



TrainSimWorld 3 starters guide

Rudolf Heijink

Version 3.0



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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 arrived at the point a third generation TSW game is published. In some ways improved again, but unfortunately again a discontinuity in gameplay.

This is the third edition of the Starters Guide.. You will find less content, to make it more targeting new players, but the advanced content is not lost, there also will be a separate Advanced User Guide.

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 content is the sole responsibility of the author.

Contact

Comments are welcome at 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 TrainSimWorld3 (TSW3). TSW3 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.

Because the amount of content I have for you may be overwhelming, I moved most of the more complex stuff to the TSW3 Advanced User Guide. This guide helps you to survive the first few weeks, the TSW3 Advanced User Guide will help you out afterwards.

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¤cy_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, or just reply to the newsletter.

1.5 How to read this Starters 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. If you still want to know more, get the TSW3 Advanced User Guide as well.

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.

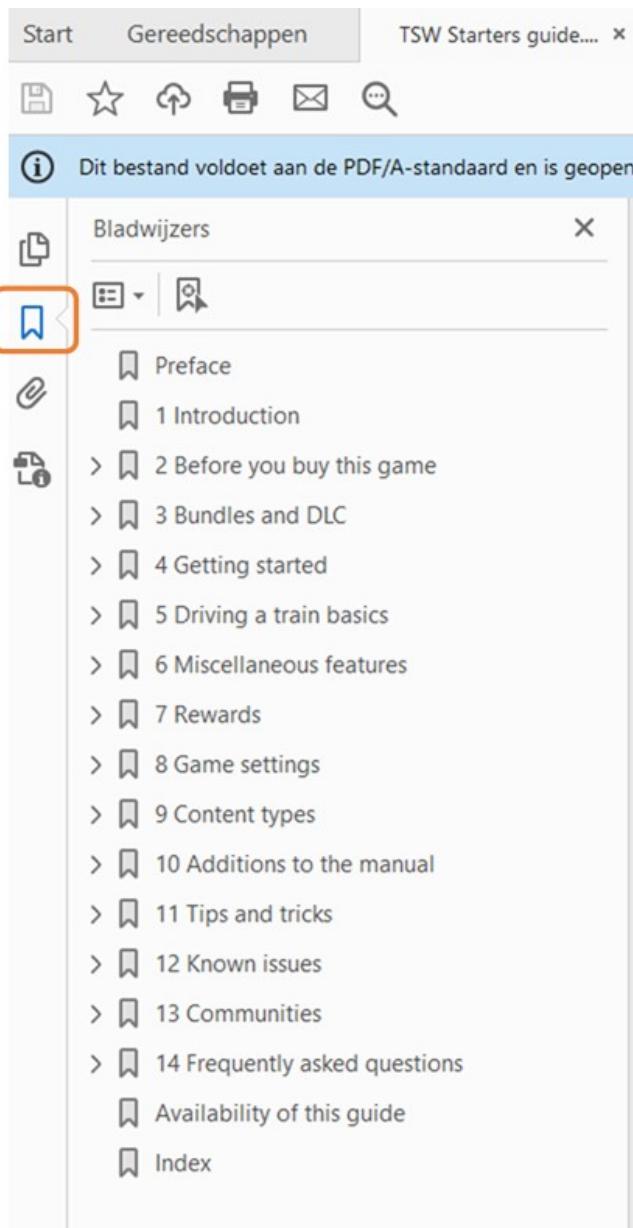


Figure 1 Bookmark button in Adobe Reader



2 Before you buy this game

2.1 TrainSimWorld3

2.1.1 About TrainSimWorld3

TrainSimWorld (TSW)¹ is a first-person railway simulation program, or train simulator. It is published by [Dovetail Games \(DTG\)](#), a medium size game publishing company where train simulation is the core activity, though they also do in Fish simulation and board games for consoles.

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 other rewards for completing tasks

¹ I will use TSW in general for TSW2020, TSW2 and TSW3. The number will only be used if I talk specifically about a version.

- ...

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.
- 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 (TSW) is a second-generation train simulator. Still, the key is you are a train driver and performs the tasks a train driver performs. The key features are:

1. The game engine is more based on train physics than its predecessors, contributing to realism.
2. Trains and landscape are modelled with a lot of detail, though you may feel disappointed if you know the area well.
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. You can walk along the tracks, enter a train that is driven automatically, operate the turntable and switches by walking to the correct location. You can enter trains, take a seat in the passenger area, open doors and so on.
5. TSW runs on other platforms than Windows as well, specifically XBOX and PlayStation. There are some other purchase options, for instance the Game Pass.
6. Service/timetable mode is , a whole day with scheduled trains. You pick one of them and drive that train to its destination. Timetables may have up to 1200 driveable trains and up to 3000 running trains in total.
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 cannot afford that, XBOX or PlayStation may be an option. The last generation models are almost as powerful as a game PC.

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, TSW3 will be far superior. See also section 2.2.3

2.1.2 A brief history

TSW was developed as the successor of Trainsimulator (see 2.2.6), which is technically end of life but it still exists and new content is created. 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 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 TSW:

- 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
- TrackIR support
- RailDriver support

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

- A content editor
- VR support
- Multiplayer

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. Later the game was updated for Unreal version 4.26 to allow support of the next generation consoles.

The update to TSW2 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.

In August 2022 a bit unexpected TSW3 is announced. DTG decided to handle it not as the annual update, but to start a new game, called TSW3. It has a fair number of new features:

- Dynamic weather
- More realistic skies
- A completely reworked UI
- Better lightning

There are new and very long routes.

- Cajon pass a BNSF 😊 freight route with steep grades
- Kassel-Würzburg in Germany, with the ICE1 as the major attraction.

Also, the South Eastern Highspeed route is upgraded and much longer now.

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.
- On the downside, still to many bugs and a lot of them could be solved fairly easy.

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.

2.1.4 Bugs

TSWx has too many bugs and unfortunately most of them never will be fixed. The problem is less in the game core, but mainly in the DLC. During last year we have seen DTG work hard to fix the game core bugs. To mention a few:

The dispatcher has improved a lot, so you get stuck less with red lights.

The game save function is now working in most cases, but it still may happen that loco functions are not restored properly, e.g. you find the wipers are not working anymore. Worse is that this also happens to safety systems that are not restored properly.

For PlayStation there is a limit on the amount of DLC you can have installed. This is a Sony problem, but it hurts especially for this game. DTG is, at the moment of writing, almost done with an add-on manager that will solve the issue by loading DLC in game in a smarter way.

2.1.5 System requirements

TSW requires a lot of computing power. You definitely need a separate graphics card. A good gaming laptop may work, but is not the best solution. You also will need a lot of disk space. Once you start collecting DLC, you may need up to 500Gb of space for this game alone. An SSD is helpful to reduce loading times.

Make sure to check the sales page at steam before you buy. If you do not meet the minimal system requirements, consider to buy the latest generation XBOX or PlayStation. These are good alternatives. The only thing you will miss is that you cannot use the sometimes very good mods you can get.

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!

2.1.6 Choose your platform

Before you buy, you should consider the platform to play on. Be aware you cannot transfer any content to another platform. If you want to do that, you need to buy it all again.

As far as I know you can choose from:

- PlayStation (you can transfer content from PlayStation4 to PlayStation5)
- XBOX (you can transfer to higher range systems)
- On PC choose between Steam or the Epic Games Platform.

As far as I know Steam is way better with additional features like forums, achievements and community content.

Sales do not always apply to all platforms at the same time. This is due to policies of the platform owners.

My recommendation: if you can afford a good gaming computer, go for steam, this maximizes your flexibility and you can use the many available mods. Otherwise use of the two consoles. I think PlayStation is slightly better, but that may change any moment.

2.1.7 Controllers

I recommend to have a keyboard for all platforms. A mouse also may help.

You can use the XBOX controller on PC as well. DTG spent a lot of time to optimize the individual controls to compensate for the lack of buttons.

Finally, there is Raildriver. It is a toyish thing that may give you the illusion to have a real train cab. It is strongly biased towards American railroading but it is supported for (almost?) all trains. It seems to work well, but it may be a bit hard to buy one. For a long time, it was not available, but it seems you now can buy it again in the UK.

I have used XBOX Controller for a period of time, mainly because it was more flexible for walking around, but now this works well with a keyboard and I prefer using a keyboard, but that is a matter of taste.

2.2 Alternatives for TSW

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 of them are covered here; most are not.

Note: as far as I know only TSW will run on a large selection of different platforms. See chapter **Fout! Verwijzingsbron niet gevonden.** 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 TSW3 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 cannot buy DLC for TSW2020.

2.2.2 Stick to TSW2

TSW2 is no longer available in the game stores, though you may find a key somewhere. There is no reason to buy this anymore. If you own TSW2, you still can buy the DLC and some maintenance on the game core and DLC is still done. But you cannot buy new DLC, so it is a bit of a dead end.

2.2.3 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/9wzdnrcfj2zq>

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.

2.2.4 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."

2.2.5 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/

<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.

2.2.6 DTG TrainSimulator Classic

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.

DTG recently renamed the game to TrainSimulator Classic (TSC). It is not dead and DTG changed policy and will improve the core game as well. See <https://live.dovetailgames.com/live/train-simulator/articles/article/train-simulator-classic-the-future>

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.

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.

Though TSxxxx is a good grown-up game, it feels old and low graphics quality if you played TSW 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. 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. If you can buy a cheap elder version somewhere, with a valid registration key, do so!

2.2.7 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.

2.2.8 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/>

2.2.9 SimRail

SimRail is a new train simulator. It still is in development with a Polish company and causes quite lot of debate at the forums. Originally this company developed profession 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. SimRail is recently released in early access. It is multiplayer, but be warned, as I have seen for other multiplayer train simulators, some players like to spoil the fun by a destructive attitude. SimRail does not have a game save feature and most runs last for 3-4 hours. It probably will be very hard to create a working game save. The driving experience is quite good and realistic.

A link to steam: https://store.steampowered.com/app/1422130/SimRail_2021_The_Railway_Simulator/

2.2.10 Railroads online

You may have a look at Railroads Online.

https://store.steampowered.com/app/1696810/RAILROADS_Online/

The gameplay is rather complementary to TSW. 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.

Do not expect realistic physics. If you like building a railway, it is a nice and hard but not too hard game to play.

2.2.11 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 TSW

3.1 Should I buy it?

In order to find out if TSW 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 40 or US\$ 45 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 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.

Major store locations:

3.1.1 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.

3.2 TSW3 bundles

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 with discounts up to 90%.

At the moment of writing, 13 different bundles are available. Some of them come with one single DLC, some combine more DLC.

The one thing they have in common is normally you just pay for the DLC and get the core game for free. If you buy a bundle with more than one DLC, you get some discount for the DLC as well.

The bundles are changing quite fast at the moment, so I will not try to mention them all. If you intend to buy DLC, look carefully to what is offered and if it suits your need. The amount of available DLC en the rate new DLC are offered, makes it useless to try to get them all. You simply will not have enough time to play them all.

3.3 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/>

3.3.1 Choosing what you like

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

You also may want to read some reviews at steam for a DLC you think you like or watch the many livestreams on new content, either from the publisher or from other people streaming TSW gameplay.

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.

3.3.2 A taxonomy of TSW DLC

It is useful to understand a bit more about the different kinds of DLC, because it can be overwhelming for new players.

Route DLC. This DLC type will contain a complete route, including stuff you actually can play.

Loco DLC. This contains some or more locomotives and also may contain wagons. There always is gameplay for one specific route. Therefore, it is recommended you also get this route.

Gameplay DLC. This DLC type usually will contain some liveries for locomotives, it may add some scenery in scenarios and there are additional scenarios and in some cases timetable drives.

For a Loco DLC, till recently you needed to own a specific route, otherwise it would not even be visible in game. This restriction is removed now, but I am not sure if this is a core feature and holds for all DLC. An example is the Acela, which has scenarios for the Boston-Providence route, but if you do not own it, you still can use the services it adds to the New-York-Trento route.

The same holds for Gameplay DLC. A nice example of Gameplay DLC is the RhB Livery pack, which has six RhB liveries, but also some special Christmas scenarios, an open panorama coach and festive illumination for the Langwieser Viaduct.

3.3.3 Layers

If you buy a DLC for TrainSimulator Classic, you get a rather limited number of scenarios that use locos that come with the DLC. TSW has a very powerful way of working called **Layers**. This allows the developers to blend in locos and wagons from other DLC if you own them. This will increase the variety of trains you can drive or see at a route, but for a number of routes the number of timetabled services will increase substantially. The best example is the London-Brighton route which collects stock from a number of other route DLC and Loco DLC, resulting over 1200 drivable services and over 3000 services you may see. (If you do not get the point, don't worry, in a later chapter we will discuss in more detail what you can do and how this works)

3.3.4 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 their 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.

At present following third-party developers are known:

Rivet games, well known by its Swiss content but 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) A 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.

Alan Thomson Simulations, also a UK company (as far as I know)

Union Workshop will likely develop Asian routes in future.

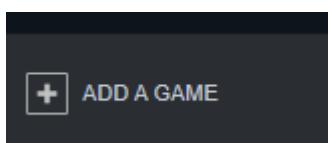
3.4 TSW XBOX Collector's edition

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/>

3.5 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.



3.6 Hardware addons

3.6.1 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. For a number of scenarios in old routes (originating in TSW2020), the system will switch to classic mode automatically, because the instructions would not match with the key bindings otherwise.

3.6.2 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. Its 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/

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 SmoothTrack: <https://smoothtrack.app/>

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

At the TSW 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.

