



# TrainSimWorld 2 starters guide

Creators Club Edition

Rudolf Heijink

Version 2.2



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# Preface

## ***Introduction***

For a long time I thought it would be useful to create a starters guide for Trainsimulator, to make it easier to start using this game. I did not complete that project, but created a Starters Guide for TrainSimWorld in 2017. Now, we are at a point that TSW is replaced by a next generation, using the name TSW2. TSW2 is both familiar with TSW but also different. That is why I follow DTG and I created a new Starters Guide, specific for TSW2. This Guide will not cover DLCs and it only touches briefly on the routes that come with the core game. For Route DLCs I already created a number of Route Guides. Loco DLCs are included in the Route Guide they fit best with.

## ***Images***

Each chapter is introduced with a screenshot I made in game. In updated versions the screenshots will be replaced by newer ones, representing new content and features.

## ***Acknowledgements***

A big thank you to all community members that contributed to the contents of this guide. May will not be aware of their contribution, but lots of information comes from the community forums.

I definitely like to honor [Olaf the Snowman](#) for his knowledge on UK railroading and the willingness to share this with us.

Matt Peddleston contributed a lot, lately with his tutorial on braking, which I thankfully use as a source for this guide.

## ***Frontpage image:***

In game screenshot. Arosa Linie, the fully different RhB Anniversary pack delivers Xmas parcels.

## ***Disclaimer***

This guide is provided “as is” the author cannot accept any consequences from the use of this guide.

The contents is the sole responsibility of the author.

## ***Contact***

Comments are welcome at [trainsimulator@hollandhiking.nl](mailto:trainsimulator@hollandhiking.nl).

But please be aware that I cannot provide you help with your game issues. If you have any questions, please use one of the regular community forums.

Enjoy reading!

Rudolf Heijink

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## 1 Introduction

### 1.1 About this guide

Train simulation is a serious game with a fairly steep learning curve. To give you a head start, I created this guide, which targets Train Sim World2. It has editions for PC, available at steam or the Epic Games Store, PlayStation or the XBOX.

This guide should help you with following questions:

1. What kind of game is it?
2. Should I buy this game?
3. Where can I find additional content and tools?
4. Which communities are useful for me?
5. Additions to the official game manuals
6. Tips and tricks you won't find in the official game manual, most of them provided by community members.

In addition to this manual I created a number of route guides with specific information on signalling, the rolling stock and whatever I can find for you. Check out my website for them!

### 1.2 Newsletter

At the website you now can subscribe to my free newsletter. It will inform you about new guides, updated guides and software updates. Just complete the form. Your mail address only will be used to send you this newsletter. You find the form here:

<https://www.hollandhiking.nl/trainsimulator>

### **1.3 Donations**

In order to provide this content, I need to spend some money , e.g. the newsletter is not free, webhosting, additional tools and so on. I appreciate a onetime contribution of Euro 5,- (no need to repeat this or send more money). There is no obligation to do this, but I am grateful.

You can use this link, the QR code, or use the paypal link at my website.

[https://www.paypal.com/cgi-bin/webscr?cmd=\\_donations&business=LNBS2R49HHBF6&currency\\_code=EUR&source=url](https://www.paypal.com/cgi-bin/webscr?cmd=_donations&business=LNBS2R49HHBF6&currency_code=EUR&source=url)



### **1.4 You can help me**

If you want to help me to create Guides or Tools, please contact me directly. I would love to form a small team. See the preface to find my email address.

### **1.5 How to read this Starters Guide**

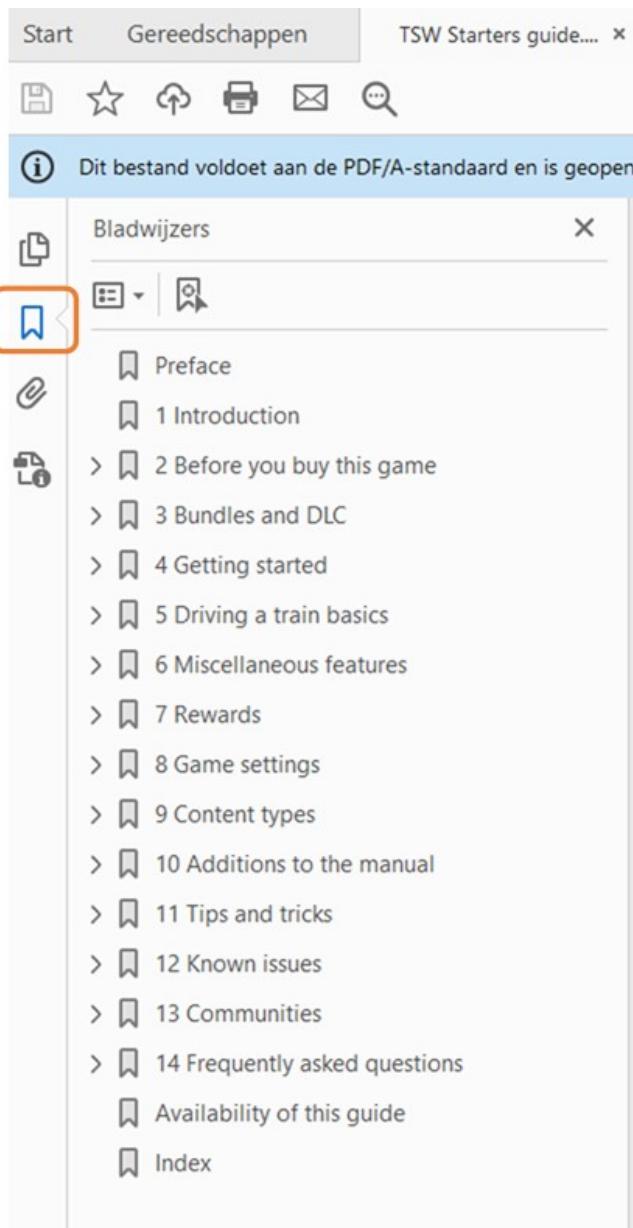
With respect to the TSW edition, I changed a lot in the structure of the guide. You can read it in order of your phase in playing the game. The guide starts with the question: Should I buy this game?

In case you say yes, the next chapter gives some information on your options in buying TSW2 and the downloadable content that accompanies the game and you may want to buy as well.

Once you own the game, some basics to get you started will be covered.

Hopefully you will get very enthusiastic now and for that case, this Guide provides a lot of details you may like to know. This is really advanced stuff and hopefully it is fun to read about it and try some things.

If you open this document using Adobe Reader, you can open the bookmarks tab at the left side. This will show you the contents of this guide and it allows you to navigate quickly.



**Figure 1 Bookmark button in Adobe Reader**



## 2 Before you buy this game

### 2.1 TrainSimWorld2

#### 2.1.1 About TrainSimWorld2

TrainSimWorld2 (TSW2) is a first person railway simulation program, or train simulator. Essentially, the game purpose is that you drive a train safely from A to B, performing a number of tasks on your way and avoiding violation of the basic rules for a train driver:

1. Never exceed the maximum allowed speed.
2. Never pass a signal at danger without explicit permission to do so.
3. Drive according to the time schedule, do not depart early, do not arrive late.
4. Perform all work orders.
5. Comply with safety regulations.

The game has no end, you can play it as long as you like. Also it is not competitive, you cannot win a game, but you can:

- Learn about different signalling rules
- Learn about the huge differences between different trains
- Enjoy beautiful landscapes
- Find out if you would like to be a train driver
- Walk along the tracks and find objects.
- Get points, achievements, medals and more
- ...

Because a train drives on track, driving a train seems simple. Once the engine is working you can only drive and stop forward or backward. It is far more complicated than you might think.

- Trains are heavy, which means it takes a long time to make them stop. The braking system is not very helpful.
- Stopping exactly at the right spot is hard, if you combine it with the requirement to arrive on time.
- Signals may be difficult to see in time.
- Safety procedures may interrupt driving if you are not alert all time.
- Landscape (especially grades) and weather conditions have a lot of impact on the behaviour of a train.
- Trains have some flexibility, especially with long trains this may result in speed differences between front and rear.
- Steam engines have a lot of particular optimization rules to make them run properly, especially going up a hill. (Note TSW2 does not yet have any steam engines).
- You will have very different driving experiences at the various routes, ranging from very dynamic starting/stopping at Bakerloo Line via driving high speed up to 320km/h or driving a 5000 ton freight train on a steep slope where you need four engines.

This makes train simulators a specific class of simulation games.

Train Sim World 2 (TSW2) is a third generation train simulator. Still, the key is you are a train driver and performs the tasks a train driver performs. It is new in a number of ways:

1. The game engine is more based on train physics than its predecessors, contributing to realism.
2. Trains and landscape are modelled with more detail than its predecessors. Just have a look at the picture above this chapter and see how much detail there is in the flowers.
3. TSW has a number of features like a cold boot, probably fairly realistic handling of multiple units and brakes. You can use these features and gain a lot more of insights in how you keep these engines running, though it is possible to just drive them more like TSxxxx.
4. New is that the game is much more prepared for new gameplay and multiplayer options, though these will not be available in the foreseeable future. An example is that you walk now along the tracks, enter a train that is driven automatically, operate the turntable and switches by walking to the correct location. I'm sure there will be a gameplay possible where a driver and shunter work together to compose a train. Probably it will be possible to have a separate dispatch role.
5. This will be the first train simulator that will run on other platforms than Windows. Xbox and PS4 versions are available.
6. New is service/timetable mode, a whole day with scheduled trains. You pick one of them and drive that train to its destination. What would happen if other players pick other trains and drive these?
7. It has a number of features we take for granted, but that are in fact very new and innovative. One of them is that if you own additional engines, they can be integrated in the existing game, providing more variety.
8. There are some very limited ways to create your own content. You can create liveries and you can create very simple scenarios (not more than driving a train from A to B unfortunately).

So, this all sounds good. The downside is. you need a powerful game PC to play.

If you are not sure if you will like to play this type of game, you may choose Open Rails. This is free and you can find out if you like the concepts, though I think in the long run, TSW2 will be far superior. See also section 2.2.2

### **2.1.2 A brief history**

TSW was developed as the successor or Trainsimulator (see 2.2.5), which is technically end of life. It would be very hard to increase realism and make changes so it runs more smoothly as to add more features, while not breaking existing content. But, even today Trainsimulator is still a very interesting simulator which you may enjoy playing.

TSW became available, I think somewhere in 2017. People may disagree with me, but I think essentially DTG did a good job. It runs far more stable than Trainsimulator and it has a number of features that people may take for granted, but that are new. This guide is about all these features, so I will try not to elaborate a lot on them here. Over the last years TSW was developed a lot further and it has a number of features the initial version did not have. I cannot resist to name a few, which are available in TSWxxxx:

- Passenger services
- Riding as a passenger
- Walking along the tracks
- High detailed worlds
- The layer system that adds drives and additional rolling stock if you own a combination of DLC.
- Console versions for XBOX and Playstation
- Safety systems, AWS, PZB, ATC and ACSES.
- Journeys
- Mastery

The problem is DTG did not manage to fulfil an number of urgent wishes, among them:

- A content editor
- Multiplayer
- Steam engines
- VR, TrackIR and Raildriver support

They also wanted to support the next generation consoles and that made DTG decide to move on to TSW2, which is a major update in using the Unreal Engine version 4.23 instead of 4.13. This update caused the need to update all DLC as well, which was not an easy task and took months to complete. They made the decision to start a new game instead and continue development from there. It gave a lot of criticism, because players were forced to pay for a new game (this was not really bad, you got two brand new and exciting routes for the price of one and a heavily upgraded Sandpatch route).

From there on, a lot of new smaller and bigger features are developed. For me the long awaited arrival of steam trains is an absolute highlight.

**Note:** Raildriver support is in beta now. TrackIR is available and steam engines are in development. There will not be a full content editor for a number of reasons.

### 2.1.3 A short review

In the gaming community there are a fair number of people that are very critical towards DTG and TSWx. In part this is justified, but when people speak about a bug galore and similar terms, this is not justified.

It is a complex game and some people blame the game for incompetence to play and get things working.

My very short review:

- TSW2 runs fairly stable, far more stable than the “old” Trainsimulator game.
- You can play most of the content without problems.
- You may or may not be happy with the amount of detail provided in the simulation. There are some technical limitations and of course the detail level is limited by development costs as well.
- Some people complain about the number of DLC. DLC will increase the game play and it is the business model for this game. Without DLC it would not exist. But you can just buy the DLC that are worth the money for you. In the long run, buying all DLC is not a good idea.
- There is a roadmap, showing what they are actually working on. Outside this roadmap there are no promises and that is good.

#### **2.1.4 What is new in TSW2**

I recommend to study the web page and answers to questions posted there as well. I only can give a brief summary:

<https://live.dovetailgames.com/live/train-sim-world/about-trainsimworld>

The link to the Q&A session is here:

<https://www.youtube.com/watch?v=OIS-BXQFdjk>

Note this stream is divided in a number of parts, each one clearly visible announced, so you can select the part you want to see easily.

The parts are (in order):

1. Transition
2. Preserved collection
3. Livery designer
4. Scenario planner
5. Features
6. Tech
7. Routes
8. Communication

I recommend to watch this video it is very clear. There now quite a few devstreams that showing content. This Q&A does not show anything yet.

- Adhesion simulation, in simple terms wheel slip. This should give us more realism when driving, especially with heavy freight trains uphill.
- Support for 4k video, so higher resolutions
- A better HUD, better instructions. Not sure what this exactly means.
- Scenario Planner, a tool you can use to set destinations and locos to create scenarios. The Scenario Planner will be usable on most routes and with most rolling stock.
- In-game Livery Designer, a tool to create your own liveries. I think this also is mostly pre-cooked and will not give a very large degree of freedom.
- Driver Logbook. (available as beta)
- Train weights. Loaded trains will feel loaded.
- LZB safety system
- Rudimentary platform passenger information systems

There are two new routes:

1. Köln-Aachen, featuring the ICE3 with a max speed of 260 km/h. This is spectacular, but 70 km is a bit short for an ICE.
2. Bakerloo Line a short 14 miles London metro line with one single electrical multiple unit

Both routes are passenger only, initially, but Köln Aachen will have freight trains if you own the preserved collection routes Main-Spessart Bahn and Rhein-Ruhr Osten.

Additionally, the Sandpatch route will be improved and number of drives will be added. It also will be available for consoles now, which is good. A new feature is that weight of wagons is taken into account and there will be a different driving experience between loaded and empty trains.

#### **2.1.5 What's new after introduction**

After its first release a lot of new stuff is added or is on its way. I mention those new developments here:

1. Passenger information systems have evolved. At the München-Augsburg route they even represent delays properly. Work is continued.
2. There is a beta now for Raildriver. It does not yet support all routes, but it is there.
3. Steam engines are in development, though it will take time to release them.
4. TrackIR support is in development.
5. Mastery is back
6. There now is a drivers logbook
7. They are working on support to have multiple timetables on a route.
8. Reserved collection stock will be compatible with the livery editor
9. Scenario planner works on all routes (except for some bugs)
10. Sound issues have a high priority to get fixed
11. Work is done on performance improvements. This is ongoing and needed so we can have more trains on a route and so on.
12. At the moment three third party development teams are creating their own content. More will follow.
13. Working Level crossings (not yet for all routes).
14. TVM safety system
15. Dynamic passenger information on trains (SHE route only at the moment), which makes it possible to add destinations on other routes very easily.
16. Multiple timetables
17. Branded containers
18. Real world advertisements
19. Higher passenger densities

I probably forgot a few developments. Let me know!

What this makes clear is that this game is not dead. About 100 people are working on it and the number is still growing. With each new route you see new features and there is a team to update existing content with improved features as well.

**Warning:** I used an NVidia 660GTX which is underpowered, but it worked. After about 200 hours playing TSW the card was defect. It is possible that that it was overcharged, so be careful if your system does not meet the requirements!

## 2.2 Alternatives for TSW2

If you are not sure if you will like this game, or if your computer does not meet the requirements, there are some alternatives. There are many alternatives right now, each having its own weak and strong points. Some them are covered here, most are not.

**Note:** as far as I know only TSW2 will run on a large selection of different platforms. See chapter 3.2.1 for more details on this topic.

### 2.2.1 Stick to TSW2020

*If you do own TSW2020:*

You can continue to play TSW2020. It will work, you can buy the available TSW DLC and at any moment you can switch to TSW2 if you like. But, there will be no more bug fixes and no more new DLC. In the past 12 months a lot of enhancements and bug fixes have been released for the original TSW2020 DLC. So it is really lagging behind.

*If you do NOT own TSW2020 already:*

TSW2020 is no longer available for purchase. Though, you still may be able to get it somewhere. You still can buy SLC for TSW2020.

### 2.2.2 Open Rails and Microsoft Train Simulator

Microsoft Train Simulator (MSTS) exists since 2001 and still has a large fan base. You still can run the program, even on a Windows10 computer and it is still useful because of the widely used assets that are part of the routes included in the base game. You can buy it directly from Microsoft for US\$ 1.99. (Yes this is correct!).

<https://www.microsoft.com/en-us/store/p/train-sim/9wzdncrfj2zq>

But there is a new game engine that is compatible with this simulator. It is called Open Rails. Version 1.3.1 is available now and it is free. (The version number means that it covers all basic functions MSTS has and some more).

Download it here:

<http://www.openrails.org/>

You still will need the original MSTS if you want to create content, but for just driving you no longer need MSTS, though you may still need some of the MSTS routes. For playing the game Open Rails is a better solution. It is almost compatible, but behaves a bit different, because they tried to improve physics. Gradually it will get additional features MSTS does not have.

Please be aware that the graphics quality of the old MSTS content may look very outdated, once you have seen TSW2 or TS2021.

**Note:** Jim Shilliday says this cheap version of MSTS you can buy now will not work together with Open Rails because it is an app and has a very different installation method which is not compatible with Open Rails. So you need to search for the original discs and get them somewhere second hand if you want to create content. Otherwise you may just install the present version and copy the routes to OpenRails (not checked if you can do this, but not much to lose here).

A big disadvantage is that the visual quality of the graphics will look outdated, but it is far less demanding for your computer. The latest version of Open Rails has some downloadable content (one of them a BNSF (payware) route, which is nice for non-US citizens, because BNSF does not grant licenses outside the USA). Maybe this content has a higher quality than the original MSTS content.

**Tip:** if you are new to train simulation, try this, without investing money you can find out if you like train simulation.

### 2.2.3 Trainz

Trainz is another simulator. I never owned it, so cannot tell if it is any good. It has a far smaller customer base than the other train simulators.

At the steam forums I found this description of Trainz by [cuavas](#)

"The best way to explain Trainz is that it's a model railway simulator that's grown train driving features. It has a big emphasis on building your own layouts, and it lets you control multiple trains with a virtual Digital Command Control system as you would with a model railway. Cab mode, which has some level of vehicle dynamics simulation, was added later. (There was also a cut-down version called Trainz Driver that omits the layout editing features.) There's a fair bit of free content available for Trainz."

#### 2.2.4 Derail valley

Derail Valley is targeting to a very realistic driving experience. It is still in development. I think you may like it most if you have a Virtual reality device. As far as I can see, graphics quality matches TrainSimulator more or less.

[https://store.steampowered.com/app/588030/Derail\\_Valley/](https://store.steampowered.com/app/588030/Derail_Valley/)

<http://www.derailvalley.com/>

It looks like it has one small world and it is mainly about having a driving experience. There is some economy aspect involved as well.

I think this may be interesting, given the positive comments of the fans and it is good for DTG to have some serious competition.

#### 2.2.5 DTG TrainSimulator

In 2009 Kuju presented something they called RailSimulator. This evolved to RailWorks and what is now called TrainSimulatorxxxx (TSxxxx), which is developed further by DTG. DTG now has about 50 people working on this product, so it is kind of huge. It is the predecessor of TSW.

Note xxxx represents the year. Each year a new version is issued. The present version is 2022.

If you own an older version, you get the core game update for free, but you need to buy the bundle if you want the new routes. I did not adapt the naming in this guide.

For TSxxxx a large amount of additional content is available. DTG has announced that they will continue support and development for TSxxxx. This is discussed often by the community, but the simple fact that it will take 2-3 years before DTG will make a profit on TSW (my estimation), makes me believe they will not abandon the “cash cow” in the next few years. Experience with MSTS shows that there will be a fan base for TSxxxx for a long period of time, so no need to worry.

TSxxxx is a good alternative if you do not have the patience to wait for TSW2 to grow. Maybe you want to play both. Believe me, there will be a lot of fun playing TSxxxx for the next years, where the amount of available content is a big selling point.

In 2019 DTG released a 64-bit version. You get it for free together with the 32 bit version. This circumvents some limitations in route size and amount of detail possible in rolling stock, because it allows more than 4Gb RAM to be used for the game.

In principle it should run more stable with regard to more demanding routes. Unfortunately it is less tolerant for bugs in content and crashes more often. Into my opinion TSW is far more stable and crashes far less than TSxxxx.

The result of this innovation is that people say there is no future for TSW ... which has been influenced by the decision of DTG to stop development of a flight simulator. I still believe our best bet for a decent Train Simulator is TSW for the next few years, so it better be successful.

Though TSxxxx is a good grown up game, it feels old and low graphics quality if you played TSW2 for a while. Be warned.

**Note:** if you buy TrainSimulator it will be upgraded to the latest version of the core game for free. But you will not get the new routes that are sold together with the core game. So if you buy now a legal copy of say TS2014, the core game will be upgraded to the latest version but you will retain the routes for the TS2014 game. So if you can buy a cheap elder version somewhere, with a valid registration key, do so!

## **2.2.6 Run8**

As far as I understand Run8 is targeting to a more realistic driving experience, including multiplayer, and a more or less realistic looking dispatch panel. For more information see <http://www.run8studios.com/>

At the moment I only see US based content and prices are a much higher than for the DTG simulators. The landscape detail quality is below the present standards for TSxxxx.

## **2.2.7 Open BVE**

Open BVE has some focus in Japan and the UK. It may be interesting if you like to play with a train simulator on exotic operating systems, e.g. Mac, Linux, iOS or Android. On the negative side, landscape detailing is low (as far as I can see at some YouTube videos), but it is free, so why not give it a try? <https://openbve-project.net/>

## **2.2.8 SimRail**

SimRail is a new train simulator. It still is in development with a Polish company and causes quite a lot of debate at the forums. Originally this company developed professional train simulators to educate drivers, but they co-operate now with a game company.

We need to see if this works and for which platforms it will be available. At present there is a free introduction game available. The full release is not yet announced.

A link to steam: [https://store.steampowered.com/app/1422130/SimRail\\_2021\\_The\\_Railway\\_Simulator/](https://store.steampowered.com/app/1422130/SimRail_2021_The_Railway_Simulator/)

## **2.2.9 Railroads online**

You may have a look at Railroads Online.

[https://store.steampowered.com/app/1696810/RAILROADS\\_Online/](https://store.steampowered.com/app/1696810/RAILROADS_Online/)

The gameplay is rather complementary to TSW2. It is narrow gauge, steam, it is multiplayer and you need to build your own company. However, it does not simulate a real railroad in a real landscape. What I have seen is excellent gameplay, but it is early access right now. Of all alternatives this one looks most promising.

## **2.2.10 Diesel Railcar Simulator**

For this one I asked for a refund, maybe doing the game no justice. It still is in early access. Graphics is not so great, but you can create your own content and it may be a nice alternative for TS if you want to develop routes and rolling stock.



### 3 Buying TSW2

#### 3.1 Should I buy it now?

In order to find out if TSW2 is something for you, you should answer following questions with yes:

1. Do you like the idea of being a train driver, which requires a lot of focus and concentration, while for long periods of time nothing sensational will happen?
2. Do you possess a PC that meets the minimum requirements for TSW2 (see below)?
3. Do you like to have a realistic driving experience? Like being able to walk around the train, walk along tracks, ride as a passenger, perform cold boots?
4. Would you like to play with setting up multiple units, cold boots for engines etcetera?
5. Can you afford to pay Euro 30 or US\$ 40 for this game?

If you answer most questions with yes, then you may consider to buy this game. If the problem is in the second question, you may either invest a lot of money, or try one of the alternatives.

You also may want to wait for the next sale. It definitely will be much cheaper then. I think you can get it for Euro 10 if you have enough patience.

#### 3.2 TSW2 purchase options

##### 3.2.1 TSW2 platforms

TSW2 is available for PC, XBOX and PlayStation. Using a console may be an option if you cannot afford to buy an expensive game PC or if you prefer to play on a large TV screen using a controller. The last generation consoles performs as well as a good gaming PC, but for the older platforms functionality may be reduced a bit to allow a reasonable performance.

Points to consider for your choice:

- It is NOT possible to transfer game content between platforms/editions.** For each platform edition you need to buy the core game and all DLC again. Please be aware of this, it can be very expensive.
- This also holds for the two game shops for PC, the Epic Games Shop (ESG) and steam. If you bought the game for ESG, you cannot mix it with content you bought at steam. On the other hand, you can run both editions at the same computer without problem, but they will be completely separate.
- I love to use the XBOX controller also when playing at the PC, but I recommend to have at least a keyboard available when playing (if this is supported for consoles), but I am not sure this is a good solution to handle the controls in the engine. For this keyboard and mouse are more suitable.
- TrackIR only works on the PC versions, because there are no drivers available for consoles at the moment.
- Raildriver only works on the PC versions.
- All DLC are available for console as well. In most cases additional content will be available for all platforms at the same day.
- For consoles some restrictions apply to content, because the performance of especially the elder consoles is in general less than PC performance. You may have shorter trains in some cases and in München Augsburg you cannot use additional drives with trains from other routes (this is called layers and will be explained in more detail in chapter 13.3). There may be a DLC limit.
- It is interesting to see how players are divided between the supported platforms. In the end of year Q&A DTG states that all three platforms are about equally important for business.

Major store locations:

Platform	Store	Url
PC, steam	Steam	<a href="https://store.steampowered.com/app/1282590/Train_Sim_World_2/">https://store.steampowered.com/app/1282590/Train_Sim_World_2/</a>
PC, EGS	Epic Games Store	<a href="https://www.epicgames.com/store/en-US/p/train-sim-world-2">https://www.epicgames.com/store/en-US/p/train-sim-world-2</a>
PC, steam	DTG webshop	<a href="https://store.dovetailgames.com">https://store.dovetailgames.com</a>
PC, steam	Rivet webshop	<a href="https://www.rivet-games.com/products/">https://www.rivet-games.com/products/</a>
Playstation	Play Station Store Europe	<a href="https://store.playstation.com/en-gb/product/EP2866-CUSA19355_00-TRAINSIMWORLD21D/">https://store.playstation.com/en-gb/product/EP2866-CUSA19355_00-TRAINSIMWORLD21D/</a>
Playstation	Play Station Store US	<a href="https://store.playstation.com/en-us/product/UP3004-CUSA19462_00-TRAINSIMWORLD21D/">https://store.playstation.com/en-us/product/UP3004-CUSA19462_00-TRAINSIMWORLD21D/</a>
XBOX	XBOX store	<a href="https://www.microsoft.com/en-gb/p/train-sim-world-2/9pbb13rrd77z#activetab=pivot:overviewtab">https://www.microsoft.com/en-gb/p/train-sim-world-2/9pbb13rrd77z#activetab=pivot:overviewtab</a>

You may find some other stores as well, offering good discounts. Personally the DTG store is not very good, but sometimes they have discounts you will not find in other stores.

The Rivet webshop only sells their own TSW2 products. They will follow discounts provided at steam accurately and it is nice to support this not so big DLC developer by buying directly from them.

### 3.2.2 System requirements PC version

**Minimum:**

- OS: 64-bit Windows 7 Service Pack 1, Windows 8 / 8.1 or Windows 10
- Processor: Intel Core i5-4690 @ 3.5 GHz or AMD Ryzen 5 1500X @ 3.7 GHz
- Memory: 8 GB RAM
- Graphics: NVIDIA GeForce GTX 750 Ti or AMD Radeon R9 270 with 2 GB VRAM or more
- DirectX: Version 10
- Network: Broadband Internet connection
- Storage: 20 GB available space
- Sound Card: DirectX Compatible

- Additional Notes: Requires mouse and keyboard or Xbox Controller

#### **Recommended:**

- OS: 64-bit Windows 7 Service Pack 1, Windows 8 / 8.1 or Windows 10
- Processor: Intel Core i7-4790 @ 3.6 GHz or AMD Ryzen 7 1700 @ 3.8 GHz
- Memory: 8 GB RAM
- Graphics: NVIDIA GeForce GTX 970 or AMD Radeon RX 480 with 4 GB VRAM or more
- DirectX: Version 10
- Network: Broadband Internet connection
- Storage: 20 GB available space
- Sound Card: DirectX Compatible
- Additional Notes: Requires mouse and keyboard or Xbox Controller

You can trade some components a little bit. If you own an SSD and have a powerful processor, you may use a bit lower quality graphics card. If you are willing to accept some stutter and low frame rates and/or lower visual quality, you may use systems that are a bit under the level indicated.

What certainly will not work is a laptop without a separate graphics card.

Bottom line, you can try. If you play less than two hours, you can get a refund at steam. Unfortunately two hours may not be enough to really experience the game.

#### **3.2.3 Create a Steam account (PC only)**

TSW2 runs using the Steam gaming platform, in case you use a PC. So, if you do not yet have a Steam account, your first step is to create one:

<https://store.steampowered.com/>

You may start downloading the Steam software. This software gives you a kind of dedicated web browser to manage all games you purchase at steam.

You may click at the login button to create an account. I recommend to install Steam as well on your smart phone for double verification and more safety.

### **3.3 TSW2 editions**

Here it may feel a bit overwhelming, due to the complexity. I tried to make a scheme on how can proceed from here, because there are several bundles you can choose from. In general, it is good to watch for a sale, around the year there are many sales.

In general a good strategy is this one:

- Subscribe to DTGs newsletter
- Put the game in Steam at the Wishlist

Now you just wait till a sale that suits you is announced. A discount of 50% for the Core game is definitely possible with some patience. For additional routes, 50% is about the maximum you may get after a long waiting time, though there are exceptions, like the Steam Winter Sale end 2021 with discounts up to 90%.

In the scheme below, you can see an overview of all bundles that are available now. This may change over time.

Content options	TSW2 Core	TSW2 RH DeLuxe	UK Bundle	US bundle	De bundle
price in Euro's	30	50	87	87	87
TSW2 core game	x	x	x	x	x
Sandpatch grade route	x	x	x	x	x
Bakerloo Line	x	x	x	x	x
Köln-Aachen	x	x	x	x	x
Boston Sprinter		x			
Nahverkehr Dresden		x			
London Commuter		x	x		
Tees Valley Line			x		
Class 20			x		
Class 31			x		
Ruhr-Sieg Nord					x
BR155					x
BR363					x
Peninsula Corridor				x	
MP36PH				x	
MP150DC				x	

Let me explain this all:

The **TSW2 Core** consists of the core game plus the routes:

1. **Sandpatch grade.** This is a US freight route operated by CSX. This route was the first route for TSW, but it is now seriously upgraded and made more attractive. It really is a showcase of what you potentially can do with the game. It is good for up to about 50 hours direct game content, if you play all activities once.
2. **Köln-Aachen.** A German route, which is a combination of the ICE3 which runs at high speed (up to 250 km/h) and much slower regional trains.
3. **Bakerloo Line.** A London Metro Line

You always need to own the TSW2 Core game in order to be able to play.

The Rush Hour pack, or Rush Hour Season ticket, is a bundle of three routes with as a common feature an improved passengers representation (more passengers, clothing according to the season and static displays).

The Rush Hour Season ticket is no longer available. This is probably due to the amount of sales, where you still can buy the routes with a discount. The three Rush Hour routes, included into the DeLuxe bundle are:

1. **Boston Sprinter** provides commuter services in the Boston area.
2. **Nahverkehr Dresden** is a new route in the eastern part of Germany. It will come with a huge amount of rolling stock, though nothing is really new.
3. **London Commuter** also is a very busy commuter service, bring you from London to Brighton.

