

This readme is for all 3 parts. Unfortunately at treinpunt.nl I cannot upload the whole package due to file size, and since this readme was written based on the full package, its best to download the whole package first, if you do not have it already.

If you read this readme, without a link to [mega](https://mega.nz) or rail-sim.de, then it means you already have the full package.

If you read this readme WITH a link to [mega](https://mega.nz) or rail-sim.de, then it means you have 1 out of 3 parts, and therefore it is strongly advised to download the full package!

English:

Hello all and welcome to my first scenario with broadcasts.

In this 3 part scenario you will drive an extra long IC train (due to oktoberfest and canstatter wasen) from stuttgart to munchen hbf.

The first part takes you from stuttgart to Ulm, the second part from Ulm to Augsburg, and the last one from Augsburg to Munchen.

At part 2, the platform is not long enough in neu ulm, but you can still load and unload.

You will need a fairly extensive list of rolling stock in order to drive all 3 parts. This is because i want the scenario as realistic as possible, and this means that in real life, there are a lot of different trains between Stuttgart and Munich, so this is why you need this much rolling stock,

but... You can change the rolling stock you don't have with RWtools to rolling stock you do have. Google here can help you how to do it. Also you even can drive without the rolling stock you will need. For that see the line of text just listed after the required rolling stock list.

You will need the following for this route:

geislinger steige:

<http://rail-sim.de/forum/wsif/index.php/Entry/2988-Geislinger-Steige-Stuttgart-Ulm-Augsburg-%C3%9Cberarbeitet-25-2-2017-INKL-angepassten/>

Munchen augsburg:

http://store.steampowered.com/app/208288/Train_Simulator_Munich_Augsburg_Route_AddOn/?l=dutch

Br 120:

http://store.steampowered.com/app/277776/Train_Simulator_DB_BR_120_Loco_AddOn/?l=dutch

Br 101 from Munchen rosenheim:

http://store.steampowered.com/app/325959/Train_Simulator_Munich__Rosenheim_Route_AddOn/?l=dutch

br423:

http://store.steampowered.com/app/222580/Train_Simulator_DB_BR_423_EMU_AddOn/

Virtual railroads ICE 1

<http://www.virtual-railroads.de/ice1-baureihe-401.html>

European loco en Asset pack:

http://store.steampowered.com/app/208300/Train_Simulator_European_Loco__Asset_Pack/?l=dutch

BR 189:

http://store.steampowered.com/app/258645/Train_Simulator_Dispolok_BR_189_Loco_AddOn/?l=dutch

Obb 5022/br642:

<http://www.rsslo.com/product/desiro-obb-5022br-642/>

BR 151 van Cologne Dusseldorf:

http://store.steampowered.com/app/65246/Train_Simulator_Cologne_Dusseldorf_Route_AddOn/?l=dutch

ICE 2:

http://store.steampowered.com/app/222545/Train_Simulator_DB_IC_E_2_EMU_AddOn/?l=dutch

ICE 3:

http://store.steampowered.com/app/208283/Train_Simulator_DB_IC_E_3_EMU_AddOn/?l=dutch

BR 146 steam:

http://store.steampowered.com/app/222591/Train_Simulator_Metronom_ME_146_Loco_AddOn/?l=dutch

Br 111:

<http://www.virtual-railroads.de/baureihe-111-dosto-expert-line.html>

br 440:

http://store.steampowered.com/app/376956/Train_Simulator_DB_BR_440_Coradia_Continental_Loco_AddOn/

BR 440 agilis repaint:

<http://rail-sim.de/forum/wsif/index.php/Entry/2478-LennartABG-BR-440-agilis-REPAINT/#description>

Before this repaint will work, you will need to do something. Dont skip this, otherwise the repaint will not work!

1. In the first step of the readme from the repaint, you will need to navigate to a folder, but this folder likely dont exist in your railworks folder.

2. So, go to the folder that is named in the readme from the repaint, but then go back 2 folders towards:

Steam\steamapps\common\RailWorks\Assets\DTG\BR440Pack01\

3. Open the file called br440pack01assets.zip with a program like winrar.

4. Extract the file then to

Steam\steamapps\common\RailWorks\Assets\DTG\BR440Pack01\.

Likely (at least in winrar) there is 2 times br440pack01 in the extraction path. Make sure to delete the last of it, so only

Steam\steamapps\common\RailWorks\Assets\DTG\BR440Pack01\ remains!

5. Delete the ap file you just have extracted.

6. Then follow the readme from the repaint, and your train will work!

VR br101 Bpmbdzf EL:

<http://www.virtual-railroads.de/db-br101-bpmbdzf.html>

Marseille - Avignon:

http://store.steampowered.com/app/376938/Train_Simulator_LGV_Marseille__Avignon_Route_AddOn/

Br 151 pluspack:

<http://www.trainteamberlin.de/forum/index.php?showtopic=1412>

Eurorunner 20:

http://store.steampowered.com/app/222601/Train_Simulator_MRCE_ER20_Eurorunner_Loco_AddOn/?l=dutch (unpack the ap file to make the repaint work as intended!)

