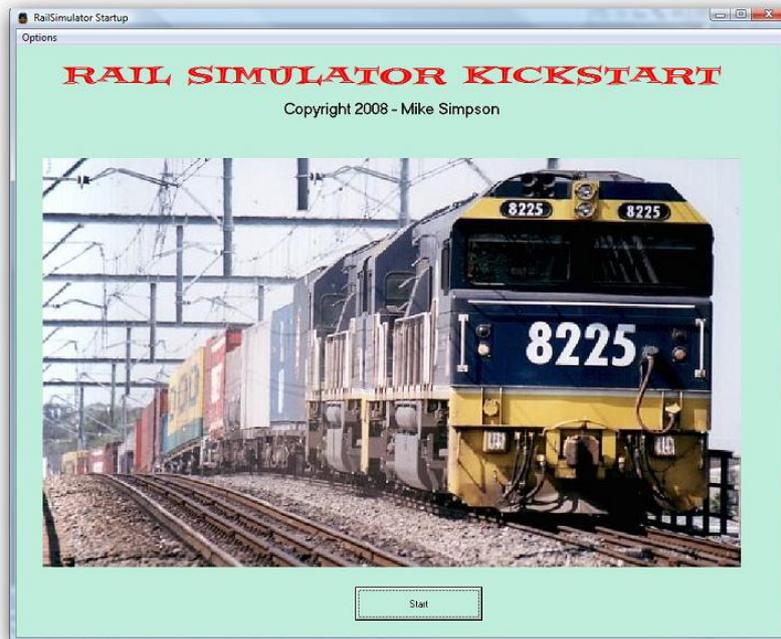


Rail Simulator Kickstart



RS_Kickstart is intended as a front end for Rail Simulator which will allow users to modify an existing scenario and run the program in much the way that a user could run the earlier Microsoft Train Simulator.

When you run RS_Kickstart you just get the opening screen along with a 'Start' button and an Options menu. The Options Menu allows users with multiple installations of Rail Simulator on their PC to select the one they wish to use (This information is saved, so if you change it, you will need to change again if you wish to move back to a different installation). If you have only one installation, then you may ignore this item.

Clicking the Start button takes you to the screen overleaf which automatically displays a list of those Routes installed. Click on a Route to select it, and the scenarios applicable to that route appear in the second box. Click on the scenario you wish to use and in the 3rd box down you will see a list of saved Scenarios for that route. These will only appear if you have saved Named copies of any specific scenario using RS_Kickstart. Users who only use Rail Simulator itself can only save one version of a scenario and it is overwritten each time you press F2 while running it.

