



[rdc] früher Sprint nach Hannover

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Datum: 26.07.2024
Version: 1



Beschreibung

Bei deiner Leistung - dem RegioSprinter (RS 8X) - handelt es sich um ein zusätzliches Zugangebot, um Pendlern auch in den frühen Morgenstunden eine umsteigefreie und schnelle Verbindung zwischen Bremerhaven und Hannover anbieten zu können. Die Halte entsprechen denen des RE8, jedoch werden zwischen Bremerhaven und Bremen zusätzlich die Halte Stubben und Oldenbüttel sowie zwischen Bremen und Verden die Halte Achim und Langwedel bedient.

Du fährst die komplette Strecke von Bremerhaven-Lehe bis Hannover Hbf. Ich gehe davon aus, dass du einen Fahrplan lesen und verstehen kannst.

Zugdaten:

- Typ: Desiro HC
- Länge: 158 m
- Masse: 290 t
- Vmax: 160 km/h

Hinweise:

- nutze den mitgelieferten Fahrplan
- vergiss die Sollgeschwindigkeiten im HUD – orientiere dich ausschließlich an den Geschwindigkeiten im Fahrplan und an denen, die dir im Szenario signalisiert werden
- fahre nie zu früh von einem Halt ab
- überlege sehr genau, ab wann ein Geschwindigkeitswechsel zu einer höheren Geschwindigkeit für dich wirksam wird

Das Szenario kann nur dann erfolgreich abgeschlossen werden, wenn du fehlerfrei am Ziel angekommen bist. Eine Auswertung wird die am Ende des Szenarios angezeigt.



Aufgaben:

- Rangierfahrt von Bremerhaven-Lehe Abstellung nach Bremerhaven-Lehe
- Durchführung Zugfahrt von Bremerhaven-Lehe nach Hannover
- Rangierfahrt von Hannover Hbf nach Hn Pferdeturm

Zum Szenario liefere ich einen „Buchfahrplan“ aus. Dieser wird zwingend für den erfolgreichen Abschluss des Szenarios benötigt. Nur in diesem Fahrplan sind die jeweils gültigen Geschwindigkeiten und Haltezeiten hinterlegt.

Assets

Strecke

- Hannover-Bremerhaven (1.0)

Payware

- 3DZug
 - Hccrrs-Autotransporter https://www.3dzug.de/product_info.php?info=p191_hccrrs-autotransporter.html
 - Laaers-Autotransporter https://www.3dzug.de/product_info.php?info=p115_laaers-autotransporter.html
 - ÖBB Nightjet https://www.3dzug.de/product_info.php?info=p433_oebb_nightjet.html
 - Verkehrspack 2 https://www.3dzug.de/product_info.php?info=p602_verkehrspack-2.html
 - Verkehrspack Güterwagen https://www.3dzug.de/product_info.php?info=p276_verkehrspack-gueterwagen.html
- Armstrong Powerhouse
 - Sky & Weather Enhancement Pack 2.0 https://www.armstrongpowerhouse.com/enhancements/general/sky_weather_enhancement_pack_2.0
- ChrisTrains
 - NS Sgns https://www.chistrains.com/en/ts_product_nssgns.html



- Stadler Flirt 3 https://www.chstrains.com/en/ts_product_stadlerflirt3.html
- DTG
 - BR204Pack01
https://store.steampowered.com/app/1098161/Train_Simulator_DB_BR_204_Loco_AddOn/?curator_clanid=958135
 - DB BR 440 Coradia Continental Loco Add-On
https://store.steampowered.com/app/376956/Train_Simulator_DB_BR_440_Coradia_Continental_Loco_AddOn/
- RailTraction
 - DB Regio - Twindexx vario <https://www.railtraction.eu/db-regio-twindexx.html>
 - Sggns 80 Intermodal container Pack-1 <https://www.railtraction.eu/train-simulator/coaches-wagons/wagons/sggns80-freightwagons-containerpack-1.html>
 - Sggns 80 Intermodal container Pack-2 <https://www.railtraction.eu/train-simulator/coaches-wagons/wagons/sggns80-freightwagons-containerpack-1-86.html>
- RSSLO
 - BR 187 TRAXX3 <https://www.rsslo.com/product/traxx-3-br-187/>
- SHG
 - ÖBB 4744 'Cityjet' EMU Add-On https://store.steampowered.com/app/1055336/?snr=1_5_9_205
- TrainTeam Berlin
 - Szenariopacks 2 & 3 <https://www.trainteamberlin-shop.de/rw-szenariopacks/>

