# Scenario Hints and Tips

This selection of useful hints and tips has been compiled by Just Trains to help you understand the basics of Rail Simulator, and it will enable you to make the most of the scenarios included with both the main Rail Simulator package and our add-ons, helping you complete them in a timely and accurate fashion.

Areas covered by the guide include the on-screen display panels, loading and unloading of both passenger and freight trains, refuelling, changing cab ends, understanding the signals, coupling up to other rolling stock, using the map view, changing the path for your train, and an explanation of the different gameplay control modes from simple through to expert.

Helping you along

Use the F2 key on your keyboard to save your progress regularly – if anything happens you can press the 'Continue' button back in the main Routes>Scenario menus of Rail Simulator to start the scenario at the place where you last saved your progress.

Use the F1 key to confirm your tasks and what you have to do to complete them; you can also check the ones you have successfully completed.
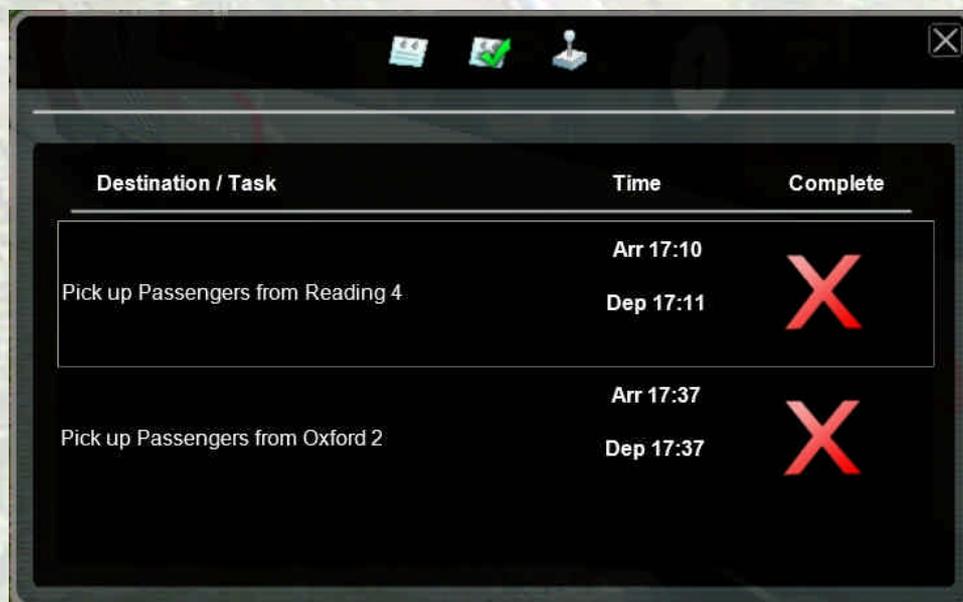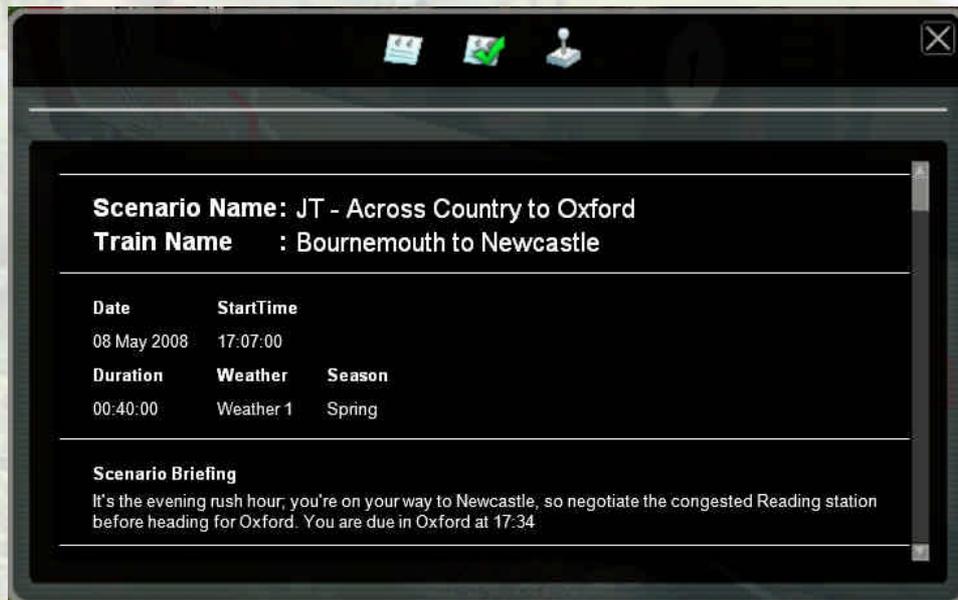
Use the F3 key regularly to check for speed limits, the distance to the next speed limit, the distance to your next destination, the next signal status and the distance to the next signal, the 'Wait time' at your stops, the track gradient and coupled wagon status, all the information you require to complete the scenario correctly.

