Class 20

ADVANCED

Collection

FEA-F Rail Head Treatment Train
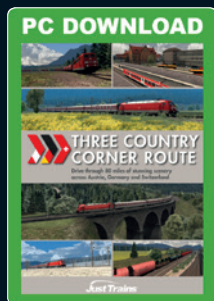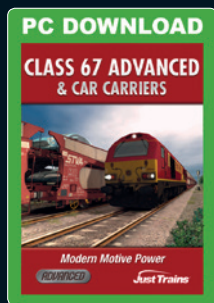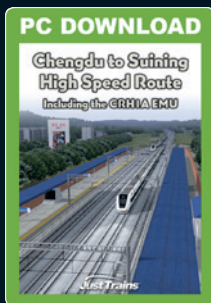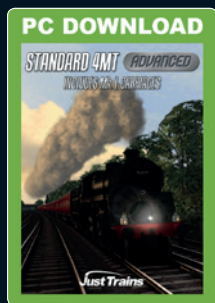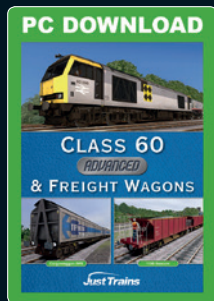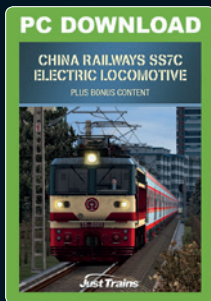
FNA Nuclear Flask Carrier

DRIVER'S GUIDE

The Spirit of Train Simulation

Available to buy online from www.justtrains.net

Just Trains™
www.justtrains.net
2 Stonehill, Stukeley Meadows, Huntingdon, PE29 6ED, United Kingdom

Class 20 Advanced Collection

DRIVER'S GUIDE

Engine and Wagon expansion for Train Simulator

CONTENTS

INTRODUCTION

Welcome to the Class 20 Advanced Collection for Train Simulator, featuring the Class 20 locomotive, FEA-F RHTT (Rail Head Treatment Train) and FNA Nuclear Flask carrier. Fifteen scenarios are also included so you can make the most of this high quality package.

EXCLUSIVE! The Class 20 Advanced Collection features the Just Trains ActivTrain and ActivWagon smart coding which allows the Class 20 Advanced engine to control the water spraying and sound effects of the RHTT. This smart coding is also employed by the FNA and RHTT to provide an authentic red flashing tail lamp and different engine headcode numbers/letters when used on Train Simulator stock.

The Class 20, also known as the English Electric Type 1, is a diesel-electric locomotive of which over 200 were built by English Electric between 1957 and 1968. The design was so successful that it is still in service to this day. Class 20 engines are also known as 'Choppers', due to their distinctive engine beat.

Class 20 Advanced Collection includes several versions of this locomotive, ranging from the 1950s to the modern day. They feature disc headcodes, a domino headcode box where numbers and letters can be added/changed and modern refitted variants with cluster lights, all with authentic liveries.

The FNA is the UK's nuclear flask carrier and normally runs as a single or twin rake. The exterior of the wagon does not change if it is loaded or unloaded, as it's the rectangular box in the middle of the wagon that is the carrier in which the flask itself is securely stored. The only give-away as to whether a load is being carried or not is the hazard warning symbol visible on its side. The FNA can be used loaded or unloaded in Train Simulator and the hazard diamonds shown or hidden.

The FEA-F RHTT is a specialist rake of FEA-F wagons with various modules made up of a generator pack, water tanks and a Sandite dispenser. It is used during the leaf fall season in the UK to spray very high pressure water jets onto the rails to clear the slippery leaf mulch which causes dangerous grip and braking issues for trains. Included in this package are highly detailed sets of the RHTT in different configurations and states of weathering, from shiny and new to very dirty! They are all configured to take advantage of the ActivWagon flashing red tail lamp.

CLASS 20
ADVANCED
COLLECTION

Class 20 Advanced liveries

Fifteen authentic liveries are included:

- British Rail – Blue
- British Rail – Green
- British Rail – Headcode box
- British Rail – Weathered
- DRS (Direct Rail Services)
- DRS – Refurbished
- DRS – Refurbished weathered
- DRS Compass (20301-20305)
- DRS Compass (20306-20315)
- GBRf (20901) (GB Railfreight)
- GBRf (20905)
- HNRC (Harry Needle Railroad Company)
- Hunslet-Barclay
- Lafarge Cement
- Railfreight

FEA-F RHTT liveries

- Very clean/new
- Weathered
- Very heavily weathered

FNA wagon liveries

- Non-weathered
- Weathered

INSTALLATION

You've already got this far after purchasing the Download of the Just Trains Class 20 Advanced Collection add-on, but here are some FAQs that might be helpful.

How do I install and unlock the software once I have paid for it?

Full instructions will appear on screen once you have bought a Download add-on. These will also be sent to you in an email for future reference.

How will I know the product has unlocked correctly?

