



SwitchList Generator Template v1 for Rich Garber's Canton-Suddenly Route

Freeware, by Steve Davis

June, 2004

What's Included

This template covers the FULL Canton Route, from Canton to Suddenly. You do not need the original Skyline Computing Canton Template. In fact we recommend you uninstall it (see instructions for doing this below).

To use this template, you must have Rich Garber's Canton Route, and the Suddenly Extension, installed on your hard drive (and not "stored" in Train Store™).

Also in these docs are some maps to aid in your switching the new Suddenly extension. There are also some great maps of both the original Canton lines and the Suddenly extension, complete with pictures of the industries to be serviced, provided by Rich Garber in your \Routes\Canton\Media folder within MSTs. Finally, you can download still more maps (in schematic form) from Rich Garber's "All Aboard™" forum on [www.3dtrains.com](http://www.3dtrains.com/forums/index.php?act=ST&f=51&t=4241&s=77e2e20f7bd5e696cc821c15062fa07d):
<http://www.3dtrains.com/forums/index.php?act=ST&f=51&t=4241&s=77e2e20f7bd5e696cc821c15062fa07d>

Installation

If you use TrainStore™, you should first UNSTORE, in MAINTENANCE MODE:

- Canton-Suddenly
- The Default "Marias Pass" (USA2) Route
- The Default "Innsbruck – St. Anton (Europe 2) route

After installing the template you can safely store the two default routes. They were needed because this template uses some rolling stock associated with those routes.

If you have the original Canton Template from Skyline Computing, you may wish to uninstall that template (it is no longer useful or needed). In that case please follow the instructions below, "Uninstalling the Original Canton Template."

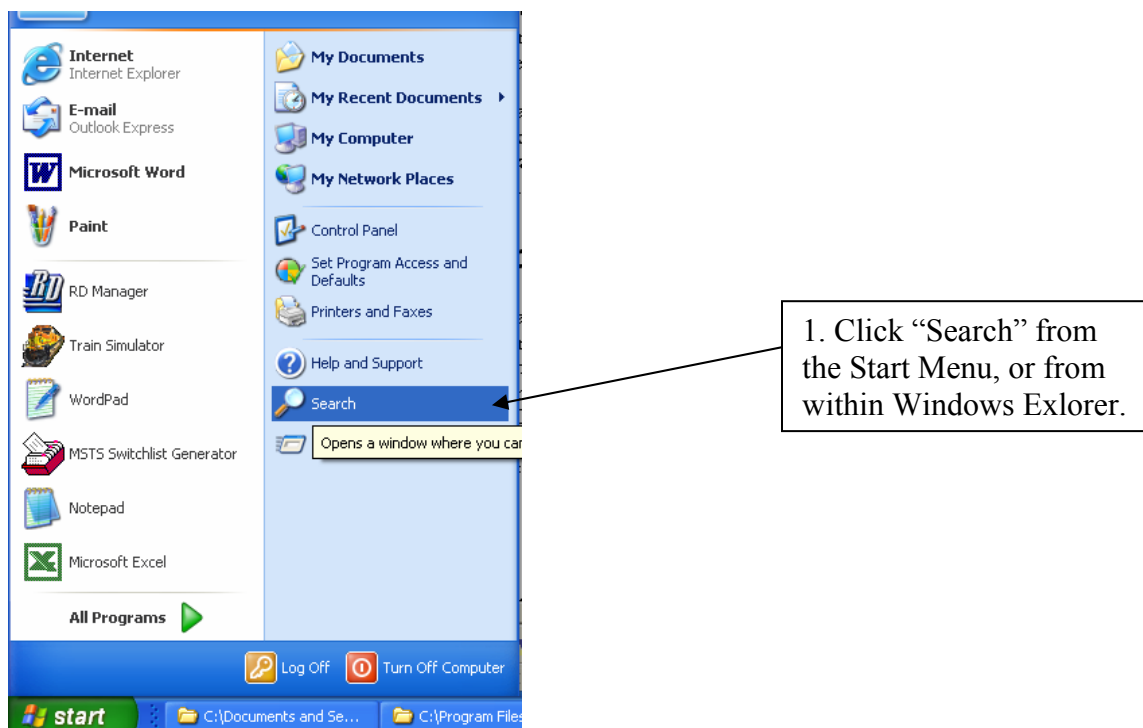
To install this template and all related files, simply double-click the install file, “**SuddenlyTemplate.exe**” found in this zip file. ***Be sure and tell the installer where Microsoft Train Simulator is located on your computer, it if isn’t located in the default location*** (c:\Program Files\Microsoft Games\Train Simulator).

Uninstalling the Original Canton Template

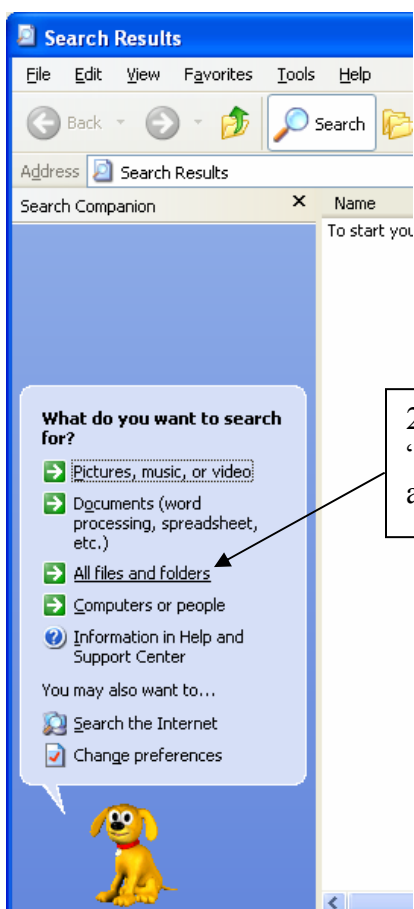
It isn’t a requirement that you uninstall the original Canton SwitchList Generator template. However, there were some changes in the layout of Interchange, so a couple of the original paths for the Canton template no longer work. If you like to keep your hard drive clean and avoid having unnecessary files, you can uninstall the Canton template. You should do this **BEFORE INSTALLING THIS NEW CANTON-SUDDENLY TEMPLATE**.

1. Start the “Search” function found on the Windows XP “Start” Menu (also found in Windows Explorer in some other versions of Windows) as shown below.
2. In most versions, click “All Files and Folders”. In some versions of Windows, you’ll already have a dialog box in which to type the file name to search for.
3. In the File Name field, type *CA5_*. (EXACTLY as shown).
4. When the Explorer window comes up with all the found files, delete them (you can use “Edit-Select All” then press the “Del” or “Delete” key on your PC).

