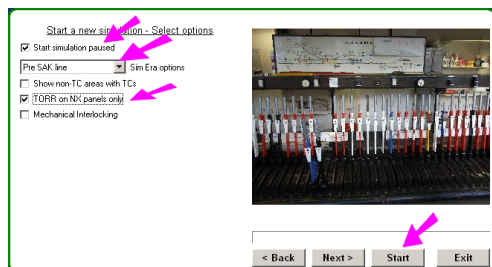


Finding your way around SimSig and the Central Scotland Sim

For Loader (ie current in 2018) and assumes that the Loader and simulations are installed.
For installation help see the main SimSig site.

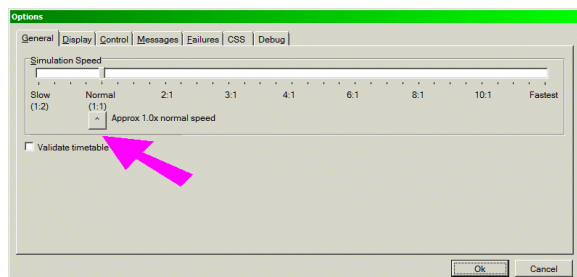
Copy the ‘WTT’ file from the zip to the timetable directory "{shared documents}/Simsig/Timetables/CSCOT"
Where {shared documents} is depends on your Windows version
That directory will also contain the full 2006 timetable
For this guide you will run a very basic timetable and follow the trains around.

	<p>Run the programme by double clicking the icon or through the start menu. The initial windows will appear</p>
	<p>Enter your username and check for the green tick so you are logged in to use sims you own</p> <p>Click Start a new simulation</p>
	<p>Click ‘Central Scotland’ The signal shows green if you have a full license, yellow if you can only run in demo mode</p> <p>You see a description of the sim. Click ‘Next’</p>
	<p>Choose ‘Central Scotland Trainer’ You are shown the timetable notes</p> <p>Click ‘Next’</p>
	<p>Choose ‘Perfect’ Click ‘Next’</p>



Click 'Start simulation paused'
 Select 'Pre SAK line' as Sim era option
 Click 'TORR on NC panels' for ease of use
 Click 'Start'

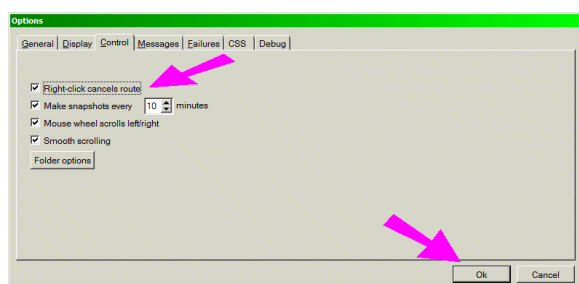
(This bypasses the online / multiplayer options)
 You are shown the sim splash screens



Hit F3 and set the options shown:

On 'General' 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

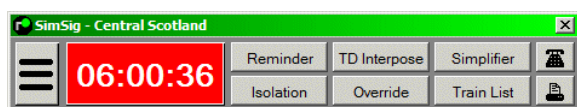


On 'Control' tick 'Right click cancels route'.
 This is recommended for this sim as signals need to be reset when a train has passed them
 There is no TORR on mechanical boxes

Shift-right click reverts to 'normal' right click

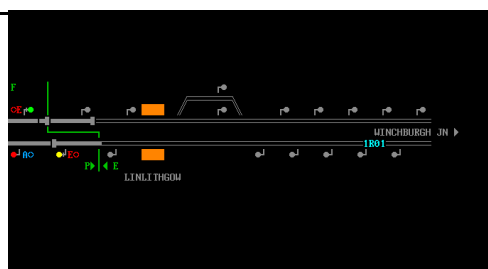
Tick to save files as you go if desired

Click OK



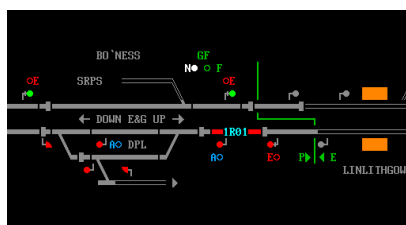
If the control bar has a red background, the sim is paused.