A message will appear on screen telling you that the unlocking process has been completed (and how to contact us in the unlikely event that you experience any problems). Please read all instructions and emails carefully.

What happens if I change my PC or need to reinstall the software?

If you change your computer system or your licence files are 'broken' (perhaps due to a re-installation of Windows or a hard drive malfunction) you will need to unlock the software again.

Once you have unlocked this add-on you can install it as often as you like on the same computer system.

How do I re-download my product?

1. Click on the 'Account' tab on the Just Trains website

2. Log into your account

3. Select the 'Your Orders' button

4. You will see a list of your purchases and you can download the software you require

CLASS 20
ADVANCED
COLLECTION

Website updates

Please check our website at justtrains.net for any news or updates on this and our other products.

Technical Support

To obtain technical support (in English) please visit the Support section at justtrains.net. As a Just Trains customer you can obtain free technical support for any Just Trains or Just Flight product. If you don't have Internet access, please write to us at Just Trains Technical Support, 2 Stonehill, Stukeley Meadows, Huntingdon, PE29 6ED, UK.

Regular news

To get the latest news about Just Trains products, sign up for our newsletter and regular emails at justtrains.net/newsletter.

You can also keep up to date with Just Trains via Facebook (facebook.com/justtrains) and Twitter (twitter.com/justtrains).

Uninstalling the software

To uninstall this software from your system:

- Go to the Windows Start menu and select 'Control Panel' (if you are in Windows Classic view, Control Panel will be found under 'Settings').

- Double-click on the item 'Add or Remove Programs' (Windows XP) or 'Programs and Features' (Windows Vista or 7). In Windows 8 move your mouse to the bottom left corner, right-click with your mouse, then left-click on the 'Programs and Features' menu that appears.

- Select the program you want to uninstall from the list provided and click the 'Uninstall' option.

- Follow the on-screen instructions to uninstall the program.

Uninstalling or deleting this software in any other way may cause problems when using this program in the future or with your Windows set-up.

CLASS 20 ADVANCED LIVERIES

British Rail – Blue

British Rail – Green

British Rail – Headcode box

British Rail – Weathered

DRS (Direct Rail Services)

DRS (Direct Rail Services) Compass (20301-20305)

CLASS 20
ADVANCED
COLLECTION

DRS (Direct Rail Services) Compass (20306-20315)

DRS (Direct Rail Services) – Refurbished

DRS (Direct Rail Services) – Refurbished and weathered

GBRf (GB Railfreight) 20901

GBRf (GB Railfreight) 20905

Hunslet-Barclay

HNRC (Harry Needle Railroad Company)

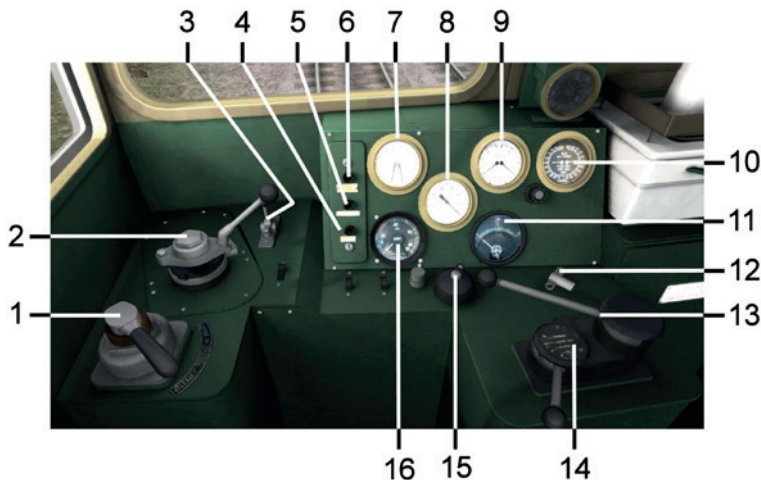

Lafarge Cement

CLASS 20
ADVANCED
COLLECTION

Railfreight

CLASS 20 ADVANCED CAB CONTROLS

Please note that although many switches, instruments and indicators are animated, not all may function in the simulation due to limitations of the host simulator.