The Boston route still has a lot of issues. From the perspective of gameplay the German route offers most variety in gameplay, which is still enhanced using the layers it supports.

DTG recently introduced three country bundles. I think these are not attractive. Better leave them alone, unless you get a nice discount.

### **3.3.1 For new players, not owning TSW2020**

First make sure to choose your favourite platform and stick to it for the rest of your life!

You always will need the TSW2 Core game. You can choose one of four bundles, with an increasing price and amount of routes:

1. TSW2 Core game, including three routes. Two of them are upgraded for Rush Hour.
2. The Rush Hour DeLuxe edition comes with the core game and the Rush Hour routes.
3. You also may consider one of the country bundles. Each of them has one additional route and two reasonably good loco DLC. The routes are a bit old and you can buy them later as well with discounts ranging from 50% to 75%. So, the additional value of these bundles is low.

**If you are not interested in Rush Hour:**

Go for options 1 or 3 above.

**If you want to play the Rush Hour routes:**

Choose option 2, which includes the Rush Hour routes

**If you are interested in one of the Rush Hour routes**

You can buy the Rush Hour DeLuxe bundle anyway. It is still the cheaper option. The alternative is to buy the TSW2 Core and pay the full price for the route you want.

### **3.3.2 For existing player, already playing TSW2**

You may consider buying the TSW2 Rush Hour DeLuxe bundle, if it is discounted to your wish.

## **3.4 Downloadable content**

In addition to the core game you can purchase additional routes and engine packs, for which the generic name is “Downloadable Content” or DLC briefly. A complete list can be found here:

<https://store.steampowered.com/dlc/1282590/>

### **3.4.1 Third party content developers**

Most content is developed by DTG, but they use sub contractors extensively. In 2021 a number of content developers are working on new content they publish using their own brand. They depend on DTG for theirs sales. I think the main reason is that DTG offers a lot of additional value publishing content on the various platforms.

The community reacts very critical to these content providers if they do not meet the high requirements. Bashing content developers is a wide spread activity at the forums. I think this is not justified. Developing content for TSW2 is another league than developing content for trainsimulator. Support from DTG has not been really good until now, but they have improved a lot. So I assume the quality will increase quite fast.

At present following providers are known:

**Rivet games**, well known by its Swiss content abut they also create German and UK content. Rivet has its own consumer website, forum community manager and so on.

**Skyhook**. A UK company. We have seen German and US content till now. More to come.

**TrainSimGermany (TSG)** an one person business, but you will find Maik a lot at the DTG forums.

**JustTrains**, a UK company, which announced TSW2 content development end 2021.

### 3.4.2 A taxonomy of TSW DLC

There are seven types of downloadable content (here things are getting complicated):

**TSW2 Routes**, which are routes created originally for TSW2. All NEW routes appearing after August 20<sup>th</sup> xxxx are TSW2 Routes. These DLCs normally will contain a full route and some engines and wagons. The engines may be brand new models or older ones that are re-used.

TSW2 Route bundles. At the moment only the Rush Hour season ticket. See 3.3 for details.

**TSW2 engine DLCs.** These contain one or more engines and zero or more wagons. Until now they also contain one or more tutorials, three scenarios and they may contain additional timetable services. Be aware that Engine DLC always require you to own a specific route DLC, also if they can be used at other routes.

**TSW Preserved Collection Routes.** These routes were originally developed for TSW. If you own them and if you own TSW2 you get both the TSW and the TSW2 version of the route without additional cost. These routes are compatible, but do not yet have all TSW2 functionality. See section 13.1 for more details,

**TSW Preserved Collection Engine DLC.** These DLC are also fully TSW2 compatible, but may lack some advanced features. As with the routes, you can install and use both the TSW and the TSW2 version. See section 13.1 for more details,

**TSW Routes.** At the moment of writing the North East Corridor route will NOT get a TSW2 compatible version, which means you still can use it in TSW but you cannot use it in TSW2.

**TSW Engine DLC.** Two Engine DLC will not be usable in TSW2. The GP40-2 and the Amtrak SW1000R will not be usable in TSW2.

**Note** If you own a DLC in TSW2020, you do NOT need to buy it again for TSW2. You always are entitled to get a TSW2 copy for free.

At first this looks a bit complicated and you must be careful in your purchases for two aspects:

1. TSW2 Compatibility, see also section 13.1 for more details
2. Dependencies on other Route DLC

Make sure to check this before you buy and eventually ask community members for advice.

In the long run, it is pointless to buy all available DLC. You simply will not have enough time to play all content. So it is a good idea to have a clear view of what you really like. This little checklist may help you a bit:

Area	Choices to make	My choice
<b>Do want present day or do you prefer history stuff?</b>	Old/New/heritage line	
<b>What type of traction do you prefer?</b>	Diesel/Electric	
<b>Do you prefer lower speed or high speed?</b>	Slow/fast	
<b>Which countries would you like? (At present limited choice)</b>	Germany, UK, USA, Canada, France, Switzerland	
<b>Which type of challenges</b>	Freight, passenger, shunting	
<b>Landscape types</b>	Mountains, rural, cities, industry	

You can use the third column to make up your mind. Let me know if I missed important choices!

There is one more important thing to say. If you own a cluster of DLC, you will be rewarded by additional variation in rolling stock, you may get additional tasks you can do etcetera. At the moment, this is expanded most for the German routes. One example, if you bought the BR155 DLC, which belongs to the Ruhr-Sieg Nord, you can use the engine as will at Main Spessart Bahn, Rhein-Ruhr Osten and probably more routes. This holds for the line Köln-Aachen as well. For the UK routes, only the West Somerset Railway gets some additional content choices. For the other countries this is not (yet) applicable.

**Tip:** If you like to get a recommendation for which DLC to buy, please give the information in the checklist above. Just asking which DLC is the best one, will not help you. For a good advice you should make your question specific. And provide enough information about your taste. In general, there is no best route or DLC, so if you want anything better than a list of very various opinions, be specific.

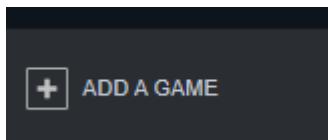
### 3.5 TSW XBOX Collector's edition

If you own the XBOX collector's edition, you may read this message if you intend to buy TSW2.

<https://forums.dovetailgames.com/threads/preserved-collection-for-disk-owners-of-train-sim-world-xxxx.25166/>

### 3.6 Using the PC download key at Steam

If you buy the route directly from DTG or from another shop, you get a download key. At steam in the lower left corner, you find the ADD A GAME button. Follow the instructions to add your game to Steam.



### 3.7 XBOX controller

You may want to use the XBOX controller as an additional device. It works nice and I used it a lot especially in first person mode. For this purpose it is now less relevant, because you can do a lot more now with the keyboard and mouse, which is improved a lot. For driving I rely on the keyboard and for camera movements I use the mouse plus keyboard. It may depend on your taste what you prefer.



**Figure 2 XBOX controller**

For TSW2 the commands for the XBOX controller have been revised, so it will be easier to use. It now has two driving modes, Immersion mode which is the default and feels more natural and the classic driving mode, which supports more functions. In the settings you can change this (see 12.3). For a number of

preserved collection scenarios, the system will switch to classic mode automatically, because the instructions would not match with the key bindings otherwise.

### 3.8 TrackIR

Driving in a simulation has two important deviations from reality:

1. The resolution of what you see on track is much lower than in reality.
2. You need your mouse, controller or keyboard to look around, where you normally would do that by turning your head or eyes.

TrackIR offers a solution for the second point. TrackIR will track your head and eye movements so you have an additional driving control. It gives a lot of additional freedom in your movements. Now you can have a quick look at your gauges or controls and you keep your hands free to handle the throttle and brake levers.

If you play on PC, starting with the Rush Hour core update TSW2 supports TrackIR.

To use it, you need at least a camera and TrackIR software. You also may buy a special infrared camera with sensors you can attach to your headphone or cap. Solutions that seem to be working properly are:

**Viewtracker:** <https://store.steampowered.com/app/929270/ViewTracker/> a payware software package (rather cheap though). In addition you need a camera and you must be connected to steam to run it.

**OpenTrack:** <https://github.com/opentrack/opentrack> This is free open source software. If you look at the webpage, at the right side you see a button that says “releases”. There you can download the executable. Alternatively you can use this download: <https://sourceforge.net/projects/opentrack.mirror/>

**AITrack:** <https://github.com/AIRLegend/aitrack> is an addition to OpenTrack. It’s function is to monitor your head position. It passes the head position to OpenTrack, which controls your game.

I found an article at Reddit that explains in more detail what you need and how to setup your configuration.

[https://www.reddit.com/r/StarWarsSquadrons/comments/kbpq2s/use\\_opentrack\\_aitrack\\_to\\_get\\_headtracking\\_with/](https://www.reddit.com/r/StarWarsSquadrons/comments/kbpq2s/use_opentrack_aitrack_to_get_headtracking_with/)

TrackIR: this combines all hardware and software you need. It comes with a price, around Euro 250 for a complete set. Here is the product website:

<https://www.naturalpoint.com/trackir/>

It may be a bit of a hassle to find a local distributor, because it is a niche product and the free solutions give it serious competition.

If you want to see it in action, watch this stream, starting round 1:01 where Matt Peddleston drives at Bakerloo line. <https://www.youtube.com/watch?v=eyQFkMmX1Ng>

**Tip:** Press **F9** to activate/deactivate TrackIR during gameplay.

You also may have a look a SmoothTack: <https://smoothtrack.app/>

I did not try it, it cost \$10 and uses an app on your smartphone as tracking device.

At the TSW2 forum, this topic may provide you with a number of tips and tricks to get started:

<https://forums.dovetailgames.com/threads/trackir.42668/>

In this section the most useful tips and tricks will come as soon as I have tried it all by myself.

### 3.9 Raildriver

Raildriver is a hardware device you can use to control trains. In this video you get a lot of information on how to set it up or use it:

<https://www.youtube.com/watch?v=cBMLWXaSrY4>



For more specific information on raildriver see

<http://raildriver.com/products/raildriver.php>

Note that you need Windows 10, older versions do not support TSW2. Here you also may find information on distributors worldwide. At the moment it is hard to find one. It looks like production is stopped at the moment.

Starting with the Rush Hour update, raildriver will support a large number of different locomotives, but not yet all of them. Support for missing engines will be added over time.

**Note:** Raildriver will NOT work with the consoles, only with PCs. This is mainly due to the manufacturer of raildriver. The raildriver hardware is not supported for consoles yet.

You can download templates to get legends for all buttons here:

<https://drive.google.com/file/d/1Y4FuN6yC6Z1UNtCZMLaDPcDDDZTP-Ua7/view>



## 4 Documentation

### 4.1 Introduction

DTG has somehow a problem with documentation. This is caused by the number of languages the game supports in-game, which makes providing documentation for each language very expensive. Als, the quality of the documentation is a problem. For beginning players it does not really help and more advanced players require far better deep diving documents about the many features that are nowhere documented.

Next to the official documentation, there are many places to find help. In this chapter, I will try to give you some idea, more or less in order of importance.

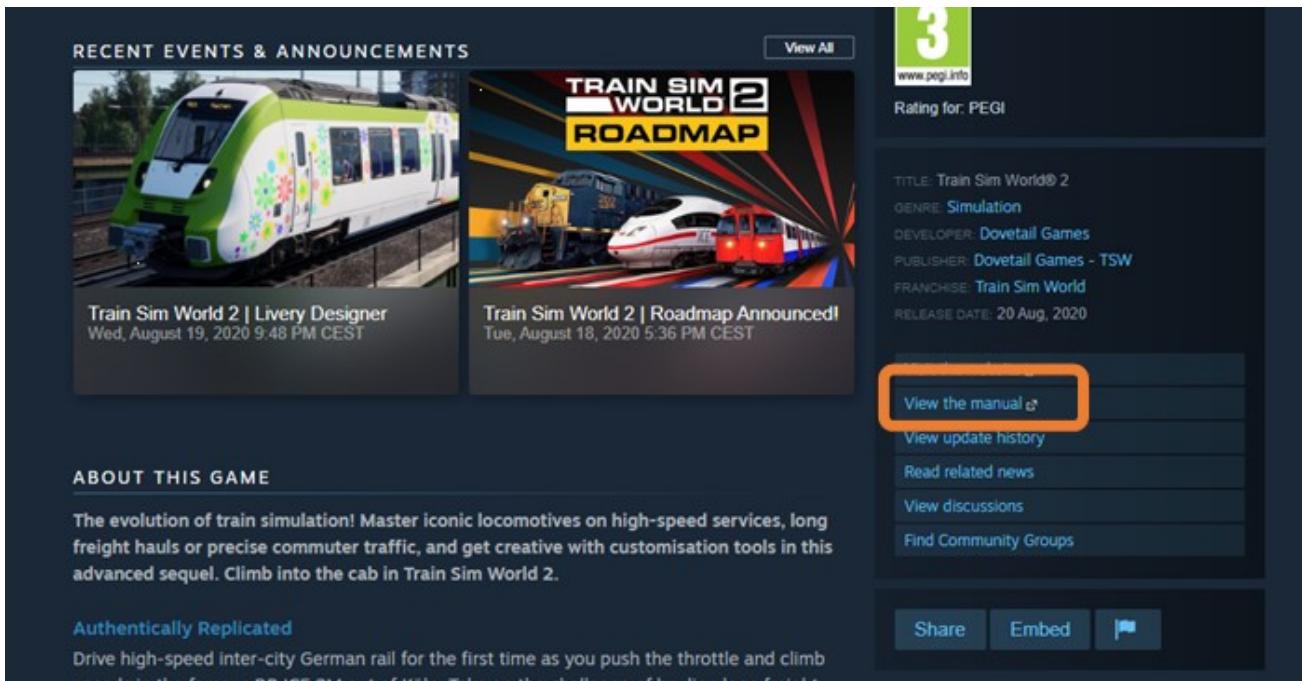
In some cases you need to rely on three hour video streams, which is not very good if you need a single bit of information, or you need to delve deep into the DTG Forums where a good soul wrote an excellent article, that gets lost because nobody is able to find it back again ever.

### 4.2 Game manuals

There is a quick start guide, which you can download from the sales page:

[https://store.steampowered.com/app/1282590/Train\\_Sim\\_World\\_2/](https://store.steampowered.com/app/1282590/Train_Sim_World_2/)

In the right side bar there is a link to the manual:



**Figure 3** Link to the game manual

The manual is very basic, essentially it only covers the cold boot procedures briefly and the controls at the XBOX or PlayStation controller.

Here you find a list with links to a good number of manuals:

<https://forums.dovetailgames.com/threads/available-manuals-for-the-main-games-and-dlcs.42397/>

**Note** for most recent routes there is no manual available.

### 4.3 Video tutorials

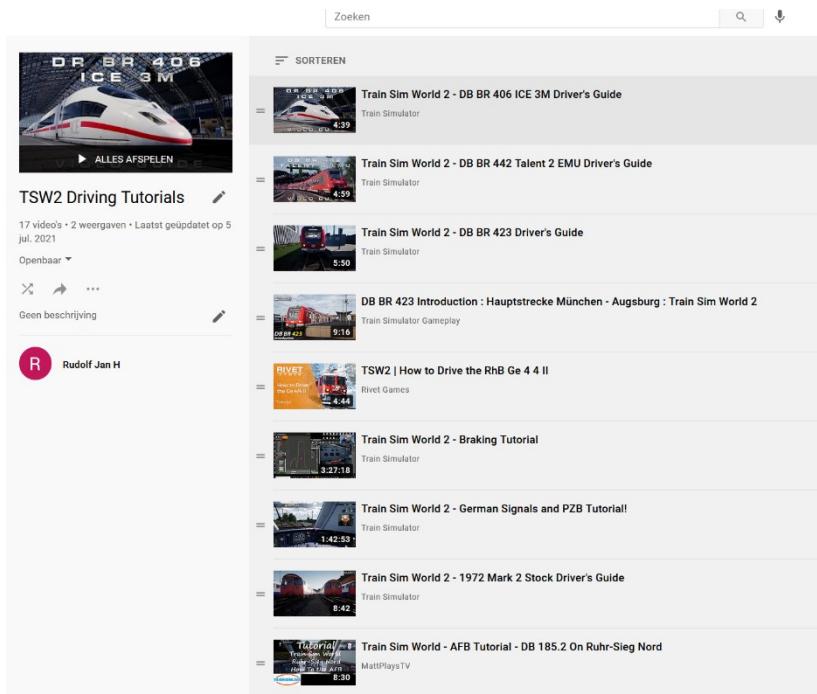
Recently DTG started to create video tutorials for each loco.

The bad news is that the Tutorials Playlist of DTG does not cover the tutorials from other sources. Also the progress speed is very low and it merely just shows where to find all levers, switches and buttons.

Therefore I started my own playlist where I collect TSW2 tutorials, including the official tutorials, but also a guide on how to setup raildriver, the Rivet driving tutorials and whatever is interesting and has a tutorial nature.

<https://www.youtube.com/playlist?list=PLa2JNNN51aoHlefzwI4kaPwbY0PJ0VgOZ>

Please let me know if you are missing relevant tutorials.



## 4.4 Other guides

In addition to this guide, a number of other guides are available or will be available in due course:

- The Scenario Planner Guide, explains you need to know about creating scenarios.
- The Safety Systems Guide will provide more detail on safety systems like ACSES and PZB. (coming some day)
- For a number of routes, there are Route Guides, pointing you at a number of interesting details and background for routes and trains. At this moment, TSW2 routes are not yet covered, except for some preserved collection routes.

You can download them for free here: [hollandhiking.nl/trainsimulator](http://hollandhiking.nl/trainsimulator)

At the DTG Forums you may find the Starter's Forum, pointing you to a number of useful guides, movies and so on.

<https://forums.dovetailgames.com/forums/getting-started.173/>

## 4.5 In game documentation

In the game you find tutorials and scenarios that introduce the game features.

## 4.6 YouTube Tutorial playlist

At YouTube there are many tutorials, but it may be hard to find them. For that reason I compiled a relatively short playlist with my favourite tutorials:

<https://www.youtube.com/playlist?list=PLa2JNNN51aoHlefzwI4kaPwbY0PJoVgOZ>

There are many more tutorials, but most of them are duplicating the information.

## 4.7 Streams

The streams give you a lot of additional information. They are useful if you intend to buy a DLC but also to learn about undocumented features. In the week just before the release, a lot of gameplay of TSW2 is shown in the live stream. Have a look at them if needed.

There are about 2-3 live streams every week (not all for TSW2). You can access them at YouTube or Twitch.

<https://www.youtube.com/user/RailSimulatorDotCom/videos>

Recently DTG has introduced weekly streaming sessions. Most of them for TSW2 and some for TSxxxx. These streams are good chance to get some additional information and driving tips or they are just fun to watch.

The streams will be announced on Friday or Monday here:

<https://forums.dovetailgames.com/forums/announcements.73/>

## 4.8 Support site

If you're experiencing problems with Train Simulator, please visit the Customer Support website at <https://dovetailgames.freshdesk.com/support/home> and submit a ticket. Our Support Team is standing by to assist! if you have a non-support question or query then you can email [train-simulator@dovetailgames.com](mailto:train-simulator@dovetailgames.com)

(source: DTG)

The support centre is working reasonably well. They are responsive and will forward issues to the dev team. The problem with DTG is that they are slow in fixing issues and most issues never will be fixed. Keep reporting them. In the end that must help because each ticket you file costs them a lot of money.

## 4.9 Roadmap

DTG publishes a roadmap, which will be updated every two weeks on Tuesday afternoon. This roadmap informs you on what DTG is actually working on. You will find there the information on new routes, loco's, fixes. Game features and more. It is helpful to have a look at it and it may help you to make decisions on which DLC you will buy, so you do not spend all your money to see the DLC you really want, appear a few weeks later.

<https://live.dovetailgames.com/live/train-sim-world/tags/roadmap>

Till now for each roadmap update there has been a Q&A livestream session at YouTube in the evening.

You may be interested in the 2020 end-of-year Q&A stream. It gives a very nice insight in how DTG works and what we can expect in future. It is a very long stream but you can learn a lot:

<https://www.youtube.com/watch?v=UvjAhm6BXBg>

For the end-of-year stream of 2021, use this link to view it:

<https://www.youtube.com/watch?v=SM0uSqt2HWo>

It is interesting to see that now over 200 people are working for DTG, most of them for TSW2. You will get a lot of background information of a variety of topics.



## 5 Before you start to play

### 5.1 DTG Live

You may want to create an account for Dovetail Live. See chapter 7 for details and what you can do with Dovetail Live.

### 5.2 Malware protection

If you're on Windows 10, a recent update rolled out a new malware protection which specifically stops unknown software from writing to particular places. It seems Microsoft think pretty much everything except their own software is "unknown" so if you've turned this on then you need to enable your games to write.

This will manifest in TSW2 as things like

- unable to save progress
- configuration/settings won't stick and revert
- steam can't install new stuff

You may find this Microsoft support article helpful <https://support.microsoft.com/en-us...-folders-b5b6627a-b008-2ca2-7931-7e51e912b034>

This does NOT apply if you use 3<sup>rd</sup> party malware protection (e.g. Norton, F-Secure) instead.

### 5.3 Real life in game advertisements

To improve immersion, DTG now supports the use of real advertisements at bill boards in the stations. If you want this, you need to agree with the privacy rules and enable the feature explicitly. During first startup you will be asked to do so. There is a setting in the settings menu that allows you to toggle this setting. See also chapter 13.24.



## 6 Playing basics

### 6.1 Introduction

This was a lot of information already. Now it is time to start playing.

**Note:** I can only try things using a PC and an XBOX controller for PC. If you play at a console, the information I provide may be less accurate. Please let me know, I could use some help for making sure the content for this Guide is good for consoles as well.

### 6.2 Where to start playing?

When you buy TSW you get an overwhelming amount of content. Some of the content is far more complex to drive than other content. If you do not feel comfortable by diving in the deep right away, it may make sense to start in this order:

If you never played with a new loco, it always is a good idea to spend 5-10 minutes to run a loco tutorial. Usually this tutorial shows you how to get the engine started, how to drive and how to brake. The bad news is that the tutorials tend to disable controls, though DTG is removing these restrictions because they are confusing if you make any mistake. If you do something the tutorial designer did not expect, this may run you into trouble. In that case, start again and make sure to do as you are told.

Once you did the tutorial, I suggest to move on to Timetable mode and select a straight forward drive. You will in most cases not get any instructions, except where to stop. Select good weather (in TSW2 driving in bad weather will be harder) and do NOT yet turn on the safety systems.

It seems natural just to follow the journeys, but unfortunately the journeys are not always organized in a way that makes sense, e.g. by following a sequence of drives or gradual increasing difficulty. It may be better to make your own choice and pick some standard drives. If you bought the East Coast Way route, start with the class 377. It is easy to drive, drives are not very long and you learn a lot. Then you may move on to Köln-Aachen and try the 442 to get more experience. For this loco there is a short video tutorial. From this point, try some freight and do some Sandpatch timetable services. You will see these are much harder to play. The

Sandpatch scenarios are hard (well most of them). Bakerloo line may cause you some trouble to get started and a lot of trouble keeping the timetable, but it has a huge number of drives to practice.

## 6.3 Driver avatar

### 6.3.1 Initial setup

You will need a driver avatar. Follow the steps in the menu to set one up. A few things to keep in mind:

1. Your game progress is registered for each avatar separately. No totals over all avatars will be counted.
2. The avatar will be dressed according to the route you are using.
3. If other people use your account to play TSW2, they may set up their own avatar.
4. You may choose to use avatars per country or even route.

Probably Mastery and Steam achievement do not know about your avatar, they will register progress based on the account you use.

**Note:** for your avatar, you can select the uniform you prefer. Unfortunately you cannot change this later in game, without deleting your avatar.

### 6.3.2 Change driver avatar

You can change the avatar you are using, but the location where you can do that is a bit strange. You need to select your Player Profile page from the Main Menu. This is available only if you have selected a route.



Now, at the bottom of the screen, you see the Q button, which says “Switch Profile”

It now asks to confirm if you want to log out the profile. You are not logging out anything, but you select another profile, so confirm this. Unsaved game progress will be lost here, so that may be the reason for this question.

From here you can create a new profile or select another existing profile.

## 6.4 Basic introduction

Once you setup your avatar, you automatically will land into a general game introduction. It explains how to navigate in the game. For each route you will need to do a short introduction as well. It may be a bit pointless for experienced players, but if you are new to the game, it is recommended to pay some attention to this introduction.

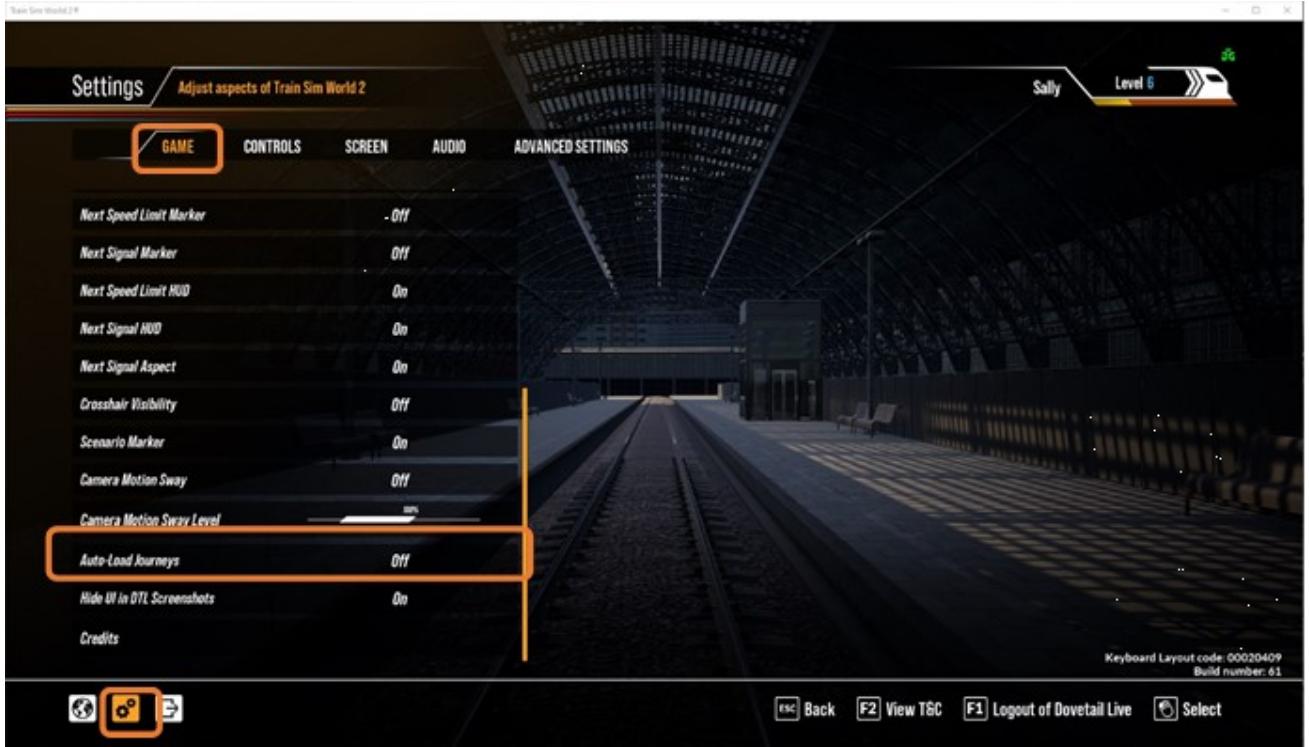


Figure 4 Turn off auto-load journeys to avoid confusion.

## 6.5 Review your game settings

At this point, you should review your game settings. Two settings are specifically important:

1. The graphics settings, depending on your hardware. You may turn on FPS for a moment to judge if it is working as desired. On PC you do this using the F3 button.
2. You definitely **should turn off Auto-load Journey mode**. This causes the game to jump directly into the next journey. I see lots of new users totally confused by this behaviour. Select the settings menu, then the Game tab and locate the Auto-Journey feature a bit down the list. See Figure 4.

3.

## 6.6 The Route menu

The Route Menu shows all routes in a fancy way, the newest route at front. A new feature here is the filter option (F button). At the moment this allows you to select routes by operator. Unfortunately there are not (yet) other selections. Also, the filter setting is not remembered over game sessions.



Figure 6 Routes screen with avatar and filter

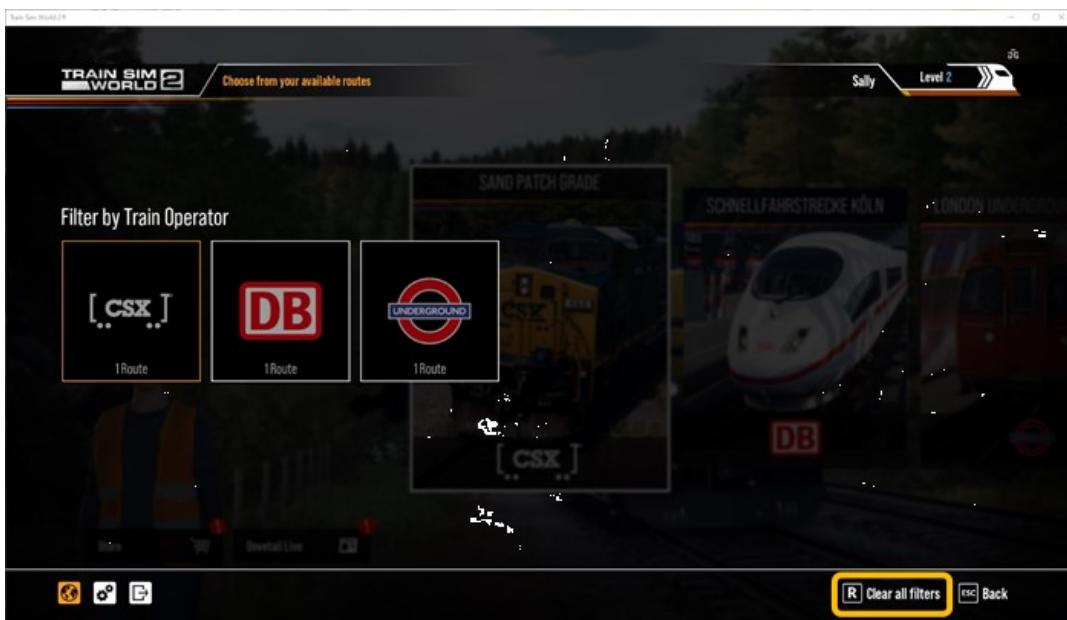
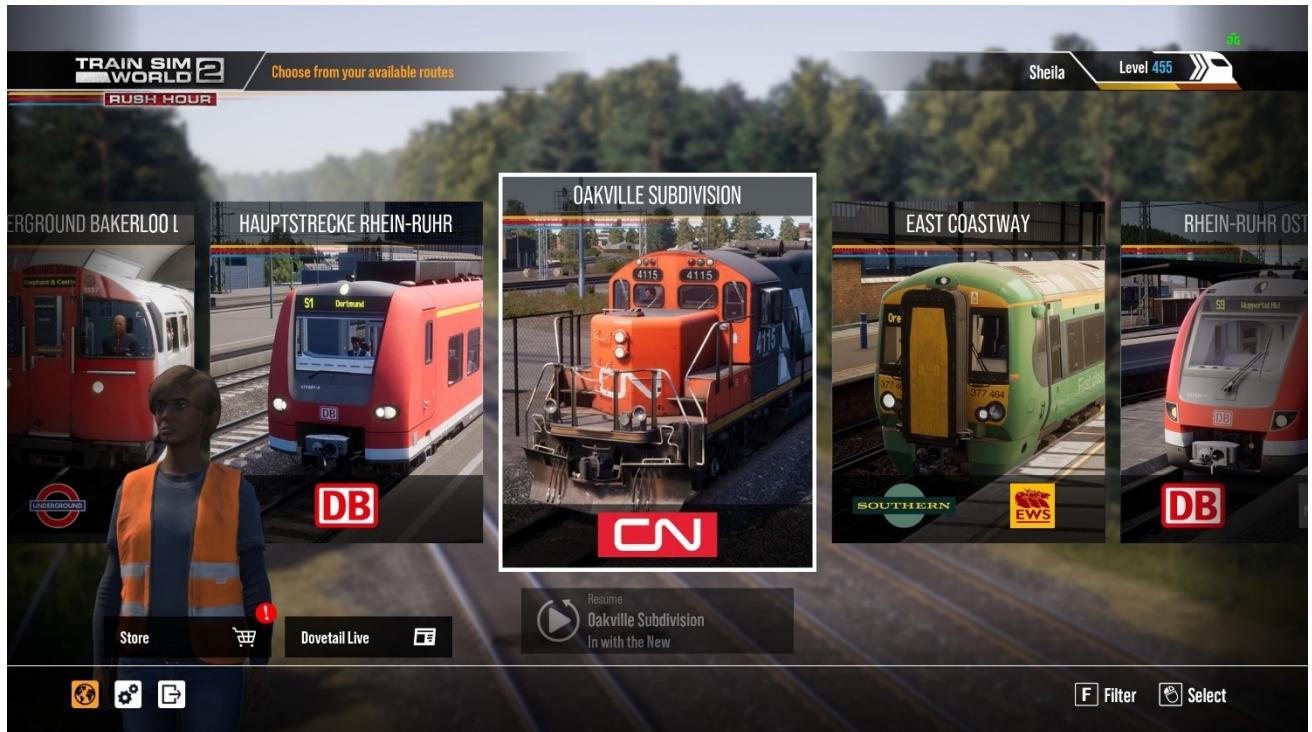


Figure 5 Filter routes by operator

A curious choice is that you only can reset the filter from the filter page....

