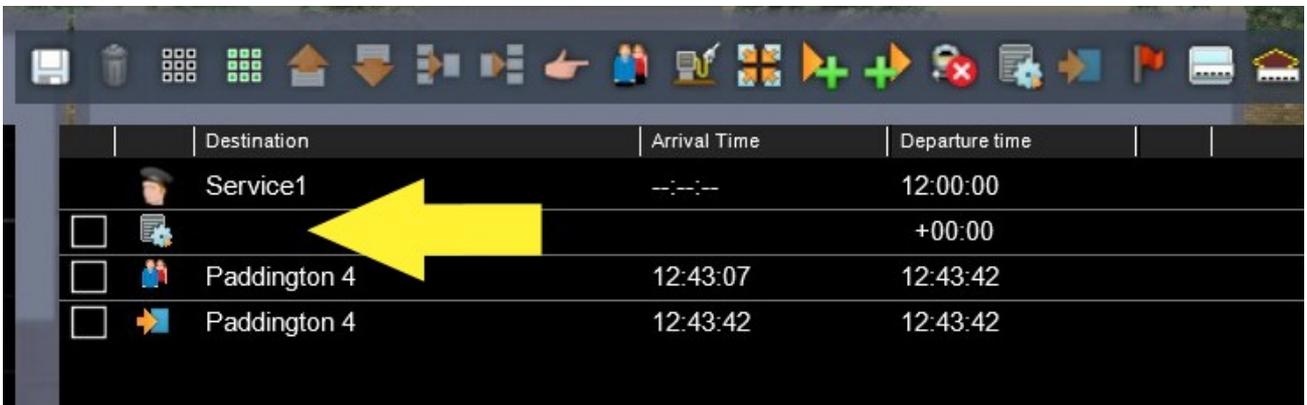


Overspeeding Script

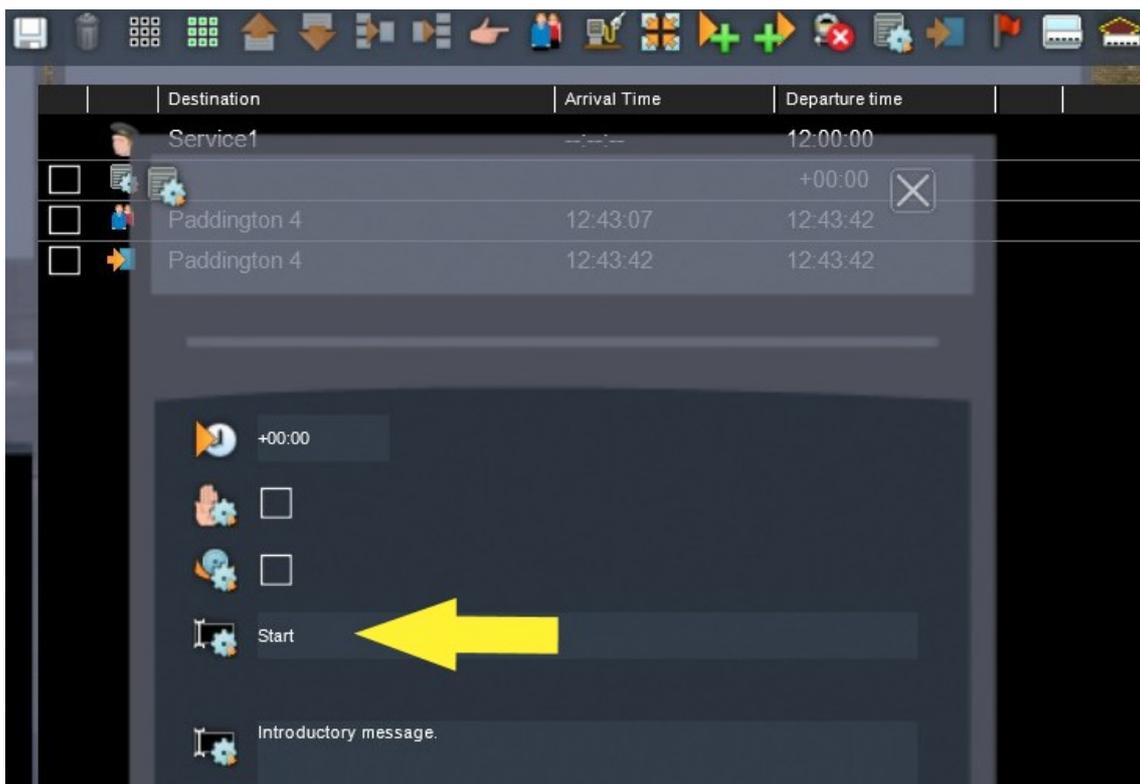
To get the script working in your own scenario is reasonably straightforward – but there are a few things you will need to do.