Freeware

- Repaint für 3DZUG Güterwagenpack <https://railomanie.eu/filebase/index.php?entry/90-3dzug-ki-gueterwaggon-repaints-alle-packs/>
- Sggns 80 Repaintpack by alex95 & RDF <https://railomanie.eu/filebase/index.php?entry/300-sggns-80-repaintpack-by-alex95-rdf/>
- [Fan] Stadler Flirt 3 NordWestbahn <https://rail-sim.de/forum/filebase/entry/2996-fan-stadler-flirt-3-nordwestbahn/>
- [Fan] Stadler Flirt 3 WestfalenBahn <https://rail-sim.de/forum/filebase/entry/2376-fan-stadler-flirt-3-westfalenbahn/>
- [Rail-Disk] Stadler Flirt 3 SBH Transdev Hannover <https://www.rail-disk.de/filebase/index.php?entry/142-rail-disk-stadler-flirt-3-sbh-transdev-hannover/>



- [EZY&Friends] Alstom Coradia Continental - BR1440 ([DTG] BR440 DLC/NR) <https://rail-sim.de/forum/filebase/entry/9597-ezy-friends-alstom-coradia-continental-br1440-dtg-br440-dlc-nr/>
- Repaint NWB <https://rail-sim.de/forum/filebase/entry/3811-fan-br-440-nordwestbahn-regio-s-bahn/>
- BR 294 Charmed-Life <https://rail-sim.de/forum/filebase/entry/4185-294-db-stark-gebraucht-charmed-life/>
- BR 294 DB rot <https://rail-sim.de/forum/filebase/entry/772-br-294-db-rot-1-v-2/>
- [AC3LM] 187 309 Locon <https://rail-sim.de/forum/filebase/entry/3172-ac3lm-187-309-locon/>
- Repaint BR187 - DB Cargo 104 <https://rail-sim.de/forum/filebase/entry/2731-fan-br-187-104-db-cargo/>
- Repaint BR187 Raildox https://www.dropbox.com/sh/o55pboagamge53h/AAD_7zzeN7vzIUJFwThqusZya?dl=0&preview=Traxx+BR187+Raildox+.rar
- Script-Trigger <https://rail-sim.de/forum/filebase/entry/4605-scripttrigger/>
- [Schuster] Freeware Skript-Module und Signal-Trigger <https://rail-sim.de/forum/filebase/entry/1876-schuster-freeware-skript-module-und-signal-trigger-v9-8/>
- [EZY&Friends] Siemens Desiro High Capacity (RWA/SHG Cityjet / RT Twindexx Vario) <https://rail-sim.de/forum/filebase/entry/8523-ezy-friends-siemens-desiro-high-capacity-rwa-shg-cityjet-rt-twindexx-vario/>
- [TSC] Köf III (BR 333) <https://rail-sim.de/forum/filebase/entry/3477-tsc-k%C3%B6f-iii-br-333/>
- Robel 54.22 <https://rail-sim.de/forum/filebase/entry/847-rob-54-22-v-1-1/>
- RW Bonuspack BR 218 V1.01 https://www.trainteam.berlin/index.php?seite=downloads&code=show_file&id_cat=39&id=84&cat_name=Bonuspacks
- RW Bonuspack BR 648 V1.1 https://www.trainteam.berlin/index.php?seite=downloads&code=show_file&id_cat=39&id=90&cat_name=Bonuspacks
- RW Bonuspack Güterwagen V1.0 https://www.trainteam.berlin/index.php?seite=downloads&code=show_file&id_cat=39&id=87&cat_name=Bonuspacks

eigene Objekte

Das Szenario enthält von mir selbst erstellte Objekte. Ggf. sind diese aus anderen Szenarien von mir vorhanden. Bitte lass trotzdem das Überschreiben von Inhalten bei der Installation zu.



