



North Yorkshire Moors Railway (Pickering To Grosmont) User Manual

Route Version: 1c



Features:

- 16 Miles Of Accurate & Detailed Scenery
- High Quality Custom 3D Assets (Including Stations & Landmarks)
- Standard 4MT Tender Loco 75029 "The Green Knight" Model (Courtesy Of SSS)
- 7 Highly Detailed Reskins With Accurate Livery Applications
- 11 Scenarios (3 Free Roams, 8 Standard)
- Quick Drive Scenarios & Consists

Introduction...

The NYMR route project was started many years ago by Andy Gough (Gougaaa) for Railworks Train Simulator. A few years later after lots of hard work it was released via the Steam Sounds Supreme website as the Whitby & Pickering Heritage Railway Part 1 (part 2 of the route down to Whitby was never completed). In 2020 British Locomotive Studios member John Astley known as Steaming Through Yorkshire on YouTube contacted Andy for permission to update and re-release the existing route to a more modern standards, the offer was accepted and the BLS team began work on updating the route as well as adding scenery that could not be seen on the original version of the route.

So Whats New?...

- Improved & Updated Scenery Between Pickering & Grosmont
- Improved Optimisation (Removing Distant 3D Trees)
- Additional Scenery Around Pickering & Grosmont
- New track (Using Thompson West Highland Line Extension Track)
- New Immersive & Realistic Scenarios
- New Locomotive, Stock & Building Reskins



Note: This route is based in the years 2019 - 2021. The new sidings and carriage shed at New Bridge as built in 2022 is not included on this version of the route.

Locomotives Included....

BR Standard 4 No. 75029 “The Green Knight”

Model By DT/SSS (Includes 3D Objects By 87G & Jordans Railway Simulator)



BR Blue Brush Type 4 Class 47 47077 “North Star”

Reskin By Will Braddock



BR Large Logo Blue Class 37 37264 2021/22 Condition
Reskin By Lewis Brown



BR Class 24 D5061 BR Plain Green (No Yellow Ends)
Reskin By Mark Thompson



**BR Class 24 D5032 “Helen Turner” BR Green (Small Yellow Warning Panels)
Reskin By Mark Thompson (Includes 3D Nameplates By Jordans Railway Simulator)**



**BR Class 25 D7541 BR Green (Small Yellow Warning Panels)
Reskin By Mark Thompson**



**BR Class 25 D7628 "Sybilla" BR Two Tone Green (Small Yellow Warning Panels)
Reskin By Mark Thompson**



**BR Class 08 08556 Lime Green (Wasp Stripes)
Reskin By Mark Thompson**



Rolling Stock Included...

Levisham Camping Coach
Model By Andy Gough



Levisham Smiley Face Vintage Coach
Model By Andy Gough



Scenarios Included...

(BLS) Free Roam: Grosmont 2021
(BLS) Free Roam: Pickering 2021
(BLS) Free Roam: Grosmont 1990s
(BLS) A Welcome To The NYMR
(BLS) Class 24 To Grosmont
(BLS) D7628 To Whitby 2018
(BLS) J27 Goods Train To Goathland
(BLS) NYMR Pickering To Whitby 7th August 2013
(BLS) Steaming In The Rain
(BLS) Steaming Through Yorkshire
(BLS) The Rat Of The 90s



• Licensing...

We have been granted permission to use the Official North Yorkshire Moors Railway name by the Chairman of the society and would like to give a big thankyou to the management team and staff of the NYMR for there cooperation and contribution towards the project.



Golden Goldsmith Scenarios PDSR Coach Reskin Packs...

With thanks to Jason of Golden Goldsmith Scenarios we have kindly been donated there Paignton & Dartmouth Steam Railway Coach Reskins to be included with this route package. It is worth noting though that these coaches are not yet updated to be used with the newly updated AP Mark 1s with tread brake physics, Although they will still show up in game upon install, If you have the tread brake update installed you won't get any sounds from the coaches and the bogie frames will be a little buggy. These coaches are still heavily required for NYMR Scenarios as static items to represent the Moorlander Pullman set at Grosmont.



