

THE SPEYSIDE LINE

ROUTE PACK FOR TRAIN SIMULATOR 20xx

v 1.01 June 2019



Available from signalbox.hamishweir.uk
Also on uktrainsim.com and alanthompsons.com

CONTENTS

Installation	2
Route Information.....	3
Route Map	3
Route Guide	4
Scenarios	10
Custom Assets	11
Future Updates	11
Footnote.....	11
Acknowledgments.....	11
Legal	12



INSTALLATION

This route is compatible and tested with DTG Train Simulator 2019. Previous versions are untested. Before installation ensure that all dependencies are installed (Table I).

- 1) Locate the destination where you downloaded this pack and unzip the compressed folder.
- 2) There are now 2 options. Please follow a. **or** b. only.
 - a. *Using the Utilities program*
 - i. Locate your Train Simulator Source directory. (This can be found through steam. Right click on game > properties > local files > browse local files
 - ii. Open the utilities.exe application and navigate to Package Manager
 - iii. Select "Install" and navigate to and open the downloaded .rwp file in the unzipped folder.
 - iv. Wait for the installation process to complete
 - b. *Using 7-zip*
 - i. Open the .rwp file with 7-zip
 - ii. Locate your Train Simulator Source directory. (This can be found through steam. Right click on game, properties, local files, Browse local files
 - iii. Copy the contents of the .rwp file to this folder.
- 3) Now you are done!

ROUTE REQUIREMENTS (TABLE I)

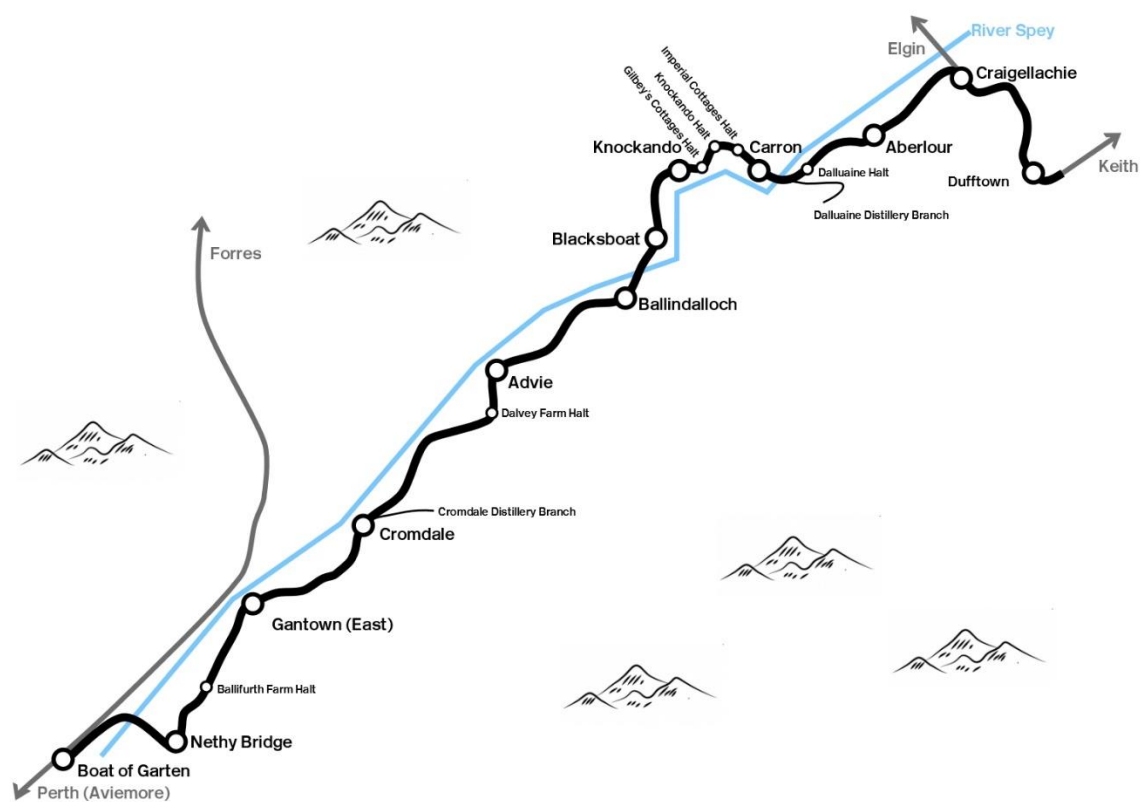
Priority: **Essential** **Highly Recommended** **Recommended**

