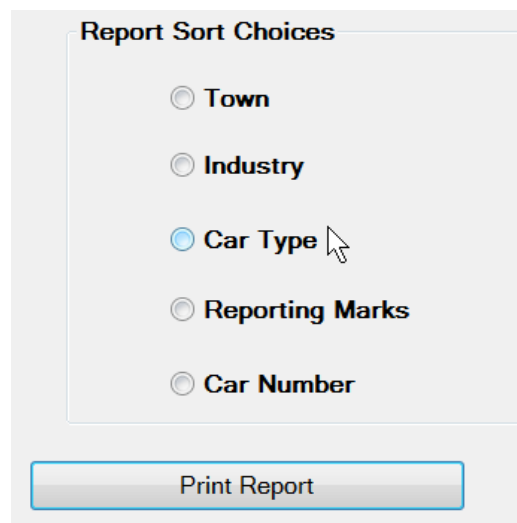# Albion Software Newsletter

Ship It! 10

Soon to be released as a free upgrade to version 9 customers

Feature List:

- Sort options for car starting and car ending location reports

Starting Fresh can be a real pain, but I've added some sort options to make car placement easier. Do you place cars by Town or by using car Reporting Marks? How about Car Type or Car Number, or even Industry?

- Town/Train Departure Report

When finishing up switching in a town, did you ever want to see a list of what cars should be at each industry? How about what cars should be still on the train when leaving the town?

Florence & Cripple Creek / Golden Circle Railroad
Session: 1   6/11/1913
Town/Train Departure Report

Printed: 12/06/2022
3:27 PM

Generated 10/22/202:
9:40AM

Cars Left In Town
Bull Hill   Train 20 arrives 2:00PM, departs at 4:00PM

Road, Numbe	Type	Lading	Location
GCR 670	XM	Empty	Golden Cycle Mill
C&S 7273	XM	explosives	Golden Cycle Mine
DRGW 3509	XM	Empty	Theresa Mine

Cars Left On Train 20   Train departs at 4:00PM

Road, Numbe	Type	Lading	Destination
DRGW 1202	GB	gold ore	Goldfield Yard
DRGW 1232	GB	gold ore	Goldfield Yard
DRGW 802	GB	gold ore	Goldfield Yard
DRGW 803	GB	gold ore	Goldfield Yard
DRGW 805	GB	gold ore	Goldfield Yard
DRGW 806	GB	gold ore	Goldfield Yard
DRGW 857	GB	gold ore	Goldfield Yard
DRGW 9325	GB	gold ore	Goldfield Yard
DRGW 3543	XM	refined gold	Goldfield Yard
F&CC 653	XM	refined gold	Goldfield Yard

- Simplified Car Status Report

Florence & Cripple Creek / Golden Circle Railroad
Car Status   6/11/1913
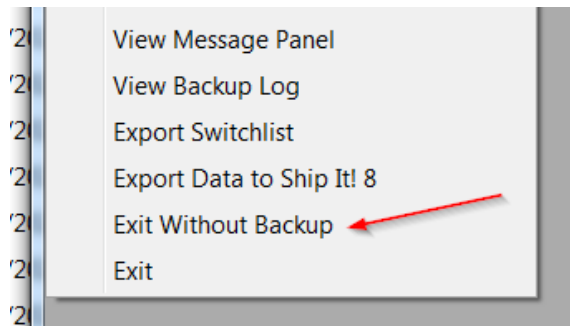
12/06/2022
5:09 PM

Road: **DRGW**	Location: **Vindicator Mine**	Next Destination: **Goldfield Yard**
Number: **802**	Town: **Independence**	Final Destination: **Florence Staging**
AAR: **GB**	Division: **Goldfield**	
Arrival(session,time): **Start Fresh**		Arrival Train: **Start Fresh**
Departure(session,time): **1, 11:00AM**		Departure Train: **20**
Status (load/unload): **Available gold ore**		Primary Train Type: **General Freight**
Future Load: **gold ore**		Secondary Train Type:

