[F777] Im Koeblitzer Bergland 4.0

Route Manual

Content:

Route essentials:

Payware:

1. Original route Im Koeblitzer Bergland 3 (no matter Steam or Aerosoft): [Steam](#).
2. Route Konstanz – Villingen от virtualRailroads (no matter which version too): [Steam](#)

Freeware:

1. [Steuerwagen Schmiede upgrade](#) (which adds Rinckenstadt – St. Rudolf diesel branch), and all requirements for it (dubbed it here):
    a. [Rodachtalbahn Plus 3.1](#) (only assets from Assets Schienenbus 3.1)
    b. [H/V Signale 48-59](#)
    c. [SBS BÜ Schilder Set](#)
    d. [Bf- und Bw Objekte Paket V1.1](#)
    e. [[TSC] PZB Magnete](#)
    f. [[TSC] H-Tafel Set](#)
    g. [[TSC] Gleisobjekte](#)
    h. [Romanian Assets Pack v7](#) (it is necessary to register on site)
2. [[CMD] Ks Signale V1.2](#)
3. [[CMD] HV und KS Sperrsignale V1.3.1](#)
4. [[SBS] H/V Kompaktsignale 1.3](#)
5. [Czech vegetation part 1](#) + [Czech vegetation part 2](#)
6. [Roman72 vegetation](#) (install with railworks download station)
7. [Trat 020 vegetation](#) (install with railworks download station, then you can delete all folders in Assets/CS_Addon/Trat020 except subfolder Scenery/Vegetace)
8. [[EZY] Gleisinfrastruktur-Set](#)
9. [[EZY] Objektsammlung](#)
10. [Vegetation from Konstantin Radiomaster](#) (he's the only creator; I just collected assets from rail-sim.de and the Russian forum together)
11. [Gefahrenraumfreimeldeanlage Radar (Ü-Ei)](#)
12. [[RoterStein] DR-M Fahrleitung](#)

If you check the route for missing assets through TS-Tools, it will show this object in the list:

RailWorks\Assets\DTG\Dresden\RailNetwork\TrackRule\Dresden_TR.bin

Don't worry, this asset is not needed for the route to work and has remained there since the days of IKB3.5 old versions, when Dresden-Riesa was in the requirements. I specially deleted the asset myself and looked at the territories where it is used, absolutely nothing has changed. TS-Tools itself cannot remove it from the route, and I suspect that it appeared at all due to the fact that in the old days I used this TrackRule to redo a small section of the road, but, again, nothing breaks in its absence.

Scenario requirements:

Freight to Hoch Merzburg

1. vR DB BR185.2 ExpertLine + [RDF_RS] BR185 DB und Mehrsystem Repaintpack + 185 Soundupate by LinusF
2. vR DB BR189 VRot ExpertLine
3. vR Sgns TankTainer + stock repaint
4. RWA BR423 + [AL] RWA – BR 423–S-Bahn Köblitzer Bergland
5. Sggrrs –InnoFreight + stock repaints (GrandWood + ScrapTainer)
6. 3DZUG Verkehrspack Güterwagen + Verkehrspack 2 + Sggnss 80 Repaintpack
7. AP Weather 2.0
8. NOT ESSENTIAL! Any of 3DZUG scenariopacks with RealPeople packet, folder Assets/3DZUG/3dz_RP_Standart (fahrzeit 73, as example)

ICE 965 to Hoch Merzburg

1. [3DZUG ICE 1](#) + [[RDF] 3DZug ICE1 Repaintpack](#) + [soundmod (optional)](#)
2. [TSG BR 425](#) + [[AL] TSG – BR 425 – S-Bahn Köblitzer Bergland](#)
3. [3DZUG Verkehrspack Güterwagen](#) + [Verkehrspack 2](#)
4. [AP Weather 2.0](#)

Creation history and development process

First tries and build.

Sometime in December 2021, I noticed the release of the Seddin route update by mihu65 ([Seddin 2.1](#)), as well as the fact that the author has not completed the redesign of the vegetation and is trying to pick something up in the editor himself, along the way getting acquainted with the Asset Block tool, which allows you to outline either a rectangular area or any point-based shape, and then automatically place any assets of any density inside it. This tool is mainly used to place grass, bushes, or forests. In general, then I believed that I could do something myself. Especially when I had time for all this, since I was ill for more than a week and did not go anywhere, and soon the winter holidays were just beginning.

