

README FOR KHP REVISED AG4

When you first enter the AG4 program, there is a red box warning you that KHP is an older version and to check carefully the ability to accept cars on the initial train . All paths are safe to add as many cars as you wish to the starting train as there is plenty of room to do so.

If you decide to "fill" up the work order for Exshaw, be prepared to spend the entire evening there. You would be well advised to add the third two axle moter as you will need the extra power.

If you think there is no grade in town -----When approaching Exshaw, I inevitably cut the power too soon and when I think I will stop before my intended position in town, I give the locos one notch but by then, I have crossed that invisible line and by the time I recover, I have overshot the town by, sometimes, one mile.

When switching Exshaw in the "Gap tp Exshaw" path, it is important that when you are arriving at Exshaw, you clear the main in the West end by 10:19 AM as there is a WB freight due through at 10:20 AM. Also, do not attempt the switching duties at the Baymag 2 site until after the 10:40 AM Passenger goes through on it's way to Calgary. It has the main until that time. It then is safe to go WB on the main to Baymag.

There is no AI traffic in the WB template. There is a limited amount of passing tracks available for AI passing and because of the intense switching necessary in some of the towns with operators taking longer than some others it is impossible to schedule AI trains. I hate it when you have to sit somewhere in a siding for 15 -20 minutes not knowing if a train will show or not, so I don't feel the users of this template should sit either.