**Generating activities with Activity Generator 4 (AG4)**

**(formerly Switchlist Generator or SLG)**

**for the Whitefish 10 route**

**Original route built by Charles Dollins & v2 editing by Matthew Smith**

**Version 10 rework by René Rump & v10 update by Moe Smith**

The **Whitefish 10** Templates are Activity Generator template files. You will need to have Steve Davis’ Activity Generator’ Activity Creation Utility for MSTS installed to use these templates to create your own activities. For more information on this utility for MSTS, please visit [http://www.skylinecomputing.com](http://www.skylinecomputing.com/)

The Whitefish 10 route includes trackage between Belton MT and Athol,ID. Timeframe for the route construction has been built during the BNSF, POVA , UP, CP and the MRL era.

However, the timeframe for the template package has been set in the mid-seventies. In 1975, the Burlington Northern (BN) railway was in operation and had trackage between Athol ID and Belton MT, between Columbia Falls and Kalispell MT and Southward to Somers MT. The BN also crosses the municipalities of Whitefish MT, Bonners Ferry MT and Sandpoint ID. From Kalispell, it crosses the Haskell Pass (now abandoned) and reaches the BN mainline in Tamarack, a few miles East of Libby MT.

The Union Pacific (UP) railroad operated between Athol ID and Eastport ID, on the US/CDN border with CP's Kingsgate railyard. In 1975, the Milwaukee Road operated trackage between Newport ID and Metaline Falls WA up to the late seventies. It is now part of the Pend Oreille Valley Railroad (POVA) network.

To help with work selection, Craig Kawahara has updated his route map system to the latest route update and took into account the changes I have made made to accomodate the templates. The map is available in the Trainsim web site. Again thanks Craig for your excellent work!

I would like to say thanks, once again, to my long-time template tester Benny (bennycdn) for having helped me with testing the route templates and for any suggestions to improve the template package. Great job Benny! Thanks to Moe Smith who contacted René Rump, the route's creator who passed to Moe the task to uploading the route in the TS site. Thanks again Moe for your assistance.

Before installing the template package, make sure to have downloaded and installed the following three files from TrainSim:

**1- MSTS\_Whitefish\_10\_Part\_1.zip 2- MSTS\_Whitefish\_10\_Part\_2.zip**

**3- whitefish\_10\_unnamed\_sidings\_update.zip** (The update by Moe Smith adds names to unnamed sidings found on the original route)

**To run the templates, here are the required downloads:**

**From TrainSimulations.net (Formerly Streamlines.ca)**

SLI Retro Engine Pack (Includes the former BN Engine Pack)

**From Dieselswest**

The MILW U28B set (MILW\_U28B.zip)

**From Trainsim.com**

2mlwcabs.zip 6pack26.zip\* 60mttx\_fc\_rrm.zip acf-3bay.zip bap\_ore.zip

bewcpst1.zip bfpxlgcr.zip bn\_2bay\_419161.zip bn\_2bay\_437171.zip bn\_sd40\_2\_6706.zip

bn\_sd40\_2\_6729.zip bn\_wchip.zip bn381536.zip ch\_gccx\_3bay.zip cydx1.zip\*

djjxgon.zip elox\_lo.zip enrcpcab.zip pnw\_cb1.zip rccoil1.zip

reefer01.zip\* rf\_u33b\_sound.zip shrge-7c.zip **tankcar\_8k\_gatc\_t103.zip** trin4750\_5127.zip

up\_sd40\_2\_3497.zip up\_sd40\_2\_3620.zip up\_sd40\_2\_3653.zip up24592.zip\* xm50c1972-1.zip

\* install in folder using the same filename

Some player paths may be short in length. In such a case ,if you wish to have some railfills (eye-candy) along the tracks, it will be necessary to activate the “**Place cars on tracks not on player path**” feature in the advanced options of AG’s **“Fill Simulation with Railcars”.**

**Here are details on the templates**

**Whitefish10\_BNBONNERSTemplate**

Switching inside the BN Bonners Ferry Area

**Whitefish10\_BNCONKELLYTemplate**

Switching inside the BN Conkelly Area

**Whitefish10\_BNEBTemplate**

**Whitefish10\_BNWBTemplate**

Both templates are mainline runs between Belton MT and Athol ID with limited pickups between both locations.

**Whitefish10\_BNHASKELLEBTemplate**

**Whitefish10\_BNHASKELLWBTemplate**

Both templates depict exchange of goods between Kalispell and Libby through Haskell Pass.

**Whitefish10\_BNKALISPELLLOCALTemplate**

From the Columbia Falls area, it services South to Kalispell and the Somers area and returns back to Columbia Falls.

**Whitefish10\_BNKALISPELLTemplate**

Switching in the Kalispell area

**Whitefish10\_BNLIBBYTemplate**

Switching in the Libby industrial area

**Whitefish10\_BNLOCALSWBTemplate**

**Whitefish10\_BNLOCALSEBTemplate**

Local runs along the BN network in sections between Athol and Belton.

