

DOVETAIL GAMES

TRAIN

SIMULATOR

CLASSIC



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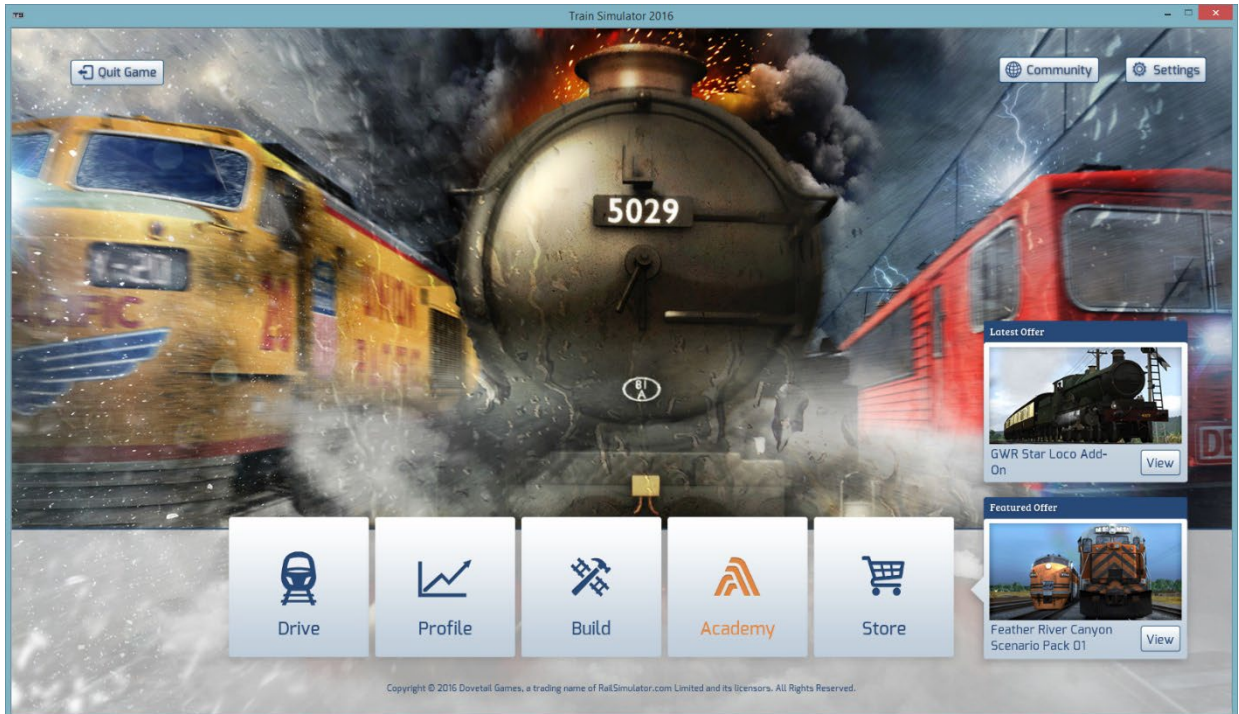
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1. Getting Started

Train Simulator offers a highly realistic train driving experience: if you have never driven a train before, don't worry, the basics are explained below.

1.1 Main Menu



The main menu shows the different areas available when starting Train Simulator:

- Drive** This is where you can choose from the different styles of driving available.
- Profile** This is where you can check your progress, the progress of friends and your train and route collection.
- Build** This is where you can find all the tools to generate your own routes and scenarios, as well as the ability to share them with the wider community.
- Academy** Academy features everything needed to get up and running as a qualified train driver no matter what your skill level.
- Store** This is where you can browse the vast collection of additional add-ons available for Train Simulator from Dovetail Games.

1.2 Scenario Types

There are several types of scenarios available in Train Simulator, all of which are described below.

- Quick Drive** This feature allows for the selection of a start and end destination, the type of locomotive, time of day and weather. Once selected, press Start to jump right into the action.
- Career** These are objective based scenarios that monitor and rate performance. Experience Points and achievements are accumulated and ranked against other players who have also run these scenarios.
- Academy / Tutorial** These are objective based lessons. They involve being taught various aspects of operation through camera sequences, on screen messages and prompts.
- Standard** These are the same as Career scenarios, but do not feature performance monitoring and scoring. Complete objectives at your own pace without any pressure of competition.
- Free Roam** These scenarios are for free exploration of a route. They normally feature several locomotives in the vicinity of the camera when loaded up, allowing a choice of trains, by clicking on a locomotive to use it.

2. How to Drive

2.1 Academy



The **Academy** displays a list of available lessons where you can learn how to drive different types of train, as well as various railroad operations such as coupling or picking up passengers. Lessons are separated into chapters, each chapter covering a specific aspect of operating locomotives in Train Simulator.

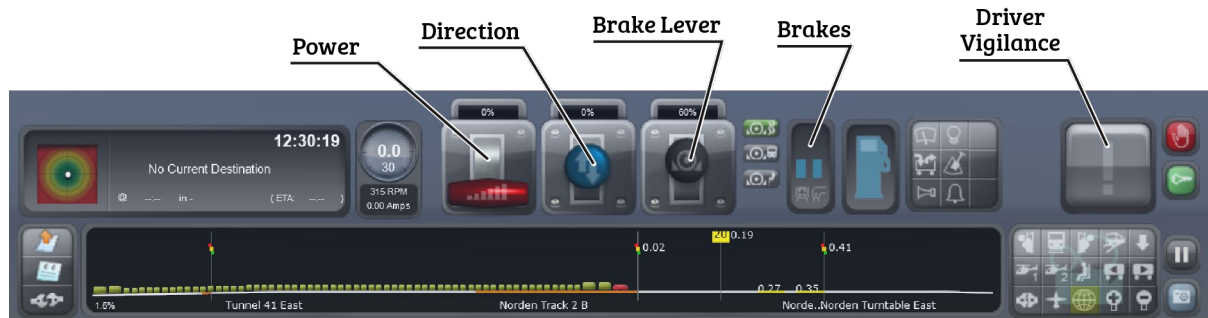
Move the blue highlight strip to select a lesson. Note the scenario description in the bottom right changes to show details of the highlighted lesson.









Click on the **Start** button at the bottom right of the screen to begin. Once loaded, follow the on-screen instructions to progress. Some lessons do not require any interaction.

