

Introduction

The first thing to clarify is that this route is not an extension of the popular East Coast Main Line: North East route that has been available on my website for several years now. This route is completely scratch built and was born out of frustration with the original route, being based on the original Newcastle to York route from Rail Simulator days many areas were out of sync with real world topography and extensions were proving more difficult to provide accurately. I then made a decision to stop development.

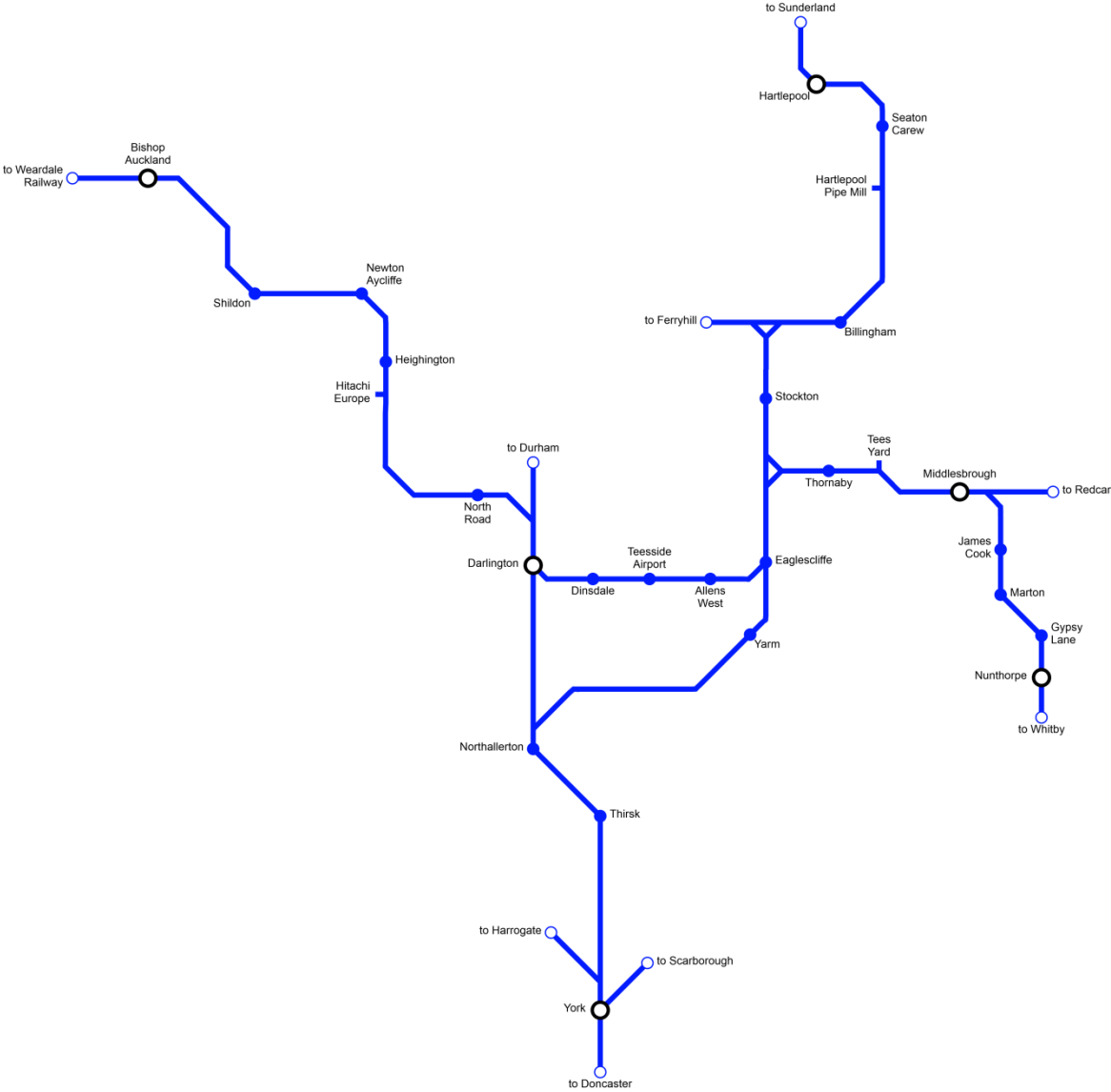
With Train Sim World gradually gaining traction I decided that I wanted to create and all new route based around my local area with the idea that it would be my final Train Simulator route project and be testament to how much this program has progressed. The spine of the area is held together by the East Coast Main Line but there are a wide range of diverse lines that spread out from this core route to various communities and places of industry.

