

# WED Rock n' Roller Coaster Operating Manual

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**V 1.0 - Rev 1 | | By Irogerorrit ([Irogerorrit#2487](#) // [@Irogerorrit](#))**

Congratulations on getting a job as a CM for Rock n' Roller Coaster! Before operating or getting trained please read this manual which will explain how the controls work. This manual will be updated when procedures or controls change. If you have any doubt about something in the manual, don't doubt in asking your supervisor either throughout your training or at any other time.

-Roger

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## Introduction

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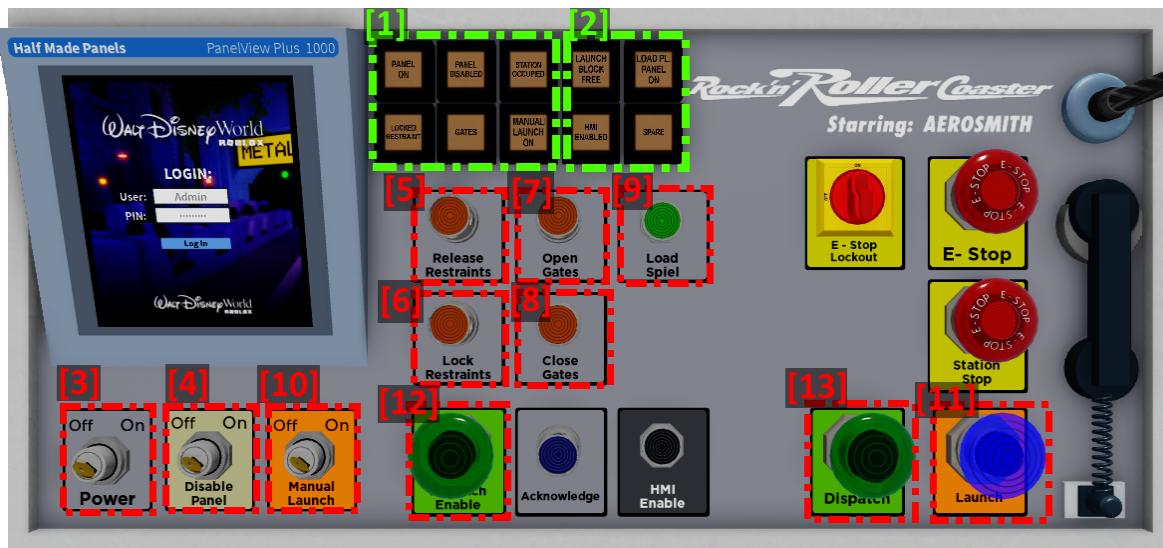
Rock n' Roller Coaster (or rnrc for short) has 5 panels. Two load panels, one unload panel, one preshow panel and one greeter panel. The load panels consist of the main panel, which is the one you should use if no one is operating at the load station, and the side panel, which is the one you should use if the main panel is already in use.

You can choose to operate any empty panel at any time (with the exception of the side load panel, which as explained above can only be used if the main load panel is in use).