I began to study different German routes in more detail on how vegetation is implemented there, and also began to consider a candidate for my first redesign. After consulting with friends, the choice fell on the route Frankfurt – Köblenz. I spent almost the whole day in the editor, but I began to get acquainted with the functionality of the "lock", for example, and also began to suspect that editing rails is the most heroic thing that exists in the game at all, since I accidentally moved them a couple of times, but could not fix them. Then I realized that I hadn't made a single backup and would have to roll back all my changes, and also realized that the route didn't look so old to waste my energy on it (and in general, as it turned out, I didn't lose much, because BR-218 then took over this route: [Frankfurt – Koblenz V1.2](#), and after that, the extension to Wiesbaden from Team-Lückenschluss colleagues was generally released: [Frankfurt – Koblenz V2.0](#)). At this point, I gave up trying to work with this route and started looking for candidates again.

That's what the territories near Frankfurt looked like, I didn't do anything further than it. In fact, this is the only screenshot that has been preserved.

I keep riding in TS, going through various scenarios. And then bang, I launch IKB3, I take this screenshot:

And I realize that now I've found the perfect candidate for a makeover. After all, this route is fictional, no one will throw sticks at me if the number or type of trees changes somewhere. I'm starting to take the first small steps:

The first year I learned how to mix assets, I was looking for beautiful versions of grass and trees, constantly redoing the same places, consulted with Steuerwagen Schmiede himself about everything, and in December 2022 I opened a topic on the forum. rail-sim.de, where he gradually began to publish the development progress (where you can find more details and screenshots of the intermediate states of the route). The biggest goal for me was the quality of +/- like the routes of Team-EZY (Nachteburg – Rannstadt and Bad Altburger Streckennetz / S-Bahn Bad Altburg). Due to the length of the route and my limited time/desire, I divided the project into 4 phases, the first one was everything between Altenburg and Bad Rinkenburg, the second was the semi-diesel Köbler Wald – Köblitz branch, the third was the St. Rudolf – Hosvenn branch, and the fourth piece was the Bad Rinkenburg – Hoch Merzburg branch. In January, 2023, the first phase was finally released, the first build available to everyone. Of course, at that moment I was already in the 11th grade of school and had to take exams at the end of May, and before that I was preparing for them, so the development was pushed into the background, I did the second phase for quite a long time, since after school I started going to university, moving to another city. All this did not encourage creativity, there was no energy, no time, no desire. That's why in October 2023 I'm releasing version 1.9, which includes everything I've done since January. After that I'm sawing through a lot of already made territories again, because I discovered

the package of trees from the Radiomaster. At the same time, the distant forests on the route were still default and did not match the general style of the new vegetation.


It took me 3 months to replace the distant vegetation, and in May 2024 I released a full-fledged phase 2. In June, I reached Hosvenn pretty quickly, and then I began to optimize the requirements for the route, removed a lot of unnecessary things, and then I started to relax, because summer is in the yard! At the end of August, he returned and began urgently finishing everything in order to be in time for my birthday, which fell on the 30th. At about the same time, I decided to make more significant changes, and the choice fell on replacing the rails with EZY tracks. The route begins to brighten, acquires a bright charm, I really liked the result, and I spend even more time in the editor. On August 30, as promised, the third phase was released.

But there was no stopping me now. I started experimenting with speeds on SFS, increasing them from 200 to 280 km/h, and also tried to create my first scenario (which eventually evolved into ICE965). Then a person with the nickname domi5599 suggests creating an additional SFS section between Bad Rinkenburg and Hoch Merzburg, and the esteemed former TS developer with the nickname BR-218 suggests replacing the signaling so that several variants of HV, KS, and Form can coexist on one route, and then I am asked to change the contact network altogether. For a while, I don't see the point in this, but then I get acquainted with the TSC contact system pack, and at this point, there's no stopping me.

