

Sandpatch

Ein Add-on für den Microsoft® Train Simulator

Railroading in the Alleghenies



Introduction

This documentation is designed to assist you in the installation and operation of the Sandpatch route. If you require further assistance, outside of this documentation, please refer to the support information located at the end of this publication.

This product is an accurate depiction of mid-1980's rail operations on the former Baltimore and Ohio in the Allegheny Mountain region of the states of Maryland and Pennsylvania. The route consists of over 60 miles of accurately placed mainline trackage, and several miles of branchlines as well. Operations on this line include coal traffic, intermodal, grain, automotive, and general merchandise. This time period was chosen to allow for a variation of rolling stock types and colors. Included are fully detailed locomotive and rolling stock consists, spanning several liveries and generations. They include, the Chessie System, the B&O, the C&O, and the Western Maryland.

Route Timetable (Mainline Subdivision)

Route Specifications:

2 Track Automatic Block Signal (ABS) Territory

Maximum Freight Speed is 50 mph

Ruling Gradient: 1.2% Eastbound, 1.8% Westbound

MilePost Locations

178.9 Viaduct Jct. (Jct. with Cumberland Terminal & Mountain Subdivision)

181.4 Mt. Savage Jct.

186.8 Cooks Mill

190.2 Hyndman (Helper Station)

199.5 FO Tower

201.3 Glencoe

209.0 Otters

209.5 Manila (Helper Pocket)

211.2 Sand Patch (Helper Pocket & Jct. with Blue Lick Spur)

215.0 Meyersdale

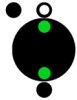







216.3 Salisbury Jct. (Jct. with Salisbury Industrial Spur)

219.9 Garrett (Jct. with Berlin Subdivision)

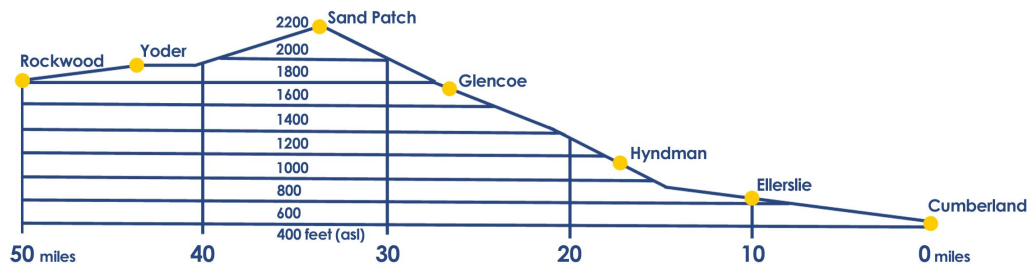
226.8 Rockwood (Jct. with S&C Subdivision)

Signal Indications

The signals in Sandpatch are based on the GRS CPL-type, which were a signature of the Baltimore & Ohio Railroad. Although complicated at first, they become easy to understand with practice.

Signal Aspect	Indication	Meaning
	Clear	Proceed at posted speed.
	Approach Medium	Proceed, approaching next signal at medium speed (30mph).
	Medium Clear	Proceed, medium speed within interlocking limits, or through non-interlocked switches. Block beyond signal is clear.
	Approach	Proceed, prepared to stop at next signal. Trains exceeding medium speed when indication is seen must take action at once to reduce to medium speed or slower if necessary.
	Medium Approach	Proceed at medium speed, or slower if necessary, prepared to stop at next signal. Trains exceeding medium speed when indication is seen must take action at once to reduce to medium speed or slower if necessary.
	Stop and Proceed with "Grade" plate	Stop, then proceed at restricted speed (15 mph) until train passes next clear signal.
	Stop and Proceed	Stop, then proceed at restricted speed (15 mph) until train passes next clear signal.
	Stop	Stop

Grade Profile



The Locomotive Cabview



The engine cabs used in Sandpatch are based on the standard GM/EMD cab console. The operations of the cab controls are the same as those on the Train Simulator GP38, however, their placement is a little different.

1. Speed Recorder
2. Load Meter
3. Brake Gauges
4. Horn
5. Train Brake
6. Sander
7. Bell
8. Engine Brake
9. Headlights
10. Reverser
11. Throttle
12. Dynamic Brake
13. Alerter

Credits

Maple Leaf Tracks Inc. Team

Andy Hockin - Route Design Lead, Terrain Modeling, Scripting, and Sound Editing

Jason Dilworth – Creative Lead, 3d Models, Artwork, and Documentation

Jon Pindar - Model Textures and Product Testing

Colin Graham - Product Testing

Danny Beck - 3d Models and Artwork

Dawn Dilworth - Product Sales and Marketing

Special Thanks

Eric Hayhurst - Photographic Contributions

Doug Wetherhold, Rich Borkowski, Dennis Fisher - B&O Historical Society

Recommended reading

CSX Transportation, Operations on today's Sand Patch grade, Rich Borkowski, Alpsville Publishing, Available through the B&O Historical Society. <http://www.borhs.org/>