Notice you also see your avatar here, neatly dressed according to the chosen route.

A feature worth mentioning. If you select a route for which the saved game is set (you can only save one game), you see it at the low end of the screen. Clicking at it will start the saved game right away.



**Figure 7** A saved game is shown in the route selection screen

Due to its grey colour many players overlooked this feature.

## 6.7 The in game webshop

DTG provides an in game webshop. I never used it, hopefully it will sell you a DLC suitable for the platform you are playing at.

The intention is to provide similar filters for selection in the shop and for the route selection screen.

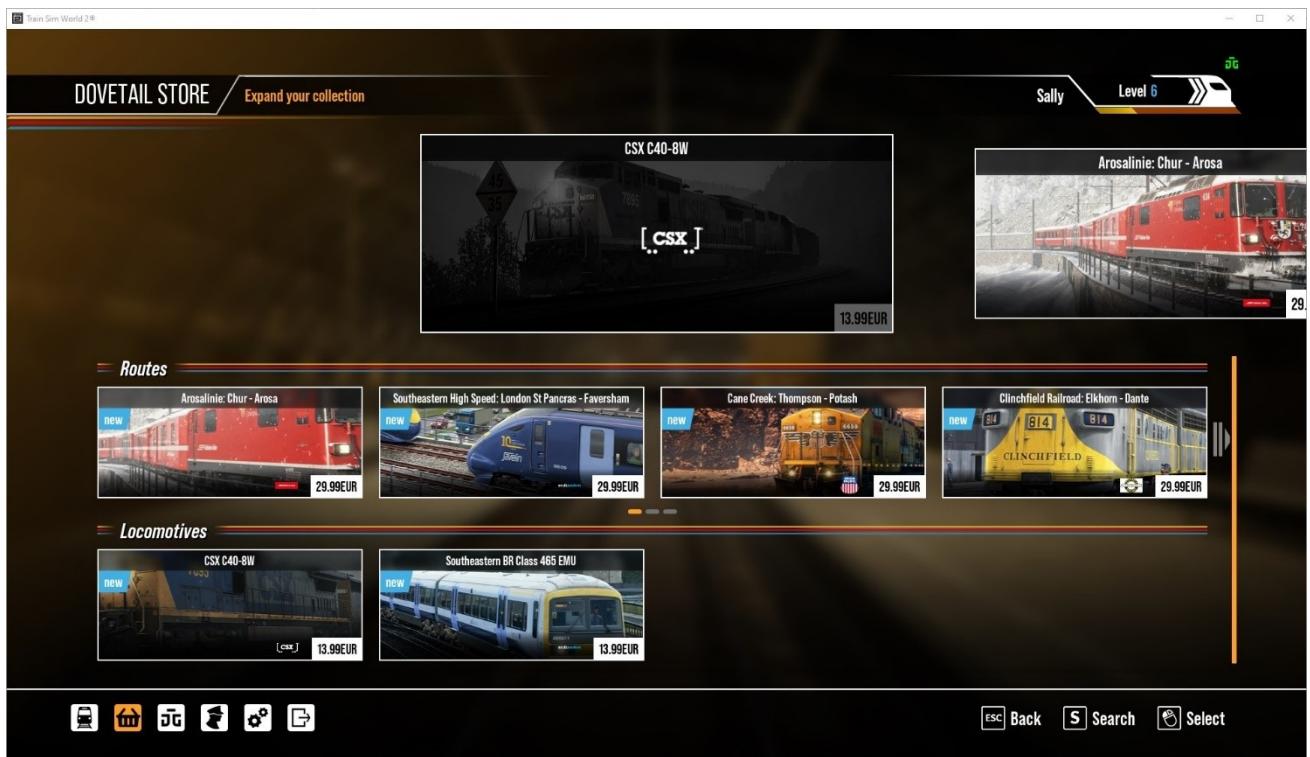


Figure 8 In game shop page

## 6.8 Navigation basics and user interface

In the area of the simulated world you can walk around free, but you cannot fly.

You can use either keyboard and mouse or controller. These will be discussed separately, but you can switch between them. It is to some extent possible to change the key bindings. In this manual I will not use that, but in a later chapter settings are covered thoroughly. If you need a quick overview. In this stream round timecode 00:56 the settings are briefly introduced (The stream is played at an XBOX console).

<https://www.youtube.com/watch?v=nO20prSSTMQ>

For the controllers, you can choose between two sets of commands:

1. **Immersion mode (default).** This is an easy to use set of commands. It does not use complicated sequences. Since the Rush Hour update, most commands you really need will be available at the controller. Make sure to read the manual or review the controls to use in the settings menu.
2. **Classic mode.** This is outdated, and few people will prefer this mode. You may need it for some of the preserved collection routes, though work is done to make them fully compatible with the immersion mode.

**Note:** For preserved collection routes some scenarios and tutorials may use classic mode, because they were designed to give instructions based on this mode. Using immersion mode would be very confusing.

You can choose the preferred set in the settings menu.

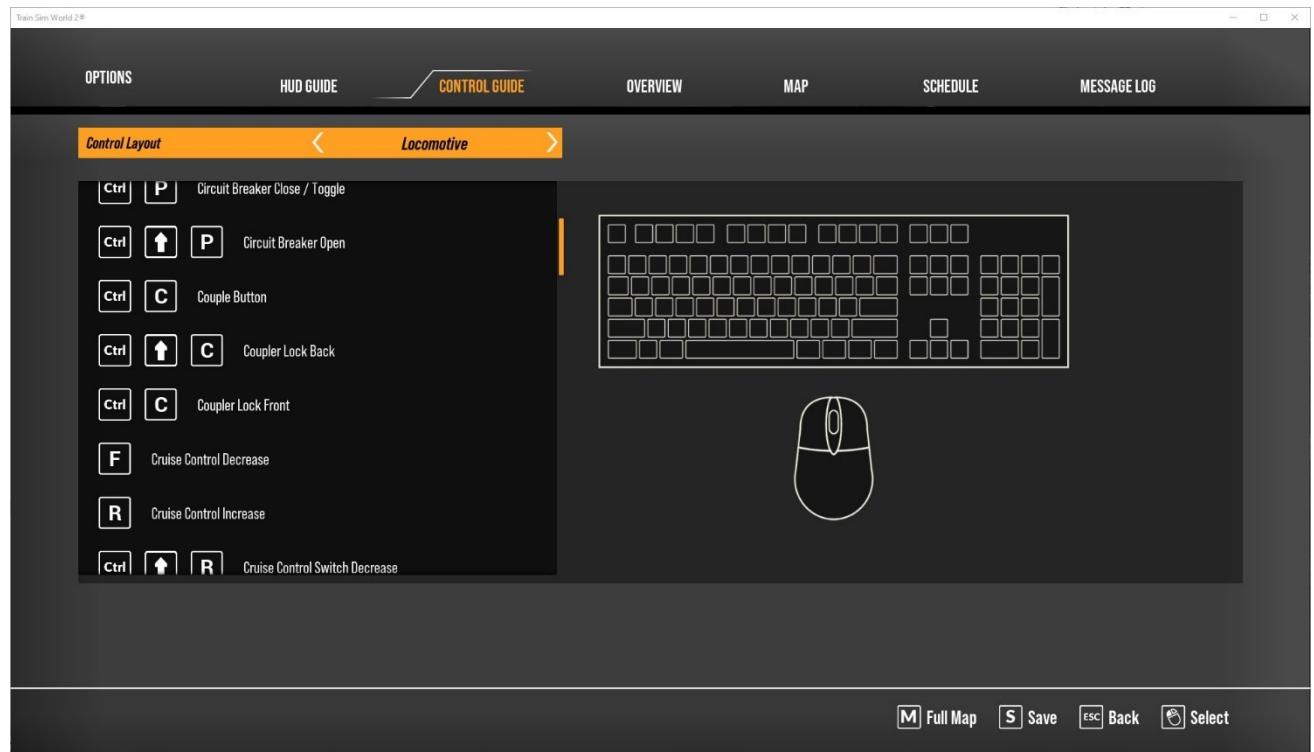
Some common functions:

Function	Description
Run/walk	Move slow or a bit faster. In the Settings menu you can select a default

<b>Crouch</b>	You will be a bit smaller and can reach places you normally cannot reach. I remember two situations where it was useful. Once when I got stuck between a coupling and platform and once where I wanted to get close to a collectable.
<b>Torch</b>	Very useful in tunnels, but also in a few cases in the cab or engine room.
<b>Climb</b>	Needed if fall from a platform or in a number of cases to enter the engine cab.

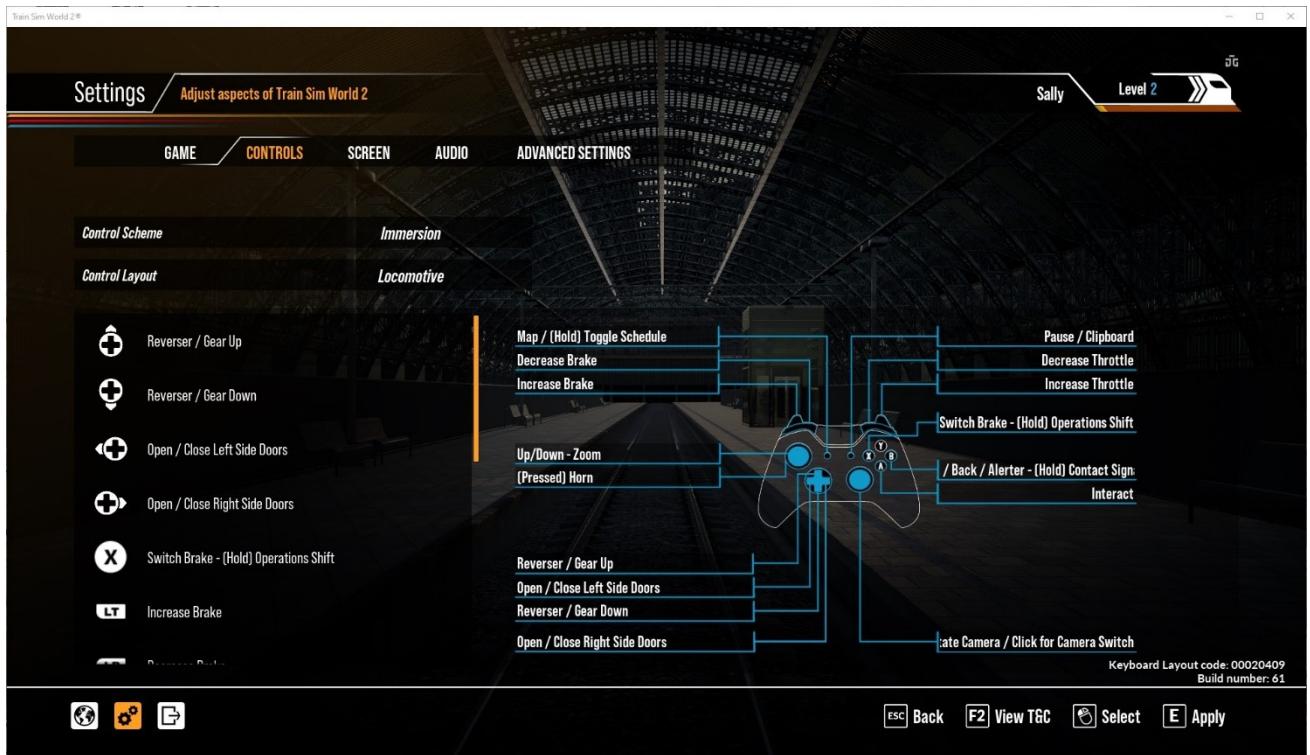
### 6.8.1 The Control Guide

The Control Guide is one of the tabs in the pause menu (press escape during gameplay). It will show the key bindings for controllers or keyboard. Which one is shown, depends on what you play. Try switching between controller and keyboard while you show this screen!



**Figure 9 Control guide for keyboard**

And one of 'the screens for the controllers



**Figure 10 Control guide for controllers**

### 6.8.2 Navigating using keyboard and mouse

The consoles do not support a mouse, just a controller and a keyboard. For PC it works fine to use keyboard and mouse combined.

### 6.8.3 Navigating using the controller

The key bindings are well shown in the quick start manual, you also can review them during game play at the pause menu:

## 6.9 The HUD

Now you are seated it is time to talk about the HUD. HUD stands for Head Up Display. You may want to use the instruments in the cab. However, this is a simulation and it may be harder than in reality to keep sight of your instruments and the tracks at the same time. If you own TrackIR this may help a lot, because then you can use your head to look down quickly and you will not be dependent of the keyboard, mouse and XBOX controller to change views first. People tend to forget that you are not in a real cab and even if it is faithfully created, it is different from reality.

In this section, the main aspects of the HUD are covered. In a later chapter we will dive into more detail.

The Speedometer HUD layout depends both on some settings and on the train you are driving. In the route tutorials the Speedometer HUD is briefly explained, but if you are new to the game, you may have forgotten most of it. Therefore I give one example here. Read on through the next sections in this chapter and then read the following text again, to gain a better understanding.

**Tip:** There is a setting that allows you for a small or a big version of the lower left part of the HUD. DTG calls it **Speedometer HUD**.



**Figure 11 Speedometer HUD functions**

In the table, the numbers refer to the numbers in the figure.

Nr	Indicator	Explanation
1	Speed numeric	The actual driving speed in km/h or Mph depending on selected units
2	Speed ring	This ring also shows the actual speed. The red circle shows the allowed track speed. Due to signalling this is not always the maximum speed you are allowed to drive. This ring will turn yellow or red when overspeeding.
3	Throttle position	The actual setting of the throttle. This is a bit rough, it does not always show all detail. The arrows indicate in which direction you can adjust the throttle. If the square around is red, this means the throttle is locked and no power can be applied.
4	Power meter	This shows how much power is applied to the train. The units depend on train type. In this case, a GP38-2 it shows amperes. If this value sticks at zero while you apply the throttle, you did not setup your engine properly. It may take a few seconds before you see power.
5	Grade	Grades affect your driving a lot. Going downhill, may cause your train to accelerate and you may need to brake to control speed. It also makes braking harder. Going uphill, requires more power to apply and it may be difficult to get moving.
<b>Note:</b> the grade direction refers to the driving direction.		
6	Accelerometer	This shows if your speed is increasing or decreasing. Unfortunately it is hard to read in this HUD version.
7	Electric brake	Shows the actual setting of the electric brake as a percentage of the max setting. If the electric brake is applied, you may see a negative value at the power meter.
8	Loco brake	Shows the actual amount of braking set for the loco brake lever.
9	Train brake	Shows the actual set position for the train brake lever.
10	Train brake air	These gauges show the actual braking status. The values and number of gauges depend on the loco you drive. You should know the expected values when brakes are fully released and also when they are applied. There is a lot to tell about this. I may write a separate braking guide.

[breblimator](#) gives this simplified explanation. The problem is that it that these gauges depend on the loco you are driving, so you may see different gauges here.

Text	Full name	Description
<b>BC</b>	Brake Cylinder	Loco brake pressure, should be zero when driving
<b>MR</b>	Main Reservoir	Total air 'to disposal'
<b>ER</b>	Equalizing Reservoir	Target air pressure for brake pipe
<b>BP</b>	Brake Pipe	Whole train brake pressure. When you release the brakes, you need to wait till this value equals the ER value

### 6.9.1 HUD Guide

In game, there is a HUD Guide, which you can access from the Pause menu (press escape during gameplay). Unfortunately it does not represent the actual train you are driving, but is a static image.

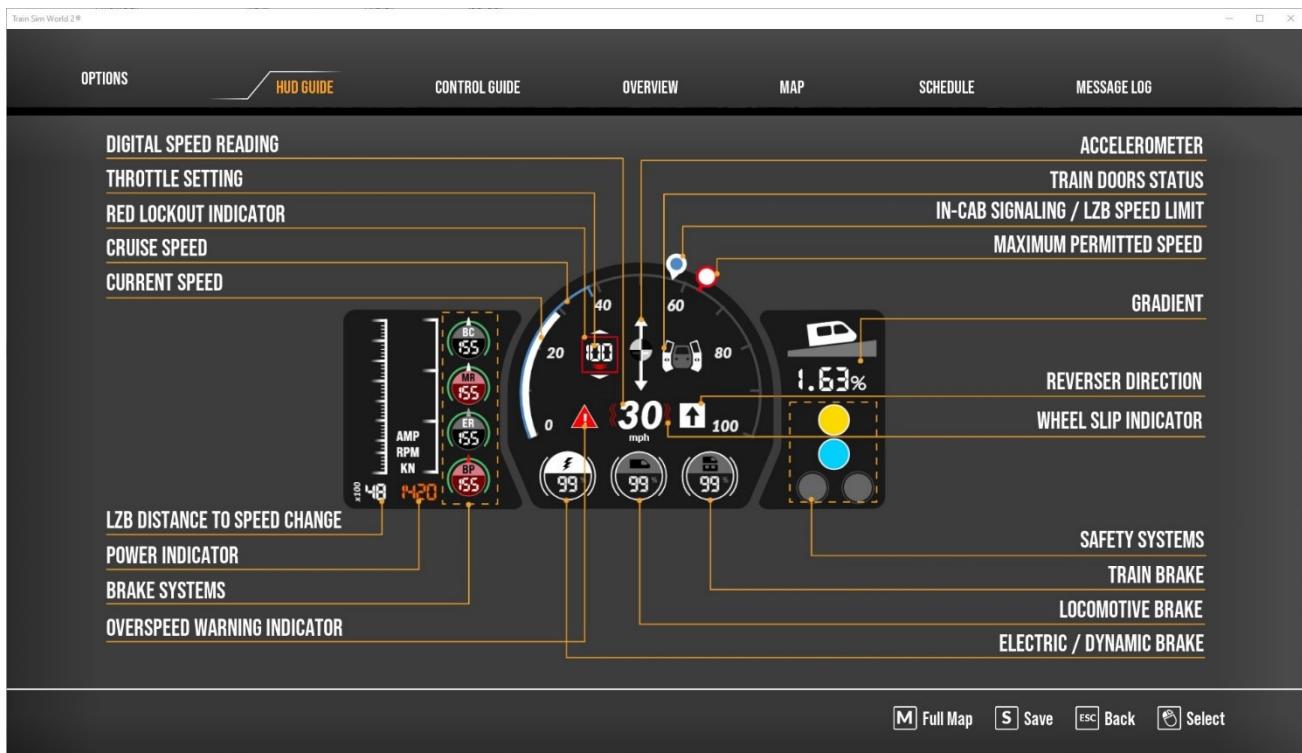


Figure 12 The HUD Guide

## 6.10 Driving

In details, the way you drive an engine may vary a lot. In this section the common basics are covered. It is always necessary to read the manual and to do the in game tutorial when drive an engine you do not yet have any experience with. Though generally the steps are predictable, each loco may require specific setup procedures. In general, setup is most easy for timetable mode.

You may want to consult my route guides or other sources to discover a lot more of the fine details that may be helpful.

The key steps are:

- Turn the master key on (**Ctrl+W**)

- Set the reverser to forward (**W** or **S**, depending on loco)
- Release the brakes (**:** key and sometimes **I** as well)
- Apply some power (**A** will increase power, **D** will decrease power), but not too much, normally 20-30% of the max should be OK.

For a long train it may take quite some time before you actually are driving. Light passenger trains will respond more directly.

Driving is the easy part, before you cause any accidents, let's see how to stop.

## 6.11 Braking

Braking is the hardest part of your driving experience. There is a huge diversity in braking systems and in the way brakes will respond to your request. In this section, the technical details will not be covered, It is just to get you going.

Essentially there are four types of brakes, but not all of them will be present at any loco.

The **hand brake** or **parking brake** should prevent a parked loco to get moving. Also wagons may have parking brakes. Normally, you need not to bother about them. (Key **\** to toggle)

The **loco brake**, also called **direct brake**, is used to brake if you are driving a light engine (this is an engine without any wagons). It responds very direct (keys **I** to release or **J** to apply). It also can be used in yards for short trains at low speed.

The **drivers brake** or **train brake** is used to brake the whole train. It uses air pressure in some form to brake each individual wagon. Because the changes in pressure must travel through the whole train, it takes time before brakes are applied. If you brake to the max, it may take minutes to release the brakes. The brake keys are **;** to release the brakes and **.** to apply.

The last one is the **dynamic** or **electric brake**. The electric brake works by generating electricity from the moving energy in the loco. It is a bit like a dynamo. Because generating electricity will cost energy, this will slow down the train. The dynamic brake becomes less effective as you drive slower. The key to release is **,** and to apply you use **.**

Some engines may have a combined power/brake handle. In this case, the **D** key will set braking, if no power is applied.

The dynamic brake and train brake may be combined in a single handle as well. Not all trains do have a dynamic brake.

Now let's be practical:

1. If you drive one or two locos only or during shunting with short trains, use the **loco brake**.
2. If you go downhill and need to slow down, use the dynamic brake, where necessary combined with the train brake. Note it takes about 10 seconds before the dynamic brake starts working. So apply it timely. Use the dynamic brake for fine tuning and the train brake for coarse stings if the dynamic brake does not offer enough braking power. **Note:** *For American locomotives, if you need to use the automatic brake and the dynamic brake, each time you change the setting of the automatic brake, push the independent brake in the bail off position. This procedure makes sure the dynamic brakes are the only brakes used for the engines. If you do not do this, your brakes will not work very well.*
3. In all other cases, use the train brake. You need to find out when to start braking, but start timely and do not apply too much braking power. That also is something you need to learn by practice.
4. If try to brake hard, your brakes will not release timely and your train speed may decrease too much or you may stop too early. Unfortunately the timetables in game are not always designed properly and may not allow decent braking.

5. Starting at a grade. Apply the loco brake, then release the train brakes. Apply some power and once power is up, release the loco brake very gradually. If there is no loco brake, apply a small amount of power and then release the train brake. It can be very hard, but keep trying!
6. Before braking, set the throttle always to off.
7. Brakes may have separate settings for passenger mode and freight mode. Check if such a setting exists and choose the proper one. Usually, freight mode works more slowly but freight trains usually have a lower allowed maximum speed. Freight mode is necessary to brake the heavy train weights more gradual to prevent couplings to break.
8. Before you can depart, you need to charge the brakes with air. This may take several minutes if you drive a long train. Watch especially the Brake Pipe. Its level should be equal to the equalizer reservoir before you can depart.
9. Some train brakes are a one way system. You can increase brake power, but you cannot gradually decrease brake power. If you try to decrease, it will completely release the brakes.
10. Each time you apply brakes, it uses air from the reservoir. It takes time to refill the reservoir. If you brake again right away, you have less air in the brake system main reservoir and your brakes are working less effective. Worst case, you drive downhill and your brakes refuse any service. In this case you still can use the emergency brake and then be very patient till all systems are recharged. You will learn that later, but for now you are good to give it a try.

**Tip:** if you have trouble finding the correct stopping point, pressing **Ctrl+7** toggles a coloured guidance on track to help you estimate the distance.

**Tip:** some trains have multiple braking systems. Especially for the older UK engines you need to choose between freight and passenger mode and between airbrakes and vacuum brakes. This topic is covered elsewhere. For now it is OK just to be aware of this.

**Tip:** At the Sherman Hill route you can drive very long and heavy trains, up to 100 wagons. It may take up to 15 minutes to charge the brakes. In the SD70Ae locomotive you can watch the rear brake pressure, it must be over 75 to depart. Also, when going downhill make sure to bail off the automatic brake each time you change the setting. If you fail, you will not be able to complete your service and you will end with a runaway train!

## 6.12 Pick up passengers

To pick up passengers, make sure your whole train is along the platform. Once you stopped, you can open the doors. For some trains, there is not a button in the cab, because the guard/conductor will open the doors. In other cases, you first need to select which door to open and then you press some button to unlock the doors.

An interesting detail: in some UK trains you cannot open doors from the inside, only from the outside. In this case the procedure is to open the window and then you can open the door.

To open and close passenger doors, you can either use the in game controls in your cab, if they are available, or press the **Tab** key, which opens a small menu that allows you to open or close doors.

**Note:** you now also can use the **Y**-key to open the left side doors and the **U**-key to open the right side doors.

Modern trains will have traction locked while the doors are open. This means you cannot move the throttle. Before departing, make sure the throttle is in **Off position** and the brakes are fully released.

## 6.13 Using the 2D map

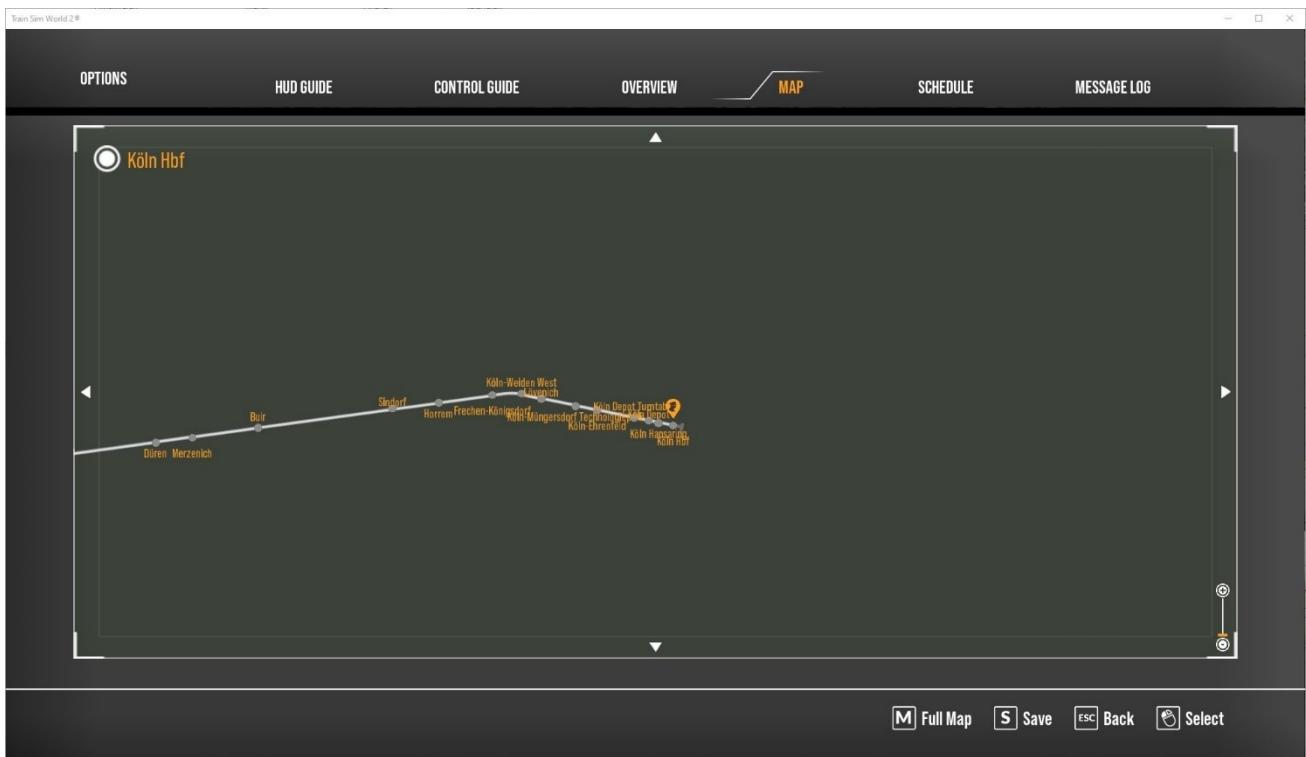
By pressing key **9** you open the 2D map. This map is not yet very good, but it is helpful for a number of reasons:

1. To identify the path for your train.
2. To set switches
3. To identify problems, e.g. if you have to wait long for a signal, you can check if there is a train blocking the path.

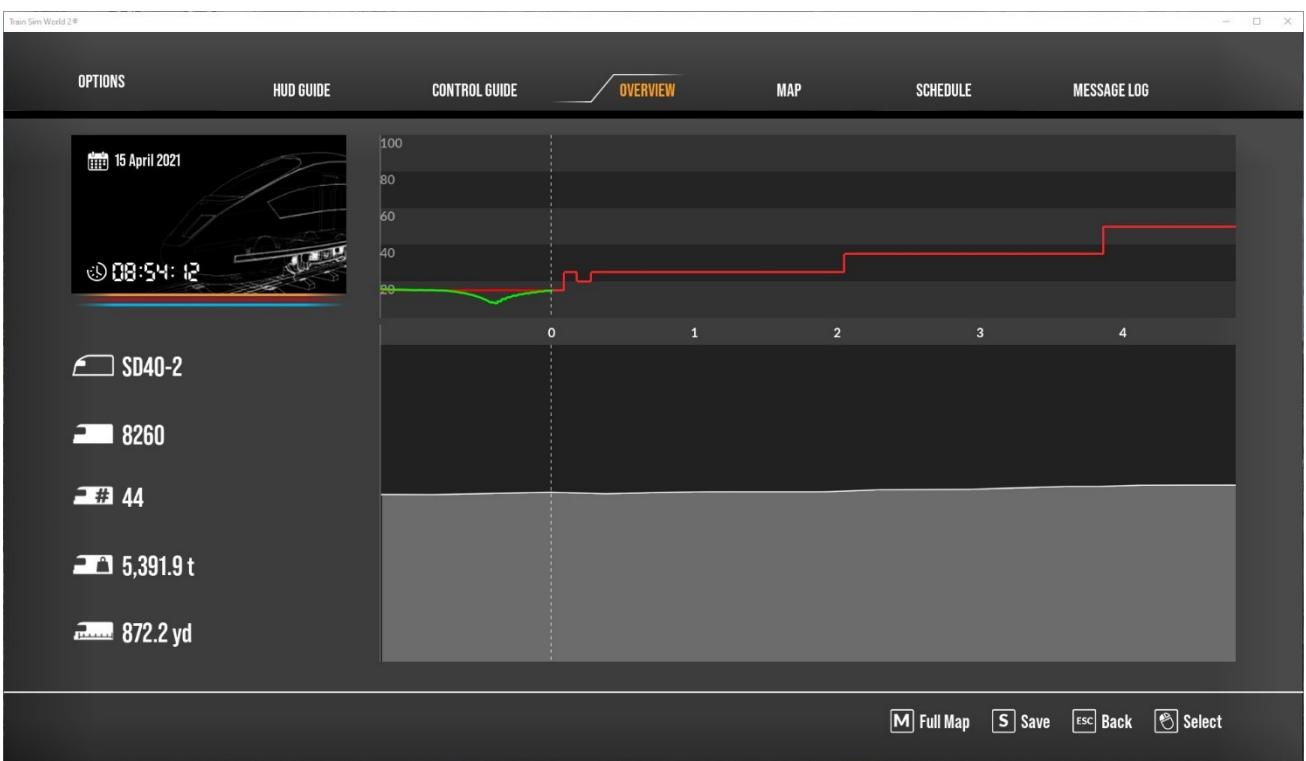
If you hover over the switch symbol at the 2D map, the actually selected path will be shown in purple colour.

