

Testing Scenarios - the quick way.

by Wotawally

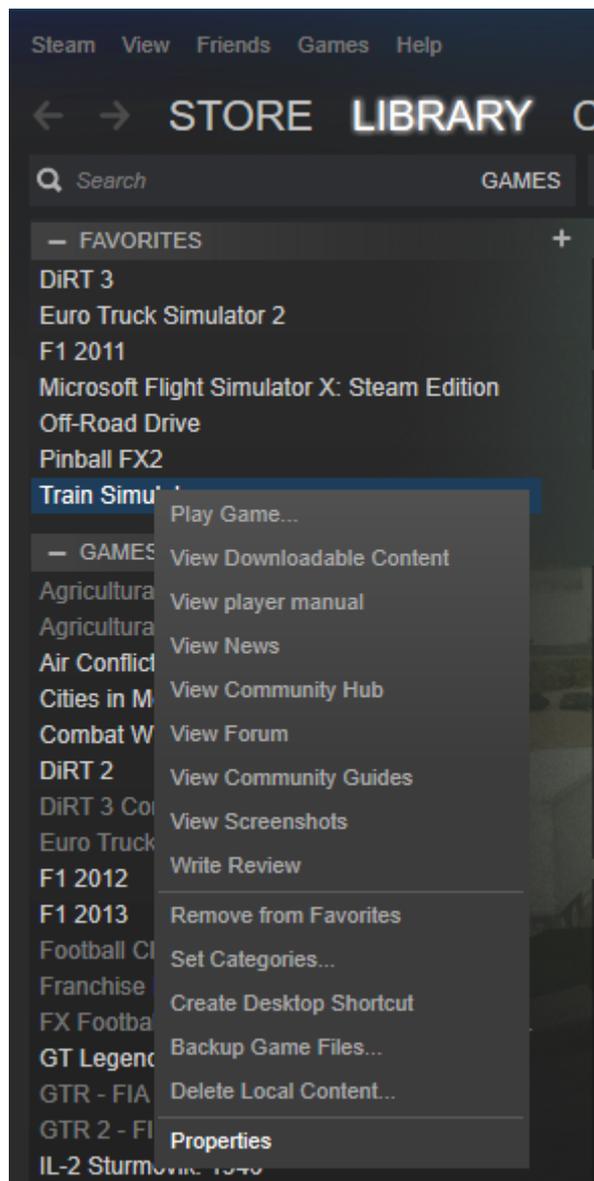
This little tutorial shows you how to test your scenarios in 20% of the time – and without having to do the driving as well.

It uses two launch options which you add to the way you start the game: “EnableAsyncKeys” and “-followaitrain”

