

AIMS & OBJECTIVES

To make this route a foundation for others to add to without having to touch it, but can slightly modify it if they wish. Now it is running correctly it can grow in the hands of those who wish to extend the network. Ideal for those who have the U-bahn Frankfurt and/or Hamburg S1 S-Bahn add-ons. I have optimised it for DB 422 Talent 2, by accident. Somethings, like signal replacing, doesn't look any different but will improve gameplay. Gameplay improvements make for better scenarios. It will feel like a new version, this is the reason it is now v7. I don't want to give spoilers and I believe it needs to be discovered afresh.

ORIGINAL CREATOR:

DGT: "The Rhine Railway: Mannheim – Karlsruhe" includes a route section from Spöck to Hagsfeld, which is used in reality by light rail ..".

Fizzbin, FP Productions: "S2 Karlsruhe – Spoeck V6 (Stadtbahn Karlsruhe Project)" add-on.

<https://steamcommunity.com/sharedfiles/filedetails/?id=1620532747>

REQUIREMENTS:

- Train Simulator TS2019: *Portsmouth Direct Line - London Waterloo to Portsmouth, Frankfurt High Speed, Soldier Summit*

- *The Rhine Railway: Mannheim – Karlsruhe Add-on*

- Recommendation for trams:

https://store.steampowered.com/app/896715/Train_Simulator_Frankfurt_UBahn_Route_AddOn/

WHAT'S NEW

- Two platforms relocated and heights adjusted.
- Pedestrian subways, level crossings, added clutter, more people, signals, some tracks replaced, new people, junctions for trams to reverse route.
- Reconstruction of some platforms so all tram doors now open.
- New tracks and level crossings in places.
- Some roads replaced to get traffic to work.
- New signals for improved gameplay.

CHANGES & IMPROVEMENTS

- Problem of some doors on trams/trains not opening on many platforms - now fixed. With one platform being moved.
- Karlsruhe Station: improvements made to cat wire and disused track to reflect Google Earth imagery. Signals P31-34 when leaving Karlsruhe Hbf Bahnsteig 11-14 will also show "K" = 'Killisfeld' – with limited aspect, green and yellow lights, towards "Killisfeld Industrie". Signals P31-33 replaced with HP Exit Zs3tZs2
- Cat wire improvements in many places where pentagraph left the wire on longer train coaches.
- Blankenloch: Track catenary and lattice gantries replaced. One platform deleted at B/loch-Kirche (church), some clutter, clutter added and cars parked numbers lowered. Signals moved further forward for better gameplay.
- Blankenloch Nord: Area improved with Park and Ride added, people, bus stops, substation and a few other clutter items. Park cars removed.

- Tram stop 'Hubstr' renamed "Durlach Bahnhof P+R", as the stop is too close to KA Durlach to be Hubstraße.
- "Bahnhof Durlach (S)" tram stops renamed "KA-Durlach Bahnhof".
- Tram stops "Ka-Rintheim Bf Gleis" has been renamed "Rintheim Osten". Was going to name them 'Rintheim', but it is already a tram loop/stop in Karlsruhe.
- Platform moved at Ellmendinger Str. I could not get all doors to open on tram, this was due to the track. I tried to correct this, but without success. Only solution was to move platform.
- People stopped walking knee high in the platform at Durlach Turmberg 2, Spöck and other platforms, walkways and ramps.
- Area arounds Schlachthausstr. improved and cat wire added.
- KA-Durlach Center Ri Ka: Walkway and steps adjusted. New footbridge added between a platform and carpark. Some foliage deleted.
- Wolfartsweier Nord: Improvements, signals replaced, bus stops, roads improved, pylons gone, new points and new trees.
- Signals at Blankenloch Nord Bahnsteig 2: one unnecessary deleted, one corrected.
- The word 'Bahnsteig' (Platform) removed from original tram stops names.
- Level crossings between Karl-Weysser Str & Durlach Schlossplatz: both crossings deleted. Road replaced with continuous one. Simple level crossing used to improve gameplay.
- Hagsfeld: One signal removed, one signal added, one signal changed. Signals improved in area.

- Tullastr Ersatzhalt (fiktiv): Signal problem resolved at the former tram stop. Platform reworked and renamed "Karl Bh Tullastr".
- Removed unnecessary 'Ka-' from some station names.
- Added more clutter: Bus stops, buses, bridge, people, substations, subways, flower buckets, etc..
- Tram stop named "Carpark Friedhof" at Haid-und-Neu-Str. Tram can cross to opposite track now to reverse route.
- Points improved between the old Bahnhof Durlach (S)2 and Hubstr stops, there is no one now (where there was three).
- Tunnel and platforms at Graben-Neudorf Nord improved, new signals and clutter added. Name of platforms made simple.
- .. and many more, but can post so many words in this description

ASSETS USED

DGT: including PDE and MK

MISTAKEN FAULTS

- Signals P31-34 and 1 shunt: when leaving Karlsruhe Hbf Bahnsteig 11-14: signals stay red if taking the freight route, the correct route to take is via Zielort22, 117 & 119 - P34 stays red in TS2019 but is green and yellow in TS2020 along this route. If on red press the 'Tab' key.
- Some signals red: If you have gone a wrong track and reversed or switched points, then press the 'Tab' key and this should resolve it.
- The track between Friedrichstal Nord and Graben-Neudorf has no blocksignals. If a scenario had a tram heading south and one heading

north, they would get stuck. The track, therefore, must remain a one tram at a time only line.

Feel free to edit the route as you wish to your liking.

Original creator is Fizzbin, with this version being provided by myself, Skipper

WHAT YOU NEED TO DRIVE THIS ROUTE:

Train Simulator: TS2019 / TS2020:

DTG: "Portsmouth Direct Line: London Waterloo - Portsmouth Route Add-On"

DTG: "The Rhine Railway: Mannheim - Karlsruhe Route Add-On"

https://store.steampowered.com/app/277768/Train_Simulator_The_Rhine_Railway_Mannheim__Karlsruhe_Route_AddOn/

[this route will be not overwritten when installing this route add-on]