

## Glossary

<b>Active</b>	When applied to a siding in a <a href="#">group</a> , indicates that the siding is currently being utilised for 1 of 4 <a href="#">functions</a>
<b>Alternative schedule</b>	See Plan B.
<b>Calculations</b>	The summing of wagon capacities and loads to determine how many wagons to supply to an industry. Also the measurement of space on a deposit siding.
<b>Collection</b>	An <a href="#">operation</a> to collect loaded or unloaded wagons from an industry loading bay.
<b>Common Group</b>	A siding <a href="#">group</a> whose members assume different <a href="#">functions</a> (source empty, source loaded, deposit empty and deposit loaded) at the beginning of a session and that can change their function under <a href="#">SM</a> control over the duration of a session.
<b>Dedicated Group</b>	A siding <a href="#">group</a> that contains either loaded or empty wagons, but not both.
<b>Default Schedule</b>	The original schedule issued to a train
<b>Delivery</b>	An <a href="#">operation</a> to deliver loaded or empty wagons to an industry.
<b>Copy Commands From</b>	A driver command used to transfer a schedule from the schedule library to the train driver.
<b>Dst</b>	Deposit or destination, referring to sidings that receive wagons under <a href="#">SM</a> supervision
<b>Earmarking</b>	Record keeping by <a href="#">SM</a> that prevents wagons or space on a siding being allocated to more than one <a href="#">task</a> .
<b>Exchange Group</b>	A siding <a href="#">group</a> where wagons are exchanged between carriers.
<b>Function</b>	One of four uses to which a siding can be put: <ul style="list-style-type: none"><li>• Source Empty Wagons</li><li>• Source Loaded Wagons</li><li>• Deposit Empty Wagons</li><li>• Deposit Loaded Wagons</li></ul>
<b>Group</b>	A collection of sidings dealing with one commodity.

<b>Inactive siding</b>	A siding that is not currently performing one of the four active functions.
<b>Leading vehicle</b>	The wagon that was closest to the specified source trackmark and originally coupled to by the loco.
<b>MPD</b>	Motive Power Depot where locomotives wait for instructions.
<b>New Schedule</b>	See Plan A
<b>One-shot</b>	When Delivery and Collection take place as parts of one <a href="#">task</a> . See Operation.
<b>Operation</b>	A method of dealing with the industry requirements: <ul style="list-style-type: none"> <li>•</li> <li>• <a href="#">Delivery</a></li> <li>•</li> <li>• <a href="#">Collection</a></li> <li>•</li> <li>• <a href="#">Shunt</a></li> <li>•</li> <li>• <a href="#">One-shot</a>.</li> </ul>
<b>Plan A</b>	A schedule assigned to a train driver if the <a href="#">SR</a> succeeds.
<b>Plan B</b>	An alternative schedule assigned if SM denies an SR.
<b>Pointer (Function )</b>	A software device that specifies (points out) how a siding is to be used.
<b>Scan</b>	The sequential search of a group of sidings for wagons containing a desired commodity, starting at the currently active siding.
<b>Schedule</b>	A sequence of AI Driver commands.
<b>Schedule Library</b>	A collection of <a href="#">schedules</a> stored in a rule.
<b>Service Request</b>	A message from an industry to <i>SM</i> requesting a service to be performed by a loco at the <a href="#">MPD</a> under <i>SM</i> supervision.
<b>Session variable</b>	Information stored by the session for later use by another asset. This information is saved in the session file and reloaded on resumption of a saved game.
<b>Shunt</b>	An <a href="#">operation</a> that does not entail wagons being sourced from or deposited at siding <a href="#">groups</a> that are under <i>SM</i> supervision.
<b>SM</b>	Shedmaster rule
<b>SMC</b>	Shedmaster Command (driver command)

<b>Src</b>	Source, referring to sidings that supply wagons under <i>SM</i> supervision.
<b>Task</b>	Duty to be carried out by a train driver. An association of an industry message with a library <a href="#">schedule</a> and a departure road <a href="#">or</a>
<b>Yard</b>	A collection of <a href="#">groups</a> in a unified area.