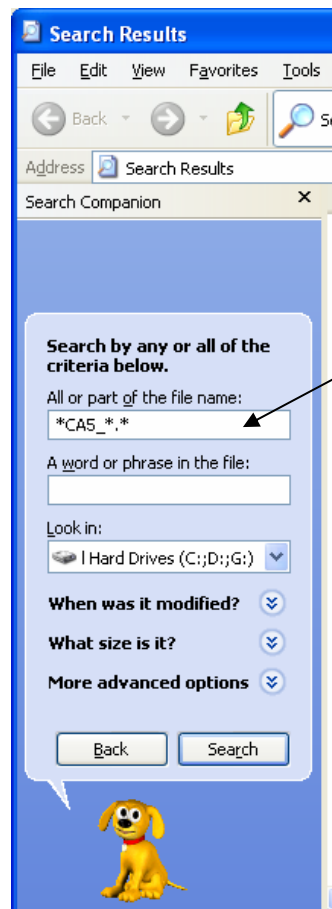
See the example screens below (from Windows XP).



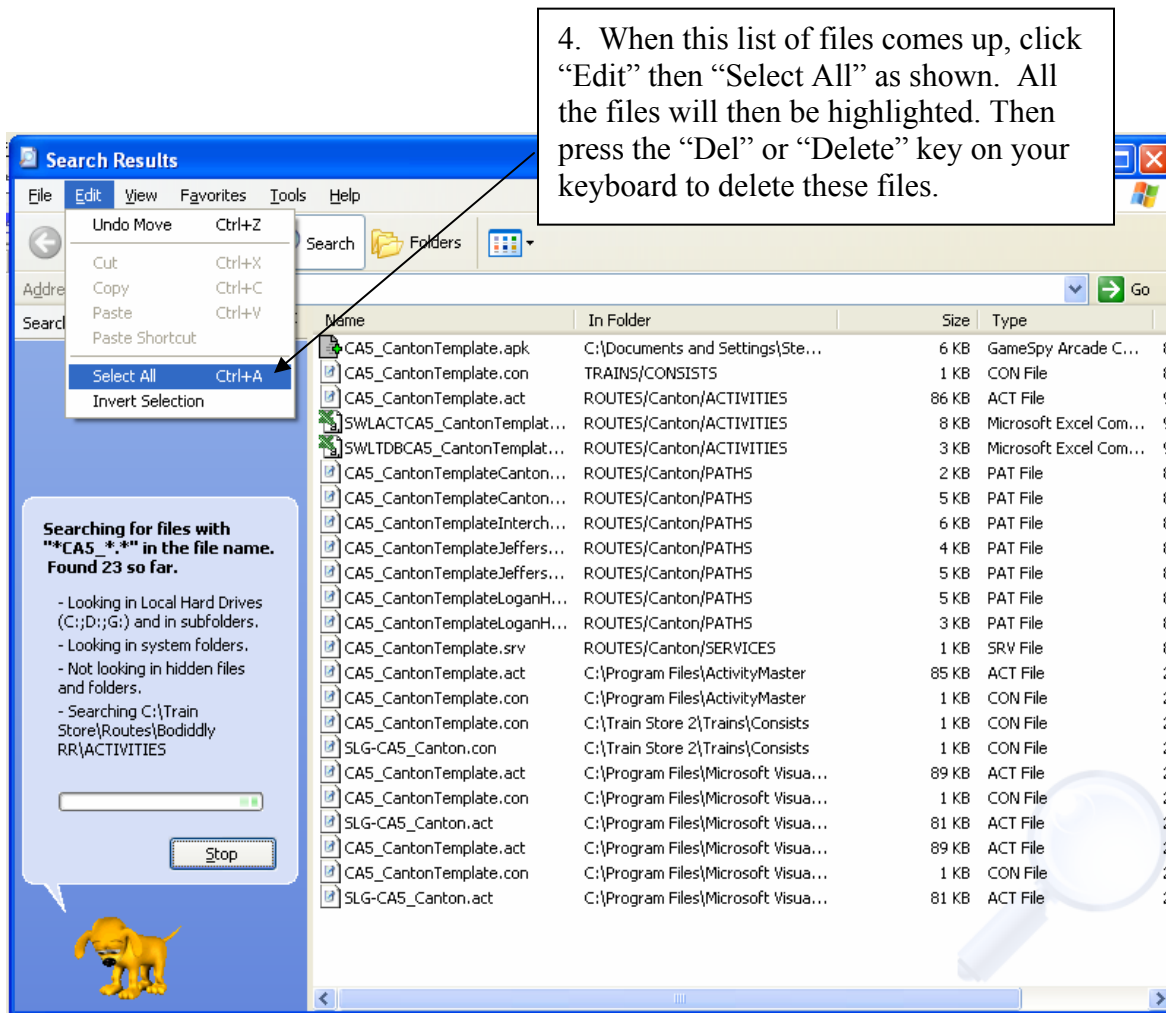
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2. Click
“All files
and folders”.



3. Type
CA5_. * in
the “All or
part of the file
name” box.



This will remove all files related to the old Canton template from your hard drive, even game saves you've made using that template.

Downloads/Rolling Stock

This template uses:

- The default rolling stock from the Marias Pass (USA2) route.
 - The default rolling stock (OE Passenger cars) from the Innsbruck – St. Anton (Europe 2) route (these are used as passenger cars at the Railroad Museum in Pine Bluff).
- So make sure both of these default routes are UNSTORED when installing this template if you use TrainStore™!***
- One non-default download available at www.train-sim.com: coilgon5.zip (pictured below). This is used for some of the steel industry pickups/deliveries. It's 5 gondola cars with coiled steel and an empty.

For more information on this and other routes and utilities from Rich Garber and All Aboard™ Software, please visit <http://www.edmfamily.com/msts/co.htm>



- The recommended Canton rolling stock package created by Dick Cowen (You probably already have this if you have Canton-Suddenly. Instructions for obtaining this are below, taken from Rich Garber's "Installation Tutorial"):

Locating & Installing Canton Engines/Rollingstock

Dick Cowen has graciously provided a lot of add-ons for Canton. I have also created up to **40** activities to go along with these add-ons. So let's first talk about what the files are that are available presently.

Canton RR Engines/Rollingstock	ctn_eqm.zip
Canton RR Engines/Rollingstock #2	ctn_eqm2.zip
Canton RR Engines/Rollingstock #3A	ctn_eqm_3a.zip
Canton RR Engines/Rollingstock #3B	ctn_eqm_3b.zip

You should install and then test the Canton route installation first before installing any of the Canton add-ons!

Paths/Suggestions

All of the Paths from the original Canton template are included, plus additional paths specifically for the Suddenly addition. These mainly control where the activity starts (where the Player Locomotive starts from) and which way the engine is facing at the start. Since there are no signals on Canton-Suddenly, and all switches can be operated manually, regardless of which path you choose, you can eventually service all industries on the route. It's just a matter of how long it will take to get to them! It's up to you to decide the order in which to complete the work order.

We strongly recommend you DO check the "Allow setouts to come from Yard Tracks in different Regions" box. However to avoid overly complicated switch lists, it's often best to

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check only the Yard tracks in the starting point, and then check the Industry tracks in all the other regions. But that's up to you ... ANY combination will result in work orders which can be completed successfully, thanks to the great "Free Form" nature of this route.