# Panels

## Load Station

### Main Panel

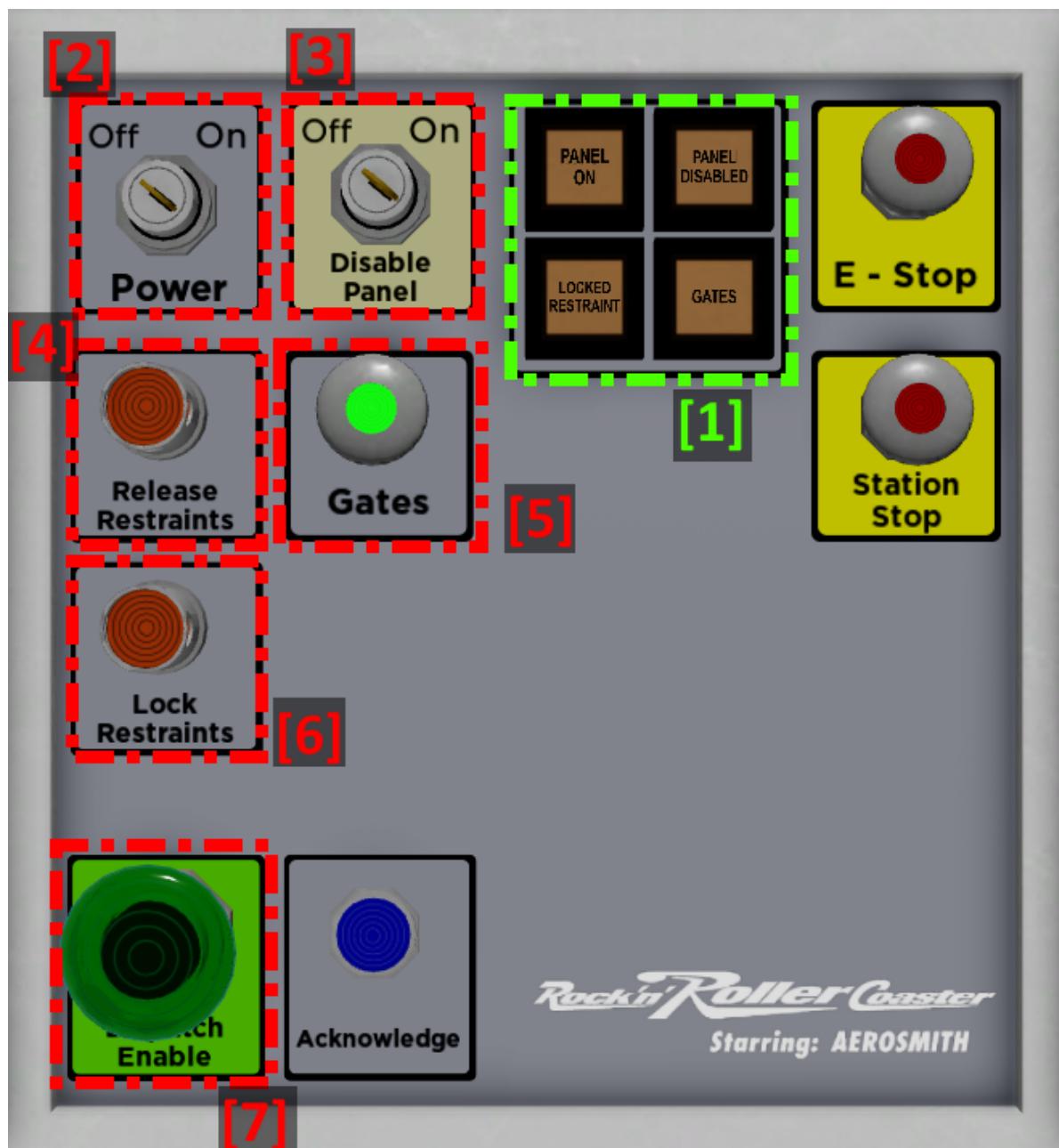


### Buttons & Indicators

- **[1] Indicator Lights (A):**
  - Panel On (*Top Left*) - Indicates if the panel is powered on or off. If the light is illuminated the panel is on.
  - Panel Disabled (*Top Middle*) - Indicates if the panel has been disabled. If the panel is disabled it won't be able to be controlled.
  - Station Occupied (*Top Right*) - Indicates if there's a train at the station.
  - Locked Restraints (*Bottom Left*) - Indicates if the restraints are locked. If the light is illuminated then the restraints are locked. The light will only work if a train is in the station.
  - Gates (*Bottom Middle*) - Indicates if the gates are open. If the light is on then the gates are open.
  - Manual Launch On (*Bottom Right*) - Indicates if manual launch is on.
- **[2] Indicator Lights (B):**
  - Launch Block Free (*Top Left*) - Indicates if the launch block is free. One other way to know it is if the "traffic light" in the load station roof is flashing green.
  - Load Pl. Panel On (*Top Right*) - Indicates if the side load panel is on.
  - HMI Enabled (*Bottom Left*) - Non-Functional.
  - Spare (*Bottom Right*) - Non-Functional.
- **[3] Power Key:** This key is used to power on or off the panel. Click it to change its state from on to off or from off to on.
- **[4] Disable Panel Key: (Supervisor+)** This key is used to toggle disabling the panel.
- **[5] Release Restraints:** This button is used to release the restraints. You'll be able to click it when you see it's flashing.
- **[6] Lock Restraints:** This button is used to lock the restraints. You'll be able to click it when you see it's flashing.
- **[7] Open Gates:** This button is used to open the gates. You'll be able to click it when you see it's flashing.

