

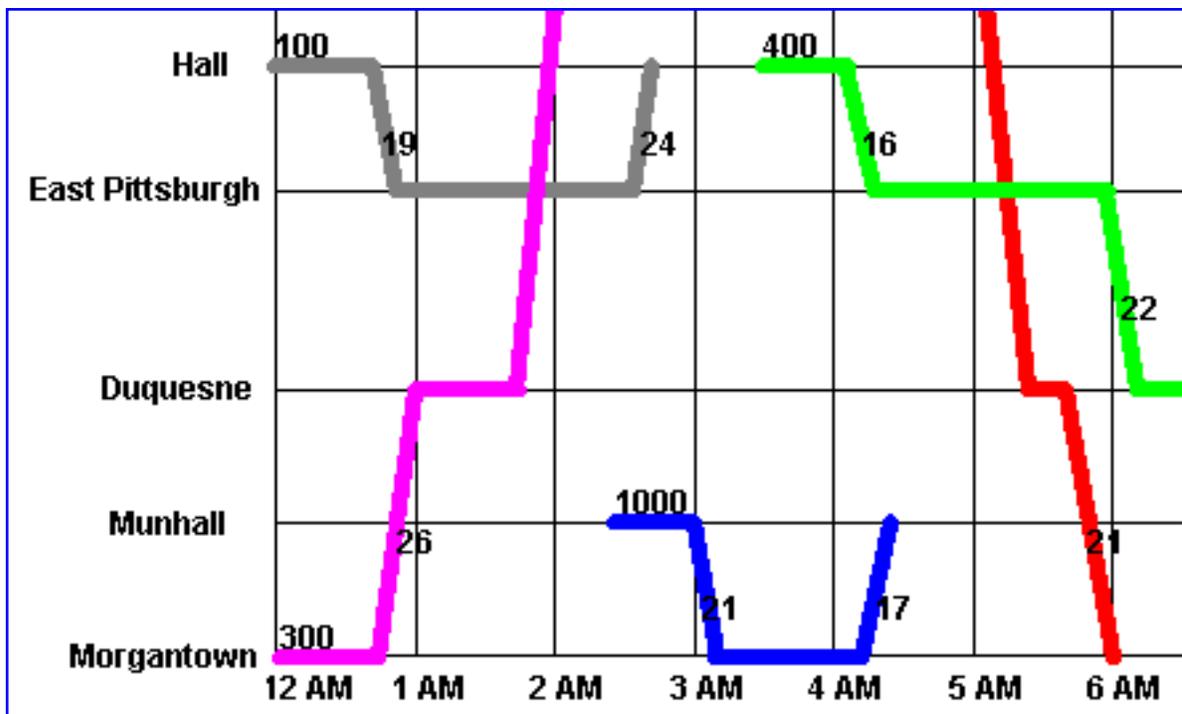
Ship It! Scheduler™

Create Train Graphs ("String Diagrams") for Your Model Railroad

Edit Schedules in Graph Mode

Display a Fast Clock

Helps in Layout Design - Calculate Time/Speed/Distance Between Towns



Created by

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Minimum System Requirements

- Any version of Microsoft Windows (including Win 10, Win 8, Win 7, VISTA , XP; older versions will likely run too.
- Mouse
- Printer supported by Windows

Installation

Double-click on the installer after downloading it. I strongly advise using the default setting for the installation directory - this will help if you install any of our other software packages.

Backups

There is an automatic backup system as well as full backup and restore functionality inside both Ship It! and Car Cards

Support

There is an email list for Ship It! users at <https://groups.io/g/shipitusers>. This is the best place to obtain support. You can communicate with all types of users here, from experts to new users. Most everyone there is willing to share their knowledge to help the new user. It's also a good place to talk to folks

interested in operation in general. This has been set up independently from Albion Software.

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ENTERING INFORMATION

Introduction

You will be using two main types of windows for entering all the information about your layout - the browse window and the update window.

What Is A Browse Window?

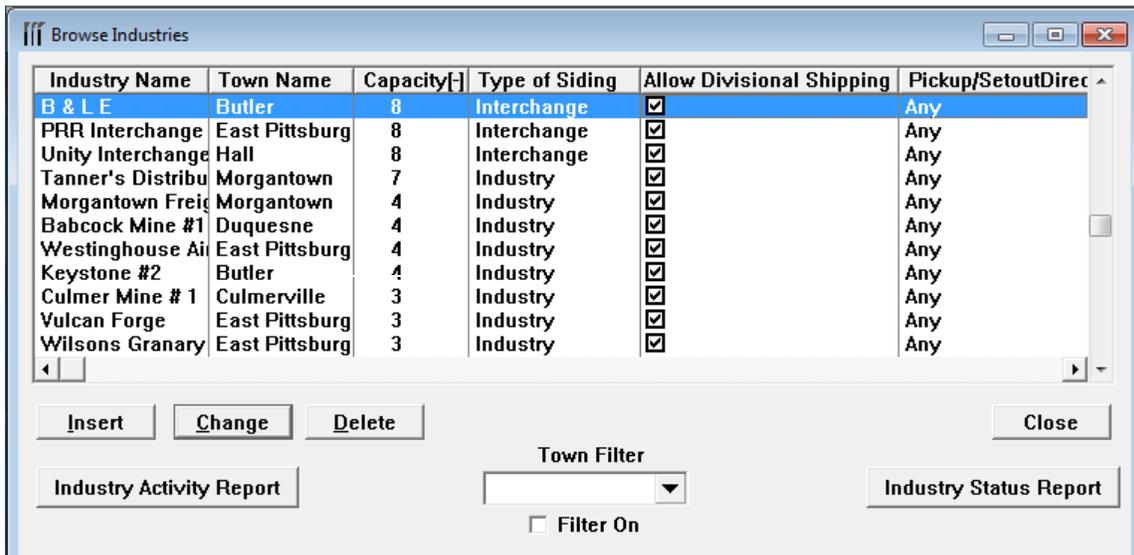
The first picture below shows a typical browse window. A browse window contains a scrolling area that allows you to “browse” through the records of your database. The browse window is simply a view into your database; with it you can examine all the information you have entered so far. The browse window is also where you insert, change, and delete records within your database.

Tip:

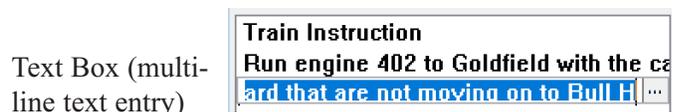
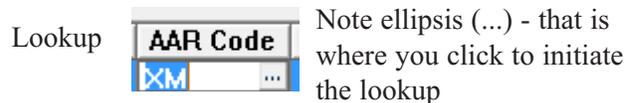
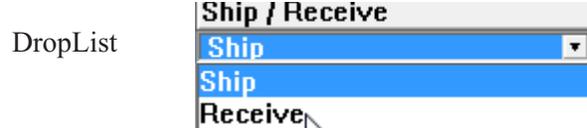
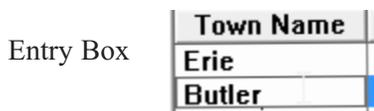
To quickly locate the record you wish to view, press the letter of the first word in the leftmost column. For example, in the screen below you would press the letter “H” if you wanted the highlight bar to jump directly to the record for “Harrison Bakery”. This is useful if the data you want to view has scrolled off the screen.

How Do You Insert, Delete, And Change Data?