Forward driving position

1. Locomotive brake controller

2. Train brake controller

3. Horn operating lever

4. Fault warning light

5. Wheelslip warning light

6. 'Engine stopped' warning light

7. Combined vacuum train pipe and loco vacuum chamber pressure gauge

8. Main reservoir pressure gauge

9. Combined Bogie 1 and Bogie 2 brake cylinder pressure gauge

10. Combined main reservoir M.R. pipe and M.R. supply pressure gauges

11. Ammeter

12. Master key (drag to insert)

13. Throttle/power handle

14. Four-position reverser lever (OFF/ Reverse/Engine only/Forward)

15. AWS warning reset button

16. Speedometer

CLASS 20
ADVANCED
COLLECTION

Right forward cab area
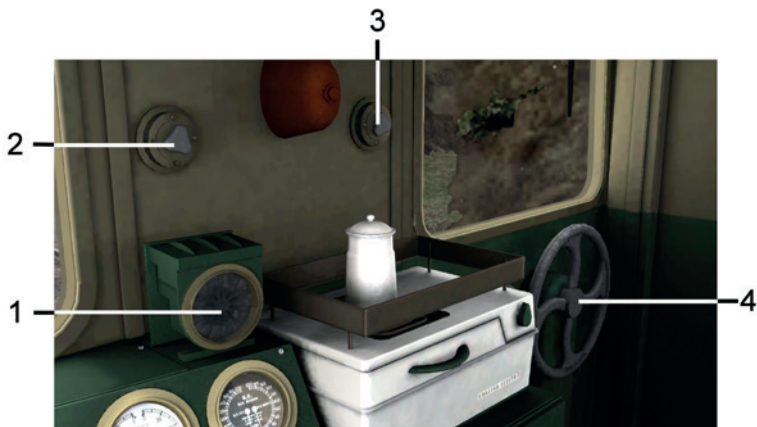
1. AWS sunflower
2. Left side variable-speed windscreen wiper control
3. Right side variable-speed windscreen wiper control
4. Engine handbrake (use mouse drag to operate)

AWS control

This allows the operation or isolation of the AWS system and must be set to ON (lever UP) to allow the brakes to release and let power flow before the locomotive can be driven. When it is set to ON you must cancel the warning buzzer and bell with the AWS cancel button or [Q] key.
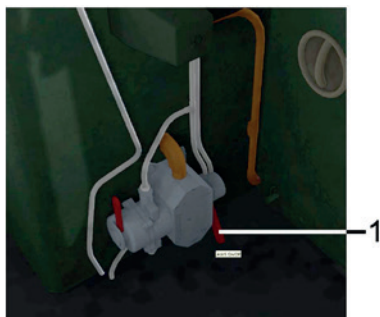
Reverse driving position
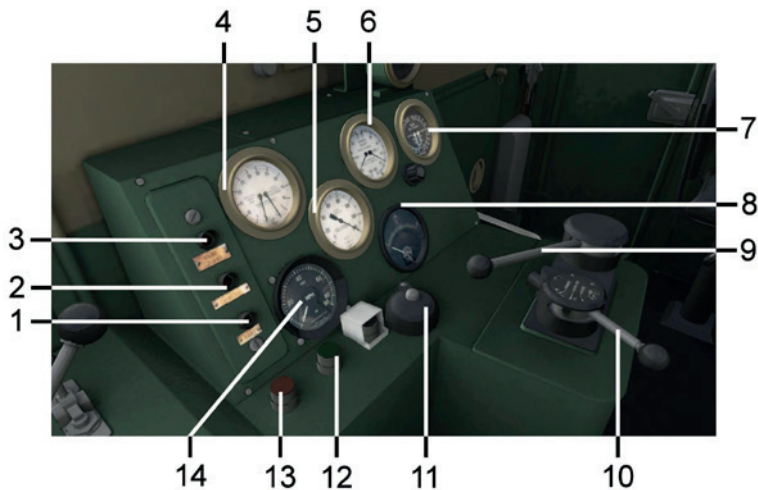
1. Fault warning light
2. Wheelslip warning light
3. 'Engine stopped' warning light
4. Combined vacuum train pipe and loco vacuum chamber pressure gauge
5. Main reservoir pressure gauge
6. Combined Bogie 1 and Bogie 2 brake cylinder pressure gauge
7. Combined main reservoir M.R. pipe and M.R. supply pressure gauges
8. Ammeter
9. Throttle/power handle
10. Four-position reverser lever (OFF/Reverse/Engine only/Forward)
11. AWS reset
12. Engine start button
13. Engine stop button
14. Speedometer

CLASS 20
ADVANCED
COLLECTION
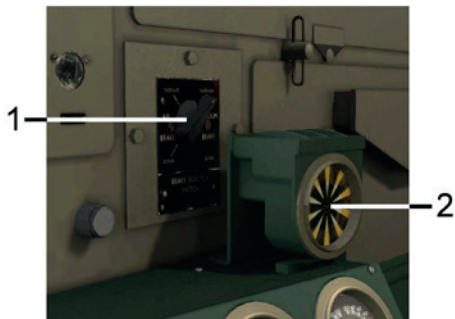
1. Brake selector switch (animated but non-operational)
2. AWS sunflower
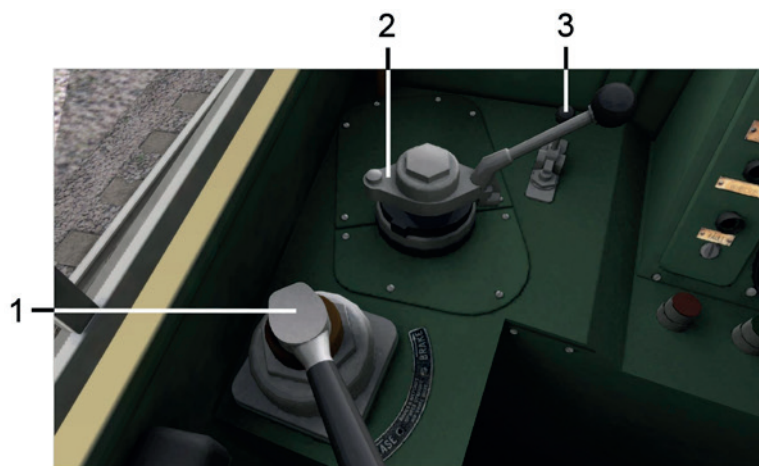
1. Locomotive brake controller
2. Train brake controller
3. Horn operating lever

