



SEMAPHORE
PRODUCTIONS

Keith & Dufftown Railway

For Train Simulator 2015

To Find out more about this route and
our other projects please visit:

www.youtube.com/user/semaphoreproductions

or

www.semaphoreproductions.co.nr

Installation:

To install the route you will need to find the Train simulator utilities program. This can usually be found:

C:\Program Files (x86)\Steam\SteamApps\common\RailWorks

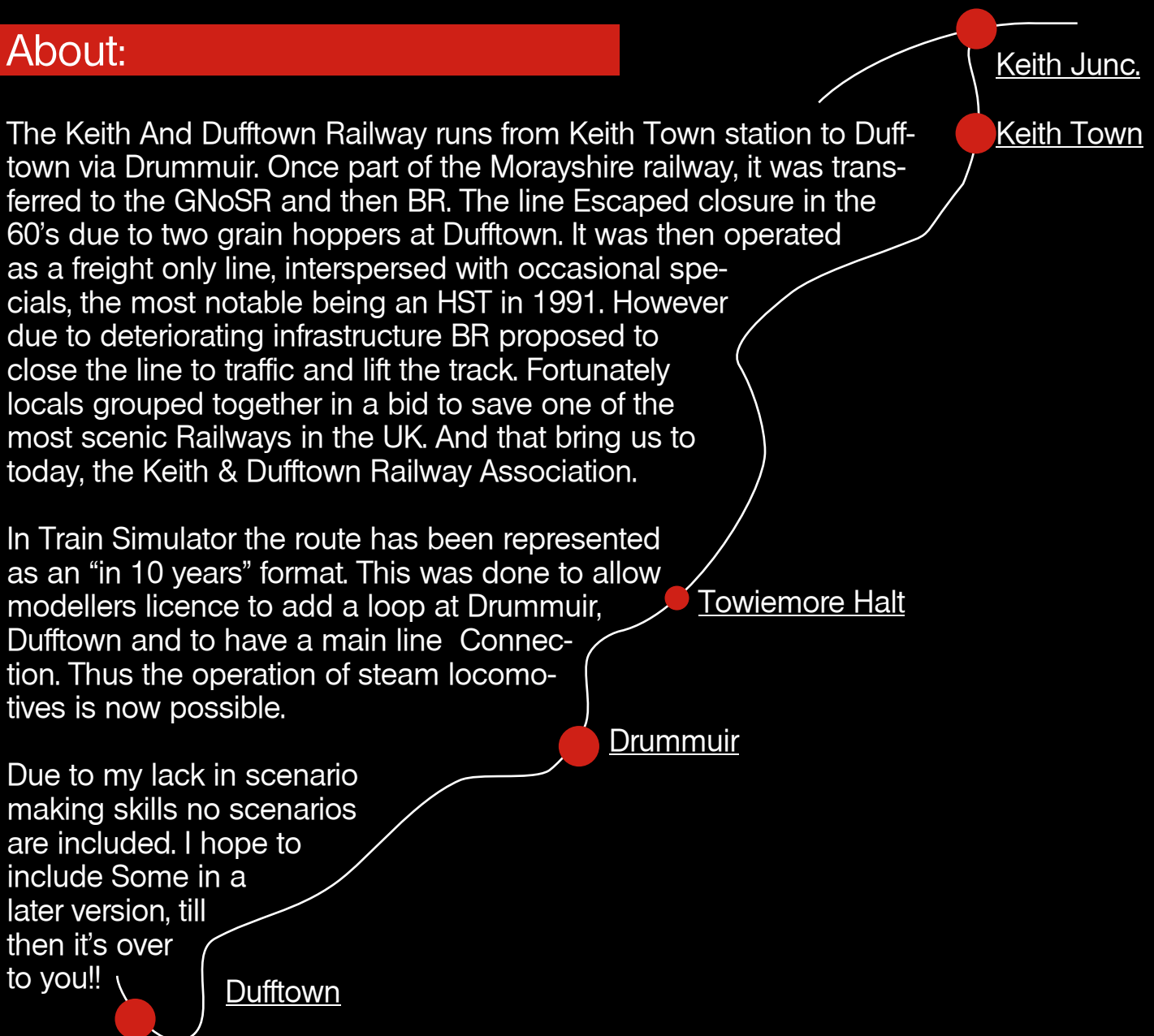
Once you have opened it navigate to the “Package Manager” tab. You will Need to have extracted the “KeithDufftownRail.rwp” file for the next stage. Select the big install button in the TS Utilities and navigate to the place you Extracted the .rwp file to. Select this and click open. Now let the Package Manager do it’s magic. Once it has finished the route should be installed. Open Train Simulator and enjoy :)

About:

The Keith And Dufftown Railway runs from Keith Town station to Dufftown via Drummuir. Once part of the Morayshire railway, it was transferred to the GNoSR and then BR. The line Escaped closure in the 60's due to two grain hoppers at Dufftown. It was then operated as a freight only line, interspersed with occasional specials, the most notable being an HST in 1991. However due to deteriorating infrastructure BR proposed to close the line to traffic and lift the track. Fortunately locals grouped together in a bid to save one of the most scenic Railways in the UK. And that bring us to today, the Keith & Dufftown Railway Association.

In Train Simulator the route has been represented as an “in 10 years” format. This was done to allow modellers licence to add a loop at Drummuir, Dufftown and to have a main line Connection. Thus the operation of steam locomotives is now possible.

Due to my lack in scenario making skills no scenarios are included. I hope to include Some in a later version, till then it's over to you!!



Version Info:

V 1.0

Compiled 20/7/14

Work to be done for future versions:

Better scenery further from track

Develop town scenery in Keith

Include scenarios

Bug fixes - shadow bug in keith, various

Crashes.

Custom station buildings & viaduct - help please?

Credits:

My self- Hamish weir - Route building and scenario creation.

"Docklands Project" on UKTS - Custom Assets.

Keith & Dufftown Railway Association - On location filming access and gradient profile.

Greg Anderson (AnderG1) - General advice. And tips.



Legal:

By using these files you accept any damage or loss caused by there use. These files must Not be re-uploaded to any other site than UKTS, Train Sim dev and my own website.

Modifying of the route is NOT permitted unless permission is granted by the route author Only. If you have a problem please google it first, the chances are someone else has come Across it (maybe not on this route). If that fails post on this forum:

<http://forums.uktrainsim.com/viewtopic.php?f=365&t=137256>

No other support is available.

You can send me your scenarios to be included in future version, they would be much appreciated

Thank you for downloading and happy driving :)

Contact:

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