- **[8] Close Gates:** This button is used to close the gates. You'll be able to click it when you see it's flashing.
- **[9] Safety Spiel:** This button is used to play the safety spiel. It will light up whilst the spiel is playing. Use when starting a load cycle.
- **[10] Manual Launch Key: (Lead CM+)** This key is used to toggle the manual launch mode. If its on, then you'll have to use the **Launch** button to launch the train. *Please note that manual launch can be a bit buggy, so if its launching automatically and the key is set to on, please turn it off and then turn it back on.*
- **[11] Launch: (Lead CM+)** This button will only be available if the **Manual Launch Key** is set to On. Use it to manually launch a train that's in the launch block. You'll be able to click it when you see it's flashing.
- **[12] Dispatch Enable:** This button is used to enable the dispatch button. It has to be pressed in order to be able to press the dispatch button. You'll be able to click it when you see it's flashing.
- **[13] Dispatch:** This button is used to dispatch the train. You'll be able to click it when you see it's flashing.

## Side Panel



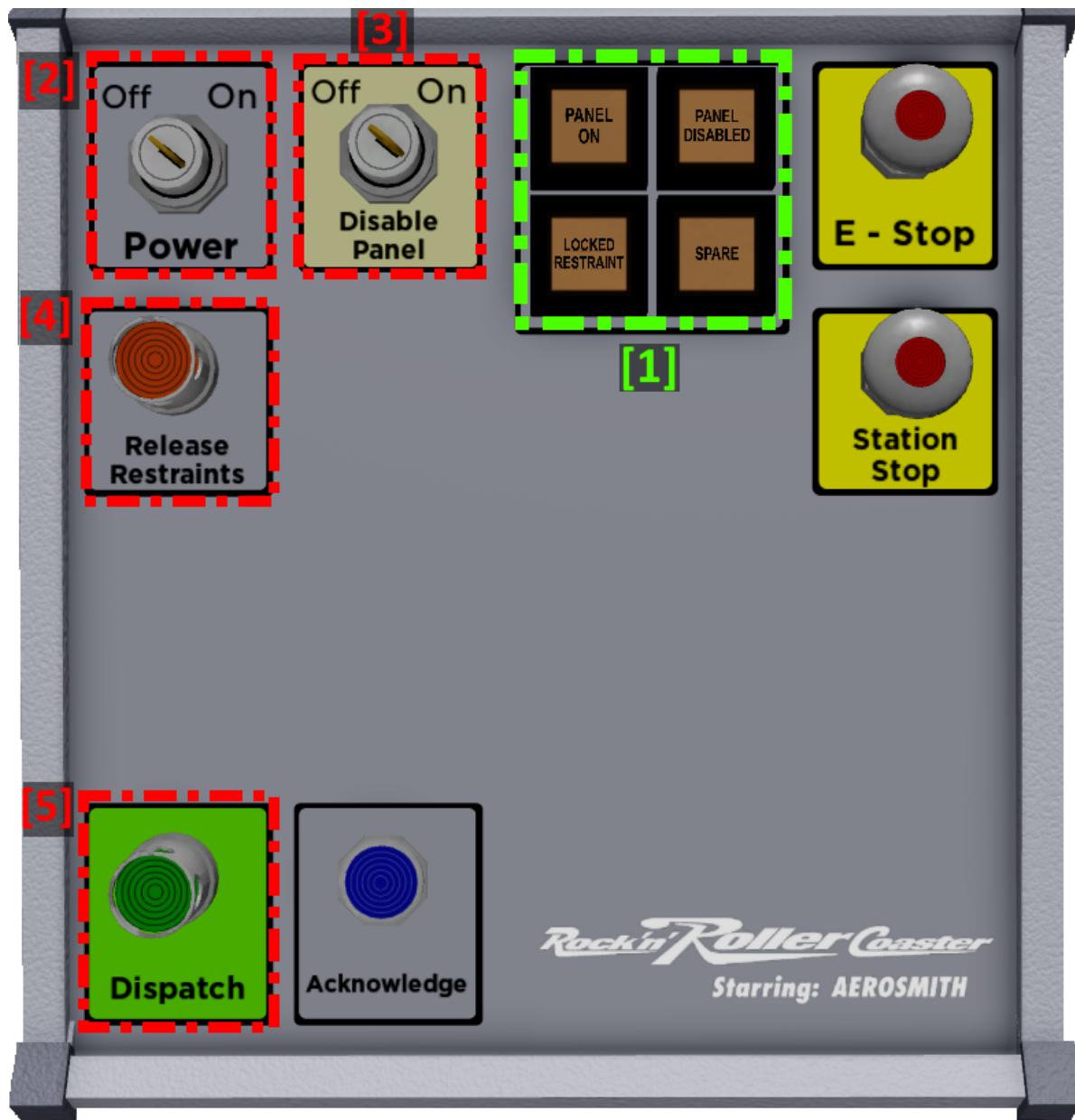
### Buttons & Indicators

- [1] Indicator Lights:
  - Panel On (*Top Left*) - Indicates if the panel is powered on or off. If the light is illuminated then the panel is on.
  - Panel Disabled (*Top Right*) - Indicates if the panel has been disabled. If the panel is disabled it wont be able to be controlled.
  - Locked Restraint (*Bottom Left*) - Indicates if the restraints are locked. If the light is illuminated then the restraints are locked. The light will only work if a train is in the station.
  - Gates (*Bottom Right*) - Indicates if the gates are open. If the light is on then the gates are open.
- [2] Power Key: This key is used to power on or off the panel. Click it to change its state from on to off or from off to on.
