

Finding your way around SimSig and the Central Scotland Sim

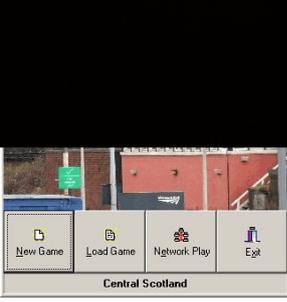
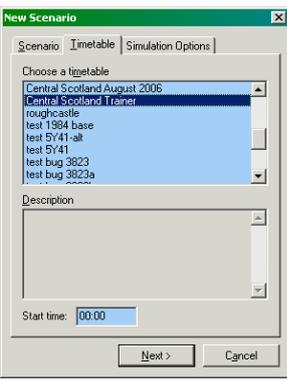
Install the SimSig system files

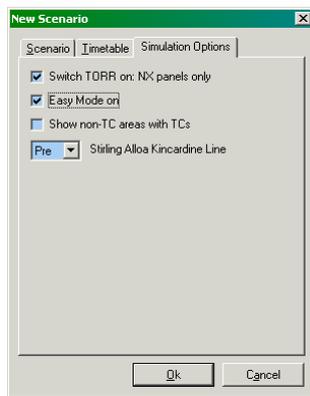
Install SimSig Central Scotland

Copy the two files WTT and WTR from the zip to the timetable directory "C:\Program Files\SimSig\cscot"

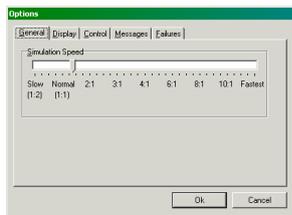
That directory will also contain the full 2006 timetable and the sim specific help files.

For this guide you will run a very basic timetable and follow the trains around.

	<p>Run the programme by double clicking the icon or through the start menu. The initial windows will appear</p>
	<p>Click File - New Simulation</p>
	<p>Click 'New Game'</p>
	<p>Choose 'Perfect' Click 'Next'</p>
	<p>Choose 'Central Scotland Trainer' Click 'Next'</p>

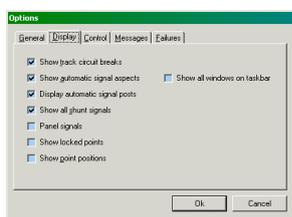


Choose 'Switch TORR on'
 Choose 'Easy Mode on'
 Click OK

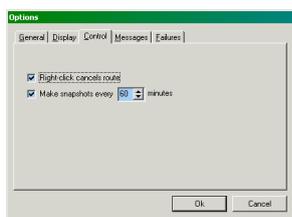


Hit F3 and set the options shown

Set a low speed for now, speed it up later as you are comfortable with the speed. With only one train x6 may be OK



Tick the top four boxes on display options

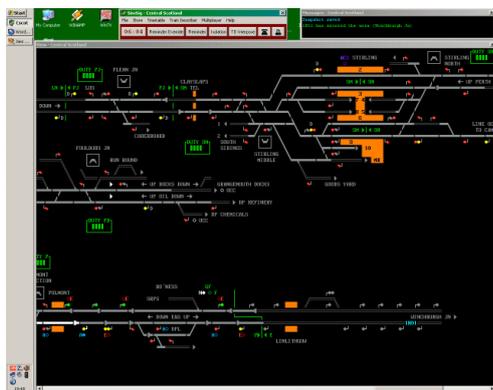


Tick 'Right click cancels route'.
 This is recommended for this sim.
 Tick to save a file if desired



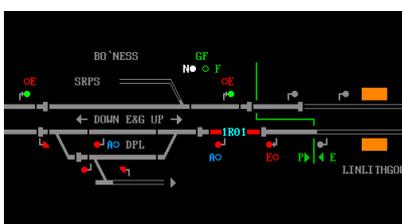
If the control bar has a red background, the sim is paused.

Press P to start & stop it.

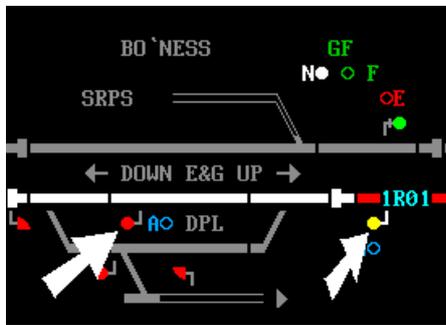


At 06:04 the first train enters. You hear a ping, and a message appears in the message box.

Scroll to the right in the main window to see the train appear from Winchburgh Jn in the bottom right corner
 Initially it is not in your control area, so the signals are grey.

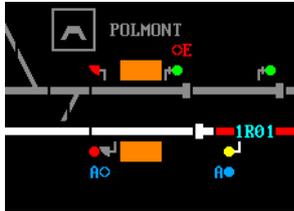


Now, after calling at Linlithgow it comes to a stop at the red signal.
 This is one of yours.



