes place.

9.7 "ERROR: Not a serialized file: ../API\core/..."

This error occurs when a file has become corrupted after editing it. This can happen if the game crashes when saving and the changes are not saved properly.

If a backup has not been made before editing started, Rail Simulator will need to be uninstalled and reinstalled.

9.8 Rail Simulator does not make use of my second CPU core, why?

Much of the processing of Rail Simulator will occur on one CPU core within a multi-core system. However, elements of the physics processing will be performed on additional CPU cores if they are available, and if this is appropriate within the mode of operation in the game. The percentage of CPU use on individual cores within a multi-core system is also dependent on the overall performance of the machine.

9.9 I get a "Run Time Error R6025" crash when entering the 2D Map

This is a known bug that when starting a route, if the first thing you do is press 9 to bring up the 2D Map the game will crash.

This is fixed with the Upgrade Mk1 available from www.railsimulator.com

This will be available around the end of January 2008.

9.10 "Rail Simulator experienced a problem and must shut down" or " Rail Simulator has encountered a problem and needs to close"

This error is commonly caused by the following reasons:

1] You are trying to run Rail Simulator on a Laptop with a graphics card that is not listed in item 2.2 above.

2] Your computer has an Intel Integrated or Express Graphics Chipset. These graphics processing units are built onto the computers motherboard rather than being a dedicated graphics card. As a result they do not feature support for Hardware Transform & Lighting which is a requirement to run 3D graphics intensive games.

9.11 When a route loads the main screen is blue, while I can see the menus.

This is commonly caused by the same issues noted above.

9.12 Track, Trains & sky do not render properly or flash

This is caused by graphics cards that are below the minimum requirements.

9.13 "The Application failed to load because <insert file name> was not found"

This error occurs when Rail Simulator is not properly uninstalled, before reinstallation is attempted.

The installation process adds details to the system registry of the computer, so deleting the Rail Simulator folder is not adequate enough before attempting to reinstall.

9.14 "Rail Simulator requires Windows XP or later"

Currently Rail Simulator is not supported on 64bit versions of Windows XP and Windows Vista. This situation is under investigation and we hope to provide direct support for this operating systems in a future upgrade of Rail Simulator.

9.15 "Emulation Software Dected"

SecuROM™ has determined you are trying to start the protected application from a virtual drive. Please refer to the following procedure to remedy:

- Please deactivate your virtual drives and emulation software. It is not necessary to completely remove or uninstall them. Other programs, similar to emulation tools (e.g. CloneCD/DVD, AnyDVD and DVD Region Killer, ...) can cause this message. Deactivating these tools should solve the problem, if present.
- If the problem persists, please contact support@securom.com

9.16 I have lost routes from the list after installing new content

This problem is caused by bad data in the **routes.xml** file found in the **C:\Program Files\Rail Simulator\Content** directory. This file holds entries about each route installed in your copy of Rail Simulator, and errors in this file can cause entries to disappear from the list in-game.

THE COMMON ERROR

Below is an example of the code from a **routes.xml** file with a missing **</cRouteProperties>** entry for route YYYYYY. This will result in route ZZZZZ not appearing on your in-game list. Also note that any route found after this error will also not appear in the list. Effectively route YYYYYY is swallowing every subsequent route entry in the file.

```
<cRouteProperties d:id="XXXXX">
</cRouteProperties>
<cRouteProperties d:id="YYYYYY">
<cRouteProperties d:id="ZZZZZ">
</cRouteProperties>
```

HOW TO FIX THE PROBLEM

In order to fix a **routes.xml** file so that you are no longer missing routes, we recommend first dragging and dropping the file into your internet browser. This will highlight where in the file the issue is located.

If you find that the problem is related to a missing tag such as the one shown above, you will need to open the **routes.xml** file in a text editor such as notepad and insert the missing line as below:

```
<cRouteProperties d:id="XXXXX">
</cRouteProperties>
<cRouteProperties d:id="YYYYYY">
</cRouteProperties>
<cRouteProperties d:id="ZZZZZ">
</cRouteProperties>
```

9.17 A scenario failed to load or trains are missing when it does load.

After installing new scenarios, when you attempt to load them up Rail Simulator crashes or elements are missing from trains if it does load. Fear not, this is merely a case that Rail Simulator doesn't know you have new content and you need to tell it to re-check what you have installed.

CAUSE OF THE ERROR

When Rail Simulator starts it creates a list of all the content you have from each Developer and Product installed. These lists are held in files called a **Blueprints.Pak**. When installing new content to Rail Simulator, these Blueprints.Pak files are automatically removed by the Package Manager so that when you next run the game, it is forced to make a list of everything installed again. This ensures that when it does, Rail Simulator makes note of the new content installed.

In rare cases, it has been found that installing new content via the Package Manager has not deleted some or all of these Blueprints.Pak files. If this happens, Rail Simulator will potentially not know about the new content you have just installed. Then when you try to run a scenario using this content, Rail Simulator will get confused over trying to load something it does not think it has.