Requirements For PDSR Coach Reskins:

- Armstrong Powerhouse Mark 1 Coach Pack Vol.1 (AP Website)
- DTG West Somerset Railway Route (Steam Store)
- DTG North Somerset Railway Route (Steam Store)



Golden Goldsmith Scenarios Facebook: [Link](#)

Route Requirements -

The route makes heavy use of UKTrainSim Assets and the UKTS Freeware Packs to try and limit the amount of Payware Requirements.

Payware Requirements...

- **Armstrong Powerhouse Sky & Weather Enhancement Pack 2.0 (OPTIONAL)**
- **Thompson Interactive West Highland Line Extension (Steam Store)**
- **Steam Sounds Supreme Stainmore, Shap & Eden Valley Route (SSS Website)**
- **Just Trains Midland Mainline Sheffield To Derby Route (JT Website)**
- **Just Trains Midland Mainline Derby, Nottingham, Leicester Extension**
- **RSC/DTG Settle & Carlisle Route Addon (Steam Store)**
- **RSC/DTG Great Eastern Mainline Route Addon (Steam Store)**
- **DTG Riviera Line In The 50s Route DLC (Steam Store)**
- **European Loco & Assets Pack (Steam Store)**

Freeware Requirements...

- **UKTS Freeware Pack Clutter #1**
- **UKTS Freeware Pack Ambient Audio #1**
- **UKTS Freeware Pack Industrial #1**
- **UKTS Freeware Pack Housing #1**
- **UKTS Freeware Pack Foliage #1**
- **UKTS Freeware Pack Blocks & Lofts #1**
- **UKTS Freeware Pack Lavender Line Route**
- **UKTS LNWR Engine Shed Kit Part Two: Turntables and Water Towers**
- **Vulcan Productions Grass Pack (VP Website)**
- **Vulcan Productions Tree Pack (VP Website)**

Reskin Requirements...

These requirements are for the diesel locomotive reskins that are included with the North Yorkshire Moors Railway and will not show up in game if you do not have the required DLC listed below...

- **RSC/DTG West Somerset Diesels Locomotive Pack (Steam Store)**
- **Weardale & Teesdale Railway Network (Steam Store)**
- **DTG Woodhead BR Blue Route Addon (Steam Store)**
- **DTG BR Blue Pack 01 (Steam Store)**
- **DTG Class 24 Locomotive Pack (Steam Store)**
- **Armstrong Powerhouse Class 37 Locomotive Pack Vol.2 (AP Website)**
- **DP Simulations rf72 Class 25 'Domino' Texture Patch (DP Simulations Website)**
- **Vulcan Productions Class 25/3 "Tamworth Castle" Reskin Pack (VP Website)**

Scenario Requirements....

