WED Big Thunder Mountain Railroad Operating Manual

V 1.0 - Rev 2 || By lrogerorrit *(lrogerorrit#2487 // @lrogerorrit)*

Congratulations on getting a job as a CM for Big Thunder Mountain! 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

Big Thunder Mountain Railroad (or btmr for short) has 2 panels. A main one, which is the one you should use if there's only 1 cast member in the server and a side one which you can use if the main panel is being used.

Here you can see a quick diagram of the station platform. You can find the main panel in the left of the middle platform. That panel is located in the operator booth, which you can access via the stairs located at the extremes of the platform. The side panel is located in the right of the lower platform. To access that panel you need to cross to the side platform (more on that later) and then go to the end of the platform to access it. Please remember only 1 person can operate each panel at a time.
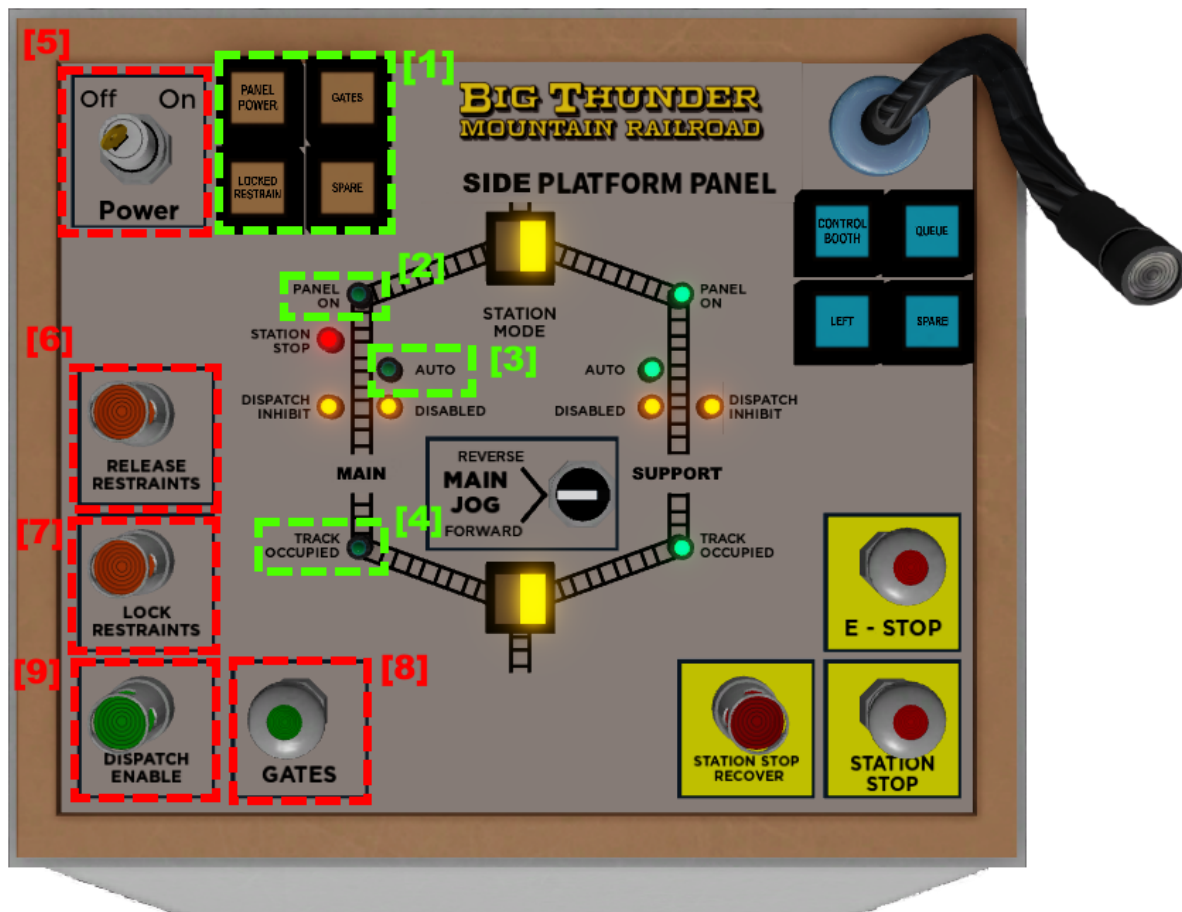
Panels