The path names should be self-explanatory. Here they are, along with a few notes as to how they might be used in generating activities (again, you're free to generate activities however you'd like, ALL the activities you might generate can be successfully completed. All the suggestions below assume you DO have the "Allow setouts to come from Yard Tracks in different regions" box checked, unless specifically mentioned otherwise.

- CantonHeadingNorth
 - Starting in the Canton Yard, facing North, ready to run into Canton proper, or make a reverse move into Graham so you can use the rear coupler for Graham work should you prefer. If you just want to do a local switcher, just check the "Canton" and "Graham" regions (all tracks). You'll be picking up cars in Canton yard and delivering them to industries in Canton and Graham, and also picking up cars at those industries. Or you could check more regions, using the wye at Canton to turn around after your local work to continue southbound.
- CantonHeadingSouth
 - Starting in the Canton Yard, facing South, you can run the entire length of the route from here. If you want to do a Canton-Jefferson local, and you plan on turning on the wye in Jefferson (and possibly making a return trip), you could check yard tracks in both Canton AND Jefferson to work (as well as Industry tracks there). Then if SLG came up with pickups in Jefferson to be dropped off back in Canton, you could do those in the return trip. If it's a one-way local you're looking to run, you're better off checking all the regions you want to work, but only checking the "yard" tracks in Canton to work, no others.
- InterchangeHeadingNorth
 - Runs from the interchange point with the class 1, Northbound. Of course you could still use the wye to head south instead! If you're doing a one way run, check the yard tracks here but not in any other regions. If you check other yard tracks, SLG could call for cars to be picked up north of Interchange and delivered south. If you want to do that, that'll work too, just use the wye at Jefferson or Canton to turn your engine for the return run.
- InterchangHeadingSouth
 - Basically designed to run from the class 1 interchange, to Suddenly, or to Prudence Yard. Some interesting ideas:
 - Check "yard" and "industry" tracks in Interchange, and "yard" and "industry" tracks in Prudence Yard, and no other towns. This would create an interchange run, basically a through train hauling cars from Interchange to Prudence, setting them out, picking others up, and returning with those others to Interchange.
 - Check "yard" tracks (only) in Interchange and "industry" tracks (only) in Prudence Yard. You'll have a one-way run then. Assemble a train in Interchange, deliver to Prudence, for other jobs to deal with.

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- JeffersonHeadingNorth
 - Could be a one way run or a turn. To have work in Jefferson, check yard tracks and industry tracks in Jefferson. To simply pick up in Jefferson to haul to Canton, check yard tracks (only) in Jefferson, and tracks in Canton yard that are designated as “industry” tracks, that would represent the inbound yard tracks in Canton on which you’ll set out your Jefferson cars. For a “turn” with cars possibly coming back from Canton, of course check yard tracks in Canton yard also. And you can add Industry tracks anywhere in Jefferson or Canton as well as you wish of course.
- JeffersonHeadingSouth
 - Heading towards Interchange, or all the way to Prudence/Suddenly if you’d like. Same general ideas as the other paths insofar as use of yard tracks and turns vs. one way jobs are concerned.
- LoganHeadingNorth
 - Work the two “yard” tracks near Logan and the industries up the logan branch. Or head up into Jefferson/Canton.
- LoganHeadingSouth
 - Same thing as above but heading towards Interchange (and Suddenly/Prudence)
- NewtonFacingNorth
 - There is a single track in Newton designated as a “Yard” track. So for a Newton Switcher, you could check all the tracks in Newton, and you’d have pickups and setouts in this little town. Or check tracks “Industry” tracks in Interchange yard and you would be required to haul some of the pickups to that yard (note you can also haul all the other cars you picked up to any yard. There is no penalty for setting out cars the workorder doesn’t call for being set out, just as long as you picked them up as required. I often do this for added realism (haul ALL my cars to a yard). You can also check “assemble train” for the activity ending and then go to a yard to assemble the train. If you also choose to check Yard tracks at Interchange, you will likely have to pick some cars up there and deliver them back to Newton (or any other cities you also selected to work). No problem, since there’s a wye at Interchange!
- PineBluff
 - This is the end of the line so you’re facing north ... there’s really no other way to go! There’s a nice little yard in Pine Bluff and some cool industries to work. So you might check cars in Pine Bluff ONLY, and you’ll have a Pine Bluff switcher. Or if you want a mainline run or to deliver your pickups, you could check “Assemble Train” as the ending, and run to Prudence Yard to assemble the train, OR check some Industry tracks in Prudence Yard in which case you’ll have pickups from the Yard tracks at Pine Bluff destined for Prudence Yard. If you also check Yard tracks in Prudence yard to work, then you’ll likely have a “turn” since the workorder will probably call for pickups in that yard to be set out in Pine Bluff (or any other towns you chose to work).

- Prudence Yard
 - Start in this huge yard, heading either north or south (you're facing west, i.e. the rear of your engine is towards the refinery). From here you can run ANYWHERE on the route. Assemble a train to service industries in Newton, Leslie, or anywhere by clicking the Yard tracks in Prudence yard, and the Industry tracks in those other towns. Or haul all the way to Canton by clicking Yard tracks in Prudence yard and only Industry tracks in Canton yard. Or, head south out of the wye and work Pine Bluff, the Prudence Engine Area, or Suddenly Chemicals. Or a HUGE way freight working some industries all the way from Prudence to Canton!
- PrudenceEngineArea
 - Start in the engine area facing north. The facing isn't too important because there's a wye there, and another big one in Prudence yard. There are also some industries to service right there in Prudence, including "Boundy's Railcar Service" Or you can head from here to the yard, assemble a big train, and run anywhere on the route!
- PrudenceTowardsRefinery
 - Designed mainly to start in Prudence Yard, pick up cars, and deliver them to the refinery. To do this, click only Yard tracks in Prudence Yard, and click only Industry tracks in the Refinery. If you also click the yard tracks in the refinery that's ok too, you'll then likely have some pickups in the refinery's yard tracks that need to be delivered to other tracks in the refinery. However there's no wye at the refinery so you WILL have to use your front coupler to do this.
- SCRefinery
 - Start at the Refinery facing south (towards Prudence yard). There are both yard and industry tracks in the Refinery complex. So again if you just want to do a refinery plant switcher job, check only the tracks in SCRefinery to work. You'll have pickups and setouts at the refinery. Or deliver the pickups to Prudence yard (add an "industry" track in Prudence Yard to work) or use "Assemble Train" as the ending method, and haul your cars to Prudence yard to assemble the train. OR check yard tracks in Prudence as well as Industry, and you'll have a turn where you'll work the refinery, haul the cars to Prudence yard, set them out, and then pick up cars in Prudence yard to take to the refinery.
- SuddenlyChemicals
 - Exactly the same idea as SC Refinery. Suddenly Chemicals has yard and Industry tracks. You'll be facing north, headed towards Prudence. You can just switch Suddenly Chemicals as a plant switcher, or deliver cars to Prudence Yard, or run to Prudence yard with your pickups and pickup still more cars to go back to Suddenly Chemicals. All depends on which yard and industry tracks you choose to work!