3.6.3 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 hours 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://cdn.akamai.steamstatic.com/steam/apps/1944790/manuals/TSW3_Manual_V1.0_ENG.pdf?t=1676996350

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

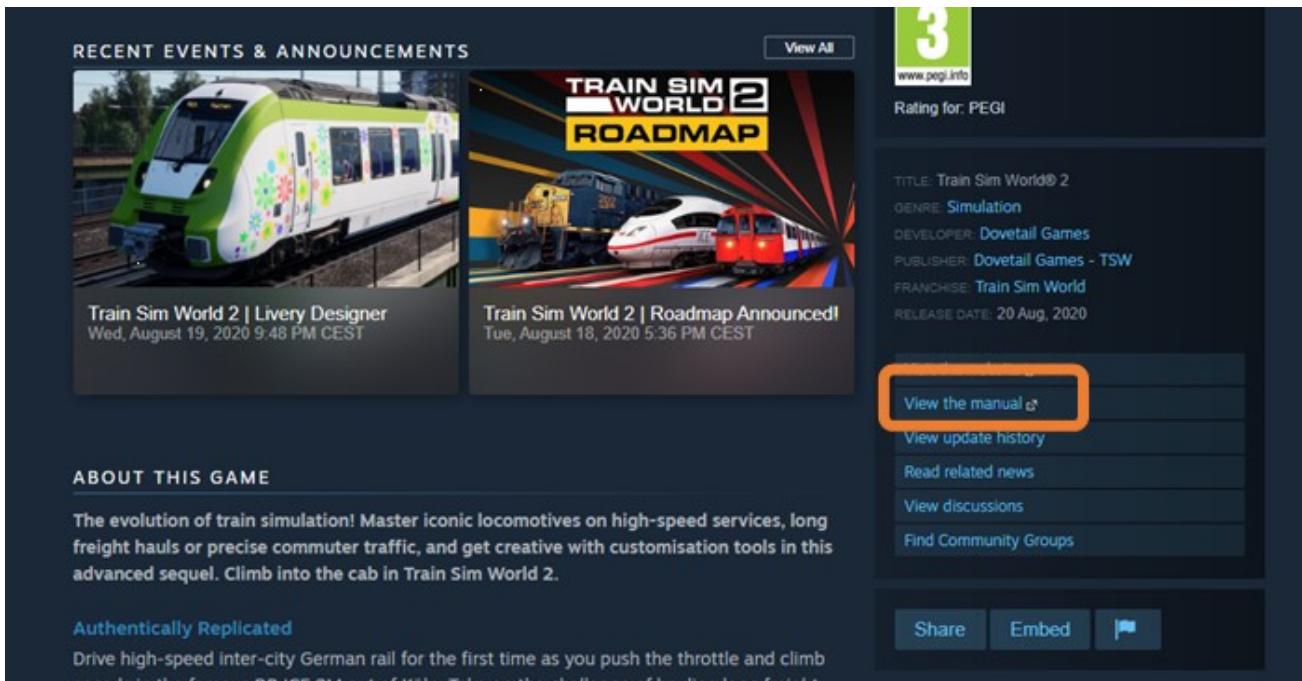


Figure 3 Link to the game manual

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, but they soon stopped doing this.

The bad news is that the Tutorials Playlist of DTG does not cover the tutorials from other sources. Also, the progress in adding new tutorials is very low (if they still do it) 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>

Note that I do not cover each loco, you do not need that.

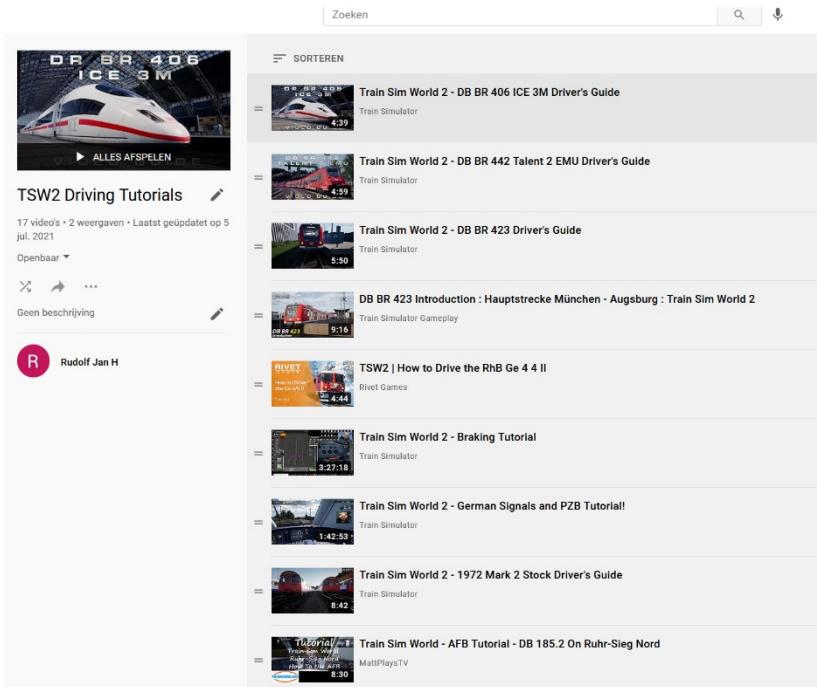


Figure 4 YouTube Tutorial Playlist

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 someday)
- For a number of routes, there are Route Guides, pointing you at a number of interesting details and background for routes and trains.
- The TSW advanced user guide covering advanced topics and details you will not find in the Starters Guide.

You can download them for free here: 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 Training Centre

A new feature in TSW is Training Centre. It is a short route, that roughly will remind you to the Wildenrath test centre in Germany. You can drive all standard gauge trains there without restrictions. There is no signalling or safety system active.

Training Centre is also the place to find some basic tutorials, the bare basics of gameplay and there is an entry point for all loco tutorials. It also is an attractive place to walk around, you even can enter the main building.



Figure 5 Training Centre, view from the main building

4.6 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 gameplays of TSW2 is shown in the live stream. Have a look at them if needed.

There are about 1-2 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 a weekly streaming schedule. Most of the streams are for TSW3 and some for TSxxx. 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/>

4.7 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

(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.

4.8 Roadmap

DTG publishes a roadmap, which will be updated every month 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 TSW. 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 11 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 TSW 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 3rd party malware protection (e.g., Norton, F-Secure) instead.



6 Getting started and find your way

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.

6.3 Main menu

The TSW Main menu looks like this:

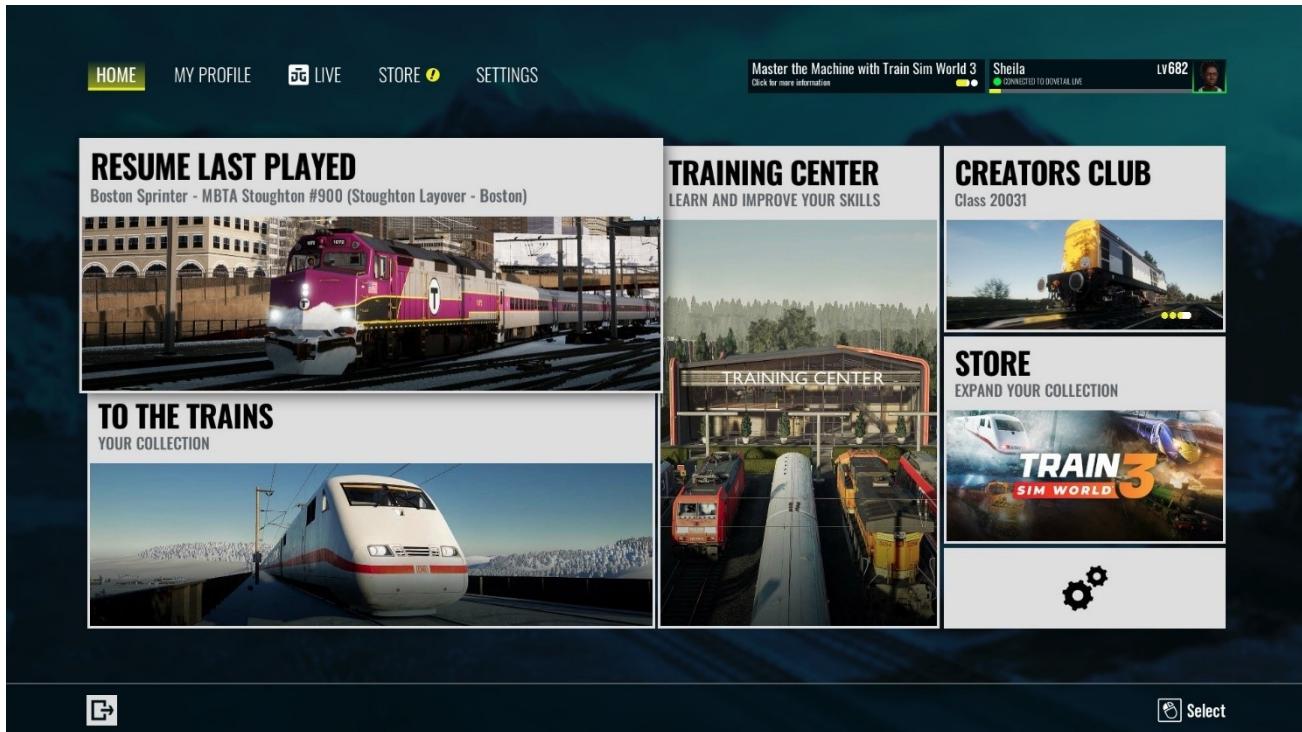


Figure 6 TSW Main menu

At the top you see a number of administrative items. Before starting to play, you may want to visit the My Profile and Settings menus. Settings you can find in lower left part as well.

For game play, click at **To the Trains**. For new players I recommend to start with a visit to **Training Centre**.

For now, you can ignore **Creators Club**. Store brings you to the Steam Store (at least on PC, wondering how it works on the other platforms).

At the top right you can see whether you are connected to Dovetail Live.

6.4 Driver avatar

6.4.1 Initial setup

You will need a driver avatar. Follow the steps in the menu to set one up. You can find the Avatar setup under the My Profile button at the top of the Main Menu.

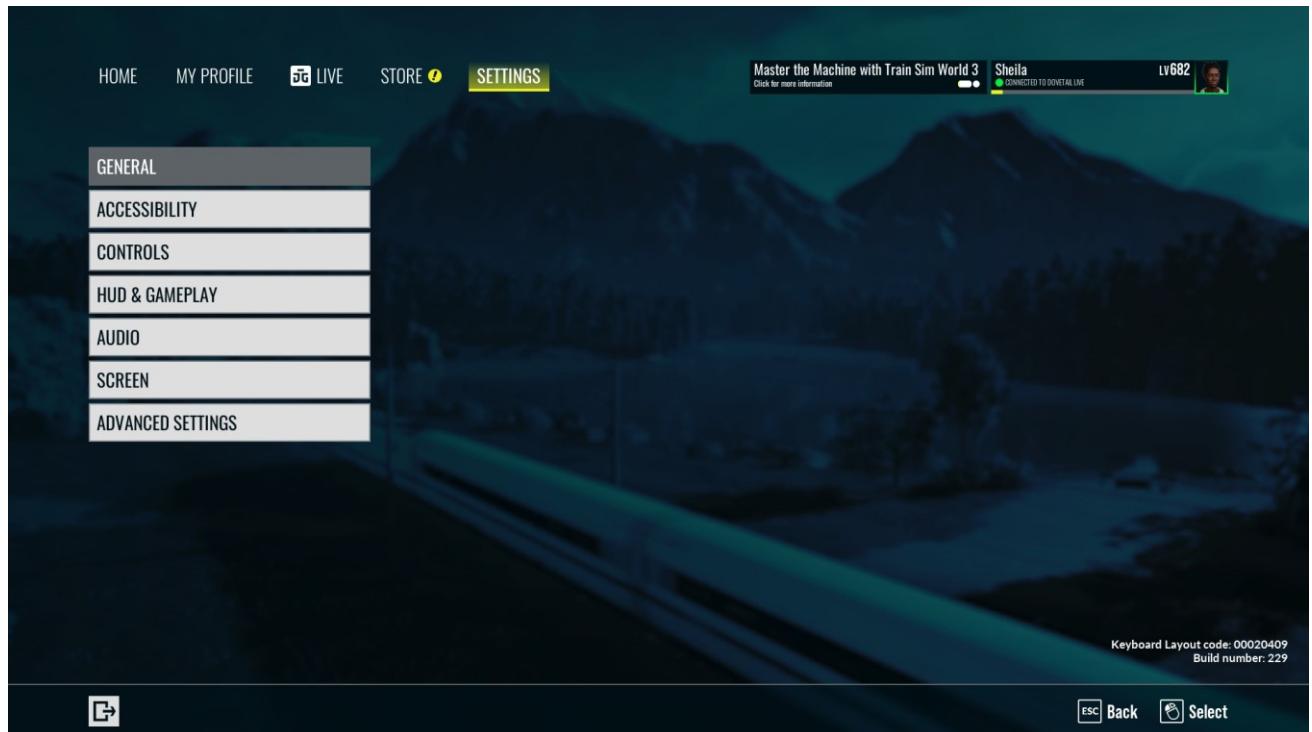
A few things to keep in mind:

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 TSW, 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.

6.5 Review your game settings

At this point, you should review your game settings. Open the **Settings** from the Main Menu. Note you can also open the Settings while playing as we see later. All settings will be effective immediately.



You may want to change your **graphics settings**, depending on your hardware. You may turn on FPS info for a moment to judge if it's working as desired. On PC you do this using the F3 button. You need to check the settings that go under **Screen**. Select the windows mode, in most cases you will prefer full screen or Windowed Full Screen. Once done, set the Screen Resolution to the same resolution as Windows. If you select Windowed mode, you need to set a lower resolution.

Leave Graphics Preset as it is for the moment. Depending on your taste and the actual FPS values you see, you may want to turn it a bit higher or lower.

Note: FPS stands for Frames per Second and denotes to number of times your screen is updated. If it's lower than 30 for a longer time, you should set Graphics Preset lower, because your screen will start stuttering. If you reach around 60 you are good, but expect regular dips. You should try to avoid values over 60 in general. Later you will learn some settings for this purpose.