Main Panel
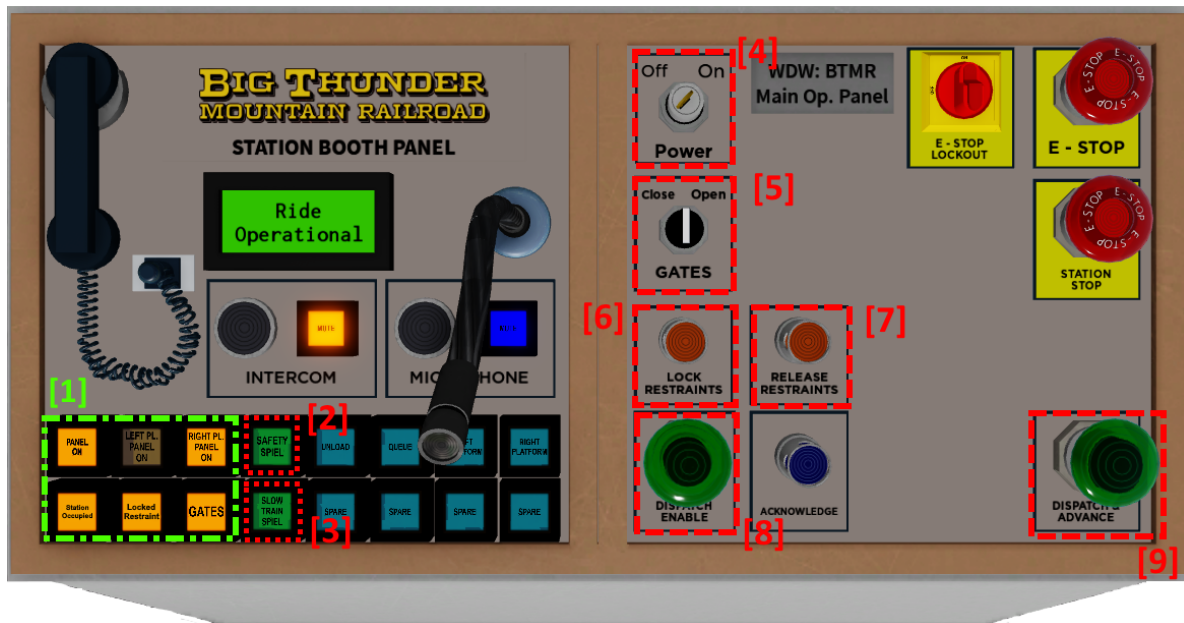
Buttons & Indicators

- **[1] Indicator Lights:**
  - Panel On *(Top Left)* - Indicates if the panel is powered on or off. If the light is illuminated the panel is on.
  - Left Pl Panel On *(Top Middle)* - Non-Functional.
  - Right Pl Panel On *(Top Right)* - Indicates if the side panel is powered on or off. If the light is illuminated the panel is on.
  - Station Occupied *(Bottom Left)* - Indicates if there is a train in the station. If the light is illuminated then there's a train in the station.
  - Locked Restraint: *(Bottom Middle)* - 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] 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. Please note that whilst this spiel is playing you wont be able to use the Slow Train spiel.
- **[3] Slow Train Spiel: (Lead CM+)** This button is used to play the slow train spiel. It will light up whilst the spiel is playing. Use only when dispatch is taking a very long time. Please note that whilst this spiel is playing you wont be able to use the Safety spiel.
- **[4] Power Switch:** This switch is used to power on or off the panel. Click it to change its state from on to off or from off to on.
- **[5] Gate Selector:** This selector is used to open/close the gates.
- **[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] Release Restraints:** This button is used to release the restraints. You'll be able to click it when you see it's flashing.