Panel 1

Speed MPH
Limit 25
Current 0
Gradient 0

Next Speed Limit
125
Distance
0.4 MILES
Next Destination
Reading 4

Distance   Arrival Time
1.1 MILES   17:13
Wait Time

17:10
Signal Distance 0.0 Miles

Panel 2

Speed MPH
Limit 25
Current 0
Gradient 0

17:10
Signal Distance 0.0 Miles

Panel 3

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10:00
Signal Distance 0.2 Miles

Use the F4 key to bring up the basic information indicator in a bar along the bottom of the screen that gives you your speed, reverser position, throttle and brake settings – this is useful for monitoring your progress.

Use the F5 key to get more detailed information such as steam pressures and fuel levels.

Use the F6 and F7 keys to show the names of the various trains, wagons and lines to help you navigate and locate the correct path and stock.


Loading and unloading

To open passenger doors and allow passenger embarkation/disembarkation at stations press the T key – the doors will close automatically after a set time period.

To drop off a bulk load (e.g. coal) use the SHIFT+T keys. To load a bulk load, press the T key. Note that you can only load and discharge loads at the designated Transfer point areas in Rail Simulator. These are shown as a blue fuel pump but have the word 'Transfer' next to them.
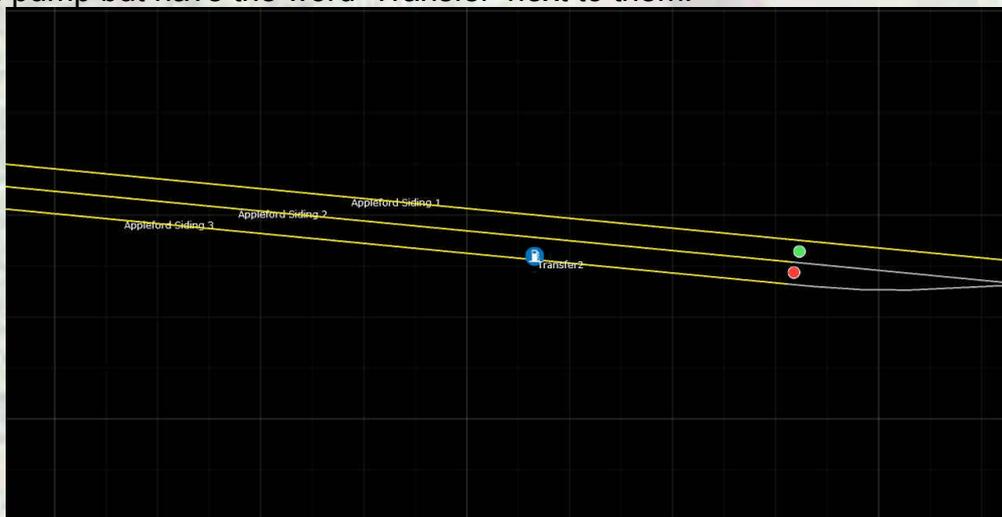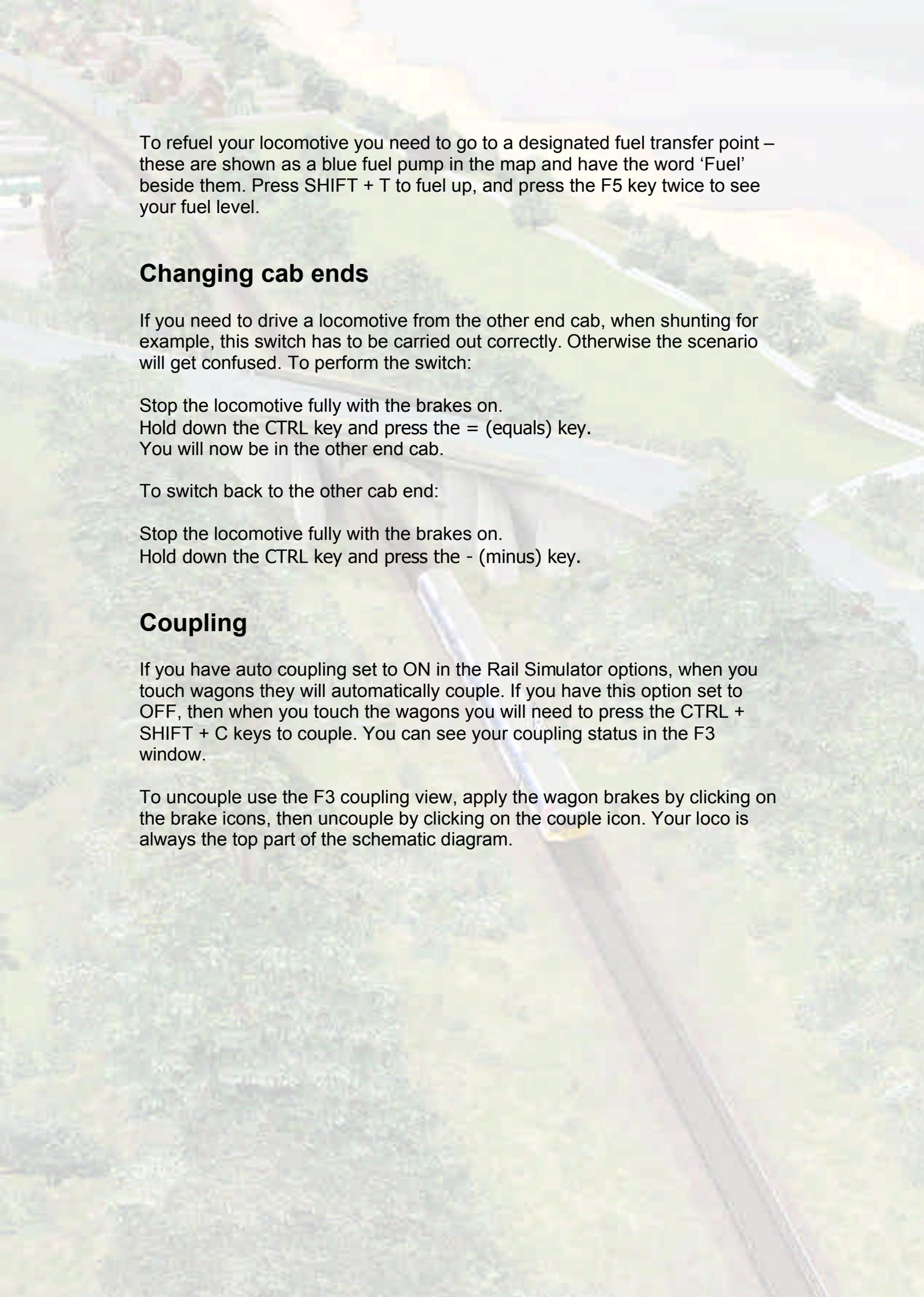
To refuel your locomotive you need to go to a designated fuel transfer point – these are shown as a blue fuel pump in the map and have the word 'Fuel' beside them. Press SHIFT + T to fuel up, and press the F5 key twice to see your fuel level.