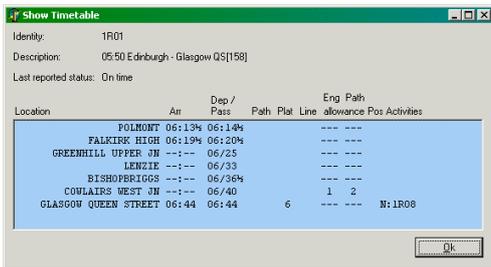
Click on the signal and then on the next one to set the route.

Repeat this along the route. Some signals are fully automatic like the one with the red circle by it. This is the emergency replacement button to set it to red regardless.

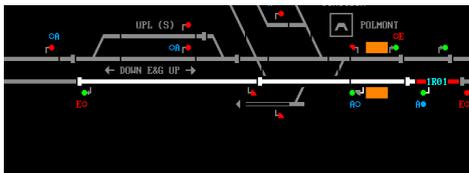


The blue dot beside this signal means it is set to automatic working.

This saves a lot of clicking !

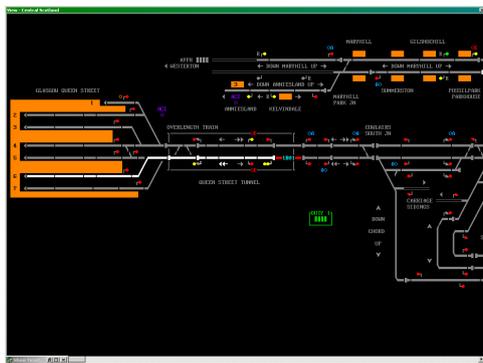


Click on the train identity and the timetable pops up.



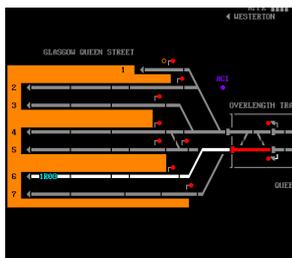
As the train is heading for Falkirk High, set the route by clicking on the signals before and after the junction.

Press F3 and speed up the simulation

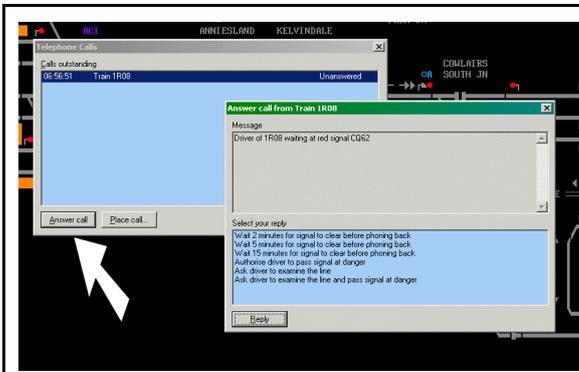


Continue setting the route to Glasgow Queen St platform 6.

Click on the purple ACI button to turn on automatic code insertion



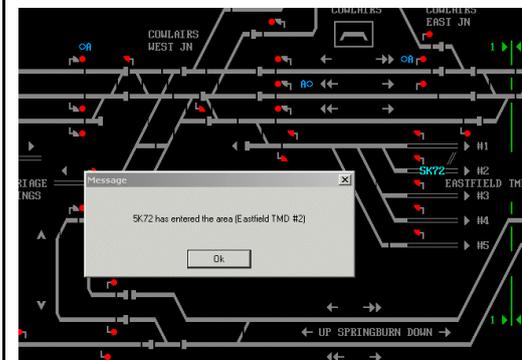
On arrival the train identity will change to 1R08, as defined in the timetable, as long as the ACI button was active (filled in).



At 0655 1R08 will be ready to depart and a 'TRTS' will be given and a light will flash at the platform end

Note - this was accidentally deleted in the first released sim. Do not set a route yet, and at by 0657 the driver will phone to remind you !

Click on the call and 'Answer Call' Choose 'Wait 2 minutes' Now set the route back towards Edinburgh.



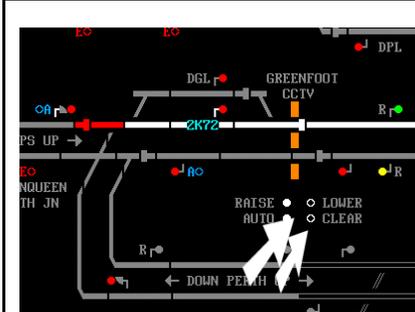
At 0703 a message box will appear and the phone will ring again.

This is to let you know that 5K72 has appeared at Eastfield depot.

If you answer the call it will detail the train, OK is the only reply.

Route this train to platform 4

Route 2K72 along the route required via Springburn to Cumbernauld. Set the ACI button at Cumbernauld

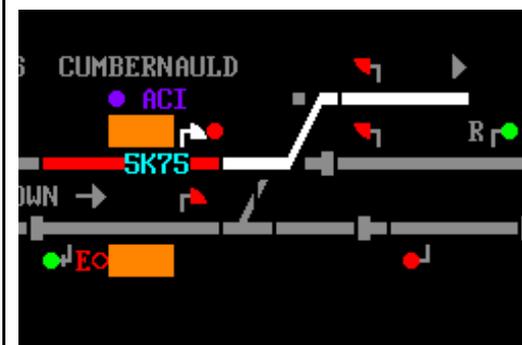


At Greenfoot you will find a controlled level crossing. You have to operate this by clicking the 'Lower' button and then the 'Clear' button to signify the crossing is clear.