- **[8] 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.
- **[9] Dispatch & Advance:** 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:**
    - <u>Panel Power</u> *(Top Left)* - Indicates if the panel is powered on or off. If the light is illuminated then the panel is on.
    - <u>Gates</u> *(Top Right)* - Indicates if the gates are open. If the light is on then the gates are open.
    - <u>Locked Restraint</u> *(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.
    - <u>Spare</u> *(Bottom Right)* - Non-Functional.
- **[2] Panel On Indicator Light:** Indicates if the side panel is on. If the light is illuminated then the panel is on.
- **[3] Auto Indicator Light:** Indicates if the ride is running on automatic or manual mode. If the light is illuminated then the ride is running on automatic. The light will turn off whenever a panel is turned on.
- **[4] Track Occupied Indicator Light:** Indicates if there is a train in the platform. If the light is illuminated then there's a train in the platform.
- **[5] Power Switch:** This switch is used to power on or off the panel. Click it to change its state from on to off or from off to on.
- **[6] Release Restraints:** This button is used to release the restraints. You'll be able to click it when you see it's flashing.
- **[7] Lock Restraints:** This button is used to lock the restraints. You'll be able to click it when you see it's flashing.

- **[8] Gates:** This button is used to open/close the gates. The green light will illuminate when you are able to click the button.

- **[9] 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).

How to get to the panel

In order to get to the panel, you'll have to cross to the side platform. This image shows in a red square the area where you can cross. This area is located just beside the stairs to enter the operator booth. Please dont cross the platform if the train is moving in or out the station.
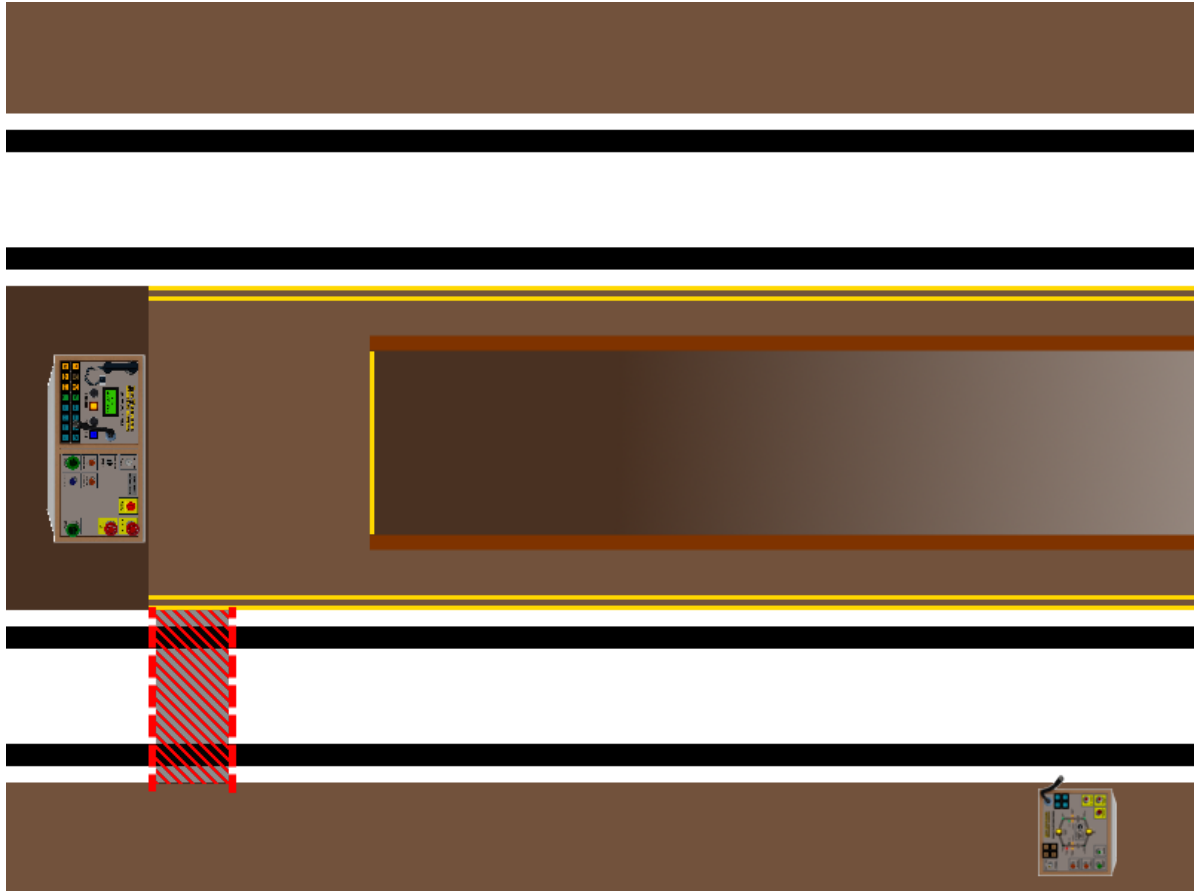
Operating Procedures

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, release the restraints so people can get out the train. Give the guests some seconds to exit. After the guests have left the train, open the gates and play the safety spiel. Wait until the spiel has finished playing (this includes the Spanish part of the spiel) and 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 looses some functions. It wont be able to operate the gates nor will be able to release the restraints.