The second version of the route includes a portion of the East Coast Main Line between York and Darlington, the line from Northallerton to Hartlepool, the section of the Tees Valley line between Middlesbrough and Bishop Auckland and part of the Esk Valley line between Middlesbrough and Nunthorpe. This dramatically increases scenario opportunities throughout the route and means this new version has over 100 miles of fully driveable route to explore.

The plan is to release incremental updates to expand the network and make sure that each update also includes an area of interest where services can naturally start/end, no more updates that stop at a random location in the middle of nowhere. Our [Twitter](#) feed will normally be the first place to receive news of upcoming updates and extensions to the route.



Route Map



Custom Assets

The route features a wide range of custom assets in order to accompany those used from the requirements and capture the route as accurately as possible. These include custom stations, lineside clutter, signage and period items that still remain from the LNER area. Although these assets do take time to produce and therefore can slow route development when too many are added, we like to feel it adds to the accuracy and authenticity of the route.

All custom assets are included with the route when downloaded, no third party assets are required to be located and downloaded in order to run the route as we intend it to be seen.



Requirements

The following requirements have been chosen in order to make the best representation of the area I possibly can. When routes are released I often see comments on various forums with users asking for advice on what is really needed, if they don't own a certain add-on will it make a great deal of difference.

The requirements chosen are all integral to how the route functions and looks, both in this version and as the route expands. Failure to own all of the requirements could result in the route not looking or functioning as intended.

European Loco & Asset Pack - [Steam](#)

WCML Trent Valley - [Steam](#)

ECML: London to Peterborough - [Steam](#)

ECML: York to Peterborough - [Steam](#)

Liverpool to Manchester - [Steam](#)

Weardale & Teesdale Network - [Steam](#)

The above requirement of the European Loco & Asset Pack is the legacy product from versions up to Train Simulator 2012 where all users of the program received it. This process was discontinued and the content was made available as a separate purchase. However, it is bundled on Steam with a large variety of routes, clicking [here](#) will provide you with an up to date and definitive list.

The route also requires what is commonly known as the AP Station Pack, something that was available as a free download several years ago but is now unavailable individually. However, as above it is bundled on Steam with a large variety of routes, clicking [here](#) will provide you with an up to date and definitive list.



Installation

I'm sure many of you are already familiar on how to install content to your Train Simulator installation but there are still new users arriving to enjoy our hobby so the following is mainly for the benefit of them.

When downloading the route from the DPSSimulation website you will receive a compressed package. You will then need to unpack this package to a convenient location, we recommend using 7-Zip for this process, the program is completely free and available from [here](#).

Once unpacked you will have revealed a .rwp file which contains the route, assets and scenarios along with a copy of this document and other associated documentation.

The .rwp file is the native Train Simulator format that the vast majority of free content creators use to distribute their content. These files are installed using Utilities.exe in your installation at Steam\steamapps\common\RailWorks. On opening this program you will be presented with a series of tabs and you need to choose Package Manager. You can then click on Install to the right before navigating to the .rwp file and installing, if you already have some of the provided files installed you will be prompted to overwrite and should do so.

More details on this process can also be found in the Train Simulator user manuals which are located at Steam\steamapps\common\RailWorks\Manuals.

More seasoned users of Train Simulator often bypass this method as it can be time consuming and install the content manually to their installation. This is a perfectly acceptable method but you do so at your own risk.



Route Building Style

The route is built in a style where lineside detail is paramount and distant scenery less so. This cuts down on development time and also provides a benefit with a reduction of the use of system resources by using an extra tile of scenery either side of the route for long distances. This also gives me more time and resources to add future extensions to the route.

I appreciate that this doesn't sit well with some people but it's a decision I made at the very start of development and one that I will stick with. For me Train Simulator is for driving first and foremost, and the whole route is provided with scenery that is completely adequate when in a drivers cab. It is also adequate at lineside and a semi-distant perspective, the only times when you would really notice the lack of distant scenery is when flying up into the air at what I call the 'Helicopter Viewpoint'. I appreciate that people do like to take screenshots and have their own preferences when doing so but viewing this route at both a lineside and at a semi-distant viewpoint provides ample opportunity for great shots.



Scenarios

A range of standard scenarios are included with the route along with a basic implementation of quick drive. We will also add further scenarios to the 'ECML Collection' on the DPSimulation website along with a much more advanced system of era-specific quick drive to cover multiple eras once the route becomes more complete.