- [3] Disable Panel Key: (**Supervisor+**) This key is used to toggle disabling the panel.

- **[4] Release Restraints:** This button is used to release the restraints. You'll be able to click it when you see it's flashing.
- **[5] Gates:** This button is used to open/close the gates. The green light will illuminate when you are able to click the button.
- **[6] Lock Restraints:** This button is used to lock the restraints. You'll be able to click it when you see it's flashing.
- **[7] Dispatch Enable:** This button is used to enable the dispatch of the train. You'll be able to click it when you see it's flashing. Once you click it it will stay on for 15 seconds. During that period of time the operator at the main panel will dispatch the train (they wont be able to dispatch it unless you enable the dispatch in the side panel).

# Unload Station

## Unload Panel



### Buttons & Indicators

- **[1] Indicator Lights:**
  - Panel On (*Top Left*) - Indicates if the panel is powered on or off. If the light is illuminated then the panel is on.
  - Panel Disabled (*Top Right*) - Indicates if the panel has been disabled. If the panel is disabled it won't be able to be controlled.
  - Locked Restraint (*Bottom Left*) - Indicates if the restraints are locked. If the light is illuminated then the restraints are locked. The light will only work if a train is in the station.
  - Spare (*Bottom Right*) - Non-Functional.
- **[2] Power Key:** This key is used to power on or off the panel. Click it to change its state from on to off or from off to on.
- **[3] Disable Panel Key: (Supervisor+)** This key is used to toggle disabling the panel.

- **[4] Release Restraints:** This button is used to release the restraints. You'll be able to click it when you see it's flashing.
- **[5] Dispatch:** This button is used to dispatch the train. You'll be able to click it when you see it's flashing. You'll only be able to dispatch if the traffic light that's located in the entrance of the tunnel is green.