LUA-Skript

Nachfolgend aus Gründen der Transparenz das Listing des Lua-Skriptes. Da ich am Ende des Szenarios eine Datei erstelle und im Szenario-Ordner speichere, soll jeder nachvollziehen können, dass ich zumindest keine groben Unfug anstelle.

```
FALSE = 0
TRUE = 1
CONDITION_NOT_YET_MET = 0
CONDITION_SUCCEEDED = 1
CONDITION_FAILED = 2
MSG_TOP = 1
MSG_VCENTRE = 2
MSG_BOTTOM = 4
MSG_LEFT = 8
MSG_CENTRE = 16
MSG_RIGHT = 32
MSG_SMALL = 0
MSG_REG = 1
MSG_LRG = 2

-- Message types
MT_INFO = 0 -- large centre screen pop up
MT_ALERT = 1 -- top right alert message

NextStation = -1;
--report file
REPORTFILE =
"Content/Routes/22d62bd5-aea6-4e90-9268-18c532364c03/Scenarios/b1925b7e-78e5-
4643-b111-bcb24e3fdc76/en/report.html";
--speed checks
SLF = 0;
SPEEDLIMITS = {};
SPEEDLIMIT = 25;
SLNUM = 1;
--stop checks
STATIONS = {};
TRAINSTOPPED = 0;
--scenario results
SCENARIOFAILED = 0;

OnEvent = function(event)
    --for debugging...
    --SysCall("ScenarioManager:ShowMessage", "event starts", "event: " .. event,
1);

    if event == "StartScenario" then
        SysCall("ScenarioManager:LockControls");
        SysCall("ScenarioManager:TriggerDeferredEvent", "IntroText", 2);
```



```
    buildTableSpeedLimits();
    buildTableStations();
    SysCall("ScenarioManager:BeginConditionCheck", "CheckSpeedLimit");
end

if event == "IntroText" then
    DisplayRecordedMessage("IntroText");
    SysCall("ScenarioManager:TriggerDeferredEvent", "UnlockUser", 0.5);
    return TRUE;
end

if event == "LockUser" then
    SysCall("ScenarioManager:LockControls");
end

if event == "UnlockUser" then
    SysCall("ScenarioManager:UnlockControls");
    return TRUE;
end

if event == "info1" then
    DisplayRecordedMessage("Info1");
    return TRUE
end

if event == "NEXTSTATION" then
    NextStation = NextStation + 1;

    if NextStation == 0 then
        SysCall("ScenarioManager:PlayDialogueSound",
"fis_00_bremerhaven_hbf_0.wav");
    elseif NextStation == 1 then
        SysCall("ScenarioManager:PlayDialogueSound",
"fis_01_stubben_0.wav");
    elseif NextStation == 2 then
        SysCall("ScenarioManager:PlayDialogueSound",
"fis_02_oldenbuettel_0.wav");
    elseif NextStation == 3 then
        SysCall("ScenarioManager:PlayDialogueSound",
"fis_03_osterholz_0.wav");
    elseif NextStation == 4 then
        SysCall("ScenarioManager:PlayDialogueSound", "fis_04_burg_0.wav");
    elseif NextStation == 5 then
        SysCall("ScenarioManager:PlayDialogueSound", "fis_05_bremen_0.wav");
    elseif NextStation == 6 then
        SysCall("ScenarioManager:PlayDialogueSound",
"fis_06_mahndorf_0.wav");
    elseif NextStation == 7 then
        SysCall("ScenarioManager:PlayDialogueSound", "fis_07_achim_0.wav");
    elseif NextStation == 8 then
        SysCall("ScenarioManager:PlayDialogueSound",
"fis_08_langwedel_0.wav");
    elseif NextStation == 9 then
        SysCall("ScenarioManager:PlayDialogueSound", "fis_09_verden_0.wav");
    elseif NextStation == 10 then
```



```
        SysCall("ScenarioManager:PlayDialogueSound",
"fis_10_eystrup_0.wav");
        elseif NextStation == 11 then
            SysCall("ScenarioManager:PlayDialogueSound",
"fis_11_nienburg_0.wav");
        elseif NextStation == 12 then
            SysCall("ScenarioManager:PlayDialogueSound",
"fis_12_neustadt_0.wav");
        elseif NextStation == 13 then
            SysCall("ScenarioManager:PlayDialogueSound",
"fis_13_wunstorf_0.wav");
        elseif NextStation == 14 then
            SysCall("ScenarioManager:PlayDialogueSound",
"fis_14_hannover_0.wav");
        end
        SysCall("ScenarioManager:BeginConditionCheck",
"CheckV0andOpeningDoors");
        TRAINSTOPPED = 0;
        SysCall("ScenarioManager:BeginConditionCheck", "CheckTrainStopped");
    end

    if event == "PlayDoorsOpenAtSide" then
        --SysCall("ScenarioManager:ShowMessage", "Door State", "Doors are
opened", 1);
        SysCall("ScenarioManager:EndConditionCheck", "CheckV0andOpeningDoors");

        if NextStation == 0 then
            SysCall("ScenarioManager:PlayDialogueSound",
"fis_00_bremerhaven_hbf_1.wav");
            SysCall("ScenarioManager:TriggerDeferredEvent", "WELCOME", 90);
        elseif NextStation == 1 then
            SysCall("ScenarioManager:PlayDialogueSound",
"fis_01_stubben_1.wav");
