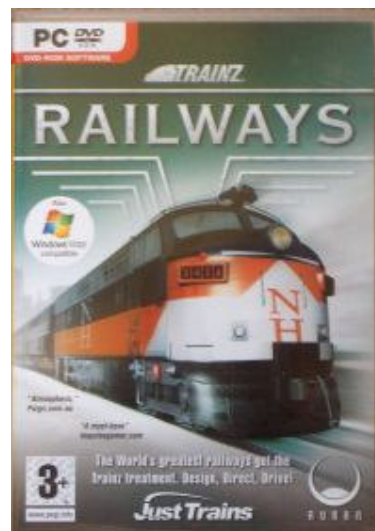


Trainz Classics 3^{de} Editie

Trainz Classics 3^{de} Editie is de derde editie uit de Trainz Classics serie. Vooraf aan de 3^{de} editie van Trainz Classics zijn er nog twee versies vooraf gegaan. De eerste Editie van Trainz Classics bevatte de route Harlem Line van New York en de tweede editie Modula City 2.2. Beide edities werden gebundeld op 1 DVD uitgegeven door Just Trains in Engeland en Easy Computing in Nederland.

Enige tijd terug heeft Auran de derde editie van Trainz Classics aangekondigd. In dit deel komt een bekende Engelse route aanbod, genaamd Settle – Carlisle tijdens de jaren '60. Deze route bevindt zich in het noorden van Engeland. Tijdens de jaren '60 reden er zowel stoom als diesel treinen op deze route, met Trainz Classics 3^{de} Editie zullen beide uitgebreid aanbod komen.



De route Settle – Carlisle wordt gebouwd door: Paul Hobbs, Andrew, James, Mike10 en Aidan Millott (Hoofdprogrammeur bij Auran).

Op dit moment is er nog geen release datum bekend van wanneer Trainz Classics 3^{de} Editie uit zal gaan komen.

Inhoudsopgave

In deze pre-review ga ik jullie op de hoogte stellen van de volgende onderwerpen die jullie vast wel interesseren.

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Pre-review: Trainz Classics 3^{de} Editie

Auteur: Jan Valkenburg (angelus12)

Datum: 2 februari 2008

Websites: <http://www.jan-portofolio.nl> & <http://trainz.jan-portofolio.nl>

Nieuw in Trainz Classics 3^{de} editie

Met de komst van Trainz Classics 1^{ste} en 2^{de} editie hebben we al diverse veranderingen mogen aanschouwen in Trainz. Zo is er de mogelijkheid toegevoegd voor het gebruiken van wegen met 1-richtingsverkeer en verbeterde functies voor autoverkeer. Wat in voorgaande Trainz versies nog niet mogelijk was. Op dit moment heb ik alleen nog maar 1-richtingsverkeerdwegen voorbij zien komen op het Auran Download Station. Van de andere nieuwe functie welke in Trainz Classics 1^{ste} en 2^{de} editie zitten is er verder niets naar voren gekomen zover ik heb gezien.

Met Trainz Classics 3^{de} Editie komen ook weer diverse vernieuwingen naar voren. Op het moment van schrijven heb ik jammer genoeg nog geen screenshots of beeldmateriaal voorbij zien komen hiervan. We zullen hierop nog even moeten wachten, maar ik kan jullie wel het overzicht laten zien van veranderingen en verbeteringen die Trainz Classics 3^{de} Editie met zich mee gaan brengen. De lijst die hieronder volgt is onder voorbehoud en kan altijd nog anders uitvallen wanneer Trainz Classics 3^{de} Editie officieel wordt vrijgegeven door Auran. Ik zal alvast de belangrijkste veranderingen naar voren halen.

- Alpha problemen verholpen
- Verbeterde stoomgeluiden
- Nieuw seinensysteem
- Verbeterd water

Verholpen fouten

Attachment to attachment bug	There were some problems experienced with having attached meshes which were attached to objects which were themselves attachments. This has now been resolved.
Cull attachment bug	The issues found with culling attachments when using multiple LOD levels has been resolved and this now functions correctly.
Trackside objects	Trackside objects can now be on gradients
World location / Show KUID issue	These two tools couldn't be on at the same time before (same area of window) this now fixed
Turntable bug	The 'disappearing track' issue when using turntables has been resolved.
Bogie vertical curve	Bogies that are attached 180 degrees rotated now pitch the correct direction on vertical curves
Sky animation	The problem with the sky moving too fast in Classics 1&2 has been resolved.
Alpha issues	Some of the problems related to the use of alpha channel textures have been worked on and this results in better implementation of alphas within TC.
dighole bug	The 'dighole' function no longer results in occasional land deformation.

Nieuwe functies

Updated Passenger Objects	It will now be possible to have alternate passenger sets which can be specified at stations. This means that you can have appropriate passengers for your route other than the current defaults.
key for Cylinder Drain cocks	A key has been added to the keyboard mapping to open and close the cylinder drain cocks on steam locomotives.
Spline mesh table support	Adds support for spline objects to be trainz-build 2.5
Derailed consist removal	A rule has been included which can be set to automatically remove derailed consists. This can be modified to specify the time delay before removal occurs.
Bogie movement	Bogies can now be configured to have horizontal movement .
Second Injector	Interior assets will now support a second injector control.
Sanding control	Interior assets will now support a sander control.
Automatic Fireman	The ability to have an automatic fireman has been added to assist driving.
Coupler Repair	It will now be possible to repair a broken coupler.
Speeding check	A rule has been added which enables scenario creators to check for the speed limit being exceeded.
Station Visited check	A rule has been added which enables scenario creators to check a specific station has been visited.