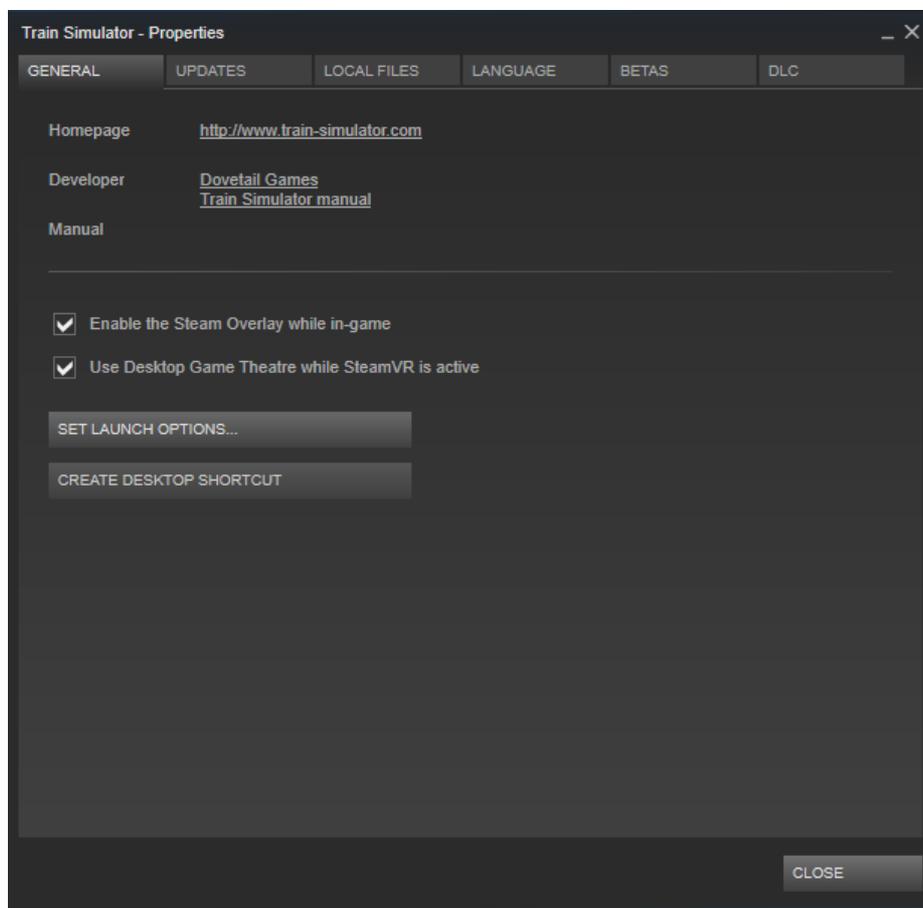
First: How do you start TS2017? Through Steam, or through a Desktop Shortcut?

I will start with the way to do it when you start the game through the Steam Library.

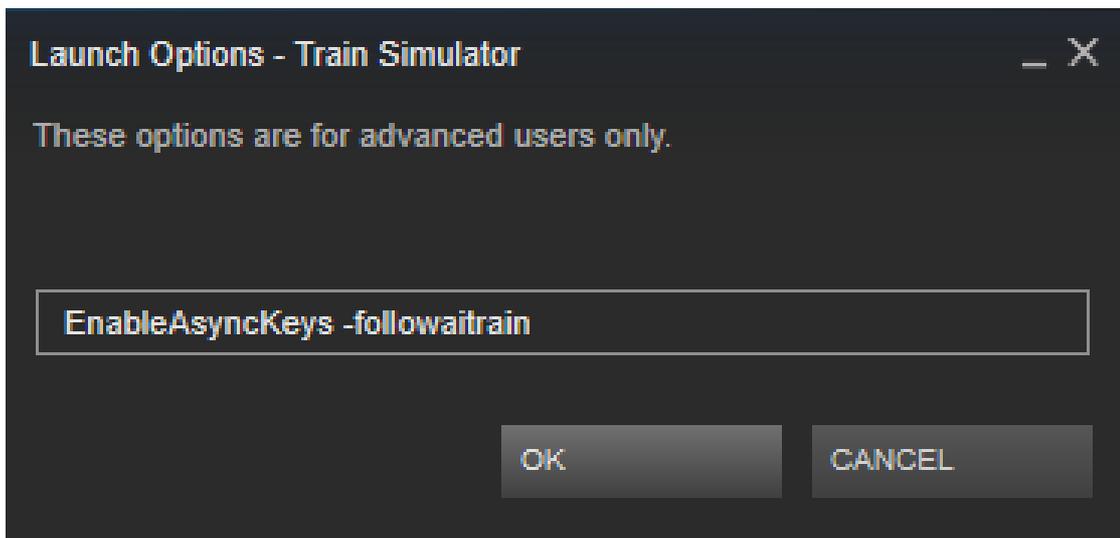
Open the Steam Library page and on the left you should see a list of your Steam games.



Right-Click on Train Simulator, scroll down to “Properties” and select it. This will open a new window called “Train Simulator – Properties”



Click on "Set Launch Options" and this will open a new window, and this is the window that matters:



In the box type (very carefully – it must be 100% correct) the following:

EnableAsyncKeys -followaitrain

Note the capital letters and the single space between the "s" and the "-".