Almost all of the browse windows in Ship It! feature edit-in-place. Edit-in-place allows you to enter and revise data right in the browse window. When you press the insert button on the browse window, a blank row will appear and wait for you to enter information. If there is a record highlighted in the browse window and you press the change button, entry mode is enabled for the highlighted row. This allows you to tab through the fields or click on them one by one to enter and revise data. All the typical window controls (check boxes, drop lists, lookup buttons, etc) are utilized inside the browse when entry mode is in effect.



Browse Window



Edit-In-Place Controls

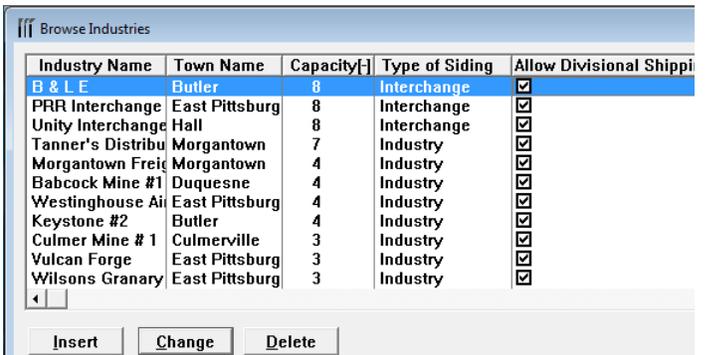
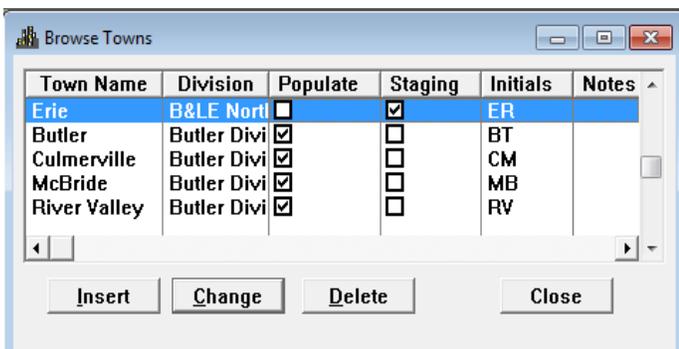
Building Your Database

There are many types of information that need to be entered into Ship It! The next picture is a small sampling of the data tables used by Ship It!

File	Description	Found Where?	Order for Beginner Entry
Car Routes	Car Routing between divisions	Division Menu	1
Car Types	CAR Types	Rolling Stock Menu	1
Consignee Records	One for each product that an industry receives.	lccr , Industry Menu	4
Divisions	List of Divisions	Division Menu	1
Interchanges	List of Interchanges	Division Menu	4
Industries	List of Industries	lccr , Industry Menu	3
Locomotives	List of Locomotives	Train Menu	4
Products	List of Products	lccr , Industry Menu	2
Road Names	FRR, B&O, etc.	Rolling Stock Menu	1
Rolling Stock	A List of All Your Cars	lccr , Rolling Stock Menu	4
Car Route Details	List of Interchanges passed through in Car Route	Division Menu	5
Schedules	List of Train Schedules	Train Menu	6
Shipper Records	One for each Product that an Industry receives	lccr , Industry Menu	4
Towns	List of Towns	lccr , Division Menu	2
Trains	List of Trains	Train Menu	5
Train Types	List of Train Types	Train Menu	1

Related Files Explained

Many of the files in Ship It! are related. This keeps you from having to type the same information over and over again when filling out the database. For example, each industry on your layout must belong to a town. Compare the browse windows for the town Thurston and Industry Foley’s Coal Yard below. Notice the town name appears in each. This data did not have to be typed in twice. When you click on the lookup ellipsis (... in the town column) in the industry browse, the town browse window will appear, allowing you to select a town.

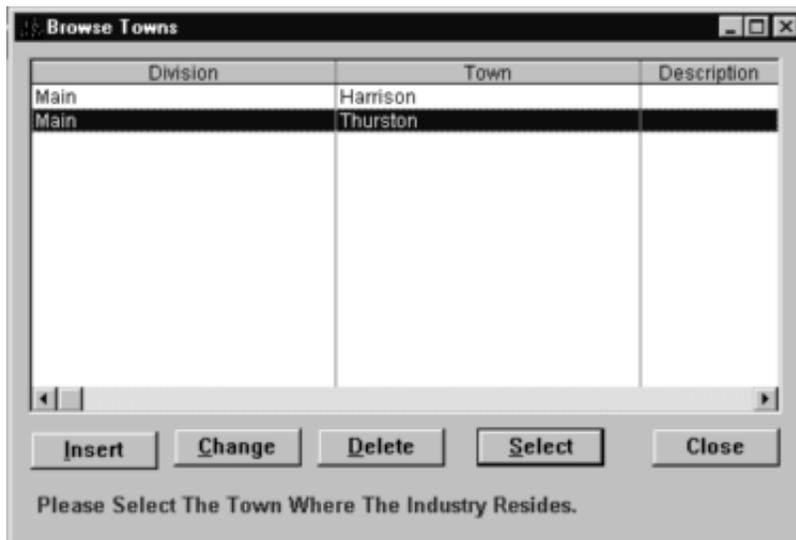


Which Files Should I Enter Data In First?

Data can be entered in the database “on the fly”, that is, at the point it is required. However, for the beginning user it is better to have the data already entered. Then, when you are comfortable with the software, you can try entering data “on the fly”. The list on page 3-3 shows which data files you should fill in first, so that data is available when you need it. Unless of course, you’re brave and want to try data entry on the fly.

Entering Data On The Fly

Entering data on the fly is used when you need to select an item from a browse window, but the item has not been entered yet. Let’s say you are entering the record for a new industry, and you have entered the town field. The towns browse window appears, allowing you to select the town the industry is located in. The following picture shows the town browse window asking for the user to select the town where the industry resides. At this point, if you do not see the town you need, it can be entered via the insert button. The insert, delete, and change buttons here perform the identical functions as in a normal browse window.



Bypassing The Mouse

The following keys will allow you to insert and delete records, plus hop from field to field, all without the use of the mouse:

The Insert Key

Similar to pressing the insert button.

The Delete Key

Similar to pressing the delete button.

Tab

Advances to the next entry field or control

Shift-Tab

Goes back to the previous field or control

Enter

2-4

Similar to pressing the OK button.

Esc

Similar to pressing the cancel button.

Page Up

Scrolls browse list one “page” up.

Page Down

Scrolls browse list one “page” down.

Ctrl-Page Up

Scrolls browse list to top.

Ctrl-Page Down

Scrolls browse list to bottom.

Deleting and Changing Records

Changing and deleting records for unrelated information is straight-forward. The change button on a browse allows you to change the highlighted record, and the delete button allows you to delete it. However, when the information in the files is related, you should be aware of a few things.

Cascading Changes

When you change a record referenced by other files, that change will “cascade” through all the related records in the database. For example, records in the trains file are referenced by other files including the graph-trains file, the schedules file, etc. If a train number or name was changed from in the trains file, that change would also occur in all the related files. You would not have to call up all the files the town was referenced in and change them manually; the change would occur on its own.

What About Deletes?

If you attempt to delete records referenced by other files, an error message will appear because the software has been designed to prevent you from mistakenly deleting too much data at one time. For example if you attempt to delete a town record that is referenced by a train schedule, you will be prevented, because deletion of that town record would cause a blank in the train schedule. In order to delete the town record, you would need to remove it from the schedules referring to it.