- NYMR Heritage Diesel Locomotive Reskins (And All Associated Requirements)
- Armstrong Powerhouse Mark 1 Coach Pack Vol.1 (AP Website)
- Armstrong Powerhouse Class 31 Enhancement Pack (AP Website)
- Armstrong Powerhouse Class 50 Locomotive Pack (AP Website)
- Armstrong Powerhouse Class 205 DEMU Unit Pack (AP Website)
- Armstrong Powerhouse Sky & Weather Enhancement Pack 2.0 (AP Website)
- RSC Doncaster Works Route (Steam Store)
- RSC Woodhead Route "Original" (Steam Store)
- RSC West Somerset Railway Route (Steam Store)
- RSC Western Lines Of Scotland Route (Steam Store)
- RSC Isle Of Wight Route Addon (Steam Store)
- DTG Southampton To Bournemouth Route Addon (Steam Store)
- DTG BR Blue Pack 02 Diesel & Electrics Pack (Steam Store)
- Bossman Games Stanier Black 5 Locomotive Pack (Steam Store)
- Bossman Games Black 5 5428 "Eric Treacy" Reskin (BMG Website)
- Steam Sounds Supreme Stainmore, Shap & Eden Valley Route (SSS Website)
- Steam Sounds Supreme Single Chimney 9F Enhancement (SSS Website)
- Steam Sounds Supreme 4MT Tank Enhancement Pack (SSS Website)
- Steam Sounds Supreme GCR Windcutters Wagon Pack (SSS Website)
- Steam Sounds Supreme GCR Demondstration Freight Pack (SSS Website)
- Steam Sounds Supreme Departmental Wagon Pack (SSS Website)
- Meshtools LMS 3F "Jinty" Locomotive Addon (Steam Store)
- DTG/RSC N15 "Sir Lamiel" Locomotive Addon (Steam Store)
- DTG LNER A4 Pacific Locomotive Addon (Steam Store)
- TS Marketplace: BR Blue Class 08 (Steam Store)
- Victory Works WD Austerity 2-8-0 Locomotive Addon (SSS Website)
- Victory Works WD Austerity 2-10-0 Locomotive Addon (SSS Website)
- Victory Works USATC S160 Locomotive Addon (Steam Store)
- Victory Works LNER Q6 Locomotive Addon (Steam Store)
- Just Trains 4MT "Advanced" Locomotive Addon (JT Website)
- Just Trains Class 20 "Advanced" Locomotive Addon (JT Website)
- SSS/VP Keighley & Worth Valley Railway Route (SSS Website)
- CW NER P2/P3 Class "J27" Locomotive Addon (Caledonia Works Website)
- BPP LNER Lined Black B1 No.1264 Reskin (Blast Pipe Productions Website)
- Vulcan Productions Churnet Valley Railway GUV Reskin Pack (VP Website)
- GGS Dartmouth Steam Railway MK1 Carriages (Golden Goldsmith Scenarios)
- GGS Dartmouth Steam Railway Stock Pack "Older" (Golden Goldsmith Scenario)
- GGS GWR Based Inspection Saloon (Golden Goldsmith Scenarios)
- SLC SR V Schools Class Locomotive Addon (Steam Loco Collection Website)
- British Locomotive Studios Class 37 D6700 Reskin Pack (BLS Website)
- UKTS Freeware Pack UK Wagons #1 (UKTS Website)

Quick Drive Consists & Scenario Requirements

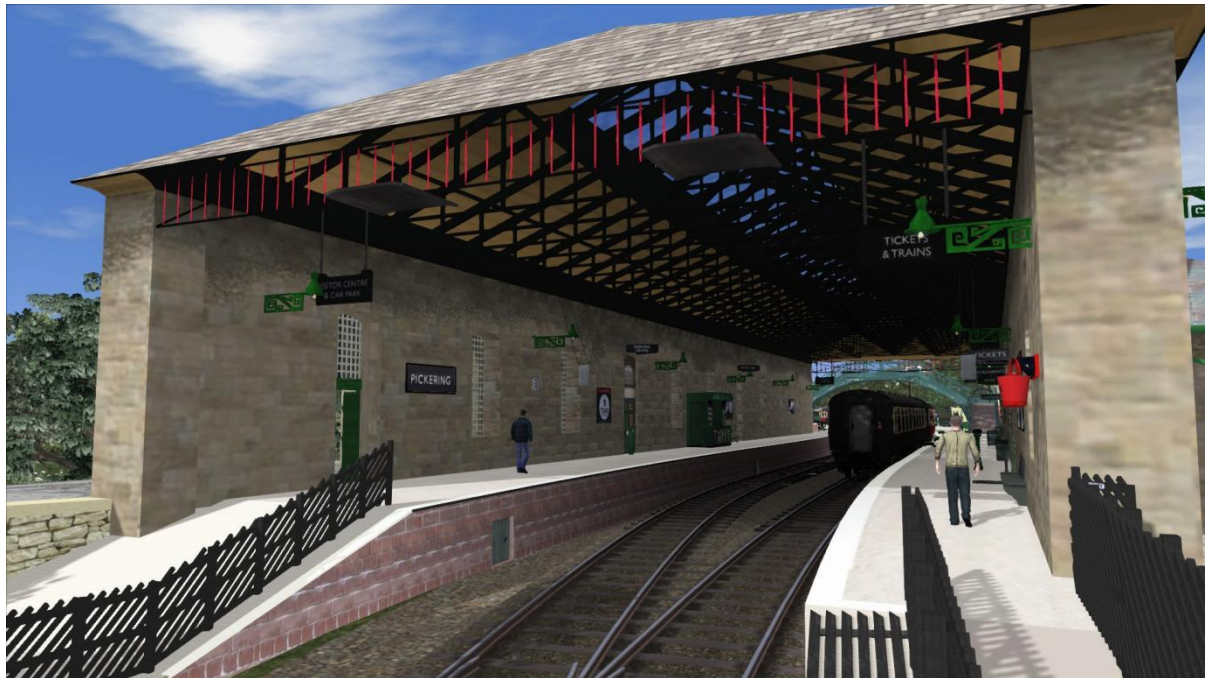
(Note: You do not need all of these requirements to run quick drives!!)