Changing cab ends

If you need to drive a locomotive from the other end cab, when shunting for example, this switch has to be carried out correctly. Otherwise the scenario will get confused. To perform the switch:

Stop the locomotive fully with the brakes on.
Hold down the CTRL key and press the = (equals) key.
You will now be in the other end cab.

To switch back to the other cab end:

Stop the locomotive fully with the brakes on.
Hold down the CTRL key and press the - (minus) key.

Coupling

If you have auto coupling set to ON in the Rail Simulator options, when you touch wagons they will automatically couple. If you have this option set to OFF, then when you touch the wagons you will need to press the CTRL + SHIFT + C keys to couple. You can see your coupling status in the F3 window.

To uncouple use the F3 coupling view, apply the wagon brakes by clicking on the brake icons, then uncouple by clicking on the couple icon. Your loco is always the top part of the schematic diagram.
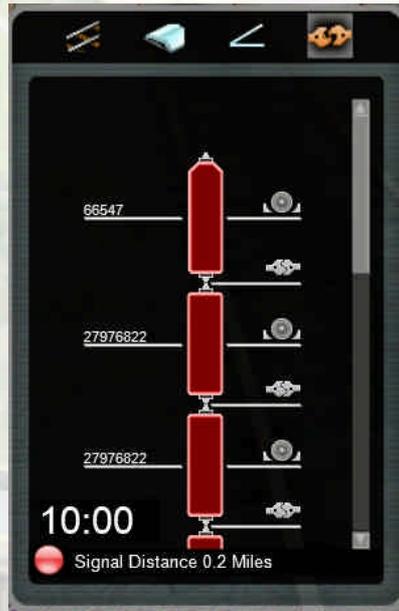
When coupling do not exceed a speed of more than 4 MPH as you may derail!
The exact speed depends on the stock being used.

You can use the 6 key to go to the coupler view or the 2 key to look outside
the locomotive to help judge your distance from the wagon to be coupled.

Signal meanings

Green = Proceed.
Steady Yellow = Next signal after this one is currently at red (STOP)
Red = STOP – Do not pass.
Flashing yellow = Caution – The next signal after this is at steady yellow.

For a more detailed explanation of the signals please refer to the 'Signalling
and Signage' section that is supplied with Rail Simulator.

Speed limits

Slow down when approaching yards or joining other lines, as the speed limit
can change suddenly when changing lines.

The Map

Use the 9 key to bring up the map view. This is very helpful for seeing the status of signals ahead, the route you are taking and the position of stations and other areas like sidings.

Setting the correct path and changing points

When leaving the main line you must set the path to which you will need to navigate to get to the correct destination – failure to do this will result in the scenario ending.

In the map view the blue line is your set path. You can set the points to set the correct path by putting your mouse pointer over the blue circle that designates the points you want to change, holding down the SHIFT key, and then clicking with your mouse or by using the G key to switch the points ahead and SHIFT+G keys to switch points behind you. Also, at some points there is a point change handle next to the point when you look outside the locomotive. Mouse clicking on the lever will change the points.

Please note that Automatic Points can't be controlled in a Standard or Timetabled scenario as these are usually on main lines and junctions where the main signal/power box would have control over them rather than the driver.