Delete Related Records Only When Necessary

Delete records that other files refer to only if necessary. If you need to change the name of a town, don't delete it and create it over again - use the change button. Only delete a town if you are eliminating it from your layout.

Delete Error Message

When trying to delete a record, if you see a message similar to this: “This record is referenced from the file ‘_____’. This record cannot be deleted while these references exist.”, you will need to go into the related file and delete the records that reference the original record. When that is accomplished you will be able to delete the record.

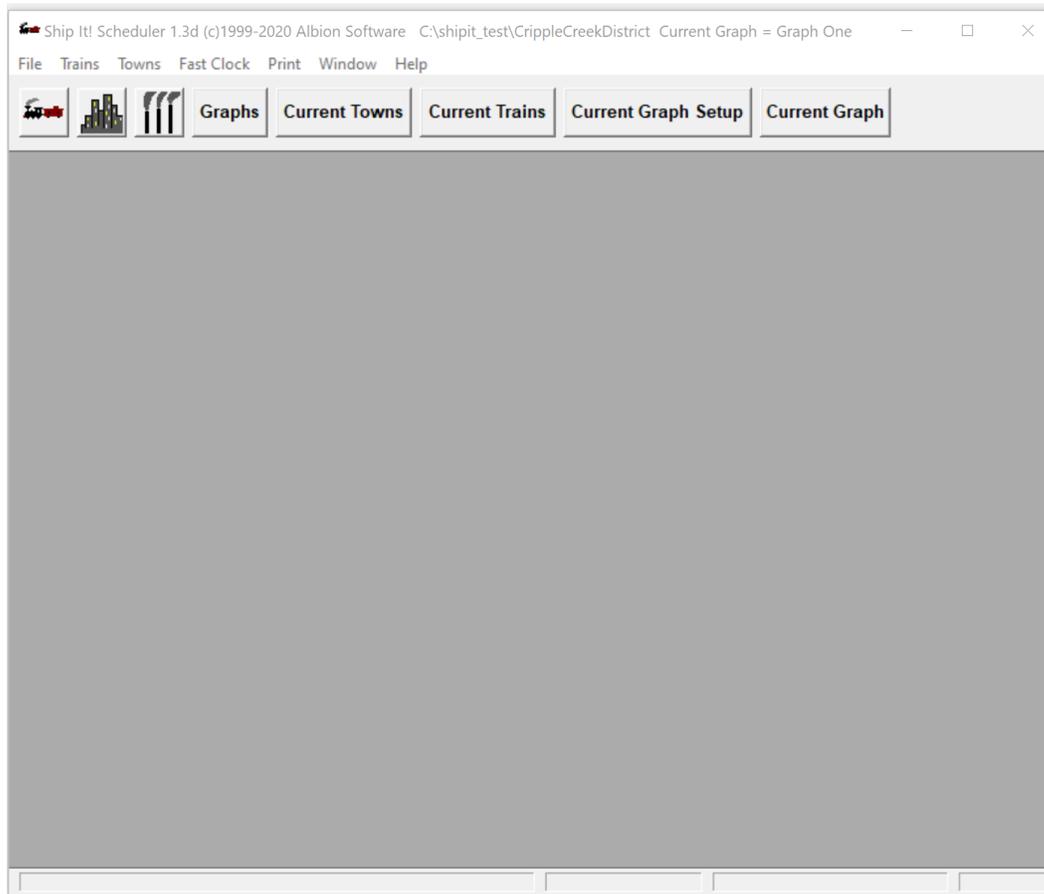
Deleting Trains

When you delete trains, the associated schedule will also be deleted. This is to make it easier to delete trains. Be careful, because the whole schedule will be deleted.

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GETTING STARTED



The Main Window

The Title Bar

The title bar displays the program name and version number, the current database subdirectory, and the name of the current graph (if there is one).

The Icons

From the left, the three icons shown do the following: call up the Browse Trains window, Browse Towns window, and the Browse Industry window. Users not owning Ship It, Ship It Car Cards, or Railbase Professional, will not normally use the Browse Industry window.

The Buttons

The **Graphs** button calls up the Graphs Browse window. This lists all of the graphs in the database. You can create and save as many train graphs as you want. This makes it very easy to create alternate groups of train schedules for testing and running.

The **Current Towns** button calls up a browse window displaying a list of towns for the current graph. These are the towns displayed on the left hand axis of the graph.

The **Current Trains** button calls up a browse window

displaying a list of trains for the current graph. These trains will have train lines (usually of different colors) appearing on the graph.

The **Current Graph Setup** button allows you to edit information concerning the current graph.

The **Current Graph** button allows you to display and print the current graph.

The Menu Bar

The **File** menu contains the **Options Window** and **Machine Code** selections. The options window lets you change many default settings for the software.

The **Trains** menu allows access to the Trains and Train Types Browse windows.

The **Towns** menu allows access to the Towns, Divisions, and Industry Browse windows.

The **Fast Clock** menu allows you to display a fast clock.

The **Print** menu allows you to print the following reports: Graph Train Info.; Graph Town Info.; Train Schedules; Train Information; Divisions Information; Towns Information; Industry Information. You can also choose your printer here by selecting the Print Setup menu item.

Creating Your First Graph

1. Go to the Options window (File, Options in the pull-down menu) and set your graph screen size using the tab of the same name.

For 1024x768 or larger, I recommend Tallest and Widest. For 800 x 600 I recommend Tall and Wide. For 640 x 480, I recommend Medium and Medium. It is up to you. The height matters most, as you probably want to see the height all at once instead of having to scroll.

2. Choose your scale and fast clock setting from the Options 1 tab. From the Options 2 tab, check the box "Show Speed on Graph".

You can't fill out the current graph field (Options 1 tab) until you enter graph info, so don't worry about it yet.

3. Click on the Graph Button (main window) to create a graph. The Graphs Browse window will appear. Press the Insert button and enter a graph name in the update window. Leave Schedule Length as 24, and Start of Schedule at 0 for now. Set up this way, your schedule will be 24 hours long and will start at 12AM midnight. Check the "current graph" checkbox, to make this graph the current one for editing and viewing. Look at the options tab. Here you can set options for this graph only, if you do not want to use the global settings. You can also view the global settings here (as long as the "set options here" box is not checked). Close the update and browse windows.

4. Click on the Current Towns Button. This is a list of towns on your layout, in point to point order. Depending on the complexity of your layout, you may have more than one graph, because of branch lines, etc. Press the insert button to enter some towns. Clicking in the town field brings up the Browse Towns window. If this browse window is empty, you will need to create some towns. Do this now. For more information see Chapter 5, "Update Towns Window" and Chapter 2, "Entering Data on the Fly". The order number field sorts the towns from bottom to top of the graph. You can number them consecutively or skip numbers if you like. **Tip: Add in increments of 10, to allow adding new towns without renumbering.**

The "distance to next town tab" is very important. This is where you set up the distance between the towns. Each town will have a distance filled in except the last town, for obvious reasons. This window is a distance/time/speed calculator. You can choose to enter the distance between towns using time or distance. Obviously speed plays a major part also. Short miles/fast minutes are displayed - data can be entered in these formats also. For now, accept the default of 10 real feet.

See the "Distance To Next Town Tab" section in Chapter 5 for more information.

5. Enter in at least three or 4 towns into the Current Towns Browse so you can make a decent graph. Close the Current Towns Browse Window.

