REINER'S BÄHNLE

User Manual

Version: **0.6**

Program Version: **Starting from 0.6**

Table of Contents

1. Style of this User Manual

It is not the intention of this user manual to be read from first page up to the end before one can use the program. In fact is a reference book, which can be taken, if specific questions raise up. But it also may give some hints how the program can be used and how some settings can be adopted to personal preferences.

To ease the reading, here some hints what can be discovered in this user manual:

In chapter **2. The Windows of the Program** the different working areas of the program are introduced. This should give an idea how the program is structured and where to look for a given feature.

In chapter **3. The Menu Items** the few menus of the program with their sub – menus are described. Actually they should be self- describable, therefore most probably this chapter can be skipped without problem. In case later some doubt may come up, answers should be found here.

Chapter **4.Utilization Modes of the Program** introduces how the layout with rails, turnouts and signals can be build up. Next the trains with engines and wagons are assembled and finally the usage of the railway model is described.

Finally in chapter **5. Miscellaneous** some hints are introduced, which may be useful. Special attention should be given to **5.1. Adoption of the view**. Here it is described how the layout can be seen from different views with different angles and distances.

2. The Windows of the Program

2.1. The Main Window

The main window of the program is the only one, which stays open all the time. The program will terminate, if this window is closed. Depending on the different utilization modes, see 4. Utilization Modes of the Program, different control items are visible and usable:

Building the track: (Mode → build)
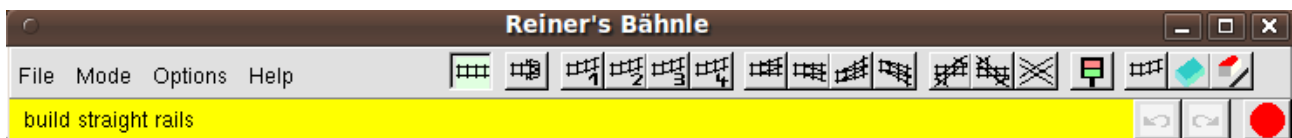
Compose Trains: (Mode → train setup)
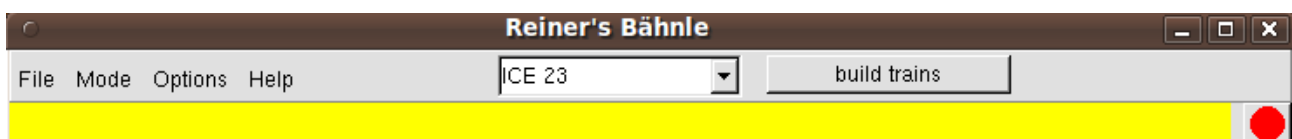
Driving and Controlling the trains: (Mode → run)

Informations about the current action are printed in the yellow bar. It's worth to have a look from time to time. In case of an error message the yellow bar is replaces by a red background of the error text.

Each button has a so called "tool-tip", a hint about its task. It is visible after the mouse rests for a short while on top the button.

3. The Menu Items

4. Utilization Modes of the Program

The program is divided into four utilization modes. Each of them has its specific task which are described hereafter.

4.1. Building the track

To enable this option the item **Mode->build** of the menu in the main-window must be selected. Now rails can be build and modified, signals can be set and stations can be defined. As all this is done in a plan- window, at least one of such a window should be open (**File->new window**).

New rails will always be connected to a free-end of already installed rails. A free-end is marked with a green ballast bed:
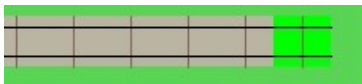
Obviously an other role is applied for the first rail to be installed and when no free-end at the whole plan is available. Then the rails are placed at the current mouse position.

4.1.1. Straight and Curved Rails

The length of a new rail track is determined by the mouse movement. As long as the left mouse button is still pressed, the length of the new rail can be adapted. The direction of the new rail track is defined by the free-end, where the new rail is connected.

In case no new rail shall be created, but the left mouse button is already pressed, a too short rail shall be constructed. That means the left mouse button shall be released very near to the free-end, where the new track would be connected. Obviously it is also possible to roll back every change with the undo-button.

An exception is the buffer stop. The length of the rail with a new buffer stop is pre-defined and

cannot be defined by moving the mouse, while the left mouse button is still pressed.

4.1.2. Turnouts and Crosses

4.1.3. Signals and Stations

4.1.4. Moving and Deleting Rails

4.2. Defining the Connection to the Railway Model

Sorry, but not yet implemented.

4.3. Compose Trains

4.4. Driving and Controlling the Trains

Once the rails are placed and the trains are composed playing with the build-up construction can start. Selecting **Mode->run** in the menu of the main window the "train velocity" - window pops up. Here the velocity and the direction of movement can be adjusted for each train separately.

