

THE RAIL SIMULATOR NEWSLETTER

WELCOME

Hello to you all and a warm welcome from the Rail Simulator team that bring you Rail Times edition 11! In this month's issue we talk to German Railroads who are working with us on the German route, as well as summarizing activity within the community this month and progress in Rail Simulator's development.

We have seen steady progress in the development of Rail Simulator this month – with some added features that are now to be tested – so I can't tell you what they are yet!

We have opened a new community forum this month over at Train-sim.com with an opening statement about our intentions for North America. This has been up and running for over a week now and has already reached a 100 posts! Over at our UK forum they have managed to reach 5000 posts! So to reward them for all their contributions we posted an image of our Signal 3D models.



COMING SOON

In next months newsletter we'll reveal more detail about the German route and the team behind the German train!

We'll be giving an update on the Add On License Scheme and talking about upcoming events that Rail Simulator will be involved in!

We'll have some rather special people coming in to our office next month - and we will reveal more information on that too!

PROGRESS REPORT

I would like to announce the arrival of Chris Baily joining the Rail Simulator team this month as a Subject Matter Expert.

A brief history of Chris' involvement with trains starts with employment at BR from 1991 to 1994 on their YTS scheme. Chris was then trained as a signaller in 1993 and worked in Castleton East Junction (near Rochdale) before moving onto pastures new.

He has worked as a volunteer on the East Lancashire Railway in Bury since 1987, where he started helping clean steam locos, then moved into the signaling department, and finally onto Diesel Restoration.

Chris has been a driver on the ELR for 12 years, and is qualified to drive the majority of classes of Diesel loco based on the line. He was heavily involved with the restoration and overhaul of Class 14 D9531 and just taken on the task of restoring Class 15 D8233. He is also involved with the fundraising and restoration for Co-Bo D5705.

Chris purchased MSTs1 in 2003, and found UKTS where he started to add to his MSTs installation. However as time went on he thought about creating his own items for train simulation, and created oodles of models and sound sets for Diesel locos in MSTs and spear headed the team that created the East Lancs Railway route. This was created as an add-on to raise funds for the restoration of D5705.

Chris will be working on the engine and rolling stock simulations, endeavoring to get the simulation of each engine as close as possible to the real world locomotives.

Chris Baily is a valued addition to Rail Simulator and we would all like to welcome him to the team!

Ernst and Ulf talk to us about the German Route!

We are pleased to announce that the German route to feature in Rail Simulator is Hagen to Siegen.

As you know from previous announcements – German Railroad's Ernst and Ulf are working on the German route, and we spoke with them about this fabulous route in Rail Simulator!

Ernst and Ulf talk to us about the German Route!

Q1) Can you describe the route to us and why you proposed it in the first place?

Ulf: We have tried to find a route which combines some interesting features for Rail Simulator fans. It is a main line, not too fast with a beautiful scenery and landscape. It has a big station; Hagen, and has a lot of freight traffic (wood, paper, steel, gravel) guaranteeing a lot of fun play. Container terminals and large factories need trains and a lot of stations in different sizes which gives variety in passenger services. This route has both signal types available; light and semaphore signals, so a lot of the good features in Rail Simulator are apparent.

Q2) What are the highlights of this route?

Ernst: One highlight is the main station in Hagen. Dozens of freight tracks and a container terminal will be available. And the opposite station will be Kreuztal with an equivalent equipment. Another highlight is the valley from Hohenlimburg to Finnetrop. Along the river "Lenne" is a beautiful landscape with a lot of curves and great views.

Q3) Has your previous experience on add on development been beneficial to building the Hagen to Siegen route?

Ulf: We have build a lot of routes in historical surroundings. This was helpful because this route has a lot of historical things still available today. We have preferred our routes to have a mixture of interesting rail work and great landscapes, so this mixture is available on this route too.

Q4) With your knowledge of the latest train simulation toolkits, how has you experience with the Rail Simulator toolkit aided the Hagen to Siegen route build?

Ernst: We have a lot of experience with all tools from our previous work. And there are big differences to the toolkits today. Tracklaying is much more flexible. You can create more accurate routes then ever before. The toolkit is modern and very intuitive.

Q5) What is it like to work with Kuju?

Ulf: As lovers of Train Simulations we were looking for the best next level in this segment. And we are sure, that this level will be set by Kuju. And we are proud to become a part of this. The partnership with Kuju means a lot of work but also a lot of fun.