

Here Come the Trainzes!
Super Sessions for Trainz Railroad Simulator

Here Come the Trainzes at Swedaryn Island!



Set in the late-1940s, this Super Session has 22 fully automated trains acting out over 20 different scenarios. All run simultaneously, continuously, fully automated to the smallest possible detail.

New features in this Super Session:

- Some trains execute additional scenarios related to the time of day. This can be simply that at the end of the day, some locomotives return to sidings, engine sheds, etc. More spectacularly, it can be that at the start of the day, a freight train combines its freight duties with taking workers to the farms, the mine, the brickworks, etc.
- Some trains execute multiple scenarios, delivering goods to multiple locations, at random
- Most trains actively interact with industries. For instance, a steam locomotive will only take on water and/or coal when it needs to, or a freight train may wait for an industry to have produced enough goods, or received enough goods from another train, etc.

Trains run from 05.00 till about 18.00. Feel free to quit before that, or to keep it running – traffic will resume at 05.00. (Should you want to change the session's clock, or its clock's speed, we advise you do so only between 6:15 and 14:59, or between about 18:00 and 04:59. At other moments, changing the clock or its speed is likely to screw things up)

Requirements

- [TRS22 SP5](#) or newer
- The Route "Swedaryn Island NG Railway", available through Trainz' Content Store.
- All other dependencies are available on the [DLS](#)

Installation

1. Install the route "Swedaryn Island NG Railway"
2. Download the session, unzip it, install the .cdp file (either through Trainz' "File" > "Import Content...", or by opening a Content Manager window and dropping the .cdp file into it)
3. Select the session in Content Manager, have it list all dependencies recursively and then have it download all missing dependencies from the DLS

Suggested settings

Assuming you run this with the UI enabled, we suggest you set Trainz' "Track Profile" to not show signals. (In Driver, bottom left, click the cog icon named "Track Profile Settings" and uncheck the "Signals" option.) This because the route has no signals, but the session requires (invisible) signals. Having the UI mute the invisible signals provides a more realistic experience

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Download

■ Current version:

Download the current version, <kuid:952486:100044:2>. (If the .cdp file's sha256 is not 38b124e260e97c0bdd2a5158e358ed1e740d518171ca5b6816eb8d75d56469ea then you've gotten some imposter's version.)
Released 2025-09-16
Changes:

- bug fix: locomotives trying to take on coal at the harbour would fail, which in turn would block other trains

■ Older versions

- Here Come the Trainzes at Swedaryn Island 1.0, <kuid:952486:100044>. (If the .cdp file's sha256 is not 5a3b290f6091e54022e6722a4299801566a258a456086161039f686593b17ed0 then you've gotten some imposter's version.)
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