There are 4 modes implemented to control the trains. They are described hereafter.

4.4.1. Set Signals and Turnouts individually

Each signal, each turnout and each cross can be switched by pressing the left mouse button nearby the item to be toggled.

Nevertheless there are a few rules built in, which should be taken into account:

– A signal is automatically set to red after a train has passed by.

– Signals cannot be set to red, if a train is arriving and is moving too fast to be able to stop in front of the signal in time. To visualize this effect, the green of the signal is changed to light-green, if it cannot be changed to red any more.

– In the same sense turnouts and crosses cannot be toggled any more, if a train is moving toward the turnout or cross and is already too close. The distance up to which a toggle is still possible depends very much on the velocity of the train.

4.4.2. Drive Trains from Station to Station

4.4.3. Drive Trains according to a timetable

This option is not yet implemented.

4.4.4. Trains are Running on Random Paths

5. Miscellaneous

5.1. Adoption of the view

As already mentioned, several so called plan-windows can be opened to visualize the layout from different sides or to spot just on a sub-section of the rail-layout. With some keys the viewing direction, the viewing angle and the zooming factor are adjustable for each plan-window individually:
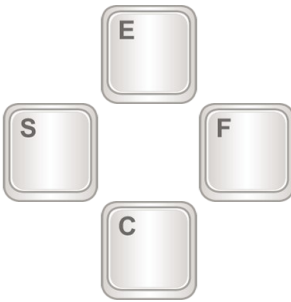
Following four keys can be used to select the area of the layout which is actually visible in a plan-window. With other words the layout can be shifted to the left, to the right, up and down.
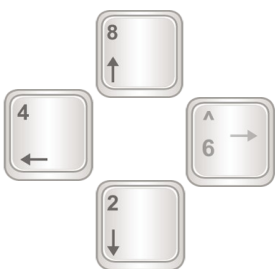
To use these keys the Num-Lock key must be activated:

Alternatively the keys E, C, and S, F can be used to shift the rail-layout in a plan-window.

To turn around the plan and to have a look to it from different sides following keys can be used:

The built up plan can be seen either from the top as an aerial view or from the side as horizontal view. Also angles between these extreme views can be chosen. Following keys change the view from top to almost a horizontal view:

Finally the size of the plan in a given window can be adjusted. Following keys zoom in and zoom out:

While the railway – layout is built up it may be useful to have a grid in the background of the window. With the G – key such a grid can be activated and deactivated. The T –key and the B – key are used to change the distance of the lines of the grid. It can be set to 0.5 cm, 1 cm, 5 cm 10 cm 50 cm, 1 m and 5 m.
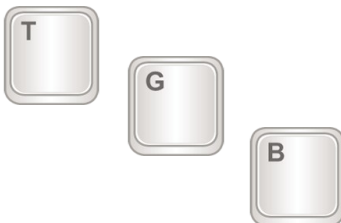
5.2. Saving a Configuration
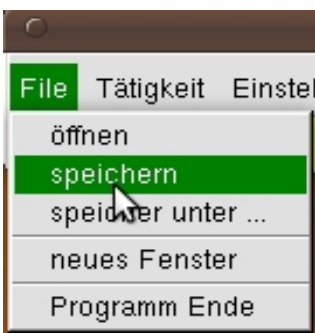
The layout of a railway – plan with all rails, turnouts, crosses and signals, but also with all trains is automatically stored in a file. Doing so also all actually open windows with their size and position on the

screen and their current view to the plan are saved.

While the program is terminating the plan is automatically saved and during program start-up the plan is read. The menu item "save" can be used to save a plan while the program is in use. This is recommended, if many changes are carried out. Otherwise the risk is high to loose the changes at a sudden power cut or an other sudden unintended stop of the program.

5.2.1. Working with several layouts

Is is also possible to work with several plans and store them under a specific name. The menu – item "save as ..." opens a window to define a name and store the plan. With "open" such a stored plan can be read and re-used. Doing so the current plan with all its windows will first be saved in a file and then it will be destroyed on the screen. It will be replaced by the plan with its windows, previously saved under the name and now read from a file.

A plan, originally stored under a specific name, can later be used as the default plan which will be opened at start time of the program. Such a named plan must be saved again under the menu item "save as ...", but instead of defining a new name, the text "Use at start of program" must be checked. **Please note:** the previous plan, which was used at start time of the program will be overwritten and cannot be recovered. Therefore it may be wise to store the previous plan, that was used at start time of the program, with its own name.