Please note that the suggestions above for using this template are just that: suggestions! Since this is a freeform route, depending on the yard tracks and industry tracks YOU choose to

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work, you can run anywhere on this railroad, and have setouts and pickups anywhere, in any order. This works because Rich Garber designed Canton-Suddenly as a freeform route with all manual switches and no signals. So you aren't limited to the suggestions above. They're merely some ideas to get your thought process started, which I thought reflected the way I pictured the actual Canton railroad actually operating.

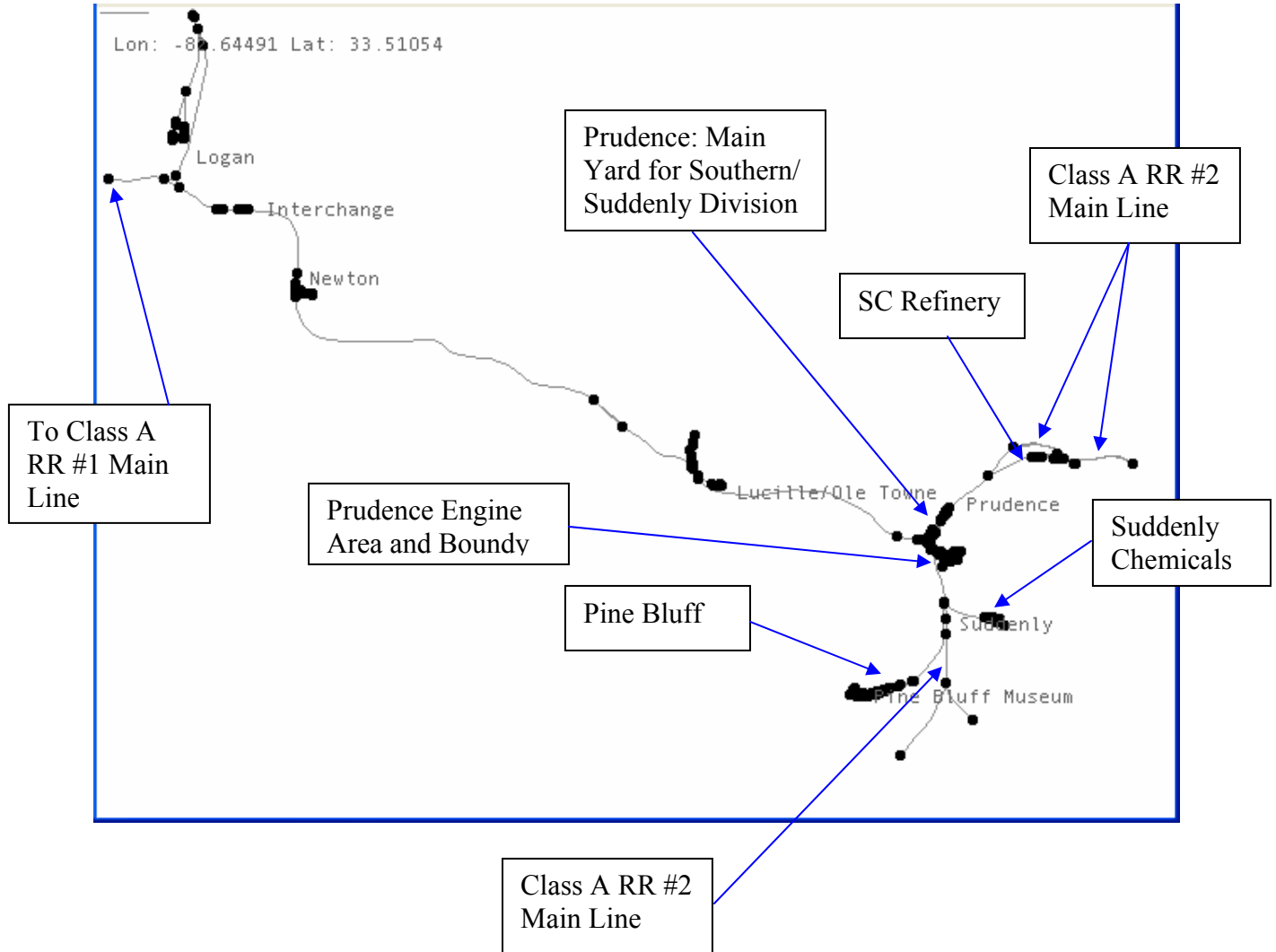
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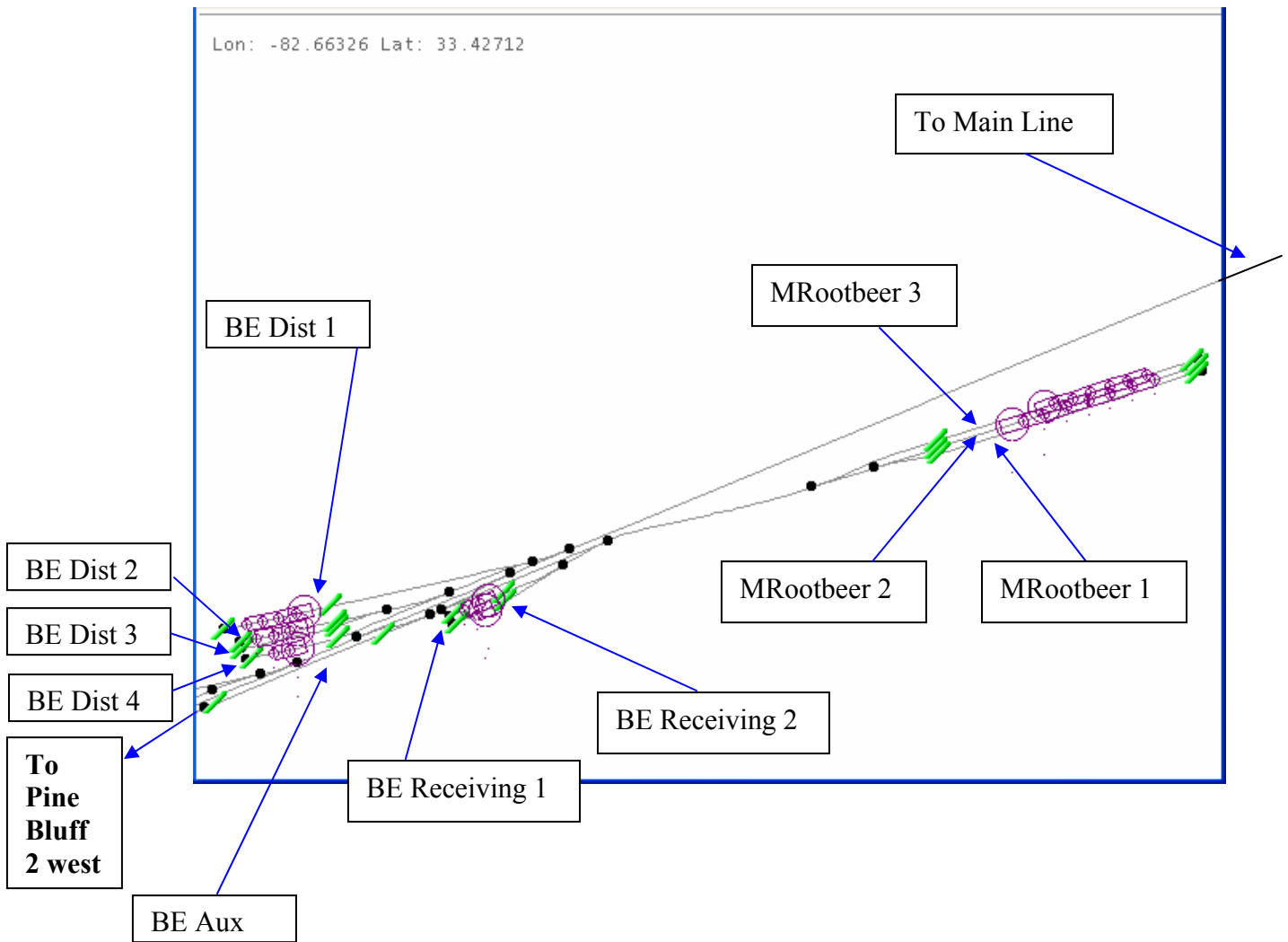
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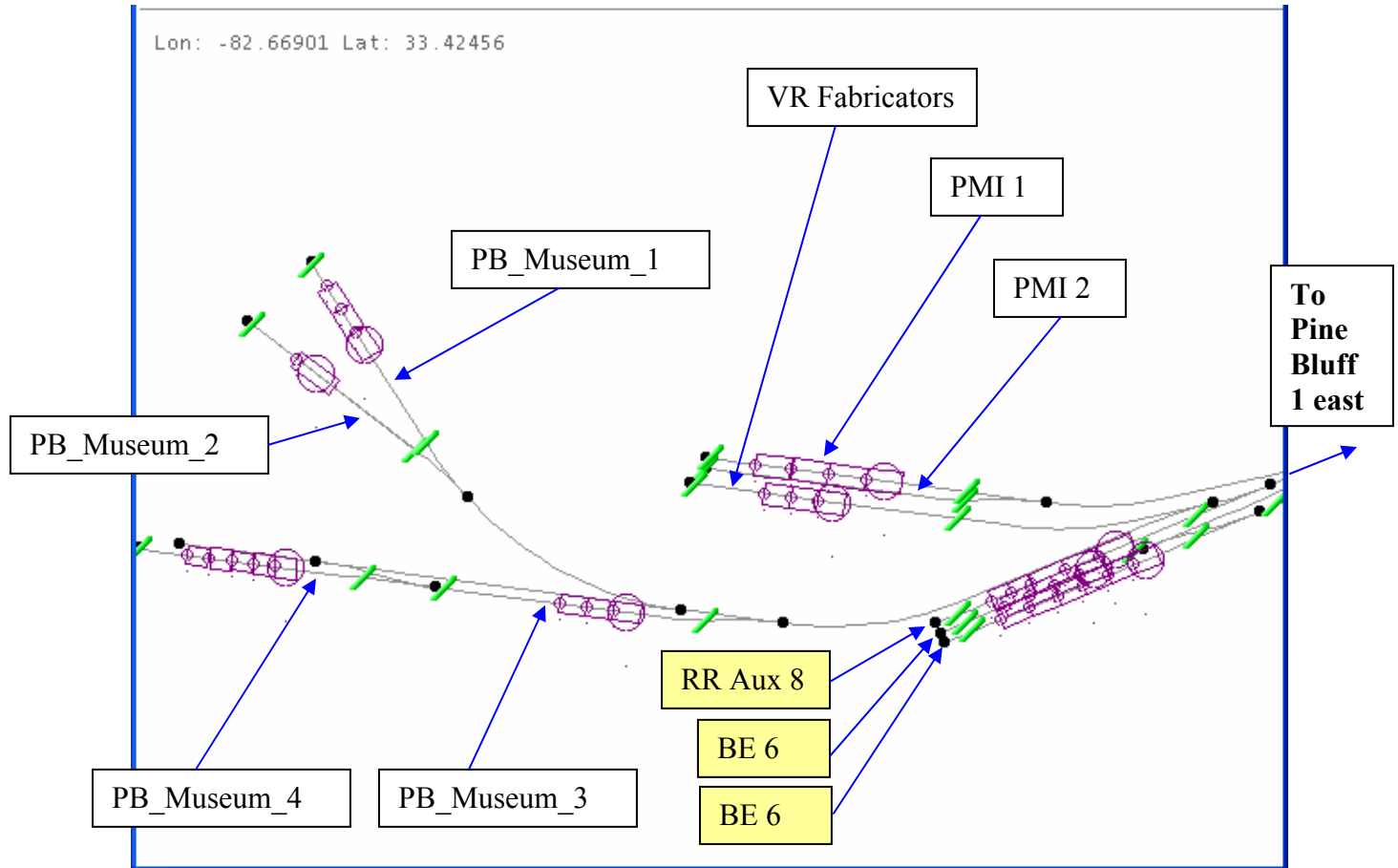
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Maps