The path for the player train is shown as a light blue line. This helps you in a yard to set all switches properly.

Via the pause screen, you can open a simplified map, which shows the route and gives you a rough idea where you are. The major advantage is that it shows game locations in the map as well. Here you can click on "Full Map" to see the 2D map.



**Figure 13 Pause menu map**



**Figure 14 Example of gradient and speed profile**

## 6.14 Route information page

The HUD functions will inform you about the current grade and first upcoming speed limit.

If you open the pause screen (press escape to enter), it informs you about the grade changes and speed limits for the next few kilometres. This saves you from surprises by hidden much lower speed limits. It is not yet working great, but it is a step forward. At the same page you find information on your train length and weight, which is very useful.

## 6.15 Coupling and uncoupling

There are a fair number of coupling systems. For now it is important to know there are automatic and manual coupling systems.

For automatic coupling, you just need to place the two train parts connected to each other.

For manual coupling, stop a short distance before you touch the other train part and the drive your train slowly against the other train (max 2.5 Mph or 3km/h).

They you need to get off the train and use the mouse or XBOX controller to couple manually. You also can use the external cameras key [3] or [8] to do this.

Some electrical multiple units may have a button in the cab to couple/uncouple. Check the manuals or just look around in the cab to find out about this. You will rarely be required to use this. I have only seen it in a few scenario's, where you will be instructed how to do it.

## 6.16 Setting switches

There are three ways to set switches:

1. Click on the blue dot of the switch you want to change in the 2D map (key [9]).
2. Get out of your train and walk over to it, and click the lever.
3. Fly to the switch in free cam mode (key [3] or [8]) and click the lever, you don't need to leave loco.

In most cases, the path for your train is light blue coloured at the map. Sometimes this is bugged, but you always can see the destination marker.

By hovering your mouse over the switch at the map you can check the switch settings.

**Note** a scenario can block these functions, sometimes you need to wait till you get instructions to set a switch. It is also possible that the methods are blocked in a scenario by the game.

## 6.17 Signalling

By now you may realize that there is a large diversity in signalling, as there is in all other train driving aspects.

Signalling is about other trains that may be at your track, speed limits, marking potentially dangerous situations (the top fun aspect is the signal telling you to use the horn). The departure order as given by the guard is a signal as well.

### 6.17.1 Basics

Let's talk here about the most visible aspect of signalling. The signals you see along the track. The two main variants are semaphore signals (today still in use!) and light signals.

In principle, the route manual should provide you with some information on signalling specific for the route you will drive. You may drown easily in the details of the rules, so if you do not remember all right away, if you know about the five rules below, not too much can go wrong, though your drive may not be optimal.

1. If you see **green**, proceed. (**Note**, for German routes the HUD may show green, where you actually should slow down).
2. If you see **yellow**, slow down and prepare to stop
3. If you see something **flashing**, slow down
4. If you see **red** combined with **other colours**, slow down, it is likely you must stop soon.
5. If you see **red only**, never pass, unless you got explicit approval. Doing otherwise is “game over” in TSW.

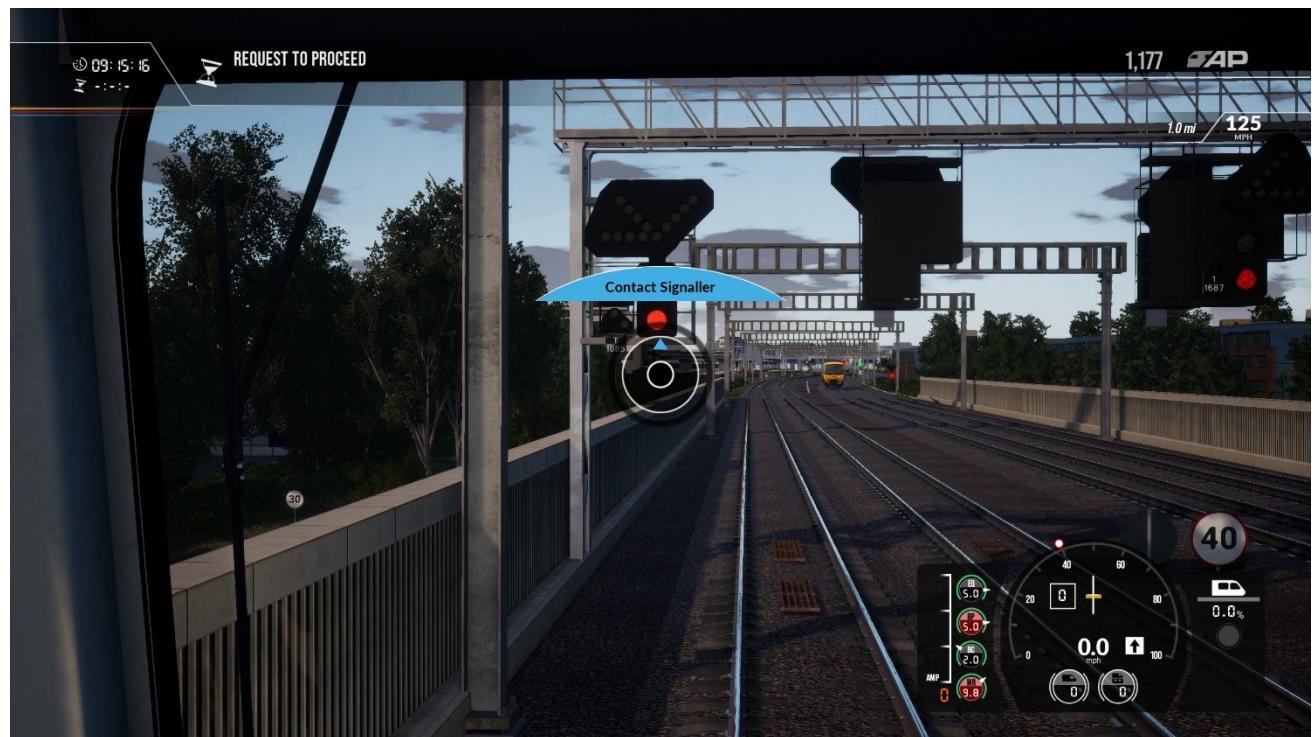
There may be a lot of other types of guidance for your behaviour as well. Most important are speed limits. Normally these should be announced in advance and you must adhere to them. You also must adhere to the maximum allowed speed of your train and sometimes your train is so heavy that it has a long braking distance which you need to take into account.

If you are new to train simulation, I recommend to turn on the HUD functions that show the next signal, next signal aspect and next speed limit.

#### 6.17.2 Passing a signal at danger

The game will end as soon as you pass a signal at danger. If this happens to you, from the menu it may be possible to load the “last checkpoint”. This is an automatic game save, but be aware it will not be preserved if you close TSW2 and restart later. It also will not be available before the first stop. Also, be careful, this will not always save you. The save function in TSW2 is complex and in many cases not working properly.

If you stop before a signal showing stop (RED in the HUD), you may want to ask permission to proceed anyway. You do this by pressing the TAB key. This brings up a menu as shown in Figure 15.



**Figure 15** Menu to get permission to pass signal at danger.

Make sure use the correct driving direction. If you reversed, you may need to drive a little bit to get permission for the correct signal. If you drive too fast then, or stopped at a very short distance, the signaller may not respond in time.

**Note:** Pressing Tab to bring up a menu is not very immersive. Many locos now have devices like a walkie talkie, a phone or the radio device at which you can click to contact the signaller. Also some routes have phone boxes near signals that allow you to contact the signaller.

If anything blocks your way, the game will deny the permission. If it says “No route available” there may be something wrong seriously. You can check if there is anything blocking the route and if you set all switches properly. If that is not the case, you can first try to save the game, go to the main menu and then load the saved game again. If this is not working, you will need to restart the service, because there is some bug in the service.

### 6.17.3 Essential game settings

At this point, you may be interested to learn about a number of game settings that make your life easier or more difficult as you want. In this section, not all game settings will be covered, just the most important ones.

### 6.17.4 Setting units

Depending on the route you drive, you may want to set the units to Metric or Imperial. You can do this while playing, pause the game (**Esc**) and then select the game settings. It is recommended to use the value to **Automatic**. The route will determine the units that are used. It may take a bit of time to get used to another unit system, but since also speed limits are in the units used by the route, this makes life a bit easier.

For temperature and grades, use the system that feels most convenient for you.

### 6.17.5 Configuring the HUD

The default settings are not bad, but after you gain a bit of experience, I recommend to read chapter 10 about all settings and key bindings for HUD elements. Because you can do so many things, it takes some time to discover it all and to find what you like best.

### 6.17.6 Configuring your screen

For newer consoles the game engine renders at 4k resolution and then it is downscaled to the external resolution. You can apply the proper setting in the settings menu, using the setting **Display Mode**. This setting is only for consoles.

For PCs you should adjust the resolution to match your screen resolution. You also may set the graphic detail levels according to how powerful your system is.

The good news is that you can do this during gameplay, there is no need to restart the game.

Using the **F3** or **Ctrl+F3** key you can turn on the frame rate indicator. If you are generally above 30fps you are good to go. Just try till you find a proper balance between performance and graphics quality.

## 6.18 Safety systems and driving aids

Trains are heavy and, because they are bound to track not very flexible. Therefore train accidents may have serious consequences. To improve safety, a number of driving aids have been introduced over time. These aids can be very different, depending on country and era. Also the impact can be very different. Using them increases realism and may keep you busy. By default in TSW2 all safety systems are turned off.

If you are a new player, this is OK, leave it for a while. If you want to start using it, start using the Alerter and add other systems later. You also may like the cruise control, which helps you not to overspeed.

### 6.18.1 Alerter

The Alerter is a device that checks if you are still capable to drive the train. It may come in a form than you need to press a button at regular intervals (e.g. 30 seconds). In another form it checks if you are active using

throttle and brake. If you use it, the alerter will not bother you. If you do not touch them, there will be a visible and/or audible signal and you need to acknowledge.

If you fail to acknowledge, the emergency brakes will be applied. In some cases, pressing the button will release them, other system brake the train to a shameful stop and you may try again.

Activate the alerter: **Shift+ Enter** (at the Numpad).

Acknowledge: **Q**

### 6.18.2 Cruise controls

Some trains may have a cruise control. They do not always work in the same simple way, so please check the game manual.

The most common procedure is to activate the cruise control using **Ctrl+R** (for the German ICE trains, you will need to activate it at one of the digital screens in the cab, the BR442 has a completely different way of working, the BR143 and BR112 use the throttle to set a target speed).

Then you can increase the target speed by pressing the **R** button or decrease the target speed using the **F** button.

You can see at your speedometer in the HUD the settings of the cruise control as a blue line around the speed gauge.



**Figure 16** The blue line shows the target speed for the cruise control

Then apply the throttle as desired. This is the simple use. You also can activate the cruise control while driving, but this is advanced use.

In most case you can turn on the cruise control while driving, but specific undocumented procedures may apply.

If you need to brake, you can set a lower target speed, or set the throttle to off and start braking using the train brake. In some cases this will disable the cruise control. If you do not set the throttle to off, you may cause a traction lockout.

### **6.18.3 Safety systems**

As a driver it is easy to miss a signal or overlook a speed warning. The driver safety systems should protect the train against serious accidents. In general, except for LZB, they do not really intend to be helpful yet.

These systems vary in complexity and by country. If you want to try using them, the British AWS is a good starting point. AWS does not enforce anything, except that you MUST acknowledge the alerts.

You find it at most UK routes.

The German system PZB is a more complicated and very prescriptive. The used terminology does not really help to use these functions easily.

For high speed lines in Germany you may find the LZB system. LZB combines cruise control (you still need to turn the cruise control on manually!) with in cab signalling. It will see a long distance ahead and it will drive the train by itself. This is nice for a short distance, but on the long run it is boring of course.

In the US ACSES and ATC are the more advanced systems. They are in itself a bit more friendly to the driver than PZB.

In this stream, Matt gives a tutorial on PZB and LZB.

<https://www.youtube.com/watch?v=Ry8FuUphDgU>

I recommend watching this stream anyway. It gives you valuable driving tips for Köln-Aachen.

Once you are a bit used to playing train simulations I recommend to turn the safety systems on.

## **6.19 Trouble shooting for beginners**

In this section a number of issues starting players may experience. If the solutions do not help, you also may want to read the known issues section (Chapter 15).

### **6.19.1 Read the documentation**

Always make sure to read the documentation provided. It may not have the best quality, but there is useful information. You also should play the tutorials and later all scenarios, it is remarkable to see many people do not even do this.

### **6.19.2 Google is your friend**

Type your problem in Google and you may find a bunch of answers. Most questions have been asked before.

### **6.19.3 Look for a Steam Guide**

For a number of issues, there are Steam Guides. You find them at the game page. In case of TSW2, you also may have a look at the steam guides for TSW. Most of them will be relevant for you.

TSW2 steam guides can be found here: <https://steamcommunity.com/app/1282590/guides/>

TSW2020 steam guides can be found here: <https://steamcommunity.com/app/530070/guides/>

### **6.19.4 Ask a question at a forum**

If nothing else helps, you may try asking a question at one of the forums (see chapter 16). There is a helpful community, but please make sure to do the steps mentioned before first. It is impolite to ask a question if you did not do this.

If you ask a question, give detailed information. You may use this small checklist:

- Which route are you driving?
- Which tutorial/scenario?

- Which loco?
- Describe the steps/situation as clearly as possible.
- In case of crashes, specify which hardware and operating system you use.

In many cases you will get at least some tips.

#### **6.19.5 Update your computer software**

Make sure to sue the latest Windows version and latest graphics drivers. This is especially useful if you get weird errors like crashes, extremely low framerates and so on.

#### **6.19.6 Check your system specs**

Did you check if you meet the minimal PC specs for TSW2? If not, nothing will really help you. This game is demanding, better be prepared. You can play it on a good gaming laptop/desktop. If it's not a gaming laptop, chances are low.

#### **6.19.7 Remove all mods**

For PC players, a number of mods were created. Not all mods work properly and some may cause game crashes or strange behaviour. You should uninstall them, as well as remove all not officially supported game settings.

#### **6.19.8 Submit a ticket**

You should not have very high expectations from the DTG support desk. They do a good job, but in many cases they cannot solve your issue. Contact details for the support site are in chapter 4.8.

#### **6.19.9 Some common issues**

***My TSW2 crashes frequently.*** Make sure to uninstall all Mods and modded settings. Check if you have the most recent driver version, make sure Windows is fully updated. If this does not work, you can check the local game cache, but this is rarely needed. You also may need to turn off DirectX12 if you set this switch on. Make sure not to use any mods designed for elder game versions, including Unreal Engine v4.23 compatible mods. It also may be something is wrong with the hardware of your computer.

***My DLC is not visible.*** You may not yet have downloaded it. For loco DLC's , be aware that they require a specific route you must own. Refer to the sales page for more information. Not all preserved collection DLC are already available for TSW2.

***When I start the game it always starts the same drive.*** By default, the game will start the next journey drive in the list. You can resolve this in the setting, by turning off the setting autoload journey. See for more details 6.5, 8.6 and 12.3.

***My train will not start driving.*** In most cases you missed a startup task. Review the manual. After releasing the train brakes it may take up to 15 minutes before you can drive. Also make sure all doors are locked. In case of an emergency brake application or if the PCS switch is tripped, you may need to perform a specific recovery procedure. Check the manual!

***After a passenger stop my train does not move.*** Make sure to set the throttle in OFF position. Close the doors, release the brakes completely and then try again.

***I am stuck at a red signal.*** Check the 2D map is any train is coming. Check the 2D map if all switches are set properly (the blue line is your path). If nothing seems wrong, try to save the game, exit to the main menu and then try to resume the saved game.

***I cannot reset a driver alert with the key Q.*** This is a bug in the game and occurs at German routes. There is a simple workaround: stand up (key E) and sit down again. Best before you start driving.

**When I load a saved game ...** In TSW reloading a saved game may result in weird errors. Varying for a red signal, no power, safety systems going nuts. This is because saving the complete game state is quite complex and error prone. We have to live with this for the time being. What you can try: stand up and sit down again, turn off the safety systems. Brake and then release brakes and apply power again. In some cases you cannot do anything, you need to start again.

**Note:** I encountered serious bugs in the save game function for one preserved collection route. Other players reported similar issues for other routes. Till this is solved, resuming a saved game should be considered as a last resort action.

**I cannot start the engines at Sandpatch.** For the AC4400, play the introduction tutorial. There is one additional point, set in the screen the traction to **Lead** as well. For the GP38-2 and the SD40-2 you need following controls to be set properly:

1. **Field generator** on, Engine Run on
2. **Cutout valve** to Freight or Passenger (whatever you need)
3. At the bottom of the console, there is a control to set up multiple units. Set this up to **Lead or Dead**

You also may get the Sandpatch Route Guide I created, or consult the steam guide on this topic. Driving multiple unit trains impose specific setup requirements. This route guide also may help you out for routes like Cane Creek and Sherman Hill. Clinchfield is hard to play and requires somewhat odd setup procedures because it is set quite some years back in time.

**I cannot start the train at Bakerloo.** Read the quick start guide and follow all steps carefully.

**I cannot set AFB for the ICE3.** The keyboard keys will not help you out here. There is a display in the loco, marked AFB where you can set it. where you can configure AFB.

## 7 Dovetail Live

### 7.1 Create an account

You may want to subscribe to DTG Live. This gives you access to the official game forums, and you can use the Mastery feature if you like. I cannot give you proper deep link, but you will find it. It is also described in all game manuals. <https://live.dovetailgames.com/>

The Driver's logbook and DTG Live screenshots do work. They are not separated from the results you got at steam.

### 7.2 Check if you are connected

It may be useful to know you are connected to Dovetail Live. You can see it in any of the menus, where you will see a small DTG logo:

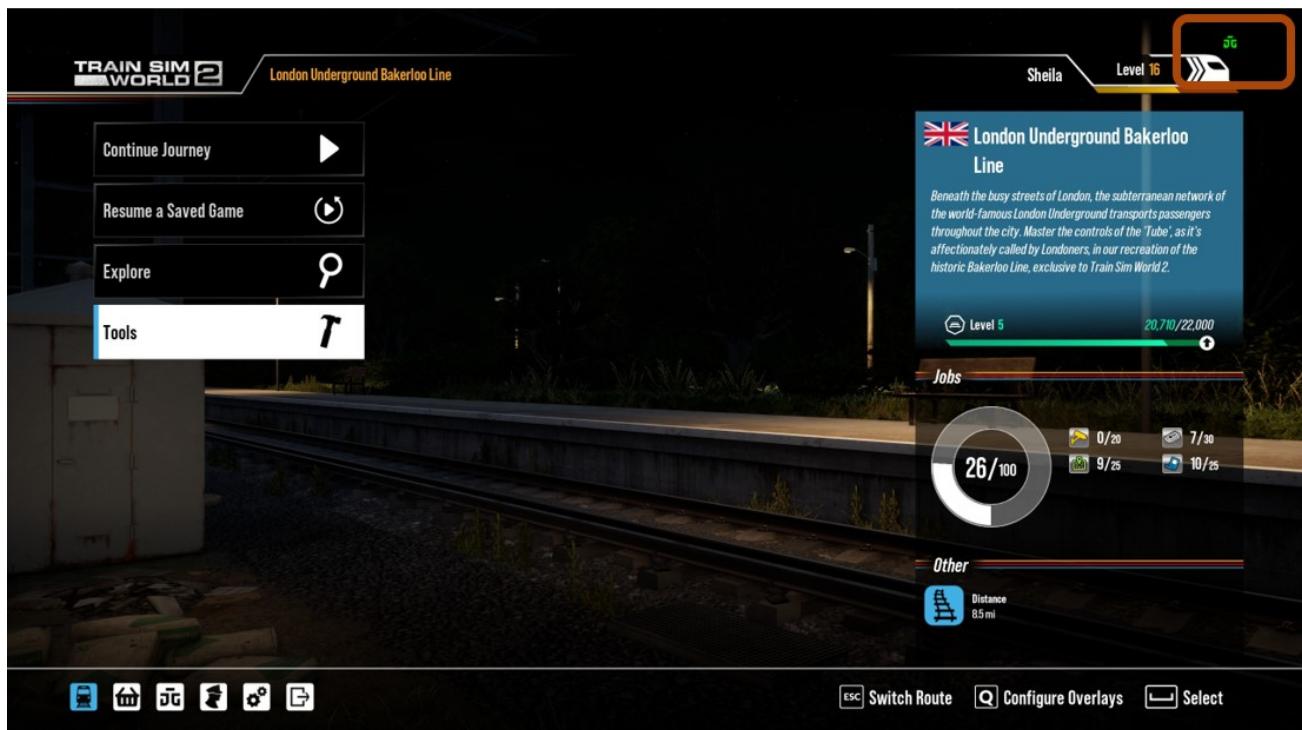


Figure 17 Check your DTG Live login status

### 7.3 Screenshots

TSW2 has a new way added to create screenshots and save them into your profile. You can share them using Facebook or Twitter.

On the PC using an Xbox controller to take a screenshot you hit the X button and hold it down, once it takes the screenshot it asks you if you want to upload it to DTG Live.

They should appear on the Railfan Shots tab of your Dovetail Live profile:

<https://live.dovetailgames.com/live/train-sim-world/profile/shots>

- **Xbox One** – Hold the X button
- **PlayStation 4** – Hold the Square button
- **Steam** – Press Ctrl + F10

All of the shots you save will be added to your Dovetail Live Profile online at [trainsimworld.com](https://trainsimworld.com). You can see your gallery of Railfan Shots [here](#). Log in, click on “Profile” and then “Railfan Shots” to see these. You can then click on each capture to see which Route and Scenario they were taken on and edit details like the name so you can keep a personal record. You can also share to social media from here.

There is a restriction, you can only take these screenshots if you are driving a train. It does not work from first person mode and they will cover only say 70% of your screen.

I assume DTG will add more features later and use this as the base for the weekly screenshot competition.

**Note:** the screenshot function may be confusing. See chapter 13.3 for all details and options.

## 7.4 Drivers logbook

A new function is the drivers logbook. At the moment this is still in its infancy and very beta. The idea is that can collect there the details of how well you have driven a certain route, scenario or service.

You need to be logged in during gameplay and you can review it from the profile page at DTG:

<https://live.dovetailgames.com/live/train-sim-world/profile/drivers-logbook>

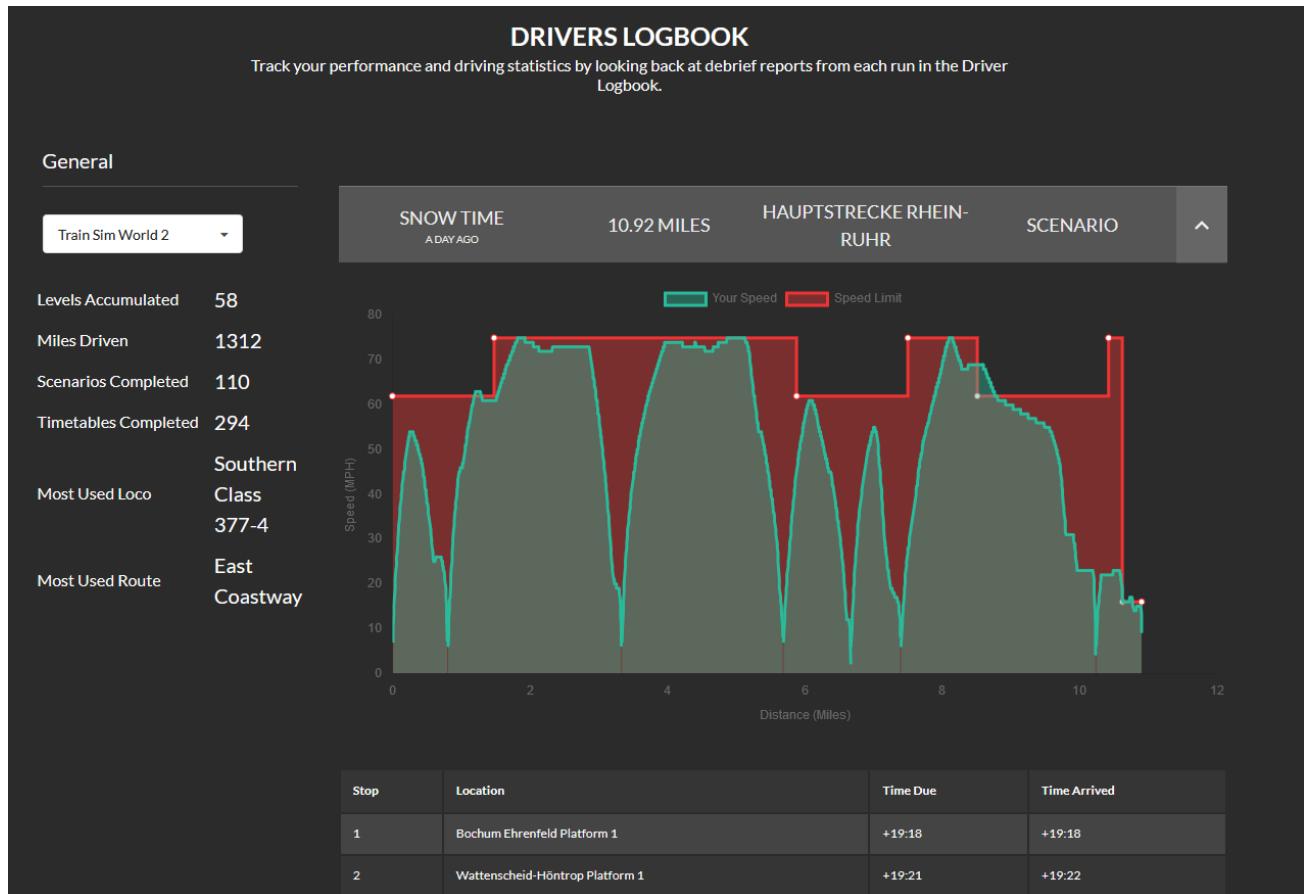


Figure 18 Drivers logbook sample page

## 7.5 Mastery

You also will find your Mastery status at the DTG site. See 9.7 for more details.

Mastery is platform independent and only connected to your Dovetail Games Live account. So if you also play at the Epics Game Store, your mastery will progress there as well.

## 7.6 Community challenges

DTG started again with community challenges, where we as a community get a common task. You can win stuff like screen backgrounds or similar. See also 9.8.

## 7.7 Creators club

**NEW**

Where PC users are used to be able to use Steam Workshop, DTG decided not to go for Steam Workshop. The main reason is that TSW2 is a multiplatform game and it makes sense to enable content sharing between users at different platforms, irrespective of the platform they use.

There DTG created Creators Club. You can subscribe to liveries and user created scenarios and these will be downloaded automatically to your system.

You have access to Creators Club from the game itself, but also from the DTG website if you are logged in. Please be aware that these inlog methods behave slightly different. I will use the in game version for the screenshots here.

At present Creator's Club has a beta status and not everything is working as smoothly as you may like to see.

### 7.7.1 Get and use Creators Club content

At the route selection page, you should see a new button:



Figure 19 Creators club in game access point

Alternatively, go to the Dovetail website and log in to your account:  
<https://live.dovetailgames.com/live/train-sim-world/about-trainsimworld>



Almost at the right side of the page you see the Creators Club tab.

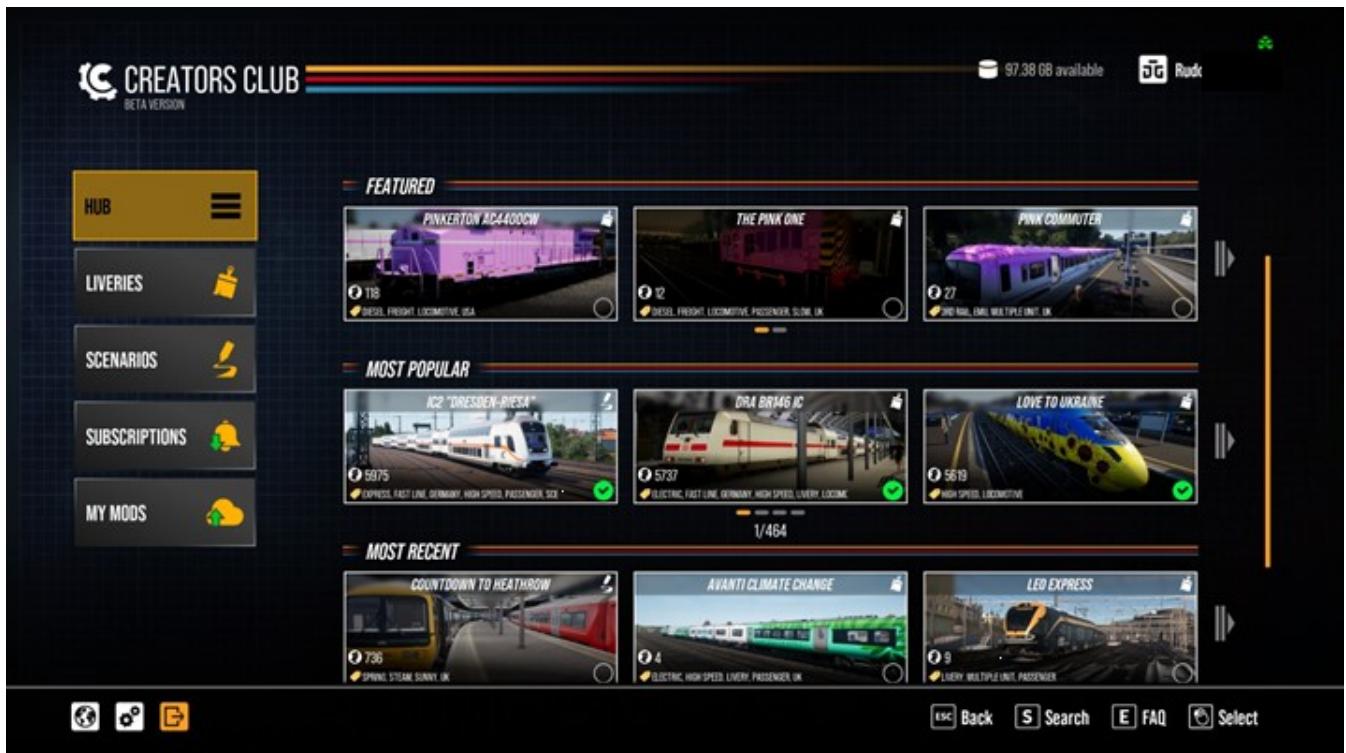


Figure 20 Creators club homepage (in game)

You now can start selecting your favorite liveries and scenarios. In the hub you find this all mixed. At the upper right corner of each tile, you can see if it is

a livery 

or

a scenario .

If you click on a tile, you will see more details, like in this example:

You will see a number of tags near the top and, very interesting the button **Required Content**

If you press this button, you see which content you need to use this livery/scenario. Each of them marked as need to get or is available for you. (Curiously in the example I used above, this is not shown, so there may be some issues with this function) See the example below, including a typo 😞:

You now may want to press subscribe to get a download.