            --SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING0", 90);
        elseif NextStation == 2 then
            SysCall("ScenarioManager:PlayDialogueSound",
"fis_02_oldenbuettel_1.wav");
            --SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING0", 90);
        elseif NextStation == 3 then
            SysCall("ScenarioManager:PlayDialogueSound",
"fis_03_osterholz_1.wav");
            --SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING0", 90);
        elseif NextStation == 4 then
            SysCall("ScenarioManager:PlayDialogueSound", "fis_04_burg_1.wav");
            --SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING0", 90);
        elseif NextStation == 5 then
            SysCall("ScenarioManager:PlayDialogueSound", "fis_05_bremen_1.wav");
            --SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING0", 60);
        elseif NextStation == 6 then
            SysCall("ScenarioManager:PlayDialogueSound",
"fis_06_mahndorf_1.wav");
            --SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING1", 90);
        elseif NextStation == 7 then
            SysCall("ScenarioManager:PlayDialogueSound", "fis_07_achim_1.wav");
```




```
--SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING1", 90);
elseif NextStation == 8 then
  SysCall("ScenarioManager:PlayDialogueSound",
"fis_08_langwedel_1.wav");
  -- SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING1", 90);
elseif NextStation == 9 then
  SysCall("ScenarioManager:PlayDialogueSound", "fis_09_verden_1.wav");
  --SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING1", 60);
elseif NextStation == 10 then
  SysCall("ScenarioManager:PlayDialogueSound",
"fis_10_eystrup_1.wav");
  --SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING1", 90);
elseif NextStation == 11 then
  SysCall("ScenarioManager:PlayDialogueSound",
"fis_11_nienburg_1.wav");
  --SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING1", 90);
elseif NextStation == 12 then
  SysCall("ScenarioManager:PlayDialogueSound",
"fis_12_neustadt_1.wav");
  --SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING1", 90);
elseif NextStation == 13 then
  SysCall("ScenarioManager:PlayDialogueSound",
"fis_13_wunstorf_1.wav");
  --SysCall("ScenarioManager:TriggerDeferredEvent", "GREETING1", 90);
elseif NextStation == 14 then
  SysCall("ScenarioManager:PlayDialogueSound",
"fis_14_hannover_1.wav");
end
end
if event == "GREETING0" then
  SysCall("ScenarioManager:PlayDialogueSound", "fis_00_greeting_0.wav");
end
if event == "GREETING1" then
  SysCall("ScenarioManager:PlayDialogueSound", "fis_00_greeting_1.wav");
end

if event == "WELCOME" then
  SysCall("ScenarioManager:PlayDialogueSound", "fis_00_welcome.wav");
end
if event == "WELCOME1" then
  SysCall("ScenarioManager:PlayDialogueSound", "fis_00_welcome_1.wav");
end

if event == "RESULTS" then
  for var, limit in pairs(SPEEDLIMITS) do
    SysCall("ScenarioManager:ShowMessage", "LimitCheckResult",
      var .. " limit: " .. limit.VMAX .. " eingehalten: " ..
limit.EINGEHALTEN, 1);
  end
  for i, station in ipairs(STATIONS) do
    SysCall("ScenarioManager:ShowMessage", "Stations Check",
      i ..
      " station: " ..
```



```
station.STATION .. " zu zeitig abgefahren: " ..
station.LEFTTOEARLY .. " angehalten: " .. station
.STOPPED, 1);
end
end
if event == "SETSPEEDLIMIT" then
--Zähler (Nummer des Eintrages in der Tabelle SpeedLimits) erhöhen
SLNUM = SLNUM + 1;
-- vorherigen Wert der Prüfung schreiben
rv = string.gsub(string.gsub(SLF, "0", "ja"), "1", "nein");
SPEEDLIMITS[SLNUM - 1].EINGEHALTEN = rv;
-- neues SpeedLimit lesen
SPEEDLIMIT = SPEEDLIMITS[SLNUM].VMAX;
--SysCall("ScenarioManager:ShowMessage", "check speedlimit", "[" ..
SLNUM .. "]" - Limit: " .. SPEEDLIMIT, 1);
-- Fehlervariable zurücksetzen
SLF = 0;
--TestCondition (wieder) starten
SysCall("ScenarioManager:BeginConditionCheck", "CheckSpeedLimit");
end
if event == "UPDATESLT" then
-- Wert der Prüfung schreiben
rv = string.gsub(string.gsub(SLF, "0", "ja"), "1", "nein");
SPEEDLIMITS[SLNUM].EINGEHALTEN = rv;
end
if event == "StopCheckSpeedLimit" then
SysCall("ScenarioManager:EndConditionCheck", "CheckSpeedLimit");
end
if event == "CHECKSTOPATSTATION" then
SysCall("ScenarioManager:EndConditionCheck", "CheckTrainStopped");
CheckStationLeftTime(NextStation)
end
if event == "StartCheckTrainStopped" then