**Whitefish10\_BNSOMERSTemplate**

Switching in the Libby industrial area

**Whitefish10\_BNSTRYKERLOCAL1Template**

**Whitefish10\_BNSTRYKERLOCAL2Template**

Local run between Whitefish and Eureka with a return trip back to Whitefish. To allow traffic along the BN Mainline, it has been divided in two sections. The first section runs from Whitefish to the Stryker Yard. The second part runs from the Stryker yard to Eureka, back to Stryker and return back to Whitefish.

**Whitefish10\_BNWHITEFISHSHOPSTemplate**

Switching of cars between the Whitefish Yard and the Whitefish Shops for car maintenance

**Whitefish10\_BNWHITEFISHTemplate**

Switching of cars between the Whitefish Yard and the local sidings in Whitefish

**Whitefish10\_CPTemplate**

Starting from the CP Kingsgate Yard, it exchanges cars with the UP Eastport Yard across the US/CDN border

**Whitefish10\_EASTPORTTemplate**

Switching in the UP Eastport area

**Whitefish10\_MILWMETALINETemplate**

Switching in the MILW Metaline Falls area

**Whitefish10\_MILWNEWPORTTemplate**

Switching in the MILW Newport area

**Whitefish10\_MILWSBTemplate**

**Whitefish10\_MILWNBTemplate**

Mainline runs between the MILW Newport and Metaline Falls

**Whitefish10\_MILWUSKLOCALTemplate**

Local run between the MILW Spokane and Usk with a return trip back to Spokane

**Whitefish10\_UPNBTemplate**

**Whitefish10\_UPSBTemplate**

Mainline & Local runs between the Athol and Eastport along the UP line

**Whitefish10\_UPSANDPOINTTemplate**

Exchange of goods in the Sandpoint area

Just remember that you can change the required locomotives or rolling stock with Activity Master from Skylinecomputing.com or ConBuilder to suit your personal requirements but at your own risk.

Just a reminder that if your have problems with coupling or bounding box issues, you may have to adjust manually the settings of your engines or rolling stock. In the TrainSim site, downloads like EngMod (**engmod20.zip** file for coupler setting adjustments) and Bounding Box Editor (**bboxv1\_2.zip** file for Bounding Box issues) can help with such adjustments. Despite the effort of rolling stock makers to create material with the least problems possible and since some of the rolling stock used for the template are a few years old, coupling issues may arise during your work. Most issues can be looked at by the user. If not, tutorials or topics tackling specific problems are available inside many of the well-known MSTS forums or sites.

You can view additional information and some screenshots of the route by clicking on the Whitefish 10 topic in the Skyline Computing web site forum (www.skylinecomputing.com/forums/index). Click on the following link.

<http://skylinecomputing.com/forums/index.php?showtopic=1003>

**The following are general information regarding usage of different aspects of Activity Generator:**

**(Take note that some aspects may or may not apply with the present template)**

SLG has a provision for helping with signals and dispatcher operated track switches. Because of the presence of AI traffic, you should normally operate these activities with the signals and track switches in the default mode, as suggested in the SLG manual. Then in case you cannot proceed with the activity because of a red signal or because of track switch alignment, save the activity, exit MSTS, start SLG and toggle the signals and track switches to permissive and manual, respectively. Next adjust the track switch and/or proceed past the signal at restricted speed (dispatcher will not give permission). Once past the track switch and/or signal, you should once again save the activity, exit MSTS, start SLG and toggle the signals and track switches back to the default mode, as strongly suggested in the SLG manual. Again, as stated above, because of the presence of AI traffic, you should normally operate these activities with the signals and track switches in the default mode. The player should note, however, that while switching back and forth between modes is both bothersome and time consuming, you are free to operate continuously with manual track switches and permissive signals at your own risk

If the user does want to operate longer trains, then an extra locomotive or two should be added. SLG provides the possibility to add or even change the player lead locomotives.

To generate the biggest trains, select simple mode with a large number of cars in the train (say, 99) plus a large number of cars to pick up and set out per track (40 or more). With this set up, the train length is limited mainly by the siding lengths and the program randomizer. SLG randomizes the pick up and set out events, not just location but numbers of cars, and so may not produce a full train or nice big blocks of cars to/from the sidings. In case the train generated does not have enough cars for your satisfaction, simply generate another train until you find one that is satisfactory. Also, be reminded that handling a long train, while not as dramatic as the prototype, requires a lot more skill than a short train, even in MSTS. To add more interest, deselect simple mode. On any route, with simple mode turned off, a 25 car train can take quite a while to build and switch along the line. In both lines, good knowledge of the tracks will help better planning your pickups and setouts.

Unless your PC has marginal performance, be sure to select maximum values for car fill (both the slider and the count per track) and also select the option for placing cars in regions not worked. Operation on this and any route is spoiled by sparsely populated rail spurs and yards. Maximizing car fill will add a lot of “eye candy” for added fun in your activity.

I hope you will enjoy for hours this template. Don’t hesitate to contact me if necessary at [photoman\_57@hotmail.ca](mailto:photoman_57@hotmail.ca). I’ll try to address your concerns to the best of my knowledge. For questions about SLG itself, you can address them to Steve Davis, its designer at [stevedavis@skylinecomputing.com](mailto:stevedavis@skylinecomputing.com) or via their forum at the same site.

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