6. Click on the Current Trains Button. This is a list of trains that will appear in the graph. Press the Insert button to add a train. The Update Graph Train window appears. Clicking on the train number field calls up the Browse Trains window. If this browse is blank, you will need to create some trains, along with their train schedules. Do this now. See Chapter 5, "Creating Train Schedules" and Chapter 2, "Entering Data on the Fly" for more information. Next select a train to add to the list of current trains. The Pen Color button allows you to choose a color for the train line that will represent the train on the graph. The Pen Width button allows you to set different widths for train lines for the printed graph. If you leave it at zero, it will use the default from the options window settings. Leave it at zero for now.

7. Add at least one or two trains to the Current Trains Browse. Close the browse window when you are done.

8. Next click on the Current Graph Setup button. This is the same data you entered while you were in the graph browse - it's just easier to access it here. A zero in start of schedule means 12 AM, 1 means 1AM, 13 means 1PM, etc. The length of your schedule is in hours and can be from 1 to 24, though 1 is rather meaningless. Now you're ready to view, edit and print the graph.

9. Click on the Current Graph button to view it. If your train lines are not in view, use the scroll bars to position the graph. To print the graph, select the Print Graph button. If the schedule (Current Graph Setup window) is 12 or less hours, only one page will be printed. If greater than 12, two pages will be printed. You can control the spacing between the hour lines in the printed report by changing the length of the schedule.

Editing Your Graph

You can edit the graph in 4 ways:

1. **Change arrival or departure times.** Mark the checkbox "Revise Times" at the top left corner of the graph window to enable this feature. Click on the vertex (corner) of any train line. Then click again where you want the corner moved to (you can only move it horizontally). You need to pick fairly close to the corner to pick it up. The train schedule is changed to the new time - examine the train schedule after you exit the graph window. The software will not let you change a train line so the departure is before the arrival. Neither will it let you change a train line so the arrival at a stop is before the arrival at a

previous stop. In other words, the lines in the graph will always be sloping forwards. You can get them vertical, but not slanting backward. The only way to do this (you would never want to, of course), would be to edit the schedule in the Schedule Update window.

2. Change distance between towns. Mark the checkbox “Move Towns” at the top left corner of the graph window to enable this feature. Click on a horizontal "town" line. Make sure you select it where there is no train line on top of it. Then click (move your mouse vertically) where you want the town line to be. The distance between towns will be updated to the new distance. This feature is primarily for layout design.

3. Change the town that a train stops at. Mark the checkbox “Move Trains (Towns)” at the top left corner of the graph window to enable this feature. You must click on a train line (click on the actual train line, not the town line) that is horizontal (it will be on a town line and the schedule will have an arrival time and a departure time at the town). Next click on a new town line. This is where you want the train to stop at instead of the other town. The train line will be moved to the new town and the schedule will be updated.

4. Add a Schedule Stop. Mark the checkbox “Add Stops” at the top left corner of the graph window to enable this feature. First click on a train line. Then click on the line for a town that intersects the train line. A schedule stop will be added at this location, with a default layover time of thirty minutes (if there is time). You can then drag the corners of the line to adjust the timing of the schedule stop if desired. **Note (Ship It! and Ship It! Car Cards users only):** you are responsible for checking the “Return Trip” checkbox if necessary when adding schedule stops. The software will not do it for you.

Note: You cannot create a train schedule from scratch using the graph, but you can come pretty close to it. If you are creating a turn, create three stops (first, last and middle). If you are not creating a turn, create two stops. Then add stops, move stops, change times, and massage the schedule into shape using options 1 through 4 above. When you are finished, you can adjust the schedule in the update form if desired.

The instructions above must be followed exactly for the software to understand what you are trying to do. You can get yourself into trouble by trying to edit train lines that have corners very close or train lines over top of one another. **Most graph problems are caused by editing when the corners or lines are too close. Also, use departure times whenever possible.** If the graph starts

to look crazy, just close the window and reopen it. In the worst case, you will have to fix up the schedule. To make it easier to edit when lines are close, choose a larger screen size in the options window. You can also move one line out of the way, and then move it back. If two lines are over top of one another, try to pick where they do not overlap. Remember that the software is always trying to figure out which line you want to move. Make it easier for it, and it will do a better job for you.

A vertex outside the graph indicates a train starting or stopping beyond the hours on the graph, or wrapping around to the other end of the graph. Do not attempt to move a vertex outside the boundaries of the graph.

Toggleing The Edit Options

At the top of the graph window are four options: Revise Times; Move Towns; Move Trains (Towns); and Add Stops. These checkboxes are described in the above section. With all four enabled, a missed (or extra) pick of the mouse can land you in trouble with your graph all of a sudden looking strangely different. To be safe, only enable the type of edit you are attempting to perform.

Note: To delete schedule stops, you must do so from the schedule update form (not in graph mode).

Note: The first time you use scheduler, there will be no edit options turned on - make sure you turn on the edit options you want before attempting to use them.

Train Designations

Train numbers show up at or near the first segment of the train line on the graph.

Speed Designation

If you turn on the option “Show Speed on Graph” (found under the File Menu, Options, Options 2 tab), your train speed will be displayed on the graph. Due to slight inaccuracies in the graph due to pixel count, the speed may vary a slight amount from speed calculated using real numbers. To increase or slow down train speed, change your fast clock ratio (File, Options, Options 1 tab), or revise the schedule times.

Branchlines, Multi-Graph Schedules

If your railroad has branchlines in addition to a mainline, you may need more than one graph to display all trains. In this case, you would list all the towns on the mainline on one graph. On the second graph, you would list the towns on the branchline. The town where the branchline

joins the mainline should be listed on both graphs.

For a train to be displayed on a graph, it must have at least two points defined. This could be an arrival and a departure (at the same stop), or it could be two towns on the graph where the train stops. If there is only a single point (for example, an arrival time with no departure time filled in), the train will not appear on the graph. This is another reason to fill out departure times!

Train Lines Running Off the Graph

If you have trains on a graph that start or stop before or after the time span of the graph, the train line will appear to run off the graph. This helps to alert you to this situation.

One Or Two Page Printing?

If the graph is 12 or less hours long, it will be printed on one page. If it is 13 or more hours long, it will be printed on two pages.

Train "Groups" - Turning Trains on and off in Ship It!

When you add trains to a graph you are also setting up groups of trains that can have their schedules turned on and off in Ship It (the "do not schedule" option is toggled). To turn trains on and off from the Browse Graphs window, highlight the graph that you want to turn the trains on and off for. Then click on the "Schedule trains in Ship It!" or "Do not schedule trains in Ship It!" buttons. Then look in the Browse Trains window for the results. You can also do this from the Browse Current Trains window. From here, it will toggle on or off each train listed for the current graph.

Note: This does not export the schedules to Ship It! In Scheduler, you are always using the Ship It! schedules directly. If you are concerned with overwriting good schedules, copy your train schedules first (see section below).

Copying Trains and Graphs

To copy trains and their schedules from the Browse Trains window and the Browse Current Trains window, use the Copy Train Button.

You can copy graphs from the Browse Graphs window by using the Copy Graph button. When you copy a graph, all of its data will be copied, including the train list and the town list. The towns themselves will not be copied. You have the option of copying the trains and their schedules. If you check the "prompt for new train names during

copy" checkbox, you will be prompted for new train names. This makes it very easy to create alternate groups of schedules for testing and running.

Use these features to create, test, and run alternate schedules. After a schedule has proven useful, you can delete the old schedule and use the new one. Because deleting a train will also delete its schedule, don't be afraid to create a lot of trains for testing and building graphs. They can easily be deleted.