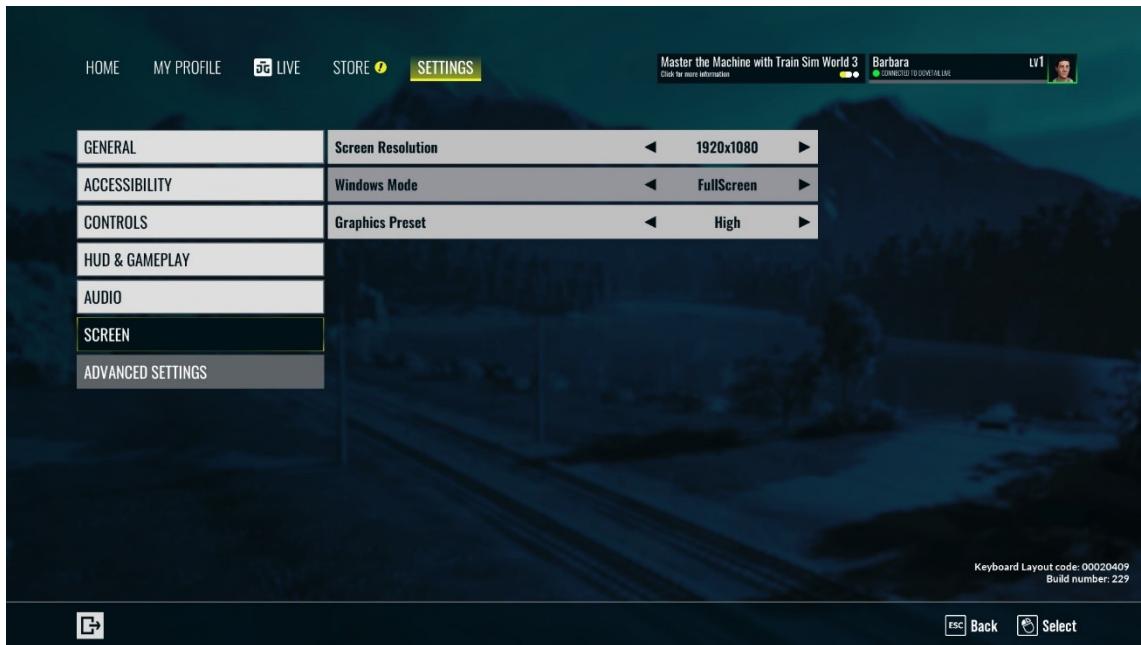


Figure 7 Here you can set your screen settings

It is better not to touch the other settings at this point. Most of them will be discussed in greater detail later.

6.6 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. Note at the moment you will not see any advertisements, so better turn it off and enjoy the fake billboards instead.

You can turn them on or off in the **General** settings menu.

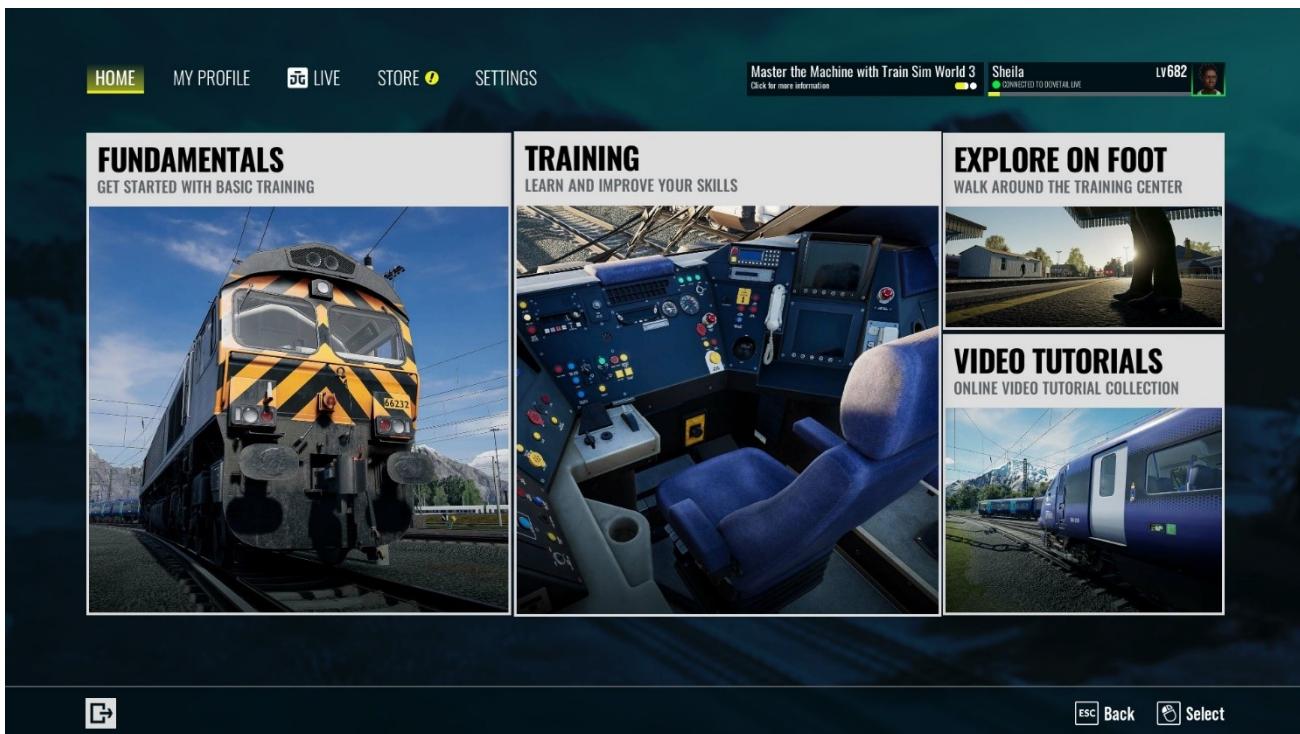


Figure 8 training Centre menu

6.7 Basic introduction

For new players, it is recommended to visit the **Training Centre** from the **Main Menu**. In the left, you find some very basic tutorials. They help you to explore very general concepts you will need to use everywhere.

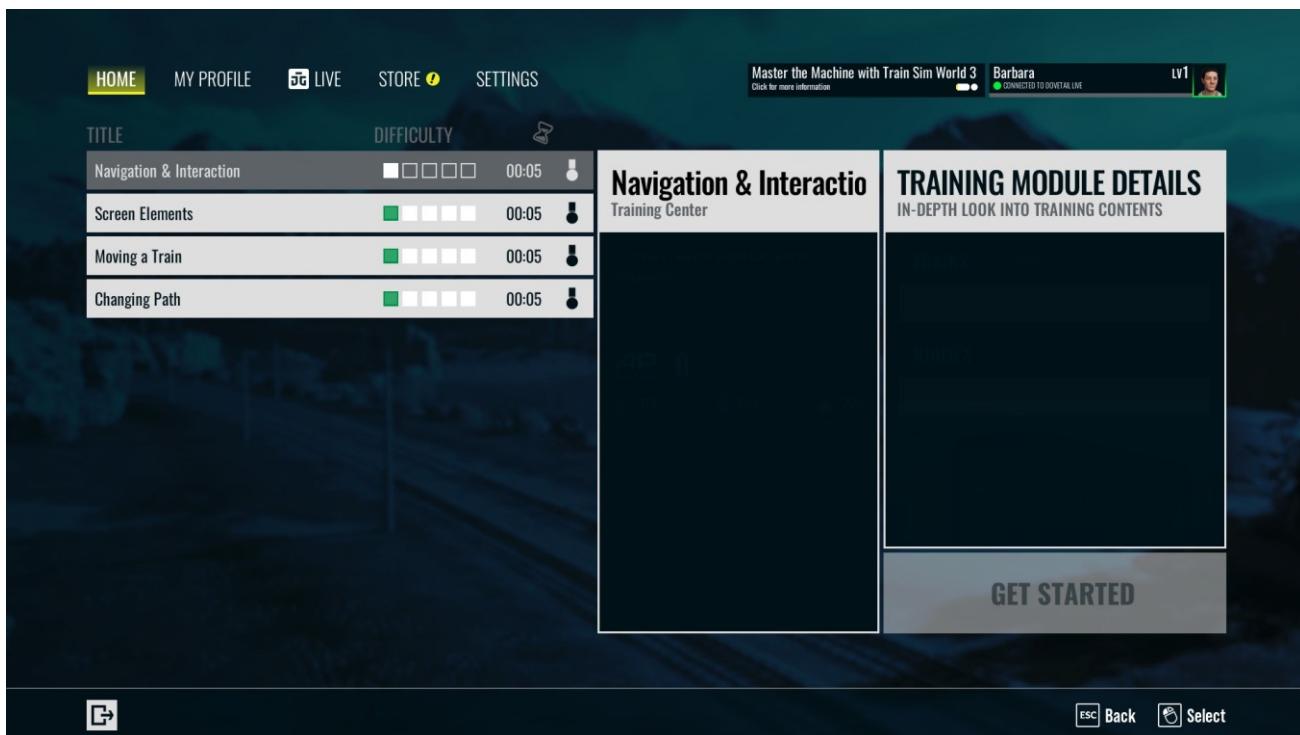


Figure 9 Fundamentals in Training Centre

Once you have completed these, you can move on to the section Training. Here you can select a locomotive and find which training modules are available.

In the example screen you can see that for the chosen locomotive three relevant modules were found. The

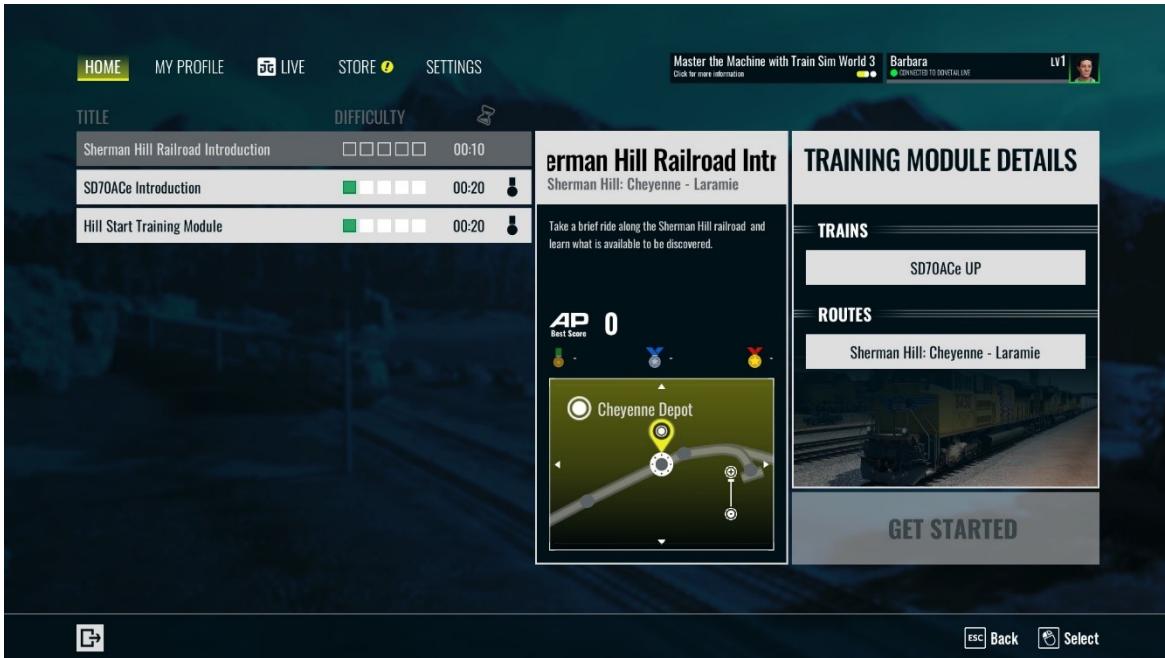


Figure 10 Training for the SD70Ace locomotive

first is the Sherman Hill Route introduction, The second the general loco introduction and the third will cover how get going on a grade, which is not really trivial.

You also can explore the Training Centre on foot, which is great fun or have a look at DTGs training videos. This opens a YouTube playlist in your web browser.

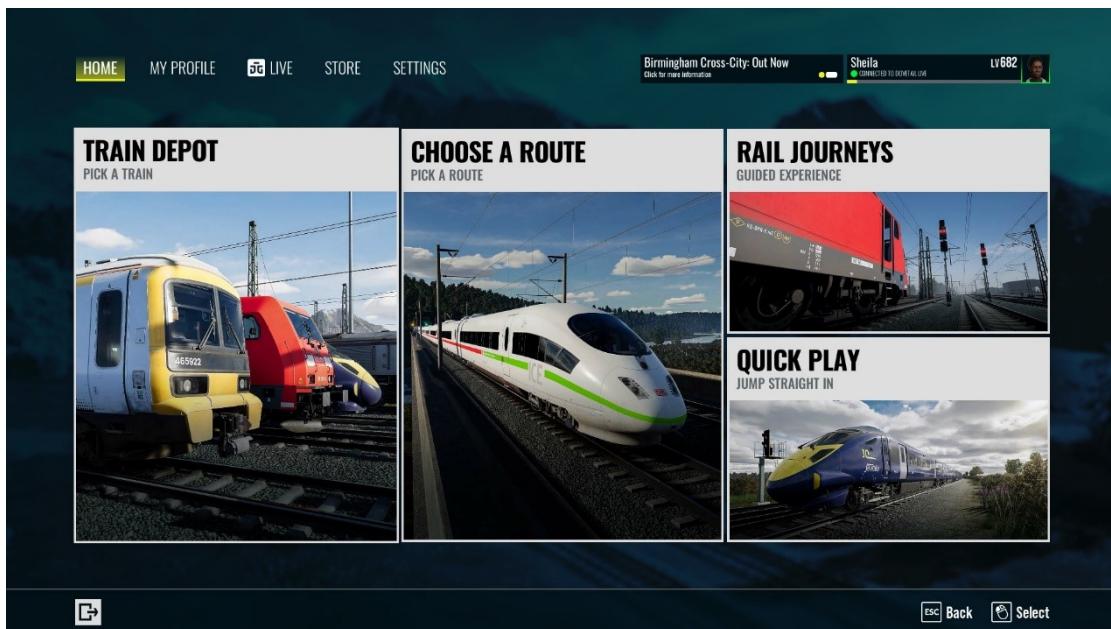


Figure 11To The Trains Menu

6.8 Content types

Before the different options to choose something to do, it is useful to have an understanding of some basic gameplay concepts.

6.8.1 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.

6.8.2 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.

6.8.3 Timetable

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.

6.8.4 On foot

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 12.9).

6.8.5 Scenario planner

With the Scenario Planner you can relatively easily 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. You can access Scenario Planner from the Creators Club button in the Main Menu. It will be covered later in a bit more detail.

6.9 To the trains

If you go back to the Main Menu and click **To The Trains** you arrive at a second menu screen. Here you can choose from four routes to select what you actually like to do.

Train depot. Here you select a specific engine to drive. In the second step you can choose between the timetable, scenarios and training modules. In the next step you will see the routes where you can drive the loco.

Choose a route. Choose a route does it the other way round. You first select a route and then you can choose timetable, scenarios or tutorials. In Timetable you can select **On Foot** or a drivable loco. Starting On Foot you can select a spawn point, date and time and weather. For the spawn point you walk along the tracks at the platforms and enter a train if you want. You can drive as a passenger, but you also can sit in the driver seat (while the train is stationary) and take control over the train. (You will get control only if you sit in the driver seat initially. Afterward you can stand again and walk around while keeping control over the engine).