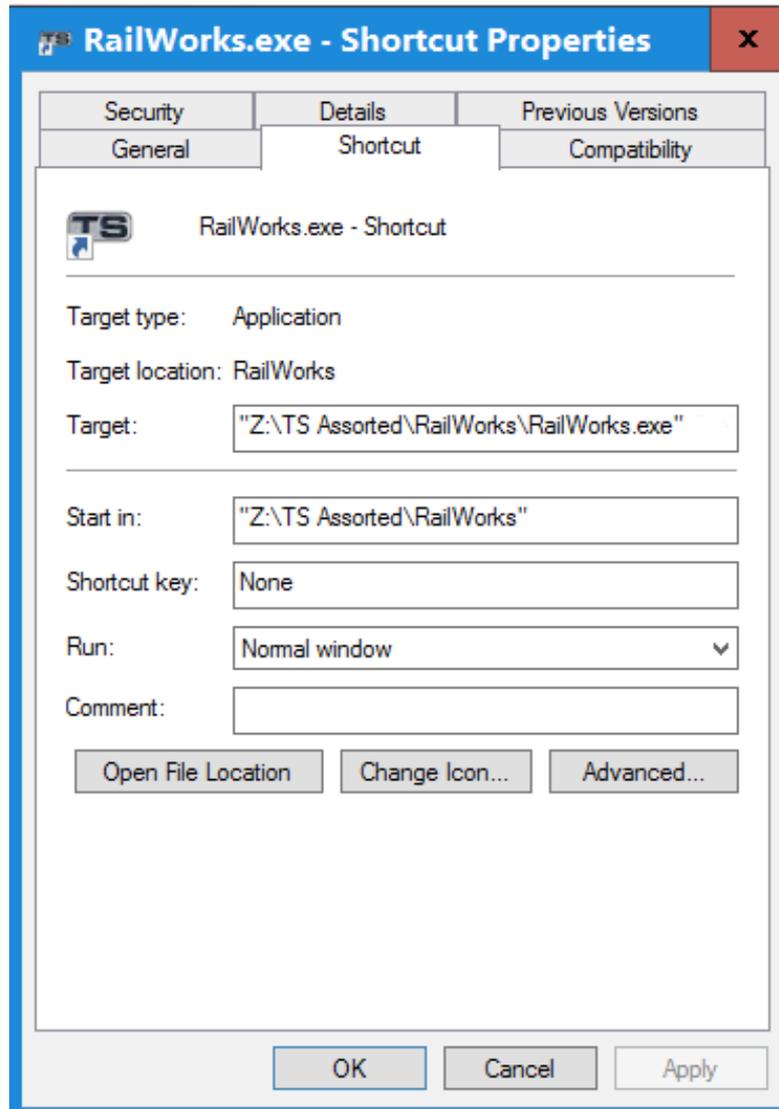
Click "OK", then click "Close" on the "Train Simulator – Properties" window.

You should now be ready to go when you start TS2017 through Steam, however I suggest closing Steam and re-starting it to make sure the new options are applied.

(When I tested this I skipped closing Steam, but some people may find it necessary).

[Next: the way to do it when you start the game through a desktop shortcut](#)

Right-click on your shortcut to TS2017 and select "Properties". This will open a window called "Railworks.exe – Shortcut Properties". At the top select the "Shortcut" tab and you will see something like this:



We will be working in the "Target" box to add the command line options.