Start TS2016 go to “Build” - “Scenario”. Select the Route and then scenario you want to use the script in. Click on “Open” to open the folder for the scenario and drop the “En” folder and “ScenarioScript.lua” into the folder. (If you know the folder your scenario is in you can add the script folder and file without opening TS2016, of course).

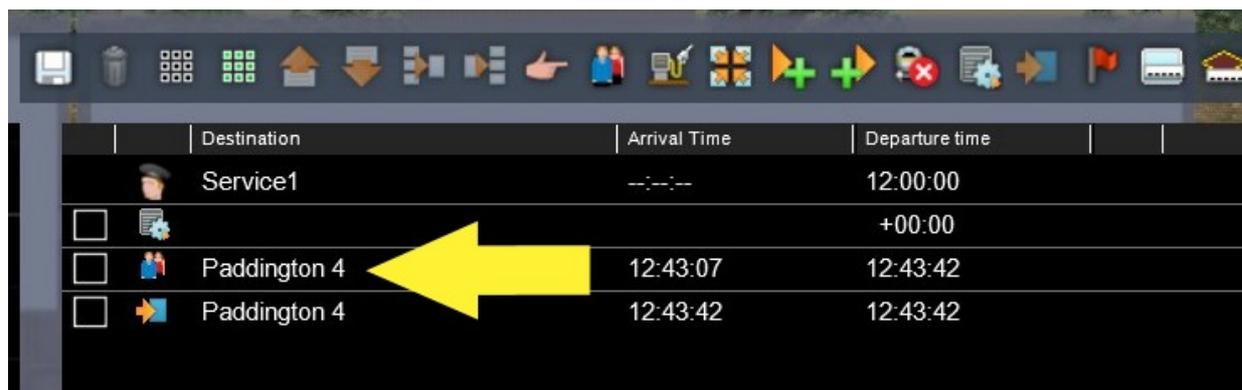
Now go into the Scenario Editor and open the Timetable window. If your scenario doesn't have a “Trigger Instruction” at the start, then create one. The message box can be left blank if you don't want a message there.