2.2 Brief Overview of Controls

For a more comprehensive guide to locomotive controls please refer to the specific manuals for the routes and trains provided.



The HUD for a Diesel locomotive looks like this:



Button	Keyboard Equivalent	Action
Power Lever	 	Controls the rate of acceleration of the locomotive.
Direction Lever	 	Sets whether the locomotive travels forwards or backwards.
Brake Lever	 	Controls the rate of deceleration through different types of brake systems. Typically, there are two or three systems - Engine or Independent; Train or Auto; and Dynamic.
Brakes		Displays the rate of deceleration through different types of brake systems. Typically, there are two or three systems - Engine or Independent; Train or Auto; and Dynamic.
Driver Warning	 	This indicator relates to various warning systems found in locomotives throughout Train Simulator. When activated, the driver must respond by clicking the warning or pressing Q. Not doing so will activate the emergency brake systems and stop the train. For details on warning systems for individual trains, please see the manuals that come with them.

2.3 Changing the Camera View

There are many different camera views to drive from or observe the action in Train Simulator.

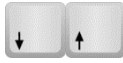
Button	Keyboard Equivalent	Action
		Cab view; this is the location of a real driver/engineer.



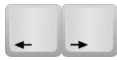
External Front Camera. This is outside and above the leading vehicle in the train.



Trackside Camera. This is a dynamic camera placed in advance of the train, to watch it pass by.



Use these keys to move the viewing position forwards or backwards (except in the Trackside camera, where the position is fixed).



Use these keys to move the viewing position to the left or right (except in the Trackside camera, where the focus is fixed).

It is also possible to control zoom on cameras, via the mouse scroll wheel:

Button

Mouse Equivalent

Action



Mouse scroll wheel away

Zoom in. Much like a telephoto lens. Focus the camera on a distant object.



Mouse scroll wheel back

Zoom out. Much like a wide angle lens. Allows much more of the scene to be viewed.

Hold the right mouse button down & move the mouse

Pan around. For applicable cameras, change the direction in which the view is pointing. Especially useful to look around cab views to see controls.

2.4 Additional Controls

Button

Keyboard Equivalent

Action



Load or unload passengers and freight.



Headlights. Click to cycle through different light states.



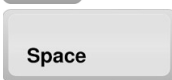
Windscreen wipers. Click to cycle through available speed settings.



Driver Vigilance. For locomotives that feature this device, when the alarm sounds, press this button to react. Failure to do so, will result in the brakes being applied and the train being stopped.



Sound the train's external bell, if present.



Sound the train's external horn or whistle, if present.



Apply emergency brakes. This sets the brakes to maximum and locks the controls. Only once the train has come to a stop will the controls be activated again. Use of emergency brakes can result in a penalty in Career scenarios.

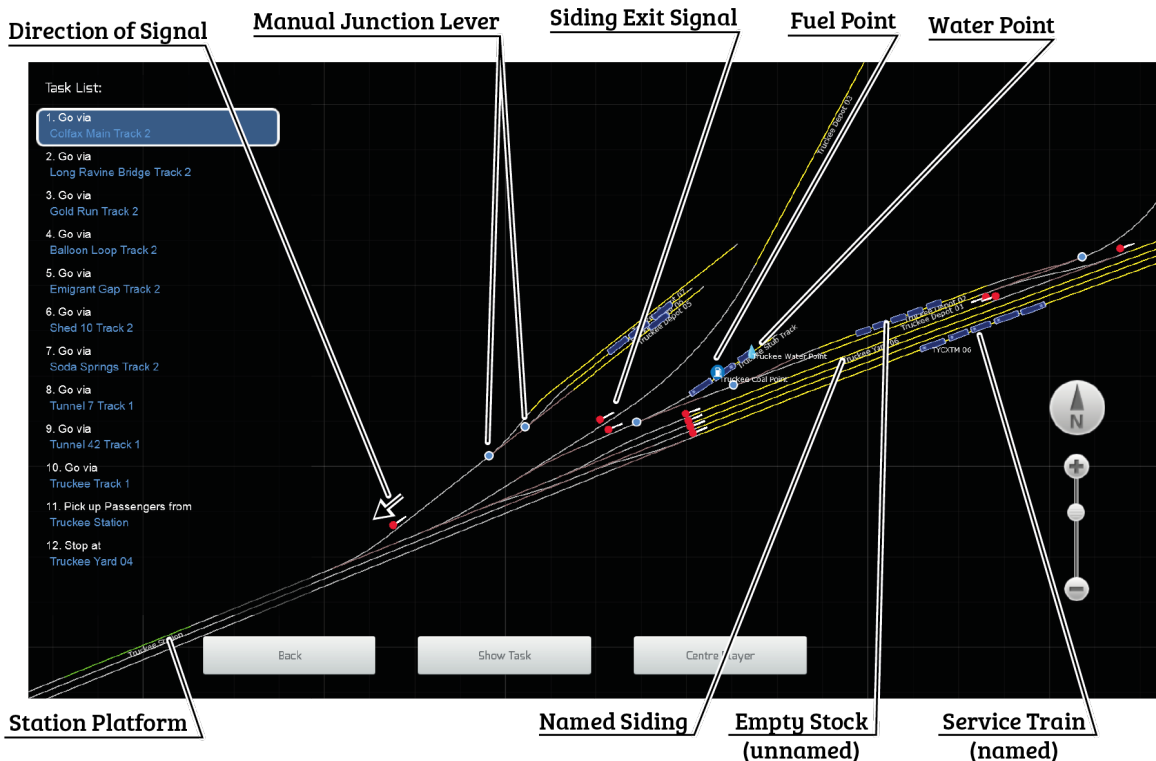


Press the pause button (or Escape), to bring up the Exit Menu.

2.5 The 2D Map View

The 2D map can be accessed via the appropriate icon on the HUD, by pressing key 9, or via the user interface. It displays a geographically accurate layout of all track in the active route. From this view it is possible to set appropriate junctions for the navigation of the train. The set path of the train is represented by a blue line. If this ends at a junction, it means that junction is not set to allow the train to pass.

Only manual junctions can be set (unless a Free Roam scenario is being played, in which all junctions can be set), by clicking on the represented blue node. This is especially useful for setting paths through complex yard areas.



The task list (shown on the left-hand side) is displayed if a task-based scenario is being played.