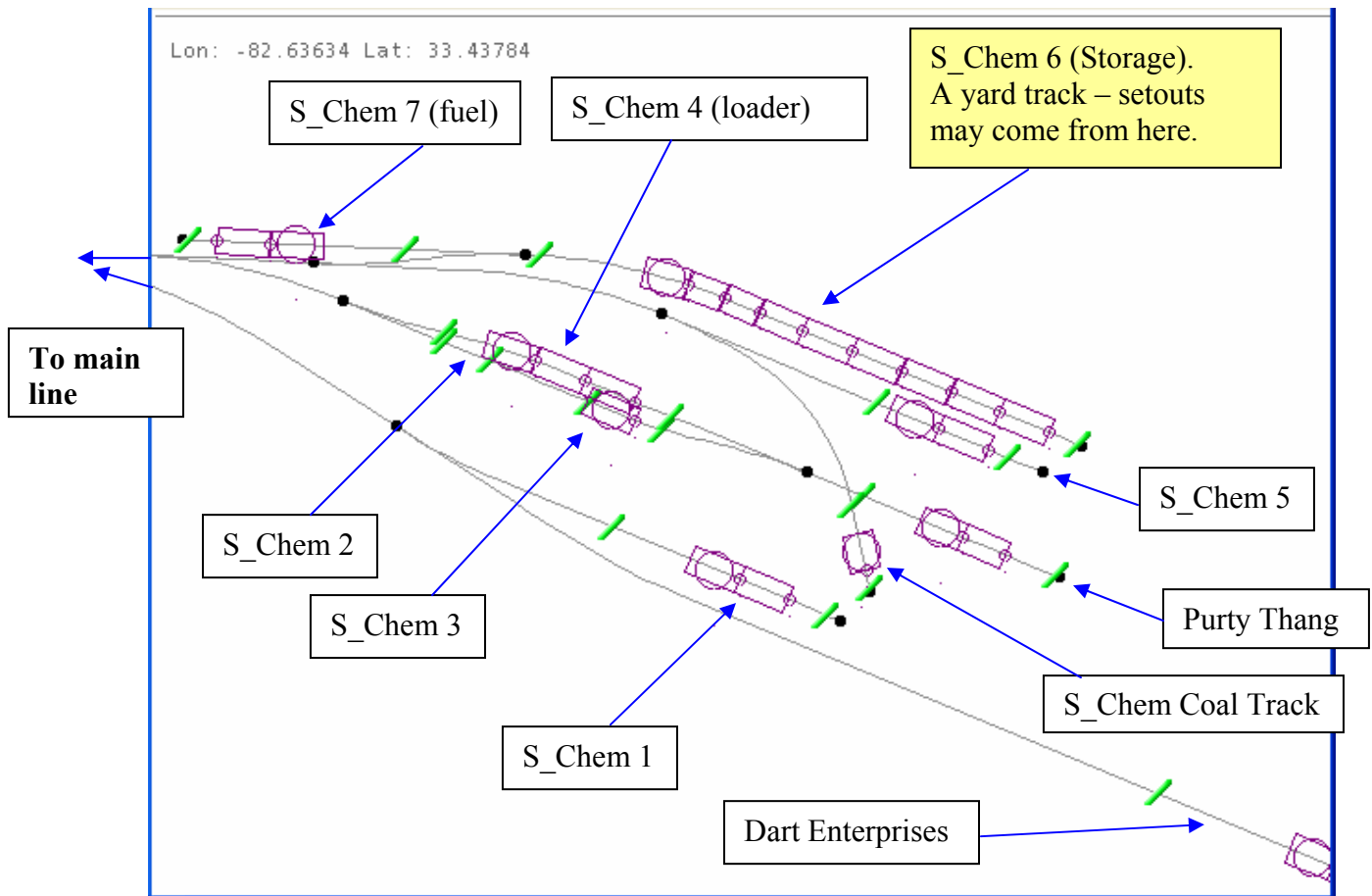
Interchange – Suddenly Overview

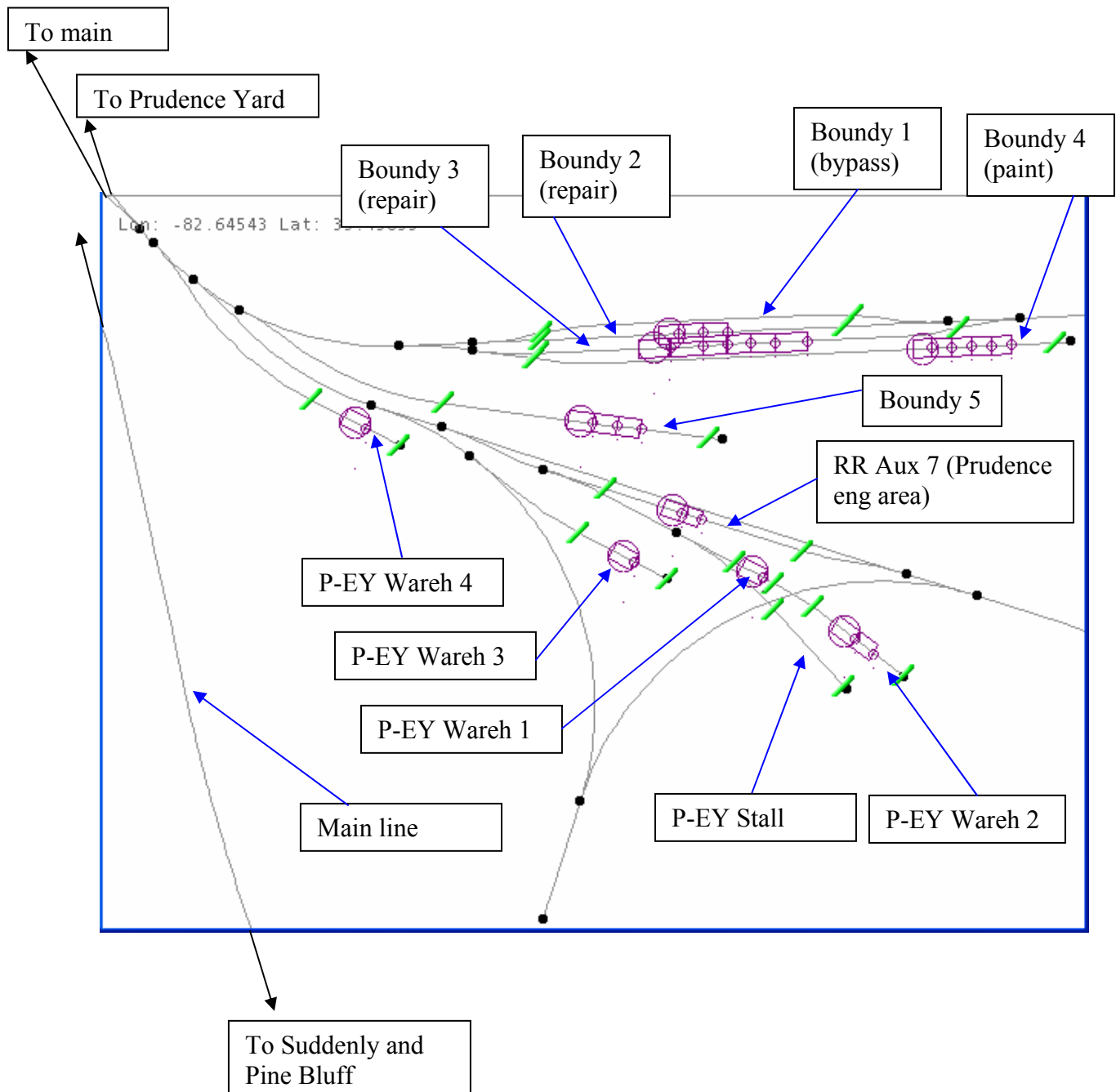


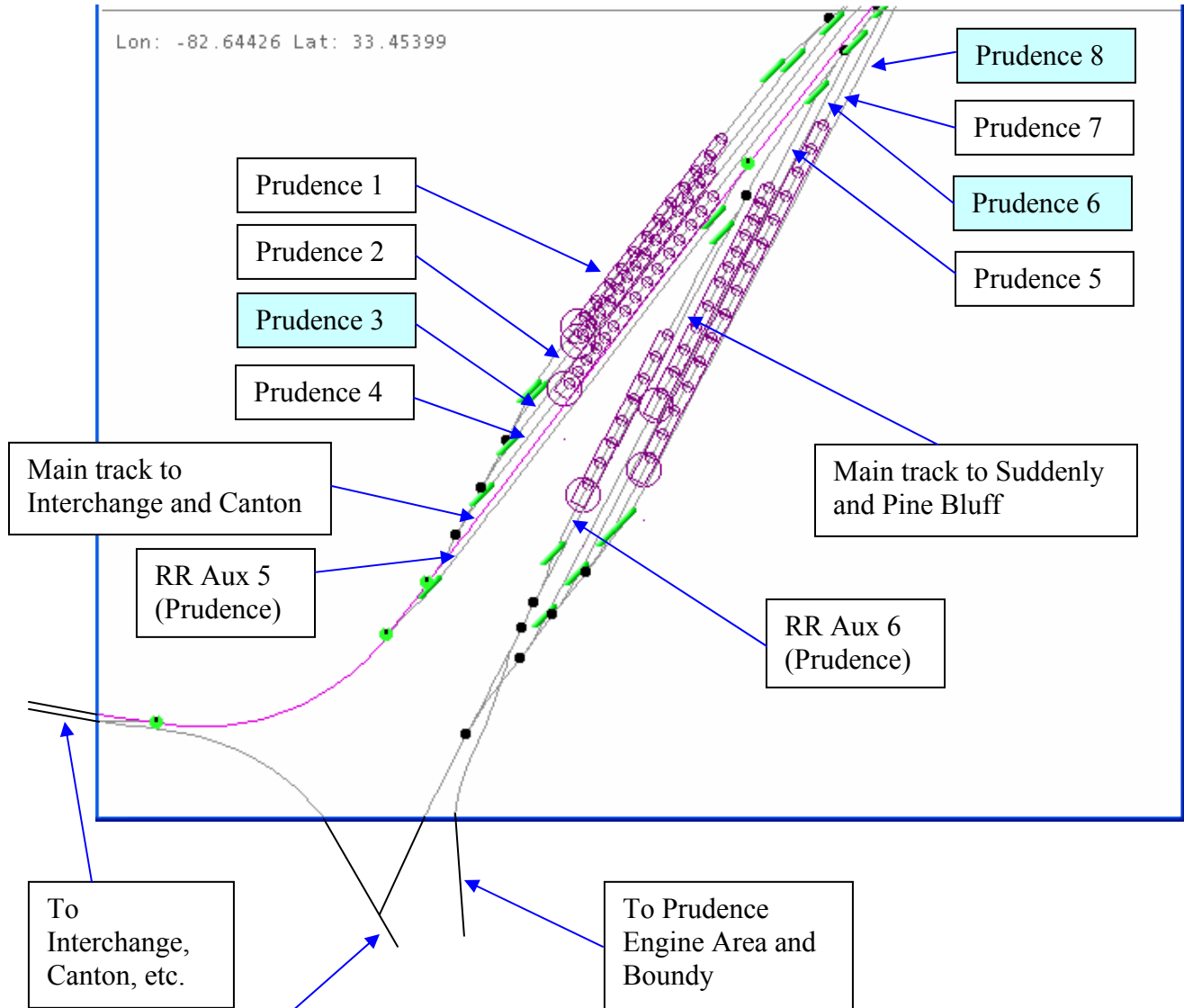
Pine Bluff 1 (east)

Pine Bluff 2 (west)

The tracks in yellow here are classed as “Yard Tracks” for SLG. So setouts may come from these tracks, if they’re checked to be worked.