SysCall("ScenarioManager:BeginConditionCheck", "CheckTrainStopped");
end
if event == "StopCheckTrainStopped" then
SysCall("ScenarioManager:EndConditionCheck", "CheckTrainStopped");
end
if event == "CHECK4STOP" then
SysCall("ScenarioManager:BeginConditionCheck", "CheckTrainStopped");
end
if event == "CHECKTHEEND" then
--update speeding table
SysCall("ScenarioManager:TriggerDeferredEvent", "UPDATESLT", 0);
--write report file
WriteReportToFile()
--show first dialog
SysCall("ScenarioManager:TriggerDeferredEvent", "ShowEndMessage1", 2);
SysCall("ScenarioManager:TriggerDeferredEvent", "ShowReport", 4);
SysCall("ScenarioManager:TriggerDeferredEvent", "ShowEndMessage2", 6);
end
if event == "ShowEndMessage1" then
SysCall("ScenarioManager:ShowInfoMessageExt", "Ende", "ende.html", 15,
MSG_TOP + MSG_LEFT, MSG_REG, TRUE);
```



```
end
if event == "ShowReport" then
    SysCall("ScenarioManager:ShowInfoMessageExt", "Report", "report.html",
0, MSG_TOP + MSG_LEFT, MSG_LRG, TRUE);
end
if event == "ShowEndMessage2" then
    if SCENARIOFAILED == 0 then
        SysCall("ScenarioManager:TriggerScenarioComplete", "Szenario
erfolgreich abgeschlossen.");
    else
        SysCall("ScenarioManager:TriggerScenarioFailure", "Szenario nicht
erfolgreich abgeschlossen.");
    end
end
end
end

--begin user functions

function WriteReportToFile()
    q = string.char(34);
    file = io.open(REPORTFILE, "w")
    file:write("<HTML><BODY BGCOLOR=", q, "#0000007F", q, ">")
    file:write("<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q, "Arial", q, "
SIZE=", q, "4", q, ">")
    file:write("<P><u>Auswertung Geschwindigkeiten</u></P><P></P>", "\n")
    file:write("<TABLE BORDER=", q, "1", q, "><TR>", "\n")
    file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q, "Arial", q,
" SIZE=", q, "4", q, ">",
    "zulässige Vmax", " "</FONT></TD>")
    file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q, "Arial", q,
" SIZE=", q, "4", q, ">",
    "von KM", " "</FONT></TD>")
    file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q, "Arial", q,
" SIZE=", q, "4", q, ">",
    "bis KM", " "</FONT></TD>")
    file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q, "Arial", q,
" SIZE=", q, "4", q, ">",
    "eingehalten", "</FONT></TD>")
    file:write("</TR>", "\n")

    for i, t in ipairs(SPEEDLIMITS) do
        file:write("<TR>", "\n")
        file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q,
"Arial", q, " SIZE=", q, "4", q, ">",
        t.VMAX, " km/h</FONT></TD>")
        file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q,
"Arial", q, " SIZE=", q, "4", q, ">", t.VON,
        "</FONT></TD>")
        file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q,
"Arial", q, " SIZE=", q, "4", q, ">", t.BIS,
        "</FONT></TD>")
        file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q,
"Arial", q, " SIZE=", q, "4", q, ">",
        t.EINGEHALTEN,
```



```
        "</FONT></TD>")
    file:write("</TR>", "\n")
end
--Tabelle abschließen
file:write("</TABLE>", "\n")

--Auswertung Halte
file:write("<P><u>Auswertung Halte</u></P><P></P>", "\n")
file:write("<TABLE BORDER=", q, "1", q, "><TR>", "\n")
file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q, "Arial", q,
" SIZE=", q, "4", q, ">",
"Betriebsstelle", "</FONT></TD>")
file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q, "Arial", q,
" SIZE=", q, "4", q, ">",
"angehalten", "</FONT></TD>")
file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q, "Arial", q,
" SIZE=", q, "4", q, ">",
"zu früh abgefahren", "</FONT></TD>")
file:write("</TR>", "\n")

for j, s in ipairs(STATIONS) do
    file:write("<TR>", "\n")
    file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q,
"Arial", q, " SIZE=", q, "4", q, ">",
s.STATION, "</FONT></TD>")
    file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q,
"Arial", q, " SIZE=", q, "4", q, ">", s.STOPPED,
"</FONT></TD>")
    file:write("<TD>", "<FONT COLOR=", q, "#FFFFFF", q, " FACE=", q,
"Arial", q, " SIZE=", q, "4", q, ">",
s.LEFTTOEARLY,
"</FONT></TD>")

    file:write("</TR>", "\n")
end
--Tabelle und Datei abschließen
file:write("</TABLE>", "\n")
file:write("<P>Schließe diesen Dialog um das Szenario zu beenden</P>", "\n")
file:write("</FONT></BODY></HTML>")
file:write("\n")
file:close()
end

function buildTableSpeedLimits()
