



# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 1 - Getting started  
1-1

Welcome to Run 8! This guide will outline the basics so you can enjoy your Run 8 as quickly as possible!

## Guide assumptions:

- It's assumed that you've installed Run8v3 and that the simulator launches ok on your computer.
- It's assumed that you have a 101 key keyboard and a 3 button mouse with wheel
- It's assumed that you found the license from your purchase email and entered it into the license screen



## About the Launcher:



This is the "Launcher" screen.

- The launcher screen is not the Train Simulator.
- The launcher screen does not have any settings or menus.
- All the launcher screen does is launch the Train Simulator Environment.
- Things like graphics settings are found in the Sim, not in the launcher.

## Starting your first Simulation:

- Start Run 8 Train Simulator V3 on your computer.
- From the Launcher, Choose **Select Scenario** (1)

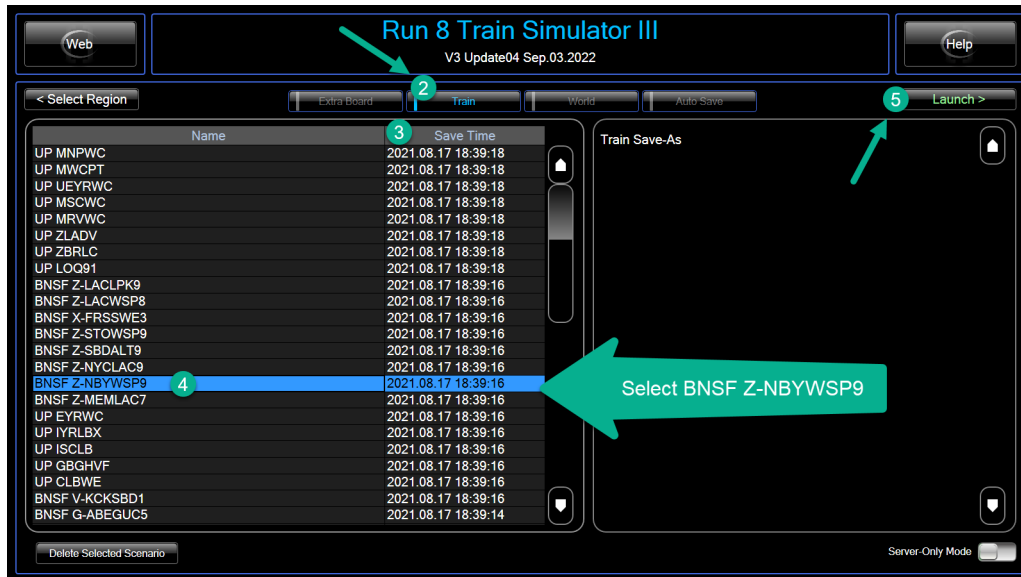




# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 1 - Getting started  
1-2

- From the Next screen Choose **"Train"** (2)
- Then click the **Save time** to sort (3)
- Find **BNSF Z-NBYWSP9** (4) click it and then click **Launch** (5)



**Congratulations! You're in the Simulation:**



**The next Page will show you how to move around.**

**(Note that you might be tempted to look for things like graphics settings, and we'll cover that, but for now, leave that alone and move to the next tutorial.)**



# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 2 - Looking and Moving around  
2-1

## Looking around:

Holding the right mouse button while moving the mouse will point your view in different directions.

The mouse wheel will zoom in or out, clicking the wheel returns to normal.

## Walking around (F12):

**F12** to enter walking mode, then use **ASDW** to move around

## Flying around (LeftShift-F12):

**LeftShift-F12** to enter Flying mode, then use **ASDW** to move around  
use **QE** to move down/up.

Tip:

Hold **leftshift + your movement key** to walk/fly faster.

Hold **leftControl + your movement key** to walk/fly *even faster*.

