REAL DRIVE advanced.
München - Nürnberg

Payware:

RSSLO Ulm - Augsburg

3dzug Güterwagen Verkehrspack https://www.3dzug.de/product_info.php?language=de&info=p276_verkehrspack-gueterwagen.html

European Loco And Asset Pack

Recommended but not essential: Dtg München - Rosenheim

1: Open Package Manager and install the REAL DRIVE RWP-File

2: Install the latest preload package (IMPORTANT):

https://rail-sim.de/forum/filebase/entry/7314-real-drive-advanced-ai-traffic-preloads/

3: Open Train Simulator Classic and clear cache.

IMPORTANT INFO BEFORE PLAYING:

How to drive a REAL DRIVE advanced scenario: Go into the quick drive menu of the route. Choose the REAL DRIVE scenario. Choose what train, season, weather and time of day you wish to drive. Then choose the last destination (This is important). The other destinations in the list are the recommended stops, but you can of course stop anywhere you wish.

EVERYTHING in a REAL DRIVE advanced scenario is randomized (except the route of the player train). Just the combinations of places where you might be stopped by a red signal can exceed millions of permutations. All trains and rolling stock on sidings are random generated too. Just like in real life the railroad line can be busy or not so busy. Ofcourse it can also happen (very rarely) that the line is free all the way.

Special note:

This was build on the version from the RSSLO shop. It will probably work on the Steam version as well, but i can't guarantee it.

If TSC throws you an error message when loading the scenario, just try again. With the millions of possible permutations of this scenario, the dispatcher code might give you an error once in a while.

The "REAL DRIVE advanced AI traffic preloads.rwp" file will install additional preloads to your railworks folder. This means that your normal quick drives for this route will also get more varied AI traffic. Allow installation of ALL assets, otherwise the REAL DRIVE will NOT work.

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Tip: Start by pushing the random button, then the train route etc… That way even the weather, time and season will be random.

Thanks to TRAIN TEAM BERLIN for allowing the Blindzug to be distributed freely.

Thanks to Andreas Ladefoged (Forcesius) for the slow invisible train.

The nerdy stuff (you can skip reading this):

If you are familiar with building quick drive AI preloads and you wish to have even more varied AI traffic, these are the spawn categories used.

Regional - for regional trains

Intercity - For intercity trains

Passenger Scrap - DO NOT USE THIS, it is used for the trains that generate red signals!

Freight: Coal, Gravel, Oil, Container, Scrap - Freight trains

Costum 1 - Long freight trains.

Freight Livestock - Single engines plus one freight wagon shunting trains

Freight Nuclear Flask - Single engine consists

Costum 3 - single freight wagon consists

Costum 5 - freight wagon consists

Costum 6 - Passenger wagon consists

Costum 7 - DO NOT USE THIS, it is used for the trains that generate red signals!

Costum 8 - DO NOT USE THIS, it is used for the trains that generate red signals!

REAL DRIVES are built by Kim Olesen

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News, contact and support:

https://www.facebook.com/groups/trainsimulatorREALDRIVES/