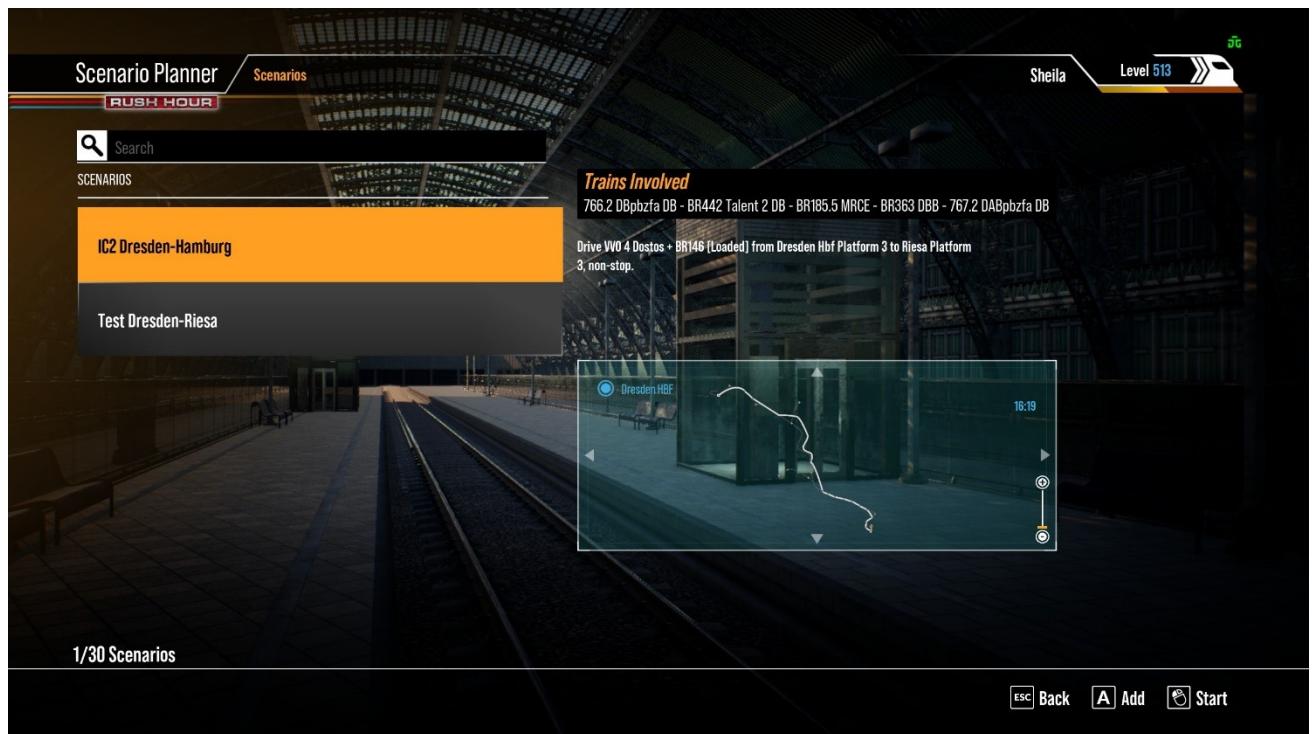
There are still some issues:

1. You cannot filter by tags and the tagging is completely dependent on the tags added by the creator.
2. You cannot filter by route
3. You cannot filter by content you own
4. You need to be lucky if you can filter for a specific loco or wagon
5. You do not get dependencies of scenarios and the required liveries
6. If the creator deletes the item, you no longer can see it and you no longer can delete it. It will not be deleted automatically
7. It is not always clear for which route livery will work, especially with German content.
8. I have seen some comments that the posted content is not always working on all platforms. This is probably a game bug or because the creators do not comply fully with what is officially supported. If you use mods at the PC it may destruct a scenario or even a livery.
9. It seems you cannot always select a livery as player engine in time table mode.

Liveries you can use in the normal way, but you cannot repaint them.

Also, liveries will appear at random in your timetable. This may be OK or not, but it is not your choice.

To play scenarios, select Tools and the Scenario Designer for the route for which the scenario is created. You can then play it. For many users this is very confusing.



In the example you can see you can play the scenario, but you cannot edit it. For liveries similar considerations apply.

Some uploaders stretch the official limits a bit, like using more layers than officially supported. This works fine. If they added unofficial decals, the livery is still useable, but it will not show the decal if you did not download it.

### 7.7.2 Manage your collection

The recommended way to maintain your collection is to use the official interface. You may think it useful to create backups. You can do that with ToolkitForTSW, which has a backup tool or manually. The files are stored in this folder:

`..|Documents|My Games\TrainSimWorld2|Saved\PersistentDownloadDir\UGC|0`

Or, if you play on Epic Games:

`..|Documents|My Games\TrainSimWorld2EGS\Saved\PersistentDownloadDir\UGC|0`

All file names have a GUID as name and are not well readable. You will need a hex editor see what is inside of them.

### 7.7.3 Giving feedback

At the moment rating or posting comments is not supported. The only thing you can do is vote with your feed. Unsubscribe if you don't like the provided content. I think it is a major issue you cannot communicate to the authors in any way.

### 7.7.4 Submitting liveries and scenarios

The process is straightforward. You just should be aware that for liveries there are some restrictions. Due to license issues, you only can use real world logo's and names if the owner has given permission. The good news its that many railway companies gave their permission already and so you are free to use this, withing limits of appropriateness.

The Creators Club moderators may remove your mod if you do not comply with these rules. There is a list with all presently allowed logos and |I think DTG provides decals for them in the livery editor.

This article has a list with allowed brands, but I am not sure where to find the official and actual list.

<https://live.dovetailgames.com/live/train-sim-world/articles/article/creators-club-beta-arriving-this-week>

For screenshots, you are obliged to use the Dovetail Games screenshot system. See chapter 7.3 for details.



## 8 Content types

### 8.1 Tutorials

Tutorials consist of step by step instructions for a specific purpose. Most of them are very short. For the newer DLC they are restricted to show you a simplified cold boot, drive a bit and brake. If you are new to TSW, it is best to start playing at least the introductory tutorials for the route.

### 8.2 Scenarios

Scenarios are bit of a mix. Some are just game drives, others can be considered as a showcase for the features we may get when the scenario editor is available. Finally, some scenarios have a tutorial character and demonstrate game features.

### 8.3 Scenario planner

With the Scenario Planner you can relative easy create your own drives. There is a limit of 30 scenarios per route and it is very simple right now, but you may expect more development in this area. The Scenario Planner is covered in a separate guide, because I expect there will be a lot to say about this. You can download this guide from my website.

### 8.4 First person mode

In the Explore menu you can select explore on foot. Then you can choose season, time of day and a location. You now can walk along the tracks or at the station platforms.

If you are at one of the stations, you can enter a train that stops at the station and ride as a passenger, or you go to the cab and take control of the train and drive it yourself (you only can do this if the train is stopped).

You also can try to locate the tasks/collectables (see 9.9).

## 8.5 Time table

As a basis there is a timetable that lasts 24 hours. Trains are scheduled in the 24 hours scheme. You can take control of each of these trains, while the others are driven automatically.

During this process you can set season and weather, but you also can select a livery if more than one liveries is supported for an engine. If you own the GP-40 DLC, at the NEC or Sandpatch route you can drive a number of services with the GP-40 instead of the GP-38. For the automatically drive trains, the game will select the livery at random. Same thing for the German routes, where you get more timetable drives and more variety.

For most present DLC the major issue with time table mode is that it feels a bit boring, with little variety in the types of tasks. For the NEC route DTG did a great job for the diesel shunting services, for Ruhr-Sieg North they seriously attempted to increase variety. For WSR a number of very short shunting duties are included.

Some routes have more than one timetable for various reasons. Some examples:

**Rapid Transit** has a completely revamped timetable added to the original one. This reflects changes in how the different lines have changed.

**GWE** has a second timetable if you own a gameplay pack. This sets the driving experience back to the eighties of the last century, without rebuilding the route. You will be driving the class 101, class 45, class 47 and so on.

**Arosa Linie** has an extended timetable that is included with the RhB Anniversary livery and game pack. This time table shares progress as far as possible with the original timetable.

In order to select a drive, you need to select a timetable first.

**Tip:** at the top of the Timetable there is a search option that allows you to filter the services you can choose.

**Tip:** if you own the Rhein-Ruhr Osten preserved route, you will get additional S-Bahn drives at the Köln-Aachen Route.

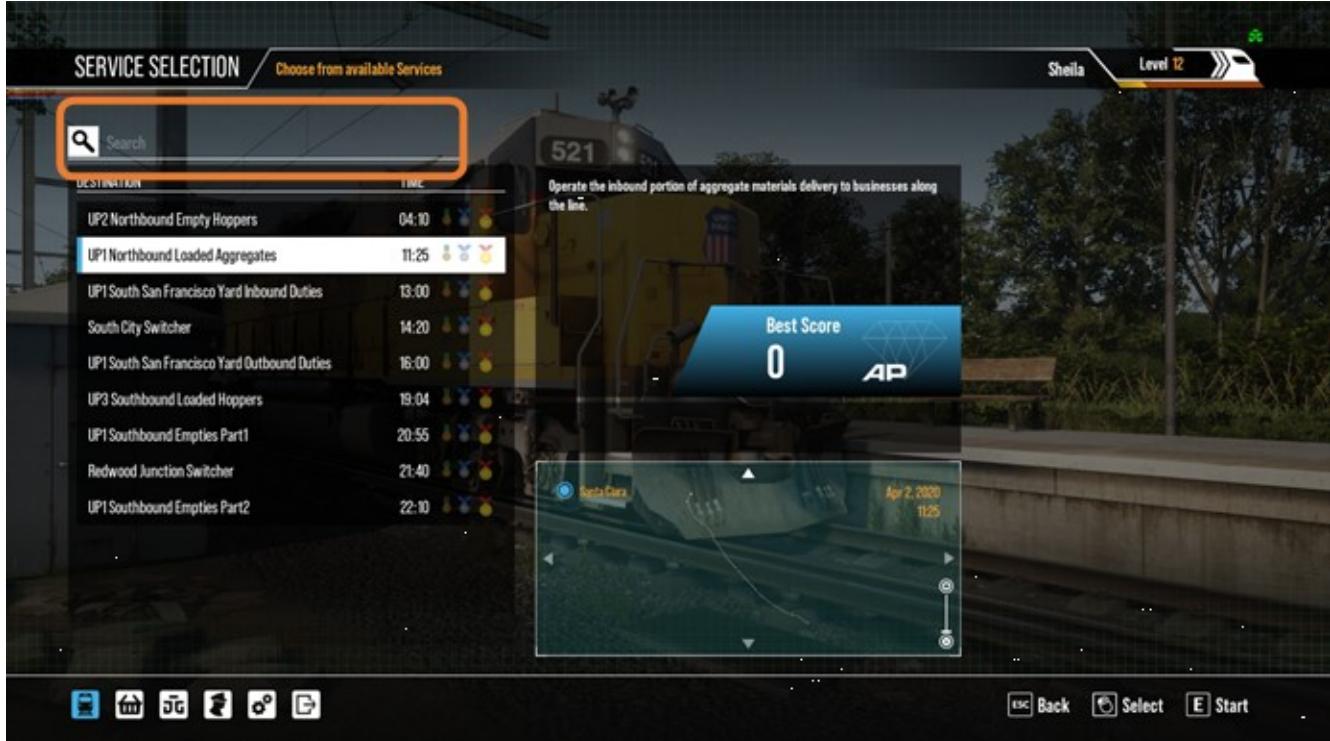


Figure 21 Search/filter option timetable mode

It may be overwhelming to see the huge amount of timetable drives. Some of these drives are a bit more interesting than others, for example because they use a slightly different path or because of other rail traffic. These drives are collected here:

<https://forums.dovetailgames.com/threads/awesome-tsw2-service-mode-runs.32010/>

To find them even more easy, an excel list has been compiled by [LeadCatcher](#). (Thanks a lot for doing that!) You can find a link towards it at the forum page.

## 8.6 Journeys

A journey is a set of tasks, spread over approximately 24 hours. For TSW2 this is improved, at least for the new routes, so there is more variety. A Journey comprises of a set of tutorials, scenarios and timetable services in a more or less ordered way. For the timetable services you cannot select the weather type. Originally it was heavily focussed on a specific loco, the new journeys gives you more of an experience, starting simple and then do the more challenging drives.

**Tip:** There is a setting that makes TWS2 start the next Journey automatically after each drive. You can turn this on or off as you like.

You should be aware that the Journey menu actually has three levels. At the first level, if you double click it will start the next drive in the journey. The bad thing is that you will not get any clue on what the journey contains and you cannot just monitor your progress.

In you click one at the Continue Journey or Start New Journey button, it expands and will one or more chapters.

Single click at a chapter, to show the contents of the selected chapter. What this all looks like is shown in Figure 22.

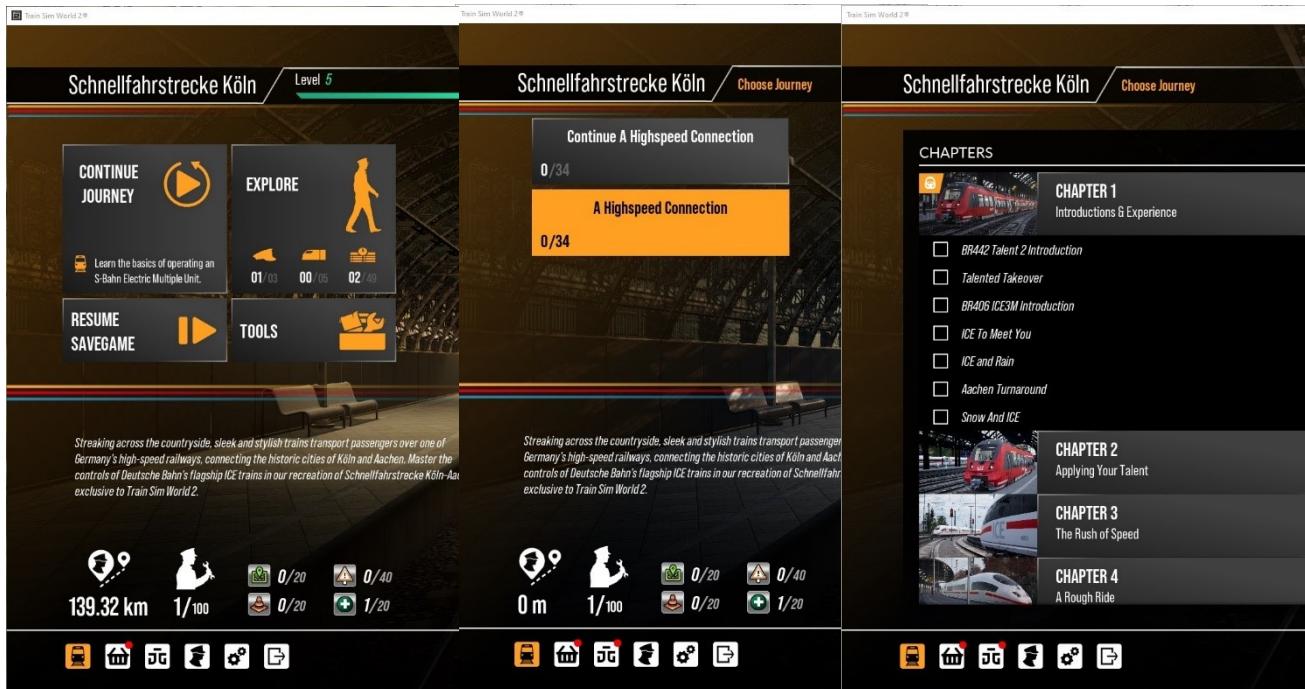


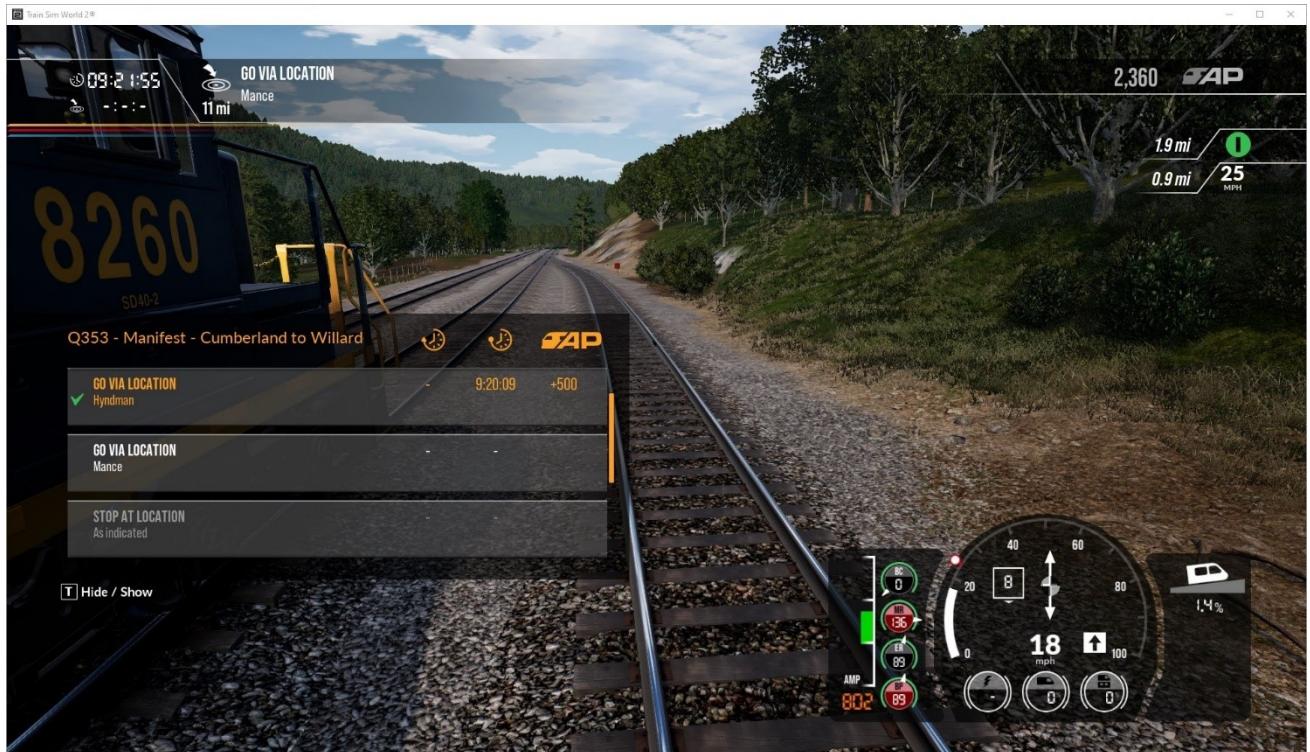
Figure 22 Select a specific Journey Chapter

## 8.7 Progress views

### 8.7.1 Objective viewer

If you press the key **T** during gameplay, you see an overlay that shows driving progress (objective viewer). If you place the mouse cursor right at the scrollbar, you can scroll through the list.

Pressing the key **T** again makes the objective viewer vanish again.



**Figure 23 Objective viewer**

Note: for users of a controller, the scroll function now should work.

### 8.7.2 Pause screen

The **escape** key pauses the game and brings up a lot of functions that may be useful. It gives access to the settings, save game, return to the main menu and the new functions that show you the actual status of your current drive:

- General information, train length, train weight, actual location
- Schedule with all instructions for this gameplay
- A screen showing the upcoming gradients and speed limits
- Information about the speedometer HUD
- All key bindings for controls and keyboard
- A simple map giving you an idea where you are at the route
- Access to options, save game, return to the main menu and so on.
- A log of all communications and instructions

In previous chapters most of the features are discussed already, so no reason to repeat it here.



## 9 Rewards

### 9.1 Introduction

TSW2 has a number of features to “reward” you for experience. Over time this has been extended a lot. Now we have:

- Action points
- Levels
- Journeys
- Medals
- Tasks (Collectables)
- Achievements
- Mastery
- Challenges

None of these have any impact on the actual gameplay. Only Mastery rewards you with a little bit additional scenery or decals for the livery designer and task will change a little bit what the game looks like (only scenery). So, if you do not like them, ignore them.

### 9.2 Action points

The core of the rewards are Action Points. For certain actions in game you are rewarded with points. These points are added at the level of your avatar, engine and route. While you collected enough points you get a higher level. This looks nice and may encourage you to gain more experience, but the system is poorly designed and little thought was given to balance to points. In the next table I reconstructed more or less an overview of how to get points. Curiously, this may vary by scenario and by route.

<b>Stopping at a station</b>	500	You get less points for stopping too far away from the stopping point, but you need to do it very bad to get less than 400 points.
<b>Driving under speed limit</b>	30	Distance driven based. I think you get around 200 points per mile
<b>Driving max 2Mph above speed limit</b>	15	
<b>Driving more than 2Mph above speed limit</b>	0	The acceptable overspeed level may vary by loco type.
<b>Coupling or uncoupling</b>	250	
<b>Loading a wagon</b>	7-9	May vary by route and service
<b>Unloading an wagon</b>	5-15	May vary by route and service
<b>Go via point</b>	250	
<b>Stopping properly</b>	500	Points are deduced depending of the actual stopping distance versus the indicated spot.
<b>Pick up passengers</b>	500	Points are deduced for arriving late, but you will get a minimum of 250 points

Contrary to TSxxxx you will not get points subtracted, so no need to be afraid you end with a points total below zero. The points will be added to your avatar, route and engine experiences. Each of them will level up each time you collected a number of points. There is no competition, so you just do it for yourself.

If want to get a large number of points, you need to play stopping passenger services. Peninsula Corridor may reward you with up to 25.000 points for a single all stops drive. In contrast, a freight service may reward you with no more than 4000 points, if there are no intermediate stops or go via instructions.

### 9.3 Levels

A number of Action Points builds up to a level. There are levels for avatars, routes and engines. There seems not be something like a highest level and unlike TSxxxx levels are not published. So, no need to work on getting a higher level. Levels may give access to Mastery levels and Achievements though.

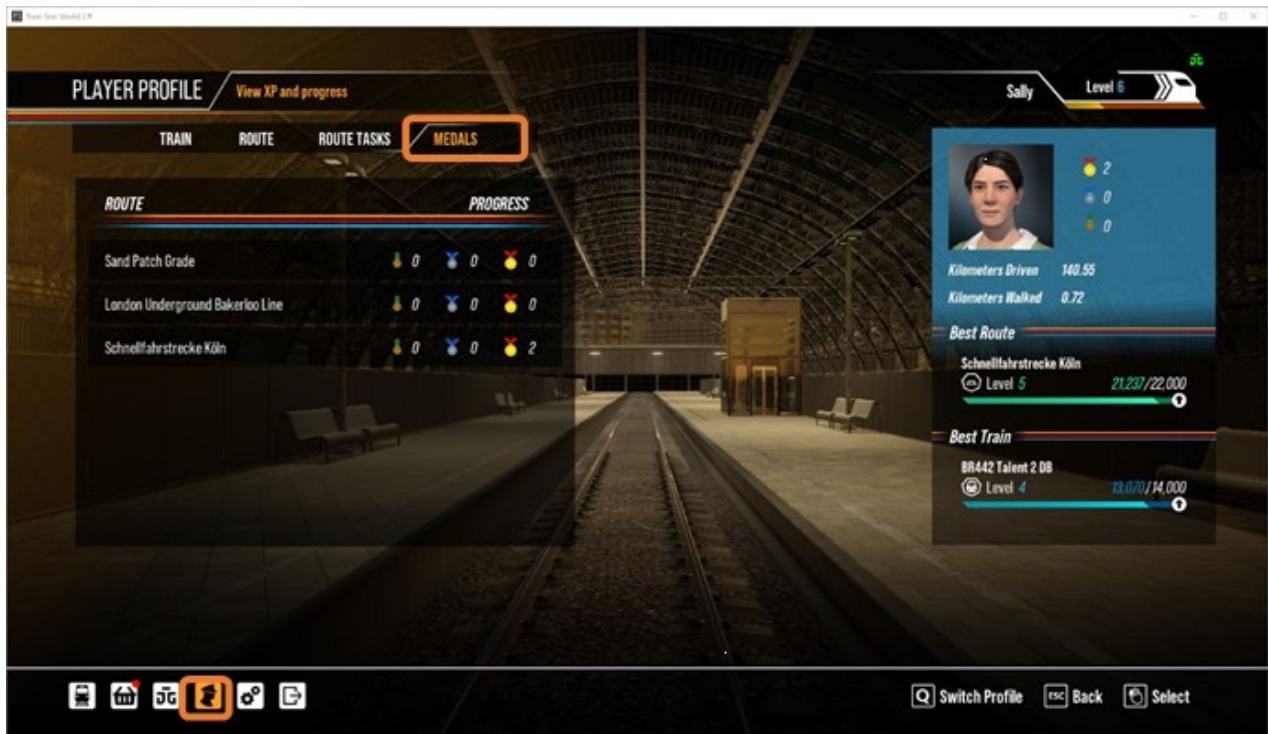
### 9.4 Journeys

A Journey is a collection of tutorials, scenarios and timetable services. Once completed a Journey it is registered, just like completing all scenario's, tutorials and services. This does not always work properly, be warned.

### 9.5 Medals

The number of action points has an upper limit for each drive. In addition to the action points, you get a medal if you managed to complete a drive successfully. You will NOT get a medal in all cases if you save the game, return to the main menu and continue later. I think, but did not test it, that once you have a medal, you cannot improve your performance and get a higher medal.

Medal	Requirement
<b>Gold</b>	Over 90% of achievable points
<b>Silver</b>	Over 70% of achievable points
<b>Bronze</b>	Over 50% of achievable points

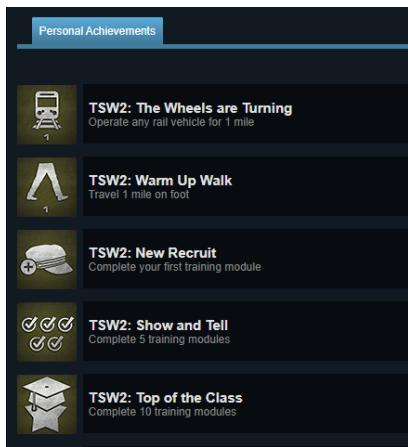


**Figure 24** Overview of medals

At the overview page for each route, you cannot see the amount of medals you collected, but at the player profile pages, a new tab is added to show the number of medals. Medals are not always working properly and not for all services you will be able to get a gold medal

## 9.6 Achievements/trophies

Achievements are rewards that are managed by steam. You can see an overview at the product page. Contrary to TSxxxx no information on achievements is given in game, you need to consult steam to see your progress.



**Figure 25** Achievements details page at steam

Achievements are just for the honour, you do not get any rewards. In TSW2020 they were bugged seriously, but some work has been done to improve this. It is still not always working. XBOX and PlayStation have similar systems, but they have different names. For the Epic Games Store I have not yet seen it, but rudimentary information is set in the game download, so who knows ...

For the consoles there is a limit to the number of trophies supported for each game, including DLC. This limit is almost reached so you do not get them any more for all DLC. At least some recent loco DLC do not have them at all.

## 9.7 Mastery

Mastery gives you a number of activities to complete and you get some (small) rewards. In order to use Mastery you need to login with Dovetail Games Live. You can get an account at the DTG website. In all manuals this is documented.

**Note:** Mastery is not yet working for the Epic Games Store platform

The rewards come at two levels. If you complete the first level, you get some decals you can use in the livery editor. For the second level you can add an enhanced scenery tile to the route. Examples are balloons, a fair and for TSW2 various farmers markets seem to be popular. For Clinchfield there is only one level, which gives you a camp place when you got it.

**Tip:** if you obtained Mastery level 2 awards in TSW2020, they will be given to you in TSW2, but mastery in TSW2 will be marked as incomplete.

For TSWw2020 Mastery is made available again, so you still can complete the challenges.

You can view the status of your mastery at three places:

1. When you start TSW2 and you have signed in for DTG Live, you see the Mastery screen.
2. In game press the button marked **JG** at the bottom of the screen. This gives you the choice between Mastery and the latest TSW2 news from DTG.
3. You also can login at your profile page at the DTG site. There are a number of tabs, one for mastery.

Mastery is updated near real time, but you may experience some delays.

Mastery is supporting quite a lot of routes now and the number is increasing. Mostly old routes do not yet have mastery rewards.

### 9.7.1 In game mastery screen

You can open the mastery overview in game by clicking at



Then select mastery. (The other big image shows the news pages).

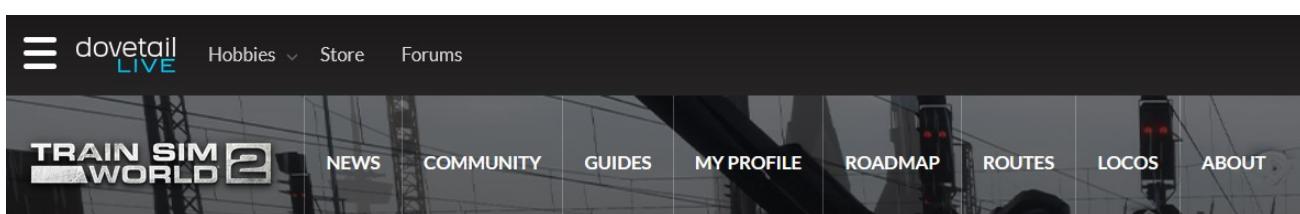
You can click at the route you like to view and this reveals your tasks and the progress. The information on the rewards you may get is improved for the Rush Hour release. The home screen shows all routes, for which mastery is available, including routes you do not own. You can click on a route to see the requirements and progress. IN this screen, you may click on the rewards to get an idea of what you will get.