## Queue & Preshow

### Preshow Panel



### Buttons & Indicators

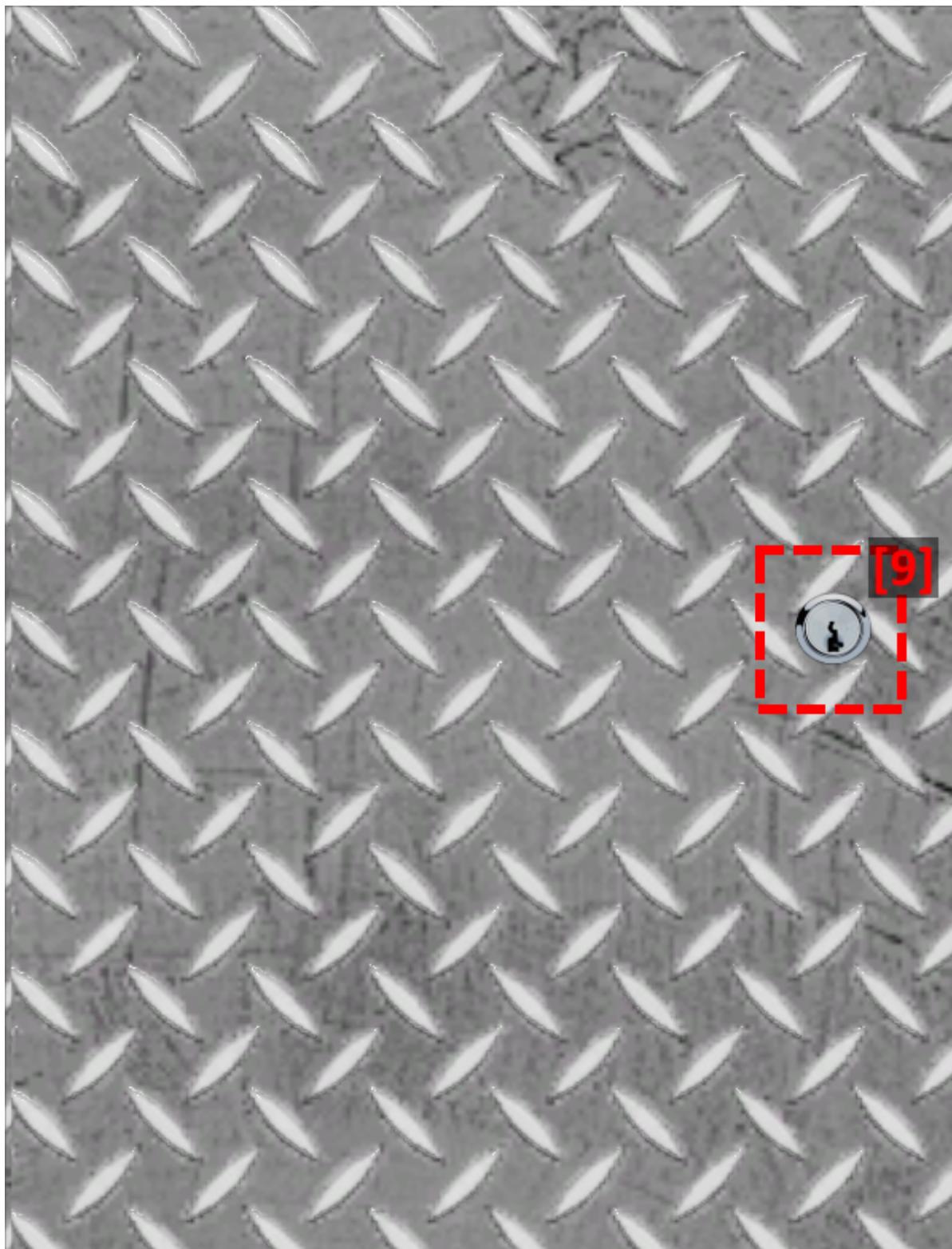
- **[1] Indicator Lights:**
  - Panel On (*Top Left*) - Indicates if the panel is powered on or off. If the light is illuminated then the panel is on.
  - Panel Disabled (*Top Right*) - Indicates if the panel has been disabled. If the panel is disabled it wont be able to be controlled.
  - Manual Doors (*Middle Left*) - Indicates if the doors are in manual mode or not.

- Preshow Active (Middle Right) - Indicates if the preshow is active and in what state its in. These are the possible states:

State	description
<b>Off</b>	The preshow is over and is in the "post preshow". It will enter this state when the preshow is over and people have to leave the room.
<b>On</b>	The preshow is running the main show.
<b>Blink</b>	The preshow is running the "pre-preshow".
<b>Fast Blink</b>	The start preshow has been pressed, and the control system is waiting to transition (automatically) to the main show.