How to use the map – understanding the map

What the indicators on the map mean:

**Signals:** Shown as red, yellow or green circles depending on their status.

Points: These are shown as blue circles – not all points have these or can be manually switched. Please note that Automatic Points can't be controlled in a Standard or Timetabled scenario as these are usually on main lines and junctions where the main signal/power box would have control over them rather than the driver.
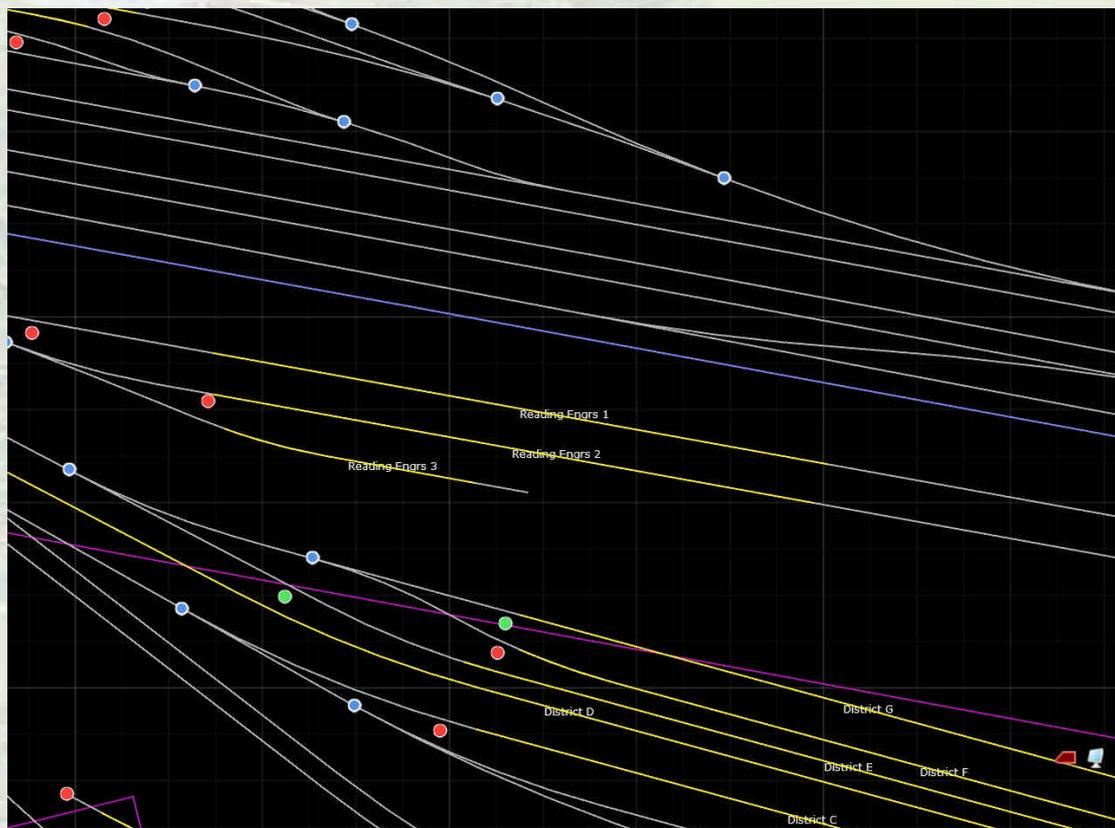
