# TRAIN SIM WORLD 3 ROADMAP
## STREAM SUMMARY – 11 AUGUST 2022

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## General

- Next Tuesday (16 August) is a Q&A stream with UI and music demonstration
- Xbox Game Pass will include the standard edition of TSW 3, which makes it unavailable for pre-order (Microsoft prerequisite)

## Schnellfahrstrecke Kassel - Würzburg:

- The route includes 50 tunnels, 30 bridges, 3 stations
- LZB has been reworked to match the speeds of bridges and tunnels, and dark signals (teilblockmodus) is simulated
- The service pattern gets busier at night with freight trains with waiting loops to let ICEs overtake
- Scenario where the player runs the power car alone is going to be included
- Preview stream for the route is going to be on Thursday the 18th
- ICE 1 coupler is simulated (animated?) but cannot be used to couple to another train
- ICE 1 engine room is accessible
- ICEs have magnetic brake operations simulated
- Brake screens from the ICE 3 are updated

## Southeastern High Speed:

- Spirit of Steam aside, Southeastern High Speed is the most popular route
- A wagon that was planned for another DLC has been revived and put in the freight services hauled by the Class 66
- Dartford - Faversham is about an hour long
- Week after the preview of the SFS Kassel Würzburg is the preview of SEHS (Thursday 25th)
- The AI traffic has been swapped to the correct side of the road
- The overhead line is the correct one
- The gantries for the international and regional lines have been separated
- TPWS OSS are now operational
- Approach controlled signals are now operational
- Fences have been redone
- The 465 has its own dedicated timetable, much closer to reality
- The international platforms at St. Pancras are now accessible through a fictive corridor, trains can now be put on these tracks

## Cajon Pass

- BNSF licence is now fully usable by DTG
- 3.1% gradients on track 3
- Heaviest train is about 13 000 metric tonnes
- Extra tutorial are to be made to transition from up to downhill using dynamic brakes

## General

- PIS has been upgraded for more details

## UI

- Creators Club menu now includes both the scenario planner and livery designer (instead of having them in every route, by the looks of it)
- Selecting a train from a new trains menu will tell you all the routes it can run on service mode
- In game HUD isn't changed, but might change in the future

## Quick Play

- Options for time, will look at tutorials, scenarios and service history, and select a service for you
- The feature is an experiment that is subject to change depending on feedback

## Creators Club

- The interface of the scenario planner has been simplified and makes creating scenarios much quicker

## Dynamic weather

- 4 dynamic weather patterns which depend on selected seasons
- Part of service mode on all routes, including the preserved collection
- Some timetables have types of services that change depending on the selected season (time activated layers), to be expanded further
- Random: might get better, worse, or just stay as it is

## Volumetric skies

- To explain what it is: The sky of TSW1 and 2 are textures, TSW3 has full 3D clouds (casting shadows, moving)
- Because this is made to work on Gen8 consoles, they should not affect the performance of the game too much if at all

## Lighting

- Remade from scratch
- Automated system based on physical lights
- Documentation about train or platform lighting has been aquired and has been set to the exact same values in TSW 3
- Eye adaptation is fully simulated
- Draw distance, shadow draw distance remain unchanged
- Night lighting

## Audio

- New menu music
- Class 66 has a brand new soundset from Armstrong Powerhouse
- 375 has got a new soundset too
- New horns (couldn't hear from what)
- New wagon sounds from Armstrong Powerhouse

## VFX

- Snow, 3rd rail sparks, catenary flashes, lightning, reflections and rail splashes are now fully integrated into TSW 3
- Buildings of snow are managed by a central logic and applies to surface in an uneven way
- Snow kick-up effects

## Training centre

- Preview stream on Tuesday 23rd (subject to change)
- Brand new users will be put on the training centre (skippable)
- Inspired by a German test track
- Route specific tutorials (signalling systems for example) will still be done on the routes they are relevant to
- Will allow loco DLCs to be decoupled from routes (A roadmap update will be posted once that is fully ready)

## Preserved collection

- New journeys will be introduced to the TSW 2020/2 routes, with the ones from the base package of TSW2 (SKA, BKL and CSX) will be slightly delayed as they need to be separated
- TSW 2 can be uninstalled when TSW 3 is installed, as it isn't needed to make TSW 3 function
- The TSW 2020/2 routes aren't planned to be updated with the volumetric skies and lighting as it would require a full rebuilding of the routes

## Preservation Crew

- Updates that are already on the roadmap to older content and that is specified as TSW 2 will still be made (although they might be made available for TSW 3 first before TSW 2)
- Will respond and schedule updates directly within a time window after a route release based on player feedback instead of waiting sometimes several years before updating some known bugs
- Will continue to make bug fixes on older routes in the future

## Addons manager (PS5 64 gb limit)

- In testing and will be made available for TSW 2 in the next couple of weeks, and slightly after launch for TSW 3

## Save feature

- Some is automatic and some is manually saved, and that is DTG looking into, so that the save feature works.
- Will not be fixed at the launch of TSW 3
- The goal is have it fixed for both TSW 2 and 3 on all routes together
- Priority for DTG

## Community answers

- Wheel Motion blur will be available for all routes in TSW 3
- Recommended specs on TSW 2 should be enough for TSW 3 as well / totally playable
- TSW 3 performance on 8th gen consoles should be the same as it was in TSW 2
- Steam Deck does work but has are some issues and should show up as "playable" like TSW 2 did

## Fun word for the end

- JD's facial hair grows very quickly

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