



Scenarios

Coming together with speech using the scenario-announcements-kit of Scarlet

S-Bahn to Pasing (Part 2)

Please remind strictly the red marked paragraphs of this instructional text!

Needed payware

Munich to Rosenheim [DTG]

Ruhr Sieg Line [DTG]

Informations

Clear cache

Please clear the cache of TS 2016 before using the scenario!

Stopping signals

In case of red Stop signals it is not necessary, typing the TAB-Key on your keyboard, to get an eventually expected release-permission by the dispatcher. Stop signals are planned and calculated parts of the scenario and can afford periods of waiting-time up to 10 minutes.

Targets/events

To reach the set targets or events, it's necessary,

- to read the admission (scenario-logbook / key F1) carefully before starting the train's journey in the scenario, because it provides important informations;
- to have a close look at your arrival times of your time-table (earlier is better) and care also for the speed limitations also as
- open the doors only from the moment on, the passenger symbol (little figure) is occurring the little display. If you don't do this, stopping-procedures might be evaluated not in a correct way.

Arrival- and departure-times

Standard-scenario instead of time-table-scenario

Because of several detected problems, caused by the in-game-time of the train simulator when creating scenarios, we are using a different time-table-time-system. Doing this, prevents us from occurring mistakes and problems, f. e. because of non-synchronized TS-time or in cases of too quick / too slowly running periods of stop-time at the stations. You can see this f. e., when the read column appears sometimes more quick and in our circumstances a little bit slow. A planned stop-time of 2 minutes f. e. can be planned and calculated in the scenario, but the red column appears completely just a little bit after 90 seconds. Because of this, our scenarios don't have fixed arrival- and departure-times based on the graphic depiction of the red column. But the minimum standard stop-time taking 35 seconds has to be noted, otherwise, the doors won't close and the scenario is invalid (DTG-preset). Because of this background information, it's necessary to arrive just a little bit earlier at the stations to create a consequent time reserve. You have to care for the time, shown in the message displays upon need (Example: "departure 4:46 pm; next stop 4:53 pm"). In that case, the train driver is allowed only to depart at 4:46 pm, but never earlier. Faulty departure procedures means, based on the example, to move the train at 4:45:35 pm. Instead of this, it's necessary to move the train only "at the full minute" and reach the next station no later than 4:53 pm. Because of this, the read column in the time-table-display has no function in our scenarios. Our scenarios are only prepared for the time-information shown at the message-display or in the readme-file.

Save and load scores

It's recommended not to save the actual riding scenario and to load

it again later. This might cause a mistakable reproduction of speeches.

Train numbers

The train numbers are selected strictly randomized. In most times, they don't match to reality. Our scenarios are normally not based on the original time-table – they are more a mixture between fiction and reality.

Speed-display

The signals and signs of a route are authoritative for your speed, not the information of your HUD!

Passenger comfort

We don't care especially for the comfort for the passengers in our scenarios. This means, our scenarios are not created on the motto of "100 % satisfaction".

Our philosophy

Absolute realism is not on the top of our agenda. Because of this, our scenarios don't reflect the real situations in rail traffic. At the same time, you should not look in an exaggerated way for special rail cars or locos appearing in their exactly correct epoch. Because of this an "epoch-mixture" is, also as the "good old" in "Interregio" (german regional express train), which is actually not in service any more, part of our scenarios. We use the rolling stock at will and don't look, if it's used in similar situations actually on the railway-line. There is also an improvisation at the speech-announcements.

Changing rolling stock

If you use the RW-tool for changing the rolling stock, you should take care of changing only rolling stock of the same classes (f. e. BR 143 against BR 143). Otherwise, the changing of rolling stock with the result of different classes (f. e. BR 111 against BR 143) might bother the planned procedure of the scenario.

We ask all interested people for the following:

Furthermore, we need synchronize-speakers free of charge (with or not with experience) for creating the speech of train drivers, dispatchers or station-announcements in our scenarios. We are pleased to welcome “every new voice”. Testers are always needed, too. We look forward to get initial ideas for planned scenarios in the future. Anyone who wants to support us, please send us an e-mail.

Please send critical remarks and suggestions also to this e-mail-address darkfictionworld@yahoo.de

Credits

Scenario-creation:

DarkFictionWorld, Bxeon and 34Mac

Testers:

bc1980 and 29vanXenon

sounds, sound-edition and introducing activity description:

Razo

Translations:

Razo

Dialogues:

Razo & Darkfictionworld

Speaker:

Introduction:

Razo

Introduction (German):

eCore

Train-announcements:

Yui-chan

Train driver:

Pixi

Dispatcher:

hawx2k

Our blog:

<http://ts2013projects.wordpress.com/>

Thanks to scarlet for using his scenario- announcements-script-kit

The scenario and the complete self-created speech-/sound-reproduction is based on the creative commons license by-nc-nd

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