Pack	Location	Priority
DTG London - Brighton	Steam	
DTG Western Lines of Scotland	Steam	
DTG Wear Valley Railway	Steam	
RSC Isle of Wight This route requirement will be negated in future versions	Steam	
RSC EU Assets Pack (comes with many routes, check here)	Steam	
AP Station Pack (comes with many routes, check here)	n/a	
SAD Assets Pack	RS.net	
LNWR Signals Pack	UKTS	
UK Lattice Post Signals	UKTS	
UKTS Blocks-Lofts-Bridges #1	UKTS TSDEV	
UKTS Clutter	UKTS TSDEV	
VP Grass Pack	Vulcan Productions	
SBS Vegetation	RailsimDE	
Lanky Track (I have contacted the author regarding including these with the route pack. For the time being each of the following is required)	Lanky_010 Lanky_014 Lanky_021	

ROUTE INFORMATION

Route Length	35 miles
Era modelled	1940-1960 approx
Max Speed	50 mph
Country	Scotland (United Kingdom)
Operating Company	GNoSR, LNER, British Railways

ROUTE MAP



ROUTE GUIDE

CRAIGELLACHIE



While the official start of the original GNSR route was Dufftown, our journey will begin at Craigellachie Junction. Here the Speyside Line splits away from the GNoSR route from Aberdeen, which heads over the River Spey and on to Elgin. The Speyside Line turns sharply and hugs the rivers embankment for a short time before arriving at the railways only tunnel. After passing this the land opens out, passing Aberlour House (now home to Walkers Shortbread) and beneath the Macallan Distillery high on the opposite hillside.

ABERLOUR



Aberlour is one of the larger settlements along the route. If the name is familiar, that could be because the well-known Aberlour Distillery is located here, looking to your left as we leave the station bound for Carron. The line climbs steeply here, although it is brief, and we soon pass Daluane distillery halt. The distillery is served by its own small branch, which we pass shortly just before crossing the impressive Carron bridge and into Carron itself.

CARRON



Carron was a busy station in its day, with the combined traffic of both the imposing Imperial Distillery and Dailuaine Distillery present. Its importance on the railway is seen by the impressive array of trackwork, despite the village being by almost all measures tiny!

Leaving Carron, we pass the first request halt on the line at Imperial Cottages. These so-called “bus stop halts” coincided with the introduction of a diesel railbus services. Unfortunately, we don’t have one of these in Railworks, so can ignore the halts for now.

KNOCKANDO



Next on our journey we find Knockando Station, perched precariously above the river Spey and home of two distilleries. Knicks do station still stands today and is unusual in that its construction is made of wood. On leaving Knicks do we pass over an impressive looking viaduct that straddles a stream small enough to jump (trust me I tried). The landscape now widens out as we head on our way to Blacksboat.

BLACKSBOAT



A tiny wayside station, more than a mile from its namesake town Blacksboat was never very busy and was closed before the rest of the line. Today, both station building and distinctive wooden GNSR goods shed remain.

BALLINDALOCH



With a large yard, Ballindaloch was a busy station catering for the settlements stretching far away from the railway to Tomintoul. It is also home to our second crossing over the Spey.

ADVIE



After Ballindaloch the line opens out into broader countryside. Less populated than before stations are more spread out and passing loops are the exception rather than the norm. Advie is a simple station, with an unusual wooden station, serving the small local village.

CROMDALE



Cromdale station once boasted it's own loop and second platform, but this was soon deemed redundant and it was removed in the 1920s. From here a branch line curves away towards the Balmenach Distillery which has been fully modelled in Train Simulator.

GRANTOWN ON SPEY EAST



With the first passing loop for some considerable distance, this is the second of Granttown's Stations. To the west, the Highland Railway from Forres pauses on its way to Aviemore and the south. Soon this and the Speyside Line will converge, but first one more stop...