- Entrance Doors (Bottom Left) - Indicates if the entrance doors are open.
- Exit Doors (Bottom Right) - Indicates if the exit doors are open.
- **[2] Power Key:** This key is used to power on or off the panel. Click it to change its state from on to off or from off to on.
- **[3] Disable Panel Key: (Supervisor+)** This key is used to toggle disabling the panel.
- **[4] Entrance Doors: (Lead CM+)** This selector is used to open/close the entrance doors. It will only work if the **Manual Doors Key** is set to On. Click with the left mouse button to open them and click with the right mouse button to close it. **Due to the fact that this requires you to use the right mouse button, you wont be able to use this feature on a device that's not a computer.**
- **[5] Manual Doors Key: (Lead CM+)** This selector is used to toggle the manual door mode. When its set to On, you'll have to open and close the entrance and exit doors manually. **Due to the fact that manually closing the doors requires you to use the right mouse button, you wont be able to use this feature on a device that's not a computer.**
- **[6] Exit Doors: (Lead CM+)** This selector is used to open/close the exit doors. It will only work if the **Manual Doors Key** is set to On. Click with the left mouse button to open them and click with the right mouse button to close it. **Due to the fact that this requires you to use the right mouse button, you wont be able to use this feature on a device that's not a computer.**
- **[7] Start Pre-Preshow:** This button is used to close the exit doors (if manual doors is off) and to set the preshow in the pre-preshow state. *Please note that unlike other buttons, it wont flash when its available.*
- **[8] Start Preshow:** This button is used to close the entrance doors (if manual doors is off) and play the main preshow. *Please note that unlike other buttons, it wont flash when its available.*

