REAL DRIVE advanced.
Salzburg - Rosenheim
Rosenheim - Salzburg

Payware:

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

European Loco And Asset Pack

RSSLO Salzburg Rosenheim route.

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

2: Install the latest preload package:

https://www.dropbox.com/sh/lnxc344ka3217r3/AABTYDRMKXT6ZXpddzpunhEAa?dl=0

3: Open Train Simulator 2021 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.

Special note:

The rwp file will install additional preloads to your rail works 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.

If you want more AI traffic in these REAL DRIVES, and you don't mind loosing a few wagons on sidings in the regular quick drives

Owner & Creator Kim_olesen

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then go into Railworks - Assets - RSSLO_Routes - Salzburg_Rosenheim - Preload and move the following folders to somewhere outside your steam folder:

Freight_Consist_Long and Freight_Consist_Short

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

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

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

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

Costum 1 - Long freight trains. (max 700 meters)

Freight Livestock - Single engines plus one freight wagon shunting trains

Freight Nuclear Flask - Single engine consists

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

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!

REAL DRIVES are built by Kim Olesen

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News, contact and support:

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