

Here Come the Trainz!
Super Sessions for Trainz Railroad
Simulator

Read Me

Interface:

- Occasionally, upon starting a Super Session, your train may be audible and moving, but not be rendered... Just Pause the session (type "p") and all will get rendered immediately, then unpause (type "p") to continue. This is a bug in Trainz' pre-caching engine.
- Under some conditions, it may occur that, after running a Super Session for a while, fewer and fewer details are rendered. Just pause the session (type "p"), and everything will be loaded and rendered immediately, then unpause (type "p") to continue. This is a bug in Trainz' pre-caching engine.
- Should you find Trainz to be unresponsive when switching between trains (selecting another train), first Pause Trainz (type "p"), then select another train, then Unpause (type "p").
- As you are likely not used to running sessions of this duration, you might not be aware that Trainz tends to crash when you close a session or quit Trainz **while Trainz is running a session**. Workaround for this bug is to **first Pause the session** (type "p"), then close the session (in Driver > "System Menu" > "Exit Driver") or quit Trainz.
- The fugly green and red arrows indicating state and changes of junction positions, and trains' direction changes, cannot be muted, because, according to the vendor, "[...] this is needed for legacy reasons [...]".
- Trainz likes to congratulate you on certain "achievements", but includes counting the achievements of automated trains. Thus, even though you're simply watching automated trains, not driving any yourself, you will now and then see Trainz pause the session and show you a window congratulating you on your achievement... Just close that window to continue.
- By default, Trainz' "Driver Notifications" are switched on (shown bottom left of your screen, assuming you have the GUI enabled). Given the number of trains in our sessions, you will see an insane number of Driver Notifications. You can want to switch those off: in Driver mode, under "Display menu", uncheck the option "Driver Notifications"
- By default, Trainz shows an overlay when trains are loading/unloading. You may want to switch this off under "Display menu" > "Commodity

Overlays" > "Always Hidden". (Btw, the option "Show if Recently Changed (My Trainz Only)" hasn't worked since TRS19.)

- Even though Trainz provides the option to specify driver characters' names in sessions, TRS22 sometimes ignores those; instead showing their default names in Driver. Complain to N3V if you care.
- In routes created in TRS19 or earlier TRS22 generates bumps in the track at seemingly random places, ranging from small to massive. When you run a train over them, it will then complain about "Rough Handling"... (But at least it doesn't derail the train.) Complain to N3V if you care.

Known Problems:

- **dead routes**
 - Since TRS19 SP5, the signals that many routes use are rendered fugly: often, light signals show no or incorrect lights; arm signals do crazy rain dances. Still, this is only a **visual** issue; the signals **do** function. For routes that use those old signals, such as "Niddertalbahn TRS19" and "Central Europe Mini", use TRS19 SP3 if you care about this.
 - Since TRS22 SP3, those same signals are not even recognised as signals anymore... This means that routes such as such as "Niddertalbahn TRS19" and "Central Europe Mini", which use those signals, are now dead; they have passed away; they are no more; they have ceased to exist; they are bereft of life; they rest in peace; they are ex-routes; they are routes no more. The last version of Trainz capable of running those routes, and thus our Super Sessions for those routes, is TRS22 SP2. The vendor does not provide you with the option to download TRS22 SP2 anymore. Hopefully you kept a copy yourself.
- Trainz contains a bug that causes the automated switches between lineside- and cabine view (typically at tunnels) to occasionally fail, even disallowing the user to manually change the view. Should this occur, your only options are to wait until the view reverts to lineside, which it eventually will, or quit the session and start it anew.
- TRS22 insists on showing insane amounts of passengers on some platforms. We haven't yet found a workaround for this bug.
- Trainz allows you to change the driving mode (the three dots, bottom-right of the GUI) of automated trains. without warning you that this will **permanently**

remove the train's schedule (in TRS22, the schedule will return, but won't get executed). Feel free to do so, but understand that there is no way to get its schedule back, other than starting the session anew.

- Trainz' debug option to speed things up, **only** speeds up animation; not other events, like switching junctions etc. Therefore, trains **will** derail if you use Trainz' speed-up function. (Happens with any session, on any route. Nothing to do with our Super Sessions; just a Trainz bug.)
- Despite Trainz pretending to allow you to save a session in progress, it does not actually do so – it only **partially** saves the session's state. Upon opening it, automated trains will not actually know what command they are executing. Thus, at best, they will run until the first obstacle they happen to encounter.
- While trains of course sometimes need to wait for each other, when you find that, during the day, multiple trains have stopped doing anything at all for over 30 minutes, especially while blocking a single-track stretch, you'll know for sure that you've encountered Trainz' broken cache engine (it caches session variables).

Should you run into this, you can fix it by waiting until the next full moon, then offer a decent sacrifice to the Godzes. The bigger your offer, the better. We find sacrificing a virgin or two, preferably a first-born, generally does the trick.

Alternatively, a "repair database" (the "extended" variant may be necessary) followed by a quit, may or may not fix this.

When not, you'll want to (quit Trainz first) manually delete the contents of its cache folder (except the file "performance.conf"), preferably followed by a database repair (followed by a quit).

When all else fails, the most aggressive method we have found that you might need, is the following procedure, ***which assumes you've made your own back-ups; do not rely on Trainz' back-ups***:

- prepare by locating Trainz' data folder on your file system (you can find its path in Trainz' Launcher Window > "Trainz Settings" > "Install" > "Local data folder")
- quit Trainz
- launch Trainz into its Launcher window
- open Trainz' Content Manager (in Trainz' Launcher Window click "Manage Content")
- delete the Super Session (**only** the session, **not** its dependencies!)
- close Content Manager

As a fallback database fix, Trainz' main menu, select Database >

- do a 'rebuild database' (in Trainz' main menu, select: Developer > Rebuild database)
- quit Trainz
- from Trainz' data folder, delete
 - the file "asset-cache.tdx"
 - everything inside the backups folder
 - everything inside the cache folder, except for the file "performance.conf"
 - (possibly everything inside the "editing" folder – we're not entirely sure yet whether this affects this TRS bug)
- empty the trash
- launch Trainz into its Launcher window
- run an 'extended database repair' (go to Trainz' main menu bar and select "Developer" > "Rebuild Database" **while holding the Control key**)
- quit Trainz
- launch Trainz into its Launcher window
- click "Start Trainz" in its Launcher window
- If the Trainz window opens correctly, quit Trainz. If however it fails to fully render the splash screen, select "exit Trainz" in the bottom left of the Trainz window, then try to quit Trainz. Most likely it'll have frozen solid and won't quit. Use your OS to force-quit Trainz.
- launch Trainz
- install the session file anew
- quit Trainz
- launch Trainz, click "Start Trainz" in its Launcher window, start the session and hope for the best...

Note that the initial load of the session will take a bit longer after you've done this, because it will now need to cache everything anew.