

Dispatcher Help for SteamTRAIN 3

Choosing the **Dispatcher** option provides endless, relaxing combinations of train-building and running for you the engineer (and crew) -- no time schedules. Basically, you show up for your work shift at your Depart Station and are assigned a locomotive and train makeup from your railroad's Dispatcher. You then assemble your train consisting of from 2 to 8 cars, and park it in front of the Depart Station. Finally, you attempt to run your train safely and efficiently to your destination -- the Arrive Station. Your Pay is related to your performance.

If you find yourself at one of the **2 Terminals** during Dispatcher runs, you may wish to **Choose** a different locomotive:

- (1) Double click on the Roundhouse roof to see if another loco is available.
- (2) Move your old loco into an empty stall completely inside the roundhouse.
- (3) Single click on the new loco's boiler to activate it -- starts smoking.
- (4) Turn your new loco on the Turntable and Refuel as required.
- (5) Build or attach to your Train and go to the Arrive Station.

Before trying the Dispatcher, some user selectable options are available from the **Preferences** Window (under the SteamTRAIN menu). You now have **3 choices**: (1) Any Train Cars in Any Order, (2) Listed Cars in Any Order, or (3) Listed Cars in Exact Order -- the last being the most difficult but also the most realistic. Finally you can choose the maximum number of cars in your train between 2 and 8. The Demo (unregistered) version of ST is limited to **4** car trains when using Dispatcher. A new **Railroad Clock** option allows you to set the time of day manually, or automatically. Light and dark are now related to the RR clock time. The **Express** options add more danger and challenge.

If you have chosen the preference option "Listed Cars in Exact Order", your train makeup is shown just below the Track Map window. An example of a five coach train might look like this: "**H - G - D - C - A**". Individual cars are identified by white letters, which can be toggled on/off using the "I" key. Your switching talents will be needed to build your exact train.

Dispatcher ON is selected from the top of the **Station Menu**. The Station Map and **Dispatcher Windows** both open -- listing your train orders as well as today's operating conditions, including:

Depart Station: Start from any Listed Station

Route Direction:	EAST or WEST
Locomotive Type:	American 4-4-0, Mogul 2-6-0, Cons 2-8-0 or CHOOSE
Water/Coal/Sand:	Fixed (Demo), Quarter, Half, or Full
Brake Type:	Loco Steam or Train Air (safest)
Train Cars:	2 to 8 (4 max for Demo)
Grade/Slope:	Map Normal or Map Steep (harder)
Track Condition:	Dry Rails or Slippery (danger)
Day or Night:	Morning, Afternoon, Evening, Night
Arrive Station:	Stop at any Designated Station

The **Station Map** shows how many stations you must pass to reach your destination. The **Depart Station** has a **Green Dot** while the **Arrive Station** has a **Red Dot**.

For better screen visibility, the Station Map and Dispatcher Window can both be shown or hidden at any time using the “**M**” key. For very large screens, both windows can be relocated off the main window. Some of your prior preference and menu selections become overridden under Dispatcher. Pay particular attention to orders or conditions shown in **RED**. Note your ordered Route Direction -- either **EAST or WEST**.

When you have moved your train to the destination “Arrive Station”, you receive your **Dispatcher Report**:

- Train Moved -- close to your arrive station destination?
- Number Cars -- correct number specified for train?
- Train Order -- specific cars in exact order?
- Fuel Enough -- run out of coal or water along the way?
- Crash Free -- did any cars/loco run off the siding tracks?
- Bash Free -- did you bash cars or Express too hard causing damage?
- Express Bonus -- did the Express pass by?
- Night Bonus -- did you run after dark?

Your pay for this run is based on your performance. Once you’ve practiced the dispatcher challenges (few weeks), you should be able to retain more than 70% of your maximum pay. If not, please consider some career other than train engineer!

At the bottom of the Dispatcher Report, you have the option to exit dispatcher mode by choosing **Dispatcher OFF** button. If you want to go to the next station on your route, choose **Dispatcher Continue**. The **Station Map** and **Dispatcher Window** reappear with some changes.

Whenever you are finished using Dispatcher mode, you can choose **Dispatcher OFF**

from the Station Menu.