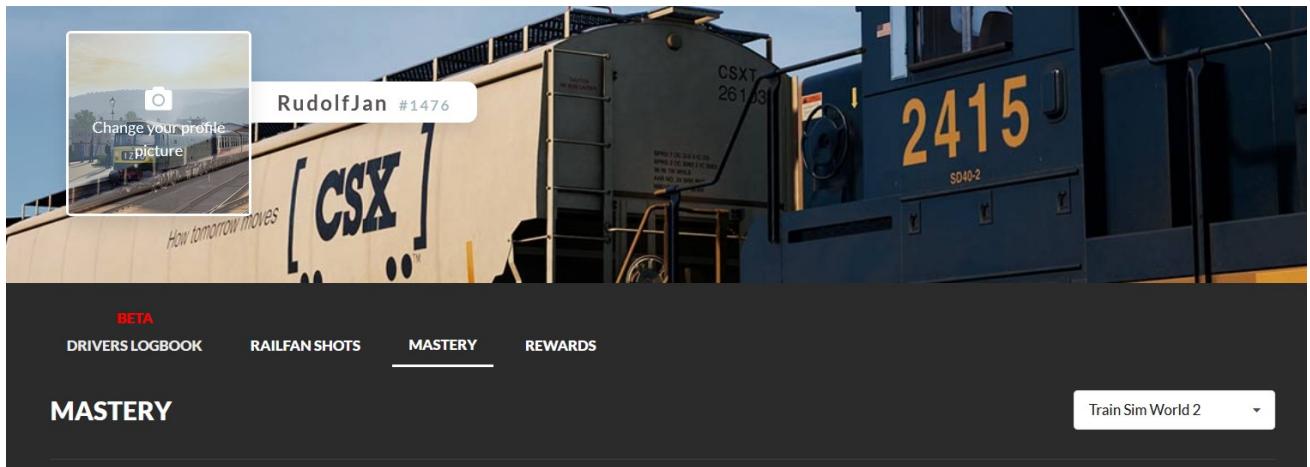
**Figure 26 In game Mastery screen, SKA route opened**

### 9.7.2 DTG Live mastery screen

If you navigate to the DTG website (<https://live.dovetailgames.com/live/train-sim-world>) you see a menu like this:

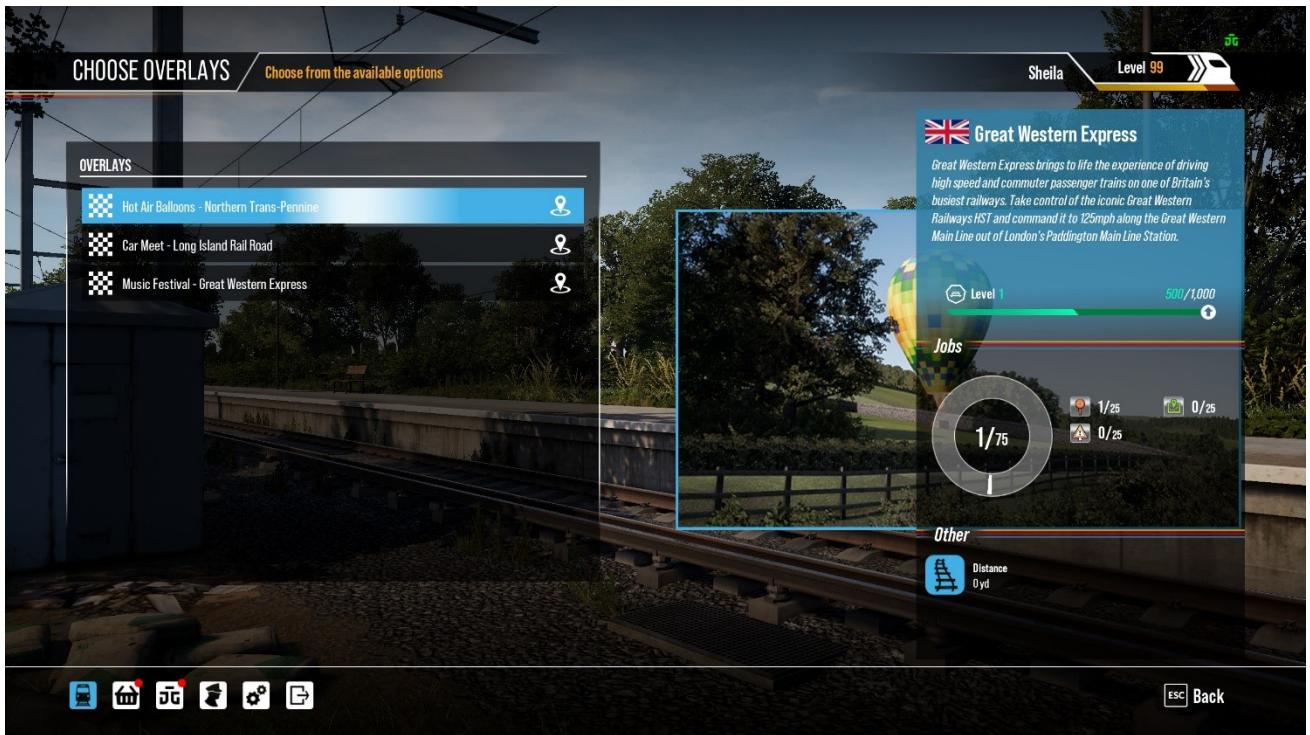


Choose MyProfile and then Mastery. Now make sure to select TSW2 at the right side. Essentiall it looks very similar to what you see in game.



### 9.7.3 Setting up your reward tile

If you completed a tier 2 Mastery task (for Clinchfield level 1), you get an adapted in game tile. You can turn on or off these tiles from the menu.



**Figure 27** Mastery rewards for TSW2020 for the second level can be activated in TSW2

1. Select a route
2. Then select the button “Configure overlays” ( **Q** key)
3. Now you see a screen that looks like Figure 27. Click on the tile and you see a preview. If the location symbol is visible, the tile is active in the route.

It is not documented where you can find those tiles and it may be a bit hard to locate them.

## 9.8 Challenges

Challenges work similar to Mastery, but here the whole community may gain a reward for completing a task within a given period of time. Rewards until now are background screens or stuff like that. Nothing to get very excited about. At the moment new challenges are issued regularly.

<https://live.dovetailgames.com/live/train-sim-world/challenges>

## 9.9 Tasks/collectables

When in walking mode you can perform four different actions and get an achievement if you complete each.

**Note** DTG decided to rename **Collectables** to **Tasks** starting with TSWxxxx, but also the term **Jobs** is used. I use them in a mixed way and in the game guides you probably will find the term Collectables still to be used a lot.



**Figure 28.** Collectables for Sandpatch Grade

You do not need to do anything, just get near enough... In the menu you can see your progress at the player profile page or in the main menu of the route.

At steam, for many routes user guides are available to help you find the collectables. A direct link to these community guides for TSW2020:

[https://steamcommunity.com/app/530070/guides/?searchText=&browsefilter=trend&browsesort=creation\\_order&requiredtags%5B%5D=Loot&requiredtags%5B%5D=-1](https://steamcommunity.com/app/530070/guides/?searchText=&browsefilter=trend&browsesort=creation_order&requiredtags%5B%5D=Loot&requiredtags%5B%5D=-1)

For TSW2 you also can find a number of guides, I think all routes are covered by different authors. These guides are located here:

[https://steamcommunity.com/app/1282590/guides/?browsefilter=trend&requiredtags\[\]>Achievements&requiredtags\[\]>English](https://steamcommunity.com/app/1282590/guides/?browsefilter=trend&requiredtags[]>Achievements&requiredtags[]>English)

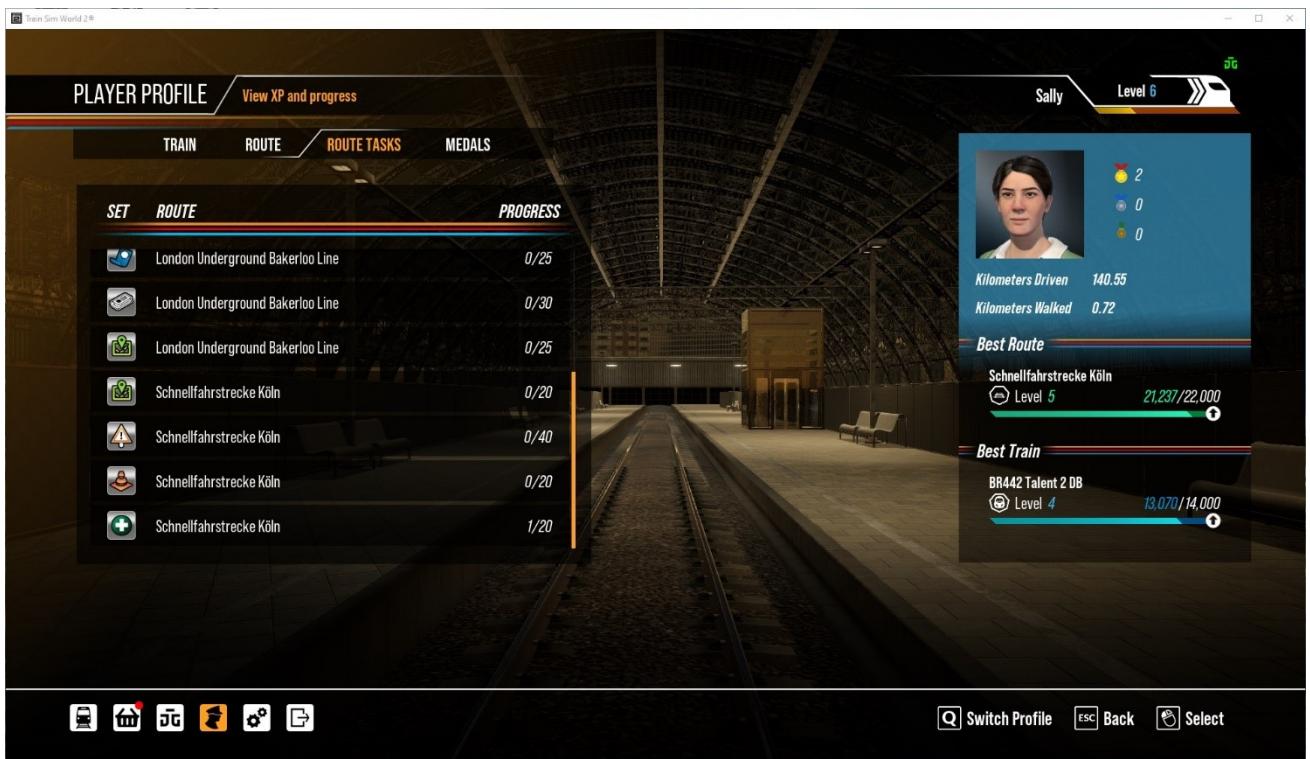


Figure 29 Task progress in player profile



## 10 HUD settings

The HUD is to a high degree configurable. You can do this both during gameplay using the keyboard, or by changing the settings in the settings menu.

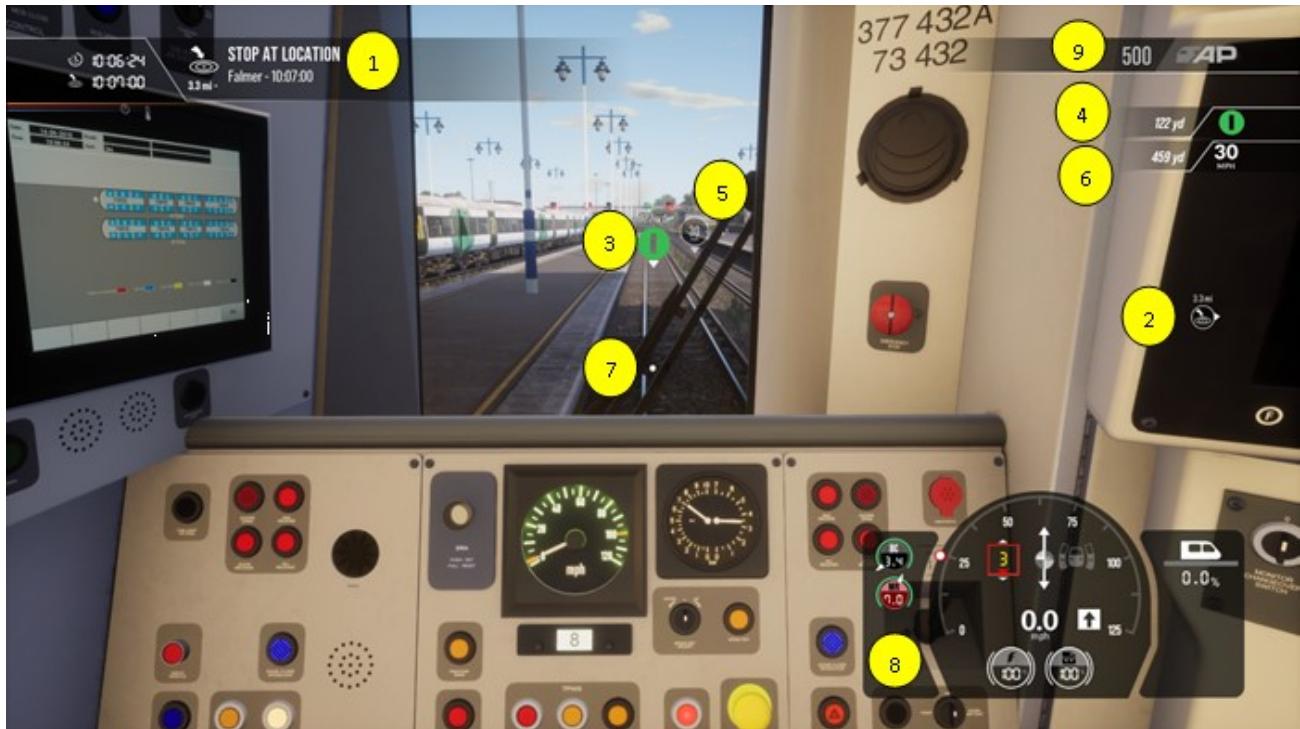


Figure 30 All separately switchable elements in the HUD

The HUD (heads up display) is an overlay on the game screen to provide you with additional information. Essentially the HUD has two display styles:

1. Markers, showing you destination, next signal and next speed limit in the landscape ahead of you
2. HUD version, text blocks showing the information on screen

In Figure 30 all elements are shown and most of them of them can be turned off individually. The numbers below refer to the numbers used in the screenshot. The names refer to the names that are used in the settings menu.

1. **Objective HUD**, which shows your next task. It also shows the distance to the next driving task, the scheduled arrival time and the actual time. You cannot turn this off individually
2. **Objective distance marker**, a floating target that shows where to go. It is possible to assign a number of tasks where you need to determine the order yourself (e.g. release all brakes). In that case you will see more than one objective marker.
3. **Next signal marker**. As shown here, it also shows the signal aspect. You can turn that off.
4. **Next Signal HUD**. The HUD element that shows the distance to the next signal. It also can show the aspect, as shown in the screenshot.
5. **Next speed limit marker**, shows the next speed limit distance and location.
6. **Next speed limit HUD**. The HUD version of the next speed limit
7. **Reticule Centre dot**. This is a focus point for the mouse. If you right click at the mouse, it will fix itself, which makes it easier to set a control. You can turn the visibility on or off.
8. **Speedometer HUD/compass**
9. **Score Marker**, show your actual score for this drive
10. **Notifications**. (Not shown) if you activate a control, at the right of the screen a text shows the present value.
11. **Button Prompts**. This shows a text with each control in the 3D world. This is useful because it tells you whether the control is functional. Many controls are not documented at all ...
12. **Stop Marker**. A colored track, starting red and ending green to give you guidance where to stop your train. (See Figure 31)
13. **Frame rate** (not shown)



**Figure 31 Stop Marker**

There are two ways to turn HUD elements on or off. You can use the Settings menu, which you can access at several locations, including through the Pause men (press **Esc** to enter this menu). For a number of settings

there are key binding you can use to toggle the setting. This works quite well, except for cases where the effect is not immediately visible, like with the Stop Marker.

Nr	Element	Key	Setting?	Comment
1	<b>Objective HUD</b>		No	
2	<b>Objective distance marker</b>	Ctrl+1	yes	
3	<b>Next signal marker</b>	Ctrl+3	yes	
4	<b>Next signal HUD</b>	Ctrl+4	yes	
	<b>Next signal aspect</b>		yes	
5	<b>Next speed limit marker</b>	Ctrl+2	yes	
6	<b>Next speed limit HUD</b>	Ctrl+4	yes	
7	<b>Reticule centre dot</b>	Ctrl+8	no	In the settings this is called “Crosshair” and “Reticle Opacity Circle”. There also is an “Auto hide” option for game controller users.
8	<b>Speedometer HUD</b>	Ctrl+5	no	
9	<b>Score marker</b>	Ctrl+6	no	
	<b>Notifications</b>		yes	
	<b>Button prompts</b>		yes	
	<b>Stop marker</b>	Ctrl+7	yes	
	<b>Frame rate</b>	Ctrl+F3	No	
	<b>Whole HUD</b>	F1	No	
	<b>Schedule</b>	T	No	Shows the schedule as an overlay

**Note:** Ctrl+4 cycles you through setting the Next speed limit and Next signal settings. Make sure to do this while these elements are visible, because you do not get feedback.

**Note:** For ctrl + [5] (HUD), ctrl + [6] (score), ctrl + [8] (reticle), you may need to change the key bindings, because on some keyboard, when you type ctrl+5 it understands ctrl + [ ]

Tip from [dark-rabbit](#)



## 11 Key bindings

**Note:** the key bindings discussed here represent the general situation, but there are exceptions and bugs in key binding. One you will notice, in some locos the high horn is bound to space and the low horn to N. In some locos this is reversed. There are other peculiarities as well.

### 11.1 Camera keys

The cameras work different from what you are used to in TSxxxx. The “**Boom camera**” replaces the front and rear view, the head out camera works only for the right window.

The key bindings for the camera are still a mess. You need keyboard, mouse and XBOX controller to be able to use all possibilities and there still are a number of bugs.

Description	Key	XBOX	Comment
<b>Set cab camera</b>	1		
<b>Head out camera</b>	→		From cab camera
<b>Back to cab camera</b>	←		From headout camera
<b>Set instrument camera</b>	←		From cab camera, detail view on instrument board
<b>Back to cab camera</b>	→		From instrument camera
<b>Boom camera</b>	2		This camera is intended to follow the train. By pressing the key multiple times you can switch from front to rear.
<b>Floating camera</b>	3		Same as Boom Camera, but you can now look in any direction
<b>Free camera</b>	8		Move anywhere, though it works more like the 4-key in TS2018. The zoom and altitude functions are not working properly.
<b>Go to 2D map</b>	9		Press again to go back to 3D
<b>Return from 2D to Pause menu</b>	Esc		

<b>Move to next rail vehicle</b>	Ctrl + →	For Boom or Floating camera
<b>Move to previous rail vehicle</b>	Ctrl + ←	For Boom or Floating camera
<b>Moves to next cab</b>	Ctrl =	I think this is not yet working properly, so be careful. Because TSW supports true multiple units it may have unanticipated consequences when you are driving. It doesn't bring you to engines at the other end of the train, only adjacent engines.
<b>Moves to previous cab</b>	Ctrl -	I think this is not yet working properly, so be careful. Because TSW supports true multiple units it may have unanticipated consequences when you are driving. It doesn't bring you to engines at the other end of the train, only adjacent engines.
<b>Exit cinematic camera</b>	Enter	I found this instruction in the input mapper file. It seems not to be functional.

**Tip:** if you are in cab view(key 1), you can use the left and right arrow key to cycle along a number of submodes. This is very handy, because you will pass the gauge panel, radio, switch board, fuse box etcetera. The implementation is dependent on the loco type.

## 11.2 Walking keys

Command	Keyboard	Mouse	Comments
<b>Walk forward</b>	W, ↑		
<b>Walk backward</b>	S, ↓		
<b>Toggle run/walk</b>	Numlock		Keep it pressed. Use the game options menu to set the default
<b>Toggle head light</b>	L		Very useful in tunnels or in a dark cab to find the cab light switch
<b>Toggle crouch</b>	C		
<b>Change game mode/climb</b>	E		E.g. climb on the train, sit in the driver seat ...
<b>Interact</b>			
<b>Move side wards</b>	A,D, ←→		
<b>Turn</b>			A bit primitive but you can look into other directions using the mouse
<b>Zoom</b>			

**Tip:** you can change walking or running as a default in the game settings.

## 11.3 Driving keys

Description	Keyboard	Comment
Change reverser	W	For setting the reverser you may either need S or W, depending on the engine you drive
Change reverser	S	For setting the reverser you may either need S or W, depending on the engine you drive
Increase throttle	A	Status is shown in the HUD, but not in braking mode for the combined power handle in the AC4400CW
Decrease throttle	D	Status is shown in the HUD, but not in braking mode for the combined power handle in the AC4400CW
Cruise control on/off	Ctrl+R	
Cruise control increase	R	
Cruise control decrease	F	
Gear increase	Ctrl+A	
Gear decrease	Ctrl+D	

**Tip:** for easier driving, rebind the gear to Page Down and Page Up. For German trains that also support PZB I recommend to bind the PZB acknowledge to the Numpad +

Also mentioned: Ctrl+A and Ctrl+D to set the Tap changer (Br 155 engine). I do not think this is used, you can use A and D instead.

## 11.4 Braking keys

Command	Keyboard	Comments
Decrease independent brake	[	Independent brake may have another name depending on the engine, it is the brake you use when driving as a light engine.
Increase independent brake	]	
Decrease automatic brake	;	Also named Train brake or Driver brake
Increase automatic brake	'	
Decrease dynamic brake	,	Also named electric brake
Increase dynamic brake	.	
Emergency braking	Backspace	
Release emergency brake	Shift+Backspace	
Hand brake	\	Also named parking brake
Release hand brake	Shift+\	

<b>Set brake to lap</b>	/	Sets the brake in lap position immediately. Very useful if you drive the class 101.
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## 11.5 Light keys

Command	Keyboard	Comments
<b>Switches to next headlight state</b>	H	This function is not always used consistently. For a finer control, you better use the switches inside the cab, when available.
<b>Switches to previous headlight state</b>	Shift+H	This function is not always used consistently. For a finer control, you better use the switches inside the cab, when available.
<b>Switches to next tail lights state</b>	Ctrl+H	
<b>Switches to previous tail light state</b>	Shift+Ctrl+H	
<b>Toggles cab light</b>	L	In some cases you need to use Shift+L to decrease The key may have some side effects
<b>Cab light decrease</b>	Shift+L	
<b>Toggles instrument lights</b>	I	In some cases you need Shift+I to decrease The key may have some side effects, e.g. turn on a reading light. For the BR155, please consult the Ruhr-Sieg Nord Route Guide for all wonderful details.
<b>Toggles both step lights and platform lights</b>	K	Only for the engine you are currently driving. Applies to US engines only. In a realistic driving style, keep them always on.
<b>Toggles ditch lights</b>	J	Only for the engine you are currently driving. Applies to US engines only

Dependent on the engine you drive, it may be better to use the physical controls or the light configuration switches you may find somewhere in your cab. The key bindings for light are a bit rough and not very subtle.

## 11.6 Safety systems keys

Command	Keyboard	Comments
<b>Request permission to pass signal at danger in forward direction and open close doors for passenger trains</b>	TAB	The TAB Key DOES work as advertised in asking permission to pass signal at danger but you will be denied by the dispatcher UNLESS your route can be connected to your objective by the dispatcher.
<b>Request permission to pass signal at danger in backward direction</b>	Ctrl+TAB	Not documented, not yet tested.
<b>Toggle Alerter isolated</b>	Shift+Numpad Enter	For some UK trains this also will toggle AWS. Some UK locos have two levers at the AWS device, AWS Isolated, which in real life always must be unisolated and AWS changeover to select the cab which controls AWS. For these locomotives you cannot use the key bindings.

<b>Toggle safety functions isolated</b>	Ctrl+Numpad Enter	
<b>Reset alerter/fault</b>	Q	This key is widely used to acknowledge any alarming sound, which includes alerters, PCS, AWS and maybe more
<b>PZB Acknowledge</b>	Page Down	For PZB you should consult the Signalling and Safety Systems Guide
<b>PZB Clear</b>	End	
<b>PZB Override</b>	Del	

The key bindings may have a rather rough effect. In general I recommend to use the controls in the engine to set up safety systems properly.

## 11.7 Setup keys

Command	Keyboard	Comments
<b>Engine start</b>	Z	Used for diesel engines
<b>Engine stop</b>	Shift+Z	
<b>Toggle master key</b>	Ctrl+W	The master key may have different names
<b>Master Key off</b>	Ctrl+Shift+W	Seldom used, if ever
<b>Pantograph raise/toggle</b>	P	You may need to select a pantograph first. Not seen that function has a key binding as well
<b>Pantograph lower</b>	Shift+P	
<b>Circuit breaker</b>	Ctrl+P	
<b>Circuit breaker off</b>	Ctrl+Shift+P	

This section is a bit arbitrary. There may be more steps needed. Most of them are not bound to a key, which is not a big problem. You also may need to go to another cab to do some settings, or even outside the engine.

## 11.8 Other keys

Function	Keyboard	Comment
<b>Sander</b>	X	You need to hold the key
<b>Lead axle sander</b>	Ctrl+X	You need to hold the key, needs confirmation
<b>Increase wiper speed</b>	V	
<b>Decrease wiper speed</b>	Shift+V	
<b>Climb stairs, climb into a train and so on.</b>	E	
<b>Toggle bell</b>	B	Not all locos have a bell
<b>Horn (high tone)</b>	Space bar	You need to hold the key to continue sound. For some locos the key bindings for high and low horn have been mixed up.
<b>Horn (low tone)</b>	N	
<b>Couple</b>	Ctrl+C	Not checked if this actually is used. It may be used for automatic coupling Multiple Unit trains
<b>Uncouple</b>	Ctrl+Shift+C	
<b>Coupler Lock Front</b>	Ctrl+C	No idea what this actually does
<b>Coupler Lock Back</b>	Ctrl+Shift+C	
<b>Open/close doors</b>	TAB	This will bring up a menu, that allows you to open doors.

Y  
U

Alternatively you now can use the Y-key or U-key for this purpose.



## 12 Game settings

**Warning:** I used an NVidia 660GTX which is underpowered, but it worked. After about 200 hours playing TSW the card was defect. It is possible that that it was overcharged, so be careful if your system does not meet the requirements!

### 12.1 Sound settings

All sound volumes can be set with a slider in a range of 0 to 100% At least some people complain this is not loud enough and sounds are hardly audible (partly true, but maybe you don't want to turn up the volume of your speakers too much for a single game).

It is possible to set higher values, but then you no longer can use the in game settings menu to adjust the sound volumes. A better option is turn the volume of your speakers a bit up. My feeling is that the overall volume is set a bit low, but keep in mind that at a PC you can set sound volume at a number of places, at your speakers, headphone, in windows and in the game. The combined settings determine what you will hear or not.

Setting	Description	Comment
<b>Master volume</b>	Basic sound volume	
<b>Ambient volume</b>	Surrounding scenery sound level	
<b>Dialog sound volume</b>	Volume for dialogs	
<b>Main Menu UI volume</b>	No idea what this doing exactly	
<b>External Alert volume</b>	Plays sounds for alerters and safety device while you are not in the cab	
<b>SFX volume</b>	SFX stands for sound effects	

<b>Window Audio Focus</b>	No idea what this is doing.	
<b>Subtitles</b>	Turns subtitles on or off in scenarios	Keep this on if you turn off dialog sound. For some routes there is no dialog sound, so you may miss some information if you turn this off.

## 12.2 Screen settings

Setting	Description	Comment
<b>Screen Resolution</b>	This one sets the screen resolution	Best is to make it match the resolution Windows recommends
<b>Window Mode</b>	The way the game is displayed on your screen	Best choice is Windowed FullScreen
<b>VSync</b>	Synchronizes the graphics card with the monitor.	Keep it off if you limit the frame rate below 60fps.
<b>Anti-alias method:</b>	Way to reduce image artefacts	FXAA is generally recommended.
<b>High Screenshot quality</b>	This sets the screenshot quality to a max, which may consume a lot of disk space	
<b>FPS limit</b>	Sets a limit to the frames per second rate	Higher fps especially makes fast moving stuff look better. A very high fps may cause trouble

A somewhat technical discussion on VSync: [http://www.tweakguides.com/Graphics\\_9.html](http://www.tweakguides.com/Graphics_9.html)

As far as I understood, if you have a very high fps (above 60) you may try to turn it on if you experience distortion, otherwise leave it off.

## 12.3 Game play settings

In this section a mix of settings that influence game play is presented.

Setting	Description	Comment
<b>Run/walk</b>	Sets how fast you walk in first person mode	Set it in the settings menu, but you can override the setting in game
<b>Disable junction derail</b>	If you set this to true, the game will not complain about junctions that are set wrong	This horrible UI design because it is stated as a negative instruction. Think twice before you set this!
<b>Measurements</b>	Sets unit system to imperial (Mph) or metric(km/h)	The value Automatic will switch depending on route you drive
<b>Grade units</b>	Sets the way grades are represented in the HUD either a division or a percentage	The value Automatic will switch depending on route you drive
<b>Temperature units</b>	Degrees Celsius or Fahrenheit	Not relevant, it is not actively used in the game The value Automatic will switch depending on route you drive
<b>Camera Motion Sway</b>	Turns cab sway on or off	Use this setting according to your preferences.
<b>Camera Motion Sway level</b>	You can now select how much cab sway you like to have. Set it a high for a bumpy ride and low for modern fast trains.	
<b>Auto-Load Journeys</b>	Load next Journey game play automatically when you finished a journey	Confusing for many users.

<b>Hide UI in DTL Screenshots</b>	Prevents you to clobber Dovetail Live screenshots with HUD functions	See also chapter 13.3
<b>Bidstack Advertisements</b>	Turn on or off real life advertisements in the game	

## 12.4 Where to change settings

There are number of way you can change these settings. Each way is different in what you can set and how easy you can adapt the changes.

- In game settings menu: you can access this at any moment during gameplay and the good news is that all settings will be active right away. So, this is very powerful to play with the settings and see the effects right away.
- Keyboard mappings: you can remap the keys and this will have effect right away. You only can do this from the menu in the game.
- In game, using key combinations
- Change the .ini files: you can directly edit the .ini files. The settings will be effective after a restart of the game and you must avoid typing errors of course.
- Use ToolkitForTSW: better than editing the .ini files, you can use ToolkitForTSW. ToolkitForTSW supports all settings except keyboard mapping. And allows you to make backups of the .ini files as well.

**Notes:** you find the .ini files in a folder below the Documents folder: \Documents\My Games\TrainSimWorld2\Saved\Config\WindowsNoEditor

For the Epic games Shop platform, you need this folder:

: \Documents\My Games\TrainSimWorld2EGS\Saved\Config\WindowsNoEditor

## 12.5 Advanced cab sway settings

**Note:** you can use **ToolkitForTSW** as well to define these settings for various situations. It also will support use of EGS next to steam.

As you can see in the previous section, you also can use the official game setting to select a level for cab sway. Not sure if this setting is loco dependent.

This information comes from [londonmidland](#)

See also: <https://forums.dovetailgames.com/threads/guide-enable-realistic-head-sway-in-tsw-2.31762/>

### Disclaimer:

**This setting will change head sway across all routes. For routes which have incorrect track properties, such as GWE, this will greatly affect final results, making it look off and way too exaggerated in some cases.**

Open the engine.ini file with a text editor and under [SystemSettings] add the following:

```
ts2.CameraMotionSway.EnableUprightCompensation=0
ts2.CameraMotionSway.KSitting.Y=100.0
ts2.CameraMotionSway.KSitting.Z=50.0
ts2.CameraMotionSway.LSitting.Y=10
ts2.CameraMotionSway.LSitting.Z=1
ts2.CameraMotionSway.SittingPivotOffset=-200
```

```
ts2.CameraMotionSway.LSitting.X=10
```

You can see [a video](#) and see for yourself. This demonstrates heads both at high and low speeds using the class 377 at ECW.

Some people used different settings depending on the route:

### The Class101 at Tees Valley

```
ts2.CameraMotionSway.EnableUprightCompensation=0  
ts2.CameraMotionSway.KSitting.Y=100.0  
ts2.CameraMotionSway.KSitting.Z=50.0  
ts2.CameraMotionSway.LSitting.Y=10  
ts2.CameraMotionSway.LSitting.Z=2 – 7.5  
ts2.CameraMotionSway.SittingPivotOffset=-200  
ts2.CameraMotionSway.LSitting.X=10
```

For Sandpatch grade:

```
ts2.CameraMotionSway.EnableUprightCompensation=0  
ts2.CameraMotionSway.KSitting.Y=100.0  
ts2.CameraMotionSway.Ksitting.Z=65.0  
ts2.CameraMotionSway.Lsitting.Y=17  
ts2.CameraMotionSway.Lsitting.Z=7.5  
ts2.CameraMotionSway.SittingPivotOffset=-200  
ts2.CameraMotionSway.Lsitting.X=10
```

Setting	Range	Description
<b>EnableUprightCompensation</b>	0-1	Keeps your body/head angle ‘stuck’ the train so when going round corners, you will follow the train ‘tilting’
<b>Ksitting.Y</b>		The amount your head moves horizontally. The lower the value, the more you will ‘move’ left to right when going round corners. Sometimes even clipping out of the train.
<b>Ksitting.Z</b>		The speed of the ‘bounciness’
<b>Lsitting.Y</b>		The ‘weight’ of the train. Lower values mean it’ll ‘wiggle’ a lot.
<b>Lsitting.Z</b>		The amount of bounciness. Lower values result in more/more exaggerated bounces
<b>SittingPivotOffset</b>		Adjusts the camera which goes backwards and forwards, when braking and accelerating.
<b>Lsitting.X</b>		The speed of the camera going backwards and forwards.

## 12.6 Setting the number of allowed liveries

You need to create a shortcut to the game and add there this option to the command line (target filed in the shortcut window):

```
-maxGameLiveries 255
```

## 12.7 Setting passenger density

You can increase the passenger density in the engine.ini file with this setting:

```
[SystemSettings]  
ts2.passenger.DensityScale=3
```

Values could be up to 100. It is not a perfect solution, your new passengers will not have a shadow.