A massive overhaul of the signaling system begins, along with the construction of a new high-speed line and the reconstruction of virtually the entire contact network...
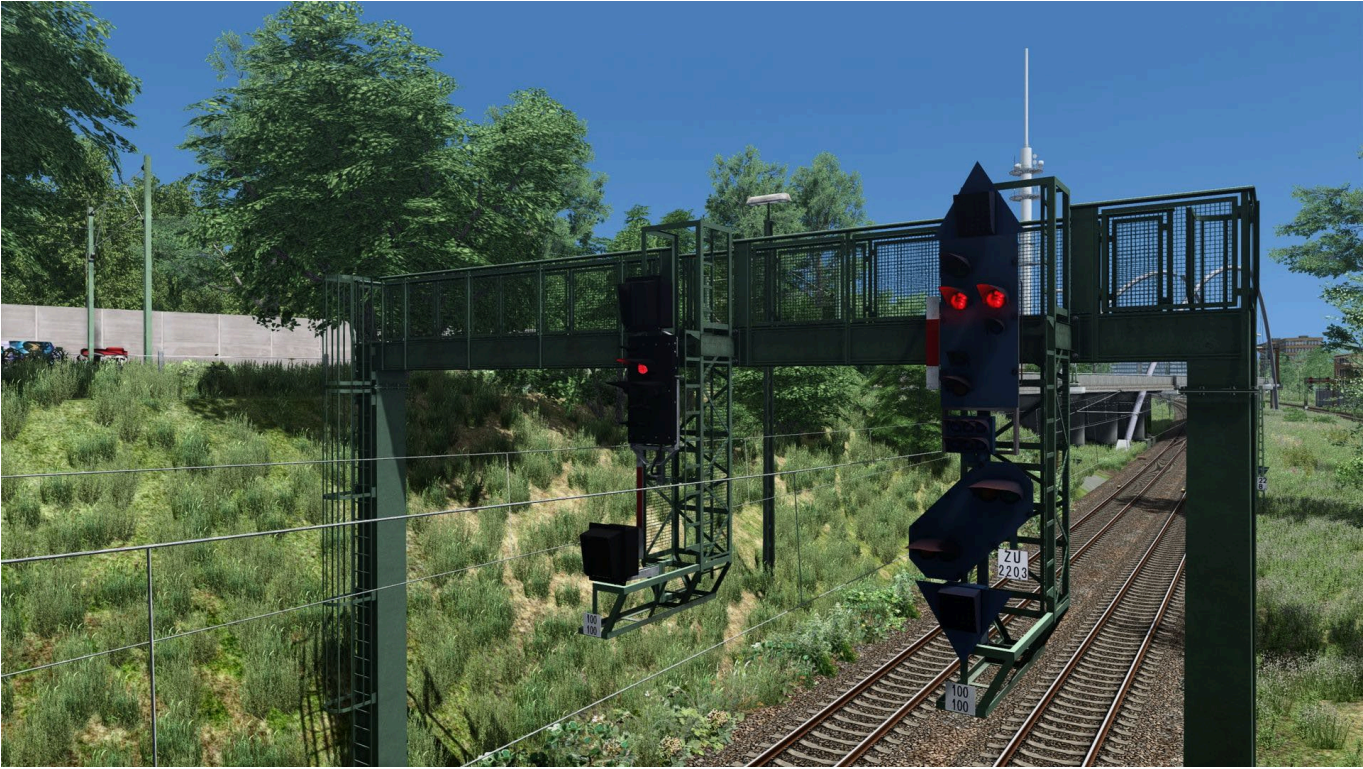
And here we smoothly come to what was ultimately done for phase 4, which grew in terms of changes and turned into a separate route—a clone of the original— which you are lucky enough to be able to download at this moment. This will be discussed on the page below.

Changes from IKB3.5

- The route is now separate, so some old scenarios may not work properly if you simply move them to the folder with this route.
- Vegetation has been reworked/supplemented 945616546513 times, this time with active use of Czech trees and grass (KaMat, Taddel, and others) and the RLB package.


- Almost all entire route's signaling has been converted from HV to KS from two packages (Cornflakes and 143er). The default HV signals (Wildau – Köblitz branch) have been replaced with HV Kompaktsignale from SBS. However, HV 48–59 near St. Rudolf remain unchanged. Many Zs2 and Zs3 indicators have been added. Zp9 has been replaced, and now there is functionality for using them (read the manual for the Cornflakes package). Many more Zs6 signals have been added, so now it is possible to make more active use of train passing on the wrong line.

- Virtually the entire contact network has been rebuilt using a package from TSC, and partly using a package from Roter Stein (with the exception of the Bad Rinkenburg freight terminal, the power station near Köblitz, and the branch line from St. Rudolf to Wildau, as well as along the edges of the route beyond Altenburg and Hoch Merzburg, but the vegetation there has not really changed).

