

KMJ-Route-v3 readme

Build By Hawk

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Version 3, 2003-10-25

Background for KMJ:

KMJ is the name for this virtual railway, which is the abbreviation for “Kvarndalen Munksäter Järnväg”. It is intended to be a route with highly effort taken to the landscape around the railway, to have it look beautiful and of course with a Swedish look.

KMJ is a route with its fictitious place in Middle Sweden. The places along the route are completely fictitious. The length of the route is approximately 100km and if you want more, use the loop and double the length...

Lots of buildings are repainted from its original, to have a look and feel as a genuine Swedish building. Also the trees and vegetation is a lot of work done on to have the Swedish looking touch. The real world contains a lot of vegetations. In KMJ I have tried to get that feeling with a lots of weeds and matching ground textures, to get the feeling that it is lots of growing green things all over the landscape. Still, lots of considering is done to have a reasonable fps-rate, so the route is going as smooth as possible.

KMJ is made to satisfy both passenger and freight train drivers. The route contains industries, docks and stations for all needs. Two activities has been included in the route package, just to have you plug and play with the route. The consists and trains used in the release activities is also included in the package, so no further download to start the activity is necessary.

KMJ is based on original track sections.

IMPORTANT NOTE when installing KMJ!!

Included in the package, there is a roadfix. Please install this fix, since the roads will be much better when this is installed. The installation will be done to the global folder, therefore other routes will also take benefit of this fix. Instructions for installation are included in the zip package. The fix is a rather safe operation and should not case any trouble. Read the instructions carefully.

The activities

There are two activities included in the package. They are not representation a true railway scenario, since only the vehicles included in this package is used. The activities is not equipped with missions such as pick up cars etc, it is just driving the train.

From the community, several activity packages will most certainly be created for the route.



Whats new in version 3?

The route is now extended about 30km south Munksäter with a highest allowed speed at 200km/h. A new station Karlsfors is ending the double track main line and from Karlsfors is a branch line going and the main line continues. Both lines south of Karlsfors is single track.

On the branch line from Karlsfors there is a new railway museum established.

The original loop north Kvarndalen is completely revised. It is done to get MSTs to feel better from track database perspective; the old version had some difficulties with the activities and signals. Now there is also here two lines entering Kvarndalen from north, one branchline and one mainline. The loop track is now single track design. The branch line is altered to single track after the split from the loop track.

A completely new oil harbour is added north of the old harbour at Kvarndalen.

A completely new oil refinery is added near the new oil harbour.

In the centre of the loop, a new switch yard is added, with one single platform track for small commuter trains.

Two new stations, Bergvalla and Karlsfors.

A freight track is added both north and south Munksäter, to allow the north going freight trains to enter the freight tracks at Munksäter, without crossing the mainline.

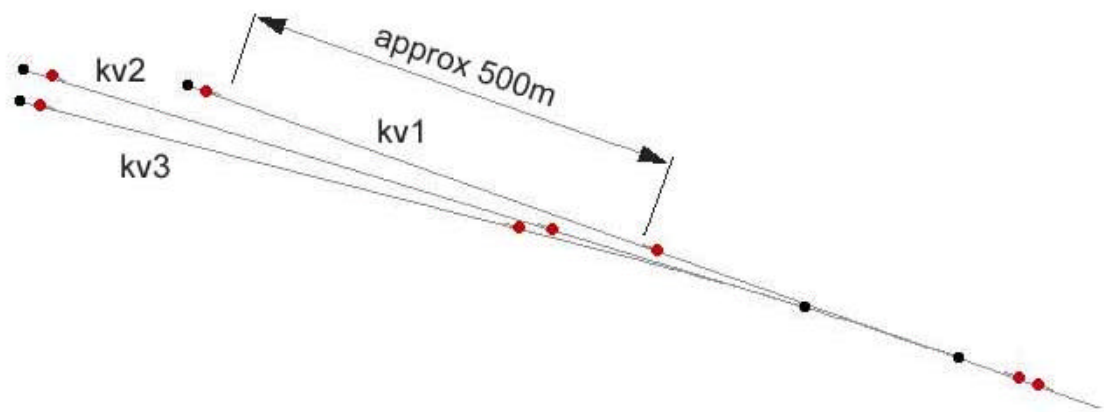
Lots of repainted and new objects added.