Tip comes from user [geloxo](#) See also:

<https://forums.dovetailgames.com/threads/increase-passenger-density-at-stations.37188/>

## 12.8 Performance tuning

Many people are trying to improve performance of the game. I just give one link here to the discussions on this topic. However, when experimenting with it be careful. It may cause the game to crash. In that case your first thought should be to undo all these settings instead of blaming DTG.

This one may be interesting. It may increase fps and loading of tiles.

<https://forums.dovetailgames.com/threads/got-stuttering-on-pc-with-gsync-or-vsync-monitor-microsoft-have-released-a-patch.36266/>

For the Unreal version 4.26 the suggestion does not work less well. Be careful when experimenting with those settings.

## 12.9 Advanced engine.ini settings full list

<https://forums.dovetailgames.com/threads/frequent-pauses-lasting-1-2-2-seconds.35878/#post-256015>

**ToolkitForTSW** supports managing these advanced settings. You can create smaller subset from the 180!!! Settings and use these sets in game, or even for a specific situation. The list is created for Unreal Engine 4.23, so use it with care for the updated version.



## 13 Advanced topics

### 13.1 Preserved collection

#### 13.1.1 What is preserved collection

Preserved Collection is a complex topic and relates to a large number of questions. For the predecessor of TSW2, DTG created a number of DLC. For TSW2, DTG essentially made copies of most of these DLC and then adapted the copy to work with TSW2. From moment this is done, you have a new TSW2 DLC, which may look like the original DLC, but is completely unrelated. If you own TSW2, you may find two copies of each of these DLC

You still can buy the TSWxxxx DLC and, if you own TSW2 you will get the TSW2 version for free. This also holds if you buy TSW2 later.

You also can buy the TSW2 version of this DLC, but in this case you will **NOT** get a copy of the TSWxxxx DLC.

DTG announced they will stop all development on TSWxxxx, including bug fixes. They did not say there will not be any bug fixes or development for the TSW2 versions of these DLC. At the moment some fixes are on the roadmap. These fixes will only be applied to the TSW2 versions.

#### 13.1.2 Status overview of TSW2020 DLC

In Figure 32 an overview of all TSW2020 DLC. Most of them have the status Preserved Collection in TSW2, which means that upon launch of TSW2 some restrictions applied:

1. You cannot create liveries for the engines and wagons (at least partially this will come, but it still is work in progress).
2. Adhesion physics is implemented in a minimal fashion, just to make it work. You will experience adhesion issues in bad weather though.

Since TSW2 has been released, about one year ago a lot has been done. There is a small team focused on existing routes and bring them up to date. For some routes they did a lot of work. The general rough view is that this will be done:

1. Bug fixes
2. Climb up the platform anywhere
3. Working level crossings
4. Better skies
5. Immersion controller
6. Sometimes upgraded scenery
7. In some cases a lot of additional drives, or even a new timetable (for Rapid Transit)
8. Working platform passenger information systems
9. Compatibility with the Livery Designer
10. Compatibility with RailDriver

Progress is not very fast, but when Rus Hour arrives, for these routes the first upgrade is done:

- Rapid Transit
- West Somerset Railway
- Long Island Rail Road
- Main-Spessart Bahn
- Bakerloo Line

Later this year Peninsula Corridor and Oakville Subdivision will be upgraded.

Once it is all done, the process may start again, but probably with smaller improvements.

### **13.1.3 Why would you still play TSW2020?**

I can think of a number of reasons why you still may want to play TSW2020:

1. You still like to play the NEC route or the old Sandpatch route.
2. TSW2 has bugs that are not in TSW2020 (definitely true for most preserved collection routes)
3. You prefer the old HUD
4. You think TSW2 is not (yet) worth the money, which I can hardly imagine. During the winter sale it only Euro 7,95!

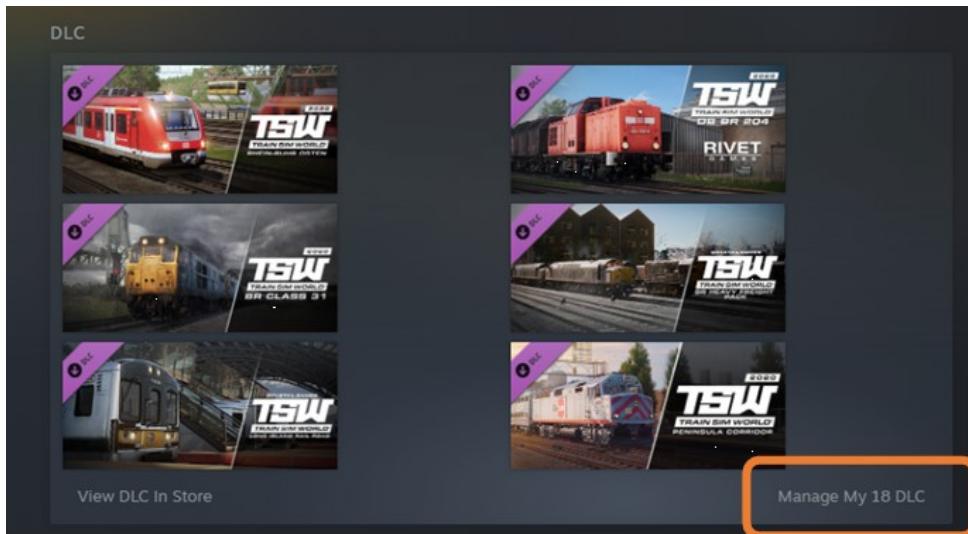
You can do so, and if you own NEC this may be a reason to keep TSW2020 installed.

Routes					
Name	Acronym	Country	Traction	TSW2 preserved collection?	Comment
Heavy Haul	HH	USA	diesel	No	Full featured remake for TSW2
North-East Corridor	NEC	USA	electric	No	Not available for TSW2
Long Island Railroad	LIRR	USA	electric, third rail	Yes	
Peninsula Corridor	PC	USA	diesel	Yes	
Great Western Express	GWE	UK	diesel	Yes	
Northern Trans Pennine	NTP	UK	diesel	Yes	
Tees Valley Line	TVL	UK	diesel	Yes	
East Coast Way	ECW	UK	electric, third rail	Yes	
Rapid Transit	RT	DE	electric	Yes	
Ruhr-Sieg Nord	RSN	DE	electric	Yes	
Main_Spessart Bahn	MSB	DE	electric	Yes	
Rhein-Ruhr-Osten	RRO	DE	electric	Yes	
Hauptstrecke Rhein-Ruhr	HRR	DE	electric	Yes	
Oakville Subdivision	OS	CN	diesel	Yes	
Locos					
Name	Base route	Country	Traction	TSW2 preserved collection?	Comment
GP-40-2	HH	USA	diesel	No	Not available for TSW2
BR182	RT	DE	electric	Yes	
BR155	RSN	DE	electric	Yes	
BR204	MSB	DE	diesel	Yes	
M3	LIRR	USA	electric, third rail	Yes	
Heavy freight pack	NTP	UK	diesel	Yes	
Class 33	WSR	UK	diesel	Yes	
Class 31	TVL	UK	diesel	Yes	
Class 52	WSR	UK	diesel	Yes	
Class 20	TVL	UK	diesel	Yes	
Amtrak SW1000R	NEC	USA	diesel	No	Not available for TSW2
Caltrain MP36PH-3C 'Baby Bullet'	PC	USA	diesel	Yes	
Caltrain MPC 15 DC	PC	USA	diesel	Yes	

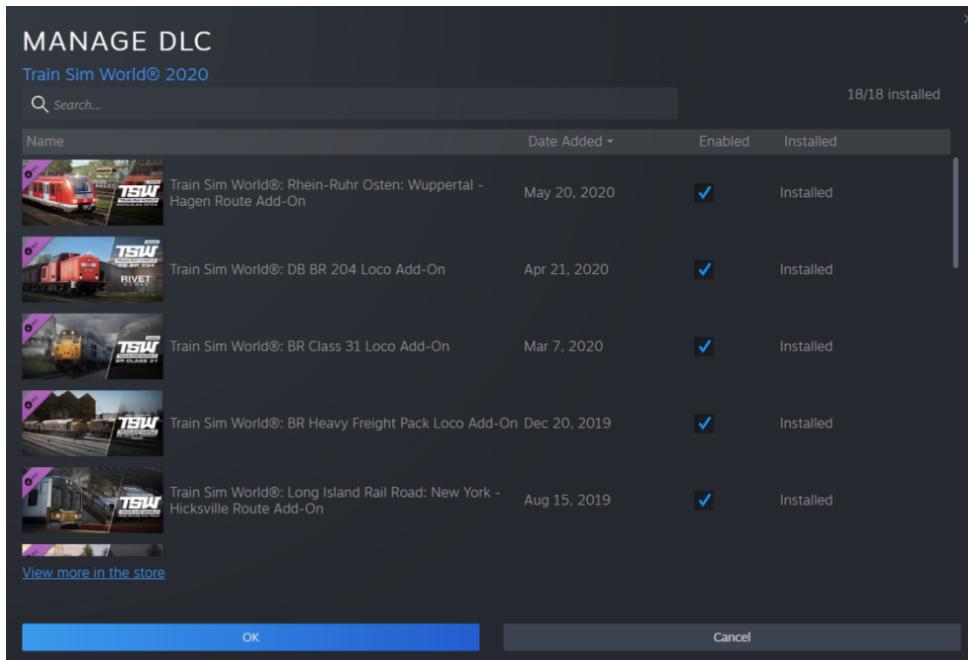
**Figure 32 Preserved collection overview**

### 13.1.4 Uninstalling TSW2020 DLC

If you still want to keep TSW2020, you may want to save disc space, by uninstalling most of the DLC. The first step is to open the game page in steam. At the right side of the screen, you see an overview of the DLC, see Figure 33. Click the manage DLC button. Now you can uncheck each DLC to remove in the Enabled column. If you need them again, later, check them again and they will be downloaded again.



**Figure 34 Steam list with DLC.**



**Figure 33 Manage you installed DLC at steam.**

## 13.2 Time tables

At this site you can find most time tables in an online version, collected with admirable patience!

<https://smtimetables.herokuapp.com/>

If you prefer PDF timetables, look here:

<https://forums.dovetailgames.com/threads/wonterails-service-mode-timetables.17878/>

### 13.3 Combining DLC

TSW2 has a feature called layers. Essentially this means that it is possible to add locos from DLC for other routes to the route you are playing. This will add to variety of the trains you see or can choose to drive.

In some cases you will get additional timetable drives, in other cases it will just substitute locos. You can choose which one you like to drive, but for trains you do not drive the game will select a loco at random.

An example, for the route Köln-Aachen you have not any S-Bahn trains. The services for the S-Bahn are there, but you do not have anything to drive them that is included in the route. If you purchase the Rhein-Ruhr Osten route, you will experience the additional S-Bahn drives to be available.

It also works backward. If you bought the BR187 freight loco DLC, you will see you can drive it at a lot of different routes.

For console players, unfortunately there are limitations to the amount of layers that can be active. This has mainly to do with memory restrictions. DTG is still working on solutions. One thing they are looking for is to give you a choice which layers to load or to add additional timetables to give you access to all layers, but not all at the same time.

DTG did not document which combinations make sense and give you additional fun. In all its details, it is very complex. It is not really possible to put all information in one big scheme. I did an attempt to help you out and decide if you want to buy additional DLC.

Originally this worked only for German routes, but you see gradually more layers in UK and US add-ons as well.

I do not give any warranties on this list. If you see any errors, please let me know.

#### 13.3.1 Germany

Route	Service Types	RT	RSN	MSB	RRO	HRR	SKA	MAG	MAG	HBL	NDR																				
		BR1442	BR182DB	BR185.2	BR143	BR155	BR363	BR185.2	BR146.2	BR204	BR422	BR185.5	G6	BR425	BR442	BR101	BR442	BR406	BR187	BR403	BR423	BR403	BR423	BR112	BR182	BR442	BR143	BR146.2	BR185.2	BR363	blue
Rapid transit	EMU passenger																														
	Loco passenger																														
Ruhr-Sieg North	Freight																														
	Freight coal																														
	Passenger																														
	Diesel shunting																														
Main-Spessart Bahn	Heavy freight																														
	Banking loco																														
	Banked freight																														
	Light freight																														
	Double headed freight																														
	Passenger																														
	Diesel shunting																														
Rhein-Ruhr Osten	Passenger (S-bahn, RB)																														
	Freight																														
	Freight shunting																														
	Passenger (RE)																														
Hauptstrecke Rhein-Ruhr	Passenger (S-Bahn)																														
	Passenger (RE)																														
	Passenger (RB)																														
	Passenger (IC)																														
	Freight																														
Köln-Aachen	Passenger (S-Bahn)																														
	Passenger (RE)																														
	Passenger (ICE)																														
	Freight																														
Münich-Augsburg	Passenger (S-Bahn)																														
	Passenger (ICE)																														
	Passenger (RE/RB)																														
	Freight																														
Hamburg-Lübeck	Passenger IC																														
	Passenger																														
	Freight																														
Nahverkehr Dresden	Passenger commuter																														
	Passenger IC/ICE																														
	Freight																														
	Freight shunting																														

Legend	
Loco comes with this Route	
Separate loco DLC for this route	
Loco usable for timetable	

Figure 35 German routes layers

My pro tip: Main Spessart Bahn and Rhein Ruhr Osten are key routes to get. They will add a lot to other routes. The Ruhr-Sieg Nord route also will add to the fun.

### breblimator

also attempts to create an overview, which I like very much. You may prefer it above my overview. Here is the link

[https://docs.google.com/spreadsheets/d/1W5-ueaP4-UmdhZMKpdH0yTADmY4gNyMw\\_dRNi86G57o/edit#gid=0](https://docs.google.com/spreadsheets/d/1W5-ueaP4-UmdhZMKpdH0yTADmY4gNyMw_dRNi86G57o/edit#gid=0)

### 13.3.2 United Kingdom

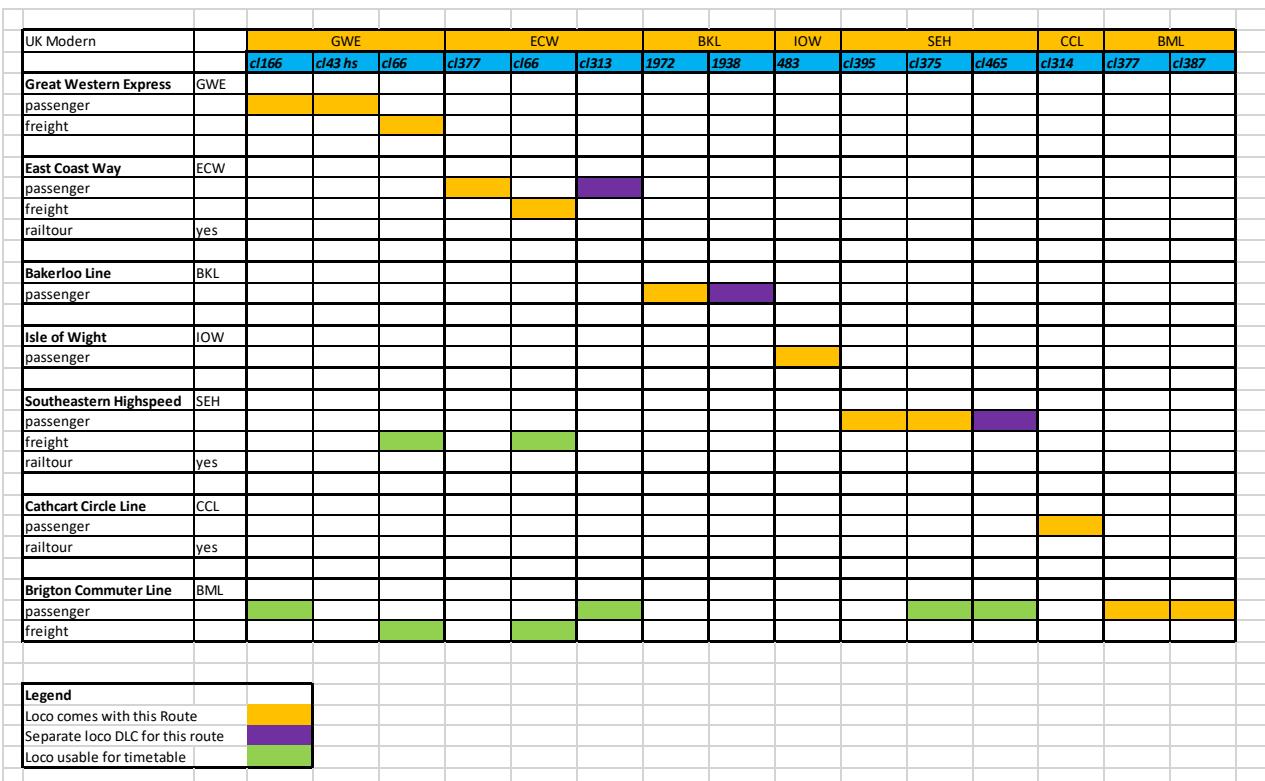
More recently also UK routes use layers, that allow you addition drives or just more variety. I compiled an overview here. I split into two groups, the historic routes and the modern routes. For the modern routes, I summarized an number of locos originating from the Northern Trans Pennine route and the Heavy Freight DLC under the “railtour” umbrella. Each of these routes have one or more historic drives with a choice from the NTP/Heavy Freight stock. For some railtours, you also can choose the class 20 or class 31, provided by the Tees Valley Line loco DLCs.

		WSR				NTP				TVL				WCL				
		abbrev	cl47 green	cl09	cl33	cl52	cl47	cl45	cl101	cl40	cl08	cl37	cl08	cl101	cl31	cl20	cl150	cl37
West Somerset Railway	WSR																	
passenger																		
shunting																		
Northern Trans Pennine	NTP																	
passenger																		
freight																		
shunting																		
Tees Valley Line	TVL																	
passenger																		
freight																		
shunting																		
West Cornwall Local	WCL																	
passenger																		
freight																		
shunting																		

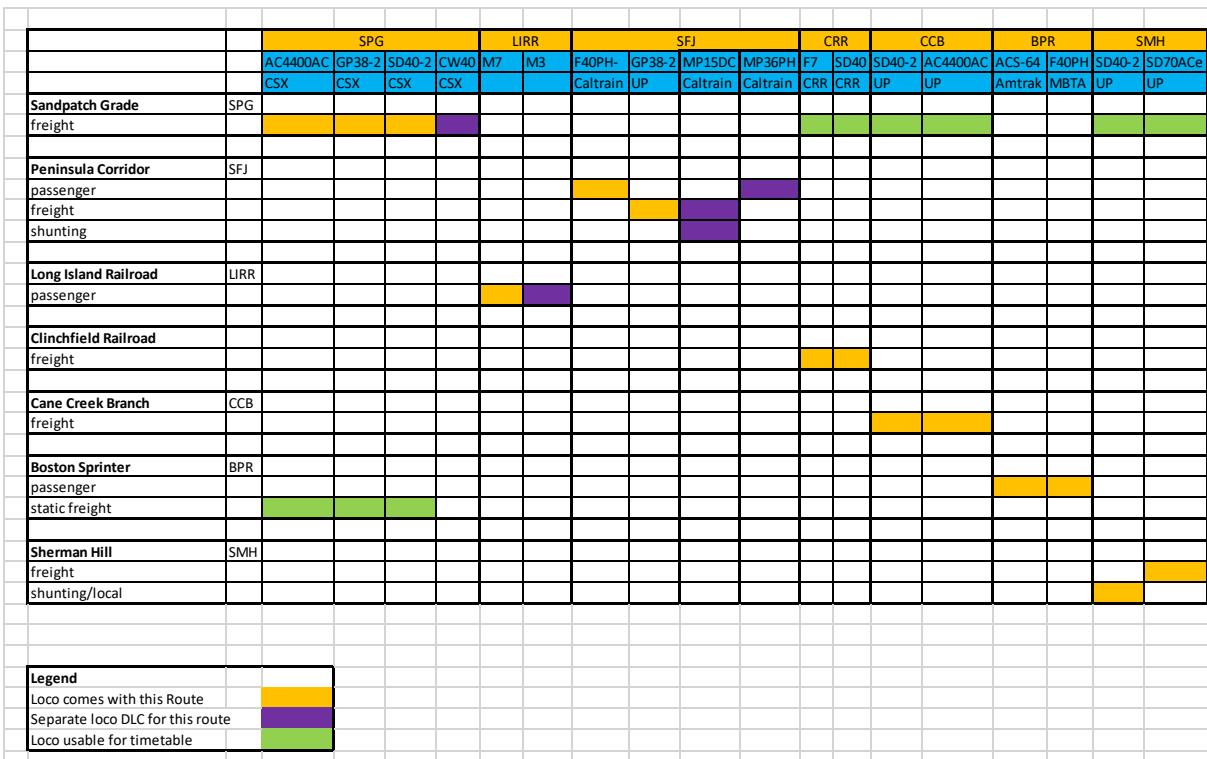
<b>Legend</b>		<b>Note:</b>
Loco comes with this Route		
Separate loco DLC for this route		For NTP the cl08 and cl40 come in a single loco DLC called Heavy Freight.
Loco usable for timetable		It adds freight to the NTP route

Figure 36 UK Classic routes layers



**Figure 38 Layers for modern UK routes**

### 13.3.3 United States



**Figure 37 Layers for US routes**

Also the US routes use layers, not as much as the UK and Germany but it is coming. For Boston Sprinter freight trains from Sandpatch are used to decorate the yards. You can drive them, but not outside the yards.

For the main line it is not working, because the engines from Sandpatch do not have ACSES and ATC implemented (yet).

## 13.4 Screenshots

You can take screenshots in three ways:

1. F12 key will make a screenshot including the HUD, which you can upload to steam. **Only for the steam platform, not for the Epic Games Shop.** If you do not want to show the HUD, press F1 to make it invisible.
2. Ctrl+F12 key will make a screenshot but it will switch off the HUD and uses a higher resolution.
3. Ctrl+F10 will create a screenshot that will be stored at your DTG profile page.

Screenshots made with Ctrl+F12 are saved in a folder under your “Documents” folder:

**Documents/My Games/TrainsimWorld2/Saved/Screenshots/WindowsNoEditor/**

For the Epic Games Store:

**Documents/My Games/TrainsimWorld2EGS/Saved/Screenshots/WindowsNoEditor/**

In order to increase the confusion, screenshots created using F12 are stored here:

**steam\userdata\<userid>\760\remote\1282590\screenshots**

The part **<userid>** in the path is user dependent, so you need to find out the correct value by yourself. It is a numeric value.

**Note:** ToolkitForTSW has a function to view screenshots from both sources. You also can rename the screenshots. ToolkitForTSW is a free toolkit for TSW2 users. You can get it here:

<https://www.hollandhiking.nl/trainsimulator>

For the Dovetail Live screenshots, there is a setting in the settings menu. By default, screenshots are created with the HUD invisible. If, for whatever reason you want to show the HUD, you can turn on this setting:

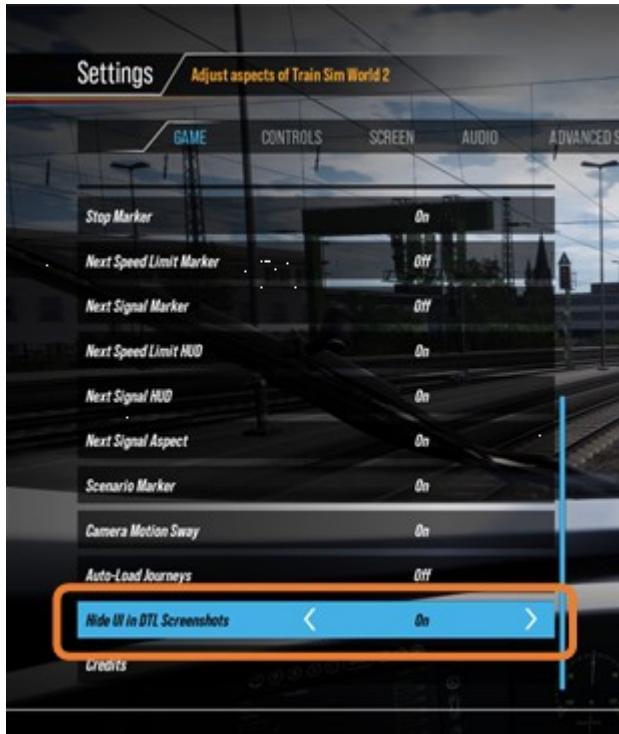
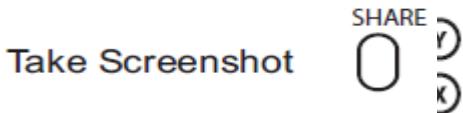


Figure 39 Setting to include/exclude HUD for Dovetail Live screenshot

According to the manual, when you are driving, you can make a Dovetail Live screenshot or videoclip using the XBOX controller, however this does not seem to work at a PC:

The PS4 controller only has a button to create a screenshot:



ToolkitForTSW

At the same download page where you find this starter's guide, you can download **ToolkitForTSW**, a toolkit for TSW2 users. The TSW2020 version is still available, but it will no longer be maintained.

In version 1.1 you can:

1. Unpack the core game and DLC
2. Make backups of screenshots, game settings, save files and so on
3. View game files
4. View key bindings
5. Manage user created scenarios
6. Editor for user created scenarios
7. View and edit game settings
8. Save multiple game settings files
9. View and save all screenshots, add tags and filter according to tags.
10. Manage mods.
11. Start TSW, with a selected game settings file, mods and optionally turn railroad radio stations on.

More features are coming. For a download location see Appendix A.

## 13.5 Multiple units

The American freight heavily uses multiple units. Setting these up requires some relatively complex steps. You will find an explanation in the Route Guide for Sandpatch. This Route Guide is available from the download page [hollandhiking.nl/trainsimulator](http://hollandhiking.nl/trainsimulator)



Figure 40 Enabling Banking for Sandpatch

An addition to the information above. If you have a third engine pushing the end of the train, you need to establish communications with this engine. This is called **Banking**. For Sandpatch Grade, you turn it on using the **DISP** button at the radio console.

## 13.6 All game save files

The number of different files storing your save files has been extended a lot recently. <profile> stands for the name of your avatar.

File name	Description
BAK_<profile>.sav	Profile Backup, just rename to PP_<profile>.sav if you need it
dovetaillive.sav	DTL Account Information
dtlentitlements.sav	Contains a list of decals and tiles you can use as mastery rewards.
firsttimeexperience.sav	Keeps track of route introductions you have played
PP_<profile>.sav	Keeps your profile data, like avatar type
statsdir.sav	It looks like this is used to hook to your online profile statistics
TSWCheckpointSaveGame_<profile>.sav	Game save for your last checkpoint save
TSWSaveGame_<profile>.sav	Game save, manual game save
TSWAutoSaveGame_<profile>.sav	Automatic game save
UGCLiveries_0.sav	Holds all custom liveries you created yourself.
USD_<guid>.sav	Holds a custom scenario

It is recommended to make backups at regular intervals. ToolkitForTSW can do this for you. You can use the Checkpoint and autosave by renaming them to a regular manual save file. Toolkit for TSW will do this for you and also will allow you to keep multiple save files.

### 13.7 Starting on a grade

If you need to stop at a steep grade, it may be hard to get driving again. In general, you can proceed as follows:

1. Apply the loco brake. This holds the train at the spot
2. Release the train brake and wait till it is completely released.
3. Apply a small amount of power, 10-20% but avoid wheel slip.
4. Sanding may help as well
5. Once you see the power increase, gradually release the loco brake

### 13.8 American and Canadian freight driving issues

When driving American and Canadian freight, be aware that the startup procedures are changed a bit with respect to TSW2020. Play the tutorials and consult the quick start manual.

### 13.9 Take control of a train

Every AI train has its physics simplified, in order to improve performance of the game. Therefore, you need to sit in the driver seat before setting up the engine. This tells the game engine that your train is the player train.

For passenger trains, you can take control by sitting in the driver seat as long as the train is stopped. If it starts moving, you need to wait till the next stop.

### 13.10 Turntable

In order to use the turntable, you need to sit down. Then you first unlock the turntable and then turn. Lock the turntable again and continue your journey.

Anyone else struggling to turn on the monitor in turntable tutorial? Neither mouse click or W-key working for just this.

Solution: First you have to right click on the mouse for interactive options! This is a general procedure if want to use the mouse to set controls.

### 13.11 Switching liveries

Some engines can be used in two different liveries. You can choose your livery in this way:

At the services tab, you select one of the engines. Now at the bottom of the screen you see the key Q appear.

Press Q and you see both liveries.

**Tip:** in one of the updates of the GWE route DTG added a class 66 in EWS livery. You can select this one in services mode.

**Note 1:** choosing another livery may result in a different set of available timetable drives. For instance, at MSB banking drives are only available for the Railion version of the BR185.2

**Note 2:** At the LIRR route, the livery system is abused to allow you to select trains of different length. Handy, but confusing. It would be more natural to introduce different views on the available timetable drives.

## 13.12 Snow

You may have noticed there is a temperature setting in TSW2. This is functional, the temperature indicated is the in game temperature. You cannot set the temperature. The pattern is set for the route. Therefore, at some routes you cannot have snow, e.g. Peninsula Corridor does not have snow, not even during winter.

Temperature is modelled quite detailed. It changes by month, time of day and even altitude. So if the snow melts, you know why.

## 13.13 XBOX controller not recognized

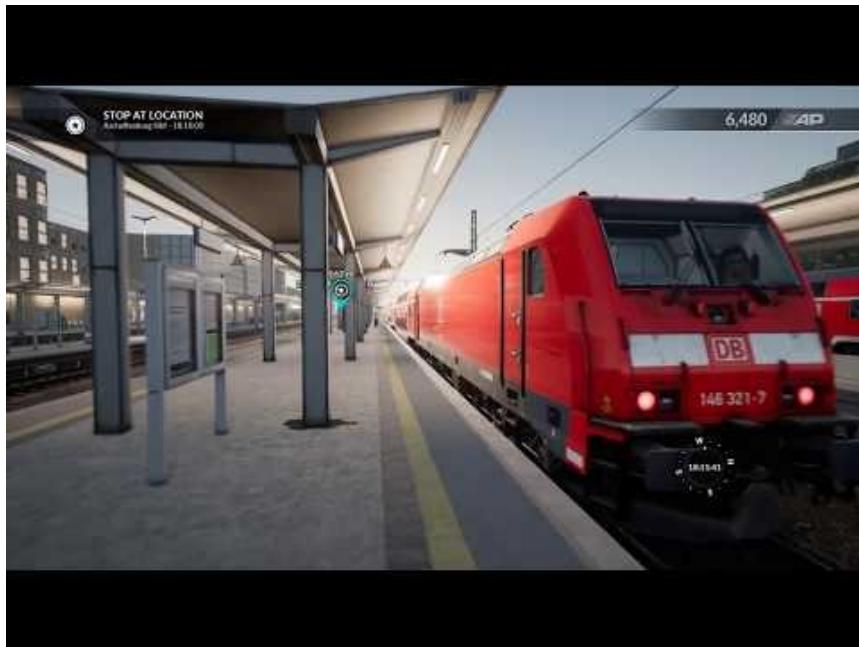
If you have used the mouse, TSW may think that you do no longer want to use the XBOX controller and you cannot use it for example to move in first person mode. In this case it works if you switch to the 2D map (key 9) and then go back to game using 9 again.

## 13.14 Hijack an AI service to bypass a stuck stop signal

**Aergistal** gave this tip:

At the end of a 40 min scenario on the Main-Spessart I got the dreaded stop signal (denied, no route available) just before the final station. The culprit was another service that had no intention to leave (waited 10 min). So I ran the 1 km to the station and hopped aboard. There was already an AI driver and you were not allowed to sit, but you could still operate the controls. You need to set the Reverser to Neutral. Then the AI train proceeds and frees the blocked route.

<https://www.youtube.com/watch?v=tmRHknw8PvQ>



**Figure 41 Unblock a blocked route after resuming a save**

### 13.15 Climbing back at the platform

After a misstep you may end on track next to the platforms. Fortunately you can save yourself!