Lighting control panel
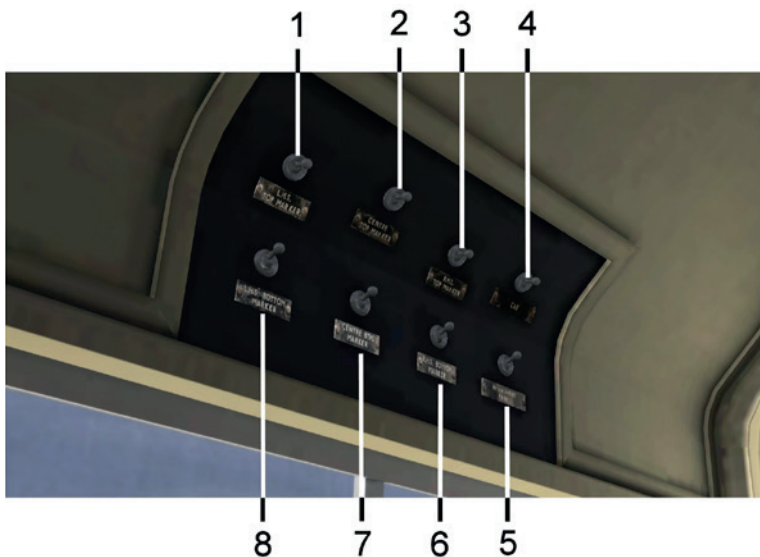
1. Left-hand side top marker light switch
2. Centre top marker light switch
3. Right-hand side top marker light switch
4. Cab interior light switch
5. Instruments light switch
6. Right-hand side bottom marker light switch
7. Centre bottom marker light switch
8. Left-hand side bottom marker light switch

The lighting control panel is in the upper left of the cab (when you are in the forward driving position) and is duplicated on the upper right side of the cab for use when driving in the bonnet-first position. The eight switches operate the internal cab and instrument lights along with the external marker lights.

CLASS 20
ADVANCED
COLLECTION

Note: *On headcode-equipped locomotives these switches operate the headcode discs and lights.*

The cab is initially pretty dark at night so we suggest that you familiarise yourself with at least the position of the switch for the cab light during the daytime!

Note: *Not all the locomotives have all of these marker light switches operational due to the different light set-ups on each locomotive type.*

Note: *Please use the [H] key and [Shift]+[H] to cycle the exterior lights between white, red and Off.*

Illuminated dials

A QUICK CLASS 20 DRIVING LESSON

To start from a 'cold and dark' condition and drive away:

- Enter the cab
- Turn on the battery by activating the BIS (Battery Isolation Switch) by pressing the [Shift]+[B] keys
- Drag the master key to insert it
- Move the AWS isolation lever to ON (up)
- Cancel the AWS warning buzzer and bell
- Move the reverser to Forward
- Release the locomotive brakes
- Move the power handle forward to pull away

To stop and fully shut down:

- Move the power handle fully rearwards
- Apply the locomotive brake
- When stopped, move the reverser to OFF
- Move the AWS isolation lever to OFF (down)
- Drag the master key to remove it
- Isolate the battery using the [Ctrl]+[Shift]+[B] keys

CLASS 20
ADVANCED
COLLECTION

FEA-F RHTT (RAIL HEAD TREATMENT TRAIN) SET

Overview

Rail Head Treatment Trains are used during the leaf fall season towards the end of each year. These unique trains blast very high pressure water onto the rails to remove the mulch caused by trains running over and squashing the fallen leaves. This mulch can lead to a lack of wheel grip for both acceleration and climbing inclines as well as – even more dangerously – resulting in a much reduced braking action. The RHTTs can also dispense Sandite, a sticky sand-based paste applied to the top of the rails to increase wheel grip.

Sandite is applied through a set of pipes located on the bogie of one of the RHTT wagons and high-pressure jets spray water. Spraying is only carried out at a maximum speed of 40mph and the application of Sandite stops if the train's speed falls below 10mph.

Track cleaning and Sandite operations are carried out at specific points on the routes covered by RHTT trains. Sandite start and end boards show where Sandite should be applied.

Included versions

ActivWagon smart coding is included to give you a flashing red tail lamp along with a night lighting effect from generator module fluorescent tubes and generator engine sounds.