- **AP Mark Ones (AP website)**
- **Gresley Teak Sets 1, 3 (Steam) & 5 (SSS)**
- **Thompson Corridor Set 2 (Steam)**
- **SR S15 Sound Pack (SSS)**
- **BMG Schools Class (BMG website)**
- **BMG Black Packs 1(Steam), 2 & 4(BMG website)**
- **LNER Q6 (Steam)**
- **LNER J27 (CW website)**
- **Lady of Legend (Erecting Shop website)***
- **WD 2-10-0 (SSS)**
- **LNER Black Sir Nigel Gresley (Erecting Shop website)***
- **GWR King (CW website)***
- **GWR Manor (SSS)***
- **GWR Manor Big Tenders Addon (SSS)***
- **Woodhead BR Blue (Steam)**
- **Class 31 Pack (Steam)**
- **Class 37 Packs 1 & 2 (AP website)**
- **WS Diesels (Steam)**
- **BMG 8F (BMG website)***
- **Gresley A4 (Steam)**
- **Centenary Flying Scotman (Steam)***
- **BR Standard 5 Advanced (Just Trains)***
- **BR Standard 4 Advanced (Just Trains)**
- **Standard 4 2-6-4T Enhancement (SSS)**
- **Single-chimney 9F Addon (SSS)**
- **BR Blue Diesels Pack 1 (Steam)**
- **Stainmore (SSS)**
- **Shocvans Pack (SSS)**
- **GCR Wagons Collection (SSS)**
- **Woodhead (Steam)**
- **Worth Valley Loco & Rolling Stock Pack (SSS)**
- **Doncaster Works (Steam)**
- **Departmental Wagon Pack (SSS)**

If you have any questions or queries regarding the quick drive scenarios speak to Steam Sounds Supreme who are responsible for the creation of these lovely consists and quick drive sessions.

Points Of Interest...

Pickering Railway Station



Pickering Lidl Supermarket (Building Reskin By Steve Davies "Snud")