Press P to start & stop the clock.

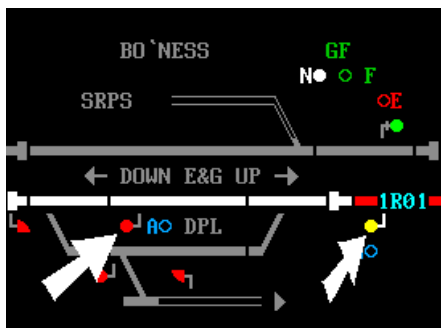


At 06:04 the first train enters. You hear a ping, and a message appears in the message box.

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.

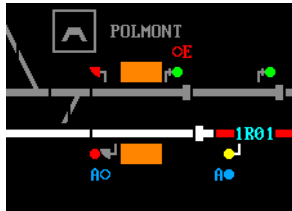


Now, after calling at Linlithgow it comes to a stop at the red signal.
 This is one of yours.



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 !

Show Timetable

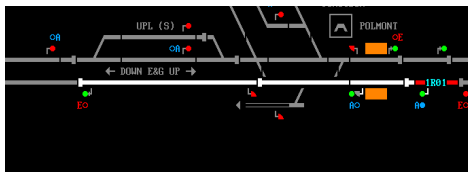
Identity	1R01
Description	05 59 Edinburgh - Glasgow Q&S (15)
Characteristics	Length: 50m, Max speed: 80mph, Power: Diesel
Train status	Moving at 80mph
Last reported delay	On time

Location	Act	Dep/Arr	Path	Platform	Arrive	Depart
LEITHGOW		06:17M	06:18M			
POLMONT		06:17M	06:18M			(D)0201
FALKIRK HIGH		06:17M	06:18M			(D)0194
GREENHILL UPPER JN		06:17M	06:18M			(D)0193
LENZIE		06:17M	06:18M			(D)0192
BISHOPSCOPES		06:17M	06:18M			(D)0191
GLASGOW WEST ST		06:17M	06:18M			(D)0190
GLASGOW QUEEN STREET		06:17M	06:18M			(D)0189

N: 1R08 (departs 06:55)

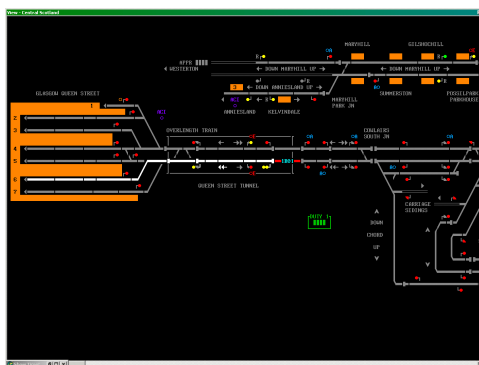
Click on the train identity and the timetable pops up.

This tells you that the train is via Falkirk High



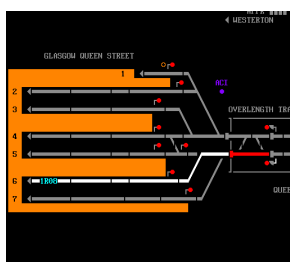
As the train is heading for Falkirk High, set the route by clicking on the signals before and after the junction.

Press F3 and speed up the simulation

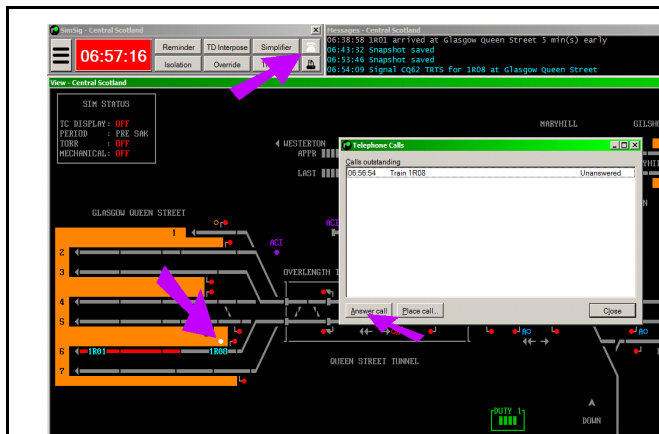


Continue setting the route to Glasgow Queen St platform 6.