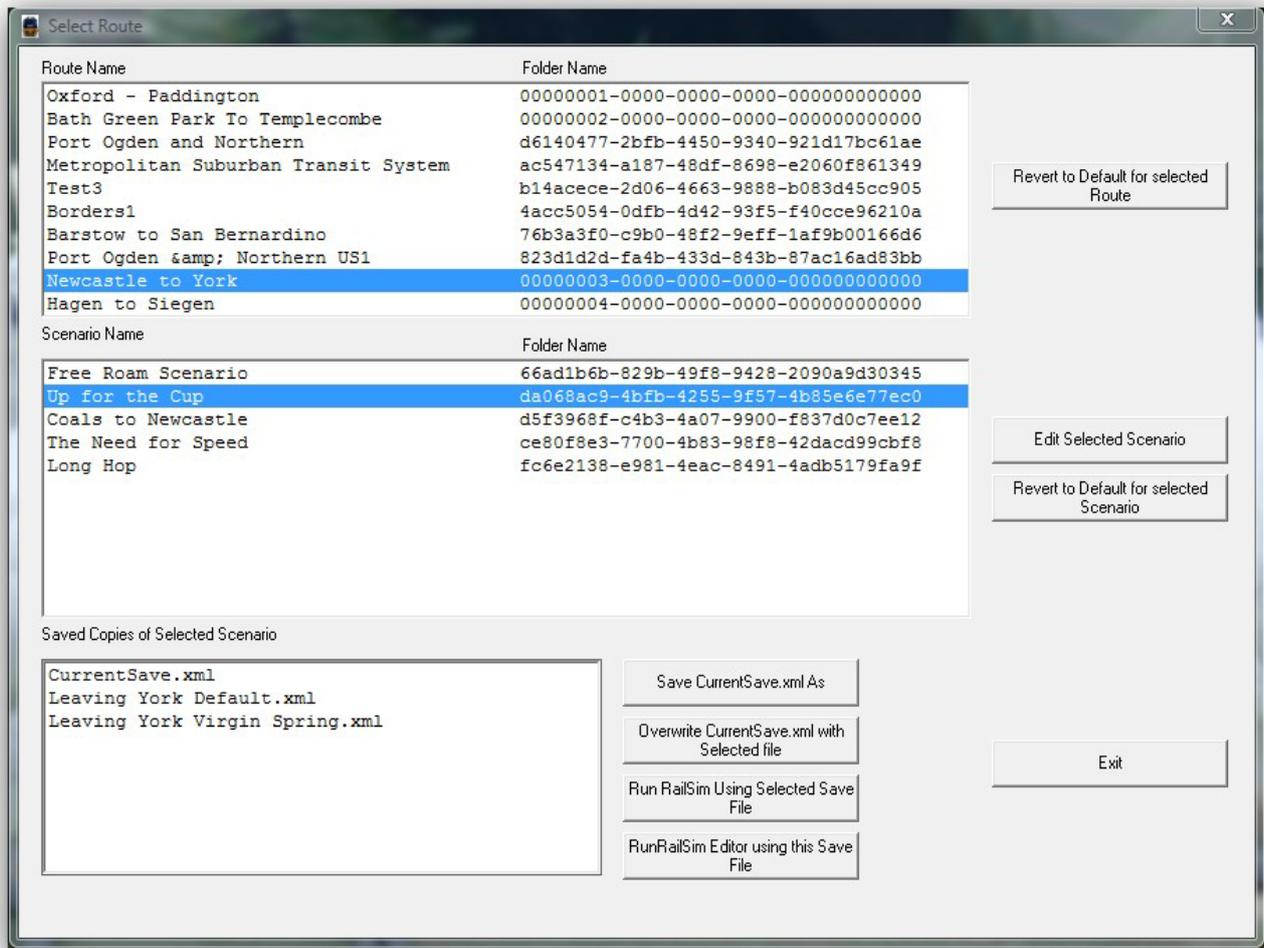
Alongside each Route and Scenario listed is the Folder-Name for that particular item. These folder names are the GUID of each item, so I have included these to make it much easier for users to discover which folder holds which route or scenario.

If you wish to edit a selected Scenario, then click the 'Edit Selected Scenario' button and the main Kickstart editing screen will appear.

If you wish to revert to the Default Scenarios.bin file for your particular route then select a route and click the button labelled "Revert to Default Scenarios.bin file for selected Route" - This will take you back to where you were when you first started using RS_Kickstart on this particular route.

Similarly, if you need to revert to Default settings for one of the Route's Scenarios, then click on the "Revert to Default Scenario.bin file for selected Scenario"

Please note that these two options remove all intermediate backups of the Scenarios.bin and Scenario.bin file leaving you with just a single version of each and no more backups.