New ground textures and methods.

A revised signal placement. Signals also added on right side. Much more block signals are added at the line, to allow more complex AI traffic.

The “Kvasts” ☺

Soon when you have examine the new KMJ route, you will probably take notice of the “kvasts” at the end parts of the route. At 4 places you will recognize these strange track designs:



This is a pure “MSTS-technical” design and is not related to the real world. These tracks are used by the activities to make a handy place to start and end the computer controlled train. With this design, it is possible to make more robust activity, which not creates new trains in conflicts with existing trains. The idea is to use tracks kv2 and kv3 for new trains, and kv1 for trains going out from the arena.

Naming

In the activities you will maybe recognize naming such as BI2 or HL1. This is the 4 name of the lines that goes out from KMJ in following name convention:

1 = north side of route

2 = south side of route

HL = Main line.

BI = Branch line.

The “kvasts” are always with the same point configuration, therefore the naming convention for the tracks are:

kv1 = The straight track.

kv2 = First side track, no matter of which side

kv3 = Second side track.

The double track “kvast” is added with an S or an N in the name to declare which track is pointed at.

Ex. HL1_kv2N is the north main line “kvast”, track kv2 in the north going track. KMJ is normally declared as a left traffic route.

The loop

To achieve a more interesting route, it is possible to double the length of driving. Well-known for those who used earlier KMJ versions. As stated above KMJ still has its loop at the north side, but it is now revised so you need to take action if you in explore mode want to go round. This is done for the reason of not upsetting MSTs, the downside is that you actually need to press the “G”-button twice, to get round. So, here is the simple route order for explore routers going round:



1. First, just enter Kvarndalen heading on the loop with the switches in default position and no action is required.



2. Second, when leaving Kvarndalen under the long green bridge, seeing the passing the 100km/h sign press G for the first route redirection.



3. Now we are going into the right track instead, and next leaving the branch line in a straight switch into the loop track.



4. Oopps... Red signal! Don't worry...



5. Now it is time to press "G" second time. If not, you will end in a safe track...



6. Done! Now you are back on the mainline, heading south. No more actions needed to enjoy your trip down to Karlsfors!

Industries

On KMJ there are many industries that are making different transport needs. Many industrial tracks are added to the route. Too the satisfaction for the economic people on the industries since the railway is a good economical transport alternative.

Some examples of industries:

- Paper mill in Munksäter
- Car factory in Munksäter
 - Sawmill in Övre Munksäter
 - Paper mill in Forsnäs
 - ball bearing industri Karlsfors
 - Bergvalla Industrier
- A few mechanical industries, with various transportation needs.

Swedish houses and other objects have I got from:

Credits

Thanks to Mazz (m.abramson@telia.com), for a great work with tracks, signals, testing and lots of late night conversations...

Without Mazz work, maybe the KMJ project had failed. ☺

KUJU: all original files and a game that give us a reason to sit at late night finding new strange words about the RE environment... But in the end, we like what we did!

"Mazz" (m.abramson@telia.com) - track laying, signals, brilliant and stupid ideas, testing...

"Pson" (schumacher_regerar@hotmail.com) -beta tester and ideas..

"Pursche" (hans.pursche@post.netlink.se) signals from the previous version, testing..

3D objects:

"emges" Mats Strid (emges@telia.com) -Swedish signals Beta 3 and MSTS Swedish Objects, version 1

"lasseLJ" (lars.ljungberg@falkoping.mail.telia.com) -Swedish houses and platforms.

