Glorious Devon – 1960's

The section of the former Great Western Railway that runs along the South Devon coast between Exeter and Paignton is one of the most famous and picturesque locations in England that has captured many people's hearts.

"Glorious Devon" recreates the area as it would have looked in the early 1960's, pre 1964 after which Dr Beaching's cuts took effect. Significant research has been undertaken to achieve the closest possible authenticity, recreated in digital, for the Rail Simulator game. A period of great transition for Britain's railways, from much loved steam traction – Manors, Halls, Castles and Kings, to early classic diesel hydraulics – Hymeks, Warships and Westerns.

Glorious Devon offers great potential for scenario writing, from local passenger services, to inter-regional expresses to London, the Midlands and beyond. Although the location is predominately rural, freight services were varied too, including coal distribution and fuel for a 40MW power station, livestock, milk and china clay.

There is much to discover, from rail connected docks to stations long since closed but now brought back to life.

Enjoy Glorious Devon!

Legal

User Generated Content

This route is a 'freeware' conversion of the Dovetail Games (DTG) Riviera Line. You must have purchased and installed the DTG Riviera Line route in order to be able to use this freeware conversion.

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Our conditions of use

This converted route (Glorious Devon – 1960's, including its custom assets) is made available free of charge ('freeware') for you to install into your Rail Simulator game.

The custom assets made for this converted route are Copyright © Mike Traves. All rights reserved. The scenery alterations have been made by Tristan Peat.

By installing this converting route you agree to use the converted route on an 'as is' basis. The converted route has been tested by use on different computers and has been checked to make sure, as far as we can reasonably be certain, it does not contain any viruses, trojans or other malicious software. We accept no liability for any direct or indirect harm to your computer system, loss or corruption of data through your use of this route conversion. We, however, suggest that you back up your Rail Simulator data before starting installation of the route conversion.

Dependencies

Routes

In addition to Riviera Line, the route conversion uses assets that are referenced from other RSC / DTG routes and also routes by Creative Rail. These routes are listed below and must be purchased from RSC/DTG and Creative Rail.

Please make sure that the RivieraLineAssets.ap and WestSomersetAssets.ap files have been unpacked into their respective folders when you are installing these routes, otherwise their assets will not be available. To unpack the .ap files you can use Mike Simpson's RW_Tools (http://www.rstools.info/DL.html) or if you have WinRar (http://www.win-rar.com/download.html?&L=0) then right click on the .ap file and select "Extract Here" from the drop down panel.

DTG / RSC: (http://store.steampowered.com/)

Riviera Line
Falmouth Route
West Somerset Railway
Woodhead Line
Bristol to Exeter
Isle of Wight

Creative Rail: (http://www.creativerail.co.uk/products/train-simulator-2013)

English China Clay route
East Coast Part 1 and 2 OR Part 3

Not required but recommended is the Steam Sounds Supreme "Road and Rail Sound Enhancement Pack". The Falmouth route (track) joint sounds and tunnel reverb will add realism when installed.

http://www.steamsoundssupreme.com/page_rrsep.html

Assets

Freeware downloads available from the DP simulation website:
(http://www.dpsimulation.org.uk/)
These are located in the 'Free Stock and Reskins': Pete Gillam (Karma99) downloads:

EnamelSigns
GWRTracksidePack1
GWR_Water_Tower
GWRYardLamps
PointRoddingKit

and DP simulation Free Scenery downloads:

DPS GlassShelter Pack01

Freeware assets which are available to download from the UK TrainSim website:
(http://www.uktrainsim.com/)

UKTS_20478_GWR_Benches,_Lamp_Huts,_Loading_Gauges
UKTS_20732_EnamelAds
UKTS_21120_BZZ_RS_SS_Marmaduke
UKTS_21354_LivestockPenKit_v11
UKTS_22487_dockcrane
UKTS_22854_BZZ_MV_Infanta_for_DL2
UKTS_22866_BZZ_derelict_suctn_dredger_DL
UKTS_23060_BZZ_RW_SS_Arundel_DL
UKTS_23283_BZZ_RW_SS_Kent_DL
UKTS_23774_Canal_Lock_Gates
UKTS_24304_British_Railways_Lorry
UKTS_24305_British_Road_Services_Red
UKTS_24306_British_Road_Services_Green
UKTS_24617_Tugboat
UKTS_25703_GWR_Signal_Boxes_v1
UKTS_25894_Chaddock_Engineering_LNWR_Engine_Shed_Kit_Part_2_V2
UKTS_26272_Churches_v1.1
UKTS_26358_VANS
UKTS_26364_Kirkby_Stephen_Weighbridge
UKTS_27126_UKTS_Freeware_Pack_-_Blocks-Lofts-Bridges_#1_v1.0.9
UKTS_27127_UKTS_Freeware_Pack_-_Commercial_#1_v1.0.3
UKTS_27128_UKTS_Freeware_Pack_-_Housing_#1_v1.1.1
UKTS_27129_UKTS_Freeware_Pack_-_Industrial_#1_v1.0.3
UKTS_27130_UKTS_Freeware_Pack_-_Railway_Buildings_#1_v1.0.4