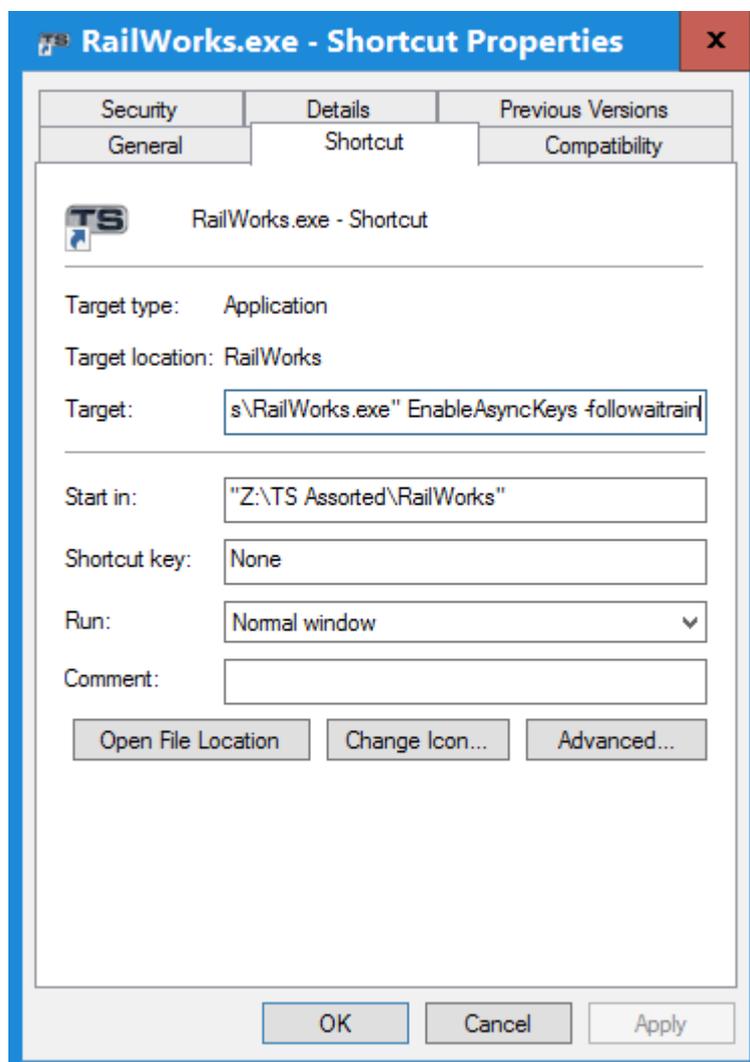
NB: If your shortcut doesn't have "" at either end, don't worry – don't add them. (Some of my shortcuts have them, others don't – and I have no idea why).

In the "Target" box type (very carefully – it must be 100% correct) the following after the address that is already there:

EnableAsyncKeys -followaitrain

Note the capital letters and the single space between the "s" and the "-". There must also be ONE space between the " and E at the start, (or ONE space between the ".exe" and "E" at the start).

You should now have something like this:



When you have finished typing select "Apply", then "OK". You are now ready to go and the options should be available next time you start TS2017 from that shortcut.

If you start TS2017 from the Windows10 Start Menu:

Select the icon for TS2017 and right-click on it, then select "More" and click on "Open file location". In the window that opens you can right-click on the TS2017 shortcut and follow the instructions above.

How to use the new options in the game.

You've done the hard work – now for some fun speed-testing a scenario the easy way.

Start TS2017, select "Drive" and then select a Standard scenario. (These options don't work with Career scenarios).

Once it has loaded, rather than drive the Player-train you can just watch it.

Select the Front Heli-View (it won't work in other views), then **CTRL+Left-Click** on the loco to enable the computer to take over the train. Then **CTRL+Left-Click** on loco again to follow the train. Occasionally, it won't work first time. I just go into Cab-View and back out to Front Heli-View and try again.

The train will now be controlled by the computer and will follow the route and instructions given to it for its journey. It will keep to the timetable and stop at any points required.

You can **Left-Click** on the loco at any time to resume control.

This will be necessary if you need to do any shunting, drop off or collect carriages etc.

Long Scenario?

Having let the computer take over the Player-train now is the time to speed up time.

Use **CTRL+SHIFT+** a number between **2 and 5**. (2 is double speed, 5 is 5x speed). Watch your train speed along passing AI at the correct places according to your timetable.

To revert to normal speed just use **CTRL+SHIFT+1**.

Have Fun!

Wotawally

<http://www.wotawallysbits.co.uk/>

All of this information has been around for years but I haven't seen any clear, detailed instructions anywhere. Hence this tutorial. Whilst many know these command options already, there are many more who are either aware of them but don't know how to use them, or are totally unaware that this sort of thing can be done