In the “Trigger Event” window, type **Start**

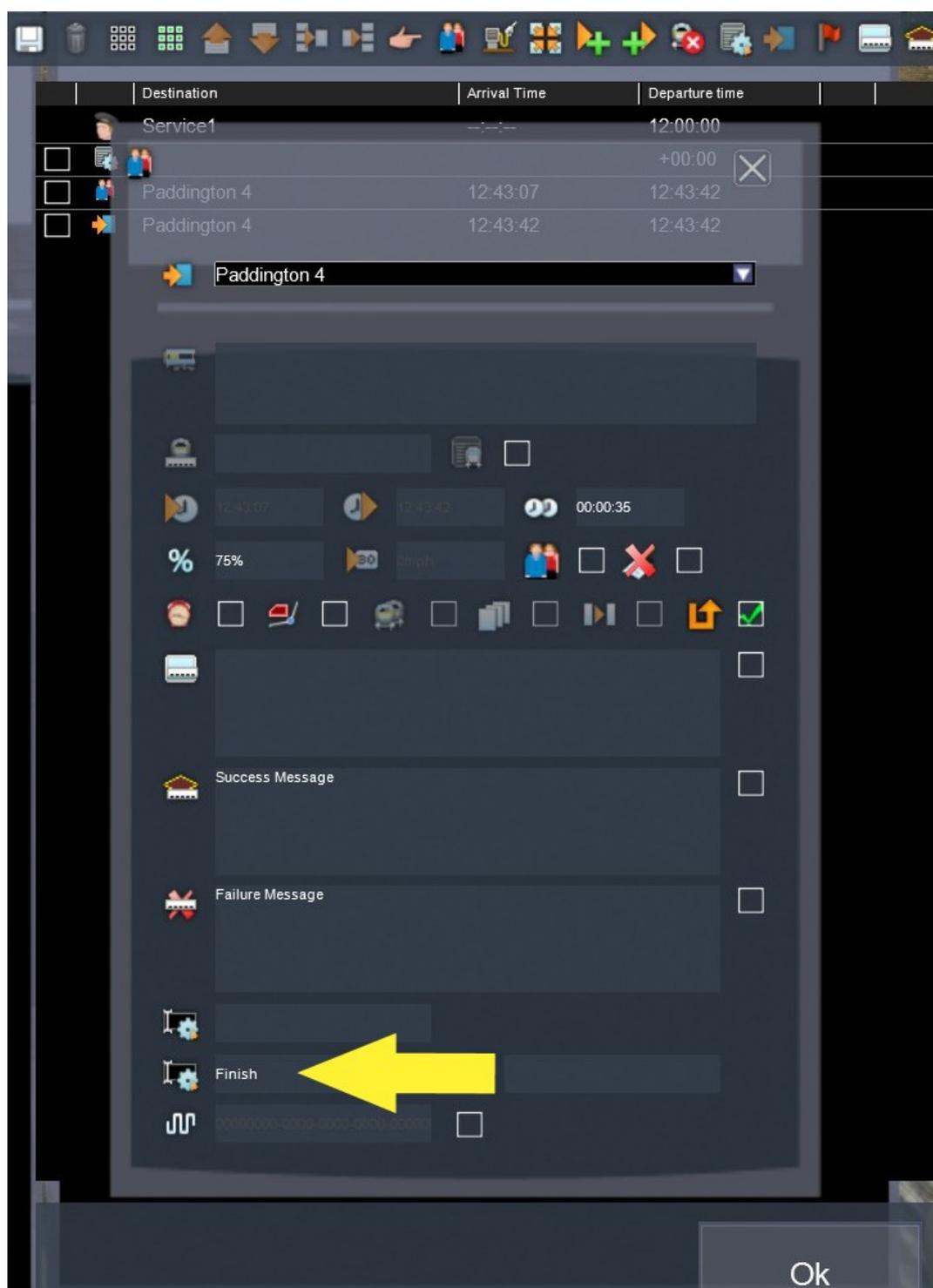


Now go to your instruction before “Final Destination” (Where you have put your scenario success and failure messages).



	Destination	Arrival Time	Departure time
<input type="checkbox"/>	Service1	--:--:--	12:00:00
<input type="checkbox"/>			+00:00
<input type="checkbox"/>	Paddington 4	12:43:07	12:43:42
<input type="checkbox"/>	Paddington 4	12:43:42	12:43:42