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).



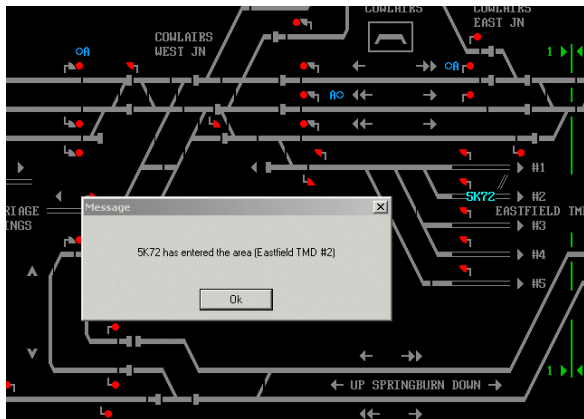
At 0655 1R08 will be ready to depart and a ‘TRTS’ will be given and a light will flash at the platform end

Ignore this for a while and at 0657 the driver will phone to remind you !

The phone icon flashes as well as your chosen ring tone

Click on the call and ‘Answer Call’ Choose ‘Wait 2 minutes’

Now set the route along towards Edinburgh.



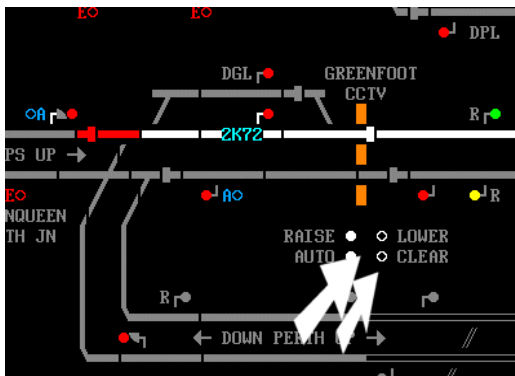
At 0703 a message box will appear and the phone will ring again.

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

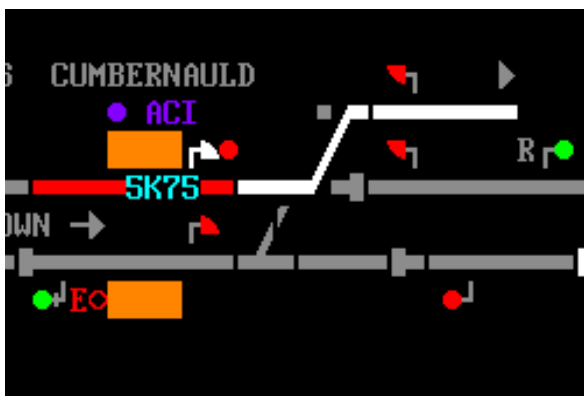
Route 2K72 along the route required via Springburn to Cumbernauld. Set the ACI button at Cumbernauld



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.

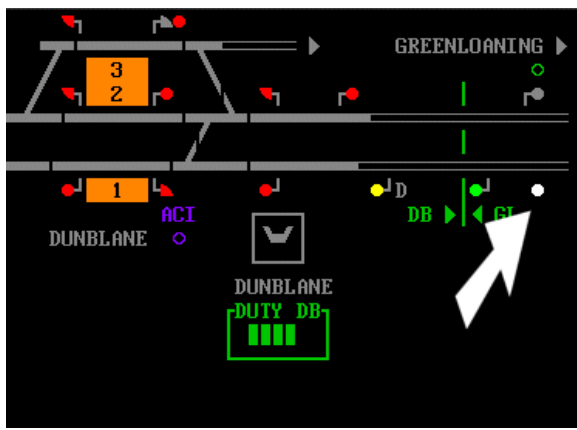
Once the train has passed, you can raise the barriers manually or set them to raise automatically with the ‘Auto’ button.

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.



