

Here Come the Trainees!
Super Sessions for Trainz Railroad
Simulator

Installation

Preparation

To avoid triggering certain TRS bugs, we advise you install our Super Sessions into a separate data folder. (Create a new folder at a sensible location, name it sensibly, then in Trainz' Launcher window > "Settings" > "Install" define the path to that folder, quit Trainz, start up Trainz.)

General

Installation generally is simply

1. install the route that the Super Session is for
2. download the Super Session, unzip it, install the .cdp file (either through "File" > "Import Content...", or by opening a Content Manager window and dropping the .cdp file into it)
3. select the session in Content Manager and have it list all dependencies recursively, then have it fetch all missing dependencies from the DLS

Suggested Settings

For a smoother track side view, you will want the option "process objects behind camera" to be on. (This option is available both from the Trainz Launcher window > "Trainz Settings" > "Performance", **and** within Trainz > "Settings..." > "Video Settings"). Otherwise, this session should function fine with the lowest possible settings, but of course look better with higher settings – to the extent your hardware can manage.

Your hardware allowing, we suggest the following, or better

- Trainz > Settings > Video Settings
 - Maximum Draw Distance: about 3 to 4km (higher may look better, but has the downside that you'll also **hear** things at a greater distance...)
 - Scenery Detail: Normal
 - Tree Detail: Low
 - Post processing: High
- Launcher window > Trainz Settings > Performance
 - TRS19

- Shadow quality: Medium (this seems to be the heaviest option on your GPU; if animation isn't smooth enough for your taste, lowering this setting will get the biggest result)
- Main shadow resolution: 2048
- Shader quality: Standard
- Texture detail: Normal
- Post processing: High
- Water quality: High
- Detail scenery: whatever you prefer
- Antialiasing: 4x
- Detail update rate: High
- Use Physx simulation: to our taste, in TRS19 "off" looks less ugly than "on" (best as we can tell, this adds some amount of steam collision – steam will be drawn under viaducts and in tunnels without 'leaking' through – but with steam sprouting in random places and fugly strobe effects...). In TRS22, the side effects of Physx simulation seem less bad.
- TRS22
 - Shadow quality: Medium (this seems to be the heaviest option on your GPU; if movement gets too 'choppy', lowering this setting will get the biggest result)
 - Shader quality: Standard
 - Texture detail: Normal
 - Post processing: High
 - Water quality: High
 - Detail scenery: Whatever you prefer
 - Antialiasing: 4x
 - Use Physx simulation: to our taste, pre-TRS22 SP4, "off" looks less ugly than "on" (best as we can tell, this adds some amount of steam collision – steam will be drawn under viaducts and in tunnels without 'leaking' through – but with steam sprouting in random places and fugly strobe effects...)