2.6 Controls for the 2D

Show Task	Moves the focus of the map to the currently-selected task in the list.
Centre Player	Focuses the map on the train being operated. Focus will be lost if the view is moved by operating the mouse.
Mouse scroll wheel	Zooms the display in and out.
Back, 9, Right Mouse	Return to the driving view.
Left Mouse	Move around by holding down the left mouse button and moving to drag the map around.

2.6.1 Map Overlays

Additional information is displayed on the map in layers:

Left Side	The Task List, if active. Free Roam Scenarios have no Task List.
Bottom	Control Buttons (as noted above).
Right Side	The mouse zoom slider and a mark indicating the north direction. The map cannot be rotated, so north is always up.

2.6.2 Map Symbols

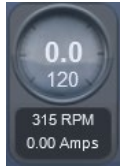
The following are represented by symbols on the 2D map.

Note - Routes can have custom symbols and colours, so may vary from the below.

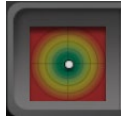
Junctions	Indicated by a different shaded line to the default track. This shows the direction the junction is set.
Train Path	Traditionally a blue line. This is the path the train will take as it proceeds. Junctions with circular nodes can be changed by clicking on them.
Refuelling Point	Coal, Water and Diesel points are shown.
Signals	The location of signals are indicated by coloured nodes accompanied by a white line. Some routes and Career scenarios do not show the state of the signal.
Locations	Named stretches of track are used to indicate sidings, platforms and destinations. Sidings are traditionally coloured yellow, stations green, and destinations are orange. The name will appear next to the track.
Other Trains	Trains are shown as coloured rectangles which will move to reflect their progress.

2.7 Driving Information

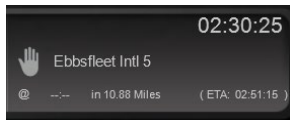
Below is information on the HUD related to driving.



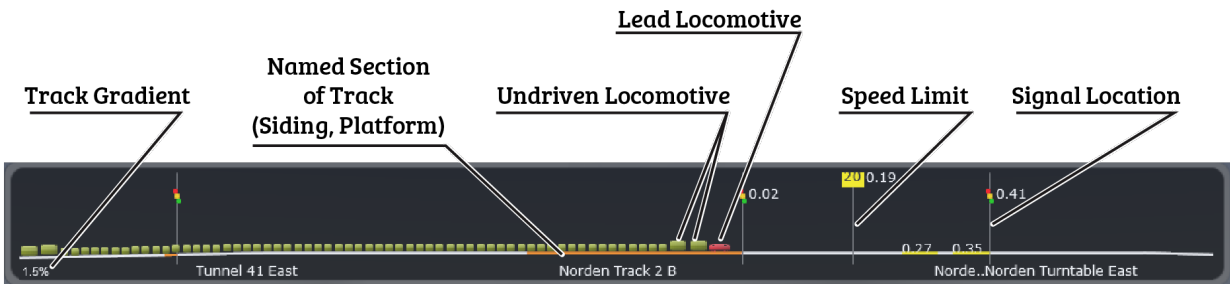
Current Speed displayed in either MPH or KPH.
 Current Speed Limit of the rail line being traversed.
 RPM of the locomotive engine, if applicable.
 AMPS of the locomotive motors, if applicable.



This is the G-Force meter. This is used to indicate the forces being applied to the train. The meter can move in all directions. The greater the forces being applied, the more uncomfortable passengers and cargo will feel.



Current time, next stopping point, distance and estimated time of arrival (ETA) at the next objective.



This is the scrolling Track Monitor. It moves left to right, indicating the following details of the rail line ahead. There, you can see a representation of your train, along with incoming markers, signals, speed limits, etc... This information can be used to anticipate the route ahead and plan appropriate actions.

2.7.1 Accessing further information

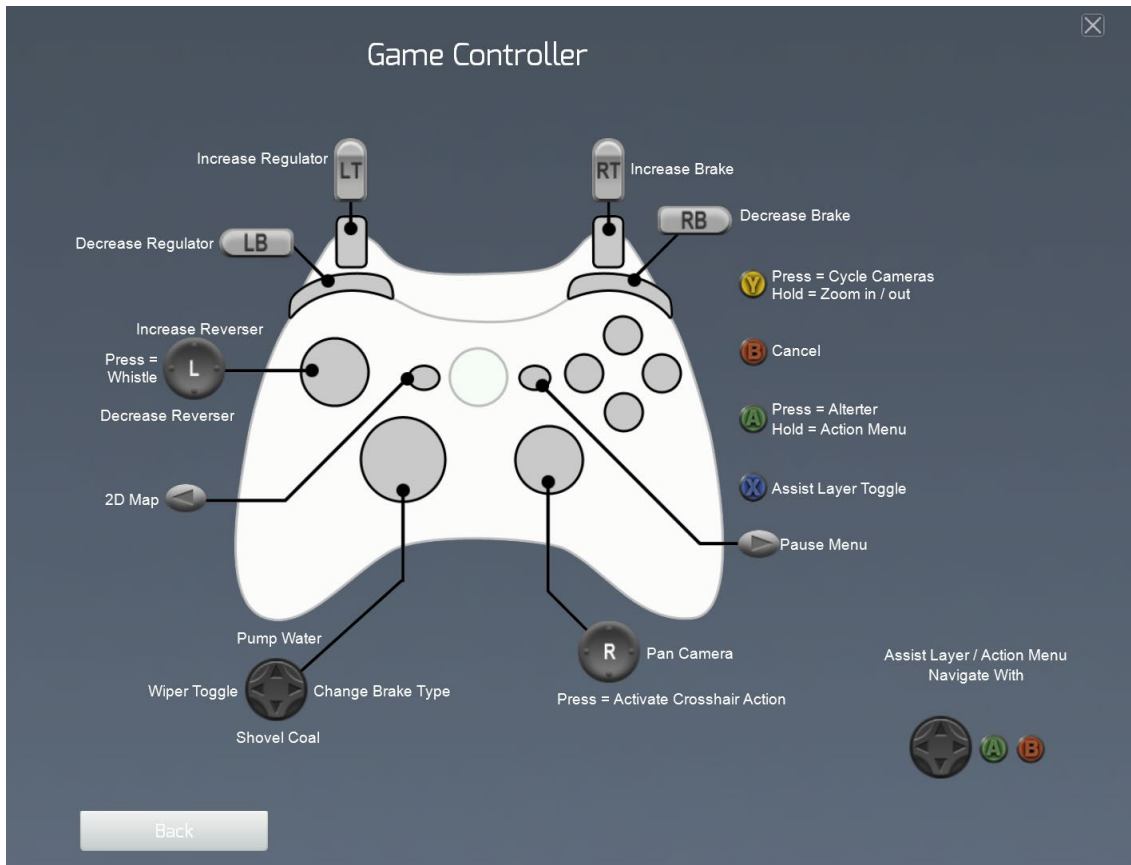
To the left of the Track Monitor is a group of three buttons:

Button	Keyboard Equivalent	Action
	9	Display a top-down track map of the entire route available.
	F1	Display the task list containing information about objectives.