    --Werte n + 1 - da sonst der Aufruf nil zurück gibt
    SPEEDLIMITS[1] = { VMAX = 25, VON = "189,0", BIS = "187,8", EINGEHALTEN =
"ja" }
    SPEEDLIMITS[2] = { VMAX = 40, VON = "187,8", BIS = "187,3", EINGEHALTEN =
"ja" }
    SPEEDLIMITS[3] = { VMAX = 100, VON = "187,3", BIS = "184,2", EINGEHALTEN =
"ja" }
    SPEEDLIMITS[4] = { VMAX = 40, VON = "185,1", BIS = "183,5", EINGEHALTEN =
"ja" }
```



```
SPEEDLIMITS[5] = { VMAX = 100, VON = "183,5", BIS = "181,7", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[6] = { VMAX = 140, VON = "181,7", BIS = "180,7", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[7] = { VMAX = 155, VON = "180,7", BIS = "166,4", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[8] = { VMAX = 150, VON = "166,4", BIS = "164,9", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[9] = { VMAX = 155, VON = "164,9", BIS = "164,1", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[10] = { VMAX = 160, VON = "164,1", BIS = "156,7", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[11] = { VMAX = 155, VON = "156,7", BIS = "154,8", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[12] = { VMAX = 90, VON = "154,8", BIS = "151,6", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[13] = { VMAX = 155, VON = "151,6", BIS = "144,5", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[14] = { VMAX = 150, VON = "144,5", BIS = "142,9", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[15] = { VMAX = 130, VON = "142,9", BIS = "142,4", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[16] = { VMAX = 155, VON = "142,4", BIS = "138,4", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[17] = { VMAX = 150, VON = "138,4", BIS = "134,9", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[18] = { VMAX = 80, VON = "134,9", BIS = "133,8", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[19] = { VMAX = 100, VON = "133,8", BIS = "132,7", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[20] = { VMAX = 140, VON = "132,7", BIS = "130,0", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[21] = { VMAX = 120, VON = "130,0", BIS = "129", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[22] = { VMAX = 140, VON = "129,0", BIS = "123,7", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[23] = { VMAX = 90, VON = "123,7", BIS = "123,0", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[24] = { VMAX = 60, VON = "123,0", BIS = "121,7", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[25] = { VMAX = 140, VON = "121,7", BIS = "121,1", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[26] = { VMAX = 150, VON = "121,1", BIS = "119,0", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[27] = { VMAX = 155, VON = "119,0", BIS = "116,4", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[28] = { VMAX = 160, VON = "116,4", BIS = "102,8", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[29] = { VMAX = 155, VON = "102,8", BIS = "93,7", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[30] = { VMAX = 160, VON = "93,7", BIS = "88,3", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[31] = { VMAX = 120, VON = "88,3", BIS = "83,7", EINGEHALTEN =  
"ja" }
```



```
SPEEDLIMITS[32] = { VMAX = 160, VON = "83,7", BIS = "78,1", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[33] = { VMAX = 60, VON = "78,1", BIS = "77,0", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[34] = { VMAX = 160, VON = "77,0", BIS = "56,3", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[35] = { VMAX = 120, VON = "56,3", BIS = "54,9", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[36] = { VMAX = 130, VON = "54,9", BIS = "54,2", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[37] = { VMAX = 155, VON = "54,2", BIS = "46,1", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[38] = { VMAX = 160, VON = "46,1", BIS = "40,1", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[39] = { VMAX = 155, VON = "40,1", BIS = "30,3", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[40] = { VMAX = 160, VON = "30,3", BIS = "26,7", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[41] = { VMAX = 155, VON = "26,7", BIS = "23,0", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[42] = { VMAX = 110, VON = "23,0", BIS = "20,6", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[43] = { VMAX = 155, VON = "20,6", BIS = "11,0", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[44] = { VMAX = 160, VON = "11,0", BIS = "7,4", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[45] = { VMAX = 155, VON = "7,4", BIS = "4,4", EINGEHALTEN = "ja"  