Note: In Scheduler, you are always editing the Ship It! schedules directly. Therefore, you may want to copy a schedule to another name before making changes to it with Scheduler, so you can get back to the original.

Reports

Besides the printed graph, there are reports that display database information. These are found in the print menu. Descriptions of the most important ones follow:

Train Schedule - Lists the train name, number and the stops (and times) on the schedule.

Graph Train Info. - Lists Train number, name, color, and report pen width (all trains for each graph). Single page reports can be printed from the Browse Graph window. **Use this to print a legend for the graph.**

Graph Town Info. - Lists order number, town name, and distance to next town. Distance to next town is given in both time and distance. The speed listed is that used for the distance/time calculation, not for any given train. Likewise, the time/distance numbers do not apply to any train - these just show how far away the next town is on the graph (in real seconds, fast minutes, real feet/meters, and short miles/kilometers).

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THE OPTIONS WINDOW

Introduction

The option window is where you set all your preferences, or options, in Ship It! Scheduler.

Database Tab

If you are running Sceduler stand-alone, there are four databases available to you within Ship It! Scheduler. If you are a Ship It! user your database will already be selected when you start Scheduler from the Ship It! toolbar (same thing with Car Cards).

Title Bar

The title bar of the main window always displays the current database.

Names and Dates Tab

This tab allows you to assign a name & era to your database. These show up on your print outs. This is only if you are running Scheduler stand-alone

Options 1 Tab

Current Graph

You should always have a current graph designated. You can set your current graph by clicking here and selecting a graph from the Browse Graphs window that will appear. The graph you want to work with is called the current graph.

Units

Select English or Metric.

Scale

Choose the scale you are modeling. This also sets the Scale Factor (see below). There is an "other" selection for any scale not covered.

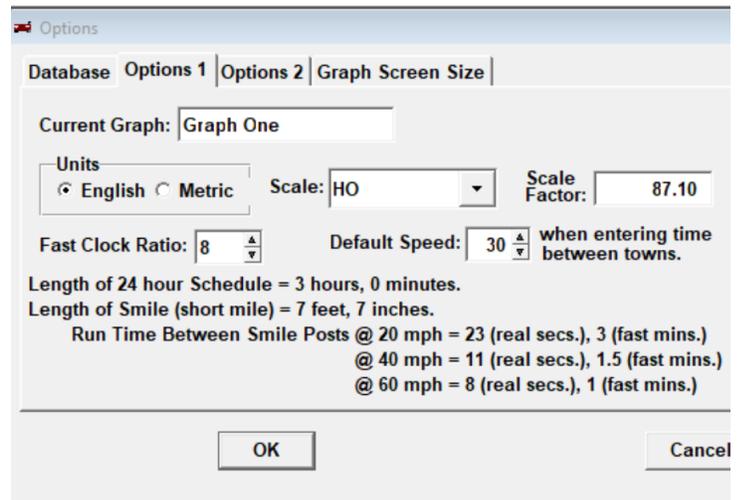
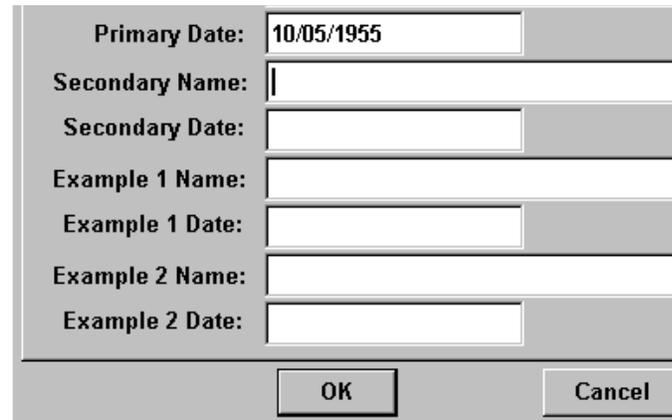
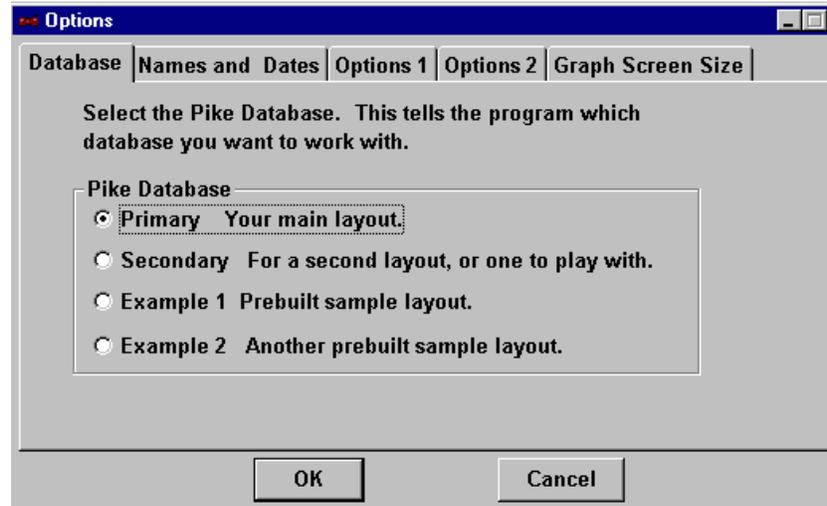
Scale Factor

This is normally set by the Scale (see above), but you can change it should you need to.

Fast Clock Ratio

This is used for setting up fast time, which can help give the illusion that your model railroad is larger than it is. Ratios between 6:1 and 15:1 are normally used. The effects of this ratio on length of schedule, length of short mile (see below), and run time, are displayed. Change the ratio and watch the text change. **Use this as a "fast clock calculator"**. Change the fast clock ratio to change the train speed printed on the graph. Use the train speed indicated on the graph to help select a good fast clock ratio. Lower the ratio to lower train speed; increase it to increase train speed.

Default Speed



This is the default when entering time or distance between towns in the Current Towns Update window.

Short Miles & Short Kilometers

A normal mile is 60 feet, 7 inches in HO scale. A fast clock ratio of 8 gives you a short mile of 7 feet, 7 inches (divide 60 by the fast clock ratio of 8), a much more achievable distance for our limited space. Frank Ellison, dean of model railroad operation, coined the term “smile”, to abbreviate this. A normal kilometer is 11.48 meters long in HO scale. A short kilometer is 1.44 meters in length using a fast clock ratio of 8. Bruce Chubb used the term, “skilometer” in his classic book (now unfortunately out of print), “How to Operate Your Model Railroad”.

Options 2 Tab

Window Pen Width

This controls the width of the train lines on the graph (window only - not the printed version).

Report Pen Width

This controls the width of the train lines on the printed graph. This is overridden by individual trains if the Report Pen Width field is greater than zero in the Update Train Graph window.

Fast Clock Font

Choose the font for your fast clock here. Make it as big as possible - you can type the size desired into the size field.

Fast Clock Background Color

Choose the background color for the fast clock window.

Default Fast Clock Start Time

Enter the normal start time for your schedule.