2.8 Game Controller

Train Simulator supports use of the Microsoft Xbox 360 Controller. While driving, the control layout map (shown below) is available from the [Pause Menu - Controller Layout](#).

- The controller will be automatically enabled if it is detected as active when the game starts.
- The controller cannot be activated after Train Simulator has been started.



- If you are using an Xbox 360 Controller and it is connected when the game starts, you will be able to use it straight away. If you activate it after the game starts, you can enable it using the Settings options described in **Section 10.4: Controls**.

3. Steam Workshop

While the Store allows for purchase of additional content, the Workshop allows for free sharing of content with other players*.

- Content available in the Steam Workshop is not solely provided by RailSimulator.com and so quality may vary. This facility is provided by Valve Corporation and we cannot guarantee ongoing availability of this system.
- *It is not possible to share purchased content.

Steam Workshop content must meet certain requirements in order to be hosted, and ensures that everything needed, is easily available:

- Scenarios and Routes only use assets from officially available DLC.
- Routes can only include the “route files”, that is, no custom items such as scenery.

Once a Workshop Route is made publicly available, it cannot be modified: should the author wish to extend or change it, they must issue it as a new version. This means that scenario authors have a known stable base on which to create their content.

For more information about the Steam Workshop for Train Simulator, use the [Browse](#) located in the [Workshop](#) tab of [Drive](#).

4. The Build Screen

The **Build** screen is the start point to create new content in Train Simulator.

The options available here enable:

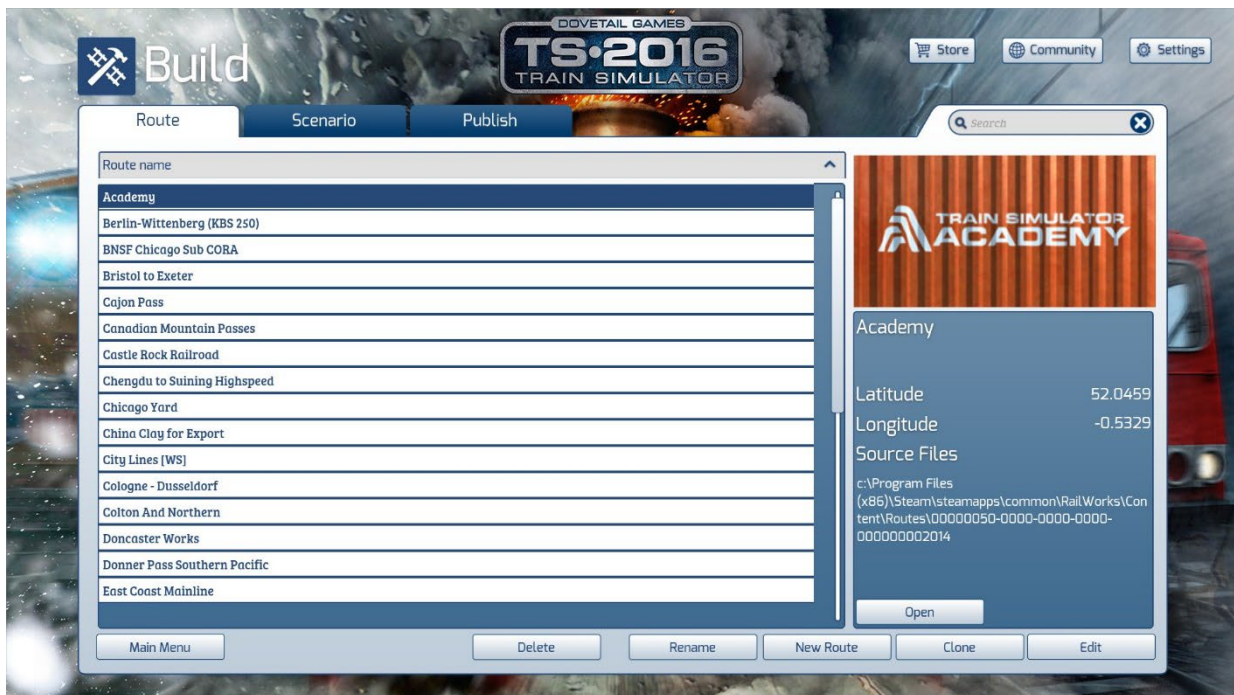
- Creation or modification of routes and scenarios;
- Clone of a route or scenario to modify or extend it;
- Publishing of routes and scenarios to the Steam Workshop.

4.1 Route Tab

The main **Build** screen is split into several elements:

1. A list of routes installed locally.
2. Information about the route.
3. Action buttons related to a selected route;

The screen looks like this:



The action buttons on the bottom are as follows:

- | | |
|-------------------|---|
| Delete | Delete the selected route. A confirmation is required for this. |
| Rename | Rename the selected route. A separate window will open. |
| New Route | Create a new route. A separate window will open. |
| Clone | Make a copy of the selected route. |
| Edit Route | Launch the selected route and begin editing it. |
| Open | If in Windowed Mode, this button will launch the Explorer and navigate the install location of the route. |