*Note: If you happen to have gotten yourself "Stuck" in an engine, hit **F12** to get out of the engine so you can walk around outside.*

## Map View:

Run8 doesn't have an overhead map view, but you do have 2 options for an 'overview':

**1** - You can "Fly up" really high and then look down to see what's around.

**2** - Hitting **F3** on the keyboard brings up a track diagram, similar to what you might see in real life train control centers. (Hit escape to get back to the view you were in just prior)

### Note about camera zoom

You might notice that when the camera is zoomed out, that while rotating your view with the right mouse button the image seems distorted.

This is not an issue with your graphics settings!

It's just the way the sim works at the extended zoom levels - to fix this, just **click your middle mouse button to reset the zoom!**

## Entering a train (Left Control-F11):

Walk up to the train (hit F12 for walk mode, then ASDF to move near a train)

Click it with the left mouse button, it should turn red

Hit Control-F11 to enter the train (hit F12 to exit the train)

While you're in the train note the following:

- You can look around with the right mouse button just like in walk/fly mode.
- You can move forward and back and side to side with ASDF just like in walk / fly mode.
- You can control most levers and controls with the mouse. (Grab levers at the pivot, not the handle)
- The next page will talk about how to control the engine!





# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 3 - Drive your first train!  
3-1

**Drive your first train!:**

**Ok before we start, Did you load up the scenario on the first Lesson?**

(Note - the tutorial below assumes you loaded BNSF V-KCKSBD1 in the first lesson - if you picked a different train, thats probably ok, but the screenshots won't match)

**That's where we'll start:**



**Using what you learned in the last lesson, walk up to the train and click the FIRST ENGINE until it turns red and the train menu appears on the right:**







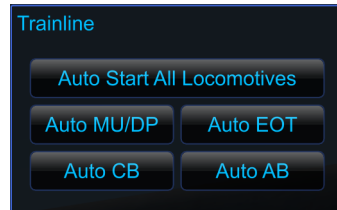
# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 3 - Drive your first train!  
3-2 (Start the Engines)

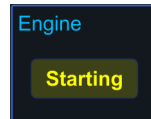
## To **START THE TRAIN:**

In the **Trainline** section of the pop up menu:

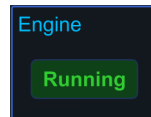
Click **Every "AUTO" button:**



You should hear the engine start,



and after a moment you should see "Running":



All 4 engines on your train should now be running and connected together so they act as one single engine.

Next you'll get in the Engineers seat and start the loco moving!



# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 3 - Drive your first train!  
3-3

Lets hop in the cab, remember from **lesson 2** that you hold **Left-Control+F11** to do that.

And while we're at it, lets get that menu off the screen, use your LEFT mouse button to click on anything to make the menu (and the red tint) go away:



With that out of the way use your RIGHT mouse button to look down and to the left to see the controls (you might also use the mouse scroll wheel to zoom back a bit):