Once the train has passed, you can raise the barriers manually or set them to raise automatically with the 'Auto' button.

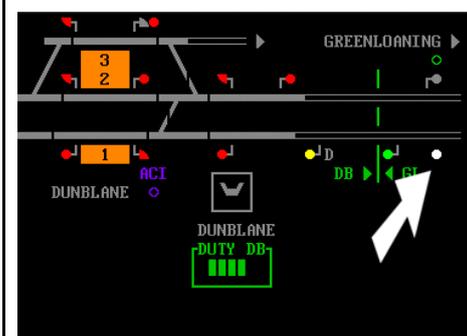
There are scoring penalties for leaving barriers down.

It is also possible that the crossing is not clear, in which case raise the barriers to let the trapped vehicle move on.



At Cumbernauld the train enters the siding. This signal will not operate until the train has stopped, and the second click is on the grey 'exit' triangle.

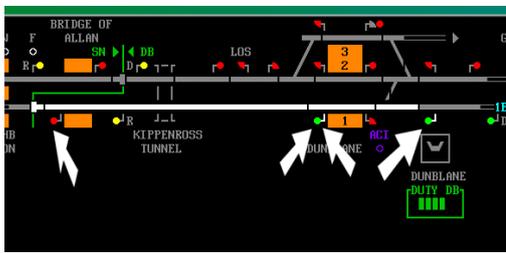
As a shunt move the main signal does not show green or yellow, the base triangle shows white.



At 0807 you will get a message that Greenloaning is requesting a slot.

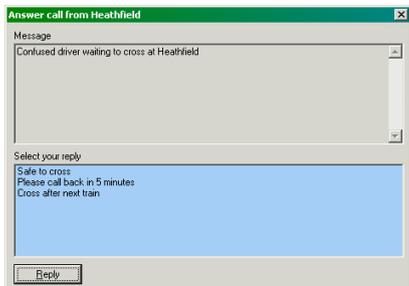
Scroll to the far right and you see a flashing white graphic. Click this. This signifies a 'line clear' to Greenloaning, this line is worked as conventional absolute block.

The Greenloaning signal will change to green.

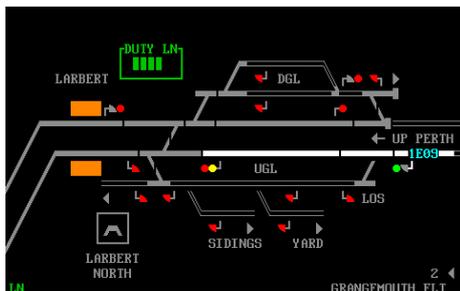


At 0810 the train 1E09 will enter. Set the route as before, but note that this is a semaphore area with distant signals. The distant will only clear when all the stop signals of the box are clear. At Dunblane this is two. Also note that the signals must be cleared in order, and that you do not click on distant signals

Check the timetable, you see this train is for Edinburgh. Continue setting the route as it progresses Along the way you will see the operation of Cornton AHB crossing



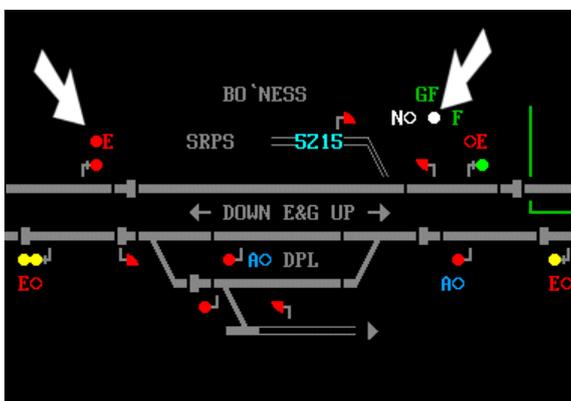
You may get a telephone call from a level crossing, answer by clicking the phone. This is a user crossing calling for permission to cross. You give this in the reply message by selecting 'safe to cross', after of course making sure there are no trains about and setting the signals either side to danger. You may also ask them to ring back or wait for one train to go by. There are two crossings in the sim, as well as the Cornton AHB that can phone you. The crossing will phone again to let you know it is clear.



At Larbert you will see a red/yellow signal. This is a distant and home on the same post. The distant is from Larbert Junction and does not clear until all Larbert Junction signals are cleared (in this case around to Carmuir's East)



You will notice that the route behind the train has not cleared as it did on the earlier ones. In semaphore areas you have to cancel the route manually. The initial setup of 'Right Click cancels route' makes this easy. Right click the signals as the train passes



At 0900 you will receive the message that 5Z15 has appeared at Bo'ness SRPS, and the driver will phone you. To let this train out you need to operate the ground frame. First set the main line signal to red by right clicking the E button. Click the circle by the 'F'. The 'Free' indicator will flash