4.2 Publish to Workshop

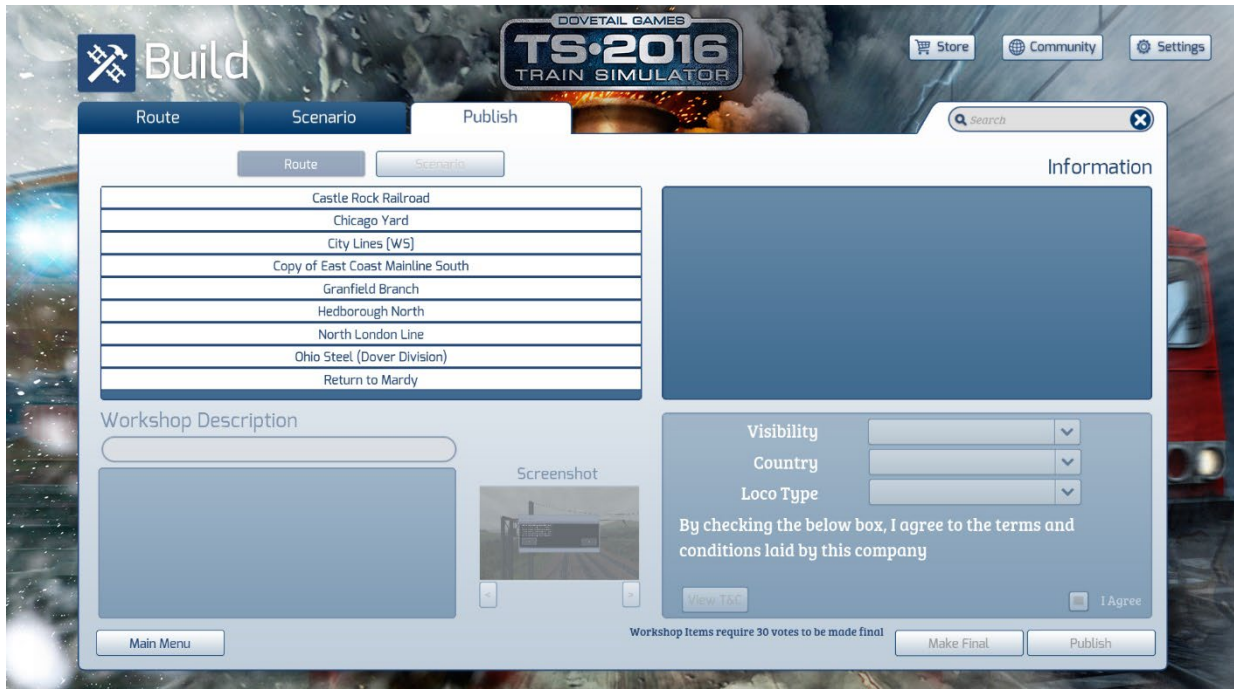
With Train Simulator it is possible to publish routes and scenarios created, to the Steam Workshop to share with other Train Simulator enthusiasts. These are uploaded to the Steam system and so require an internet connection.

- This facility is provided by Valve Corporation through their 'Steam Workshop' and as such we cannot guarantee the ongoing availability of this system.

In order to share content on the Steam Workshop, some requirements must be met:

- Routes and scenarios can only use assets (rolling stock, buildings, etc.) from officially available DLC, as found in the Steam Store;
- Once published, the content cannot be modified, although it can be deleted. Any update must be provided as a clone, and renamed and publish new;
- Uploaded content is not published immediately. A test period exists during which changes can be made. This period requires other users to subscribe to the content to show it is stable and functional. Once a minimum number of subscribers has been achieved, the author can Publish the content and it becomes finalised;

The **Publish Route** (and **Publish Scenario**) screens are accessed from the **Workshop** button on the **Build** screen, and look like this:



Initially, the **Publish Route** screen shows on the left-hand side, the installed routes that can be published. Only custom or cloned routes can be published. Purchased content cannot be published. At the top of the screen are two buttons:

- Routes** Show the currently installed routes.
- Scenario** Show the currently installed scenarios.

4.2.1 Publishing a Route

Before using the **Build** screens to publish a route, an image is needed and must be added to a folder called "Route Information" within the route itself. This image will be used to represent the route in the **Drive** screens. The image must be in PNG format and it must be called "image.png".

Along the left-hand side is a list of routes installed locally. Select the route to be published. Train Simulator will check that the route satisfies the upload requirements noted previously. If the validation fails, an output will be displayed, noting the errors. If the validation is successful, the **Publish** button at the bottom right hand corner will be enabled.

Click on **Publish**. Another screen is displayed, where fields must be completed to populate it in the Workshop in the correct way:

- In Game Description** This is a full HTML-coded page that can be supplied. The page is displayed when the **Info** for a route is chosen.
- Workshop Description** This is the title and main text to be displayed in the Workshop. This cannot include HTML.
- Visibility** This is the visibility of this route on the Workshop.
- Country** This is the location the route is set in.
- Loco Type** What power type is the route designed for.
- Screenshot** Taken from the set of screenshots created in game and stored in the My Pictures folder.

The image top-centre of the screen is the image.png that is located in the Route Information folder. This can be adjusted or replaced by clicking on the **Open Folder** button.

Click **Publish** to begin upload to the Steam Workshop.

There is a delay between the route being published and it appearing on the Workshop. This is Steam making the content available world wide. Once it available, it enters a 'preliminary' state, where it can be seen in Workshop but scenarios based on it cannot be published. This is to enable final modifications based on initial feedback from subscribers. It is recommended that time is

allowed for feedback and that any such responses are considered before making the content final. Once final, it cannot be changed!

To fully publish the route, return to the Workshop screen, select the route, and click on **Make Final**. This will do two things:

- Enable scenarios based on the route to be published.
- Disable any further changes to the route.

4.2.2 Publishing a scenario

In much the same way as publishing a route, a scenario can be chosen and shared on the Steam Workshop.

Select the scenario to be published. Validation will then be performed. Assuming the scenario is OK, no message will be displayed and the **Publish** button at the bottom right hand corner will be enabled.