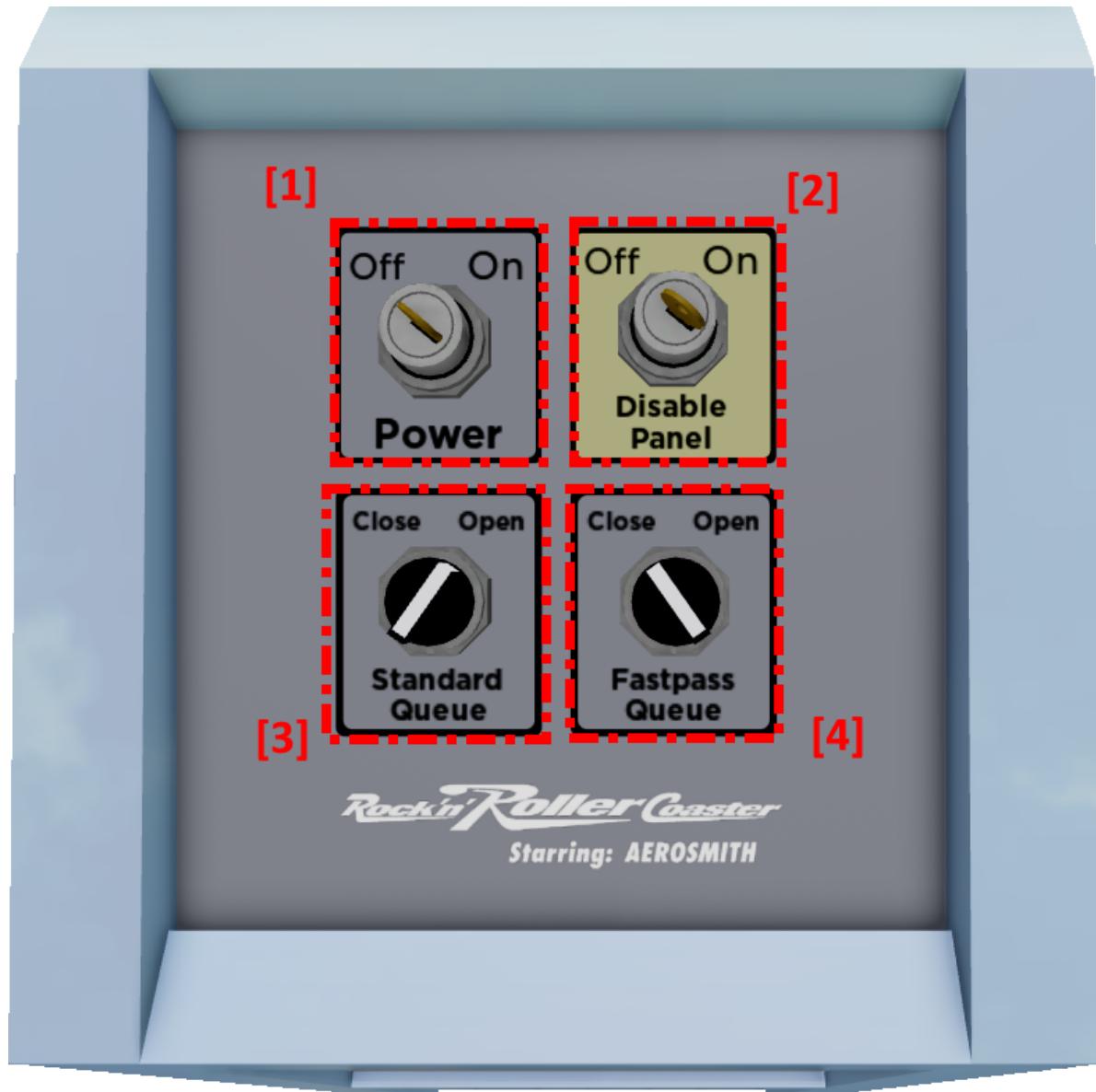
## Preshow Panel Door



### Buttons & Indicators

- **[9] Toggle Panel Door:** Click to open/close the panel door.

## Greeter Panel



### Buttons & Indicators

- **[1] Power Key:** This key is used to power on or off the panel. Click it to change its state from on to off or from off to on.
- **[2] Disable Panel Key: (Supervisor+)** This key is used to toggle disabling the panel.
- **[3] Standard Queue:** This switch is used to enable/disable the invisible wall for the standard queue.
- **[4] Fastpass Queue:** Non-Functional (for now)

# Operating Procedures

## Load Station

### One Panel Operations

When there's only 1 active cast member, meaning there is only 1 panel on, you must use the main panel. If you were previously operating with 2 panels and one of the cast members has to leave, please turn off the side panel and go to the main panel to continue operating from there (**you wont be able to dispatch by only using the side panel**).

When the train reaches the station play the load spiel, then open the gates. Then wait until the spiel has finished playing (this includes the Spanish part of the spiel) and for the launch block zone to be free.



**This light will flash green when the launch block is free.**

Then, if no one is boarding the train, close the gates. After closing the gates, wait a couple of seconds and once everyone is sitting in their seats, lock the restraints. After locking the restraints, enable the dispatch and dispatch the train (after you press the enable dispatch, you'll have 5 seconds to press dispatch before you need to enable it again).

If a person refuses to sit for a reasonable amount of time and/or is delaying the operations, you can lock the restraints/close the gates and dispatch the train without them. Please contact a supervisor if the situation escalates.

## Two Panel Operations

When there are 2 active panels the main panel loses some functions. It won't be able to operate the gates nor will be able to release the restraints.

When the train reaches the station, the **main panel** operator will play the safety spiel and then the **side panel** operator will open the gates. Then wait until the spiel has finished playing (this includes the Spanish part of the spiel) and for the launch block zone to be free.

Once both conditions are true, if no one is boarding the train, the **side panel** operator will close the gates. After closing the gates, wait a couple of seconds and once everyone is sitting in their seats, the **side panel** operator will lock the restraints. After this the lock restraint button on the **main panel** will start flashing and the **main panel** operator will press it to lock the restraints. Only after both panels have locked the restraints will the restraints fully lock. Once the restraints are locked, we are able to dispatch the train. To do this we need to follow a specific order of operations. First, the **side panel** operator will enable the dispatch. This will give the **main panel** operator **15 seconds** to enable and dispatch the train.

## Unload Station

When the train reaches the unload station, you will first release the restraints. Then you will wait until the load station is free.



**The traffic light will turn green when the load station is free and red when it isn't.**

Once the load station is free, you'll dispatch the train.

# Queue & Preshow

## Greeter Station

When you're in the greeter station, you're in charge of letting people into the area before the preshow. First of all, set the standard queue switch to closed. Then, once someone comes, ask how many people form their party. Then, if you consider there's space in the preshow room or in the area before the preshow (where people would be waiting to enter the preshow), you let them in by opening the standard queue. Once they've passed you, you can close it back again.