Default Fast Clock Stop Time

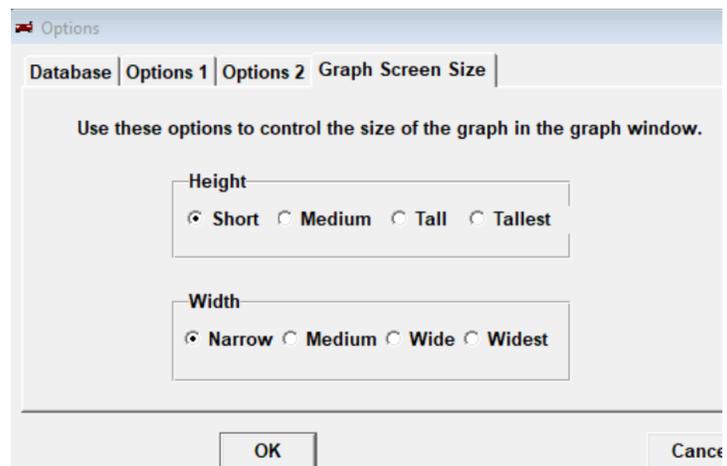
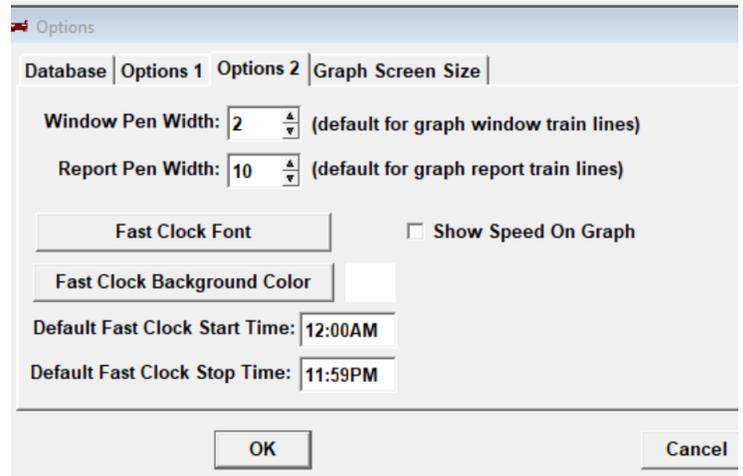
Enter the normal stop time for your schedule.

Show Speed on graph

Check this to enable display of train speed on the graph.

Graph Screen Size

Select sizes that fit well with your monitor/screen resolution combination. For 1024x768 or larger, choose Tallest and Widest. For 800 x 600 choose Tall and Wide. For 640 x 480, choose medium and medium. You can choose any size you like best. It is the height which matters most, as you probably want to see the height of the graph all at once instead of having to scroll.



5

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THE UPDATE WINDOWS

The Update Graph Window

This window is called when you create a new graph (Insert button) or edit an existing graph record (press Change or double click on a highlighted graph name) from the Browse Graphs window (press the Graphs button from the main window).

General Tab

Graph Name

Enter in the name of your graph.

Start of Schedule

A zero in start of schedule means 12 AM, 1 means 1 AM, 13 means 1 PM, etc. This is when your schedule (and graph) starts.

Length of Schedule

The length of your schedule is in hours and can be from 1 to 24, though 1 is rather meaningless.

Current Graph

This makes this graph the current one for editing and viewing. The current graph can also be set from the options window.

Notes

An optional documentation field.

Options 1 Tab

Set Graph Options Here

Checking this box allows you to choose different graph options for this graph than you have set as the default in the main options window. If the box is not checked, the option items are greyed out (the values in them will reflect the current main options window settings). You can toggle between using your own settings here or using the settings from the main options window by checking and unchecking this box. This allows you to use different settings for each of your graphs if you wish.

For the meaning of these fields, see Chapter 4.

The screenshot shows the 'Update Graph Names' dialog box with the 'General' tab selected. The 'Graph Name' field contains 'Graph One'. The 'Start of Schedule' is set to 0, with a note '(0 means 12 AM, 1 means 1 AM, etc.)'. The 'Length of Schedule' is set to 24, with a note '(in hours)'. The 'Current Graph' checkbox is checked. There is an empty 'Notes' field. At the bottom are 'OK' and 'Cancel' buttons.

The screenshot shows the 'Options' dialog box with the 'Options 1' tab selected. The 'Current Graph' field contains 'Graph One'. Under 'Units', 'English' is selected. The 'Scale' is set to 'HO' and the 'Scale Factor' is '87.10'. The 'Fast Clock Ratio' is '8' and the 'Default Speed' is '30 when entering time between towns.'. Below this, it states 'Length of 24 hour Schedule = 3 hours, 0 minutes.' and 'Length of Smile (short mile) = 7 feet, 7 inches.'. A table of 'Run Time Between Smile Posts' is shown: @ 20 mph = 23 (real secs.), 3 (fast mins.); @ 40 mph = 11 (real secs.), 1.5 (fast mins.); @ 60 mph = 8 (real secs.), 1 (fast mins.). At the bottom are 'OK' and 'Cancel' buttons.

The Update Town List Window

This window is called when you add a town to the current graph (Insert button) or edit an existing record (press Change or double click on a highlighted town name) from the Current Towns Browse window (press the Current Towns button from the main window).

Passing Tracks

Each passing track should be associated with a town, so it can be shown in the graph. Use the siding name (for the town name) if you don't have an actual town there.

General Tab

Order

The order number sorts the towns from bottom to top of the graph. You can number them consecutively or skip numbers if you like. **Tip: Add in increments of 10, to allow adding new towns without renumbering.**

Town

Clicking in this field makes the Towns Browse window appear where you can select the town you are adding.

Distance To Next Town Tab

This is where you set up the distance between the towns. Each town will have a distance filled in except the last town, for obvious reasons. This window is a time/distance/speed calculator. You can choose to enter the distance between towns using time (actual seconds or fast minutes) or distance (actual feet or short miles/kilometers). You can even alter the train speed between towns and see what it does for distance or time. **Using time (seconds or fast minutes) to enter distance is valuable during layout design.**

Data can be entered in any one of these fields - the others update when you press Tab or use a spin box.

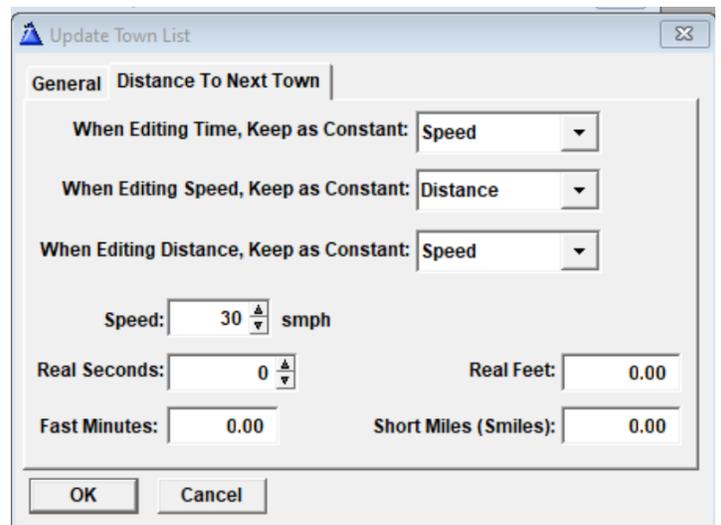
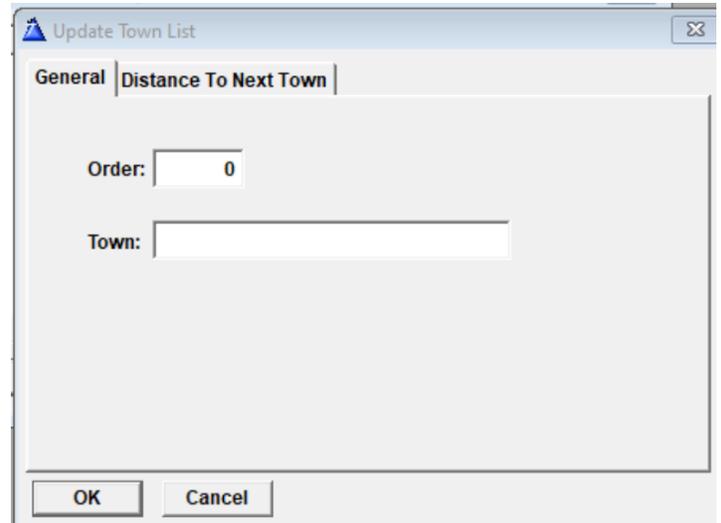
The "when editing _____, keep as constant" drop down lists allow you to control which values stay constant when editing. For example, the default is for speed to remain a constant when editing time. This means that when you change time, distance changes. But when you select distance to remain constant, the speed will change instead of the distance when you enter in a new time.