Click on **Publish**. Another screen is displayed:

Fill in the fields to populate it in the Workshop in the correct way:

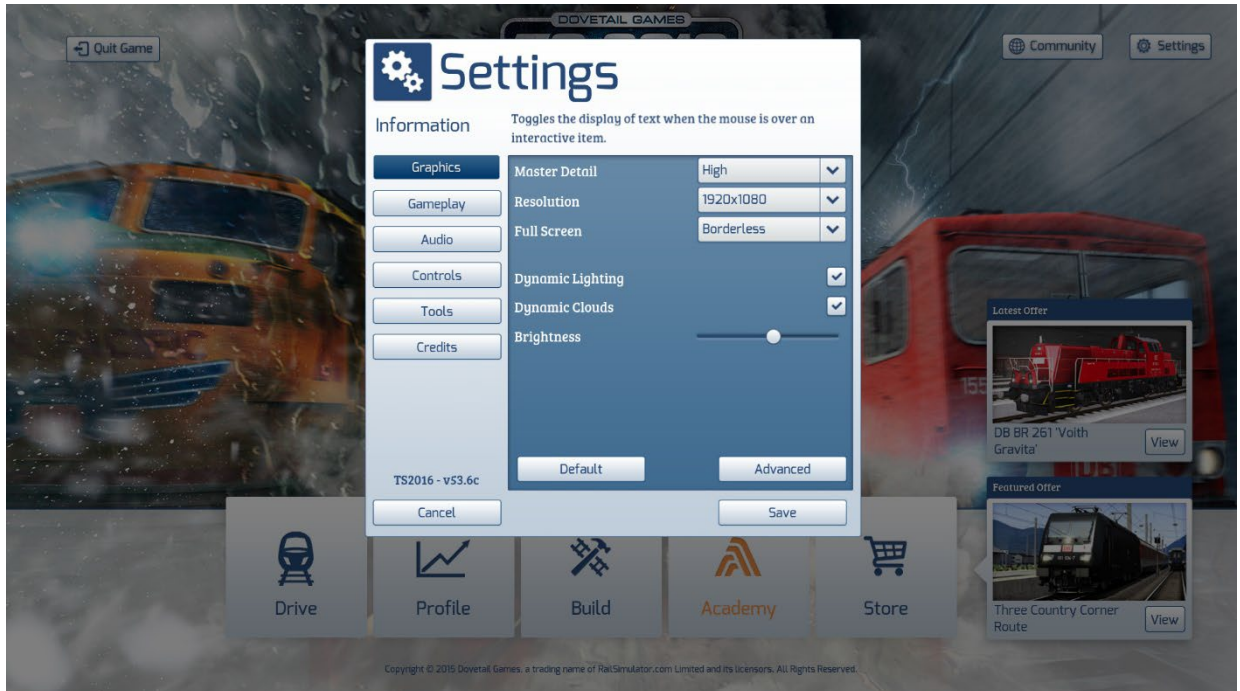
Workshop Description	This is the title and main text to be displayed in the Workshop. This cannot include HTML.
Visibility	This is the visibility of this scenario on the Workshop.
Country	This is the location the scenario is set in.
Loco Type	What power type the scenario is designed for.
Screenshot	Taken from the set of screenshots created in game and stored in the My Pictures folder.

There is no **Make Final** stage for scenarios.

5. Settings

Train Simulator can be configured in many ways through the Settings menu located in the top right corner of several Front-End menu screens.

5.1 Graphics



Use the **Graphics** screen to configure how the game looks. When first installed, Train Simulator tries to set graphics appropriate to available hardware. The following options are provided to allow adjustment to that configuration:

Master Detail This quickly sets the options based on performance. To set an individual feature, click on the **Advanced** button below.

Resolution Set the screen resolution to be used. This cannot be set larger than the computer is already operating at. Note that higher resolutions require more processing power and can lead to a drop-in performance.

Note that Train Simulator will restart after changes to the screen resolution.

Full Screen	Switch between Windowed, Full Screen and Borderless modes.
Dynamic Lighting	This enables dynamic shadow and lighting effects which significantly enhance the appearance of the game.
Contrast	Changes the representation of lighter or darker elements in the scene.
Brightness	Change display brightness - only available in Full Screen mode.
Ambient Light	Changes the quantity of "Fill" lighting that impacts the scene. Move the slider to the left to reduce the amount of ambient light (for a cloudy or foggy day, for example) or move to the right to increase the amount of ambient light (for a sunny day, for example).
Sunlight Intensity	Changes the quantity of "Direct" lighting in the scene. This can help improve how cast shadows are represented. For example, in summer, moving the slider to the right will strengthen the sunlight as direct lighting is more intense in this season. Conversely, in winter, moving the slider to the left will weaken the sunlight as direct lighting is typically less intense.
Default	Restore the graphics settings to default values chosen at installation.
Advanced	Customise the graphical options individually rather than using the Master Detail option above.

Advanced Graphics Settings

Master Detail	This sets the options based on performance of available hardware.
Anti-Aliasing	Defines how smooth geometry appears. Higher combinations require significantly more powerful hardware to run efficiently.
Texture Filtering	Defines how crisp textures appear. Higher settings require significantly more powerful hardware to run efficiently.
Scenery Quality	The complexity and quality of models and textures display.
Scenery Density	The amount of scenery displayed.
View Distance	The distance out to which scenery is displayed.
Field of View	Changes the Field of View (FoV). Moving the slider to the left narrows the FoV whilst moving the slider to the right widens the FoV. This can also be set from the Pause menu during a driving session.
Shadow Quality	The sharpness of shadows cast by objects.
Water Quality	The clarity of reflections displayed in water.
Procedural Flora	Toggles the display of automatically generated grass near the camera.

