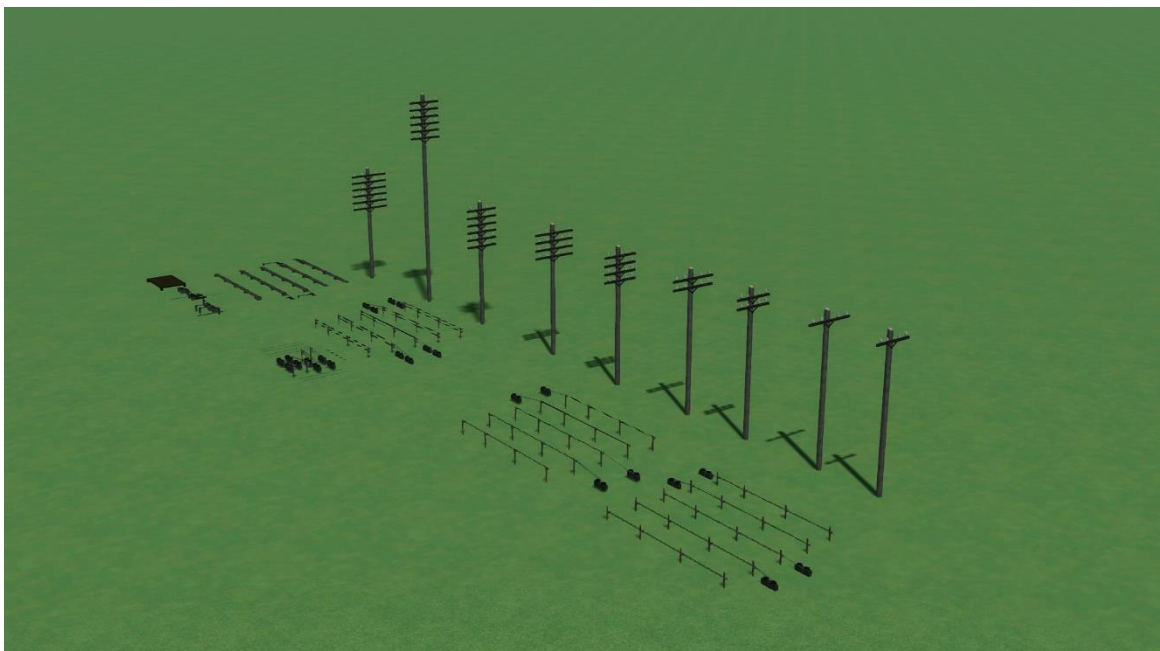




SIGNALLING EQUIPMENT PACK V1.3

GOLDEN AGE DEVELOPMENTS



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INSTALLATION

Here are the installation instructions for this pack:

- Extract the installer to any temporary location then right-click the installer and choose 'Run as Administrator'
- The installer should automatically detect your TS20XX installation folder, but if it does not then please redirect it using the 'Browse' button when required
- Confirm the final operation to duplicate copyrighted or surplus materials that don't need to be included

Golden Age Developments does not take any responsibility for damage to your Train Simulator installation or your system as a result of downloading and installing our product.

INCLUDED ASSETS

These can all be found under **GoldenAgeDevelopments/SignalEquipment** in the provider directory. All assets and assets will be prefixed with GA in the asset list.

TELEGRAPH POLES

- Automatic tools (1, 2, 4 and 6 row wide/narrow variants)
- Manual tools (1, 2, 4 and 6 row wide/narrow variants)
- Static assets (1, 2, 4 and 6 row wide/narrow variants)
- Manual and automatic tools for tall 6 row narrow variant

SEMAPHORE CABLES

- Low (bottom row), high (top row) and double (both rows) variants
- Left, right, left reverse and right reverse variants
- Scenic items for connecting different cable lofts in different orientations
- Wooden cover board for signal boxes

POINT RODDING

- 1, 2, 3 and 4 rod variants
- Left, right, perpendicular left, perpendicular right for all variants
- Left and right motors/frogs/perpendicular
- Scenic item push rod

ADVICE: due to the naturally fiddly nature of such small trackside equipment, it is recommended that you lay things like signal cables and point rodding as soon as your track layout is laid for a route. This will make it significantly easier to lay when there aren't things like platforms, grass, etc. in the way. You shouldn't suffer too badly if you have already laid your scenery, as has been the case for us.