Pickering High Street



Trout Farm Crossing



New Bridge Crossing



New Bridge Carriage Shed & Locomotive Preparation Area



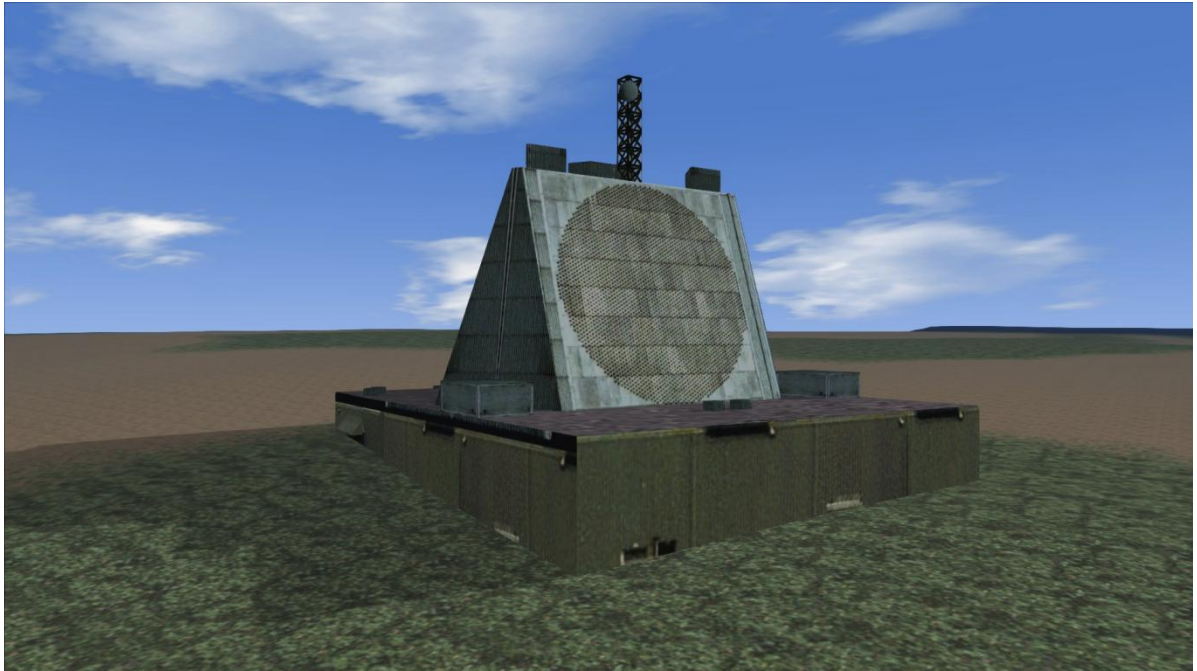
Levisham Railway Station



Newtondale Halt



RAF Flyingdales Building



Goathland Railway Station



Goathland Village (Aidensfield)



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Grosmont Locomotive Sheds



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Grosmont Railway Station



Grosmont Level Crossing



Grosmont Level Crossing Operation....

There are many custom assets included with the NYMR Pickering To Grosmont route from Houses, Shops, Station Buildings, Platforms, Signals, Sheds and even fully functional coaling stages and water cranes!! All of which have been painstakingly created by Andy Gough for the route.

One of the most exciting interactive features with this route is the scripted crossing at Grosmont that can be made to open at a specific time to recreate realistic locomotive movements in and around Grosmont Station, this advanced bit of kit is not for the faint hearted and scenario creators will need to take a look at the tutorial video on YouTube created by the route author Andy himself to get to grips on how to use the crossing to avoid your train crashing through the barriers.

<https://www.youtube.com/watch?v=Do2ypcRCZ5Y&t=575s>

Grosmont Shed Doors Operation....

Another interactive feature about this route is the shutter doors on Grosmont Sheds, these open and close via the approach triggers included with the route, to find the triggers simply select the signal icon within the scenario editor and place down the same approach trigger as you would for Grosmont Crossing "LBW Crossing Approach Delay".



How To Use Triggers

This route uses specially designed triggers for the crossings at Grosmont and Levisham as well as signal triggers that can be used on any of the included signals within the route.

Triggers lock a signal to danger unless they have been activated. Crossing Triggers will stay locked at danger until they are triggered and the crossing is open to rail traffic.

There are a few types of triggers that are included with the route and can be accessed by pressing on the signal icon in the scenario editor screen.

NOTE: AI trains have no concept of a trigger. They will need to be carefully timed so that the AI looks like it is responding to signals protected by a trigger.

LBW Crossing Trigger at Start

This triggers the gates to close to road traffic at the start of a scenario. Once the crossing is open to rail users the signal that is protecting the crossing will be cleared.

LBW Crossing Trigger Approach Delay

This triggers the gates to close to road traffic on a loco approaching the trigger after a predefined time of being. E.g. If the trigger is set to 40 seconds, after the loco approaches the trigger the counter will start and after 40 seconds the gates will activate and the signal will clear.

