

ISO Tanker Pack 2011



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System Requirements

We suggest that your PC should have the following:

- Minimum 1.5ghz Processor
- 256mb Ram (512mb for Windows XP) or better.
- Minimum 700mb Disk Space
- A good quality video card with 64mb (128mb preferred) of Video Ram or better.
- A CD or DVD ROM Drive
- Windows Operating System
- Microsoft™ Train Simulator
- A good quality sound card (not on-board is preferred) is recommended

Installation

When using Windows XP or Windows 2000 as your operating system you must be logged in as the Administrator user to begin installation.

Insert the CD into your CD or DVD drive, the installation program will start automatically. If it does not start automatically (you or one of your installed tools may have disabled the auto-start facility of your computer) you should click Start followed by Run and then type "D:\Setup" where D: is the letter of your CD or DVD drive.

The install window will appear and you should follow the prompts to complete the installation. When asked to enter a serial key you will find this on the front cover of the printed manual. The install path of your Microsoft Train Simulator will be checked – however if you are running multiple copies of Train Simulator you may need to manually configure it. The files for this add-on will then be copied to your hard drive.

After a successful installation you will find the new route, activities and stock at your disposal within Microsoft Train Simulator.

Un-Installation

If you would like to uninstall this add-on from your system simply select "Hertford Loop" in the add/remove programs menu, which can be found in your Control Panel. Click "delete" and the add-on will be uninstalled.

Note: if you have used Hertford Loop rolling stock in activities for other add-ons on your system, uninstalling this add-on and its rolling stock could cause MSTs to show errors indicating this missing stock. Either replace the stock or remove the activities that use it to resolve these errors.



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Class 66 in GBRf Union Jack Livery!



Class 66 GBRf



Class 66 Medite

The **Class 66** is a six axle diesel electric freight locomotive developed in part from the British Rail Class 59, for use on the railways of the UK

Class 313 EMU **NEW!**



ISO Mobil



ISO Total



ISO Shell



ISO BP

. The **ISO Tanker** are widely used through the European railway network, and is versatile, as it can be transported by Sea, Rail or Road.

Please Note we are offer activities in various Season 1 for ECE1, 1 for ECE2, 1 for Midland Mainline & 1 for West coast Express

The Activities for East Coast Express Part 1

01 - ECE1_ISO_Petroleum Taker

Time – 0902 Finsbury Park to Welwyn Garden City Season Summer Clear
You on the move just outside Finsbury Park, all the way to Welwyn Garden City, where you will change driver and finish your shift..



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02 - ECE1_ISO_Petroleum Taker in the Rain (Same as 01 but different season)

Time – 0902 Finsbury Park to Welwyn Garden City Season Autumn Rain
You on the move just outside Finsbury Park, all the way to Welwyn Garden City, where you will change driver and finish your shift..

03 - ECE1_ISO_Petroleum Taker in the Rain (Same as 01 but different season)

Time – 0902 Finsbury Park to Welwyn Garden City Season Winter Snow
You on the move just outside Finsbury Park, all the way to Welwyn Garden City, where you will change driver and finish your shift..

The Activities for East Coast Express Part 2

04 – Description HL04 - Fast Express to Stevenage

Time – 1805 Season - Autumn

A straight forward fast run to Stevenage with the Intercity 225 Swallow set. Upon takeover of the train you are sat at Kings Cross awaiting the road. Watch the speed limits out of Kings Cross, but once out of the station limits you're free to exploit maximum line speed.

05 - Description HL05 - Stevenage - Drayton Park Stopping Service

Time – 0620 Season - Spring

You're in charge of the local stopping service to Drayton Park via Hertford Loop. It's a nice spring morning and you a few seconds late arriving into Stevenage, but you will make this up with no problems. Ensure you stick to the speed limits and also maintain passenger comfort levels.

06 - Description HL06-ECS to Drayton

Time 0714 Season - Summer

You're running down towards Drayton park with an ECS working. Upon arrival at Bowes Park you will need to reverse back into the siding and drop off the rear 3 cars of your train. You will need to buffer right up to the existing stock in order to clear the reverse point. After you have detached the stock, depart at full line speed in order to make the 0730 departure from Drayton Park..