Before you change the drop-downs, make sure you enter some data. If a field turns to # signs it means invalid data is there. Enter new data into all the fields.

If you don't need the calculator functions, enter the distance in real feet and be done with it. If you are not concerned with distance, and want the towns spaced evenly on the graph, just accept the default of 10 feet between towns.

This information (including all the fields) can be printed out using the "Print Graph Town Info" menu item under the print menu.

THE UPDATE WINDOWS



The Update Graph Trains Window

This window is called when you add a train to the current graph (Insert button) or edit an existing record (press Change or double click on a highlighted train) from the Current Trains Browse window (press the Current Trains button from the main window).

Train Number

Click in this field to select a train from the Browse Trains window.

Train Name

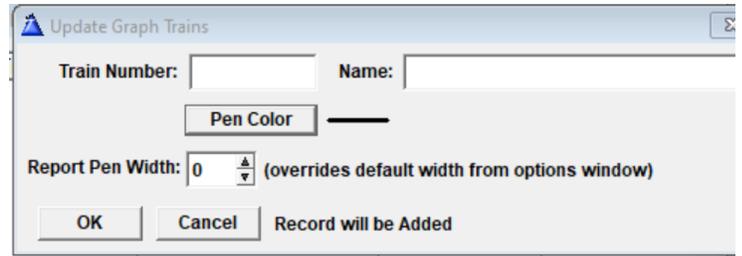
This is a read-only field that is filled out when the train is selected using the Train Number field.

Pen Color

Select a color here for the train line (displayed on the graph.) Used for both report and window. If you do not have a color printer, gray scale will probably still be used.

Pen Width

Here is where you can override the pen width used for printing each train line on the graph (affects printed report graph). Useful if you do not have a color printer.



The Update Trains Window

This window is called when you add a train (Insert button) or edit an existing record (press Change or double click on a highlighted train) from the Trains Browse window (Trains icon on the main window). Previous Ship It! or Ship It! Car Cards users may have trains already entered here - it will read whatever database is current.

Train Number

This is used to identify the train.

Train Name

This is also used to identify the train, but in a more expressive format.

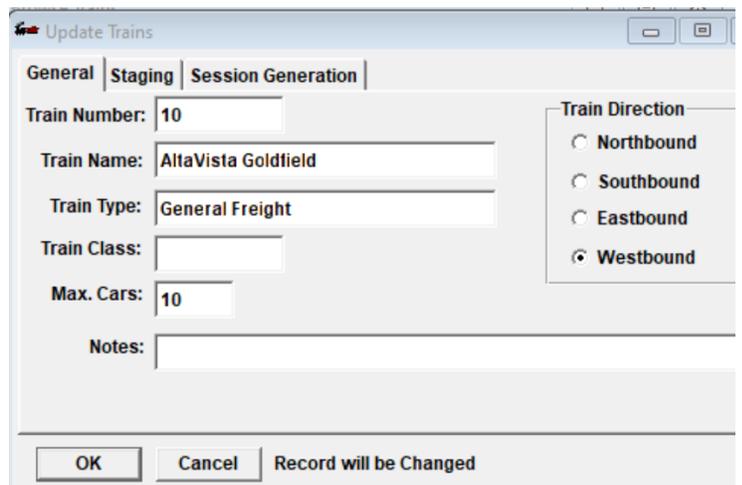
Train Type

Selecting this field causes the **Train Types** browse window to appear. Select the train type from this list.

Train Class Priority - first class, second class, third, etc. Not required.

Max. Cars

This is the maximum number of cars this train can pull. Optional for Scheduler.



Notes

This is an optional description field.

Direction

This indicates the direction that the train is heading. This is used for the automatic blocking routine for switchlists. Optional for Scheduler.

Staging and Session Generation Tab

Ignore these if you are not a Ship It! user.

Train Types Update Window

This window is called when you add a Train Type (Insert button) or edit an existing record (press Change or double click on a highlighted train) from the Trains Types Browse window (under the Trains pulldown menu on the main window). Each train must have a train type. This information is not used by Scheduler, but is required by the database. The Train Types browse will appear when you click on the Train Type field in the Trains Update window.

Type

Enter the type of train here. If you are not a Ship It! user, simply create a type called general freight and use it for all your trains, if you wish to keep it simple.

Notes

An optional description field.

Creating Train Schedules

From the Trains Browse window (found by selecting the Train Icon from the main window), select a train and press View Schedule. This will bring up the Browse Train Schedule window for the selected train. Press the Insert button to add a stop on the schedule. **Note: To maintain compatibility with Ship It!, trains cannot cross the boundary of midnight - they must start after midnight and stop before midnight of the next day.**

Update Train Schedule Window

Arrival Time

This field defines when the train is scheduled to arrive at the town. Enter the time in the following format: **7:30 AM**. The Train Schedule Browse is sorted by the arrival time. Required.