HOW TO FIX

If you find that when attempting to run scenarios using new content you have installed, and Rail Simulator crashes, or elements of trains are missing when the scenario does load, shut down Rail Simulator and navigate to the following folder:

C:\Program Files\Rail Simulator\Assets.

In this directory there may be one or more folders under which all your content for Rail Simulator is held. Search down each of these folders for any **Blueprints.Pak** files that may be present, and delete them. Once you are happy there are none left, restart Rail Simulator and try to load the scenarios again.

You may find that Rail Simulator takes a little longer to load as it will be going through all of your content making a list of everything you have for future reference. Once complete subsequent loading will be faster.

9.18 I cannot find newly installed trains

After installing new trains such as the **Class 66 Diesel Locomotive** or the **Class 08 Shunter** you have found these trains do not appear in your own route or other non-default ones you have installed. Fear not as it is more than likely that the trains are installed correctly, but they haven't been set to appear on these additional routes.

CAUSE OF THE ISSUE

Content, especially trains and scenery, need to be told to appear in a route before they can be used. This is done via the **ObjectSet Filter**. Each product has its own set of scenery called an **ObjectSet**. Each route you have has a list of what ObjectSets are important to that route, and should be loaded up when you start that route. If an item you want is not in the **ObjectSets** this route loads however, you will not see it yet.

HOW TO RESOLVE

In order to get additional **ObjectSets** into a route of your choice you will need to select them in the **ObjectSet Filter** list. This can be found by entering the World Editor while in your route and pinning open the middle left window pane.

Once open click on the **ObjectSet Filter** button which is a small blue icon with an orange triangle on it. This in turn will open the **ObjectSet Filter** list on the right hand side.

In this new window is a drop down list. This list contains the names of all Developers (*Kuju/RSDL*) you have content from, installed in your copy of Rail Simulator. Under each of these is a list of all the Products (*RailSimulator/RailSimulatorUS*) you have from that developer. Next to each of these products is a tick box. If the box is ticked, the **ObjectSet** from that product is available in your route.

In order to add an **ObjectSet** from a product, simply tick the box. There will be a brief pause depending on how many items are in that product, but once the tick is present the left middle browser window will be populated with the additional items.

9.19 "Upgrade Mk2 is incompatible with the installed version of RailSim"

If you experience the above error when installing Upgrade Mk2, follow the instructions below.

Ensure that you have the correct version of Rail Simulator before installing Upgrade Mk2. This is done by entering Rail Simulator and clicking on the Credits Button on the first screen. **The correct version is 74.3f.** If this is not the number shown, you do not have the correct version of Upgrade Mk1. Please follow these instructions:

1. Uninstall Rail Simulator completely
2. Download Upgrade Mk1 from the front page of www.railsimulator.com
3. Install Rail Simulator
4. Install the correct Upgrade Mk1
5. Check that the language issue above does not affect you
6. Install any add-ons you purchased or installed previously
7. Install Upgrade Mk2

9.20 Newcastle to York Add-on problems

If you have purchased the Newcastle to York add-on before August 2008 and installed it BEFORE installing Upgrade Mk2, the add-on will continue to work fine.

If you have purchased the Newcastle to York add-on **BEFORE** August 2008, but **NOT** installed it before installing Upgrade Mk2, you will need to do the following:

1. Uninstall Rail Simulator completely
2. Delete the Rail Simulator folder in Program Files
3. Install Rail Simulator from DVD or EA Downloads
4. Install Upgrade Mk1
5. Install the Newcastle to York Add-ON (**only if purchased BEFORE August 2008**)
6. Install Upgrade Mk2

If you have purchased the Newcastle to York add-on **AFTER** August 2008, you will need to install Upgrade Mk2 for the add-on to work correctly.

1. Uninstall Rail Simulator completely
2. Delete the Rail Simulator folder in Program Files
3. Install Rail Simulator from DVD or EA Downloads
4. Install Upgrade Mk1
5. Install Upgrade Mk2
6. Install the Newcastle to York Add-ON (**only if purchased AFTER August 2008**)

9.21 Class 08 Scenario – All Messed Up – Fails to load with Upgrade Mk2

This is a known issue and a fix is available from the download page at www.railsimulator.com

9.22 After installing Upgrade Mk2, Rail Simulator crashes on start-up.

There are two known problems causing this to occur after installing Upgrade Mk2.

Non-English Language Selection

If you do not use English as your default language, please follow the below instruction to resolve the crash:

BEFORE installing Upgrade Mk2, you must ensure that you change the language selected in the pre-launch option screen to **ENGLISH**. We are sorry for this inconvenience and will look to address this issue as soon as possible.

English Language Selection

Upgrade Mk2 adds many more screen resolutions and this means that the original list has been shuffled around a bit.

When starting Rail Simulator for the first time after installing Upgrade Mk2, select the **OPTION** button instead of pressing **START**. In here select an appropriate Screen Resolution for your monitor and then press **TEST**. If no error message is displayed, Press **OK** and you can now play Rail Simulator.

9.23 After installing Upgrade Mk2, track is missing at Ealing Broadway

This is a known issue and a fix is available to download from here:

<http://www.railsimulator.com/en/UpgradeMK2missingtrack>