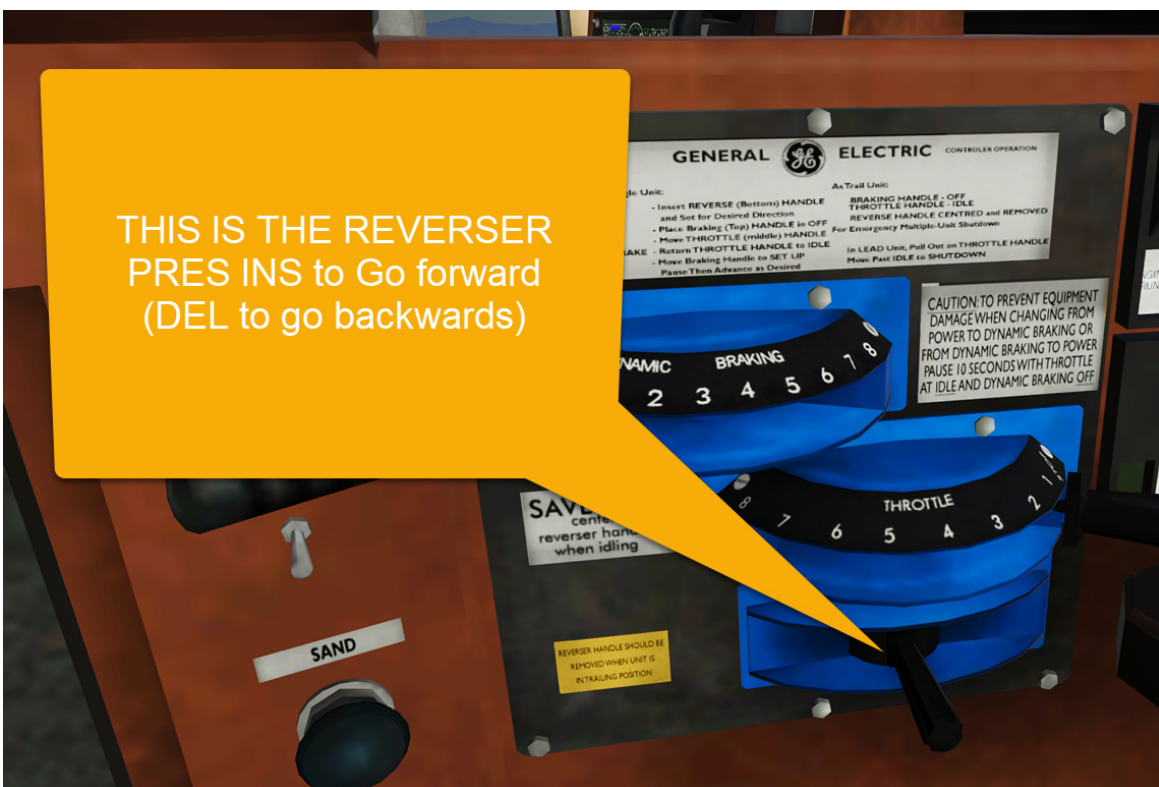
# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 3 - Drive your first train!  
3-4

Ok, we're going to do a few things here so lets prep your mind for what's to come (it's not really hard, and this will all become super easy by the 5<sup>th</sup> time you do it)

- We've already started the engine (Check!)
- We need to **turn off the Parking Brake** (F5 key)
- We need to set the Reverser to **Forward** (insert key),
- We need to **release the brakes** (Control+End key, then Control+PGDown Key)
- We need to turn on the Throttle! (+ Key on the keyboard)

Lets see the above steps in Pictures:

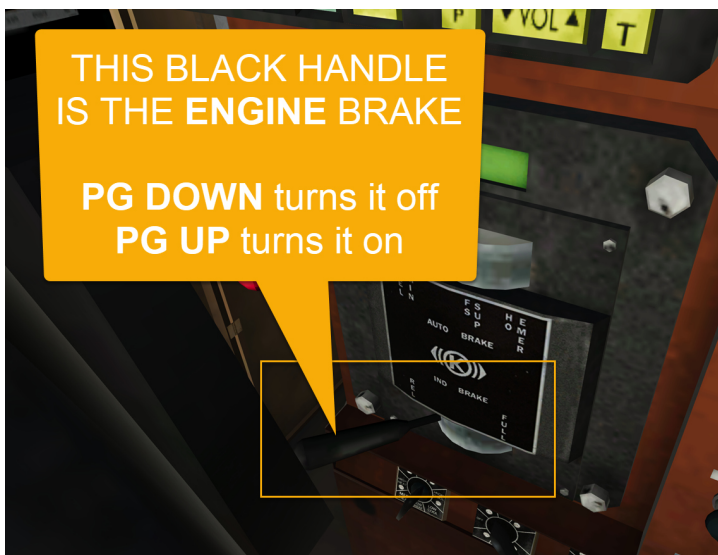






# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 3 - Drive your first train!  
3-5





# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 3 - Drive your first train!  
3-6

Congratulations! Your train should have started moving!