LBW Crossing Trigger Timed Delay

This triggers the gates to close to road traffic at a pre-defined time in the scenario. E.g. If the trigger is set to 15:45:00 then no matter what loco movements occur the trigger will not activate the gates until 15:45. After the gates have opened to rail users the signal will clear.

LBW Normal Trigger at Start

This triggers a signal which is not protecting a crossing on the route to clear at the start of a scenario, where a loco is stationery (i.e. In a platform), as signals on this route default to danger unless a train is travelling towards it.

LBW Normal Trigger Approach Delay

This locks a signal which is not protecting a crossing for number of seconds before it clears. If the trigger is set to 40 seconds, after the loco approaches the trigger the counter will start and after 40 seconds the signal will clear.

LBW Normal Trigger Timed Delay

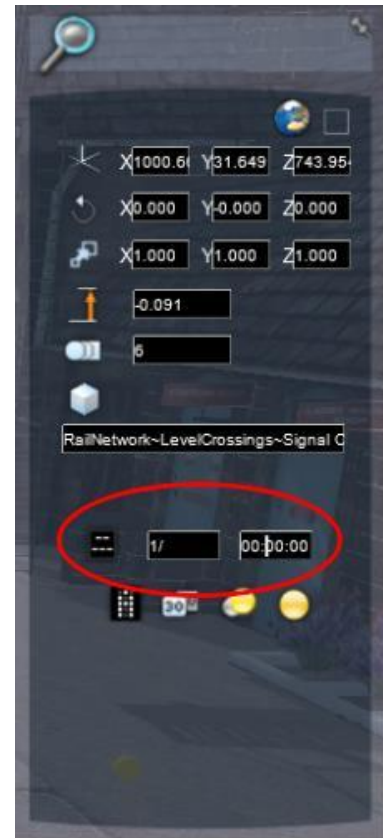
This locks a signal which is not protecting a crossing for a pre-defined time in the scenario. If the trigger is set to 15:45:00 then no matter what loco movements occur the trigger will not activate the signal until 15:45.

Trigger Placement and Setup

The triggers are placed in 2 mouse clicks. The first mouse click places the icon next to the track and the second places the arrow on the track. The arrow direction can be swapped to point towards the gate by left clicking the arrow at the same time as pressing and holding the shift key.

It is important that triggers are placed in the correct location. The rule is "Trigger, Signal, Gate". As the train approaches the crossing it should get to a trigger first, then pass the signal that is protecting the gate and then it should arrive at the gate. Once the trigger is placed double click on the clock icon so that a panel appears on the right-hand side of the screen. Half way down the panel there are 2 input boxes.

In the first box input, how many loco movements across the gates should be allowed before the gates reopen to road traffic. This is in the format n/ where n is the number of movements. The number should be followed by a slash. The time is input in the second box. For "Trigger at Start" triggers this should read 00:00:00. For approach triggers this time will be the number of hours, minutes and seconds (hh:mm:ss) after the loco arrives at the trigger. For the time delay triggers, this should simply be the scenario time that the trigger activates the gates.

