What is an Overspeeding Script?

I have made several scenarios for the Deltics which have a maximum permitted speed of 100mph. Now there was nothing to stop the player travelling above that speed – especially where the track limit is higher.

I tried writing a script from scratch which was a complete failure. I took some bits from various tutorials and they didn't work – or do what I wanted. Andy Freeman then sent me a script he had adapted, along with a test scenario. This meant I could experiment with a working script in a working scenario. His script had small alerts in the top right corner which I didn't want, and after a couple of overspeeds the Emergency brakes were applied – bringing the train to a complete halt. This was something else I didn't want. Finally the scenario would be terminated, and I didn't particularly want that feature either.

What I wanted was larger messages, better warnings and importantly, no emergency brakes coming on so that it didn't affect AI interaction too much later on, and no scenario termination.

The only thing I new about was the messages, and how to get them on screen where I wanted and for the time I wanted. I then started experimenting and slowly worked out what some lines in the script did, and how to alter them. However, most of the alterations were either partly luck, or complete flukes.

What does my script do?

When you exceed the loco speed limit by 1mph a polite warning appears on screen.

That warning is on-screen for 5 seconds, it then clears. If you slow to the limit then no other action takes place. If you fail to slow down then after 15-20 seconds a second message appears. This is larger and stays on screen until you slow to the correct speed. Once you have slowed the message clears.
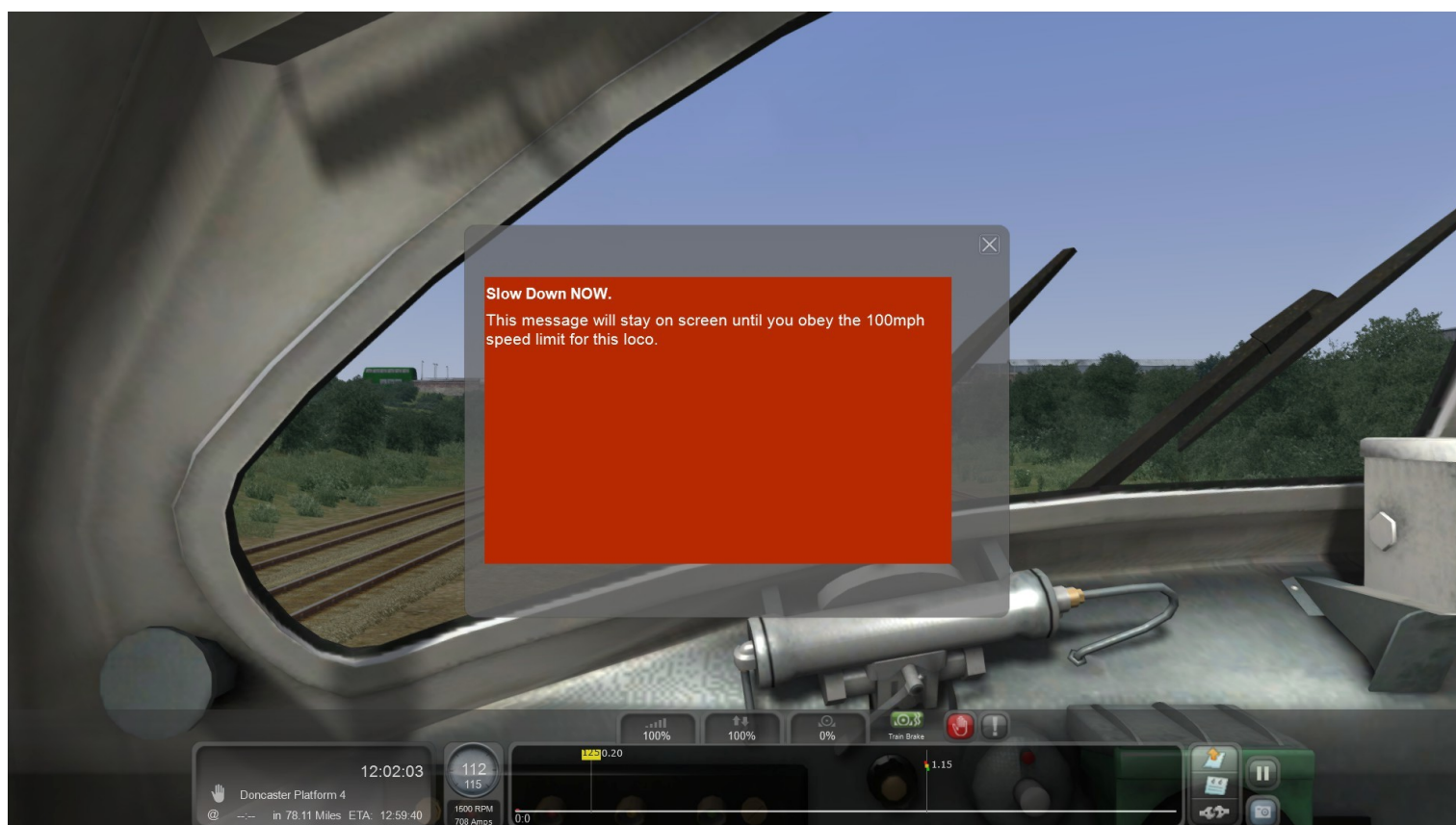
After 5 instances of speeding, either briefly or for the longer period, then things get a bit more serious and your throttle and reverser are closed and the brakes applied.

Unlike an emergency stop you can take control immediately, release the brakes and activate the throttle and reverser. You can do that and only drop 20mph if you are quick.

This will happen every time you speed from now on.

What can be edited?

Everything if you know how. The simple things to edit are the Speed Limit, the Speed that the warnings activate, the number of warnings you get before the brakes are applied, and the messages.

The best program to use is Notepad++ but you can use other text editors. Notepad++ will edit both the lua file and the html files without any problem. With the .lua file if you scroll down to Line22 you will see the easiest lines to alter. If you alter the "speed limit of loco" you will have to alter the speed in the "overspeed*.html" files to match. This is very simple to do in Notepad++.

What do I know about this script?

It works without problems in the "Speed Test" scenario and in a couple of other scenarios at different speeds – see **"(CG) Freight to Stratford via Acton"** from **http://www.wotawallysbits.co.uk/my-scenarios** for one of them.

It won't wreck your computer, or your scenarios. Follow the instructions in "Overspeeding Script in your scenario.pdf". If it doesn't work just delete the "En" folder and the three "ScenarioScript" files.

What don't I know about this script?

Just about everything. I don't know how I achieved some of the results, and I don't know how to control the length of time between the first warning and the second warning if you don't slow.

There are almost certainly lines in the script that aren't needed and the whole thing could be tidied up by somebody that knows what they are doing. Anyone that can help then just let me know: wotawally@sky.com

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