Andi_M/Paul S.'s Eurofimawagen OBB:

<http://www.railworks-austria.at/index.php/downloads/viewdownload/13/20>

Andi_M/Paul S.'s Eurofimawagen DB repaint:

<http://rail-sim.de/forum/wsif/index.php/Entry/1123-Eurofimawagen-Deutsche-Bahn-v-1/>

br223 alex repaint:

<https://www.mersel.nl/ts2014-br223-alex-pack-available-for-download/>
(follow the readme! But the readme says you need to navigate to \Assets\PMdesign\ALEX_Pack, but you wont find this folder. The file you are looking for is to be found at \Assets\PMdesign\ER20)

If the bat file fails to work you will need to do the following:

1. Go to assets\RSC\ER20pack01\Railvehicles\Diesel\ER20\Mrce
2. Copy all folders inside to the following directories;
assets\RSC\ER20pack01\Railvehicles\Diesel\ER20\Alex
assets\RSC\ER20pack01\Railvehicles\Diesel\ER20\Alex_regental
assets\RSC\ER20pack01\Railvehicles\Diesel\ER20\Alex_regental_weathered
assets\RSC\ER20pack01\Railvehicles\Diesel\ER20\Alex_weathered
DO make sure that you DONT overwrite existing files!
3. Delete the er20_mrce.bin files in all engine folders found in all alex folders.
4. Delete the er20_numbers.dcsv files in all engine folders found in all alex folders
5. Done

Virtual railroads IC Eurofima Apmz Bpmz:

<http://www.virtual-railroads.de/wagons/passenger-carriages/intercity-eurofima-wagons-apmz-bpmz.html>

Virtual railroads IC wagen:

<http://www.virtual-railroads.de/wagons/passenger-carriages/ic-wagen.html>

ICE2:

http://store.steampowered.com/app/222545/Train_Simulator_DB_IC_E_2_EMU_AddOn/

ICE-T:

http://store.steampowered.com/app/222610/Train_Simulator_DB_BR_411_ICET_EMU_AddOn/

BR218:

http://store.steampowered.com/app/277730/Train_Simulator_DB_BR_218_Loco_AddOn/?l=dutch

SBB EC paket:

<https://railworks-austria.at/index.php/downloads/download/12-personenwagen/190-sbb-ec-paket>

RWA Railjet:

<https://www.justtrains.net/product/rwa-railjet-advanced>

Br 442:

http://store.steampowered.com/app/258656/Train_Simulator_DB_BR_442_Talent_2_EMU_AddOn/

obb eurofirmawagen:

<https://railworks-austria.at/index.php/downloads/download/12-personenwagen/20-oebb-eurofimawagen>

BR120 IC EL

<http://www.virtual-railroads.de/db-br120-bpmbdzf.html>

If you don't have some assets from this list, you can click the edit button when the error pops up, then place any loco, train or wagon, then save the scenario, and then drive.

However, this means, that the specific asset that you miss will not be in your game, and therefore you won't see it. Missing stock can also give some problems, but you can try it anyway.

Before we quit this readme, I want to say something:

At first, this is VERY IMPORTANT!!!:

With the latest patch, you will note that TS2017 eats some more RAM than with the previous patches.

Therefore you will need to turn down the settings between Ulm and Neu Ulm in the second part (Ulm Augsburg)

First lower all the settings to the minimum with the exception of scenery density.

Also turn off dynamic lights, and also dynamic clouds.

The options on page 2 can be stayed on.

Then start the scenario (From the wasen to the Wiesen part 2)

Drive from Ulm to Neu ulm (takes about 5 minutes)

When you have opened the doors at neu ulm, immediately save.

Then completely exit train simulator, and restart it.

Turn your settings back up (although still not too high) and load your save.

Then you can drive further towards augsburg. You should be able to complete Ulm Augsburg now.

If you are stubborn, and ignore this, then you will like crash.

And i also would like to say that in the player train (made of eurofirma ic wagen) is a bordbistro. This bordbistro looks quite odd and off in the consist. However, in the normal Eurofirma, you will find a bordrestaurant, but that restaurant lacks passenger view. This way, it will block the access to the passenger view of the second class coaches. Also since i want to use the new IC layout (so without the 6 person cabinets) i do not use the IC wagons. This boardbistro looks out of place, but i really think this is the best solution for this situation.

For the rest i want to say that the Taurus repaint that should have pulled the EC to Bologna starting from Munchen hbf, is replaced by a railjet loc. This is because the required repaint pack costs around 14 euro, and because its a repaint pack, i dont have this pack.

Also i want to say that at part 3, from Augsburg to Munich, i dont have placed freight trains nor static consists. This is due that there are lots of AI trains already, and to prevent your RAM filling up, i have chosen not to add them.

Anyway, have fun with this scenario!

Greetings from Mara