The Activities for Midland Mainline

07 - Description L07- Moorgate to Gordon Hill

Time – 0810 Season - Winter

This is a peak train all stations stopping service to Gordon Hill Platform 1. This is the last peak service of the morning to Gordon Hill, upon arrival you are to

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terminate and park the stock ready for the afternoon's peak services from Gordon Hill

08 - Description HL08-Hitchin to Moorgate

Time – 1500 Season - Summer

You are on your way to Moorgate, from Hitchin, you are approaching Hitchin and you have a clear run all the way to London - or have you??? You will need your eyes peeled, and upon arrival at Finsbury Park, your stock set will split with only your 3 cars proceeding to Moorgate

09 – Description HL09-Kings Cross to York HST service

Time-1200 Season Autumn

This is the 1200 departure from London Kings Cross to York. You are in charge as far as Hitchin where there will be a driver stop. This is not the normal place for driver change over, however the normal relief driver has gone sick, and this is the next available outpost. hats not al, you are to also be diverted via the Hertford Loop due to engineering works between Alexandra Palace and Potters Bar. There is no doubt that you will be held up, however once clear of the local services in front of you, you can travel at maximum permissible line speed to minimise the delays

The Activities for West Coast Express Part 1

10 – Description HL10-ECS to Bounds Green

Time 0650 Season - Winter

This is a simple ECS run from Kings Cross to Bounds Green. You will run empty on the slow line out of Kings Cross to Bowes Park Siding to turn the train in order to get into Bounds Green Depot. You activity will end when you shunt the train into the shed.

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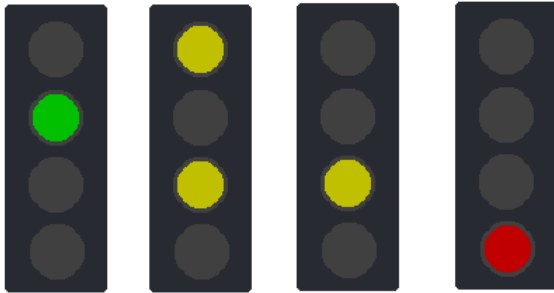
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Signalling

London South Coast uses a modern UK 2, 3 and 4 aspect colour light signal system with modern UK standard speed limit signs. Tony Formoso and  **EuropeanBahn**  have put together the most accurate possible signalling system and speed limit sign layout.

Basic Signals



The basics are pretty straight forward – a green signal means the line ahead is clear for maximum line speed running. Red means that you must stop before the signal – if you attempt to pass it then you will fail the activity with a SPAD “Signal Passed at Danger” failure.

Three aspect signals have a single yellow light, this indicates that the *next* signal is currently red so you should slow to a stop.

Four aspect signals have *two* yellow lights. If you can see two yellow lights, the next signal is a single yellow. If you can see a single yellow then the next one after that will be a red. This allows you more notice to begin your braking on high speed lines and is particularly useful in allowing you to follow behind a service running in front of you. If you think you're stuck behind a service, you should aim to keep it at double yellow – if you see a green then speed up and try to catch up to the service in front until you get double yellow again, if you see a single yellow (or worse, a red) then slow down. This technique enables you to run a tight service right behind one in front and is crucial if you are to make time on difficult busy schedules!

Route Indicators

There are also signals a Route indicator of some kind, this shows you that points have been set to follow a particular route. Route Indicators could be ‘feathers’ shown by a series of white lights, or theatre boxes indicating a direction or platform that you are cleared on to.

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Repeaters



In cases of low visibility there are Repeater signals that show you what the following signal is showing. These are usually placed where the terrain, buildings and other obstructions mean that you could not actually see a signal in time to obey it. In 'Banner OFF' state, the following signal is showing either Clear or Caution states. If the signal is 'Banner ON' then it is showing a Red state and you should be ready to stop.