USAGE GUIDE

Provided is an updated usage guide for the new telegraph poles functionality. We hope to soon publish some YouTube videos which show visually how to use the equipment packs.

TELEGRAPH POLES

There are two types of telegraph pole tool included in this pack, automatic and manual. The former is more convenient, but the latter offers far more customisability. **Note:** the standard separation is 60-70 yds.

AUTOMATIC

To use this tool, you simply place the telegraph poles sequentially and wires will automatically be connected between the poles. This is advantageous for doing long stretches of uninterrupted telegraph lines, however you are constrained to the telegraph poles being at ground level. This means that you can't place these on embankment lofts or bridges, for example.

Here are some simple instructions on how to use this tool:

1. Select your desired automatic tool, for example GA Tele Pole (6 Row Auto)
2. Place the telegraph pole at the first location
3. Place another telegraph pole at the next location, clicking and dragging to rotate
4. Wires will automatically connect. If you are unhappy, delete the wire lofts

To change tool (e.g. to 4 Row Auto) or to restart an interrupted line:

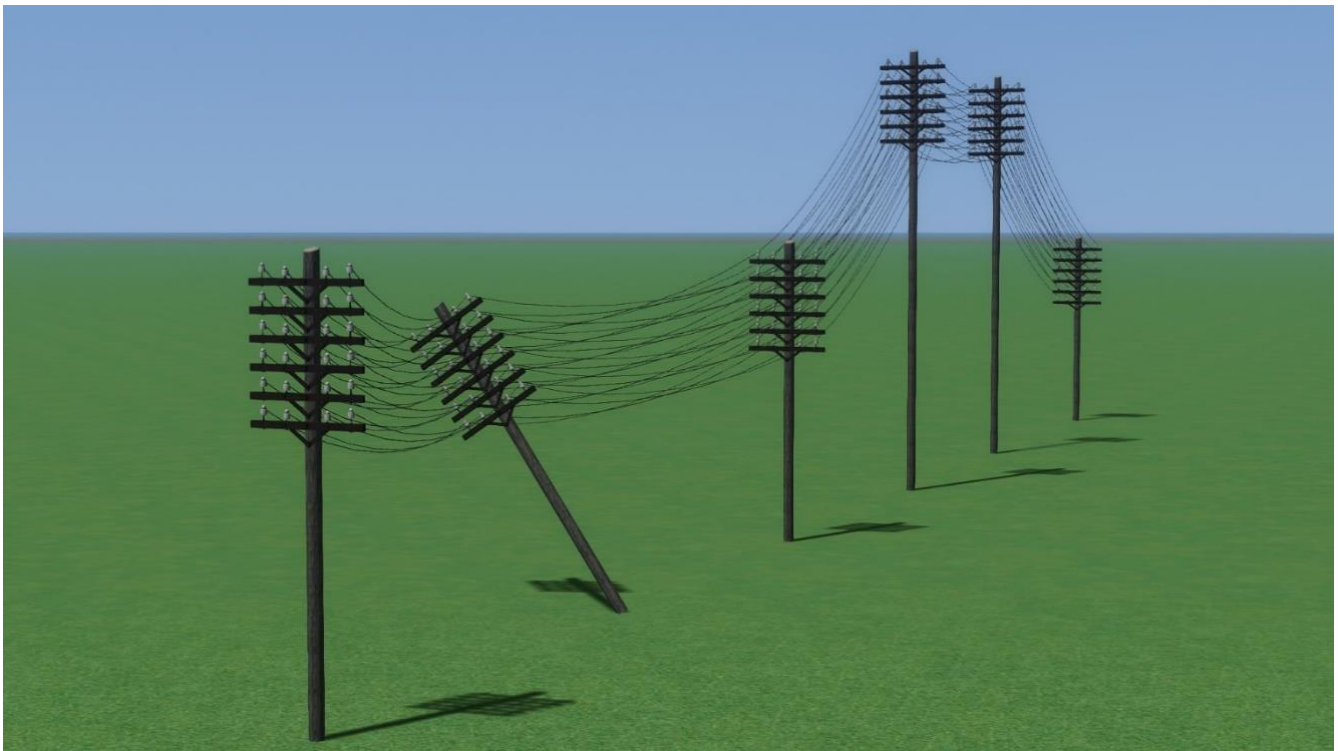
5. Select the tool you wish to use in the asset list
6. Right click **once** in the main window so that you don't place it
7. Left click the telegraph pole that you wish to start this new line from
8. Place the telegraph pole in your desired location, and wires will connect as appropriate

MANUAL

For this tool, you place the telegraph poles like normal scenic assets. You can move and rotate them as you please, for example onto bridge decks to take the poles over a raised causeway. You must, however, connect up each wire node manually, which is time consuming.