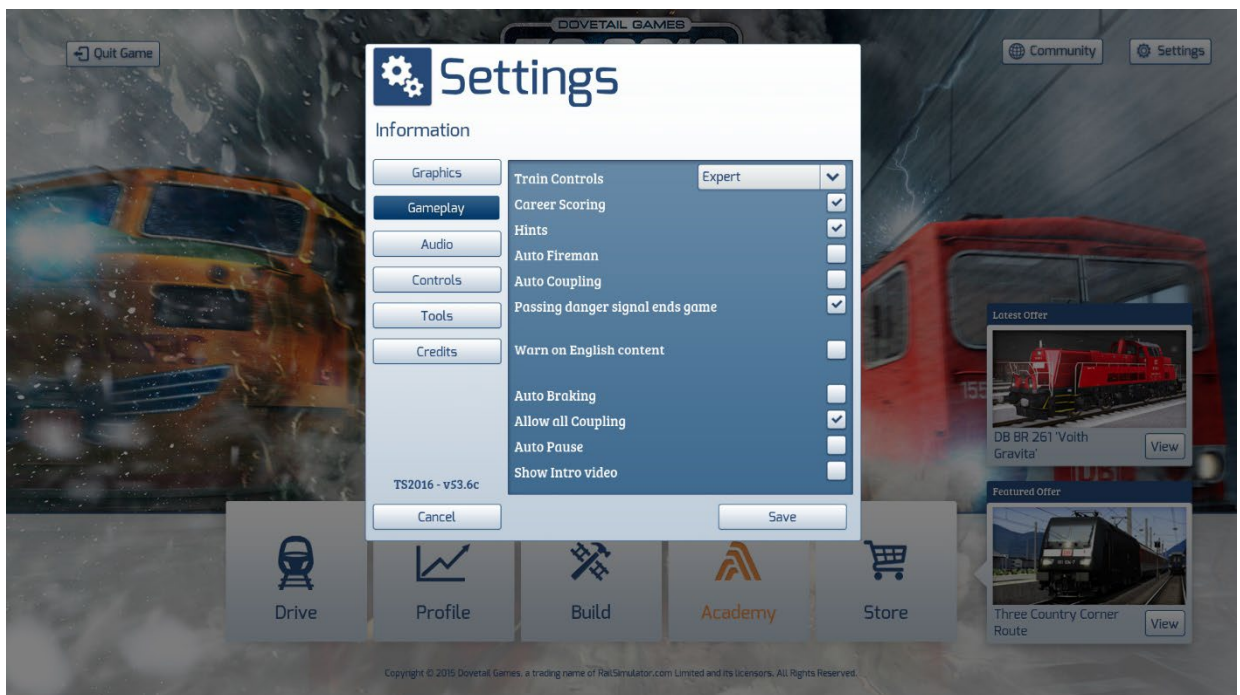
Adaptive Bloom Toggles light intensity when moving from areas of darkness into areas of brightness or vice versa. This can be toggled using the **Ctrl+Shift+F1** keyboard shortcut whilst in a scenario.

Ambient Occlusion A shading and rendering technique used to calculate how exposed each point in a scene is to ambient lighting. This can greatly enhance the quality of soft shadows and lighting in a scene making the scene look considerably more realistic. Higher settings will require substantially more powerful hardware. This can be toggled using the **Ctrl+Shift+F2** keyboard shortcut whilst in a scenario.

Depth of Field Sets the distance between the nearest and the farthest objects that are in sharp focus in the scene. This artificially blurs the background and foreground to simulate the effect. This can be toggled using the **Ctrl+Shift+F4** keyboard shortcut whilst in a scenario.

Dynamic DoF A camera mode that will dynamically adjust based on the scene presented. Note this is a camera creative mode and should not be used whilst driving. This can be toggled using the **Ctrl+Shift+F4** keyboard shortcut whilst in a scenario.

5.2 Gameplay



The **Gameplay** screen configures how the simulation itself operates.

Train Controls	Select from Expert or Simple methods of train control.
Auto Coupling	Toggle vehicles to couple automatically on contact.
Auto Fireman	Toggle computer-controlled Fireman operation.
Passing Danger Signal ends game	If a signal is passed when it is Red, the scenario will be automatically ended.
Auto Braking	Toggle brakes to apply if train exceeds designated speed limit.
Allow all Coupling	Toggle ability to allow any coupling type, to connect with any other.
Auto Pause	Pauses gameplay while message boxes are displayed on screen.

5.3 Audio

Master Volume	This controls the overall volume of audio in Train Simulator.
Ambient Volume	This controls the background audio when driving trains.
Menu Music	Toggle playing of music in the Front-End Menu System.
Enable EFX	Toggle application of reverb effects while driving. This affects such things as echo in tunnels, and the reflection of sound through cuttings or passing over bridges.

5.4 Controls

Control Input	Allows for automatic detection of the Xbox 360 Controller if one is connected. If set to Mouse/Keyboard, any connected controller will be ignored.
Sensitivity	Affects the response time of control inputs from the chosen device.
Vibration	Toggles vibration of the Xbox 360 Controller.
Invert Y-Axis	Affects the vertical direction of movement applied by the Xbox 360 Controller. Forward for up, backward for down, or vice versa.

5.5 Tools

Manuals

Available only if Train Simulator is running in Windowed Mode. This button opens the folder in which additional DLC related manuals are installed.

Clear Cache

If installing non-official content, this option forces Train Simulator to recheck what content installed.

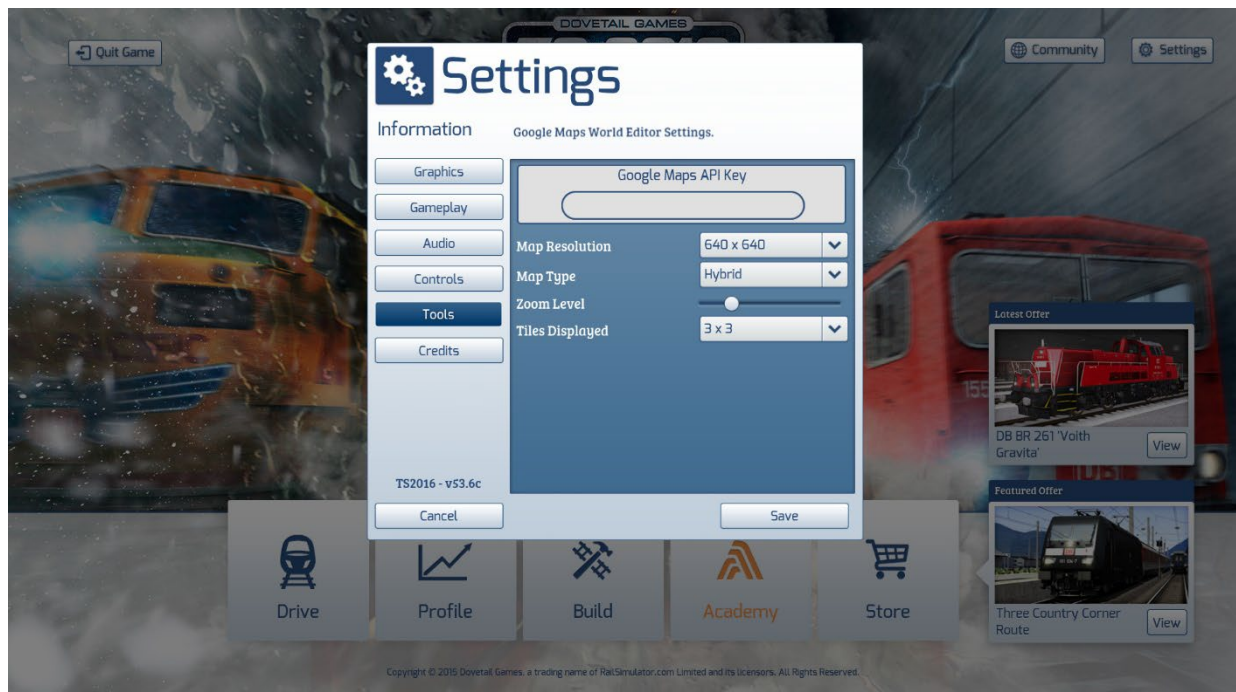
Reset Progress

This option will delete the complete progress obtained by the player. While no purchased or installed content will be lost, any scenario completion, Experience Points, Medals or Achievements will be reset.