- A high-speed branch line between Bad Rinkenburg and Burg Merzfeld has been added, which bypasses the mountainous section of the Bad Rinkenburg – Hoch Merzburg branch line. The 9,290-meter tunnel is equipped with LZB and allows trains to reach speeds of up to 200 km/h, significantly reducing travel time to Hoch Merzburg. A map of this branch line can be seen below. I decided that this would be the best option so as not to go crazy from the laboriousness of the process and not to rebuild half of the entire route.
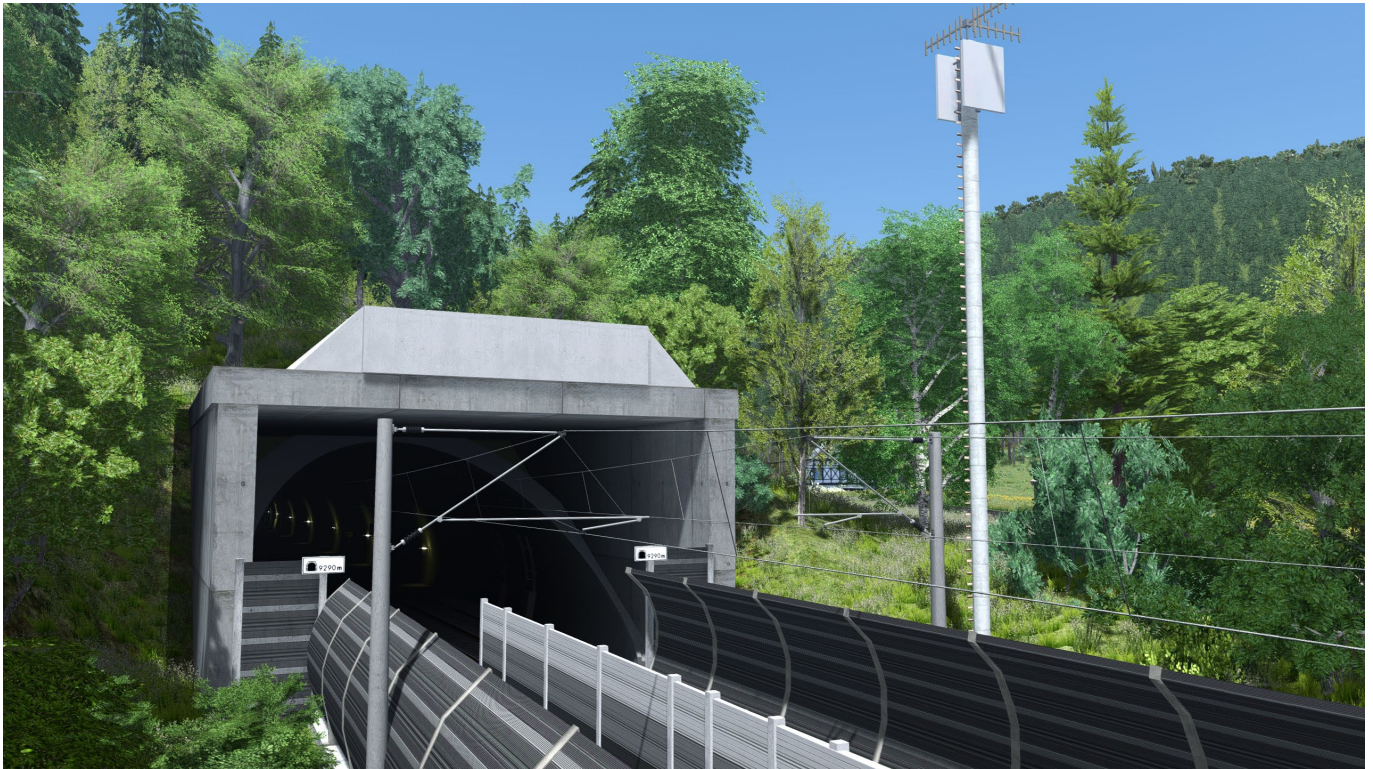
- Existing Altenburg – Bad Rinkenburg SFS branch line has been upgraded, and the maximum permitted speed there is now 280 km/h. The branch line may seem rather short for such speeds, but the ICE1 easily reaches 260 km/h before it starts braking and approaching Bad Rinkenburg when traveling from Altenburg.
- The Burg Merzfeld section – the Hoch Merzburg military airfield – was accelerated to 140 km/h to give the ICE a little more freedom.
- Almost all level crossings were equipped with new signs, and a closure warning system was added in many places. TS does not implement the level crossing malfunction aspect, so this system will always light up white and will not trigger the 1000 Hz magnet.