Town

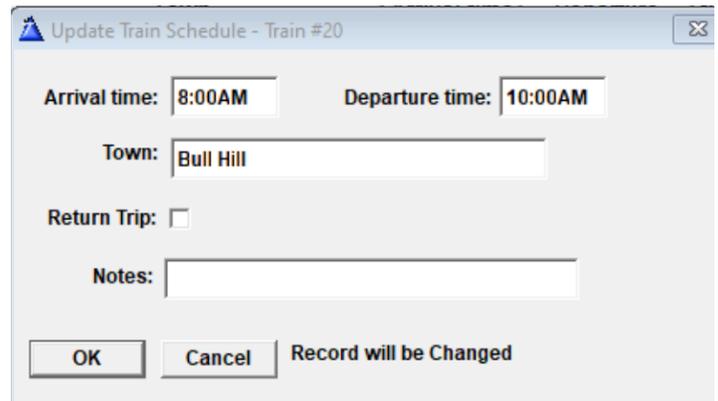
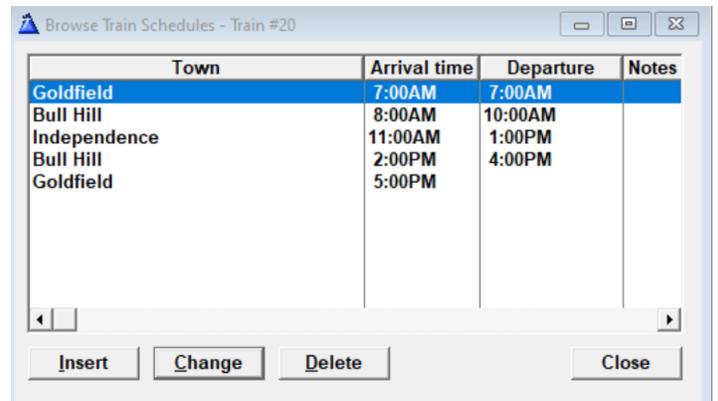
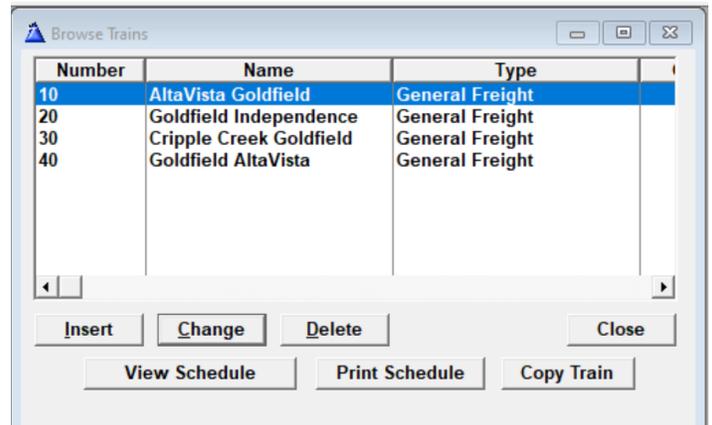
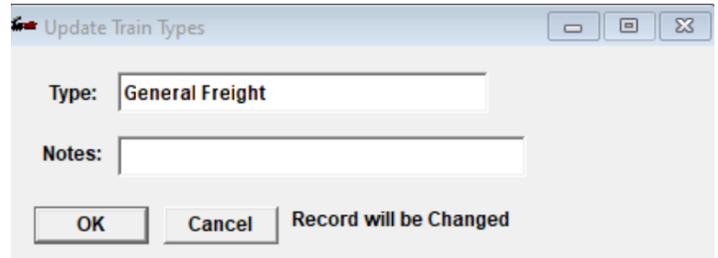
Selecting this field causes the **Browse Towns** window to pop up. Select the town that the train will be arriving at. Required.

Return Trip

Ignore this checkbox, unless you are a Ship It! or Ship It! Car Cards user.

Notes

This is an optional description field.



Departure Time

This field defines when the train is scheduled to depart from the town. Enter the time in the following format:
7:30 AM.

Update Towns Window

This window is called from the Browse Towns window, when you insert (Insert button) or edit a town (press Change or double-click on an existing town). The Browse Towns window appears when you click in the Town field on the Update Schedule or Update Town List window, or when you click on the Towns Icon on the main window.

Name

Enter the name of the town. Required.

Initials

Enter initials of town. Ignore unless you are a Ship It! or Ship It! Car Cards user.

Division

When you select this field, the Division Browse Window pops up, allowing you to select the name of a division. If you are not a Ship It! or Ship It! Car Cards user, you must still select a division, because each town must belong to a division. Create a division called “Main” (or anything else) and select it (see below).

Staging

Ignore unless you are a Ship It! or Ship It! Car Cards user.

Populate

Ignore unless you are a Ship It! or Ship It! Car Cards user.

Notes

This is an optional description field.

Update Divisions Window

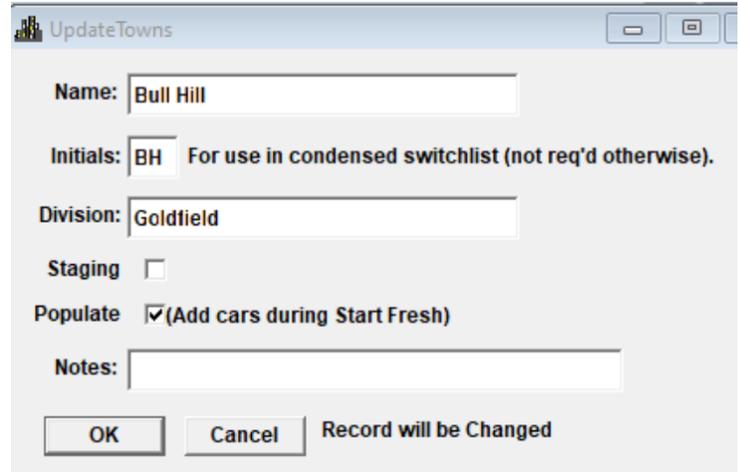
This window is called from the Divisions Browse window, when you add or edit a town. The Divisions Browse appears when you click in the Divisions field on the Update Towns window, or when you click on the Division menu item under the Towns pulldown menu on the main window.

Division Name

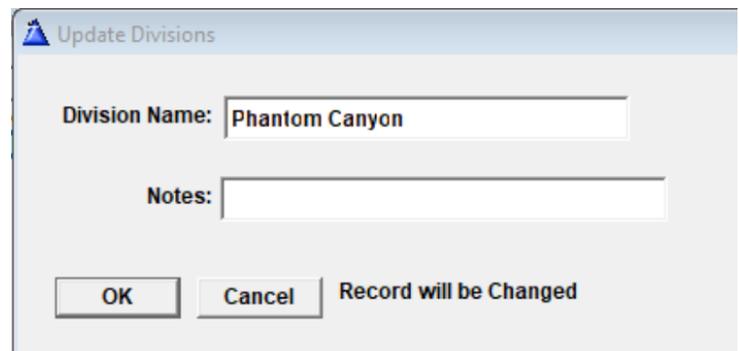
Enter the name of the division here. If you are not a Ship It! or Ship It! Car Cards user, you must create at least one division, because each town must belong to a division. Create a division called “Main” (or anything else) and select it.

Notes

This is an optional description field.



The screenshot shows the 'Update Towns' dialog box. It has a title bar with a small icon and the text 'Update Towns'. The dialog contains several fields and options: 'Name:' with a text box containing 'Bull Hill'; 'Initials:' with a text box containing 'BH' and a note 'For use in condensed switchlist (not req'd otherwise)'; 'Division:' with a text box containing 'Goldfield'; 'Staging' with an unchecked checkbox; 'Populate' with a checked checkbox and the text '(Add cars during Start Fresh)'; and 'Notes:' with an empty text box. At the bottom, there are 'OK' and 'Cancel' buttons, and a status indicator that says 'Record will be Changed'.



The screenshot shows the 'Update Divisions' dialog box. It has a title bar with a small icon and the text 'Update Divisions'. The dialog contains two fields: 'Division Name:' with a text box containing 'Phantom Canyon'; and 'Notes:' with an empty text box. At the bottom, there are 'OK' and 'Cancel' buttons, and a status indicator that says 'Record will be Changed'.

6

USING THE FAST CLOCK

Start **Stop** **Reset** Start Time: 12:00AM Stop Time: 11:59PM Fast Clock: 8

12:02AM

Fast Clock

To display the fast clock, click on display under the fast clock menu. The setup for the font, background color, start time, and stop time, are found in the Options 2 tab of the Options window. The fast clock value used is from the Options 1 tab.

The start button serves both as a start and a restart button. It's used as a restart button after stop is pressed. Reset sets the clock back to the starting time. The start time and stop time can be edited from this screen as can the fast clock ratio.

The fast clock ratio can be changed "on the fly" to slow down or speed up during an operating session.

The stop button can be used to pause the clock. Press the start button to start it up again.

I suggest you change the font to be as large as possible on your screen. When filling the screen, it can be read from approximately fifty feet away, even on a laptop.