Google Maps

This controls the display of Google Maps in the World Editor.

5.6 Google Maps Overlay Settings



Google Maps are available in Train Simulator as a guide to route building. It provides an overlay on the terrain, displaying road, satellite, terrain or hybrid rendering.

Google Maps API Key

In order to access higher resolution data, a Google API Key must be obtained and entered here. Follow these instructions to obtain one.

1. Go to <https://developers.google.com>

2. Click Sign In in the top right corner.
3. Sign in with a google account (registration is free).
4. In the search box that appears, type Google Static Maps API
5. Scroll down to Quick Start Steps and click 'Get a Key'
6. Click 'Create a New Project' and a key will be generated.
7. Double left click the mouse on the Key to select it.
8. Right click and select 'Copy'
9. Paste the key into a text or word document for safe keeping and future reference.
10. Copy and Paste this key into the Google Maps API field in the Tools Menu of Train Simulator.

Resolution	Select from 640x640 or 1280x1280.
Map Type	Select the style of map to overlay in the World Editor.
Zoom Level	This affects the detail level of the overlay.
Tiles Displayed	Control how many tiles of overlay are rendered at any time.

6. Support and Troubleshooting

6.1 General Troubleshooting Tips

Train Simulator requires a specific configuration of computer in order to run properly. If you are experiencing any problems with the operation of Train Simulator, please ensure that your computer meets or exceeds the minimum system requirements shown below:

Operating System:	32-bit Windows 7 Service Pack 1, 8.1 or 10 Required (Other OS versions and types are not supported)
Processor:	Intel Core-i3 4330 3.50 GHz Dual Core or AMD A8 6600K 3.90 GHz Quad Core or Better
Memory:	4 GB RAM
Graphics:	NVIDIA GeForce GTX 750 Ti or AMD Radeon R9 Graphics with 1 GB Dedicated VRAM or Better
DirectX:	Version 9.0c
Network:	Broadband Internet Connection Required (May incur additional costs for use)
Storage:	20 GB or more available space (Additional Add-Ons will require more)
Sound Card:	DirectX Compatible Audio Device
Additional Notes:	Requires mouse and keyboard or Xbox Controller

Please Note: Laptop, Notebook, Mobile or Low Power versions of the above specifications (including Intel® or Integrated Graphics) may work but are not supported. Updates to Chipset, Graphics and Audio Device Drivers may be required. For a detailed listing of the minimum and recommended system requirements, please refer to the full Train Simulator User Guide available to download from the Steam Store page at <http://store.steampowered.com/app/24010>

6.2 Verify Your Files

Please follow the instructions below to perform a file verification. After this process is complete, any missing files will automatically be re-downloaded. If you've been encountering a problem before the file verification, please attempt to reproduce the issue after the process is complete, to see if it has resolved the issue.

Before you begin, it's important that:

- You perform this overnight or when you're not using your computer as the process can sometimes take a long time, particularly if you own numerous items of add-on content (DLC). We would recommend you allow at least 12 hours for this process.
- You allow the process to fully complete, do not interrupt, close Steam or restart your computer until you are satisfied it has completed.
- You understand that any modifications to the software or installed third-party content (that were not downloaded from Steam) may be removed by performing this process.

1. If Steam is not running, load Steam and navigate to your **Game Library**.

2. Right-click once on Train Simulator and select **Properties**.
3. Select the **Local Files** tab and left-click on **Verify Integrity of Game Files**.
4. Allow the process to complete and allow Steam to download any files that need to be reacquired.
5. Once completed, it's important that you restart Steam by selecting **Exit** from the **Steam** menu.

Note it may also be necessary for you to restart your computer. If you continue to experience issues with Steam or Train Simulator, please try restarting your computer as a final step. If you continue to experience problems, please try clearing the game cache or, alternatively, contact our Customer Support Team.

6.3 Clear Cache

Clearing the game cache can also help to alleviate some common issues that are experienced with Train Simulator. To do clear the game cache, simply launch Train Simulator and click the Settings button, then Tools and finally, Clear Cache. Train Simulator will ask you to restart so it can carry out the task – please confirm this.

6.4 Customer Support

To contact our Customer Support Team, who can provide you with more detailed guidance on any problems you are experiencing with Train Simulator, please visit:

<https://dovetailgames.freshdesk.com/>

If you are experiencing problems with Steam or need help with your Steam Account, please contact Steam Customer Support at <http://store.steampowered.com/>

7. Notices

7.1 Limited Warranty

The following warranties only apply to products sold at retail. These warranties do not apply to products sold online via Steam for which separate warranties exist (see www.steampowered.com).

RailSimulator.com Limited warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 3 months from the date of purchase. During such period defective media will be replaced if the original product is returned to RailSimulator.com at the address below, together with a dated proof of purchase, the faulty media, your return address and a statement describing the defects.

This warranty is in addition to and does not affect your statutory rights in any way. This warranty does not apply to the software programs themselves, which are provided “as is”, nor does it apply to media which has been subject to misuse, damage or excessive wear.

7.2 Refund & Returns Policy

Any customer wishing to obtain a refund for any Dovetail Games product should, in the first instance, contact Steam Customer Support at http://store.steampowered.com/steam_refunds/ If you need further guidance relating to refunds or returns, please refer to our Refund Policy at:

<https://dovetailgames.freshdesk.com/support/solutions/articles/80000896087-dovetail-games-refund-policy>

Please be aware that all refunds are subject to the Terms & Conditions specified by Valve Corporation as part of your Steam Subscriber Agreement which you can view at:

https://store.steampowered.com/subscriber_agreement/

7.3 Copyrights and Trademarks

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