Sen City Signals (July 2013)

The latest versions of Sen City Signals, kuid2:76656:24010:1 to kuid2:76656:24019:1 are Trainz Build 2.9, (TS 2009 and up). Links to earlier versions that will work in TRS 2004, TRS 2006 and TC can be found on the ATLS page on my website. Note that these earlier versions may have minor bugs and less features. All assets will work up to and including TS12 (SP1). Always use the latest version you can! All versions may be placed in Surveyor and simply used as ordinary Trainz signals.

The normal Trainz automation may be overridden by the use of ATLS. This is an optional feature.

How to Implement ATLS Control

The following presumes you have correctly set up an ATLS Channel for SPL/LCM mode, using a Controller and Triggers. If you are unfamiliar with ATLS, first see the ATLS Tutorials on the ATLS page at www.boatztrainz.co.uk . The abridged 'Level Crossing Mode' Tutorial will be sufficient for Sen City Signal use.

To access ATLS settings, open the properties box and click on the "Click to open optional ATLS Control" line, top left. You should then see something like this….
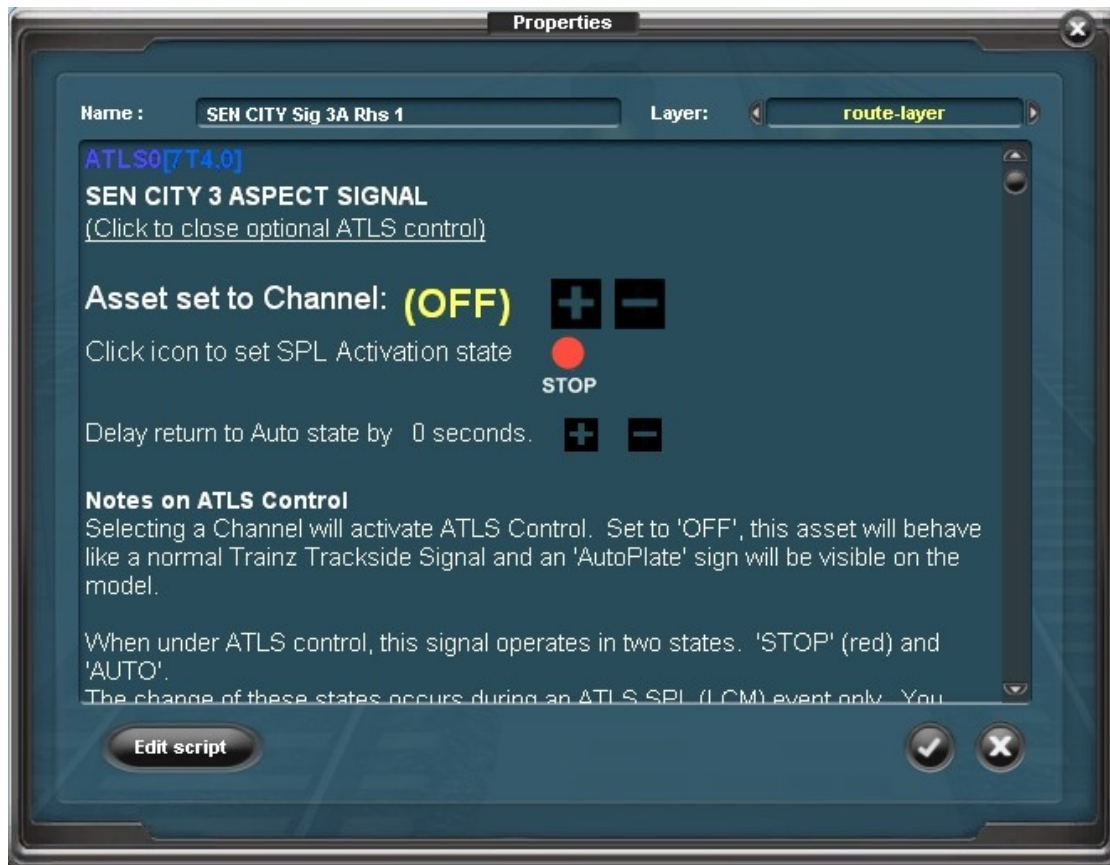
The first thing to do is to set up the ATLS Channel you are working with. If the channel remains 'OFF' then the signal will behave like a normal Trainz Signal. Switch to a channel and the signal becomes ATLS Active. This is confirmed by a red indication in the Properties Box and also the Autoplate on the model in Surveyor will disappear, indicating the signal is controlled.

The next decision is to select what you want to happen during an ATLS LCM/SPL event. This is the period when a train is within the ATLS Triggers you have placed on the track. The signal can either be forced to 'STOP' (red) during this time or it can be cleared to 'AUTO' during this period. See 'Reasons for ATLS Control'.