All models are supplied in clean, mid-weathered and heavily weathered versions, with the following module configurations:

Water – Water – Water

Water – Water – Sandite

Water – Generator – Water

Water – Generator – Sandite

CLASS 20
ADVANCED
COLLECTION

Operation

The spraying effect can be turned on and off by pressing the [Ctrl]+[R] keys on your keyboard.

__Note:__ Between speeds of 35mph and 60mph the spray effect will start automatically to allow trains which do not feature ActivWagon scripting to use the spray effect. The Just Trains Class 20 Advanced does feature ActivWagon scripting, so if you don't want to use the automatic mode, simply use the [Ctrl]+[R] keys to control the spray manually and turn it on and off as you wish.

Driving and operating speeds

During cleaning operations these RHTT sets typically run at about 20mph for heavily contaminated rails, up to a maximum of 60mph, and at a maximum speed of 40mph when dispensing Sandite.

When it is not used with the Just Trains Class 20 Advanced, the RHTT will automatically start spraying above 35mph and stop above 60mph.

FNA NUCLEAR FLASK WAGON

The FNA wagon is designed to carry the UK's nuclear materials on the rail network. The actual flask is carried in the container that is permanently attached to the FNA, so visually the wagon will look the same whether it is loaded or unloaded. The only clue as to its state of load is whether the warning diamonds on the side of the FNA wagon are displayed or not.

The container which the FNA carries is extremely strong and was subject to a spectacular test where an FNA was placed on its side over a test track and a full-size, out-of-service express train was driven into it a high speed – the container was undamaged and passed the test.

Configurations

Both versions of the FNA wagon are supplied in clean and mid-weathered versions:

- Loaded (with hazard diamonds)
- Unloaded (without hazard diamonds)

ActivWagon smart coding is included to give you a flashing red tail lamp.

Flashing red tail lamp

CLASS 20
ADVANCED
COLLECTION

FNA clean

FNA unloaded / weathered

FNA loaded (hazard diamonds visible)

FNA unloaded (no hazard diamonds)

CLASS 20
ADVANCED
COLLECTION

ACTIVWAGON FEATURES

ActivWagon is the name for the Just Trains intelligent scripting that allows the inclusion of features which would not normally be available.

Class 20 Advanced Collection employs ActivWagon scripting for these features:

- Class 20 Advanced – control of RHTT spray linked to the [B] key on your keyboard
- FNA – red flashing tail lamp
- RHTT – spray, sound, red flashing tail lamp (spray effect automatic or controlled by the Just Trains Class 20 Advanced)

RHTT high pressure water spraying

ActivWagon scripting provides a flashing red tail lamp fitted to the rear of the last wagon in RHTT and FNA rakes. Intelligent coding ensures that it is only visible in this position and not on the other wagons that you are pulling.

Seeing the tail lamp

1. You need to have your locomotive coupled to one or more of the FNA or RHTT wagons.

2. Turn the locomotive headlights on with the [H] key.

3. The last wagon in the rake will now have the red tail lamp in position and flashing.

Note: *If you drop off the wagons in a siding or uncouple from one end and then couple up to the other end of the same rake, you will need to turn the locomotive headlights off (using the [Shift]-[H] keys) before you uncouple from the wagons. Otherwise the lamp will remain on display on the wagon. When you have coupled up again the lamp will show when you turn the headlamps on.*

CLASS 20
ADVANCED
COLLECTION

SCENARIOS

Operational notes

The Class 20 design is interesting in that the driving cab is located at one end only, but the same cab is used for both forward and reverse driving. For use in Train Simulator the 'flat' end of the engine is designated as the front end and this is the position that you use when driving the engine forwards.

When driving in reverse you should use the view from the other side of the cab and look out of the rear-facing window towards the long nose of the engine.

When operating a single Class 20 Advanced you cannot swap driving ends as you can in an engine with a cab at each end, so just shift your viewpoint to the other side of the cab using the RIGHT ARROW key and then turn around using your mouse to look at the nose of the engine. Note that because you have not actually changed cab ends in this position, the controls operate the same: i.e. to drive backwards you need to set the reverse gear to 'reverse', whereas if you had actually changed cab ends you would select 'forward'. To return to the left side of the cab use the LEFT ARROW key.

When there are two Class 20 Advanced loco's coupled together, then you can switch cab ends in the 'normal' way using [Ctrl]-[+] and [Ctrl]-[-]. You should do this in scenarios when two Class 20 Advanced loco's are coupled together, otherwise the scenario may not operate correctly.

It is important to couple the correct end of the Class 20 Advanced to the correct end of any wagons/carriages to which you are coupling in a scenario, otherwise the scenario will not recognise that you have carried out the instructions and will not allow you to move onto the next task.

Front and rear

The 'front' of any Just Trains Class 20 Advanced is the 'flat' end. Any scenario instruction that says, "Couple to the front" means that it's the flat end of the Class 20 Advanced which must be coupled to the wagon/carriage.

The 'rear' of any Just Trains Class 20 Advanced is the 'long/bonnet' end. Any scenario instruction that says, "Couple to the rear" means that it's the long/bonnet end of the Class 20 Advanced which must be coupled to the wagon/carriage.