Location Names: The start of the name is the position of the location that it refers to – zoom in on the map to make the name and location clear.
Your train is shown in red – other AI trains are shown in blue.
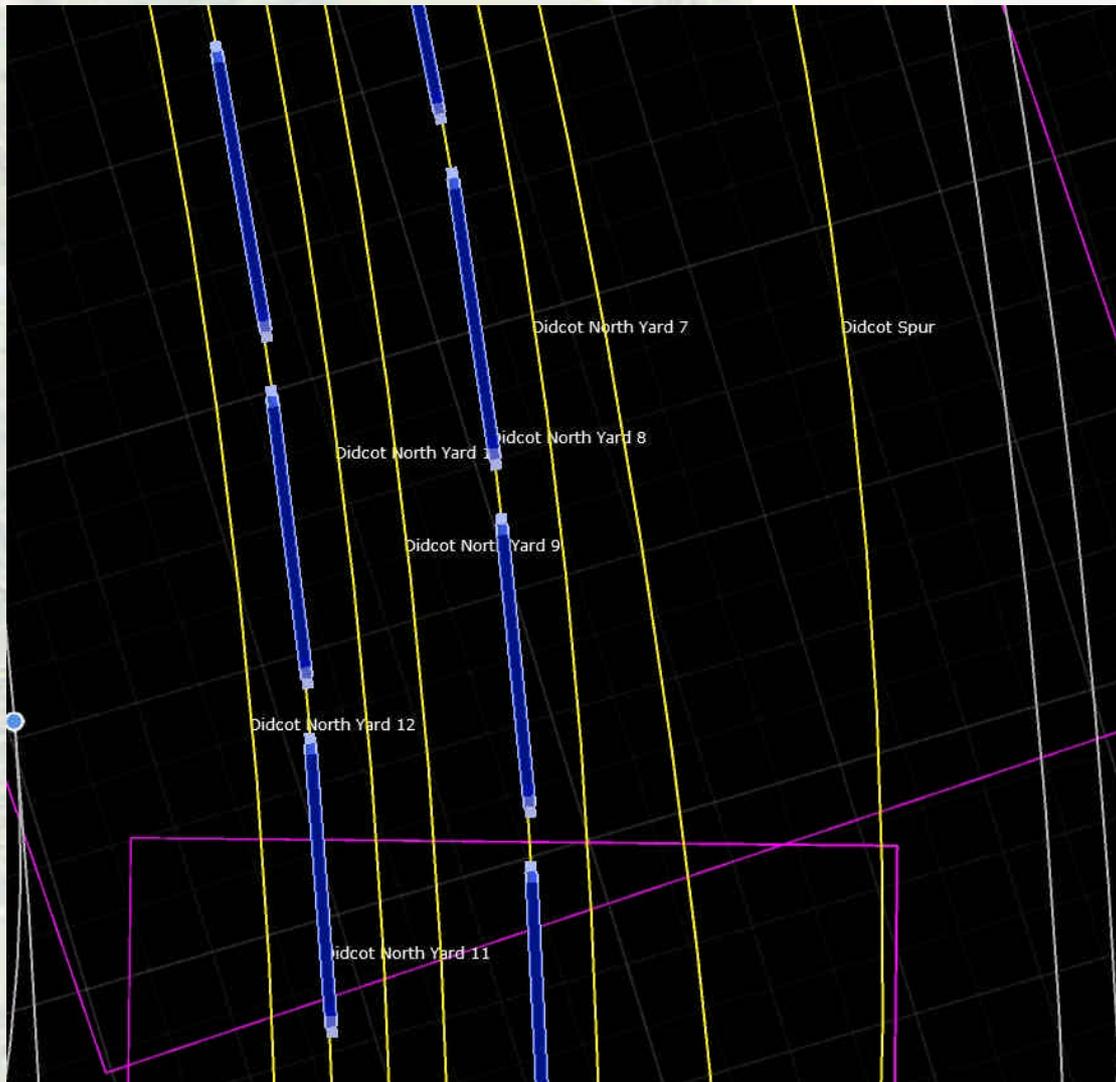
Stopping in the correct location: Use the map view to read the name tags of stations and sidings. The line colour defines what it is. Yellow are sidings, green are stations. When you are told to stop at a location you need to stop the train inside the coloured area of the track or as defined by the signals.
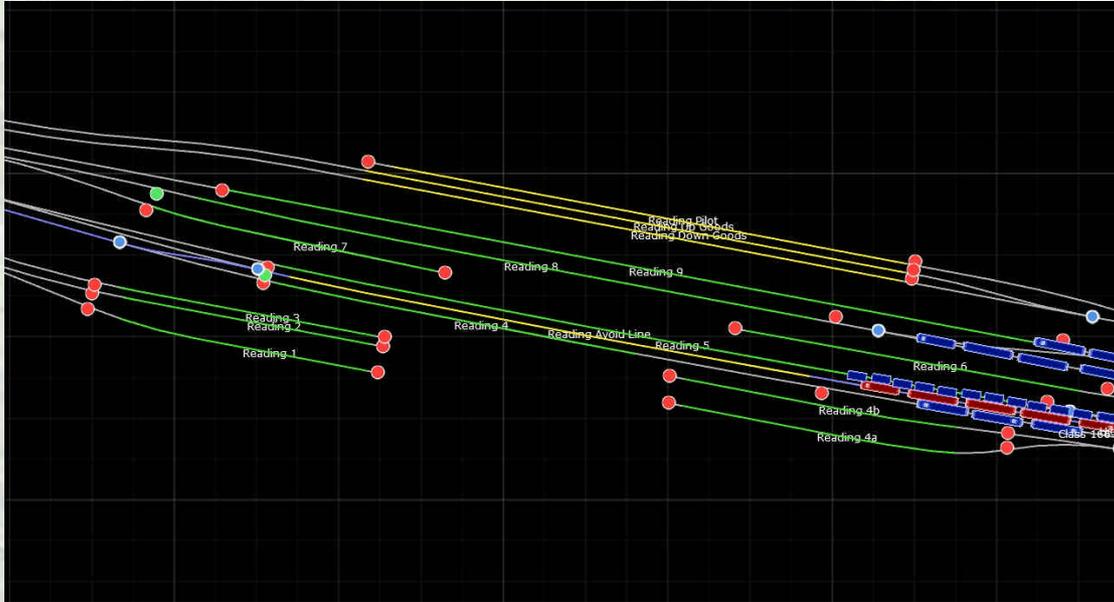
Linking and unlinking the map with your train