In the “Trigger Event Success” window type **Finish**



Paddington 4

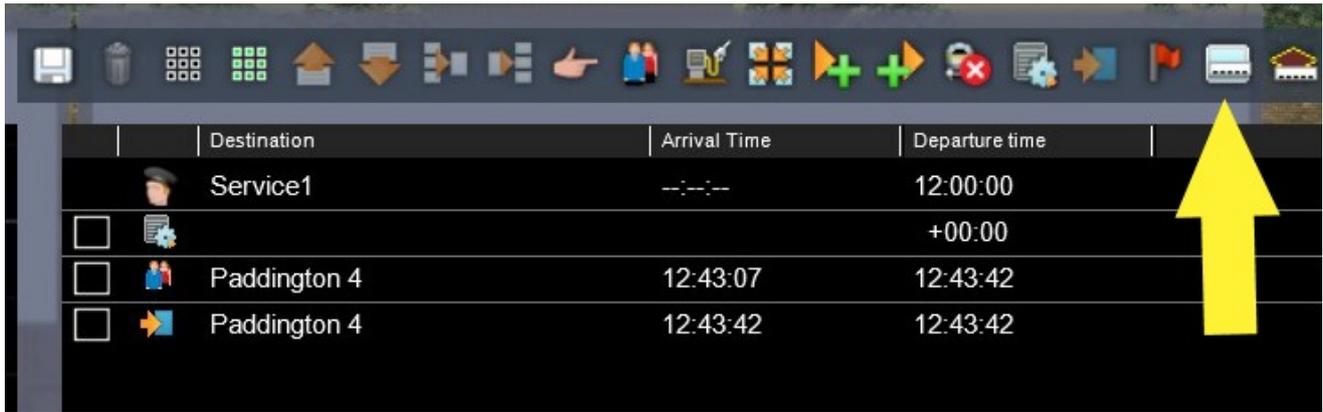
Success Message

Failure Message

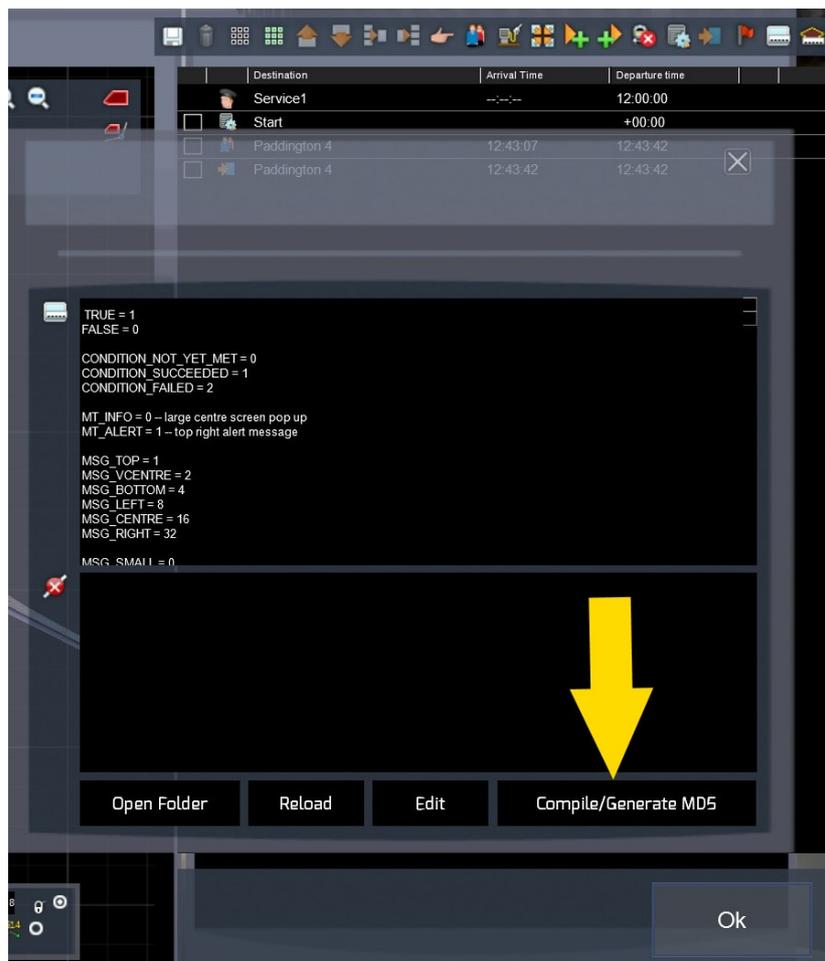
Finish

Ok

Next, we need to enable the Script and create the other necessary files. At the top of the Timetable Window, next to the “Waypoint” flag is the “Script” icon. Click on it, which opens the Script window.



As long as you have placed the “ScenarioScript.lua” file into the folder of your scenario you will see the script in the top window. (True=1 , False=0 etc). All you need do is click on “Compile/Generate MD5” and that will create the required files for you: “ScenarioScript.luac” and “ScenarioScript.luac.MD5”



Close the Script window, Save Changes and run the scenario