The default setting is 'STOP' during SPL activation. In this case, as it suggests when a train Triggers the SPL event, the signal will go red. When an SPL event clears (after trains have left), the signal returns to 'automatic'.

The other setting is to 'AUTO'. If this is selected then the opposite happens. The signal will switch to automatic during an SPL event. But BEWARE – This means that at all other times the signal will remain stuck on red (stop)!

Press the icon to make your choice….

The final, choice is to decide if you require a delay before the signal clears back to automatic. This will depend on your application but it may be, (for example) that you want to hold a train after SPL/LCM has cleared to allow time for level crossing gates to open…. Or a movable bridge to finish closing. The default is 0 seconds but *any* delay may be entered here.

Providing you have set up the other ATLS assets on this Channel correctly (only Controller and Triggers required), hopefully everything should work.

Note that all settings you make to this signal including ATLS settings will not be saved to the Route Layer. You must save a Session to retain settings!
(Unless you 'name save')

Reasons for Using ATLS Control

The reason for using ATLS control will depend on your map and what you want to achieve. Use it wherever you want to override the normal Trainz signal AI. The two applications below are suggestions but you may think of more.

'STOP'
With the signal set to stop, (red) during SPL/LCM activation it can go some way to guarding a diamond cross-over. In a crossover situation, Trainz AI has no way of sensing a train approaching on the crossing track. As a result we can often see trains 'passing through' each other, which isn't particularly realistic!
By placing ATLS Triggers on the main line, you can force a Sen City Signal to red on the minor line. Thus the lower priority train will wait for the main line train to pass.

This isn't ideal as the main line train won't know if there is already a slow train on the crossover. If there is you may still get a 'pass through'. Don't be tempted to put Triggers and signals on both lines as you will end up with both trains stopping, and neither moving until the other has gone!
(I am working on a better system for this!)

'AUTO'
With the signal set to auto during an SPL/LCM event the reverse happens. Most of the time the signal will be red! Use a signal on this setting just before an ATLS controlled level/grade crossing or an ATLS controlled movable bridge. If it is set to the same Channel as the bridge/crossing it will only clear to 'automatic' when the bridge/crossing opens to trains. Use the delay function so the signal stays red until the bridge/crossing is fully open.

Choosing Textures and Extras
Sen City Signals come with 3 texture sets on various parts of the model. These are allocated randomly when placed in Surveyor to ensure no two signals look identical. (In fact there's a limited number of permutations so they will…. but hopefully it gives that impression.)

If you want to alter the selection then tick the appropriate check boxes. Note though that these settings will be lost if you only save to a map, (Route). Not only that but the textures will be different each time you open a Route Layer in Surveyor. The look of the signal will only be retained when saved to a Session.*

In addition to textures, you may choose to add an 'Electrical Safety Mesh' in the freestanding signals or up to two ladder extensions in the overhead signals. The ladder extensions must be clicked in sequence. i.e you can't add the higher one before you add the lower one! Again, these choices will be saved to a Session only.*

If you are having problems with the textures, ensure you have the Sen City Signal Textures asset on your system (kuid:76656:21001).

*(Unless you 'name save')

Naming the Signal in Surveyor

If you want the name of the signal to appear on the name-plate when viewed in the game it must be named to a specific format.

The 'plate' will only accept a maximum of 6 characters on two lines, (3+3). The two lines must be separated by a space. For example ABC 123. Less than 3 characters per line is fine but 2 characters separated by a space is the minimum. If this format is not followed the plate will continue to display 'SEN CITY'

Note that you will need to open and close the properties box a couple of times before the name will visually update in Surveyor.

Saving to the Map (Route)

This is optional. Normally settings are automatically saved to a Session. This shouldn't be a problem if you keep a 'Master Session' to build your Route from. However if you specifically want to, you may 'Name Save' a special code to the map. Then all settings will be saved to the Route Layer.

Take a look in the top left corner of the Properties Box and you will see something like ATLS1[GA6,1] in blue. This is an encoded representation of all the settings you have made to this asset.

If you save the name of this signal EXACTLY as shown, the settings will be retained. It's important to keep the format, including the square brackets and comma or it will either just not work, or may cause errors.
On occasions you may encounter the *'That Name Is Already In Use'* message. If you do, DON'T save it but add: '(A)' to the name you are saving…. So you will save: ATLS1[H5A,0](A) Use the letter (B), (C) etc., for subsequent clashes. The brackets are important.

Naming AND Saving

Some people want everything! If you want to save settings to a map AND display the signal name, this may be done by placing the displayed name in-between brackets, keeping the 3+3 character format. e.g ATLS1[GA6,1](ABC 123). Remember, its a comma between the data save parameters and a space between the Signal Name strings.