**Figure 42.** Climb back at the platform in GWE can be done at these locations.

You can either use the entries at the ends of most platforms or the steps at regular intervals along the platforms. To use the steps you need to use the E key or Y button at the XBOX controller. Not all routes have steps! For newer routes, you can climb back at any location, you do not depend on steps. It has been announced this will be implemented for all existing routes in future, though sometimes it is bugged. At the LIRR route DTG just forgot a number of stations, so you still need this way to do it.

### 13.16 Train wash

Several routes have train wash facilities. Not all of them are animated and they do not actually clean your train.

### 13.17 Train lights

Lights in the passenger compartments can be turned on or off in some trains, but not all. You can do this from the driver seat and for some trains from one of the coaches. Try it, or see the route guides for details.

The controls may have a fairly large variety in naming. Train Line, train lights, passenger lights, saloon lights. For the UK Class 101, you can set them for the whole train or just for the coach you are in at the moment and there may be more variety. In most cases this is not documented.

**Tip:** At the Bakerloo Line you may notice passenger lights go out regularly for short periods. Very annoying for the passengers but well modelled. In reality at some points the third rail is interrupted and then the passenger lights are not powered.

### 13.18 Realistic driving experience

If you like to add more realism, there are some tools you may like to use. This forum topic may be a good starting point:

<https://forums.dovetailgames.com/threads/the-railway-daily-duties.38101/#post-282445>

### **13.19 Wind mills**

Near Salisbury and Rockwood on Sandpatch there are some windmills. They are animated. In TSW2020 they were turning only if there actually was wind. Unfortunately, this feature is removed in TSW2, probably for performance reasons.

### **13.20 Donkeys**

A number of routes, if not all of them contain an easter egg in the form of a donkey. It can be a real donkey, maybe hidden in a shed somewhere, but it also can be a statue or a drawing. Can you find them all? A real challenge.

### **13.21 Passenger information Systems**

A number of routes have working passenger information systems at the platforms. They even will show delayed trains. It depends a bit on the route how advanced it is. DTG learned a lot of new tricks for this feature. Of course some routes do not have the new digital screens. Work is done even to create chalk boards and old fashioned television screens for this purpose.

### **13.22 Level crossings**

For the original Sandpatch route level crossings were actually working, but because they were consuming a large amount of resources, this feature was removed for TSW2. Now they are back and will be implemented where applicable for all routes.

### **13.23 Mirrors**

Mirrors do not work. This is a limitation of the Unreal Game Engine. For the Bakerloo route, a solution is implemented that makes it looks a bit like the mirrors are working, but it is fake.

### **13.24 Real world advertisements in game**

In a recent update, DTG added to possibility to show real life advertisements in game. Initially only at the Bakerloo Line and the Köln-Aachen route. You need to turn this function on explicitly and there is a new setting that allows you to toggle them. Look for Bidstack advertisements in the settings menu.



## 14 Modding

### 14.1 Introduction and warnings

Soon after TSW was published for the first time, people started to discover how to adapt the game in many ways. Now you can do a number of things, the game does not support:

1. You can share user created scenarios with the Scenario designer
2. You can share user created liveries
3. You can apply settings that are not supported, to make the game look nicer
4. You can use liveries that replace the official content
5. Some people can even extend the gameplay

In summary this is named **modding**. Modding only works if you play on a PC, for the consoles it is not possible as far as known.

In this chapter, information is collected to help you to get started with modding. Before doing so, a warning must be given:

All modding you apply has impact on the game that is not supported. I have experienced that if you do not really understand what is happening, this may have unexpected effects. It also may cause TSW2 to crash, freeze or other effects. So, lesson 1:

**If you have mods installed and the game is not working properly afterwards, remove all mods and test again before complaining with DTG or in public.**

I have seen people blaming DTG for issues they caused by using unsupported stuff.

The first part of this chapter, will focus on using mods. In the second part, you will find some information that may be useful if you want to create your own mods.

## 14.2 Sharing user created scenarios

With the scenario planner/designer you can create very simple scenarios. These scenarios are stored in a subfolder from your documents folder:

**\Documents\My Games\TrainSimWorld2\Saved\SaveGames**

For the Epic Games Store:

**\Documents\My Games\TrainSimWorld2EGS\Saved\SaveGames**

File names start with USD followed by a unique code (GUID ) and file type .sav

Example:

**USD\_2F3A356E-42C4-768E-DC50-67A86347DF45.sav**

If you get a user created scenario somewhere, just put it in this folder and start the game.

Sharing it, is bit more complicated. The file is a binary file, you cannot read easily. You can use ToolkitForTSW, which has a tool to find out the scenario name and route for you. You then can select the scenario, create a simple readme file and pack it into a zip file for distribution.

ToolkitForTSW is available from the same site were you found this guide.

You should be a bit careful. I do not know what happens if you import a scenario with liveries you do not own or with rolling stock you do not own. Expect unintended interaction with other mods.

## 14.3 Livery designer

This may be helpful for you to create liveries in real used colour schemes:

<https://de.wikipedia.org/wiki/RAL-Eisenbahnhfarben>

There is a logo pack for the livery editor. Please use it with respect for the owners of the brands. One of the major reasons the livery editor is so restricted. Do not distribute liveries created using this pack.

<https://forums.dovetailgames.com/threads/mod-download-tsw-2-livery-editor-logo-pack.32287/>

## 14.4 Sharing liveries

For the Livery designer, all liveries are stored in a single file. There is a tool you can use to pick out a specific livery and distribute it. You can find this tool here:

<https://github.com/RagingLightning/TSW2-Livery-Manager/releases>

The liveries are stored in the file

**UGCLiveries\_0.sav**

You find it in the folder

**\Documents\My Games\TrainSimWorld2\Saved\SaveGames**

For the Epic Games Store:

**\Documents\My Games\TrainSimWorld2EGS\Saved\SaveGames**

**You can use the same tool to import liveries.**

But take care here. There is a Mod that will add a number of brand decals of railway companies to the livery editor. I do not know what will happen if you insert a new livery that depends on other mods if you did not install those mods. It may be dangerous, do you remember which mods you need over a year?

In future Toolkit for TSW may support this function as well.

## 14.5 Using unsupported settings

Both Unreal and TSW2 do have a huge number of game settings to play with. At the forums, a number of these settings are reported to do nice things. In game, there is a file named

... \Documents\My Games\TrainSimWorld2\Saved\Config\WindowsNoEditor\Engine.ini

For the Epic Games Store (you guessed it 😊)

... \Documents\My Games\TrainSimWorld2EGS\Saved\Config\WindowsNoEditor\Engine.ini

It is an ordinary text file and you can open it with Notepad or Notepad++ (I prefer the latter).

This file may look like this:

```
[Core.System]
Paths=../../../../Engine/Content
Paths=%GAMEDIR%Content
Paths=../../../../Engine/Plugins/Developer/AnimationSharing/Content
Paths=../../../../Engine/Plugins/Editor/CryptoKeys/Content
Paths=../../../../Engine/Plugins/Editor/CurveEditorTools/Content
Paths=../../../../Engine/Plugins/Enterprise/DatasmithContent/Content
Paths=../../../../Engine/Plugins/Experimental/AutomationUtils/Content
Paths=../../../../Engine/Plugins/Media/MediaCompositing/Content
Paths=../../../../TS2Prototype/Plugins/DLC/AC4400CW_YN3b/Content
Paths=../../../../TS2Prototype/Plugins/DLC/Bakerloo/Content
Paths=../../../../TS2Prototype/Plugins/DLC/Bakerloo_Route_Gameplay/Content
Paths=../../../../TS2Prototype/Plugins/DLC/BKR_LUL_72stock/Content
Paths=../../../../TS2Prototype/Plugins/DLC/BiLevelAutorack/Content
Paths=../../../../TS2Prototype/Plugins/DLC/CoalHopperBethogonII/Content
Paths=../../../../TS2Prototype/Plugins/DLC/CSX50ftBoxCar/Content
Paths=../../../../TS2Prototype/Plugins/DLC/CSX5201CuFtCoveredHopper/Content
Paths=../../../../TS2Prototype/Plugins/DLC/CSXDOT117TankCar/Content
Paths=../../../../TS2Prototype/Plugins/DLC/CSX_GP38-2/Content
Paths=../../../../TS2Prototype/Plugins/DLC/GundersonHuskyStack/Content
Paths=../../../../TS2Prototype/Plugins/DLC/KAH_DB_BR442/Content
Paths=../../../../TS2Prototype/Plugins/DLC/KAH_DB_ICE3M/Content
Paths=../../../../TS2Prototype/Plugins/DLC/KolnAachen/Content
Paths=../../../../TS2Prototype/Plugins/DLC/KolnAachen_Route_Gameplay/Content
Paths=../../../../TS2Prototype/Plugins/DLC/SandPatchGrade/Content
Paths=../../../../TS2Prototype/Plugins/DLC/SD40-2_YN3b/Content
Paths=../../../../TS2Prototype/Plugins/GenericDiorama/Content

[SystemSettings]
r.EyeAdaptationQuality=False
r.MaterialQualityLevel=0
r.Color.mid=0.50
r.ViewDistanceScale=5
r.MotionBlurQuality=0
foliage.LODDistanceScale=3
UnfocusedVolumeMultiplier=1.000000
```

You should not touch the first part of this file, but below the line

```
[SystemSettings]
```

You can add additional settings. Later in this chapter, you will find a number of examples.

ToolkitForTSW supports using this and has a list with all available settings, though they are not documented.

## 14.6 Using Mods that come in .pak files

**Mods that were created for TSW2020 likely will NOT work for TSW2 and may cause game crashes. Also mods created for TSW2 before the Rush Hour update will no longer work. You will get an error message if you try to use them.**

Installing Mods is very easy.

- Mods come in files of the .pak file type.
- You need to place them in the **Content/DLC** folder
- There is one restriction: you can only apply one mode for a certain functionality. If you installed multiple mods only one will be active.
- The mod will replace the TSW2 functionality completely, for instance if you install a mod for a livery, you can no longer access the original livery.

**ToolkitForTSW** has a tool to manage installation of mods and you even can combine this with a far more customized game startup procedure.

Two good sites to find Mods for TSW2 are:

<https://mods.trainsimcommunity.com/mods/c3-train-sim-world-2>

also good is:

<https://rail-sim.de/forum/filebase/filebase/1225-train-sim-world/>

Both sites will present .pak files, scenarios and liveries designer liveries.

**Be careful here. TSWxxxx mods in general do not work for TSW2. If a Mod description does not explicitly mention it is suitable for TSW2, leave it alone.**

I will not discuss here all possible mods, but some are general and useful.

This mod improves the accelerator bar and changes the circle back to a simple line.

<https://forums.dovetailgames.com/threads/download-patch-accelerometer-stability-meter.28289/>

This one will turn off all noise from finding collectables, hitting an objective etcetera:

<https://forums.dovetailgames.com/threads/mod-download-tsw-2-ui-button-objective-and-menu-silencer.28892/>

Well, I cannot resist this link, which points to a number of nice additions for Bakerloo Line:

<https://forums.dovetailgames.com/threads/mod-download-bakerloo-line-enhancements.27406/page-2#post-188788>

## 14.7 Experiments with settings

Both the TSW2 game and the Unreal Engine have a huge amount of settings. A lot of them you can just use, I give some examples below this introduction, but for a few you need to use the Unreal Console. This is described here:

[https://train-sim-world.fandom.com/wiki/Console\\_Commands](https://train-sim-world.fandom.com/wiki/Console_Commands)

You can download a full list of settings here:

<https://forums.dovetailgames.com/threads/frequent-pauses-lasting-1-2-2-seconds.35878/#post-256015>

I understand you can use the Unreal Console to get this list as well, using the DumpConsoleCommands: \* instruction, but I did not try it. Unfortunately, none of the settings are explained.

**Note** ToolkitForTSW has this list included and provides some function to manage this huge list and use it in game. You need version 0.9 or newer of the toolkit to make this work.

There also is a list with Unreal settings, which are nicely annotated :

<http://www.kosmokleaner.de/ownsoft/UE4CVarBrowser.html>

The list, including annotations is available in ToolkitForTSW.

#### 14.7.1 Improvement of visual quality

[pschlik.572](#) created an excellent guide on this topic. Most of what I have written in this section comes from his information and experiments.

<https://forums.dovetailgames.com/threads/a-guide-to-engine-ini-settings.4672/>

Setting	Description	Comment
<b>Eye Adaptation</b>	If you set this, the game will try to adapt to the behaviour of your eyes. It may cause a very leak overexposed dashboard. You can turn this off.	Use ToolkitForTSW or edit the engine.ini file
<b>Low Material Quality</b>	Set its value to 0 to improve rendering of grass, low fps impact	Use ToolkitForTSW or edit the engine.ini file
<b>Screen percentage</b>	You can set this below 100% for a better performance. I think you best don't touch it	Use ToolkitForTSW or the in game settings
<b>View distance scale</b>	Determines how far away objects will be rendered. A value of 5 seems to be optimal.	Use ToolkitForTSW or edit the engine.ini file
<b>Motion blur</b>	Motion blur is intended to give a sense of high speed, which looks horrible at low speed. It is default on, but you can turn it off in game. Unreal supports several levels of motion blur	In game: on or off only with the keyboard. In engine.ini or with ToolkitForTSW you can set it at any supported level.
<b>Foliage distance</b>	Makes trees and bushes look better at some distance. A value of 3 is recommended.	Use ToolkitForTSW or directly in engine.ini
<b>Gamma correction</b>	Allows to define where the value 0.5 in the color channels is mapped to after color grading (This is similar to a gamma correction). Value should be around 0.5, smaller values darken the mid tones, larger values brighten the mid tones, Default: 0.5	In engine.ini, using r.Color.mid.

**Note:** **ViewDistanceScale** can be set from the game settings, but it will have a value up to 3. I am not sure if and how this interferes with the Unreal setting. Probably the safest way of working is to keep **ViewDistance**

in the GameUserSettings.ini in sync with this value. ToolkitForTSW will take care of this for you, if you use ToolkitForTSW to manage the settings.

There are many more settings, but these ones seem the most useful for starting players.

#### 14.7.2 Advanced cab sway settings

This information comes from [londonmidland](#)

See also: <https://forums.dovetailgames.com/threads/guide-enable-realistic-head-sway-in-tsw-2.31762/>

**Note** You can change the amount of cab sway in the game settings. Try that first.

#### **Disclaimer:**

**This setting will change cab sway across all routes. For routes which have incorrect track properties, such as GWE, this will greatly affect final results, making it look off and way too exaggerated in some cases.**

Open the engine.ini file with a text editor and under [SystemSettings] add the following:

```
ts2.CameraMotionSway.EnableUprightCompensation=0  
ts2.CameraMotionSway.KSitting.Y=100.0  
ts2.CameraMotionSway.KSitting.Z=50.0  
ts2.CameraMotionSway.LSitting.Y=10  
ts2.CameraMotionSway.LSitting.Z=1  
ts2.CameraMotionSway.SittingPivotOffset=-200  
ts2.CameraMotionSway.LSitting.X=10
```

You can see [a video](#) and see for yourself. This demonstrates heads both at high and low speeds using the class 377 at ECW.

Some people used different settings depending on the route:

#### The Class101 at Tees Valley

```
ts2.CameraMotionSway.EnableUprightCompensation=0  
ts2.CameraMotionSway.KSitting.Y=100.0  
ts2.CameraMotionSway.KSitting.Z=50.0  
ts2.CameraMotionSway.LSitting.Y=10  
ts2.CameraMotionSway.LSitting.Z=2 – 7.5  
ts2.CameraMotionSway.SittingPivotOffset=-200  
ts2.CameraMotionSway.LSitting.X=10
```

For Sandpatch grade:

```
ts2.CameraMotionSway.EnableUprightCompensation=0  
ts2.CameraMotionSway.KSitting.Y=100.0  
ts2.CameraMotionSway.Ksitting.Z=65.0  
ts2.CameraMotionSway.Lsitting.Y=17  
ts2.CameraMotionSway.Lsitting.Z=7.5  
ts2.CameraMotionSway.SittingPivotOffset=-200  
ts2.CameraMotionSway.Lsitting.X=10
```

Setting	Range	Description
<b>EnableUprightCompensation</b>	0-1	Keeps your body/head angle 'stuck' the train so when going round corners, you will follow the train 'tilting'
<b>Ksitting.Y</b>		The amount your head moves horizontally. The lower the value, the more you will 'move' left to right when going round corners. Sometimes even clipping out of the train.
<b>Ksitting.Z</b>		The speed of the 'bounciness'
<b>Lsitting.Y</b>		The 'weight' of the train. Lower values mean it'll 'wiggle' a lot.
<b>Lsitting.Z</b>		The amount of bounciness. Lower values result in more/more exaggerated bounces
<b>SittingPivotOffset</b>		Adjusts the camera which goes backwards and forwards, when braking and accelerating.
<b>Lsitting.X</b>		The speed of the camera going backwards and forwards.

## 14.8 Setting passenger density

You can increase the passenger density in the engine.ini file with this setting:

```
[SystemSettings]
ts2.passenger.DensityScale=3
```

Values could be up to 100. It is not a perfect solution, your new passengers will not have a shadow.

**Note:** For the Rush Hour update the passenger system has changed a lot. It may be this will no longer work at all. Also, you may consider if you still need it.

Tip comes from user [geloxo](#) See also:

<https://forums.dovetailgames.com/threads/increase-passenger-density-at-stations.37188/>

## 14.9 Performance tuning

Many people are trying to improve performance of the game. I just give one link here to the discussions on this topic. However, when experimenting with it be careful. It may cause the game to crash.

This one may be interesting. It may increase fps and loading of tiles.

<https://forums.dovetailgames.com/threads/got-stuttering-on-pc-with-gsync-or-vsync-monitor-microsoft-have-released-a-patch.36266/>

## 14.10 Creating mods with .pak files

I cannot provide a full modding guide here, but this information should help you a bit. The first thing you need to do is unpack the game .pak files. You can proceed as described below, or use ToolkitForTSW.

The next step is you need or get access to the livery, which resides in the files with type .uasset and .uexp. As far as I know, .uasset is an index files and it points to locations in the .uexp file. For liveries, there is a toolkit available, which is discussed below. For other purposes, you need to find out the structure of the files on your own. It is possible, but I am only aware of one guy that actually is doing that. Unfortunately he does not release his way of working.

#### 14.10.1 Unpacking game files

First you will need an Unreal Engine Account from  
<https://www.unrealengine.com/>

Download the UE4 Engine, Unreal Engine 4.26 (this version is compatible with TSW2 Rush Hour) and install it.

**Note:** You need to download Unreal again, because the Unreal version increased from 4.23.1 to 4.26

Navigate to the Unreal Engine 'UnrealPak.exe' file, that should be found here

**C:\Program Files\Epic Games\UE\_4.26\Engine\Binaries\Win64\**

Open a command prompt, e.g. right click empty space in the directory and select '*command prompt here*' from the context menu.

Click on your command prompt window and either type or copy this command into it.

```
UnrealPak.exe <filepath>\WindowsNoEditor\TS2Prototype\Content\Paks\WindowsNoEditor.pak -extract
```

where <filepath> refers to the path where you installed TSW.

For DLCs you need to look into the DLC directory, where you will find one single .pak file for each DLC.

**<filepath>\WindowsNoEditor\TS2Prototype\Content\ DLC**

For UnrealPak, the commandline options are given below:

```
-Test test if the pak file is healthy
-Extract extracts pak file contents (followed by a path, i.e.: -extract D:\ExtractedPak)
>Create=filename response file to create a pak file with
-Sign=filename use the key pair in filename to sign a pak file,      or: -
sign=key_hex_values_separated_with_+, i.e: -sign=0x123456789abcdef+0x1234567+0x12345abc
where the first number is the private key exponent, the second one is modulus and the third one is
the public key exponent.

-Signed use with -extract and -test to let the code know this is a signed pak
-GenerateKeys=filename generates encryption key pair for signing a pak file
-P=prime will use a predefined prime number for generating encryption key file
-Q=prime same as above, P != Q, GCD(P, Q) = 1 (which is always true if they're both prime)
-GeneratePrimeTable=filename generates a prime table for faster prime number generation (.inl
file)
-TableMax=number maximum prime number in the generated table (default is 10000)
```

Those parameters must be specified *after* the name of the pakfile, which is always the first argument. So, for example:

```
UnrealPak.exe filename.pak -extract D:\ExtractedPak
```

**Note:** You also can use the free ToolkitForTSW, much easier. See page 118 for how to get it.

#### 14.10.2 Get access to the livery

You need a tool called UModel for this. (At the website the tool is renamed to UE Viewer, but the executable is not renamed, which may be a bit confusing). You can download it here:

<https://www.gildor.org/en/projects/umodel>

#### **14.10.3 Detailed how to video**

There is a more detailed YouTube video that explains the whole process and also explains how to assemble a .pak file again:

<https://www.youtube.com/watch?v=oMDKx6ft1zs>

#### **14.11 Unofficial editor**

This is a bit of advanced stuff, but there is a kind of consist editor, which makes it possible to replace engines and trains. I did not try to use it, but just in case you like it, it is worth to mention. Be careful, though and do not complain if you blow the DLC you try to change.

<http://www.trainsim.cz/?mod=article&showid=2413&query=>

You can do some more editing using the tool described here:

<https://forums.dovetailgames.com/threads/editor-download-tsw-2-unofficial-editor-v0-1-tutorials.45303/>

I did not try to use it, but it may take some time to learn, will only work for PC and there is no guarantee it will continue to work.

#### **14.12 Messing with .sav files**

The settings files, user created scenarios and liveries are saved in .sav files

You can use this tool to have a look inside them, or export them to a json file (yes this is stuff for programmers and not for ordinary people):

<https://github.com/13xforever/gvas-converter>

Unfortunately it is not working properly. Reading arrays and structs does not work and the tool is missing a number of datatypes. If you want to give it a try, be prepared to do a lot of additional work.

In the Scenario Planner Guide (<https://www.hollandhiking.nl/trainsimulator>) you can find an incomplete description of the file structures in the .sav files. You also may want to consult the source code of ToolkitForTSW to get started with reading .sav files.

<https://github.com/RudolfJan/ToolkitForTSW>

Let me know if you want to do this! I could use some help in this area. Contact me here:  
[trainsimulator@hollandhiking.nl](mailto:trainsimulator@hollandhiking.nl)

#### **14.13 Adapting shaders:**

It is possible to make colors in TSW look a bit different, maybe better to apply an additional tool called Reshade. There is a fairly complicated instruction in the DTG forums. I did not try this, but I mention it since it is there. It is confirmed that it will work with TSW2 as well, but you may have some trouble to get it working properly. There is no confirmation it works with the Unreal 4.26 update. Let me know if you use this!

<https://forums.dovetailgames.com/threads/tsw-with-reshade.21305/>

#### **14.14 Setting the number of allowed liveries**

You need to create a shortcut to the game and add there this option to the command line (target field in the shortcut window):

```
-maxGameLiveries 255
```

## **14.15 Never give up control for your engine**

If you are not in the driver seat, every two minutes an annoying form pops up and asks if you want to give up control for your engine. Normally, you do not want this. In engine.ini you can add this setting:

```
[SystemSettings]
ts2.dbg.RelinquishPromptWaitTime=5000
```

The time is set in seconds, so 5000 is one hour and a half. If that is not enough, you can set a higher value.



## 15 Known issues

In this chapter I report issues I encountered or that were reported by other users at various locations.

### 15.1 Lost game saves due to update

Your game status is stored in your documents folder. So, make sure to create a backup regularly, you may easily lose all game progress.

ToolkitForTSW has a backup/restore that will do this for you.

### 15.2 Foreign keyboards

Initially there have been a lot of issues with non-UK keyboards. Most of them are solved now, but if you live in a very exotic country, it is possible that your keyboard is not working properly. In this case, file an issue with the DTG customer service. You can set your keyboard to UK-English and language to UK-English as well. This at least makes your keyboard working.

In game you can find a keyboard code. It helps if you add this code to your ticket.

### 15.3 Login Dovetail-Live

The credentials for the Dovetail Live account are not saved properly, so you may be asked to login again. It seems to be improved, but it is not fully solved. It seems to help if you change your Dovetail Live password.

### 15.4 Cannot move with XBOX controller

If you use the XBOX controller, it may be handy to use the mouse to set in game controls. Once you have done that, you cannot move your camera with the XBOX controller anymore. A workaround is to activate the 2D view (key 9) and then go back to 3D mode, pressing key 9 again. It is a very annoying issue.

## **15.5 Keyboard suddenly not working anymore**

This is a recent issue. You may notice the brief occurrence of the loading screen and then the keyboard does no longer respond. Solution is to click at your mouse. This reactivates the keyboard.

## **15.6 Cannot reactivate camera 1**

People experience that they cannot go back to camera 1 at the Sherman Hill. The workaround is to save the game, go back to the main menu and resume the saved game.

## **15.7 Loading screen when switching camera from front to back**

Sometimes you may see loading screens (especially at Sandpatch and Sherman Hill) when you switch camera from the front to the back of the train and vice versa. This is behaviour of the game engine for performance reasons.

## **15.8 Weird behaviour when trying to resume a saved game**

The save game function always had its issues and was not always very reliable. Unfortunately, at least for two preserved collection routes the instructions are mixed up completely, which makes it impossible to continue playing. It does not look like this will be fixed soon.

## **15.9 HUD issues**

The HUD does not respond correct with respect to the driving direction of the train. An engine has a front side and a backside. Sometimes you drive from the second cab at the backside, which is the front of the train. In this case the game may mix up following controls:

- 1 It may locate a signal behind the train instead of a signal in front of the train
- 2 It may mixup the left and right doors
- 3 It may mixup the direction of the gradient indicator
- 4 It may mixup the direction of the accelerometer
- 5 It definitely will mixup the front and back of the train if you use the external camera 2 or 3.

## **15.10 Game always starts in a tutorial or journey.**

This is not a bug, just an annoying feature. You could have seen it in chapter 6.5 of this guide.



## 16 Communities

### 16.1 Introduction

For TS2018 a large number of community sites, called Dovetail Live exist, where you find help for this game. Most of them introduced a TSW forum as well. Of course information is limited, but a large part of the information in this guides comes from knowledge acquired from community sites. I recommend to participate actively. I mention only a few site to get you started. Please forgive me if your favourite site is not mentioned, but you always can ask me...

### 16.2 DTG sites

Dovetail has created a new community site, called Dovetail Live. You can become a member and log in during gameplay. They promise specific benefits. At the moment your credentials are not stored properly, so you may need to login again later. At the moment it supports the Mastery feature (see 9.7), a useless screenshot system and a drivers logbook. You can register here:

<https://live.dovetailgames.com/#/>

The official game site has a specific section for TSW:

<https://live.dovetailgames.com/live/train-sim-world/news>

You will find the latest news here. Most of this news is also available in game.

DTG also has a Face Book site.

DTG has its own forum where you can discuss DTG products. This forum is very active, so it is a good starting point to ask questions, but also to report and discuss issues.

<https://forums.dovetailgames.com/forums/trainsimworld/>

### **16.3 Steam forum**

At steam you can find a fairly active game forum. If you post anything, in general you get replies within short notice. The forum is mainly in English, but few posts are in French, German, Russian, Chinese and Spanish.

Direct link: <http://steamcommunity.com/app/530070/discussions/>

### **16.4 UKTS**

UKTS is a very active British community site with a large download base (not yet for TSW though) and an active and helpful forum. All communications is in English language.

<http://forums.uktrainsim.com/index.php>

### **16.5 Railworks America**

Railworks America is the US counterpart for UKTS. More targeted to US related issues. Also a large download section, tutorials and a well-organized forum. Of course, all is in English language.

<http://railworksamerica.com/>

### **16.6 Rail-sim.de**

A large community targeting to German language is rail-sim.de. Of course it is in German language, but you really need this for any German/Austrian/Swiss content.

<http://www.rail-sim.de/>

### **16.7 DutchSims**

DutchSims is a rather new Dutch community. Previously Treinpunt was there, but they replaced to software by a new platform, which has not been a great success. Also a download section, mainly targeted to Dutch content. The forum is mainly in Dutch. Interest in TSW is very low in the Dutch communities.

<https://dutchsims.nl/portal>

### **16.8 Railsim.fr**

For the French community railsim.fr is a good starting point. The link is here to the TSW forum. Almost everything is in French language.

<http://www.railsim-fr.com/forum/index.php?showforum=32>



## 17 Frequently asked questions

### 17.1 Can I run this game at my system?

Your system specs should be around the minimum specs published by DTG. As you can see at the screenshots, far more detail is provided than we are used with Train Simulator. Therefore system requirements are much higher.

### 17.2 Can we create our own content?

To a very limited extend. You can create simple scenarios and you can create liveries for existing content. You cannot create routes, engines, scenery assets, though some hacks may be possible. At least, they were in TSW but we do not yet know if the same hacks work in TSW2.

DTG promised that in 2022 it will be much easier to register as a third party developer. So that gives hope.

### 17.3 Does TSW2 support VR?

TSW does not support any Virtual Reality systems. Not heard if anything is in development.

### 17.4 Does TSW2 support TrackIR?

YES but only for PC.

### 17.5 Does TSW2 support RailDriver?

Yes, but only for PCs and not yet for all locos.

### 17.6 Will there be steam engines?

Yes! DTG started working to support steam. It will take some time before the first DLC will be available. The route Liverpool-Crewe is announced and it is set in 1958. It may come somewhere half way 2022.

## **17.7 When do we get multiplayer?**

There are a number of indications the game is well prepared for multiplayer. There is no announcement on Multiplayer, so do not expect anything.

## **17.8 What about free roam**

In TS you have freeroam mode, where you jump at an engine and drive without any task or schedule. DTG seems not to be a fan of this way of driving. Service mode comes more or less close to this. You can jump onto a train and take control, but you are bound to the schedule. Also some scenarios offer parallel task, where you can choose a train to drive. Using the Scenario Planner you can create scenarios that work more or less like the quick drives you may know from Trainsimulator.

## **17.9 Will there be DLC with ...**

We need passenger trains, more routes, more countries and much more ...

Creating new rolling stock is much more challenging than it used to be for TSxxxx because we want more details, better sound quality etcetera. You need a real engine to achieve all this for at least a whole day. So you need fans at the railway companies. Also getting licenses for using brands can be difficult. Some companies feel more at ease with this than others. This limits the possibilities a lot if you want to work according to the rules.

The TSW2 roadmap gives some insight in what is coming in the next 3-4 months. See also 4.9

## **17.10 Will this be the end of Trainsimulator?**

DTG states they will continue to support Trainsimulator and create new content. There are reasons to believe that this is a correct statement. DTG is a commercial company and they make a lot of money with Trainsimulator. TSW is now becoming mainstream with a team of about 80 persons working on it. So it probably starts contributing to profit now. But we still see a lot of new additions for Trainsimulator.

## **17.11 Will this be the end of TSW2020?**

TSW2020 will not be gone. You can no longer buy TSW2020, but you still can buy DLC. You still need it you like to drive the North-East Corridor route or the GP40-2 at Sandpatch.

If you buy DLC and they are in preserved collection, you will get the TSW2 DLC for free in addition. The other way round will not work. If you buy a TSW2 preserved collection DLC, you will not get a TSW2020 copy.

There will be no more bug fixes or maintenance updates for TSW2020. At some point this may become an issue, but not for the moment. So in de foreseeable future, TSW2020 will exist next to TSW2 and this will give you time to consider to switch to TSW2 or not.

During sales, switch may be very cheap. During the 2021 Winter sale you get for Euro 8, so there is not much reason not to switch. All your old DLC are or will be upgraded, so what's the point to stick to TSW2020?



## Availability of this guide

This guide and ToolkitForTSW are available here:

Site name	URL
Holland Hiking	<a href="http://www.hollandhiking.nl/trainsimulator/index.php">http://www.hollandhiking.nl/trainsimulator/index.php</a>

At this location you also find useful guides and tools for Trainsimulator

At this website, you can subscribe for a newsletter. This will inform you on updates.

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