DEEP PIT CIRCLE DRIVE

These sessions for the player driver are based on the "Deep Pit Circle" ride sessions (<kuid2:69379:100076:4> and <kuid:69379:100151>) that were released with the PLL launch last year. The impetus to develop the drive sessions was the opportunity to showcase some new assets created by Trevor Laughton to enhance the player driver experience.

SHUNT SEQUENCER rule and HUD

Shunt Sequencer manifests in-game as a heads-up display panel (HUD) located by default under the other HUDs on the right of the screen.   Shunt Sequencer is intended for use by player-driven trains when shunting at various locations. For each shunt location, there are a number of "movement" controls shown in the HUD. A "movement" consists of junctions, signals and/or uncoupling points that are controlled in order to complete one shunting movement by the player-driven train. The Shunt Sequencer Rule is used to configure the junction switch directions, signal states and uncoupling points for each movement that appears in the Shunt Sequencer HUD.

AI trains respect the condition of seized signals and junctions along their route and will not interfere with a path previously set by a Shunt Sequencer control. Conversely, a Shunt Sequencer control will not activate until all its constituent junctions and signals are free of AI influence. Look out in the sessions for the departure of the player-driven train from Longport Junction. Note how the movement control to set the path out of the yard and onto the Pinnox branch turns red when you click on it. Red indicates the path is not available because a junction in the movement has already been seized by a local passenger train. The control will activate (turn green) once the passenger has released the junction.

A session is divided into a number of shunt locations, each with its own page in the HUD panel.   The name of the location appears at the top of the HUD panel.   Clicking this linked name results in the next location being displayed. To return to a previous page, click the yellow pyramid button. The Route Selector may be employed to automatically set the HUD to show the relevant location, and you will experience this feature in the sessions.

ROUTE SELECTOR track mark and SET WAYPOINT command

In the sessions the paths for the runaround at Tunstall, the propelling of the train into Etruria yard and the departure from Grange yard to the down mainline are set automatically for you by blue Route Selector track marks. A route selector is an intelligent trackmark and marks a step in the journey taken by the train.   The required path to the destination of the train is chosen at the beginning of the session by adding Set Waypoint commands to the driver schedule. As the train reaches each route selector, a decision is made how to set the path ahead, depending on the active waypoint and the information stored in the route selector.   By varying the waypoints the train can be made to choose different paths through the rail network, provided that the route selectors have been set up to handle each case.

If the path is not able to be set then a warning message is displayed.   This message is removed when the path clears. An example in the session occurs at Tunstall when the player-driven loco has uncoupled from the train, moved forward to the station platform and is ready to crossover from the down to the up main. A message appears at the top of the screen to warn that the path ahead is not clear and you should not proceed until the message expires.