## Preshow Operation

You will start the cycle by clicking start pre-preshow, this will start the animation loop of the characters that will play whilst guests are entering the preshow. When you click the button, if manual doors is turned off, the exit doors will close and the entrance ones will open. Here you must ask people to enter the room and make space for everyone. Then, once everyone has entered the room, you can press the start preshow button, which will start the main preshow. When the exit doors open, instruct everyone to exit through the exit doors. Please wait until everyone has left to start the pre-preshow again (which will close the exit doors). **Please also wait until the door in the preshow window has closed (or the animation has stopped) to start the pre-preshow.**

If you're a **Lead CM+**, then you can enable manual doors if you wish to control the entrance and exit doors manually. When everyone has exited the room, before pressing the start pre-preshow button you need to make sure the exit doors are closed. Then, once the pre-preshow is running, you can open the entrance doors. Once everyone is in you can close the entrance doors and start the preshow. We recommend you then open the exit doors once the room lights return to normal (since they fade during the preshow); which is around when the manager calls a taxi.

## Ride Uniform

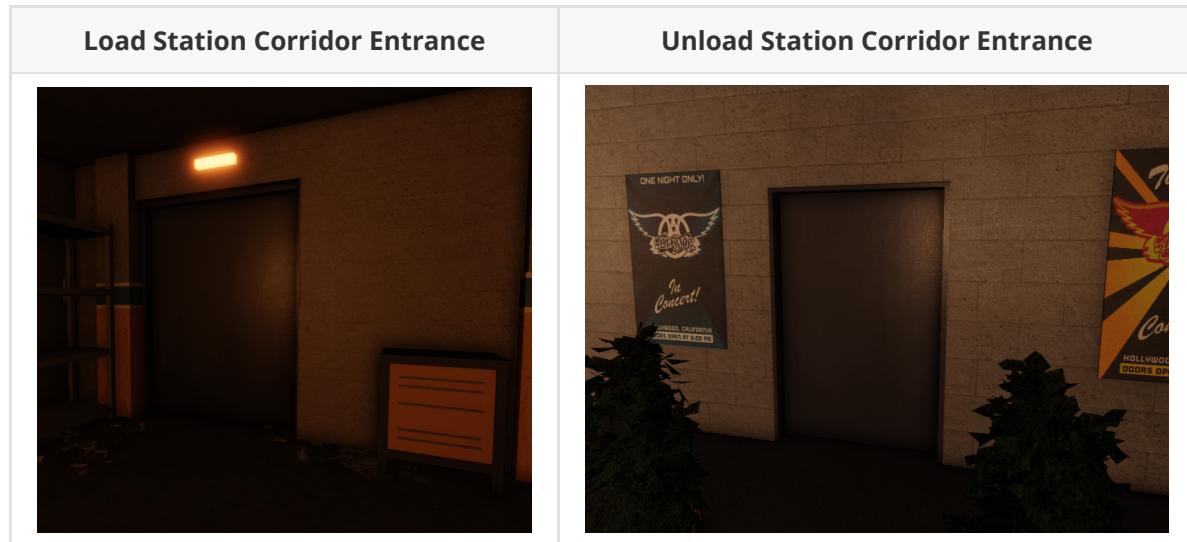
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When working you must wear the RNRC staff uniform. If you own it then you can equip it, but if you dont own it or dont want to equip it you can get it on by typing `/uniform on` in chat. To unequip it you can say `/uniform off`. Anyone caught operating without uniform will have activity points removed (The amount will depend on multipe factors such as severity, number of past infractions...).

# Staff Paths

## Load-Unload Station Path

To walk between the load/unload stations, you can use a corridor that communicates both stations.



## Queue - Preshow Path

There's a hidden path that allows cast members to enter/exit the preshow without having to open the preshow doors. First, you need to go to the entrance of the preshow. Then instead of going through the standard queue path you enter through the other side. Then just continue straight and walk through the **Studio B** door and then just enter the other door you'll find in the room. Then just walk down to the first floor of the preshow by walking through the railing that separates the preshow's second and first floor.



## Staff Commands

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You can use the following commands to teleport you around the game:

- **/stp l** (*lowercase L*): Teleports you to the load station.
- **/stp u**: Teleports you to the unload station.
- **/stp p**: Teleports you to the preshow.
- **/stp e**: Teleports you to the exterior.
- **/stp a**: Teleports you to where the greeter panel is.

*Version 1 - Rev 1 Last Updated on: 03/10/2021 (DD/MM/YYYY) by Irogerorrit*