If you select a loco, you will be dumped in the driver seat and you can start right away to set up the loco.

In tutorials you normally start outside the engine and you need to walk towards the engine and enter it. In scenarios it is mixed. For old route you always start and end on foot, for the newer ones this is not always the case.

Rail Journeys. Here in the next step the only thing you can do is select a route. A Journey is intended to be something like “A day in the life” and may have some career aspects. For some routes it works well, for others they screwed it up completely. You find a mix of tutorials, scenarios and timetable services. These are divided into chapters. Some chapters will only unlock if you completed the previous chapter. This is not working as it should. If a particular drive is bugged and cannot be completed, you are stuck. (There is a mod to solve this, but that is advanced stuff and not covered in this guide).

Quick play. In this menu, the game engine will decide what you are going to do, but you can choose between less than 30 minutes or more than thirty minutes. If you do own a low amount of DLC this may be a nice feature, but if you own many, it takes minutes to load the complete services list. Hopefully this will be fixed at some point.

Note. There is a serious bug when you select a timetable. You may land into another route than the one you selected. Workaround is to select exactly one route first, using the filter options.



7 Basic gameplay

7.1 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. 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 old routes, though work is done to make them fully compatible with the immersion mode.

Note: For old 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.

Some common functions:

Function	Description
Run/walk	Move slow or a bit faster. In the Settings menu you can select a default
Crouch	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.
Torch	Very useful in tunnels, but also in a few cases in the cab or engine room.
Climb	Needed if fall from a platform or in a number of cases to enter the engine cab.

7.1.1 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. Note the slider that allows you to see which keyboard controls apply to specific game modes.

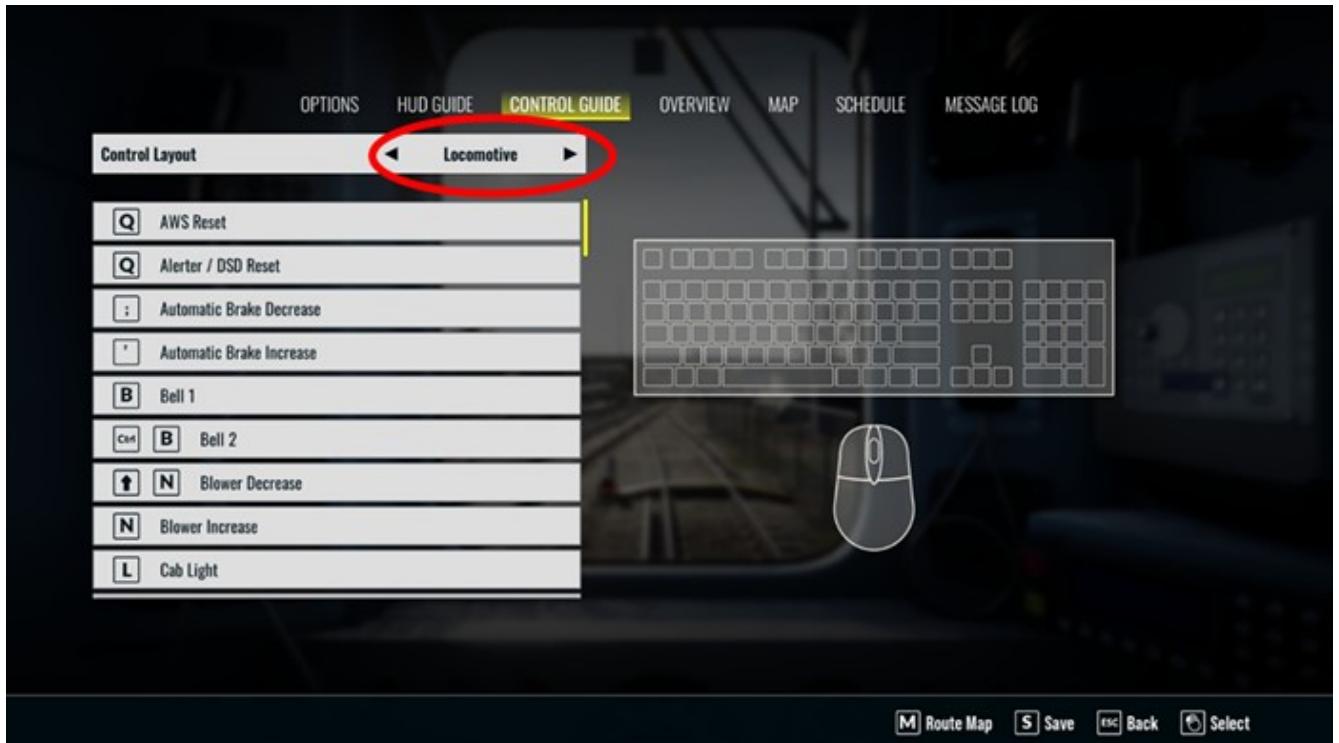


Figure 12 Control guide for keyboard

7.1.2 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.

You can use the mouse or controller to point at the various controls in the 3D model or you can use the shortcuts of the keyboard or controller to activate controls. Only the most important controls will have shortcuts.

7.1.3 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 in the control guide.

7.2 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.

7.2.1 Speedometer HUD

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**.

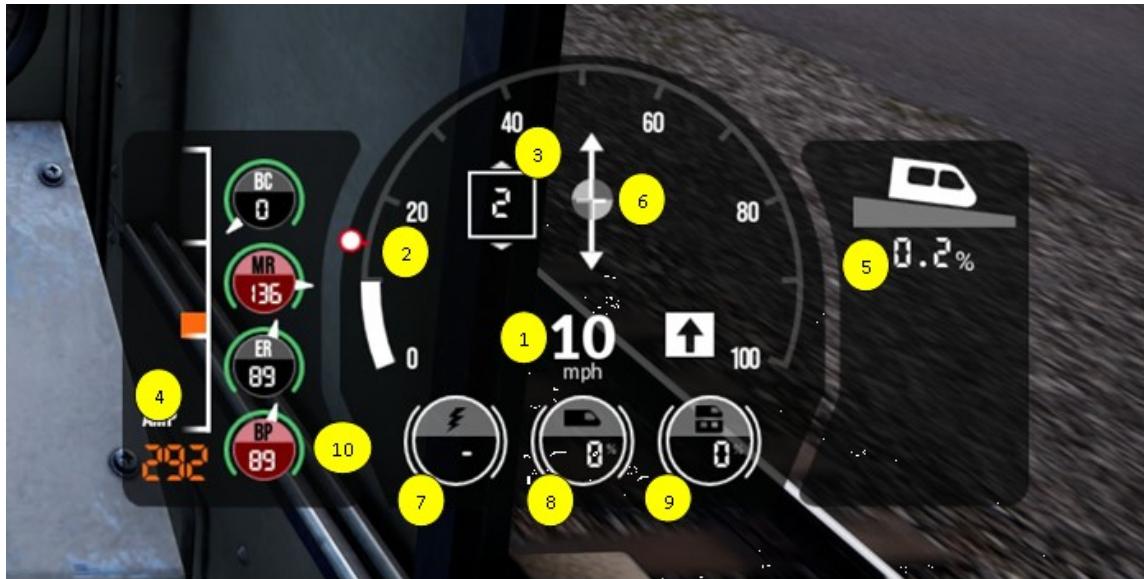


Figure 13 Speedometer HUD functions

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.
Note: 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 talk 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
BC	Brake Cylinder	Loco brake pressure, should be zero when driving
MR	Main Reservoir	Total air 'to disposal'
ER	Equalizing Reservoir	Target air pressure for brake pipe
BP	Brake Pipe	Whole train brake pressure. When you release the brakes, you need to wait till this value equals the ER value

Depending on the details of the engine type, the Speedometer HUD can show additional gauges. For steam locos there is a second driving HUD, which shows the boiler pressure and some other firing aspects.

7.2.2 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.

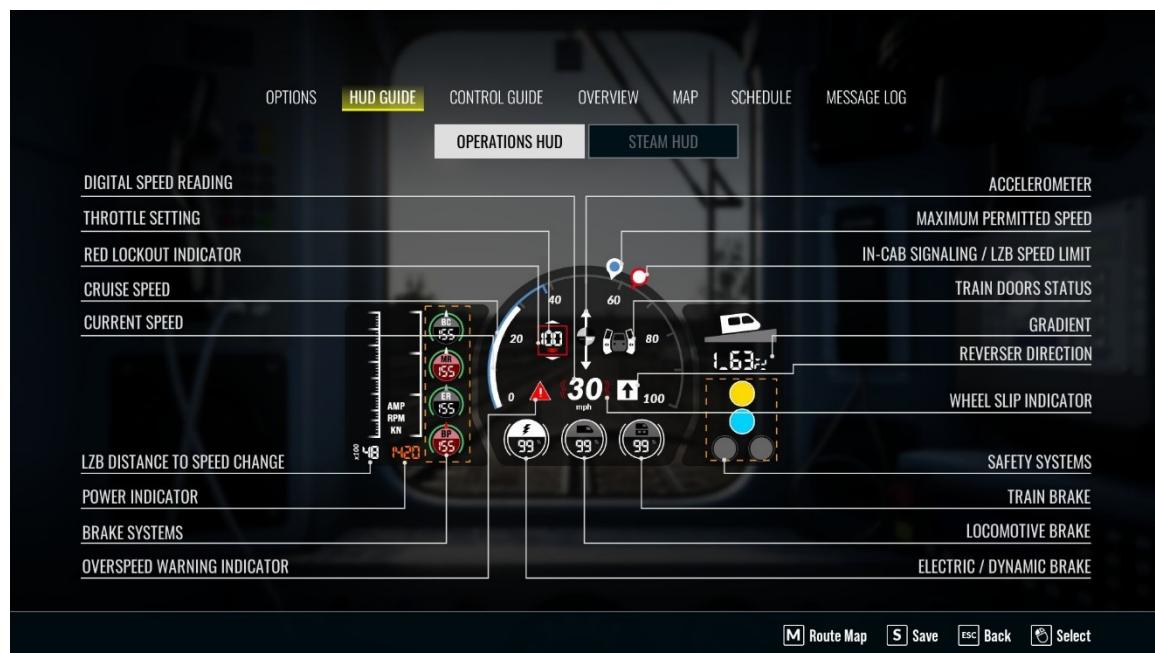


Figure 14 The HUD Guide

The HUD guide now has a separate image you may want to consult when you are driving a steam loco. I created a separate guide for driving steam engines. You can download it at my website.

7.3 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 (if available) 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:

- Make sure to sit in the driver seat (**E**)
- Turn the master key on (**Ctrl+W**)
- You may need to unlock some more functions. For US engines make sure to play the tutorials and get the Sandpatch Route guide which explains this.
- For German locos you may need to release the brake key (no shortcut). It is always a good idea to watch the tutorial before trying to drive.
- Set the reverser to forward (**W** or **S**, depending on loco)
- Set the loco brake, if it is available, using **I**
- Release the train brakes (**;** key)
- Apply some power (**A** will increase power, **D** will decrease power), but not too much, normally 20-30% of the max should be OK.
- Release the loco brake **I**)

Note: I use the word train brake and loco brake here. Other names are used as well, see the next paragraph on braking.

For a long train it may take quite some time before you actually are driving. Brakes work using air pressure and it may take time to travel for the air through the train. Compare it with a sink. If you empty a bucket of water in it, it will take time before all water is flushed away. For train brakes the same principles apply with air instead of water.

Light passenger trains will respond much faster than heavy and long US freight trains.

Driving is the easy part; braking is the hard part of the story so read on!

7.4 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 **V** to toggle)

The **loco brake**, also called **direct brake** or **independent 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 **I** 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 **I** 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 and they also will be less effective at high speed. For US locomotives, they work at speeds between 10 and 30 Mph. The key to release is and to apply you use .

Some engines may have a combined power/brake handle. In this case, the 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.

Be aware there are a lot of complications not discussed in this guide. In my Guide for Advanced Users there will be another chapter on braking to deal with some of these aspects.

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. 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. 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.
8. 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. This holds for all US freight locomotives.
9. 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. This is especially important for UK freight trains.

You may want to watch this tutorial video about braking. It is very long but worth watching.

https://www.youtube.com/watch?v=LnGKpQi3gCc&list=PLvUwWjZgALPUAcA2_XcdbDR-gtcLkXDnw&index=5

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: 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 SD70Ace 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!

7.5 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 you 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 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.

7.6 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:

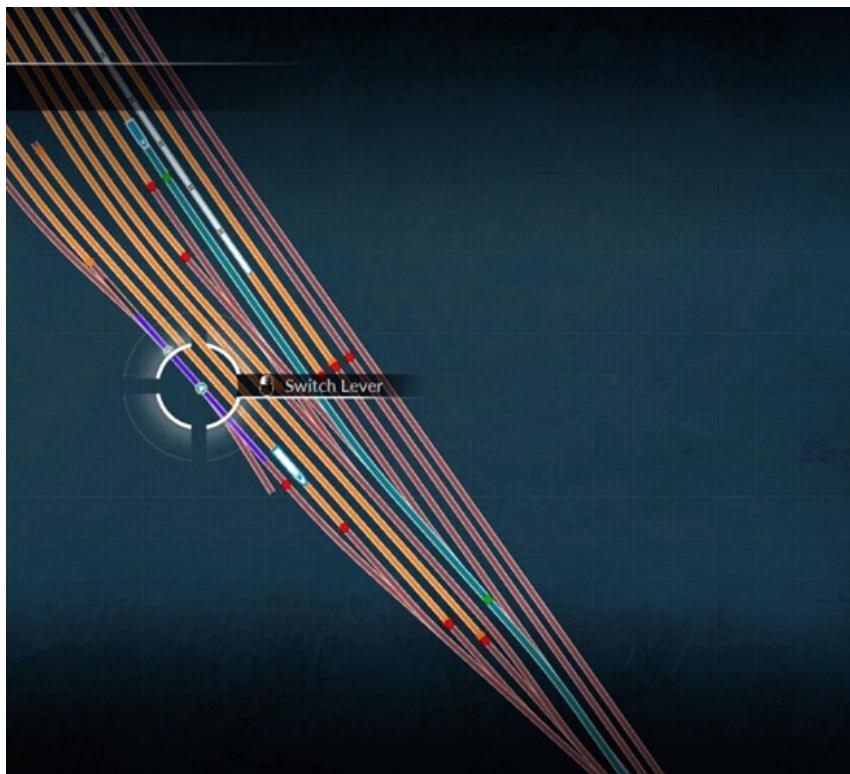


Figure 15 2D map showing a selected switch and a path for the player train

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 set 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, but it will not show the path beyond the next driving target location.