Here are some instructions on how to use the tool:

1. Select your desired telegraph pole, for example GA Tele Pole (4 Row Manual)
2. Place any other poles you wish to connect up manually, moving and rotating them as required
3. Go to the lofts menu, and find **GA Telegraph Wire** under Miscellaneous
4. You will notice that nodes appear on any manual telegraph pole within range
5. Connect nodes by clicking a node on the first pole and then one on the second pole
6. Repeat until satisfied



CONNECTING AUTOMATIC AND MANUAL LINES

Sadly, this is not possible. Instead, you must delete the automatic pole and place the same manual one in its place. Due to the thickness of the wires, this is quite simple and easy to line up. There should be no noticeable gaps, especially from the view of a passing train.

CONSISTENT SPACING

The following is the method that we use to make sure our telegraph poles are spaced accurately:

1. In scenic assets, find **Textured Block** under Miscellaneous
2. Measure out your desired separation (e.g. 60 meters)
3. Modify the block (you can select it easily by holding 'E') to this length
4. Copy and paste the fixed-length block along the track
5. Place telegraph poles at the ends/intersections of blocks

SEMAPHORE CABLING

The best way to get used to this is to practise on a test route, to understand which assets do what and how you want to set up the cabling for your route.

The semaphore cabling is intended to be **offset around 1.4m** from lengths of track and are designed using end geometry to smoothly transition between 2-row cables and 1-row cables when passing a signal. This can be done with the following method:

1. Offset one length of 2-row semaphore cables from a piece of track, around 2 metres away for the best results
2. Switching to the 1-row semaphore cables lofts, lay one section leading from the 2-row length
3. Use the Split tool where the 2-row and 1-row meet

The semaphore cables are labelled as either Left or Right depending on which side of the signal box the wires will come from.

POINT RODDING

The point rodding can be laid in the same way as semaphore cabling. Naturally it should progress from a 4-wide to a 3-wide, to a 2-wide, to a 1-wide. By setting each length of a certain width in the same manner as the semaphore cabling, the pivot motors should show. Use the types marked Left or Right based on the side of the signal box the rodding will come from (looking at the track from the signalman's perspective). Types without a direction marked can be used to lay long lines. Types labelled as "Perp" are for passing rods perpendicularly under the track. Types without the Perp label are point frogs to connect to the motors.



The point motors and push rods will spawn "underground" when first selected; this is because they are best designed to be snapped to the track by holding Tab when placing them. This way they will show at the correct height below the railhead when placed. For best results, use them with the Vulcan Productions track pack, but they should work fine with other track types if you don't mind the perpendicular push rods clipping through rails or ballast or omitting them entirely. If the supplied point motors do not suit your fancy, Mundo point rodding (UKTS code 23147) can alternatively be used.

All rodding should be offset 1.8m from the track for best results. The end geometry frogs and linkage have been included as basic scenic assets to allow for planning of more complex systems.

For both the point rodding and the semaphore cabling, where the perpendicular sections come off will not be at the point where the loft actually ends. Make sure that you have lined it up correctly and if needed keep a close eye on the length of loft laid at the bottom of the screen; it may be a trial and error exercise.

CHANGELOG V1.3

- Added manual telegraph pole variants
- Added tall telegraph pole
- Added / fixed signal cables for ease of use
- Updated terms and conditions
- Added installer

CREDITS

This pack was made by Joseph Dove from Golden Age Developments.

TERMS AND CONDITIONS

- Please do not redistribute this package without permission from Golden Age Developments.
- The scenarios, assets, and/or reskins included in this package may not be used in any payware or subware content without permission from Golden Age Developments.
- You must also comply with the Dovetail Games EULA.

Contact us or find more content on <http://www.golden-age-developments.co.uk/>

Thank you for downloading!