}  
SPEEDLIMITS[46] = { VMAX = 110, VON = "4,4", BIS = "0,9", EINGEHALTEN = "ja"  
}  
SPEEDLIMITS[47] = { VMAX = 60, VON = "0,9", BIS = "0,0", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[48] = { VMAX = 25, VON = "0,0", BIS = "1,8", EINGEHALTEN =  
"ja" }  
SPEEDLIMITS[49] = { VMAX = 0, VON = "1,8", BIS = "1,8", EINGEHALTEN = "ja" }  
end
```

```
function buildTableStations()  
  STATIONS[1] = { STATION = "Bremerhaven-Lehe", LEFTTIME = 420, STOPPED =  
"nein", LEFTTOEARLY = "nein" }  
  STATIONS[2] = { STATION = "Bremerhaven Hbf", LEFTTIME = 720, STOPPED =  
"nein", LEFTTOEARLY = "nein" }  
  STATIONS[3] = { STATION = "Stubben", LEFTTIME = 1500, STOPPED = "nein",  
LEFTTOEARLY = "nein" }  
  STATIONS[4] = { STATION = "Oldenbüttel", LEFTTIME = 2040, STOPPED = "nein",  
LEFTTOEARLY = "nein" }  
  STATIONS[5] = { STATION = "Osterholz-Scharmbeck", LEFTTIME = 2400, STOPPED =  
"nein", LEFTTOEARLY = "nein" }  
  STATIONS[6] = { STATION = "Bremen-Burg", LEFTTIME = 2820, STOPPED = "nein",  
LEFTTOEARLY = "nein" }  
  STATIONS[7] = { STATION = "Bremen Hbf", LEFTTIME = 3420, STOPPED = "nein",  
LEFTTOEARLY = "nein" }  
  STATIONS[8] = { STATION = "Bremen Mahndorf", LEFTTIME = 3900, STOPPED =  
"nein", LEFTTOEARLY = "nein" }
```



```
STATIONS[9] = { STATION = "Achim", LEFTTIME = 4140, STOPPED = "nein",
LEFTTTOEARLY = "nein" }
STATIONS[10] = { STATION = "Langwedel", LEFTTIME = 4620, STOPPED = "nein",
LEFTTTOEARLY = "nein" }
STATIONS[11] = { STATION = "Verden", LEFTTIME = 5160, STOPPED = "nein",
LEFTTTOEARLY = "nein" }
STATIONS[12] = { STATION = "Eystrup", LEFTTIME = 5820, STOPPED = "nein",
LEFTTTOEARLY = "nein" }
STATIONS[13] = { STATION = "Nienburg", LEFTTIME = 6360, STOPPED = "nein",
LEFTTTOEARLY = "nein" }
STATIONS[14] = { STATION = "Neustadt am Rübenberge", LEFTTIME = 7140,
STOPPED = "nein", LEFTTTOEARLY = "nein" }
STATIONS[15] = { STATION = "Wunstorf", LEFTTIME = 7560, STOPPED = "nein",
LEFTTTOEARLY = "nein" }
STATIONS[16] = { STATION = "Hannover Hbf", LEFTTIME = 8280, STOPPED =
"nein", LEFTTTOEARLY = "nein" }
end

function CheckStationLeftTime(StationNumber)
--Offset einstellen
stn = StationNumber + 2;
--Variable initialisieren
lefttime = 0;
--Wert aus Tabelle lesen
for i, lt in ipairs(STATIONS) do
    if i == stn then
        lefttime = lt.LEFTTIME
    end
end
ct = Call("*:GetSimulationTime");
--Wert vergleichen und ggf. setzen
if ct < lefttime then
    STATIONS[stn].LEFTTTOEARLY = "ja";
    SCENARIOFAILED = 1;
end
--Halt registrieren
rv = string.gsub(string.gsub(TRAINSTOPPED, "1", "ja"), "0", "nein");
STATIONS[stn].STOPPED = rv;
--bei Durchfahrt Szenario als gescheitert markieren
if TRAINSTOPPED == 0 then
    SCENARIOFAILED = 1;
end
end
end

--end user functions

function DisplayRecordedMessage(messageName)
    SysCall("RegisterRecordedMessage", "StartDisplay" .. messageName,
"StopDisplay" .. messageName, 1);
end

function StartDisplayIntroText()
```



```
        SysCall("ScenarioManager:ShowInfoMessageExt", "Information", "intro.html",
0, MSG_TOP + MSG_CENTRE, MSG_LRG, 1);
end

function StopDisplayIntroText()

end

function StartDisplayInfo1()
    SysCall("ScenarioManager:ShowInfoMessageExt", "Information", "info1.html",
0, MSG_TOP + MSG_CENTRE, MSG_LRG, 1);
end

function StopDisplayInfo1()

end

function StartDisplayInfo2()
    SysCall("ScenarioManager:ShowInfoMessageExt", "Information", "info2.html",
0, MSG_TOP + MSG_CENTRE, MSG_LRG, 1);
end

function StopDisplayInfo2()

end

function StartDisplayInfo3()
    SysCall("ScenarioManager:ShowInfoMessageExt", "Information", "info3.html",
0, MSG_TOP + MSG_CENTRE, MSG_LRG, 1);
end

function StopDisplayInfo3()

end

function StartDisplayExitText()
    --SysCall("ScenarioManager:ShowInfoMessageExt", "Sonderzug", "info1.html",0,
MSG_TOP + MSG_CENTRE, MSG_LRG, TRUE);
end

function StopDisplayExitText()

end

function OnEventIntroText()
    DisplayRecordedMessage("IntroText");
end

function OnEventInfoText()
    DisplayRecordedMessage("InfoText");
end

function OnEventExitText()
    DisplayRecordedMessage("ExitText");
```