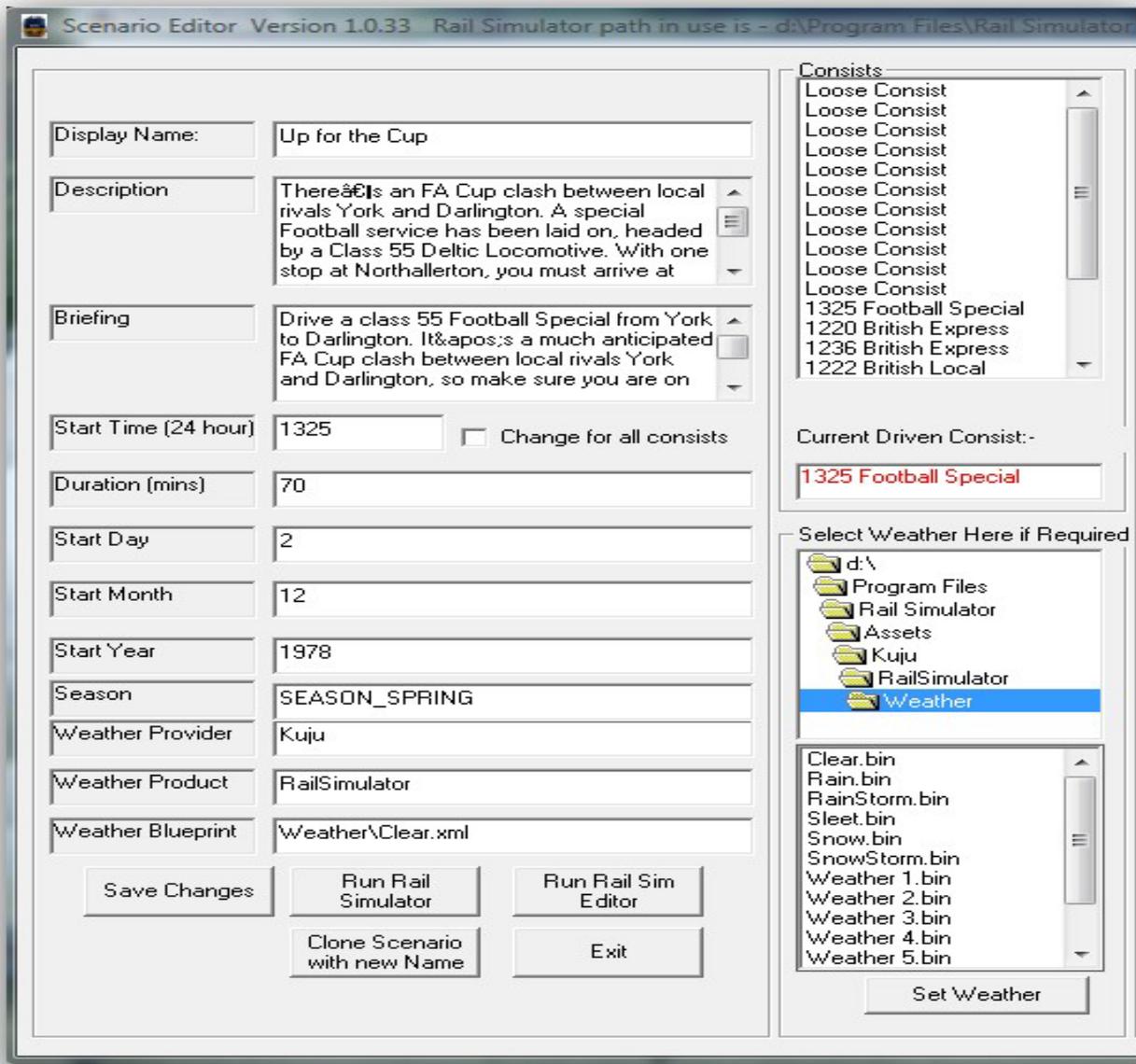
To save a scenario while you are running Rail Simulator, you press F2 at the point you wish to save it, and the scenario is saved at that point and is in a file in the Scenario's folder named CurrentSave.xml. If you then attempt to save again further along the route, then pressing F2 will overwrite the first Saved item.

RS_Kickstart now gives you the opportunity to save multiple versions of a route. What I did in the above example was start the Up for the Cup scenario in the York-Newcastle route, and as it started pressed F2. I was running RS_Kickstart behind a windowed version of RailSim. Brought Kickstart to the front and used the 'Save CurrentSave.xml as' button to save it as Up for the Cup - Default.xml.