Big notice

I am not an expert in German railway systems, so I actively studied various documents and tried to translate them from German into Russian, but it is not always possible to comply with everything, as there are many limitations, such as the limited set of assets and the limitations of the game engine. Perhaps I have missed something or done something wrong, but I am always open to suggestions from the community and am ready to fix any problems that may arise. In addition, I understand that there is no limit to perfection and I am constantly making various edits, so after the release of phase 4, there will be patches to improve or correct various nuances.

I have already spent a lot of time and effort on this project, so I want as many people as possible to get acquainted with it and not wait until they are old. Otherwise, with my perfectionism, I will never release anything and will constantly be reworking something.

This document was also translated from Russian into English using neural networks and my knowledge. So I apologize for potential mistakes.

Working with scenarios

I tried to add more portals and markers to make it possible to create more flexible scenarios with complex situations. This also applies to the mass addition of Zs6 signals, which can now be used more actively to organize traffic on the wrong track.

The route uses KS signaling from two packages (143er and Cornflakes), which (like the Hv/Hvk signals along the entire route) uses a script base from Schuster. This means that the route supports all possible markers and triggers. For example, by placing an HpX trigger, you can disable signals on branches equipped with LZB (to implement the CIR-ELKE system). To do this, two of the above triggers are installed, one at the beginning of the section where the signals should be turned off, and the other at the end of that section. And by placing a Zp9 trigger, you can activate departure signals at stations (green circles). For more information on how triggers work and how to configure them correctly, please refer to the relevant documentation for the script package (specified in the requirements for each of the signaling packages, which are listed in the requirements, but I will duplicate the link here: [Schuster] Freeware Skript-Module und Signal-Trigger V9.11).

Changelog

1.0   – First release.

23.09.25 – Hotfix, corrected error with broken superelevation near Renckensfeld-am-See, added Quick Drive scenarios (so far, there is no traffic, I haven't tested all the options, but trip via SFS works well, I don't think there will be a problem with others.), deleted a couple of old assets that are no longer available. Manuals updated with more images and small corrections.

2.0 – Enormous patch-rework. Half of the Bad Rinkenburg station has been completely rebuilt, namely all the switches that are in the direction of Hoch Merzburg, now the speed limit for all switches here is 60 km/h..

The southern entrance to the SFS from Hoch Merzburg has been rebuilt, now there are no speed limits other than the standard 140 km/h. The slope in the tunnel has also been changed from 6% to 4%.

HpX triggers with V1LZB setting have been removed from the SFS edges, as it turned off the signals for all passing trains in all scenarios, now, if necessary, it is manually placed in each scenario separately, like this:
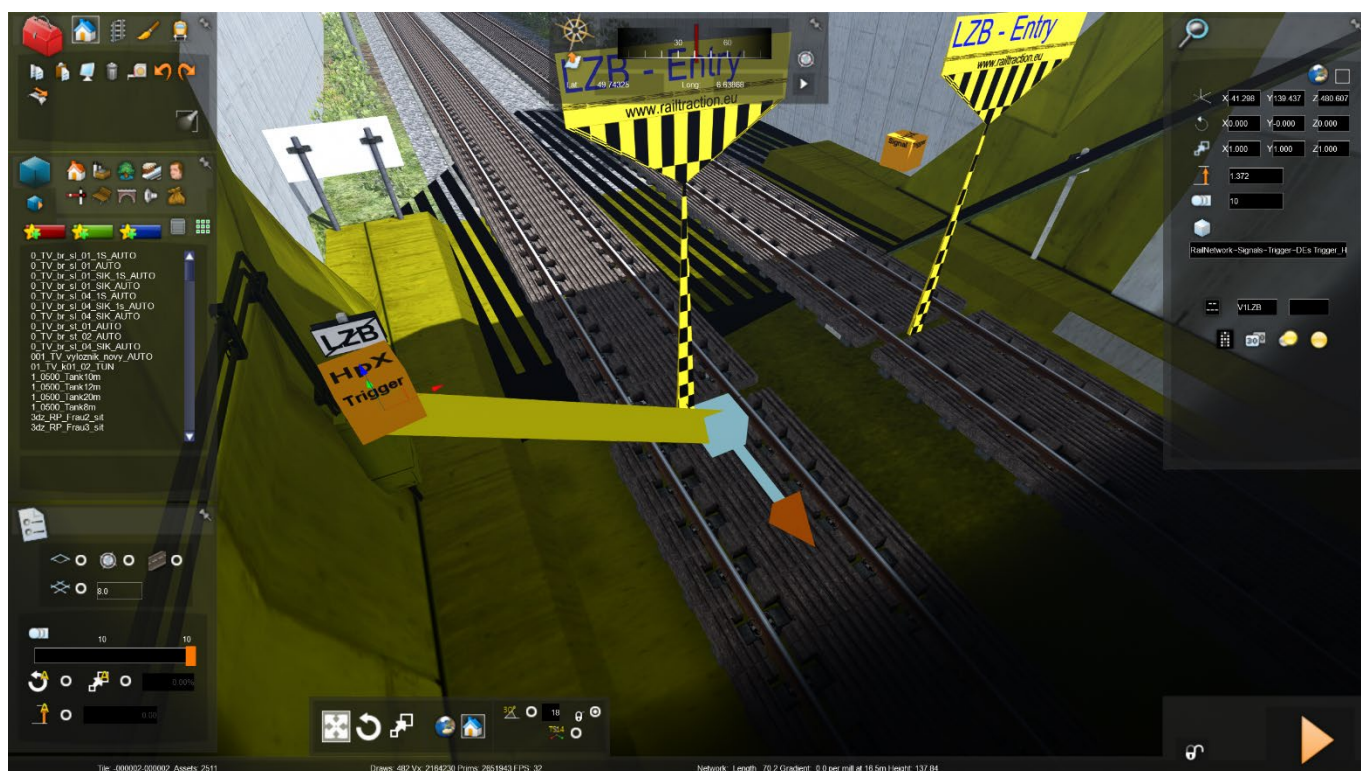
For more information about HpX, see the documentation for the Schuster Script Module, or the document from the KS Cornflakes package (which is used on the route).