Please refer to the PDF document entitled 'NEE Scenarios' that is provided as part of the download for more information.

Known Issues

Overall, the route and signalling has performed very well during testing of all scenarios and quick drive. However, because of the use of both colour light and semaphore signalling on the route it means that signal types have different scripting and can cause issues due to the lack of continuity between assets. For the most part this has not manifested itself but has been noted on a solitary junction signal near Billingham where both route indicators are showing. This is under investigation.

On the section of track between Eaglescliffe and Northallerton there are track anomalies which are quite noticeable when travelling at line speed. There are 2-3 of these sections and they typically only last for 100m or so where the train will jolt from side to side, from the outside view you will notice the bogies moving quite violently even though the track looks perfectly fine, but the train is never at danger of derailing. After investigation along with a member of DTG staff we now know why the problem exists but there is no solution other than to rip up large sections of the offending track and replacing, this is not viable at this time. As the sections are only short in nature it doesn't really affect enjoyment too much.

The eagle eyed will notice station signs missing on many stations on the route. This is intentional due to a unique system that we also provide with the route in the form of the 'NEE Scenario Creation Kit'. Here we provide a selection of era-specific station signs that are already placed in the route for you to use by way of a set of folders that you can simply drop into your own scenario folder in the Train Simulator file structure. This means that when you create your scenario, you can select the sign kit from one of five different eras and the appropriate signage for the year of your scenario will automatically appear in the route. Full instructions are given in a separate document included with the route download, this document is named 'NEE Scenario Creation Kit'.



Donations

We do not charge for any of the downloads we provide at DPSimulation but our growing library of content does come at a significant cost to us and we therefore rely on generous donations from the community in order to help towards our running costs and to keep the site free and available to all in the future.

If you do enjoy our content and wish to help us out, you can make a donation via Paypal. All donations - no matter what size - are greatly appreciated and will help us to continue to provide free content with high speed downloads for many years to come.

You can make a donation to DPSimulation by clicking [here](#).

Legal

By downloading this pack you enter into an agreement not to re-upload to any other website or server without the explicit permission of DPSimulation. As this pack is available to download for no charge, there is no reason for any user to do so. If you see our content uploaded anywhere without permission please contact us via the support address linked above.

This package and it's contents have been created and tested on multiple clean installs and have been tested and been confirmed clear of any harmful contents. DPSimulation therefore holds no responsibility for any damage that may be caused to your system due to any mismanagement of these files or it's contents.

If you have any objections or questions about these instructions, please contact us via the support address linked below.



DPSimulation

Established in 2008, DPSimulation are respected and well known creators of content for the Train Simulator program and previous incarnations of Rail Simulator and Railworks.

We now concentrate the majority of our efforts on freeware but originally started by working as partners with Just Trains by creating products such as Newcastle to York 'Modern', Bristol to Exeter and Totham. Although you can argue that these products are now showing their age, they were created at a time when the tools available were nowhere near as advanced as those we enjoy today and were very successful routes appreciated by many. We are therefore still very proud of where we started and how both ourselves and the Train Simulator program and community have evolved. We have also worked extensively with Dovetail Games on multiple projects for nearly a decade.

Initially we produced all of our free content exclusively for release through UKTrainsim but decided to take the plunge in 2010 by purchasing our own website domain and going it alone. We have grown year on year and now provide hundreds of popular free downloads to the community with no sign up required and high speed downloads at all times.



Support

In the unlikely event that this route, the assets or scenarios do not function as intended, you can get in contact with us via our support address by giving us as much information as possible. You can get in touch by clicking [here](#).

Credits

Route & Asset Creation - Darren Porter

Special thanks to Richard Fletcher for moral support throughout all projects I undertake and encouragement to keep plugging away at Train Simulator despite a fairly rough 36-48 months.

Thanks to staff members at DTG for putting up with my queries when things aren't going as planned.

Thanks to Philip Baines for allowing the use and distribution of his excellent Transporter Bridge asset.

Thanks to Sean Harris for being Sean Harris.

Thanks to [Vulcan Productions](#), specifically to Thomas Harrison and Mark Walker for advice and guidance throughout the project and for helping to continually promote the route through both [Twitch](#) and [Youtube](#).

Thanks to Alan Thomson for helping to promote the route in it's initial stages through both [Twitch](#) and [Youtube](#).

Thanks to the community for their support, help and guidance and to anyone I have specifically missed from the list.