I then exited RailSim and used the Edit Scenario option to change the weather to Winter and Snow, and the locomotive to a Virgin Class 47, and ran RailSim again. This time at the same point I saved it as 'Up for the Cup - Virgin - Snow.xml

I closed RailSim, ran Kickstart again, and upon choosing Up for the Cup have 2 optional named Scenarios. Click on either of these and click the Run RailSim using Selected Save File (or the Run RailSim Editor...) and the simulator runs. Select the Route and Up for the Cup, and in the RailSim scenario screen click on Continue and you will be running in the Scenario you have chosen. You may save as many versions of a Scenario as you like .

New to this version is 'Overwrite CurrentSave.xml with Selected File - Use this if you have saved while going through a red-signal etc. This will allow you to revert to a previously saved position.



When you click the Edit Selected Scenario button, the Scenario Editor screen now opens. The left half of which is displayed above. It is fairly self explanatory and many items display 'Tool-tips' if you hover your mouse over them.

You may manually edit any of the items displayed in the first column.

Start time must be entered in 24hour format (0001-2400)

- If you click the 'Change all consists' box then altering the Player Consist by 8 hours will similarly alter the running times of all consists in the scenario so that it will play just like the original but at a different time of day.
- Changing the Season will give you a drop down list of possible entries
- To change the weather you must select the Provider/Product and Blueprint from the file selector on the right of the weather entries. Note that weather files are listed as .bin files, e.g. Snow.bin but when transferred into the Scenario editor this is changed to Snow.xml
- Also on this half of the page are the 'Save', 'Run' and 'Exit' buttons, explained later.