In addition to all of the above, a lot of incorrections have been fixed, including signals. These are incorrect numbers, location, types (HS instead of MS and vice versa), lost and/or incorrect shields with the signal designation, as well as incorrectly positioned additional signals (for example, Zs3 in some places were replaced by Zs3 Form, since in these very places there is a constant speed limit on all paths and the use of dynamic Zs3 is meaningless). Minor adjustments have been made to the link locations of some signals, some sidings have been fixed, and the group signals there are now configured as indicated in the script-module manual. Several missing section dividers have been added, as well as signs indicating it in some places, minor vegetation adjustments have been made and lighting at the main stations of the route has been improved (more lamps have been added to the poles of the contact network, unnecessary and overwriting light sources have been removed). Lost MS signal for 12T at Hoch Merzburg entry was also added to the route package, as well as a package of section separation signs from ronald_cn (since I could not find a place to download them from). Stop boards on stations have been replaced on modern branches. Added a scenario for a quick trip from Bad Altenburg to Hoch Merzburg and vice versa via a suburban line. Route icon has been redesigned to reflect all the changes made.

There should be no new requirements, but if it is, be sure to write about the lost assets.

3.0 – Ne3 signs have been replaced and their position adjusted for better visibility. On the Hoch Merzburg – junction to the high-speed line branch and Altenburg – Koeblitz branch VS signals have been replaced with MS (which, unlike HS, can also show a yellow signal, thus replacing the previously mentioned VS) signals to increase line capacity and reduce block section length, minor improvements have been made to the signaling system, in some places several signals standing close together have been placed on signal bridges, and many repeaters have been added for better visibility. Another bug has been fixed where superelevation was disabled in the settings. A missing requirement has been added to the freight scenario, and the scenario itself has been slightly improved (the departure times of some trains have been optimized). Vegetation has been improved on the St. Rudolf – Koebler Wald diesel branch.

28.10.2025 – Added missing assets in package, deleted unnecessary assets.

Credits

Forza Gamer 777 aka Average Enjoyer 777– author

Discord: @averageenjoyer_777

YouTube: https://www.youtube.com/@ForzaGamer777

The following deserve special mention:

SAD – author of the original IKB3

Steuerwagen Schmiede – author of the IKB3 extension, on which my project is based, as well as its ideological inspiration.

ronald_cn – author of the package of section separation signs, as well as the "Gefahrenraumfreimeldeanlage Radar" (downloaded separately and specified in the requirements).

I would also like to express my sincere gratitude to everyone at the Rail-sim.de forum who provided moral support, advice, and new ideas. And a huge thank you to all my other friends who encouraged me to work on this project.