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.

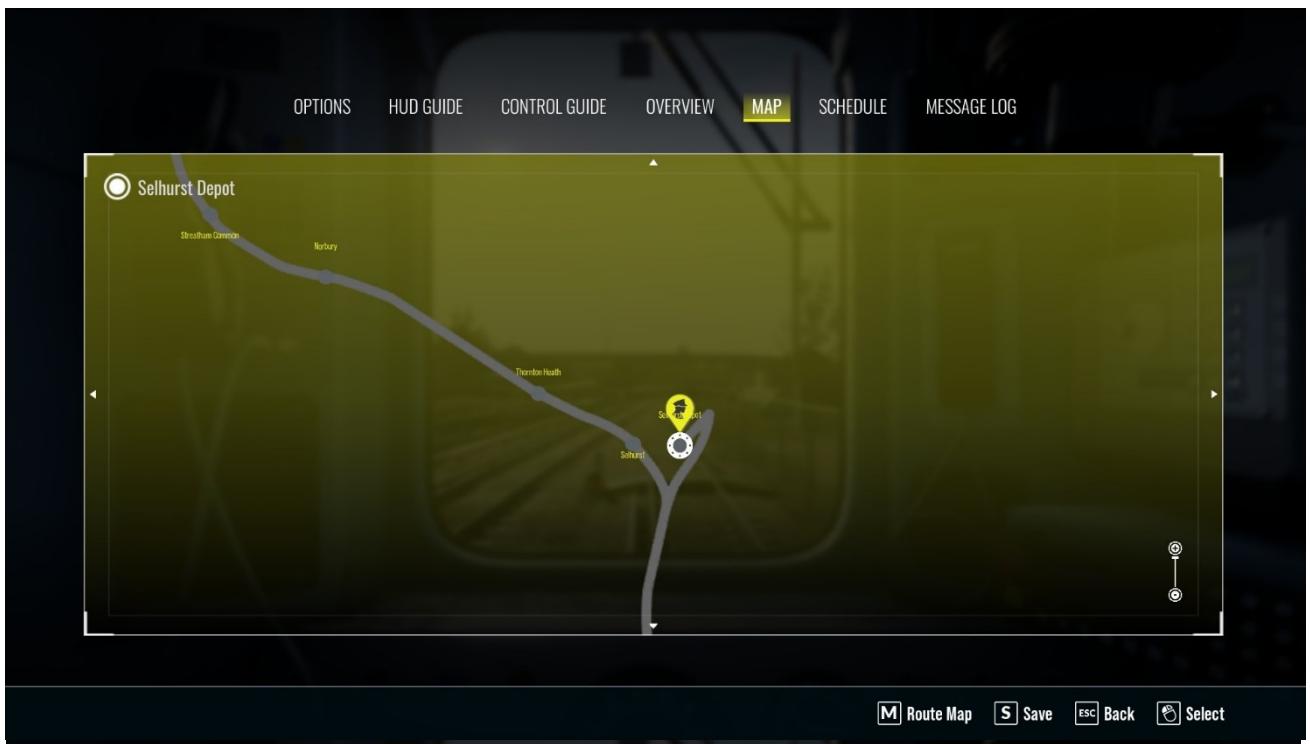


Figure 17 Pause menu map

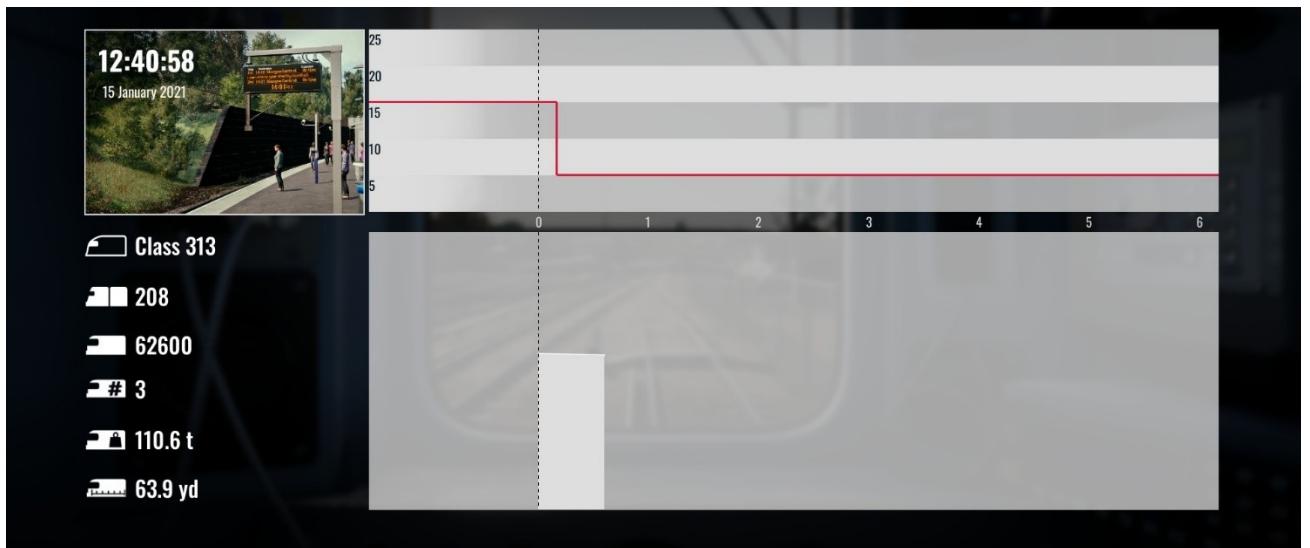


Figure 16 Pause menu, overview showing speed limits and gradient profile

7.7 HUD information on grads and speed limits

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. At the same page you find information on your train length and weight, which is very useful.

7.8 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 US trains, it may be the coupler is locked. You then will need to unlock the coupler by pressing the coupler bar.

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 seen it in scenarios, where you will get instructions and the London Commuter route uses it in timetables as well.

7.9 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 some methods are blocked in a scenario by the game.

7.10 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.

7.10.1 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 or diverge to another track.
5. If you see **red only**, never pass, unless you got explicit approval. Doing otherwise is “game over” in TSW.

Unfortunately, this very much simplified instruction does not always hold, but for now it is good enough.

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.

7.10.2 Passing a signal at danger

The game will end as soon as you pass a signal at danger.

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 18.



Figure 18 Menu to get permission to pass signal at danger.

Make sure to 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.

In many locomotives, you can look for a photophone, or telephone to contact the dispatcher. These were added later and contribute to immersion and it works faster because there is no pop-up menu.



Figure 19 Example of device to contact signaler/dispatcher

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. Some routes have phone boxes near signals that allow you to contact the signaller.

Note: In TSW2 you could load “last checkpoint”. This is an automatic game save, but it got lost in TSW3 in the process of fixing the game save function.

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.

7.11 Game save function

From the pause menu, you can save the game. Not more than one saved game is available. You can start the saved game from the main menu.

If you want to do it fast, press this key sequence: **[Esc] [S] [Esc] [Esc]**

7.12 Progress views

7.12.1 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.

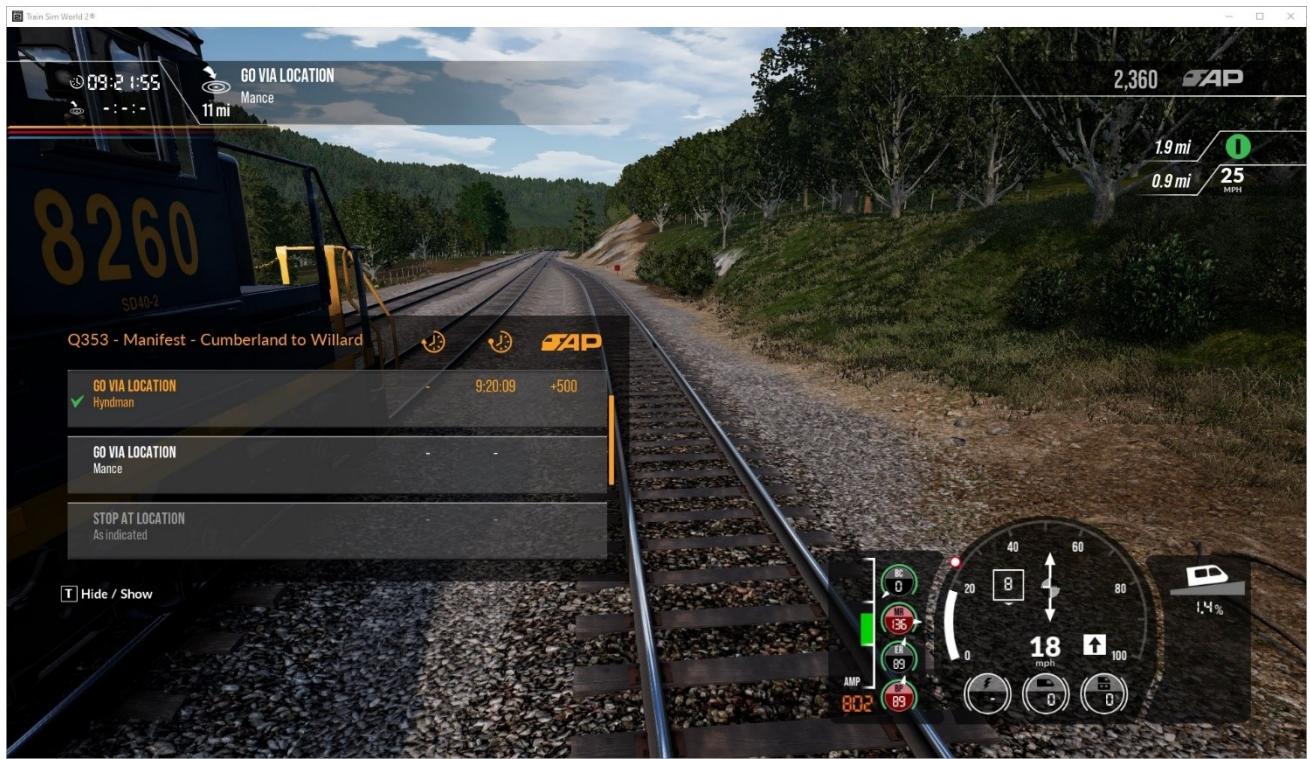


Figure 20 Objective viewer

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

7.12.2 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.

7.13 Timetable drives

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.

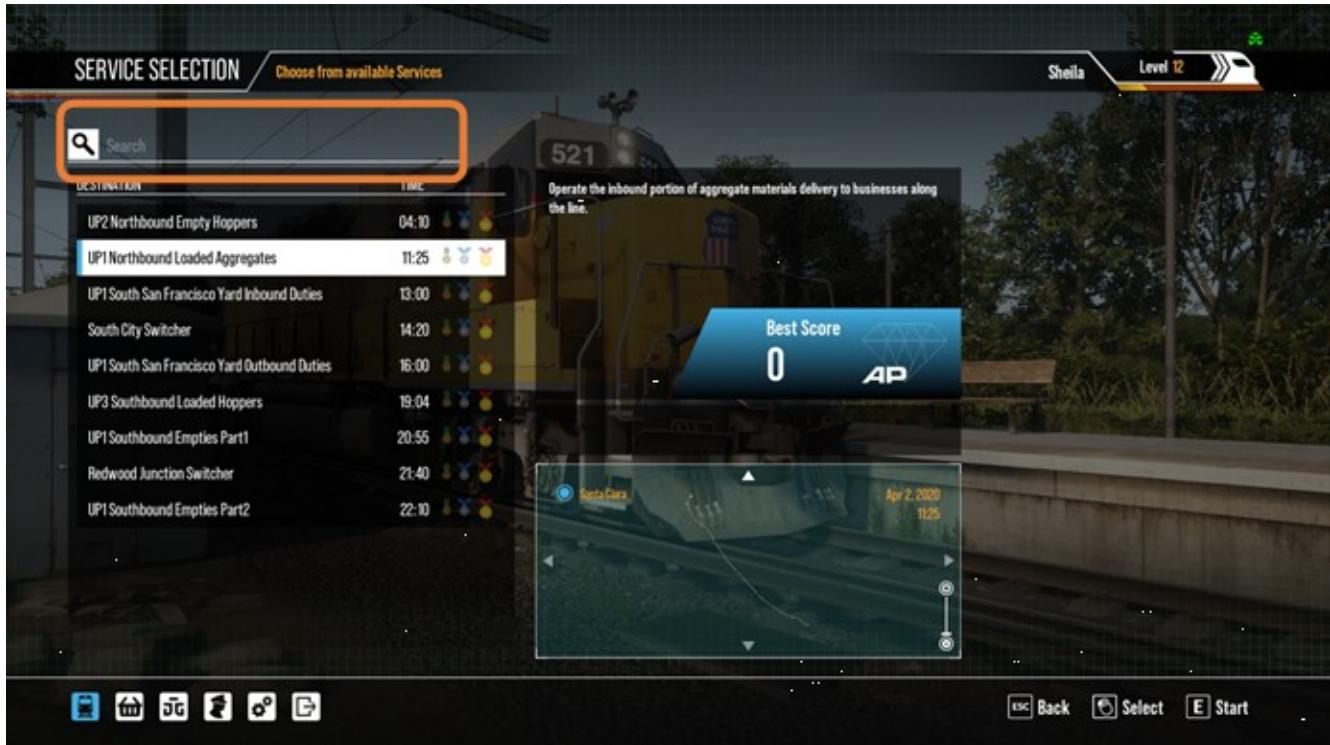


Figure 21 Search/filter option timetable mode

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.

7.14 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 give 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.

7.15 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 it on.