Approach Control



Due to limitations within the simulator the implementation of Approach control it's not strictly accurate but it does serve the purpose. We set the signal to a special aspect showing a Red indicator but it will display "Restricting (150)" rather than Stop in the Track Monitor so you can proceed through it safely. Signals leading up to it will show a standard double-yellow / yellow approach to slow you down.

Shunting Signals

These allow a train to be signaled to move forwards a short distance as long as the track is not obstructed. A shunting signal is shown as three smaller lights in a triangle and is either found attached to a normal signal or on its own. When it's attached to another signal it will only be illuminated when a shunting movement is required, otherwise, it will show two red or yellow lights. Two white lights are used to indicate that you are clear to proceed with caution at a speed where you can stop quickly for any obstruction. This will show up in the Track Monitor as "Restricting" and you can proceed through it.

Visit our Web Site

You can visit us online at <http://www.europeanbahn.co.uk> and find the following:

News and Future Projects – Find out what the  **EuropeanBahn**  team is working on next!

Online Store – Obtain all the  **EuropeanBahn**  products from our online store, as well as other MSTs related items!

We look forward to seeing you there!

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Troubleshooting

Whilst we have tried to make this add-on function on all PCs, on lower spec machines you may find areas of low frame rates (screen judders). Whilst the ideal solution is to buy an updated PC we can offer the following alternative solutions to try first in the Train Simulator Options menu.

General – We do not recommend “simple controls” – people have had problems with this in the past, the locos in this add-on are pretty simple to drive anyway.

Sound – Turn the “quantity of sounds” down a notch or two if you are having problems with the game crashing when there is a lot happening, if you have sounds playing over and over without stopping. Also see the note below about the DirectX Diagnostic Utility.

Display – Our cabs are designed to run at a screen resolution of 1024x768, so I would suggest using this mode if your monitor/graphics card supports it. You can adjust the “overall display quality” here, to the left is better frame rates but less detail, plus you can also fine tune settings on the next page along.

Advanced Display

Visibility – Turn this down to give a general boost in frame rates, MSTs won't draw objects so far in front of you, meaning there is less on the screen to worry about. Of course, this means that distant buildings suddenly spring up in front of you, everything here is a trade-off between speed and quality.

Terrain Error Threshold – If you are seeing land over the track then this setting is too low. However, the lower the setting the less MSTs has to worry about landscape and the better the framerate will be.

World Objects Density – Reducing this makes whole groups of objects disappear so if you are really stuck, try turning this down. This may cause whole spots of country side to disappear however if turned down too low.

It is also worth experimenting with the bottom four sliders, moving them to the left removes / reduces details but increases frame rate.

The Checkboxes on the right – We recommend turning off overhead wires, high detail shadows, specular lighting and dynamic shadows in that order. This will improve the speed; every little helps when it comes to frame rates so don't be afraid to turn something else off, you can always switch it back on later.

DirectX Diagnostic Utility

Sometimes you can get improvements in the sound system or less crashing in the game by altering the “hardware acceleration” setting in the DirectX configuration.



To do this, press the start button and choose “run”, type “dxdiag.exe” and press OK to run the tool.

It may be worth running the tests but normally they all pass anyway unless you have other problems with your system outside the scope of this manual.

On the sound page is a slider – hardware sound acceleration level. This is normally fully right but sliding this to the left can sometimes solve problems. There is no OK or Save button, just changing this and exiting automatically saves it. If this has no effect, you should set it back – the further to the right the more it will rely on sound hardware, the more to the left it will use your main CPU power for sounds, which could impact frame rates.

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Further Support

For support queries relating to this or any other  **EuropeanBahn**  product you may wish to contact us via the “Help Desk” on <http://www.europeanbahn.co.uk> detailing your problem, your PC specifications, other add-ons you have installed and so forth. The more information you provide the quicker we’ll be able to help you out!

Credits

The  **EuropeanBahn**  team includes...

Ken Austin	Team Member	Wagon Construction, Activity design
Carl Westwood	Team Member	Graphic and Beta Tester



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