

User Support Document for

‘Failed at Mallerstang – Drive Session 1 – Heavy Haul to Widnes’

Requirements

- TS12 or TS2010 with latest Service Pack installed
- Settle & Carlisle Add On, also with the Service Pack installed.
- Additional assets and rules as listed below (all freely available)

If you have already loaded any other ‘Failed at Mallerstang’ session you will already have downloaded all the items on this page and repaired the 4MT asset. You can proceed directly to the next page of this document.

List of non-built-in dependencies required

| Username | Author | KUID | Source |
|---------------------------------------------------|-----------------|-------------------------|------------|
| BR Class 8F BR Black | paulhobbs | <kuid2:44090:1042:41> | Website |
| BR Class 5MT BR Black | pikkabird | <kuid2:2512:5555:40> | Website |
| BR Class 5MT BR Black Lined | pikkabird | <kuid2:2512:5556:40> | Website |
| BR Class 3F BR Black | paulhobbs | <kuid2:44090:1041:42> | Website |
| BR Class 4MT 2-6-4T late crest | alex23 | <kuid2:193148:1328:1> | Trainz DLS |
| BR Class 24, 2-tone green, discs, half yellow end | michaelwhiteley | <kuid2:141830:24041:41> | Website |
| Double Bolster Wagon | kemplen | <kuid2:84609:50240:1> | Website |
| BR MK1 BCK Carmine | mike10 | <kuid2:35412:10007:41> | Website |
| BR MK1 FK Carmine | mike10 | <kuid2:35412:10012:41> | Website |
| BR MK1 RB Carmine | mike10 | <kuid2:35412:10130:41> | Website |
| BR MK1 SK Carmine | mike10 | <kuid2:35412:10011:41> | Website |
| BR MK1 TSO Carmine | mike10 | <kuid2:35412:10066:41> | Website |
| BR MK1 Suburban BS Maroon lined | mike10 | <kuid2:35412:10146:41> | Website |
| BR MK1 Suburban C Maroon lined | mike10 | <kuid2:35412:10147:41> | Website |
| BR MK1 Suburban S Maroon lined | mike10 | <kuid2:35412:10145:41> | Website |

* Website is www.settleandcarlisle.co.uk

List of non-built-in rules and commands used by the session and sourced from the Trainz Download station (these will not show as missing dependencies, but you'll need them)

| Username | Author | KUID |
|--------------------|-------------|-------------------------|
| ControlJunction | atilabarut | <kuid:131986:1011> |
| FreeJunction | atilabarut | <kuid:131986:1022> |
| PostMessage | atilabarut | <kuid2:131986:1027:1> |
| WaitForMessage | atilabarut | <kuid2:131986:1029:2> |
| MoveToLoco | atilabarut | <kuid:131986:1007> |
| MoveTurntable | atilabarut | <kuid2:131986:180156:1> |
| InputTable | atilabarut | <kuid:131986:1012> |
| Path Rule (Update) | mutton | <kuid2:71155:60006:3> |
| Autodrive (Update) | brummfondel | <kuid2:192081:4:4> |

CMP search string

<kuid2:131986:1027:1>,<kuid2:131986:1029:2>,<kuid:131986:1007>,<kuid2:131986:180156:1>,<kuid:131986:1012>,<kuid2:71155:60006:3>,<kuid2:192081:4:4>,<kuid:131986:1011>,<kuid:131986:1022>

Asset modification required

The asset "BR Class 4MT BR Black" is the freeware model found on the Trainz Download Station, that most closely resembles the locomotives used on the Hellifield-Hawes passenger service in the late 1950s.

It is missing 2 files that cause errors when the asset is loaded into TS2010. The missing files, "envmap1.texture.txt" and "envmap1.tga", are supplied as part of the "Failed at Mallerstang" download package.

Follow the procedure below to add these missing files to the "BR Class 4MT BR Black" asset folder :

- In Content Manager, right-click on the entry for the BR 4MT by alex23,
- Select Open for Edit > Edit in Explorer.
- Open the folder named "class_4mt_tank_shadow"
- If there are any existing files in this folder named "envmap1.texture" or "envmap1.tga", delete them.
- Add the two new files to this folder.
- Close Explorer and return to Content Manager.
- Select Edit > Commit. (It may take up to 10 seconds for the commit asset to be completed.)
- Right-click on the BR 4MT in Content Manager and "View Errors and Warnings" (the exclamation mark icon and "View Errors and Warnings" should be greyed out if the edit has been successful.)

Session location in Trainz DRIVER

Once the session and all the dependencies have been installed (and corrected) the session can be found under the sessions listed for the "SnC Yorkshire Dales" route.

Session Overview

A BR Standard Class 9F 2-10-0 hauling 20 anhydrite hoppers from Long Meg Mine to the cement manufacturing plant at Widnes, about 12 miles east of Liverpool, has come to a halt at Mallerstang. The stricken locomotive failed an hour earlier because of a problem with the vacuum-brake ejector. This meant that the vacuum that held the brakes off on all the anhydrite hoppers was lost. As the brakes applied, the train came to a stand. The failed 9F still has control of its locomotive steam brake, but cannot release the brakes on the hoppers.