Road: **DRGW**	Location: **Goldfield Yard**	Next Destination: **Florence Staging**
Number: **802**	Town: **Goldfield**	Final Destination: **Florence Staging**
AAR: **GB**	Division: **Goldfield**	
Arrival(session,time): **1, 5:00PM**		Arrival Train: **20**
Departure(session,time): **1, 7:00PM**		Departure Train: **40**
Status (load/unload): **Available gold ore**		Primary Train Type: **General Freight**
Future Load: **Empty**		Secondary Train Type:

Road: **DRGW**	Location: **Florence Staging**	Next Destination:
Number: **802**	Town: **Florence**	Final Destination:
AAR: **GB**	Division: **Phantom Canyon**	
Arrival(session,time): **1, 11:30PM**		Arrival Train: **40**
Departure(session,time): **Does not depart**		Departure Train: **Does Not Depart**
Status (load/unload): **Unloading gold ore**		Primary Train Type: **General Freight**
Future Load: **Empty**		Secondary Train Type:

- Ability to set prefills for Train Type and Home Yard Columns. Tired of selecting the same item over and over again? The prefills show up as soon as you do an insert. You have the

ability to type over the prefill.

- Exit program without running a backup. Tired of waiting for the auto-backup to complete (for the third time that day)?

A Tale of Two...er, Three Towns
(or "How to get an idea for a new feature")

Goldfield, Bull Hill, Independence

My buddy John, and his wife, Judy made a cross country trek to visit us in Texas in the fall of 2021. Of course I had to put John to work operating my layout. I had put up a lot of plaster (in terms of tunnel portals) which were too small. of course. So I pulled out the file and John and I got those portals cleared up.

If you look at the train schedule above, you'll see that independence is the last stop before returning - where this out and back train goes back to where it started from. The two towns - Bull Hill and Independence are only 10 or 12 feet apart, and because this is an"out and back" train, the schedule goes Bull Hill, Independence, Bull Hill. Early on it made sense to switch those schedule stops as one, because they are so close in proximity. I could have made it just one town I guess, but I wanted the the illusion of distanced that comes with the prototype.

The town of Goldfield is at the bottom level, with Bull Hill directly above. Independence is the staging yard on the top left.

Bill Hill closest, and Independence toward the rear.

John kept me busy as Conductor while switching Bull Hill and Independence, because it is not easy to tell where each car ends up after the final switching of Bull Hill - mainly because there is a decent amount of cars that get switched between the two. And then there are the cars that end up going down the trestle to bull Hill. I had to peruse those switchists pretty carefully to be able to tell John which cars ended up where, and which ones ended up going down the trestle to Goldfield.

When I decided to do an upgrade to Ship It!, one if the first things that came to mind was a report that would tell me exactly what I needed when switching those three schedule stops as one. The resulting feature is the Town/Train Departure Report shown above.

Question: What is the best way to get feature XYZ added to Ship It!

The Simplified Car Status report shown above was a suggestion from a long time user. This user provided me with very detailed information about how he wanted the report - even going as far as laying it out in a spreadsheet. Which meant - guess what? i knew he was serious enough about that feature to design it, and it also meant that I had much less work to do to implement it. He also tested it for me and provided valuable feedback.

The bottom line is that if you want a feature added to Ship It!, provide me with as much information about it as possible - and especially if it is a report - mock up exactly what that report should look like. I cannot guarantee any feature's inclusion in the software - but if you put in the work and make it easier for me, that request will certainly migrate up the list.

Did You Know?

Existing Version 9 users (and also version 3 Car Cards users) can always download the latest version from their account at SugarSync. I never remove access to the download folder. The latest version of Ship It! is 9.1c, and the latest version of Car Cards is 3.1a. If you do not remember your password to SugarSync, you can reset it at SugarSync.com. Your user id on SugarSync is the email address you used when you purchased the software through paypal.