Verbeteringen

Scripting update	Scripting hooks added to Passenger carriage door.
Improvements to CCP	Some changes have been made to CCP to make it more user-friendly and to enhance the usefulness of this tool.
New PFX for steam and Scripting access to PFX.	Particle effects and their implementation have been improved to give the content creator much greater control of how the particle effect works through the use of scripting. We have also made it easier for a content creator to make steam smoke effects out of the smoke chimney/stack with the smoke mode "anim2". This, when used on a steam locomotive, generates "chuffs" of steam synchronised with the cylinder strokes of the locomotive. Along with new smoke textures this provides a much superior smoke effect.
Improved Steam Sound	Steam sound will now be based on the RPM of a locomotive. Instead of before a train having to have a custom sound made, a base sound can be made for a variety of steam locomotives. Steam sounds are also synchronised to the locomotive's cylinders. With the new sound system steam locomotives are sounding better than ever before in a Trainz simulator.
New Signalling System	TC3 brings with it an entirely new signalling system. Trainz will now understand the concept of home and distant signals. It will also now be possible to implement block working on your routes with prototypical behaviour of both semaphore and colour-light signalling systems. A new set of signals will be included in TC3 but the added flexibility of the system can be used to create alternate sets of signals for other regions and eras.

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Improved Physics simulation of Steam locomotives	The entire physics system for steam locomotives has been given an update. An increased number of parameters within the engine spec configuration file and a greater degree of flexibility in their implementation has improved the characteristics of all steam locomotives leading to a more realistic and flexible system..
Better Animated Wheel slip	The animation of wheelslip has been improved and the subsequent effects of allowing wheelslip to continue on the fire state and steaming ability of steam locomotives has been implemented.
Improved Mini-map	Enhancements have been made to the look of the mini-map and some improvements made to the features available within it.
Spline/Track improvements	unit_mesh can now specify a distance to change detail level
Fixed/Improved tunnels	Single track splines without portals can be a tunnel, so that kitbuilt tunnels can have all standard tunnel behaviours
More realistic AI Control	The AI drivers will now use the loco/train brakes. Along with other enhancements this results in a more realistic driving manner of AI consists.
Greater control over traction through scripting.	The scripting possibilities have been improved to give a greater degree of control over the traction characteristics of a locomotive.
Changes to water	Water is now see through. This means that it is now possible to see bridge supports and submerged objects.
Headlights control	Due to the popularity of the low beam headlight setting from Trainz Classics 1&2, we have added the ability to set the high beam values of the headlights too. This gives the content creators a much greater flexibility about creating lights on the front of train cars.
AWS system	AWS equipment will be present and fully functional in each locomotive represented in Classics 3 that was fitted with the system while in service with British Railways. When driving in 'full simulation' mode, it will be capable of stopping the train if you do not interact with it in the proper manner.

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Screenshots



De treinen

Stoom

<p>Aspinall Saddle Tank 0-6-0</p> 	<p>Fowler 3F - 'Jinty' - 0-6-0</p> 
<p>Fowler 4F - 0-6-0</p> 	<p>Stanier 8F - 2-8-0</p> 
<p>Britannia class</p> 	<p>Gresley A3</p> 

Diesel

<p>Class 37</p> 	<p>Class 37</p> 
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Goederen wagons

12T Fitted Van



12T Fitted Shock Van



8T Cattle wagon



Ex-LMS 12T steel van









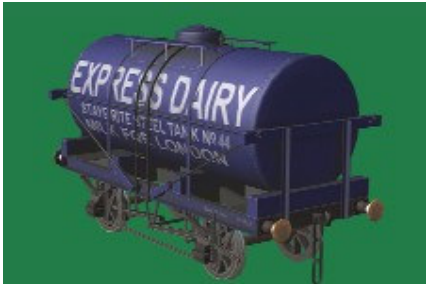

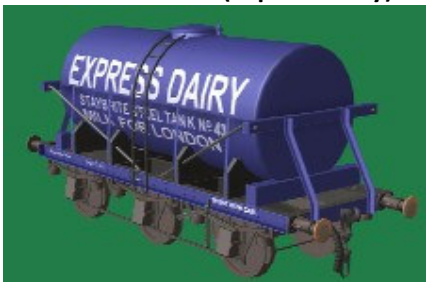

10T Meat van



BR 'Presflo'



Platte en tank wagons

<p>Conflat A diag 1/061</p> 	<p>Class 'A' Tanker (Esso)</p> 
<p>Class 'A' Tanker (Regent)</p> 	<p>Class 'A' Tanker (Shell & BP)</p> 
<p>Class 'A' Tanker (National)</p> 	<p>Class 'B' Tanker (Shell & BP)</p> 
<p>14T Tanker (Express Dairy)</p> 	<p>14T Tanker (Generic)</p> 
<p>6-Wheel Tanker (Express Dairy)</p> 	<p>6-Wheel Tanker (Generic)</p> 

Open wagons en remvoertuig

<p>A BR standard 16t mineral (coal) truck</p> 	<p>A BR standard 16t mineral (coal) truck</p> 
<p>A BR standard 21t mineral (coal) truck.</p> 	<p>13T Shock Open</p> 
<p>13T Hybar Open</p> 	<p>Ex-PO 8 Plank Open</p> 
<p>13T Steel Open</p> 	<p>25T Anhydrite Hopper</p> 
<p>Brake Van</p> 	

Bron: <http://www.trainzclassics.co.uk/>