Departure Board

A continually updated station departure board in a small moveable window.

Depending on options, the board shows:

- Vehicle status (approaching, standing, departing).
- Platform number.
- Vehicle occupancy and capacity.
- Line name.
- Destination terminus.
- 'Via' stations.
- Origin terminus.

For more variety, "off the map" destination names can be included in addition to the stations in the game.

The mod puts the "**Depart**" button on the taskbar at the bottom of the Transport Fever 2 window. Click on this **Depart** button to open the Departure Board Control Window to select a station and set various options.

Selecting a station opens the Departure Board Display Window which lists the vehicles approaching, standing at, and departing from the station platforms or terminals.

A solid circle next to the platform number indicates the vehicle is standing at the terminal. A hollow circle indicates that the vehicle has departed from the terminal.

The destination and origin terminus are found automatically by looking forwards and backwards along the line, looking for a station with the same previous and next station. If no terminus is found (eg. a circular route) then the line name is displayed instead. The next station on the line is shown as 'Via'.

The Display Window width is saved in the game savefile. It can be changed by dragging the side of the window with the mouse.

Control Window Options

(from top to bottom):

Station Selector. A combo box which shows a menu of stations, filtered by the Transport Mode, Cargo, and Minimum Station Lines fields (see below).

Transport Mode. Select one or more icons to include Road, Tram, Rail, Water, and Air stations in the Station Selector menu.

Cargo. Select one of Passengers, Cargo, or Both.

Load Data File. Specify a Line Data File for this game. This is a text file in the "data" folder in the mod's folder. See below for details.   If you make changes to the Line Data File while the game is running you can click the "Load Data File" button to reload it.

Reset Camera. Move the camera to the selected station.

Sort by Platform. Sort the vehicles in the Display Window by platform number. Otherwise vehicles are sorted by state (departing, standing, approaching) and then by arrival time.

Show Line Name. Always show the line name. Otherwise the line name is shown if a destination terminus cannot be found.

Show Vehicle Origin. Show the origin terminus. It is not shown if it is the same as the destination terminus.

Show Vehicle Occupancy. Show the number of passengers or cargo, and the vehicle capacity.

Move camera to station. If this option is set, the camera moves to a station when it is selected.

Maximum Via's. Range 0 to 3. The maximum number of Via stations shown in the Display Window. These include the next station on the line (unless it is the destination terminus) and the Via stations specified in the Line Data File (see below). If there are more Via stations than the Maximum, then those in the Line Data File take precedence, in their order from the selected station.

Minimum station lines. Only stations with at least this number of lines are shown in the Station Selector.

The Control Window options and the Display Window width are stored in the game savefile (<savefile name>.sav.lua) when the game is saved.

Road and Tram Stations and Lines

Road and Tram stations in different towns may have the same name (usually a street name). If you make Road and Tram lines names in the form <town>_<route> (for example Preston_Bus1) then the town name is used as a prefix in the Stations List (eg. Preston_High Street). Also the route name is shown in the Display Window (eg. Bus1 High Street)

If there is more than one station with the same name, plus signs (+) are added in the Stations List to distinguish them.

Line Data File

You can make a text file (using a text editor) to give additional data for lines.

Type the name of the file to the right of "Load Data File" button in the Control Window, and then click on the "Load Data File" button. The mod looks for the file in the "data" folder within the mod folder.

If there are errors, they are shown in the Transport Fever console. They are also written to the file "lineData.dump" in the mod folder, together with a copy of what the mod has managed to read.

The Line Data File contains text lines in the form:

<line name> = <data>

The data specifies terminus stations and Via stations. For example:

WCML = Crewe TO Carlisle VIA Preston VIA Wigan

These additional VIA stations ("Wigan" and "Preston") will be shown where appropriate on the Departure Board. The VIA stations can be specified in any

order. They are only considered when following the line forward from the selected station until the next terminus.

The line data can include "off the map" destinations, which are not in the game, but will be shown on the Departure Board. For example:

WCML = Crewe (FOR London Euston) TO Carlisle (FOR Glasgow) VIA Preston

In the game, the line ends at "Crewe" but the Destination Board will instead show the terminus as "London Euston".

The FOR clause is enclosed in round brackets and replaces the real terminus. The keywords TO, VIA, SHORT and FOR must be upper case. Station names must start with an alphanumeric character and can contain hyphens and underscores. Comments start with a double hyphen (–) until the end of the line.

You can specify alternative "off the map" destinations, for example:

WCML = Crewe (FOR London Euston) To Carlisle (FOR Glasgow OR Edinburgh)

"Glasgow" or "Edinburgh" will be shown alternately as the destination for north-bound trains, and alternately as the origin for south-bound trains.

Some more examples:

WCML = Crewe (FOR London Euston OR London Euston VIA Birmingham) TO Carlisle

Alternate trains are VIA Birmingham.

MAN_SHR = Manchester Picadilly TO Shrewsbury (FOR Cardiff VIA Shrewsbury OR Carmarthen VIA Shrewsbury OR Milford Haven VIA Shrewsbury OR Shrewsbury)

The destinations are alternately: Cardiff, Carmarthen, Milford Haven, Shrewsbury.

The complete statement must be on one logical line, but a backslash at the end of a line can be used to join it to the following line, for example:

**MAN_RDG = Manchester Picadilly TO Stoke-on-Trent (FOR Reading VIA Birmingham **
    **OR Bournemouth VIA Birmingham VIA Reading **
    **OR Bristol VIA Birmingham **
    **OR Bournemouth VIA Birmingham VIA Reading **
    OR Plymouth VIA Birmingham VIA Bristol)

The destinations are alternately: Reading, Bournemouth, Bristol, Bournemouth, Plymouth.

PRE_SOP = Preston TO Southport TO Ormskirk

A line with 3 termini. The line is Preston – Southport – Preston – Ormskirk – Preston. It behaves as two separate lines, which can be served with a single vehicle.

**MCV_BPN = Manchester Victoria TO Blackpool SHORT Preston **
    VIA Poulton-le-Fylde VIA Bolton

The line is Manchester – Preston – Manchester – Preston – Blackpool – Preston – Manchester (alternate journeys terminate at Preston). The SHORT keyword indicates that Preston is a terminus only for the short journey (when the next and previous stations are the same).

Notes

The Departure Board mod runs only every 500mS, in order to reduce processor load.

Approaching vehicles are shown on the Departure Board only when they are within a specified distance from the station (defined for each vehicle type in the *approachDistanceSq* table in *DepartureBoardGui.lua*), and have left the previous station. The distance is measured in a straight line from the vehicle to the centre of the station.