

# SimSig Timetable Writing

## Working with base material

- Public or WTT
- Form some idea of platforming and operation
- Link Workings - particularly vital and difficult with a terminus
  - WTT platforming
  - Train types
  - Journey planners (live date only)
  - Live departure boards (live date only)
- Add ECS - especially for a terminus, not always in WTT
- Headcodes: WTT, Journeyplanner or bashing sites

## First steps for a new Timetable

- Train Types
  - Main Line
  - Sleeper
  - Outer Suburban 8
  - Local 4
  - Inner Suburban 3
  - Inner Suburban 6
  - Freight
  - Light Engine

A fully accurate timetable will have many more types, especially freight trains.
- Base trains
  - Often taken from the 'default' timetable
  - 9xxx selection
- Which locations need to be there - Key locations

## Create Separate timetables

Main Line  
Sleepers  
Broad Street, Moorgate, Inner Locals - the 2<sup>nd</sup> class only trains  
Outer locals, Cambridge Buffets.  
Freight & Extras

These are pretty much diagram sets so should have little interdependence and stand alone OK.  
This breaks up the work, keeps each one understandable and can make checking a lot easier.

Get one basic movement correct and check it at this stage.

Adjust max speed and accelerations to get timetable timings to come out.

The base workings will be copied many times and it is a right pain making multiple corrections. This is a problem with a sim in development or major version change and text editing is very useful way of doing bulk changes.

### **Built-in editor methods**

- Duplication and functions in the editor
- Actions
- Rules
  - Work rules both ways
  - Day of week probability

### **Text editor methods**

- Convdata - now in sims as Menu/Timetable/ Import/Export.
- Wordprocessor search/replace
  - Train type cleanup
  - Bulk changes after generating trains
- Spreadsheet automation writing to convdata or csv formats

### **Coded text files**

- Clive's generic editing - see <http://www.davros.org/rail/simsig/convdata.html>  
Walk before trying to run !

### **Using output from Analyser**

- Platforming - check for out before in or LIFO/FILO
- Lengths
- Locations

### **Sims with ARS**

- Even more important to use base trains that are correct. Working on a development or beta sim is worse.
- Most codes fill themselves in, a correct base train makes it much easier
- Check sim manual/notes for oddities

### **Other tools**

- Import / Export
  - 3 files, can be oversized for spreadsheets, look like a working timetable
- Match - better done yourself personally
- Reports - Arrival/Departures - Geoff ?

### **Things that go wrong**

- Non-key locations that matter and the editor does not pick up
    - ex. NLL 'bugs' on freight losing its location Kensal Green Jn, Kensal Rise, Dalston Jn, Forest Gate Jn
  - Splitting trains that move themselves
  - Rules - best overstated and difficult to test thoroughly
  - Duplicated reporting numbers. Have a system and stick to it
    - A,-B,-C -1,-2,-3
- Needed for
- Rules/options trains
  - True duplicates through the day
  - Successive parts of one train