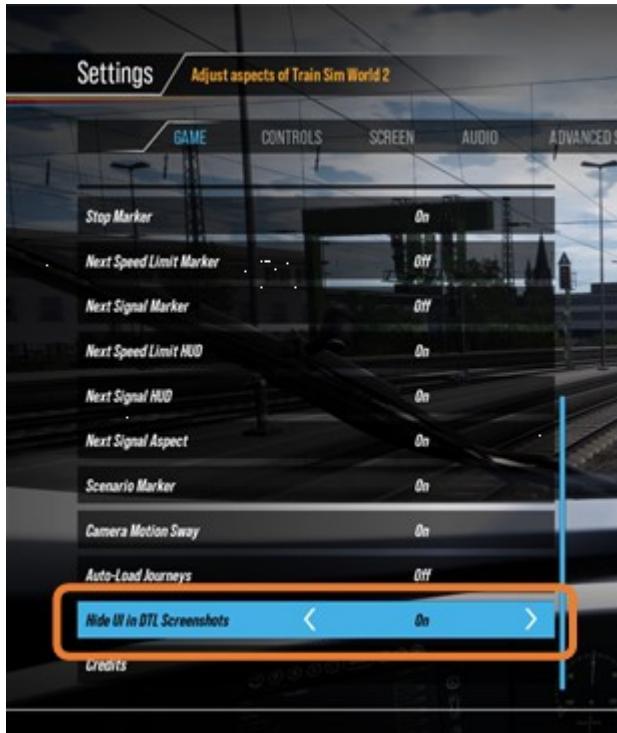


Figure 22 Setting to include/exclude HUD for Dovetail Live screenshot



8 Essential configuration 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.

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](#)

8.1 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 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.

For imperial units, you can use feet or yard. US routes use feet by default, UK routes will use yards. You can override this in the settings.

You also can choose the mass units if you like. Long tonnes and metric tonnes are almost equivalent, but short tonnes are a bit less weight. Check here if you are interested:

https://en.wikipedia.org/wiki/Long_ton

8.2 Configuring the HUD

The default settings are not bad, but after you gain a bit of experience, you may want to change a few things. The first thing you may want to do is turn off some markers. Markers are circles that point at the next speed limit, signal or objective. You do not need them, because you can show the same information in the upper right corner of the screen.

In the settings turn off the next signal marker, the next speed limit marker, the scenario marker (which shows where you can step into a scenario when you are on foot) and optionally the objective marker. With **Ctrl+1** you can toggle the objective marker, which can be helpful if you need the exact stopping point.



Figure 23 Stop at marker

You also see the place where your train should stop along the platform in the coloured bar on the track. This is normally turned on if you play a tutorial. Use **Ctrl+7** to toggle the setting.

For the other ones and all details, see the advanced user guide.

8.3 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. It is recommended to limit fps to 60, which you can do in the settings menu.



9 Safety systems and driving aids

Trains are heavy and, because they are bound to track not very flexible. Train accidents may have serious consequences. To improve safety, a number of driving aids have been introduced in course of 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.

9.1 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 systems brake the train to a shameful stop and you may try again.

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

Acknowledge:

9.2 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 24 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.

9.3 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, they do not really intend to make driving easy.

Once you are a bit used to playing train simulations, I recommend to turn the safety systems on. You can do this using **Ctrl+ Enter** (at the **Numpad**)

These systems vary in complexity and by country. If you want to try using the, 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 system 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, which can look ahead for 10 km to see upcoming limits. If you turn on the cruise control and set it to the max, LZB will fully control your train. This is nice for a short distance, but on the long run it is boring. Sometimes it interferes badly with stop at gameplay instructions. The train may stop a bit early and LZB may deny driving the train forward a bit.

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.

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

There now is a tutorial video on ATC and ACSES and US safety systems. It targets the Boston-Providence route but you may learn a lot for the New York-Trento route, the Harlem Line and LIRR, which also use ATC and/or ACSES.

<https://www.youtube.com/watch?v=-Ko9pla2gNA&list=PLa2JNNN51aoHlefzwI4kaPwbYOPJoVgOZ&index=57>



10 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 know issues section (Chapter 13).

10.1 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.

10.2 Google is your friend

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

10.3 Look for a Steam Guide

For a number of issues, there are Steam Guides. You find them at the game page. In case of TSW, you also may have a look at the steam guides for TSW2 or TSW2020. Most of them will be relevant for you.

TSW3 steam guides can be found here: <https://steamcommunity.com/app/1944790/guides/>

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/>

10.4 Ask a question at a forum

If nothing else helps, you may try asking a question at one of the forums (see chapter 14). 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.

10.5 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.

10.6 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.

Not mentioned in the specs is that will need a lot of disk space. In my setup, owning about 75% of all content, I need 171 Gb disk space for TSW3 alone. An SSD is helpful here, because it will load data much faster.

10.7 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.

10.8 Remove all unofficial engine.ini settings

Probably not relevant for a starting user, but there are a huge number of unsupported settings. They may harm the way your system works. In case of trouble, remove them all and then you can add them a gain one by one.

10.9 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 4.7.

10.10 Some common issues

10.10.1 TSW 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.

10.10.2 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.

10.10.3 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!

10.10.4 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.

10.10.5 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.

10.10.6 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.

10.10.7 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.

10.10.8 I experience a lot of stutter and frame rate drops

This caused by loading new tiles, where the game needs to load a lot of data. It helps to have plenty of RAM and a fast SSD. It may help to limit FPS to say 60. There are a fair number of unsupported settings you can apply, but this is a topic for the Advanced user Guide.

10.10.9 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**. For some engine you need to look elsewhere. Make sure to check the tutorials.

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.

10.10.10 My train does not make it uphill

If you do not have enough power, try this:

- Turn banking comm on if you have engines at the rear of the train. Banking comm simulates the capability to give instructions to the driver of the rear locomotives.
- If some cases, you can drive a timetable with different loco types. It may be you happened to select an underpowered loco. Have a look if you can drive it with other locos. I have seen this mainly at the Sandpatch Grade with the SD40-2.
- In some rare cases it is a game bug. You still can try to drive with good weather, but otherwise the only thing you can do is create a bug report.

10.10.11 I cannot start the train at Bakerloo.

Read the quick start guide and follow all steps carefully.

10.10.12 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.

11 Dovetail Live

11.1 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.

11.2 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 green dot and the text "CONNECTED TO DOVETAIL LIVE"

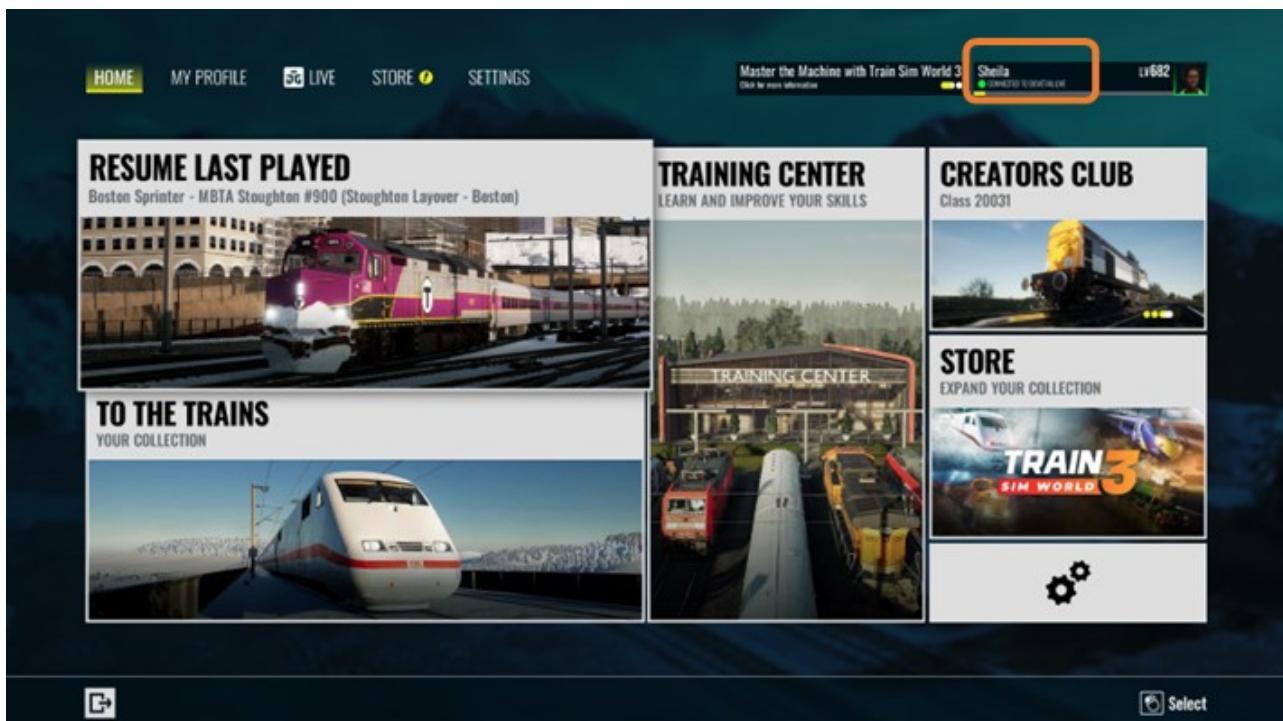


Figure 25 Check your DTG Live login status

11.3 Screenshots

TSW can create screenshots and add them to 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 screenshots you save will be added to your Dovetail Live Profile online at 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 do not consider it very useful, but you need it if you want to share liveries or scenarios you created.

Note: there are better ways to make a screenshot and save it. See 7.15

11.4 Drivers' logbook

The driver's logbook is denoted beta and its status did not change since it was developed. 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>

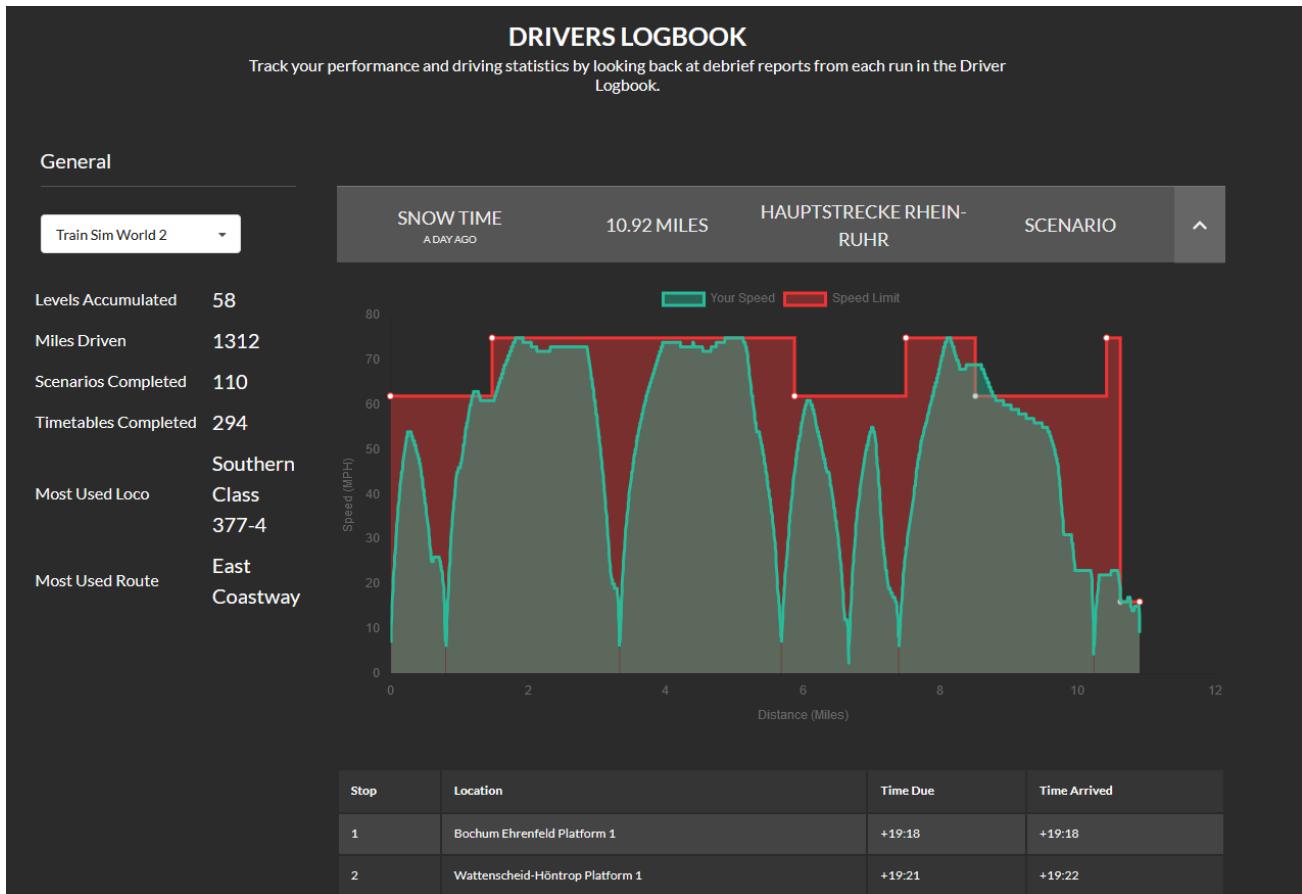


Figure 26 Drivers logbook sample page

11.5 Mastery

Mastery is a reward system, which is connected to your Dovetail Live account. You may earn decals for livery manager and scenery tiles you can add to the routes you won. Mastery is explained in more detail in the chapter on rewards.

Mastery is platform independent and only connected to your Dovetail Games Live account. If you also play at the Epics Game Store, your mastery will progress there as well. See chapter 12.7 for more details on how to use it.

11.6 Community challenges

DTG started again with community challenges, where we as a community get a common task. You can win stuff like screen backgrounds, decals for the livery editor and even a mastery tile for Training Centre.

11.7 Creators club

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 even can visit Creators Club when you are not in game.

You have access to Creators Club from the game itself, but also from the DTG website if you are logged in. Get and use Creators Club content

Creators Club also is your entrance point for creating your own liveries and scenarios.

11.7.1 Open Creators Club

From the Main Menu page select Creators Club, you cannot miss it!