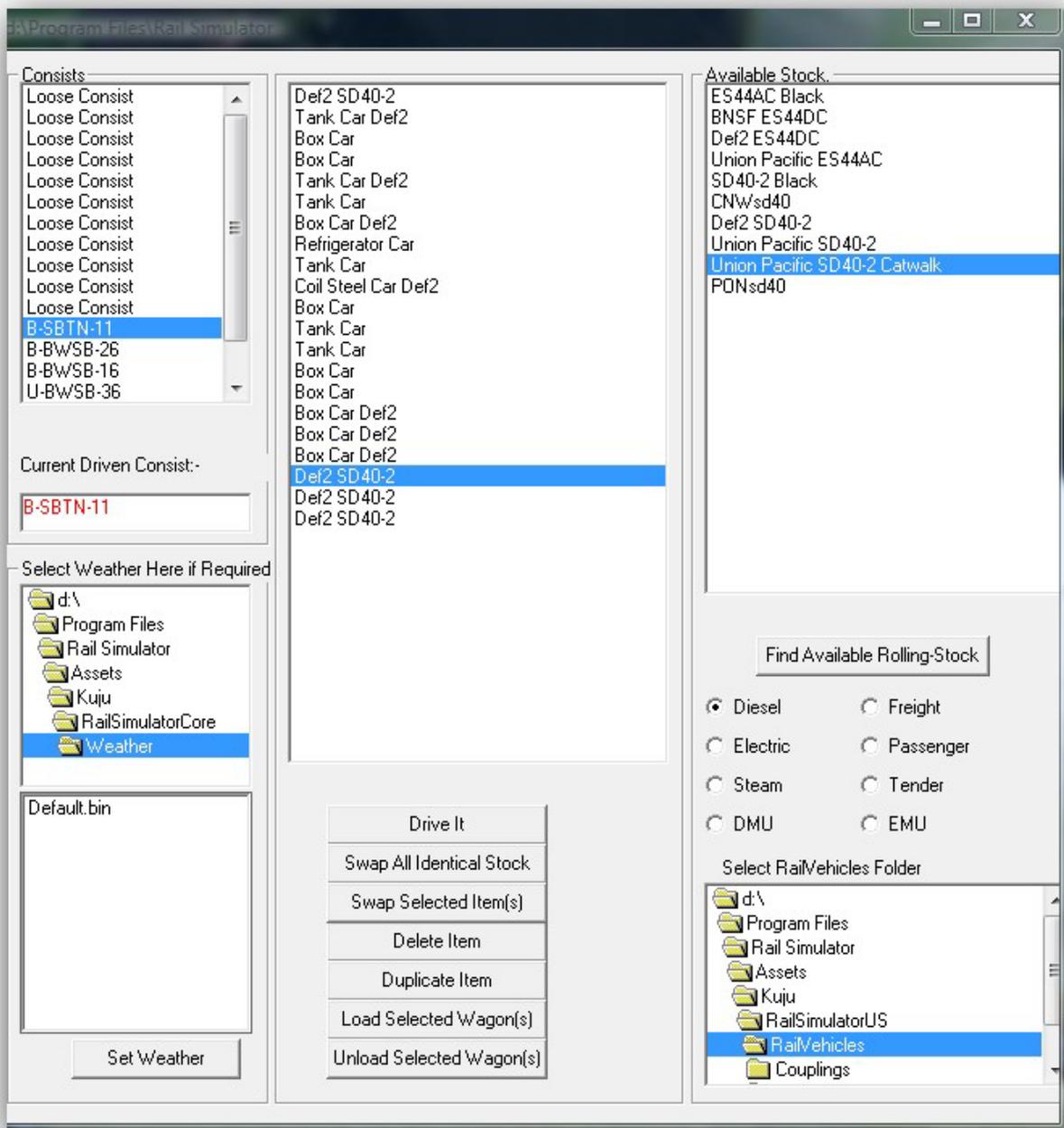
CLONE SCENARIO WITH NEW NAME

This new option allows you to make a complete copy of the selected scenario (with any changes you make to it on this page).

To use this, you **MUST** change the Display Name, e.g. You could change to 'Up for the Cup - Winter' and change the weather to Winter.

This option makes a completely new Scenario which appears in the Rail Simulator list of scenarios when you select the route. It is saved in a new folder with a new and valid GUID folder name.

Note: The scenario marker for the cloned route is in exactly the same position in the World Editor as the original one was, so you may need to drag them apart if you are wishing to make changes there.



The right hand half of the Scenario Editor is shown above. It is laid out as follows:-

- A list of those consists used in this Scenario
- The Current Driven Consist used in the Scenario
- Weather Selection boxes as described above.
- A list of the rolling stock used in any consist selected in the Consists list box

The right hand column shows a list of Available Rolling Stock. The available rolling stock type is selected by clicking on the respective entries, e.g. Diesel, Electric etc. Then by selecting the appropriate RailVehicles folder in the Assets as shown. E.g. You might select from Kuju\RailSimulator\RailVehicles or from MikeSimpson\MyModels\RailVehicles etc. Once you have set this up, click the 'Find Available Rolling Stock' button to fill the box.

Selecting the DMU and EMU buttons will display those items like the HST set where the passenger carriages are stored in the same folder as the locomotives.

Note: If you are using a non-English version of Windows, then the RailVehicles folder may be named something else, e.g. 'Rollmaterial' in GermanRailroads downloads. If you select such a folder, RS_Kickstart will still work, but will list ALL rolling stock and the Type Selection Buttons, e.g. Diesel will not work.

Other changes you can now make to your scenario are:-

1. CHANGE A ROLLING-STOCK ITEM IN ANY CONSIST

- Select the Consist in the Consists List, this brings up the stock being used in the Contents of Consist list
- Decide which item you wish to change, e.g. You may wish change a SD40 for ES44 Locomotive. So click on the Diesel button and select Kuju\RailSimulatorUS\RailVehicles in the folder box and click on 'Find Available Rolling Stock'.
- Select the Loco you wish to substitute from this list, e.g. BNSF ES44DC and click on the SD40 in the Contents of Consist list. The new loco/wagon will bear a number chosen at random from the appropriate .dcsv file.
- Click the 'Swap Single Item(s)' button.

2. CHANGE ALL IDENTICAL ITEMS IN A CONSIST

- As in 1. Above, but Click the 'Swap All Identical Stock' button.