end

```
function TestCondition(condition)
    if condition == "CheckV0andOpeningDoors" then
        V0Speed = SysCall("PlayerEngine:GetControlValue", "SpeedometerKPH", 0);
        dol = SysCall("PlayerEngine:GetControlValue", "DoorsOpenCloseLeft", 0);
        dor = SysCall("PlayerEngine:GetControlValue", "DoorsOpenCloseRight", 0);
        if (V0Speed < 1.0) and (dol > 0.5 or dor > 0.5) then
            SysCall("ScenarioManager:TriggerDeferredEvent",
"PlayDoorsOpenAtSide");
        end
    end
    if condition == "CheckSpeedLimit" then
        CurrentSpeed = SysCall("PlayerEngine:GetControlValue", "SpeedometerKPH",
0);
        if CurrentSpeed > (SPEEDLIMIT + 1) then
            SLF = 1;
            SCENARIOFAILED = 1;
            SysCall("ScenarioManager:TriggerDeferredEvent",
"StopCheckSpeedLimit");
        end
    end
    if condition == "CheckTrainStopped" then
        cs = SysCall("PlayerEngine:GetControlValue", "SpeedometerKPH", 0);
        if cs < 0.2 then
            TRAINSTOPPED = 1;
            SysCall("ScenarioManager:TriggerDeferredEvent",
"StopCheckTrainStopped");
        end
    end
end
end
```



weise Worte

Lok tauschen

Zum Thema Lok Tausch: Ich verwende in Skript m. E. n. Ausschließlich Standardcontroller, die bei allen Fahrzeugen vorhanden sein sollten. Das Szenario sollte somit auch mit anderen Fahrzeugen funktionieren. Getestet habe ich das allerdings nicht.

Szenario kopieren

Ohne eine Anpassung im Skript (ScenarioScript.lua) wird die Auswertung am Ende des Szenarios nicht funktionieren. Nach dem Kopieren muss das Skript neu erstellt und der richtige Szenarioordner in der Variablen REPORTFILE gesetzt werden.

Disclaimer

Ich habe dieses Szenario nach bestem Wissen und Gewissen erstellt und bin dieses auch mehrfach vor der Veröffentlichung gefahren. Dieses Szenario funktioniert mit dem eingesetzten Rollmaterial. Sofern jemand dieses Szenario öffentlich zur Schau stellt, würde ich mich über eine Erwähnung sehr freuen. Bitte veröffentlicht dieses Szenario oder andere Bestandteile des Downloads nicht auf anderen Plattformen.