Always drive from the correct cab end when running in a scenario with two Class 20 Advanceds coupled together, i.e. the cab that is facing the direction in which you are supposed to be driving. Failure to do so may not allow the scenario to complete correctly.

The correct engine and wagon/carriage

When you have two Class 20 Advanceds coupled together it is important to couple the correct engine to the wagon/carriage – failure to do so will stop the scenario progressing.

In the scenario instructions it will state the name of the engine that needs to be coupled to the wagon/carriage. You can see the name of the engine in the outside view by pressing the [F6] then the [F7] keys – the name tag will show above the engine.

The same applies to the wagon/carriage that you are coupling to. It is important that you couple the correct end of the Class 20 Advanced to the correct end of the wagon/carriage rake, otherwise the scenario will not proceed. Again, you can see the name of the wagon/carriage using the [F6] then the [F7] keys.

You can see the name of the engine and wagon/carriage that need to be coupled together via the menu brought up by pressing the [F1] key. Here it will list the name of the engine and the number of the wagon/carriage. **The first wagon/carriage number quoted is the one to which the engine needs to be coupled.**

There are several menus that can help you couple the correct locomotive to the correct rolling stock.

CLASS 20
ADVANCED
COLLECTION
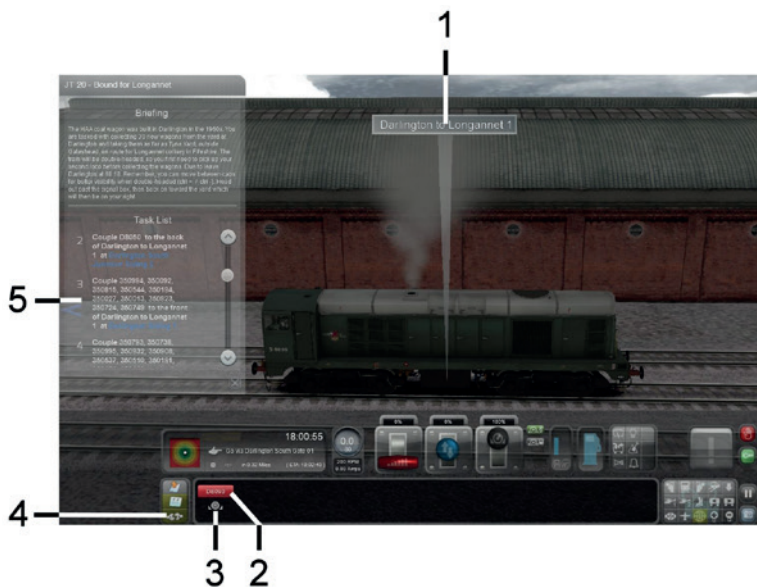
1. Press the [F6] key to show/hide the train description

On the HUD (press the [F4] key to show/hide):

2. Locomotive number

3. Brake condition (On or Off) – mouse-click to operate

4. Coupling menu show/hide – click on this to show the coupling menu

On the Task list (press the [F1] key to show/hide):

5. Here you will see listed the numbers of the various rolling stock that has to be coupled, whether to the front or the back, and from what location.

Scenario details

Please note that not all these routes are included in Train Simulator by default and are not supplied with this product. You can purchase them either from the Just Trains website (justtrains.net) or from the STEAM store (steampowered.com).

Great Western Mainline (Oxford-Paddington)

JT 20 – Southern Tour

Head a double-header Class 20 special on its return from a tour south of the Thames.

JT 20 – Morning Spray

It's the end of October and the leaves are starting to fall from the trees. You must take out an already very grubby RHTT set from Didcot to Oxford and back.

JT 20 – Wagon Repair

Take four FNA nuclear flask wagons from Acton to Reading for repair late at night.

Somerset Dorset Joint Railway

JT 20 – Class 20 on the S&D

In the dying days of the North Somerset coal field even the coal wagons are out of date. You are bringing in some of the modern HAA hoppers and returning to Bath with the redundant wagons collected in Radstock yard.

CLASS 20
ADVANCED
COLLECTION

Hedborough North (pre-2014 Workshop version)

JT 20 – Flask Trips

The daily freight train has arrived at Hedborough Yard and has dropped off two FNA wagons. You must trip these wagons from the yard and also pick up two others for onward transportation to Sellafield.

[WS] Hedborough North (2014 Workshop version, available from Train Simulator Workshop)

JT 20 – Flask Trips

The daily freight train has arrived at Hedborough Yard and has dropped off two FNA wagons. You must trip these wagons from the yard and also pick up two others for onward transportation to Sellafield.

Newcastle to York Modern

JT 20 – Diverted Flasks

Due to cable theft on the Durham Coast route at Seaham, the Seaton-on-Tees to Sellafield nuclear flask train has been diverted via Ferryhill and the East Coast Mainline. You must drive 20310 + 20306 on this service from Ferryhill to Tyne Yard.

