



# Great Western Mainline (Diorama)

## Golden Age Developments

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## Introduction

Thank you for downloading our Great Western Mainline Diorama route. This route is based on a section of the Great Western Mainline (the principal GWR route from London Paddington to Bristol and beyond) between Maidenhead and Twyford. The scenery and trackwork are accurate and a fictional signal box, loop and crossover have been provided for aesthetic purposes, loosely based on the Shottesbrook box located nearby.

The route is centred around the signal box, with around 3 km of fully detailed scenery to provide a 360° panoramic view from this location. There is an additional 8 km of track on either side for you to stage and accelerate trains to line speed, including a grade separated loop for trains to be reused if desired. More information on how to use the loop is provided in the 'Usage' section. A template scenario is provided for those who don't wish to set up their own railfan scenarios.

We hope you like this route! We'd like to hear suggestions, comments, feedback, or simply what you like about the route – you can get in touch via the contact form on our website or by joining our Discord server.

## Requirements

Payware:

- DTG – Riviera Line in the 50s
- RSC – Riviera Line
- RSC – Weardale & Teesdale Network

Freeware:

- Golden Age Developments – Signalling Equipment Pack
- VP – Grass Pack
- VP – Track Pack
- VP – Tree Pack
- VP – Third Rail Pack

*Please make sure you have all the requirements installed before contacting us for support.*

## Installation

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.**

## Usage

### Directionality and speed limits

The track is unidirectional and not designed for wrong line running. You can change this using the linear select tool in the scenario editor, however the route is signalled for unidirectional operations only. The track speed is 125 mph on the mainlines (note: the real-life speed limit of this section was 85 mph, 125 mph was chosen as it will allow trains to reach high speeds without specifying a 100% efficiency). The speed limit on the relief lines is 70 mph. The loop lines all have speed limits of 70 mph due to the sharp corners.

## Using portals

If you choose, you can put your AI trains into portals for spawning. The portals designed to be used for this are those at the end of the stages. As with any train spawned from a portal, you must make sure it fits within the signal block of the portal or you will get an “off-path” error.

As is standard practice in scenario making, you can send AI trains into portals to remove them from the running. This has performance benefits and will free up signal sections so there is not a queue of trains. The portals at the end of the lines (after the divergence to the loops) are designed for this.

## Getting AI to maximum speed

You may find that your trains are not moving fast enough (or conversely that they are moving too fast, in the case of unfitted freights on the relief lines). This issue can be resolved by adding a passenger pick-up instruction before the final destination at the portal and setting its efficiency (aka “performance”) to 100%. Alternatively, on the relief lines, you can set the value lower than the default 75% to simulate accurate speed-restricted trains, for example an unfitted freight should be set to 35%.

## Utilising the loops

This is a more advanced operation, but it can be very effective in keeping the main lines busy. There are four ‘paths’ in this diorama; path A (starting on the down main), path B (starting on the up main), path C (starting on the down relief), path D (starting on the up relief).

When these paths are used correctly in combination with the loops, trains can be reused in both directions to give the illusion of having many more AI services than you actually do. Here is a guide on how we used it, however you are encouraged to use your own initiative to take advantage of these loops.

1. Place your AI trains in signal blocks emanating from the section with scenery.
2. Add waypoint instructions to each train corresponding to its path. E.g. train ‘Up Main 2’ has waypoints at markers B1, B2, B3, B4.
3. Send your train into its corresponding portal. E.g. ‘Down Relief 1’ would go to C Portal.
4. If you want to specify a speed, utilize the platforms.
5. If you don’t want to use the loops, go without path elements 3 & 4 and instead send your trains in portals denoted with ‘(no loop)’.
6. If you want to use the goods loop, add a stop marker there.

## Template Scenario

A template scenario is provided for the route. This features around 30 mins of high-density railfanning, including use of crossovers and the goods loop. The scenario is set up so that you can swap in your own trains. To do this, place a new train behind the desired template one and Ctrl+Click and drag the Driver icon from the template train to your one.

## Notes

Here are some important notes that we found while using this route for our own railfan scenarios.

- Do not use too many AI trains! Keep it to 20 unless you are sure your game can handle it.
- The route is roughly symmetrical – vary your AI starting times to avoid too many meets!
- AP Weather is recommended due to the default skies of Riviera Line being plain grey.
- Remember the date in Train Simulator is MM/DD/YYYY (American) – this affects lighting!
- Make sure your AI train timing does not cause trains to be stopped by signals where not intended.
- Fly around the represented area to load all of the scenery tiles before starting.
- For optimal screenshots/videos, make sure you do not have any regions with no scenery in frame.
- Be conscious of train priority when using crossovers or the goods loop.

## Credits

**This route was created by Harry from Golden Age Developments.** Thanks go out to all the original developers of the route dependencies, the Golden Age Developments Discord server community for their support and motivation, and Joe from Golden Age Developments for developing numerous assets used on the route. Thanks to Mundo for allowing his excellent point motor assets to be included with the route.

## Terms

- Please do not redistribute this route or any of the included assets/reskins/scenarios without permission from Golden Age Developments.
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- You must also comply with the Dovetail Games EULA.

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