The failed train is blocking the Up line. You are driving another 9F from Carlisle Kingmoor MPD, sent to rescue the stranded train and clear the line. You have stopped at Kirkby Stephen Signal Box to check that arrangements are in place for the next part of your task. The signalman has confirmed that they are ready but that the line has been blocked for some time and you must move as quickly as you can to recover the failed train, while observing line and loco speed restrictions.

You will proceed to Mallerstang, cross to the Down line then run 'wrong road' to Ais Gill where you will cross back to the Up line and reverse back to the failed train. Couple to the failed train and proceed to Garsdale.

At Garsdale, stop at Platform 2, uncouple from the train and proceed to the loop adjacent to Platform 3. The failed loco will then proceed to the shed for servicing and temporary repairs. As soon as the road is, clear return to the train and take it south.

More detailed information is provided in the in-game instruction panels.

Pay careful attention to speed and to signals as you go. Unexpected problems can arise without much warning!

Session Control

You only need to drive the locomotive in this session, either in DCC or Cab Control mode. That choice is yours. All junctions will be switched for you, as long as you follow the instructions!

If you are interested in building your own Sessions, take a look at the schedule for the 4F loco that sits on the siding beside Garsdale Loco Shed. This loco monitors triggers and sets the appropriate junctions as the session progresses. This makes life easy for the session driver.

In-Game instructions

There are two mechanisms for displaying in-game instructions:

- When the game starts an instruction panel appears. You might like to pause the game while you read instructions. This panel has a collection of all the instruction sheets for the session. You can move through them at will. This panel can be hidden by pressing the 'I' button at the bottom right of the screen in TS 2010 or by minimising the panel in TS12. It can be restored by again pressing the 'I' button in TS2010 or by pressing F7 and opening instructions in TS12.
- Instruction panels will open as you proceed through the session. These are generally the same as those in the set described previously. Once closed, these cannot be re-opened, so if you need to read them over an extended period of time, just drag the panel out of the way while you drive, and back again when you need it!

Unexpected developments may arise during the session so pay attention to speed and signals at all times.

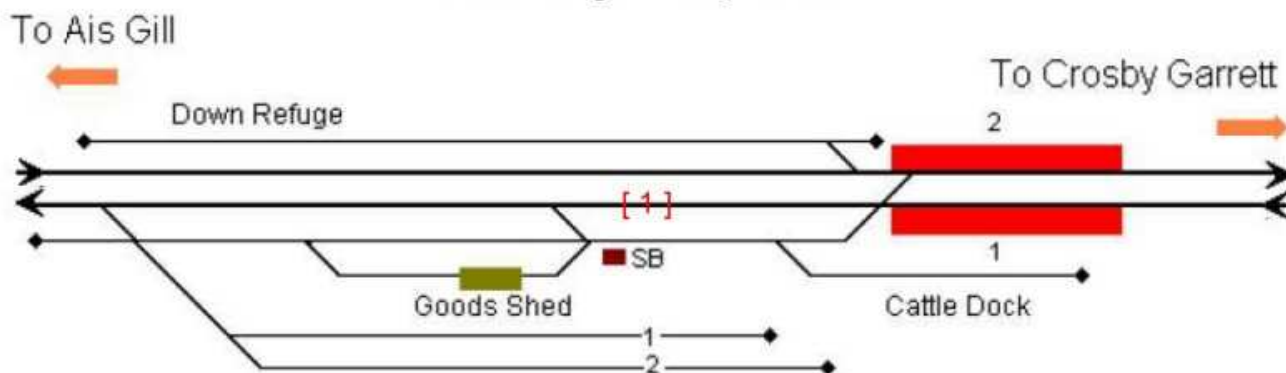
As an aid, the in-game instructions are printed here:

Failed at Mallerstang

NOTE: In this session all Points will change automatically.

The Long Meg - Widnes Anhydrite train has failed just south of Mallerstang Box and you have been sent from Carlisle Kingmoor MPD to replace the failed 9F. You have stopped at Kirkby Stephen Box [1] where the signalman has confirmed that arrangements are in place for you to proceed to Mallerstang, cross to the Down line, proceed to Ais Gill, cross back to the Up line, reverse back to the failed train and take it to Garsdale where the failed engine will be serviced and you will take the train on south to the cement manufacturing plant at Widnes, about 12 miles east of Liverpool. The train failed almost an hour ago and traffic is being delayed, so don't waste any time.