3. CHANGE DRIVEN CONSIST

- From the Consists list, select the Consist you wish to drive when the Scenario starts, The contents of the consist will appear in the Contents of Consist listing.
- Click on the main locomotive in the Contents of Consist listing (note it may be the top or bottom entry in the list) - Click on 'Drive It'
- When Rail Simulator starts, upon entering this Scenario you will now be driving this Consist (as long as a driver was given to it in the Scenario editor).

4. DELETE ITEM

- Select an item in the list and click Delete Item and it will be removed from the consist.

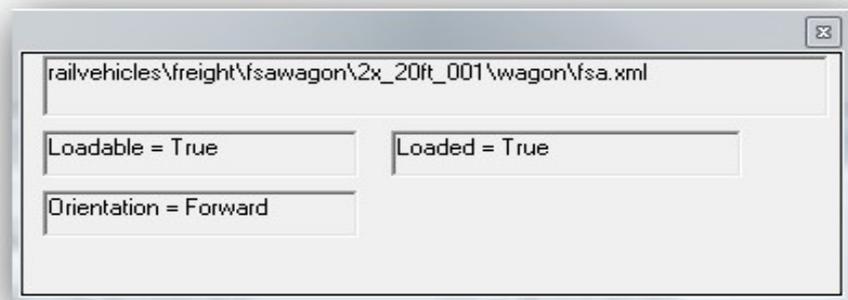
5. DUPLICATE ITEM

- Click on any item in the consist and click the 'Duplicate Item' button and a second identical item will appear in the consist. (When you duplicate an item, the program will attempt to provide you with an appropriate rolling-stock number, by adding 3 to the number of the cloned loco this may not be a correct number for the type of stock, but at least is better than having 3 Locos all with the same number. Names are not changed).

6. LOAD/UNLOAD SELECTED WAGON(S)

When you click on any item in the Current Consist list, a small window will appear giving you:-

- Path of the rolling-stock item
- Whether or not the item is loadable
- If loadable, whether or not it is pre-loaded (starts in the game in a loaded condition)
- Whether the item is Forward or Reverse Flipped. (Note: This item is relative to the direction the consist is moving, so a consist heading North might have all items shown as Reverse flipped).



Clicking the 'Load Selected Wagon(s) or Unload Selected Wagon(s) buttons will load or unload them as necessary provided that the wagon in question is loadable (this is set by the author of the model) so that when you run Rail Simulator the wagons will be loaded for you.

Note: If you wish to add an item to a consist, you can do this by duplicating an existing item in the consist, then using the 'Swap Single Item' button to change it for the item you wish to import.

Once all your changes have been made, click the 'Save Changes' button and the Scenarios.bin and Scenario.bin files referring to this scenario will be altered to reflect the above changes.

If you are making multiple changes to a scenario, make them all at once. Once you click Save Changes, you can not make any further changes without leaving the program and starting over again.

Buttons are provided to allow you to start Rail Simulator from within RS_Kickstart once you have made your changes. Using these buttons will shut down RS_Kickstart. (Buttons allow you to run any version of Rail Simulator, including the Rail Simulator Editor with Logging activated).

Note: When these files are altered the first time, Scenarios.bin is renamed Scenarios.bak and Scenario.bin is renamed Scenario.bak - Future edits will produce files named Scenarios.bin1, .bin2 etc. Thus if you ever need to revert to your Original Scenarios - Renaming Scenarios.bak to Scenarios.bin and Scenario.bak to Scenario.bin will bring you back to your original settings. However, see page 2 for buttons to accomplish this for you.

This program is copyright Mike Simpson 2008 - It is my own work and I have no association whatever with Kuju, EA or RSDL.

You should use this program with discretion and it is assumed that you will have already made back-ups of the major components - I recommend making frequent back-ups of the Contents and Assets folders, a USB drive is particularly useful for this.

This program is a work in progress, so updates will be posted on my web site from time to time. Any suggestions, comments and bug-reports will be appreciated.

Note: Experienced users might also like to try my RS_Tools_TMB utility which is available on my site as under. This is an editor which will open all of the Rail Simulator files such as .bin, .GeoPcDx and .xml files and to edit many of them.

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16th March 2008
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