UKTS_27139_UKTS_Freeware_Pack_-_UK_Wagons_#1_v1.1.7
UKTS_27353_UKTS_Freeware_Pack_-_Clutter_#1_v1.0.6
UKTS_27710_GWRSignalKitV3
UKTS_27932_Patch01GWRSignalKitV3
UKTS_28981_TS2012_Yard_Lamp_Pack_V1.0
UKTS_29019_FordVanPack10cwt
UKTS_29152_AEC_Mammoth_Major_Repaints
UKTS_30468_BZZ-RW-TSxxx-3x-dinghies
UKTS_30488_SandboxVehicles
UKTS_30495_CambridgeLines_rel_1.054_Assets_Cambs
UKTS_30515_CambridgeLines_rel_1.054_Assets_3rd-party-3
UKTS_30516_CambridgeLines_rel_1.054_Assets_3rd-party-1
UKTS_30517_CambridgeLines_rel_1.054_Assets_3rd-party-2
UKTS_30716_LMS_ARP_signal_box
UKTS_30726_Telegraph_pole_lofts_V1.1
UKTS_31006_UKTS_Freeware_Pack_-_Ambient_Audio_#1_v1.0.9
UKTS_31512_totem
UKTS_31667_ruins
UKTS_31866_LNWR_Signals
UKTS_31994_Hawksassets
UKTS_33753_Supplementary_GWR_Signals_V3
UKTS_34089_Supplementary_GWR_Signals_V3

Custom Assets

The route requires that you also install custom assets in the TwoCats folder and custom station markers for Goodrington, Heathfield, Exminster and Kingskerswell. These are bundled in the .rwp file.

Using the route

This route conversion is demanding in terms of processing power from your computer (cpu and graphics card). All computers use different components and their ability to run the route conversion will vary.

We recommend when running scenarios which involve significant rolling stock that you adjust the graphics settings in the Rail Simulator options to 'High' (i.e. not Very High) and adjust the sliders to suit.

This route is relatively stable. However, certain situations may result in crashes to your game. We therefore recommend that you make regular 'saves' to your scenarios.

Track and the dispatcher

Sometimes when creating scenarios the dispatcher takes the train route in directions other than those that are desirable. In places where this commonly occurs we have provided fixed markers that can be used as a via or waypoints and in occasional places we have been forced to use direction arrows. These should not interfere with or be apparent in scenarios. For all other places where the trains need to be coaxed to go in the direction you wish please use the destination markers provided in the scenario editor.

Signalling

This is a vintage route, the signalling is all semaphore which operates in a manner that will at times appear different or even non-functional to players that have used only colour light signals previously.

When a home (stop) signal is clear it will remain so as a train passes it and will go to the stop position once the last item of rolling stock has passed it.

A scenario writer/player familiar with chasing yellows with 3 aspect lamps, who decides to set up some chasing yellows with the semaphore system, should be aware that the old semaphore block system is quite different from modern signalling.

With the modern system the signals are set out at regular intervals quite close together and trains can be packed almost nose to tail along the line figuratively speaking. Chasing yellows is fairly easy for the experienced driver.

With the semaphore block system, once a train has passed the outer (far) starter there can be a fair distance, sometimes many miles before the next home signal. A following train approaching the same outer starter that the previous train passed a few minutes before must now wait for the train ahead to travel those many miles before it gets a clear to move on. Chasing yellows becomes a non-event, in fact it could cause long delays. Various rail companies placed home signals at intervals along long routes, each with a little four frame signal box and keeper, in order to speed up traffic. These same home signals in the middle of nowhere also served to stagger trains along popular routes during the holiday season. The signalling is as it was according to the signal box diagrams and a trainsim player may have to wait and twiddle his thumbs at a signal waiting for a slow AI train ahead of him take five minutes to get out of a long block. I have spoken to some authorities regarding this situation and that is how it actually was.

Distant signals are a little complicated to understand. As a rule of thumb regarding one train following another, the first train must pass three home signals before the first distant signal will clear.

An article that may be helpful in understanding stop and distant semaphores can be found here: http://forums.uktrainsim.com/viewtopic.php?f=370&t=138607&p=1714900&hilit=Stop+%26+Distant+Semaphore+Signals#p1714900

Route Contributors - TeamGD60

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Geoff Harrison (aka JustGeoff) for reference and research.

Many thanks to:

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Mark Raines for his excellent custom scenarios written specially for the route conversion.

and, Michael Hendle who has kindly helped in providing vintage timetable information for the scenarios.

If we have not acknowledged your work, of have missed anyone else, we are sorry, please contact us and we will add to our credits!