Kirkby Stephen



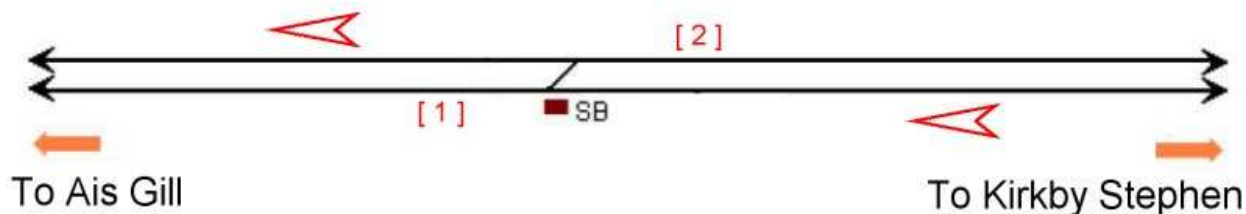
Proceed to Mallerstang observing the Maximum Permitted Speed restrictions:

Mallerstang

Approaching Mallerstang.

Slow to 10mph through the Home signal.

Mallerstang



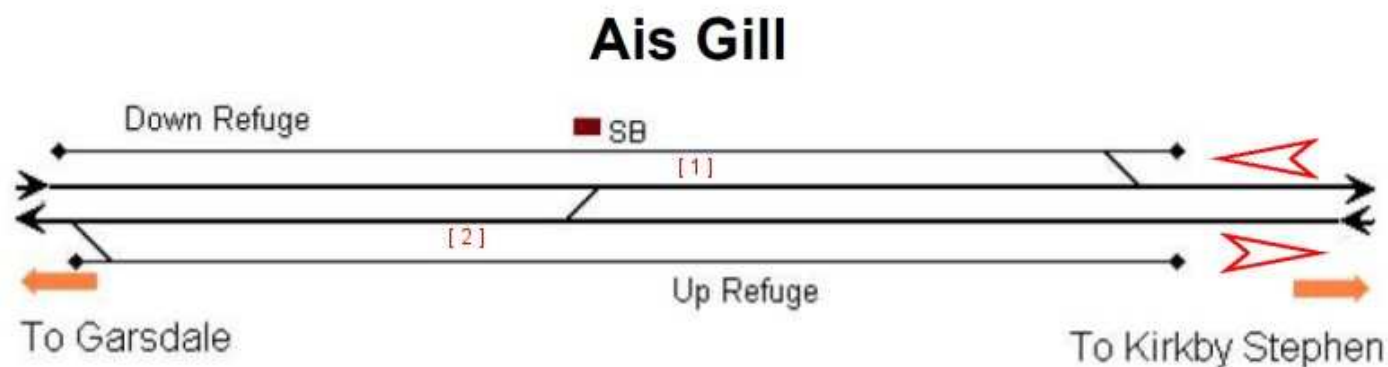
Reverse over the crossover and proceed to Ais Gill. <

Ais Gill

Approaching Ais Gill.

Stop briefly before the crossover.

Proceed over the crossover.

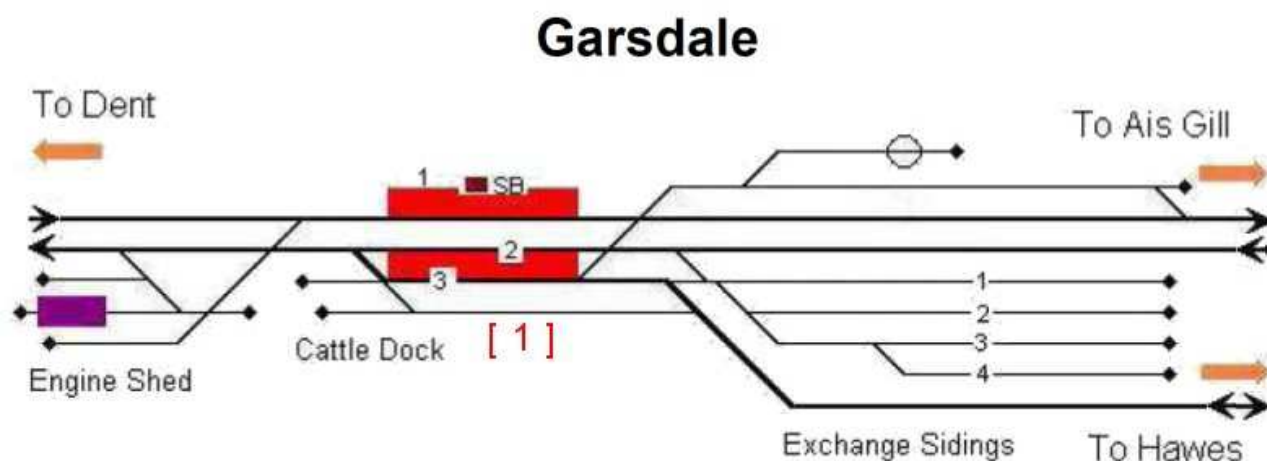


Reverse back to the failed train, couple and proceed to Garsdale.

Garsdale

Approaching Garsdale.

Stop at Platform 2 with the failed locomotive adjacent to the water column.



Uncouple, run forward until you are on the road overbridge then reverse to the loop beside Platform 3. [1] Stop between the signal bracket and the water column.

The failed loco will uncouple and proceed to the loco shed. Once he is well clear of the main line he will blow a long whistle. This is your signal to proceed to the main line and back down onto the Anhydrite Train.

Couple and proceed south. Watch the signals and your speed carefully.