JT 20 – First Day of the Season

It's the first day of the cannon season and you must take a spotlessly clean RHTT set to Darlington from York with two top-and-tailed DRD Class 20s.

London to Brighton

JT 20 – Flask Diversion

Drive a pair of Class 20s on a diverted nuclear flask working from Norwood Junction down to Three Bridges.

JT 20 – Leaf Buster

Drive a pair of Class 20s on a Southern Region RHTT train on a late night run in October 2012. You will drive from Three Bridges to Redhill before heading down to Brighton.

East Coast Mainline (Newcastle to York 1970s route)

JT 20 – Bound for Longannet

Wagon duty around Newcastle before heading for Scotland.

JT 20 – Bound for Longannet 2

Build a train of new coal wagons for the Longannet colliery in Fife and head for Newcastle.

JT 20 – Tees-Tyne Spa Express

Pull the York-Newcastle leg of the 1980s special linking the two cities and Scarborough.

JT 20 – A Flask or Three

Take three FNA nuclear flask wagons from Tyne Yard to Ferryhill with a diverted Carlisle to Seaton service which serves Hartlepool nuclear power station.

JT 20 – Let's Do the Time Warp

The Newcastle to York route has been caught in a time warp and a modern-day RHTT set has appeared in the 1970s! You must take this rare sight from Darlington to Durham with two Class 20s in top-and-tail formation.

ADDING A CLASS 20 ADVANCED TO YOUR OWN SCENARIOS

By default the Class 20 Advanced is only available via the supplied scenarios, but you can make it available for other routes without having to create a scenario by following the steps below:

Start Train Simulator.

Click the 'Build' button.

Select the route on the left side menu that you wish to edit the scenario in.

Click the 'Scenario Editor' button on the lower right menu.

In the middle menu select the name of the scenario that you wish to edit, then on the right menu select the 'Edit scenario' button. The scenario will then load in 'Edit' mode.

On the middle left menu select the blue square with the orange triangle on it (Object Set filter) and a new menu will slide out to the top right of your screen.

Select 'Just Trains' from the drop-down list and ensure that Class 20 Advanced has been ticked.

Once this has been done, click on the blue 'Engines and tenders' icon (this looks like a side-on view of the nose of an HST125) in the middle left menu and scroll down until you see the 'JT – Class 20' entries; these are the Class 20 Advanced engines in their various liveries:

- BR = British Railways

- DRS = Direct Rail Services

- GBRf – GB Railfreight

- HB = Hunslet-Barclay

- HC = Headcode

- HNRC = Harry Needle Railroad Company

- Refurb = Refurbished

- WX = Weathered

CLASS 20
ADVANCED
COLLECTION

- JT – Class 20 BR Blue
- JT – Class 20 BR Green
- JT – Class 20 BR HC
- JT – Class 20 BR WX
- JT – Class 20 DRS
- JT – Class 20 DRS Compass (20301-20305)
- JT – Class 20 DRS Compass (20306-20315)
- JT – Class 20 DRS Refurb
- JT – Class 20 DRS Refurb WX
- JT – Class 20 GBRf (20901)
- JT – Class 20 GBRf (20905)
- JT – Class 20 HB
- JT – Class 20 HNRC
- JT – Class 20 Lafarge
- JT – Class 20 Railfreight

Select one of these and then click on the area of track in the main window where you want the loco to be placed. When you have the right location, left-click then right-click to deselect it.

To remove the Class 20 Advanced, click it so it goes red and then press the [DEL] button on your keyboard.

You will need to add a driver to the engine to enable you to drive it. To do this:

- Click on the 'Driver' icon in the top left menu (a face with peaked cap).
- Select the engine. A white circle with a blue face will appear above the engine.
- Double-click on that icon – slide out the top right menu.

On that menu:

- In the top text entry box call the service whatever you like.
- In the bottom text entry box select 'Special'.

If you want to add a headcode number to one of the Class 20 Advanced locomotives that has a headcode box, you need to carry out the following steps:

- Double-click on the Class 20 Advanced (ensure it has a headcode box fitted!).

- A fly-out window will appear in the top right corner of the window. This window shows you the fuel level in the top slider box and the 'Rail Vehicle Number' in the lower text entry box.

- In the 'Rail Vehicle Number' text entry box you will need to enter the number of the locomotive and the headcode you want to display. Enter this number in the text entry box.

- Then enter the headcode numbers/letters you want immediately after the locomotive number.

In the picture below, the locomotive number is 20140 and the desired headcode is 1A25 so it is entered in the text entry box as '201401A25'.

When you have completed the steps above, click on the bottom right large orange arrow ('Drive') and click 'Yes' to save your changes.

CLASS 20
ADVANCED
COLLECTION

ADDING AN FNA WAGON TO YOUR OWN SCENARIOS

By default the wagons are only available via the supplied scenarios, but you can make them available for other routes without having to create a scenario by following the steps below:

Start Train Simulator.

Click the 'Build' button.