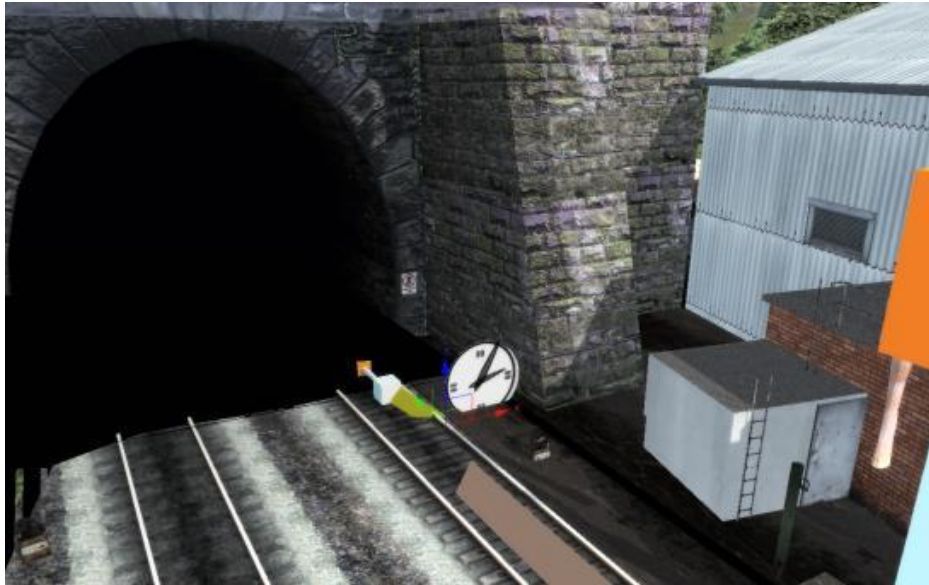


Grosmont Trigger Placement.

Triggers can be placed in any of the platforms pointing towards the tunnel.



For triggers heading from the sheds, triggers should be placed just prior to the tunnel pointing towards the station.



For triggers heading from Goathland, triggers should be placed prior to the signal. For locks starting in the tunnel then triggers should be placed below the start position of the loco, pointing towards the gates.



Levisham triggers.

Levisham has triggers built in which should work correctly for trains approaching from either Pickering or Goathland. If a loco starts the scenario at Levisham, the required trigger should be placed below the loco but before the signal and pointing towards the gates.

Shed Doors.

Shed doors are also activated by triggers in the same way as the gates. Triggers should be placed just prior to the doors, pointing towards the doors and in the direction of travel of the loco.



Disclaimer..

British Locomotive Studios and Steam Sounds Supreme cannot take any responsibilities for any damage caused to computers after installing our content, you may contact us via email or Facebook regarding any bugs or install issues but like all third party developers and freeware sites you are downloading the content at your own risk, all content placed on the site is ran through our professional beta testing team to make sure that nothing could be a potential hazard to your computers, however that is not to say that if a piece of content is installed incorrectly it will not cause problems to your Train Simulator games, read all manuals and install methods carefully and with caution, it maybe advised to back up your Assets and Content folders.

Credits..

Original Route Author: Andy Gough (Gougaaa)

Updated Route Scenics By:

- Will Braddock
- Samuel Beamon
- John Astley

Custom Assets By:

- Andy Gough

Track Swap By:

- Oliver Brailsford (Wandering1500)

Ground Texture Update By:

- John Astley

Scenarios By:

- Samuel Beamon
- Will Braddock

Reskins By:

- Mark Thompson
- Will Braddock
- Lewis Brown (LJ Trains)

Rolling Stock Models By:

- Andy Gough

Standard 4MT 4-6-0 Model By:

- Digital Traction
- Steam Sounds Supreme

Extra Child Objects & 3D Nameplates By:

- 87G
- Jordans Railway Simulator (JRS)

A Special thanks to Matt of Steam Sounds Supreme for track and bridge audio effects as well as additional track and scenery work around New Bridge and John Astley for including an Armstrong Powerhouse Sky Patch to enable skybox compatibility

We also give thanks to Richard Fletcher of Vulcan Productions for allowing use of his D7672 "Tamworth Castle" Reskin as a base template for the D7628 "Sybilla" Reskin and Daniel Wyatt for making the 47077 "North Star" reskin compatible with the Armstrong Powerhouse Class 47 Sound Pack (Pro)



Route Support....

If you have any issues regarding this route or the content included please contact Steam Sounds Supreme or British Locomotive Studios via the contact emails/social media pages linked below...

Steam Sounds Supreme Support Email Address....

steamsounds_support@hotmail.com

Steam Sounds Supreme Facebook Page....

<https://www.facebook.com/SteamSoundsSupreme>

British Locomotive Studios Facebook Page....

<https://www.facebook.com/BritishLocomotiveStudios>