"wase" (wase.k@telia.com) -Swedish houses, all sorts

"micke321" (<mailto:micke.asson@swipnet.se>) - Swedish houses (Different farmer houses), telephone poles, manual point switch mechanism

Swante Wendell- S W © -larger residential building

Bo(Bosse) Sibbmark- sibbmark@hotmail.com - Minigolf, norrgarda- Waiting_Shed, Water pump

Kenneth Falk(Knebert)- kenneth.falk@telia.com - Containers

Olaf Lindström(vr98olli)- olaf.lindstrom@edu.savsjo.se - platforms

Mazz - m.abramson@telia.com - turntable plate

Robban- osterman@mbox305.swipnet.se - pine in 3d

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Henrik Svedborg: mail@gameaddons.dk -dksthuse, dkkommandopost

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Bruce Giroux: wbgx@nwlink.com -"Off-Road Loader+w/Mill_fork"

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Joe Cooney jkcooney@hotmail.com -O&W Cadosia Station

John Milligan johnmilligan@optusnet.com.au -Backdrops

Teemu S: enocell@hotmail.com -MSTS Sawmill, Enocell's MSTS building

Stephen Thompson evensteve@oregontrail.net -MSTS "frogs", "beach-small-waves"and "seagulls"Sounds,-5biglogs

Rick Lamp -A Dockside Rolling Crane and Paper Mill

"Real Pines": Marias Pass Conifer Texture Replacement-Copyright 2002, Judd Spittler Web Site: www.juddspittler.com/spittler_engineering/
 pine texture are modified with the permission of Judd Spittler
 MSTs People-3D model and original skins by KUJU. Reskin by Ian Jenkins
 Ron Spalding (ChooChoo)-email: ChooChoo@maleposer.com -Rocks and Boulders and Wooden Pallets
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 Paul Gausden- <http://www.highworth.freeuk.com> - Bridge & Culvert parts
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 BobItaly-Marzo 2002- Per suggerimenti ecc. robbonsi@tin.it - Marc_Kit01
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I also want to send a big thank you to **Jarmo Puntanen** who let me use his Trainz tree textures as base for some of the tree textures used in KMJ.

Possible I have forgotten some one, but this is not my intention. Please forgive me in such case and let me know, so you will get proper credit to next release.

Creating the installation package has Rogge – (Roger Averdahl) done.

Legal stuff.

KMJ-Route is freeware. Under no conditions may any portion of this route be used for commercial purposes.

You may **not** release an own version of this route.

You may **not** take any of the objects included in this route for usage in other routes. This restrictions is of course with respect to all nice objects created by different skilled designers all over the world, which has made this route possible.

I am not responsible for any adverse effect of this route on your computer.

How the route original was made from the start.

(slightly revised section from readme KMJ version 2)

The route is based on Europa1, the Settle and Carlisle route.

All objects are removed from the original route. Most of the track between Kvarndalen and Skivhaga is from the original route track laying, rest is new.

The first step was to change the houses to more Swedish ones.

The thought hit me to make the whole route Swedish.

The tracks are the originals in the first attempt of KMJ, but all the other things were new.

After 50 km I gave up it was a big job.

Then the rescue came.

I got in touch with ;

"Mazz" from the Swedish forum (<http://msts.e-buzz.net/>) he started to help me and he added "some" tracks.

It got interesting again and the work continued day and night. ☺

Later on we learned how to add tiles and the original route was cut after 5 miles and new tiles added in one end. There Munksäter lays.

Now a new track section was made that was a mile long. So now the route is 6 miles long.

One major station was made and an industrial area was made.

Then a problem came up, signals. That was managed by;

"Pursche" from the Swedish forum (<http://msts.e-buzz.net/>) who volunteered to fix that.

Major work is made on new textures so there could be more Swedish buildings and vegetation. All terrain is remade, and new ground textures. Almost every building has winter and night textures.

If you start the route in explore route you start in Övre Munksäter and have 12 miles driving ahead of you. How you wonder, the route is only 6 miles long? In the far end of Kvarndalen there is a double headed round track, which gives you the possibility to drive the route in both ways.

Stations Kvarndalen and Munksäter

The two big stations is made to give more interesting train movements to the use of activities makers. The track lay is thought to represent a real impression. All tracks in function. So in Kvarndalen there is double platform so you get the feeling of two-way track that meets. There is a big harbour with it own yard.

In Munksäter, its also a yard to manage the big traffic the industries make. There is also a house for trains.

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I hope you enjoy KMJ-Route.

Kind regards,

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