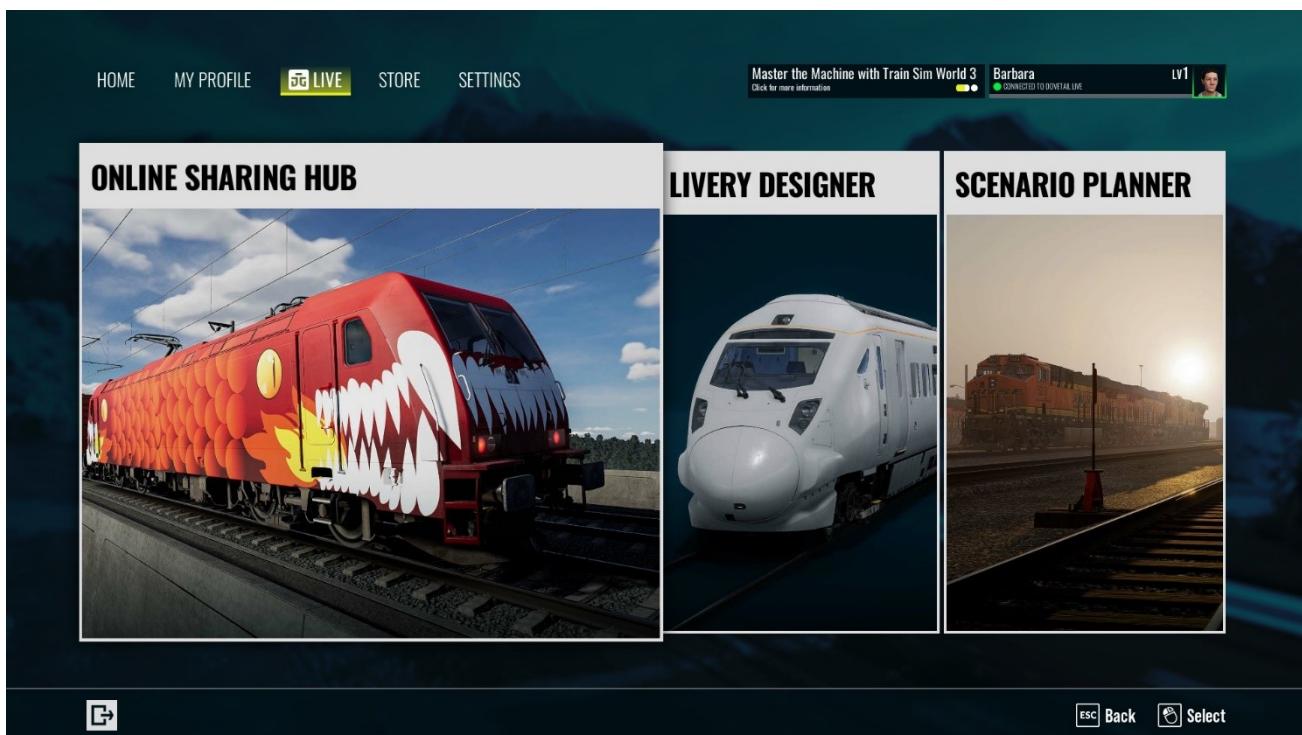


Figure 27 Creators club homepage (in game)

Alternatively, go to the Dovetail website: <https://creatorsclub.dovetailgames.com/>

You need to login to your account if you haven't. I will not cover the online version further, but stick to the in-game version.

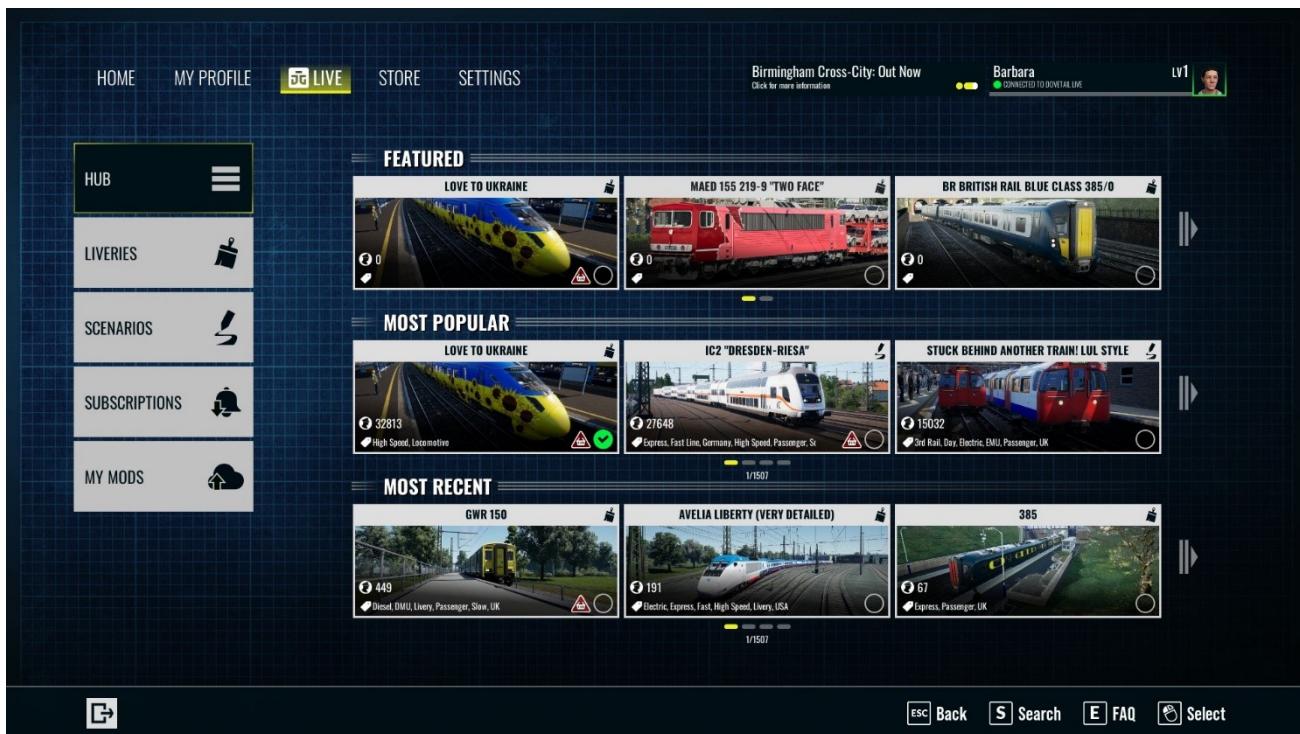


Figure 29 Sharing hub home page (in game)

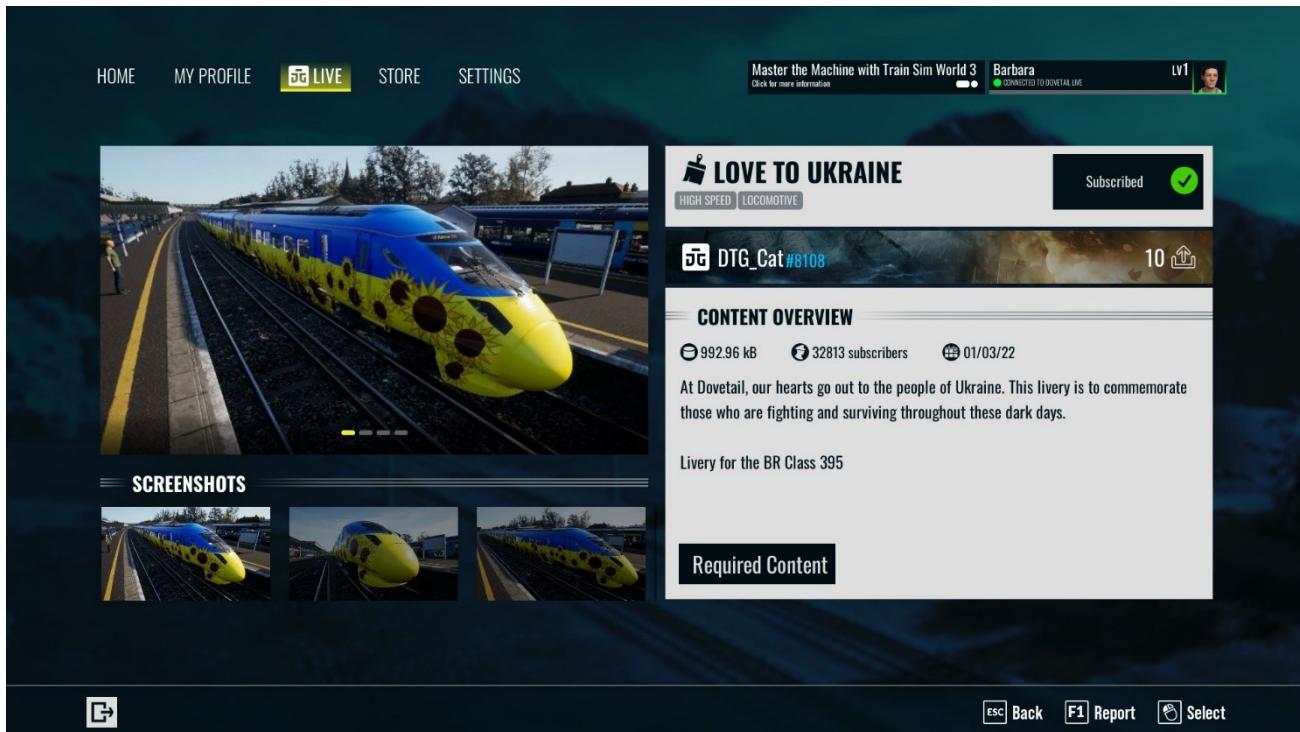


Figure 28 Sharing hub detail page

Here we are mainly interested in the sharing hub, where you can download liveries and scenarios. You need to click through the completely useless popup screen, using the button. Then you arrive at the home page of the sharing hub. You now can start selecting your favorite liveries and scenarios. In the hub you find this all mixed. If you only want to see liveries or scenarios, use the menu at the left side of the screen.

At the upper right corner of each tile, you can see if it is

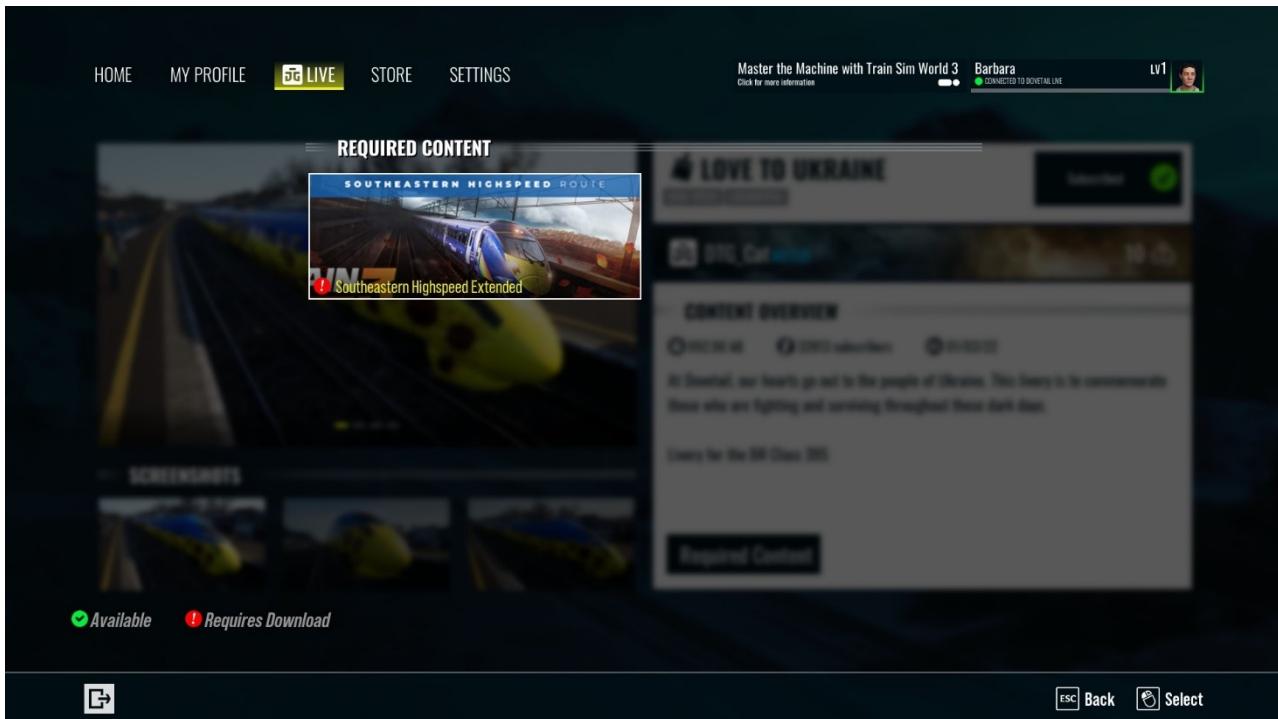


Figure 30 Sharing hub required content popup

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**

Unfortunately, this is not working properly, maybe the marks available and required are just mixed up at the screen.

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. Most of the descriptions have a poor quality.
6. You do not get dependencies of scenarios and the required liveries
7. 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
8. It is not always clear for which route livery will work, especially with German content.
9. 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.
10. It seems you cannot always select a livery as player engine in time table mode.

You can use the liveries like the ones you created, but you cannot edit 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 Creators Club, then Scenario Planner. You can choose a route now and then you get a list of scenarios. In the example, you see the gear, which indicates it is a downloaded scenario.



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

11.7.2 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.

11.7.3 Giving feedback

At the moment rating or posting comments is not supported. 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.

11.7.4 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 logos and names if the owner has given permission. The good news is 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 the 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 for your uploads, you are obliged to use the Dovetail Games screenshot system. See chapter 11.3 for details.



12 Rewards

12.1 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.

12.2 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.

Stopping at a station	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.
Driving under speed limit	30	Distance driven based. I think you get around 200 points per mile
Driving a little above speed limit	15	
Driving much above speed limit	0	The acceptable overspeed level may vary by loco type.
Coupling or uncoupling	250	
Loading a wagon	7-9	May vary by route and service
Unloading a wagon	5-15	May vary by route and service
Go via point	250	
Stopping properly	500	Points are deduced depending of the actual stopping distance versus the indicated spot.
Pick up passengers	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.

12.3 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.

12.4 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.