There are two modes for the map – linked to your train and unlinked. Both are useful. Unlinked is useful if you want to leave the train where it is and look along the line to see what is ahead; linked is useful for monitoring your progress in real time.

To link/unlink, press the small Cab icon in the lower right of the map windows. It will show Blue when linked to you train and Red when not.

You can move around the map using your mouse, holding down the right mouse button when not linked to your train, and zoom in/out using the mouse wheel. You can drag and select an area to zoom into using the left mouse button.

When switching back from the map mode, press the F3 key to bring back up the F3 indicator.

Easy and advanced driving modes

In Rail Simulator you can drive in any one of three 'Control' modes. These are set in the Options>Gameplay>Control Model menus and are 'Simple', 'Intermediate' and 'Expert' mode.

The scenarios can be driven in any of these modes but your workload will go up if you move from 'simple' - you may well have to take care of cancelling the AWS horn, for example, otherwise the train emergency brakes will automatically come on.

'Simple' controls let you change direction by pressing the S key, whereas 'Expert' controls see the Reverser controlled by pressing W to put it into forward and S for reverse. You also get access to separate brakes using the more advanced control settings, so instead of using just the A key to accelerate and D to decelerate/brake, you will find that A and D control the throttle, and the semi-colon key (;) and the apostrophe key (') control the 'Train Brakes'.

In Expert mode you will also find that the signal warning system alerter sounds when you approach a caution or stop signal, and on certain routes such as Oxford to Paddington a speed limit sign. You must acknowledge this alert within 2.7 seconds by pressing the Q key otherwise the Emergency Brakes will be applied to your train. When approaching a green signal you will hear a bell instead of a buzzer, and do not need to take any action.

How to see how you performed in the Scenario

When you have finished the scenario you will be returned to the 'Scenario over' window. You can see how well you drove the scenario by viewing the right hand window and scrolling down to see all the details in the report.

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