

Canton – Suddenly – Thompson

SwitchList Generator Template Guides

In general, when generating activities, DO check the box “Check here to allow setouts to come from yard tracks in different regions than the Industry track being serviced.”. Then, it’s usually best to only check the “yard tracks” in the region in which you will be starting your run. If you’re planning to do a “turn” (where you’ll run out, and back) it’s possible to check other yard tracks, but this could result in a fairly complex switching challenge.

The Thompson addition brings signals, and some dispatcher-controlled switches, to this great route. Now it’s possible to interact with AI Traffic, and there is some AI traffic in this template. This also means though that if you’re running a “turn” and are on a part of the route that is controlled by signals, you’ll usually have to hit the “reverse point” for the return run, to get clear (green) signals on that return run.

Because of the signals and dispatcher controlled switches, we had to create player paths that are a little more “rigid” than the former completely free-form paths. Details on each of the “Player Paths” (or “routes”) are given below.

It’s possible we’ll need to add more paths to cover every possibility. If you encounter a switching challenge that we don’t have a path for, please email us and we’ll create an additional path. For example all the southbound runs go to Jeremiah and return via a reverse point just past the last passing siding (at Jeremiah). So if you are running south only as far as Prudence and then return, you may not be able to get clear signals for the return trip. If that becomes a problem we’ll have to release a new set of paths that start in the north end of the route, which have a reverse point in Prudence.

If the AI traffic gets in your way, you can of course eliminate it by checking the box in SwitchList Generator, “Check here to generate an activity with NO AI traffic”.

General Note for leaving Prudence Northbound:

Because you have manually controllable switches it’s possible you might leave Prudence on the “wrong” track. While either track will get you there, the path, which controls how the dispatcher controls the automatic switches and clears the signals, only runs through the west-most (left hand) track heading North out of Prudence. So if you’re coming back from Jeremiah, or you came up from the Prudence engine stall or Suddenly Chemicals or Pine Bluff and ducked into Prudence to do some yard work, when you leave Prudence Northbound make sure to manually run onto the left-most (or west-most) track, that will get you on the path where you’ll begin to see green signals (unless you have to await a meet with an AI train!).

The Paths

CantonHeadingNorth

This is basically set up for working the north end of the route (anywhere between Interchange and Canton). The path doesn't run through the signaled sidings so you won't be able to get to Jeremiah or the towns south of Interchange. Since you're facing North this path works well for switching in Graham using your rear coupler.

CantonHeadingSouth

Start in Canton, facing South (of course you can still turn on the wye and change your facing if you'd like). You can just work the town of Canton, or anywhere the north end of the route, but this path also extends all the way to Jeremiah, through all the signals, and back. So you can run the whole length of the route using this path. Also even though the path runs to Jeremiah, you could run to Prudence and then work Pine Bluff or Suddenly Chemicals, since all the switches in the area of Prudence can be manually controlled and there are no controlling signals south of Prudence.

InterchangeHeadingNorth

Start in Interchange, run as far north as you'd like. No paths through the signals south of Interchange so you won't be able to run to Jeremiah or Lucille.

InterchangeHeadingSouth

Start in Interchange, your engine is facing south but you can run basically anywhere. The path runs through all the signals on the south end of the route, so you can run all the way to Jeremiah if you like, or to Pine Bluff etc. You can also head north by turning on the wye just north of Interchange if you'd prefer.

Jefferson

Start in the Jefferson engine stall. Since there's a wye there, you can run either way. The path actually hits a reverse point and goes south, all the way to Jeremiah, so you can run that far (and back) if you want and the signals will work correctly. If you want to go south, be sure and trigger that reverse point to activate the path. If you want to go north, or, go south no further than Newton, then it isn't necessary to trigger the reverse point or worry about the path, since there are no signals to contend with.

Newton Heading North

Start at Newton, heading North. There are no signals in this path. You can turn at the wye at Interchange but you can't run South further than Newton since there isn't a path through the signals at the siding between Newton and Lucille. Mainly this is designed to be used as a "Newton Switcher", since there's a yard track in Newton, you will can generate an activity limited to Newton only if you'd like, picking up cars at that yard track and setting them out at the various Newton industries, as well as picking up cars at the Newton industries.

Pine Bluff – Canton

This path runs North out of Pine Bluff. You can run into Prudence Yard if you like. If you also leave the yard northbound to continue your run, be sure and take the west-most (left-most) track as you leave the yard to get a green signal. The path runs through the signaled siding between Lucille and Newton, then there's a reverse point. So you can opt to continue north as far as you'd like, or, head back, as far as Jeremiah if you want since the path runs through all the sidings to Jeremiah for the return run.

Pine Bluff – Jeremiah

Run out of Pine Bluff, through Prudence Yard, all the way to Jeremiah. If you trigger the reverse point just past Jeremiah you can run all the way back.

Prudence North

Start in the Prudence Engine shed. You can actually skip Prudence Yard and head directly north if you don't have any pickups in the yard. More likely though, you'll check the "yard tracks" in Prudence to give you cars to start your run with. To keep your engine pointing north, it's easiest to follow the path, taking the left (west) leg of the wye, then back into Prudence yard, do your pickups, then depart the yard northbound. Remember when you leave the yard northbound, take the left-most (west-most) track. There's a signal to the right, it will be red, but it isn't the signal for your track ... your signal will be further north, on the left, and should be green. If you run beyond the passing siding between Lucille and Newton and trigger the reverse point, you can run as far north as you want (all the way to Canton if you like), and you can also run back south, as far as Jeremiah (the path runs back south to Jeremiah). You can also run south out of Prudence (say, to Suddenly Chemicals or Pine Bluff) since there are no signals or dispatcher controlled switches in that direction.

Prudence to Jeremiah

Start in Prudence Engine Stall, follow the path into the right entrance to Prudence yard. The path runs east all the way to Jeremiah, or you can turn and work the refinery, and there is a reverse point just past Jeremiah siding, so if you trigger that, you can run all the way back to Prudence, and then north as far as you like ... and even back again! You can also run south or turn on the wye at Prudence to work Suddenly Chemicals or Pine Bluff since there are no dispatcher-controlled switches or signals in that direction.

SC Refinery

Generally designed as a refinery switch job (the refinery has its own yard tracks), you'll run into Prudence Yard, then north as far as you'd like. You can also run back once you've gone north, as long as you trigger the reverse point just north of the siding between Lucille and Newton.

Suddenly Chemicals

Designed primarily as a switch job at Suddenly Chemicals (which has its own yard track), you can work Suddenly Chemicals only, or anywhere in the Suddenly – Pine Bluff area, or, run into Prudence Yard and all the way to Jeremiah and back if desired.