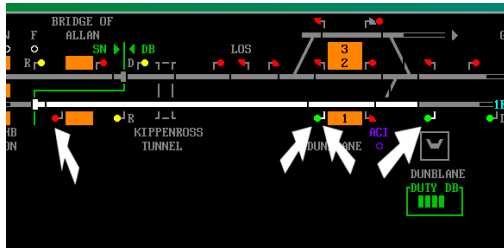
At Cumbernauld the train enters the siding. This signal will not operate until the train has stopped, and the second click is on the grey ‘exit’ triangle.

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.



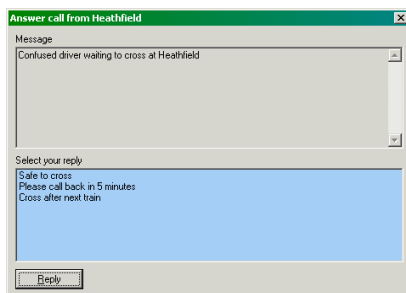
At 0810 the train 1E09 will enter. Set the route as before, but note that this is a semaphore area with distant signals.

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, again answer by clicking the phone

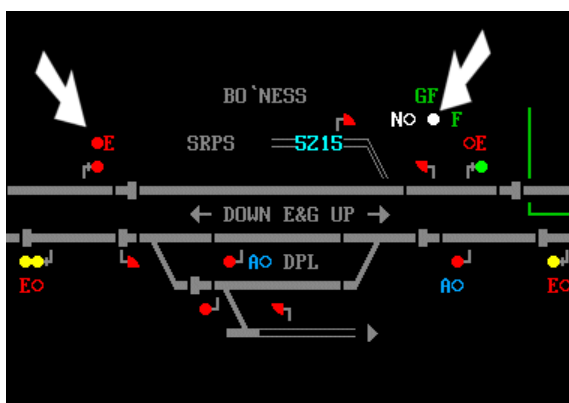
This is a user crossing calling for permission to cross.

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.

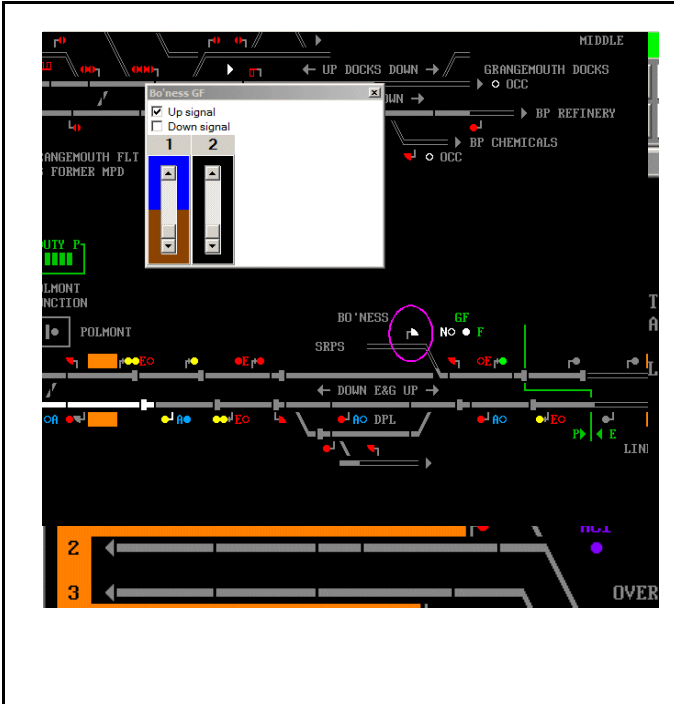
There are two crossings in the sim, as well as the Cornton AHB that can phone you.

The crossing will phone again to let you know it is clear.



At 0851 you will receive the message that 5Z15 has appeared at BoNess 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



Now bring up the ground frame window.

Burger icon -> Show -> Lever Frames -> Boness GF

You can also shift+right click the 'N' icon (normally just right click)

Click the 'F' to unlock the ground frame.

Pull lever 1 and 2 in that order

The 'signals' on the screen cannot be clicked but are operated by ticking the box on the ground frame, ie waving a flag.

The train will now depart, and once it has left you can untick the box and restore the lever 2 then 1.
When the 'F' is flashing again right click it to lock the ground frame. Close the ground frame window
Click the E button to release the main line signal