Select the route on the left side menu that you wish to edit the scenario in.

Click the 'Scenario Editor' button on the lower right menu.

In the middle menu select the name of the scenario that you wish to edit, then on the right menu select the 'Edit scenario' button. The scenario will then load in 'Edit' mode.

On the middle left menu select the blue square with the orange triangle on it (Object Set filter) and a new menu will slide out to the top right of your screen.

Select 'Just Trains' from the drop-down list and ensure that 'FNA' has been ticked.

Once this has been done, click on the red 'Rolling Stock' icon (this looks like a container wagon) in the middle left menu and scroll down until you see the relevant entries:

- JT – FNA Nuclear Flask
- JT – FNA Nuclear Flask Weathered

Select one of these and then click on the area of track in the main window where you want the wagon to be placed. When you have the right location, left-click then right-click to deselect it.

The FNA can be used loaded or unloaded. There is no visible change to the flask carrier but if it is loaded the two warning diamonds will be visible.

To load the FNA, DOUBLE-mouse-click on the FNA wagon that you want to load.

In the top right corner move your mouse over the fly-out menu to show it. On that menu tick the box next to the red container icon. (To unload the FNA, un-tick the box.)

To remove the wagon, click it so it goes red and then press the [DEL] button on your keyboard.

When you have done this, click on the bottom right large orange arrow ('Drive') and press 'Yes' to save your changes.

Loaded

Unloaded

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ADDING AN RHTT SET TO YOUR OWN SCENARIOS

Start Train Simulator.

Click the 'Build' button.

Select the route on the left side menu that you wish to edit the scenario in.

Click the 'Scenario Editor' button on the lower right menu.

In the middle menu select the name of the scenario that you wish to edit, then on the right menu select the 'Edit scenario' button. The scenario will then load in 'Edit' mode.

On the middle left menu select the blue square with the orange triangle on it (Object Set filter) and a new menu will slide out to the top right of your screen.

Select 'Just Trains' from the drop-down list and ensure that 'RHTT' has been ticked.

Once this has been done, click on the red 'Rolling Stock' icon (this looks like a container wagon) in the middle left menu and scroll down until you see the relevant entries:

- JT – FEA-F RHTT (wgs)
- JT – FEA-F RHTT (wgs) Clean
- JT – FEA-F RHTT (wgs) Dirty
- JT – FEA-F RHTT (wgw)
- JT – FEA-F RHTT (wgw) Clean
- JT – FEA-F RHTT (wgw) Dirty
- JT – FEA-F RHTT (wws)
- JT – FEA-F RHTT (wws) Clean
- JT – FEA-F RHTT (wws) Dirty
- JT – FEA-F RHTT (www)
- JT – FEA-F RHTT (www) Clean
- JT – FEA-F RHTT (www) Dirty

There are four combinations of the three modules:

- (wgs) = Water tank, Generator, Sandite module
- (wgw) = Water tank, Generator, Water tank
- (wws) = Water tank, Water tank, Sandite module
- (www) = Water tank, Water tank, Water tank

Select one of these and then click on the area of track in the main window where you want the wagon to be placed. When you have the right location, left-click then right-click to deselect it.

The sets can be arranged in whatever order you like, but if you want to follow common real-world practice, then these are typical combinations:

- Engine, WGS, WWS, Engine
- Engine, WGW, WWW, Engine

Sometimes sets have no rear engine and sometimes they are longer than two RHTT modules, but the common arrangement is two engines and two RHTT wagons.

To remove the wagon, click it so it goes red and then press the [DEL] button on your keyboard.

When you have finished this, click on the bottom right large orange arrow ('Drive') and press 'Yes' to save your changes.

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RHTT and FNA wagons

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Special thanks

Ben Garfirth

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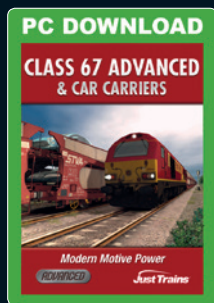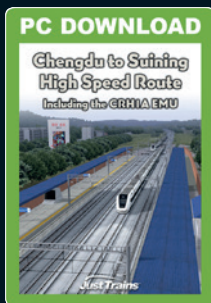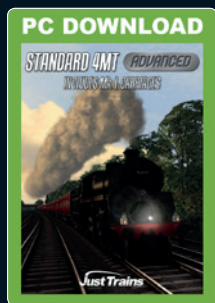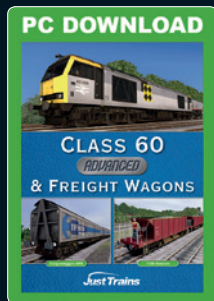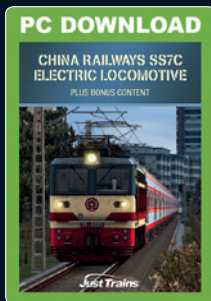
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It's not just copying software that is against the law, owning copied software also constitutes a criminal offence; so anyone buying or downloading from these people is also at risk of arrest and prosecution.

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