When the train reaches the station, the **side panel** operator will release restraints. Give the guests some seconds to exit. After they have left the train, then the **side panel** operator will open the gates and the **main panel** operator will play the safety spiel. Wait until the spiel has finished playing (this includes the Spanish part of the spiel) and then, 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 restrains. After this the lock restraint button on the **main panel** will start flashing and the **main panel** operator will press it to lock the restrains. 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.

Ride Uniform

When working you must wear the BTMR 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

Unlike in previous rides there are no commands to teleport to specific areas such as load, unload. This is due to the small distance to get to the ride station.

When entering the ride, you'll see a gate saying cast members only:
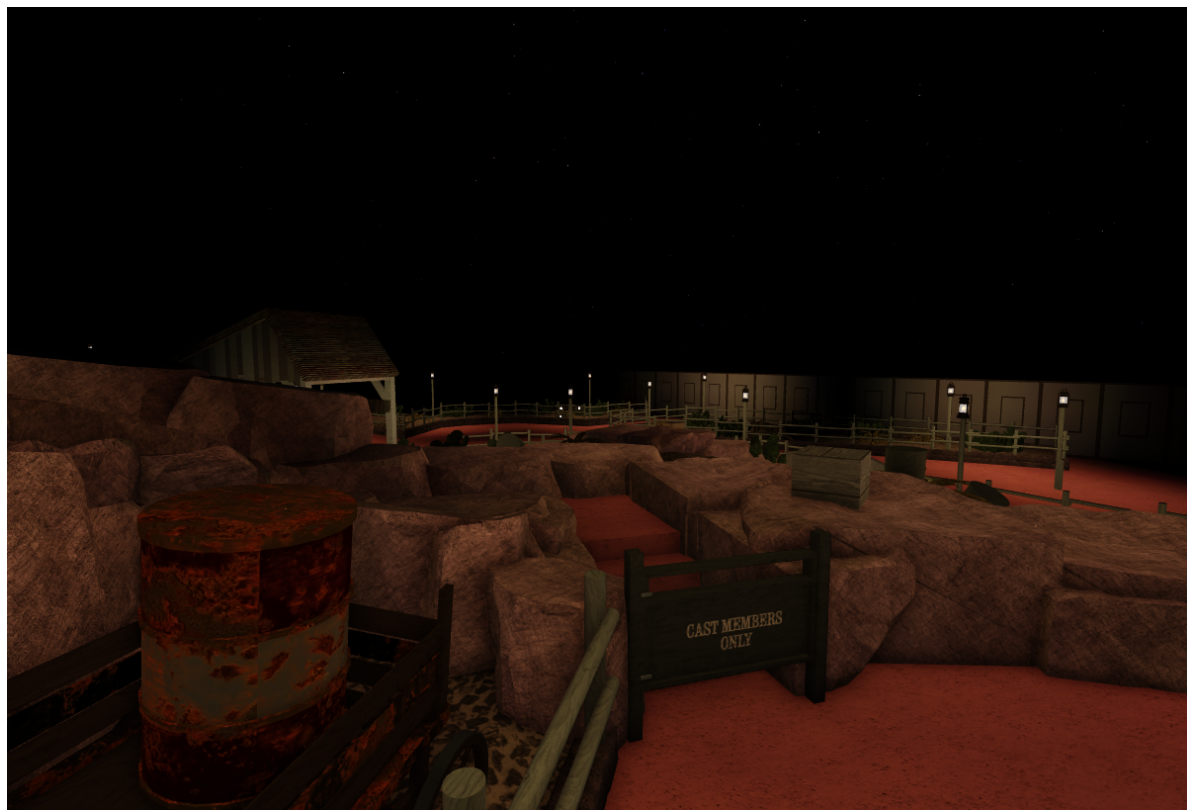
You'll enter through there and once you enter the building just continue straight until you reach a wall, then turn right and you'll find the ramp that takes you to the load station.

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