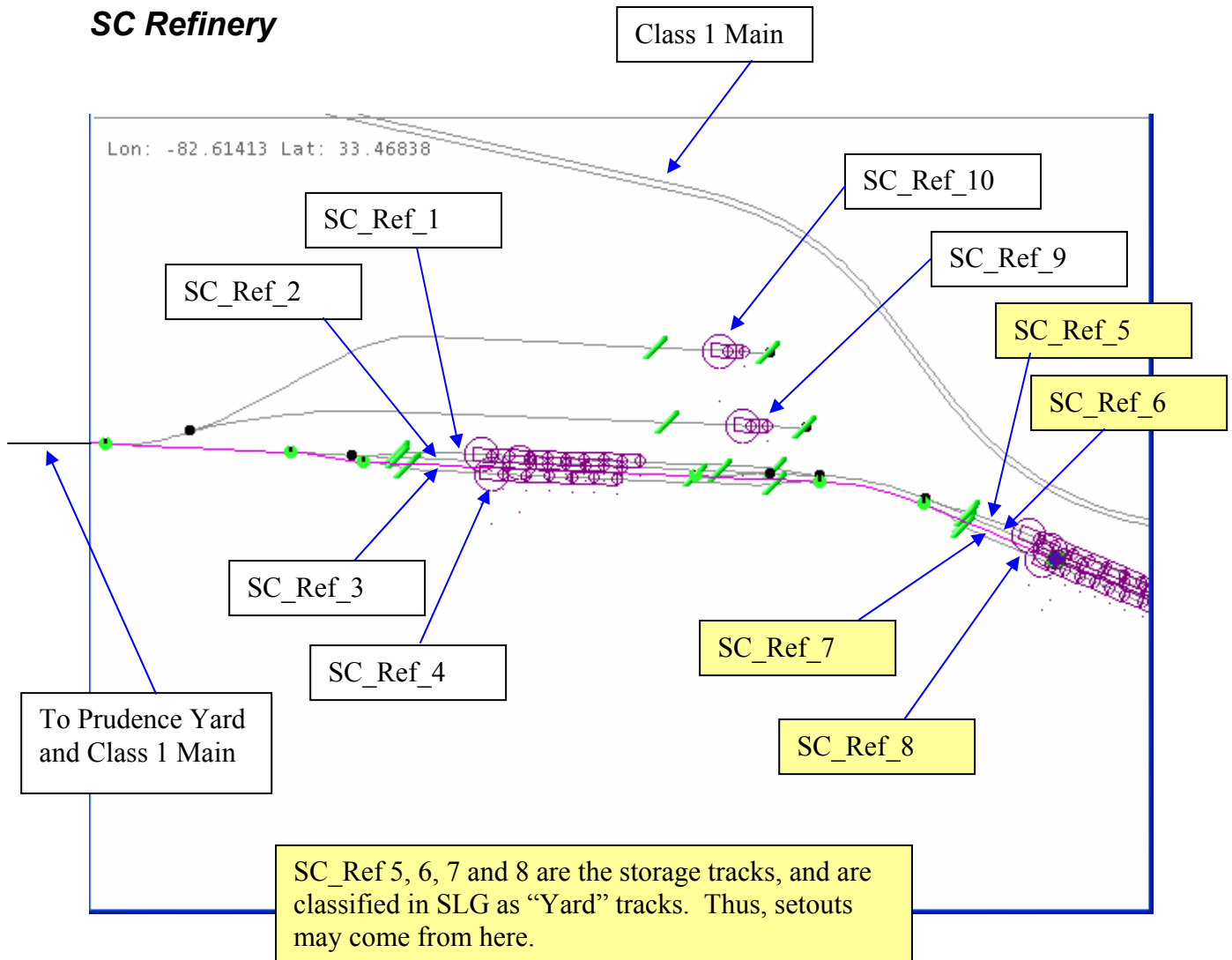
Suddenly Chemicals

Prudence Engine Area / Boundy

Prudence Yard

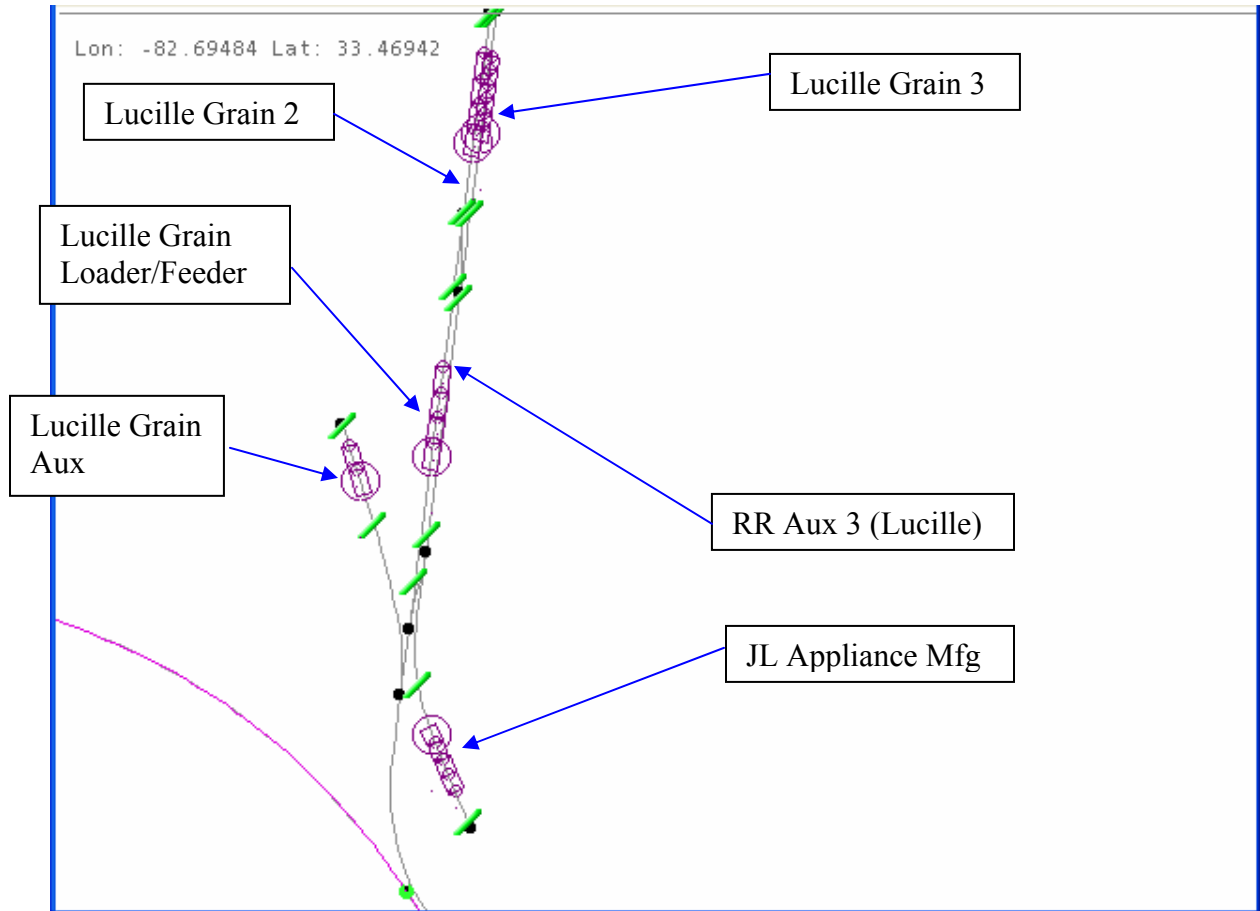
Since this is a major yard, all the tracks are classed as “Yard” tracks, so setouts will come from those tracks, EXCEPT, those tracks colored light blue are “Industry” tracks. So trains terminating in Prudence Yard may have setouts on those tracks (if they’ve been checked to be worked). Also if you’re starting out in Prudence Yard, you can simulate a “yard job” assembling trains by checking these tracks. If you want to pick up in the yard and then go (to other towns, etc.), you should NOT check any of these tracks for work.

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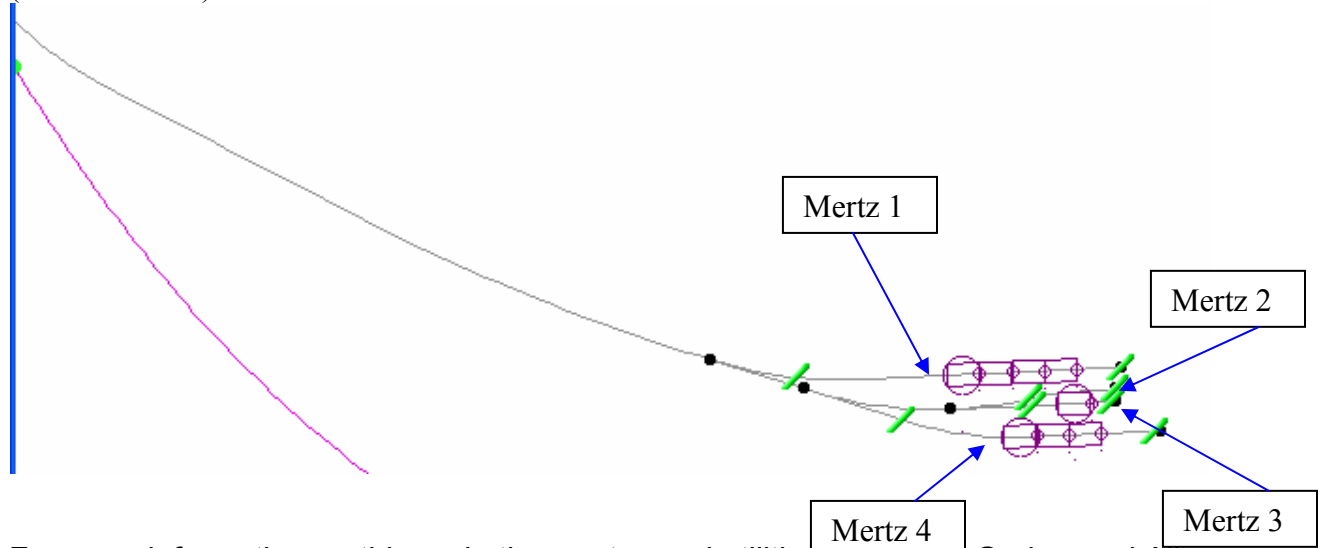
SC Refinery

Lucille

(Upper Lucille)



(Lower Lucille)



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Lon: -82.78075 Lat: 33.50111

RR Aux 2 (Newton)

Comf A Lot furniture

Mattress Outlet

Newton Grain Loader 2

Newton Grain Loader

Newton Grain Feed

Newton Grain 1

Newton Grain 2

Newton Grain 3

RR Aux 2 (Newton) Yard track: Setouts may come from here

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