12.5 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
Gold	Over 90% of achievable points
Silver	Over 70% of achievable points
Bronze	Over 50% of achievable points

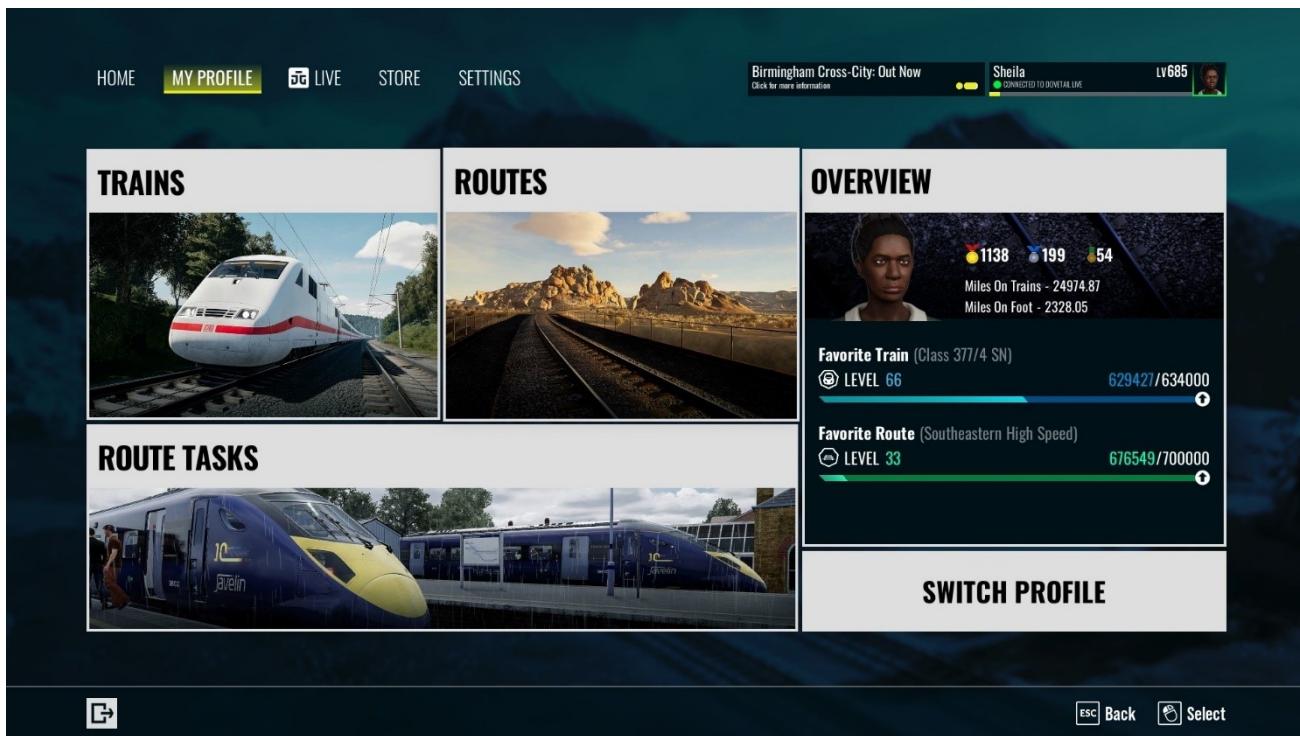


Figure 31 Overview of medals

You can see the total amount of medals at the My Profile Page, but not more specific per route or per train type. This got lost in the redesign of the user interface for TSW3. Medals are not always working properly and not for all services you will be able to get a gold medal

12.6 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.

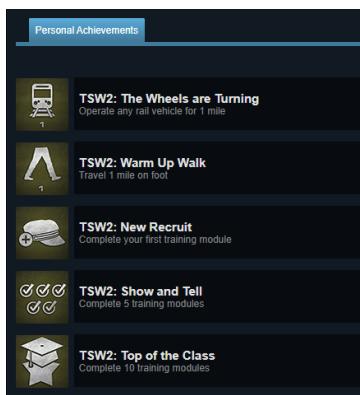


Figure 32 Achievements details page at steam

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.

12.7 Mastery

Mastery gives you a number of activities to complete and you get rewards in the form of decals for the livery editor or additional scenery tiles. The latter you need to make visible explicitly.

12.7.1 Information about the mastery tasks

You can reach the page that shows mastery tasks and progress from the **Main Menu**. Select near the top of this page **JG Live** and then the big “button” for mastery.

You will see a page with all routes for which mastery challenges are available (I believe it covers all routes now). If you select a route, you see a details page like shown below:



Figure 33 Mastery details page example

At the left side you see what you need to do and your actual progress. At the right side you get an impression for the rewards.

Progress is shown with some delay and sometimes if you open the mastery page progress is shown incomplete. If you come back a little later, it will be correct again. The progress data is stored in the Dovetail Live environment and is per account, not per avatar. To make any progress you need to be online and connected to Dovetail Live.

12.7.2 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 mastery rewards page. You get there from the **Main Menu**, select **JG Live** and then select **Mastery Rewards**. The page is not very user friendly, as there is no filtering and scrolling is not working well.

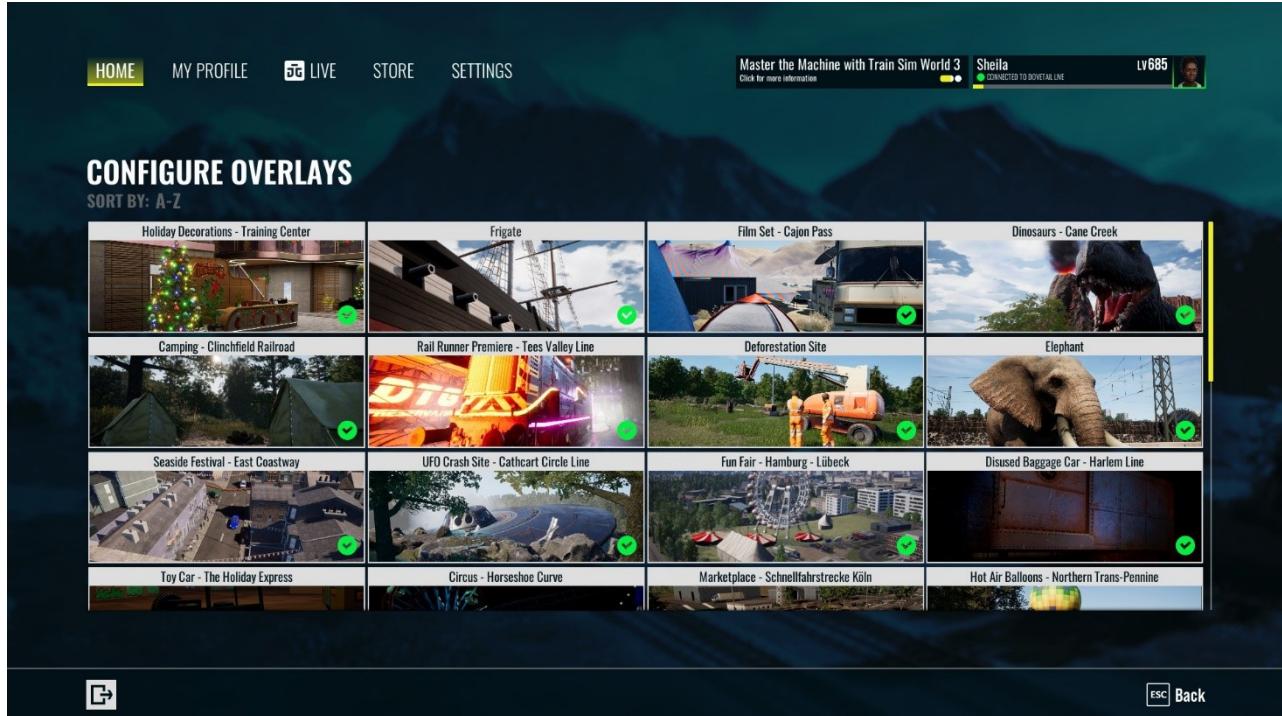


Figure 34 Mastery rewards for the second level can be activated in TSW

12.8 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> They are integrated into Mastery.

12.9 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 35. 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.

For the new TSW3 routes:

<https://steamcommunity.com/app/1944790/guides/>

For elder routes you need to have a look at the pages with the guides for those games:

A direct link to these community guides for TSW2020:

<https://steamcommunity.com/app/530070/guides>

For TSW2 you also can find a number of guides. These guides are located here

<https://steamcommunity.com/app/1282590/guides>

Usually there is a guide a few days after the route is published.

Progress is shown if you hover over a route image either from the timetable or from the journey menu (see Figure 37).

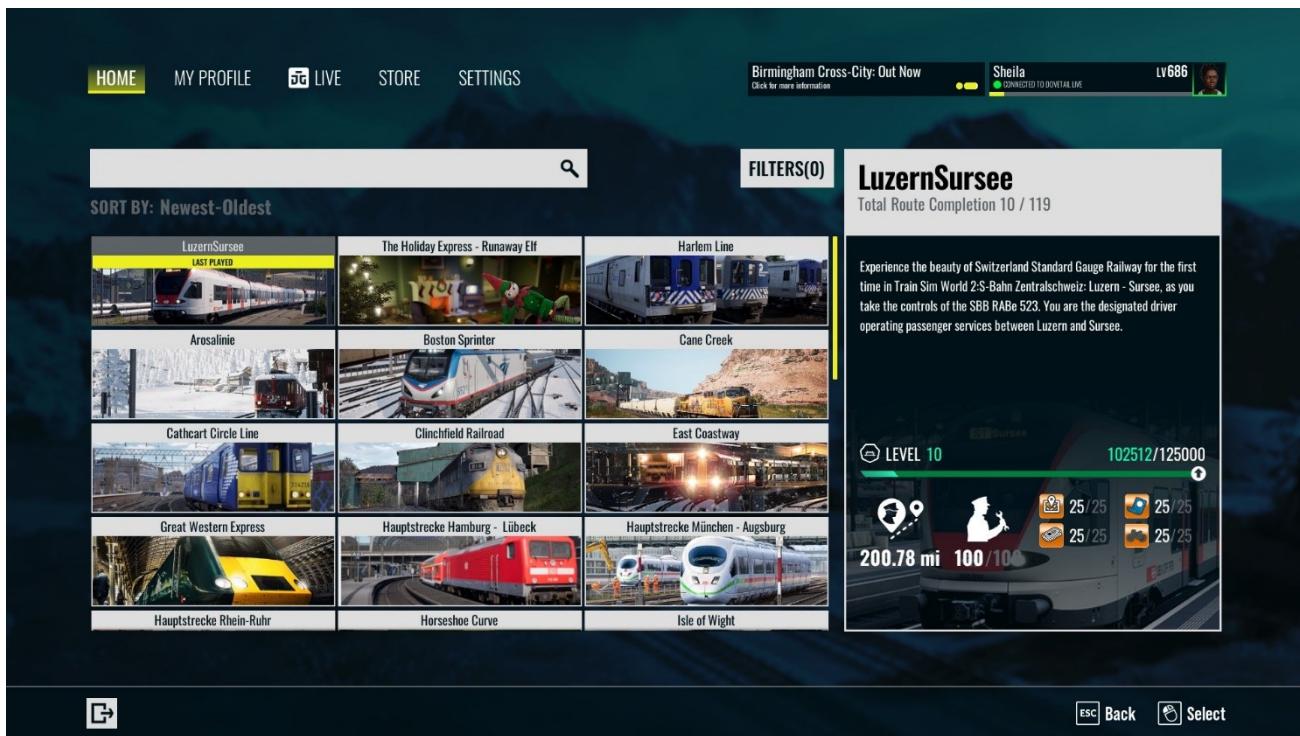


Figure 36 Progress for collectables



13 Known issues

In this chapter I report issues I encountered or that were reported by other users at various locations. Most really annoying issues are solved now, fortunately and the remaining are rather minor. There still are a lot of bugs due to sloppiness in the development cycle and these can be annoying but are route/train specific.

13.1 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.

13.2 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.

13.3 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.

13.4 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.

13.5 Cannot reactivate camera 1

People experience that they cannot go back to camera 1 at the Sherman Hill and Cajon Pass. The workaround is to save the game, go back to the main menu and resume the saved game.

13.6 Loading screen when switching camera from front to back

Sometimes you may see loading screens (especially at US Freight routes 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.

13.7 Sound issues at XBOX

XBOX players experience a lot more sound issues than others. The solution is to replace the whole sound system. This may take a while.



14 Communities

14.1 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 guide comes from knowledge acquired from community sites. I recommend to participate actively. I mention only a few sites to get you started. Please forgive me if your favourite site is not mentioned, but you always can ask me...

14.2 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 11.5), 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/>

14.3 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/>

14.4 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 communication is in English language.

<http://forums.uktrainsim.com/index.php>

14.5 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/>

14.6 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/>

14.7 DutchSims

DutchSims is a rather new Dutch community. Also, a download section, mainly targeted to Dutch content for TrainSimulator. The forum is mainly in Dutch. Interest in TSW is very low in the Dutch communities.

<https://dutchsims.nl/portal>

14.8 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>



15 Frequently asked questions

15.1 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.

15.2 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 are possible and there even is an unofficial editor.

DTG promised that in 2022 it will be much easier to register as a third-party developer. So that gives hope.

15.3 Does TSW support VR?

TSW does not support any Virtual Reality systems.

15.4 Does TSW support TrackIR?

YES but only for PC.

15.5 Does TSW support RailDriver?

Yes, but only for PCs and maybe not yet for all locos.

15.6 Will there be steam engines?

Yes! The first route featuring steam engines is the DLC Spirit of Steam covering Liverpool to Crew. A second route will come somewhere in 2023 (UK based unfortunately).

15.7 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.

15.8 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. Some scenarios offer parallel tasks, 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.

15.9 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. You need fans at the railway companies. 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 TSW roadmap gives some insight in what is coming in the next 3-4 months. See also 4.8

15.10 Will this be the end of Trainsimulator?

DTG states they will continue to support Trainsimulator and create new content. Recently it is announced that TrainSimulator will get technical updates to make the code more robust. Due to the amount of available content, this looks like a viable strategy.

15.11 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.

There will be no more updates, but if you upgrade to TSW3, you will get free TSW3 copies of all DLC you own, except the four mentioned above. This includes all kinds of enhancements to these DLC.

15.12 Will this be the end of TSW2?

TSW2 is no longer available, though you may be able to get a license key. If you own it, you can continue to play and there will be a few updates to the core and to the DLC, but do not expect new features.

If you migrate to TSW3, you will get a free TSW3 compatible copy of each DLC you own in TSW2.

15.13 Will there be routes from other countries?

It is unlikely DTG will create routes for other countries than the UK, Germany and the US. I am not sure about France, there is one French route, but nothing afterwards. They claim the market is not big enough and they should develop the local knowledge to do so. Third party developers may do so, we already got two Swiss routes and far east routes are expected. Maybe Just Trains will do an Austrian route but for other countries prospects are not good. DTG is a very British company in all aspects even though people from other countries are working for them.



Availability of this guide

This guide and ToolkitForTSW are available here:

Site name	URL
Holland Hiking	http://www.hollandhiking.nl/trainsimulator/index.php

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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