

Thank you for downloading the Cynx/4AS Signage Pack for Train Simulator 2021.

Overview

For many years, many speed sign variants have been missing in Train Simulator, including traction-specific signage and more. The existing signage in Train Simulator has aged quite a bit, and we felt like they needed a bit of a refresh.

This freeware pack consists of over 300 variants of general railway signage (such as speed signs, stop car markers, etc.), along with minor additions such as arrows, and even region specific variants. It's quite a long list! The list of exactly what's included has been written on the bottom of this readme. This pack has no requirements besides a copy of Train Simulator 2021.

IMPORTANT INFO

THIS PACK IS FOR FREEWARE ROUTES ONLY. PAYWARE, SUBSCRIPTIONWARE, DONATIONWARE ROUTES, OR ANY ROUTES THAT ARE BEHIND ANY SORT OF PAYWALL (basically, you make money off downloads of the route) MUST SEEK PERMISSION FIRST BEFORE UTILIZING THIS PACK.

ADDITIONALLY, YOU MAY NOT REDISTRIBUTE THE PACK IN ANY MEDIUM, REGARDLESS OF ROUTE ACCESSIBILITY.

Donations

If you wish to help us two provide more freeware content for the community, feel free to donate any amount to either one/both of us. You aren't obligated to do so, as this pack will remain free, but it will massively help with running costs which keep the pack available and accessible, as well as resources that will improve content to come. Thanks muchly if you do!

4 Aspect Simulations:

https://www.paypal.com/donate?hosted_button_id=A2VL7ZX8XFVFW

Cynx's Workshop:

https://paypal.me/cynxworkshop?locale.x=en_US

Installation

Copy and paste the included Assets folder into your RailWorks root folder. This is typically located in **C:\Program Files (x86)\Steam\steamapps\common\RailWorks** unless you have installed the game elsewhere or moved the install.

Contents

Here's a quick rundown of what's included in this pack. Note that there are a number of variations for each asset, all of them are listed in the editor. Items in bold are newly added for Version 2.

- Speed Signs
- Morpeth/Warning Boards
- Oval Speed Signs
- KM/H Speed Signs (with a black background)
- EPS Speed Signs
- Speed Sign Arrows
- Whistle Boards
- **Car Stop Markers**
- **Cutout Speed Signs**
- **NRN/CSR Boards (which properly function with compatible AP stock)**
- **Signal/AWS Signage (such as No AWS)**
- **Traction Changeover Signs**
- **Neutral Section Signs**
- **Foot/Gate Crossing Signage**
- **Low Adhesion Signage**
- **Limited Clearance/No Refuge Signs**
- **Distant Signal Signs**
- **Misc Platform Signage**

Additional Info

There are two asset providers you will need to enable in order to get the full range of signage.

Cynx>SpeedSignage enables most speed signage in the editor.

4AS>SignagePack enables everything else including stop boards, power changeover signs, etc.

We have used a naming convention for these speed signs editor-wise for readability. There are also certain numbering formats that you must use for certain signs to work properly.

Key For Speed Signs/Morpeth Boards/any derivatives (EXCEPT cutout boards)

- G - Gantry
- S - Small
- M - Morpeth
- W - White
- B - Black
- D - Differential/Dual
- L - Left
- R - Right
- C - Custom Digits (speeds inputted by user instead of linked to track; for custom differential boards, add the faster number first, i.e. "11090" will show 110 on the bottom and 90 on top)

Key For Cutout Boards

- CB1 Normal thick top
- CB1T Normal thick top for single digits
- CB2 Yellow thick top
- CB3 Normal thin top
- CB4 Yellow thick top
- W White text
- T Thin text
- O Yellow text with white arrow
- L Left Arrow
- R Right Arrow
- LR Left and Right Arrow
- B Both arrows
- HST S Slower speed for HST
- HST F Faster speed for HST
- C Custom (Type in your own number)
- SW Sound Whistle board

Bridge Plate Conventions

- Into the first box put the bridge number (e.g. 231)
- In the second box put the route identifier (e.g. DHCI)
- If you want miles and chains you can type this after the route identifier in the second box (e.g. DHCI4566) which would show DHCI and 45mi 66ch

Car Stop Conventions

Car Stop 1 (all colours)

- Don't input in both boxes, only use one or the other
- To get a dash (e.g. 4-5 or 10-12) put 4-5 or 10-12 into the second box
- To get a slash (e.g. 4/5 or 9/11) put 4/////5 or 9/////11 into the second box
- For text like ZZ or HST or any numbers which don't begin with 1 use the first box to input

Car Stop 1 (black 2 only)

- Input text like HST, VT or DMU into the first box with numbers being in the second
- To get a dash (e.g. 9-10 or 10-12) put 9-10 or 10-12 into the second box (Due to limitations ones with single digits are not possible e.g. 4-5)
- To get a plus (e.g. 4+5) put 4+5 into the second box
- To get a slash (e.g. 4/5 or 9/11) put 4/////5 or 9/////11 into the second box

Car Stop 2+ (all colours)

- Input numbers from lowest to highest (e.g. 4567)

Traction Signage Conventions

- Input traction type in the first box, using \ for a lower case x (e.g. 15x)
- To get a dash (e.g. 4-5 or 10-12) put 4-5 or 10-12 into the second box
- To get a slash (e.g. 4/5 or 9/11) put 4/////5 or 9/////11 into the second box

Credits

This pack was collaboratively made by Simon Brugel ([Cynx's Workshop](#), some 3D modeling) and Benedict Cooper ([4 Aspect Simulations](#), texturing/scripting, other 3D modeling). It is available on this page and may not be redistributed elsewhere. Thank you to Ben Penhalagan ([Major Wales](#)) for general, all-around help. Also, thank you to the beta testers of this pack, John Williams and Sam Harris.

Hopefully this comes to use, and we look forward to what routes are produced which use these.