NETHYBRIDGE



Once the terminus of the Speyside Line, Nethybridge boasts a lot of empty space once home to all the amenities you would expect from a terminus station. However, not long after opening, the route was extended to meet the Caledonian Railway at Boat of Garten. After crossing the Spey for a final time, the railway run next to each other for a couple miles, spot for a race perhaps.

BOAT OF GARTEN



The end of the Speyside Line, Boat of Garten was a busy station. The shed to the north provided motive power for the line, until sometime during the reign of British Rail. In Train Simulator this shed has been modelled as operation although by the late 50s it's duties would have been transferred to Aviemore Shed.

Boat of Garten station is still open today as part of the [Strathspey Steam Railway](#) and is well worth a visit.

The railway now continues south towards Aviemore where, In BR days, many Speyside Line services would terminate. This presents a natural extension to the route in future.

SCENARIOS

The route comes with 8 interesting and varied scenarios.

Quick Drive available with Boat of Garten and Craigellachie starting points.

REQUIREMENTS:

All scenarios use stock from the route requirements and the [UKTrainSim waggons pack](#). Scenarios also use [Armstrong Powerhouse Weather EP](#). This is not required for scenarios to run but will result in an undefined weather pattern.

Additional requirements are listed below:

	Name	Duration	Difficulty	Additional Requirements
1	Welcome to Speyside	45	I	• Class 105 • Class 27
2	Down Slow	90	II	• DT Standard 2MT • Class 105 • DT/AP MkI
3	Up Slow	90	II	• Class 105 • DT Standard 2MT • JT Class 20 Advanced • DT CR 812 • DT/AP MkI
4	Coal Run	120	IIIIII	• DT CR 812
5	The Carron Pug	30	III	• CGO 20t Unfitted Grain Hopper • CR 264/611 Class "Pug"
6	Distillery Duties	30	III	• CGO 20t Unfitted Grain Hopper • CR 264/611 Class "Pug"
7	Time to say goodbye <i>Removed due to issues, coming soon!</i>	180	II	• Class 27 • DT/AP MkI
8	The Grain Train	60	III	• JT Class 20 Advanced • CGO 20t Unfitted Grain Hopper

Due to work and time constraints scenarios have not received comprehensive testing. Issues can be submitted [here](#) to for review.

Over time additional scenarios may be found at signalbox.hamishweir.uk/downloads

SIGNALLING

The signals on this route use a script that requires train movement. If you find a signal that will not clear, move forwards slowly and this should trigger the signal to clear if appropriate.

A fix for this may be issued later after some investigation.



CUSTOM ASSETS

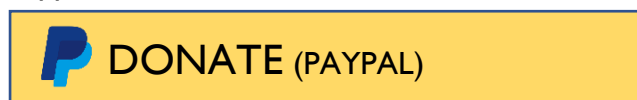
Several custom assets have been created for this route. To use these in your own routes enable the package “*Speyside Line*” under provider “*HWDev*”.

Note: You may not distribute these assets with your own project without prior consent.

FOOTNOTES

I hope you enjoy driving along this route as much as I have enjoyed creating it. If you have, please do leave a review over on my website.

This route took many hundreds of unpaid hours to research and create. Donations are most welcomed to help cover costs and facilitate future projects. I am very grateful for any support received.



Should you create some scenarios and would like to share them with the wider TS community, I would love to hear from you and can offer to host them alongside the main route download.

FUTURE UPDATES

In the future I hope to release a pack of additional scenarios for the route, covering some of its pre-BR history.

I have no plans for major additions or alterations to the route beside scenery improvements here and there. Possible extensions are to Aviemore on one end, and to Dufftown on the other. However, these are unlikely as I switch my focus to software development.

Keep up to date with any future developments by following us on [Facebook](#).

ACKNOWLEDGMENTS

This route would not have been possible without the fantastic “The Speyside Line” book by Dick Jackson and the Great North of Scotland Railway Association.

Further thanks must go to those who have assisted when I got stuck along the way, you know who you are.

Thanks to everyone else who followed the project with interest for the last two years.



CHANGELOG

1.0 14/06/19 Initial public release

- 1.01 15/06/19
- Fixed incorrect reference to AP Station pack
 - Improved scenery near Aberlour
 - Removed redundant files from distribution

LEGAL

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Thank you for playing, enjoy the route!