Before we get too far, lets talk about that red signal RIGHT IN FRONT OF YOU!



Please don't run a red light, **ESPECIALLY IN MULTIPLAYER**, but know that if you do, Run 8 itself doesn't care and you can keep on going, so to keep this tutorial 'easy' it's ok if we run through that red light, for this time only!

While the train starts moving, take a moment to use your **RIGHT MOUSE** button and look around, try looking out the back window, and note the rest of the train following behind you:





# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 3 - Drive your first train!  
3-7 - stopping

Ok lets stop the train after it goes around that gentle turn.

FIRST- turn off the throttle (Use the MINUS key on the NUMERIC KEYPAD until the throttle lever is back to "Off")



THATS IT! You've selected a train and started and stopped it!





# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 4 - Signal control, dispatch and Teleporting around 200 miles of track  
4-1

Congratulations!

You've come a long way!

The Quick Start guide at this point has fulfilled it's purpose - you loaded a scenario, got in a train, started it and stopped it!

Yet there is so much more to Run8, and we're just a few short lessons away from really enhancing your experience!

Lets start by learning how to control those Red Signals that we faced in the last lesson!

**To Continue, please re-load the original save from lesson 1- we'll use that as our starting point.**

If you did it right, your screen should look something like this:



**THIS TIME - Walk over to the train and Use the RIGHT MOUSE BUTTON TO TURN AROUND AND FACE THAT RED SIGNAL:**





# Run8(v3) 15 Minute Quick Start

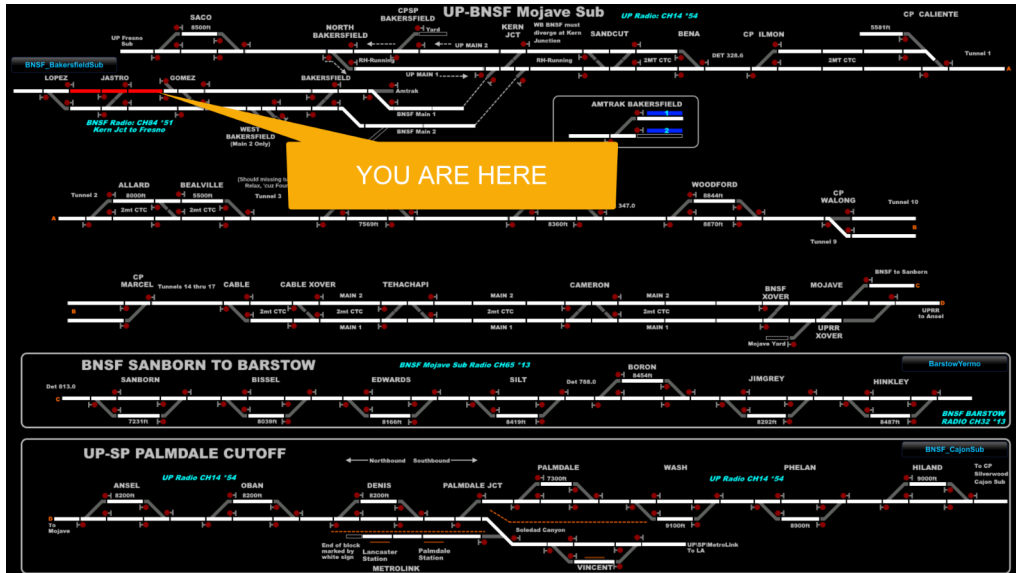
Lesson 4 - Signal control, dispatch and Teleporting around 200 miles of track  
4-2

## Dispatch Panel

You are about to learn about one of Run8's BEST features:

PRESS F3

(If your map doesn't look like this one, press F3 again until it does - each press of F3 cycles through the various dispatch boards)

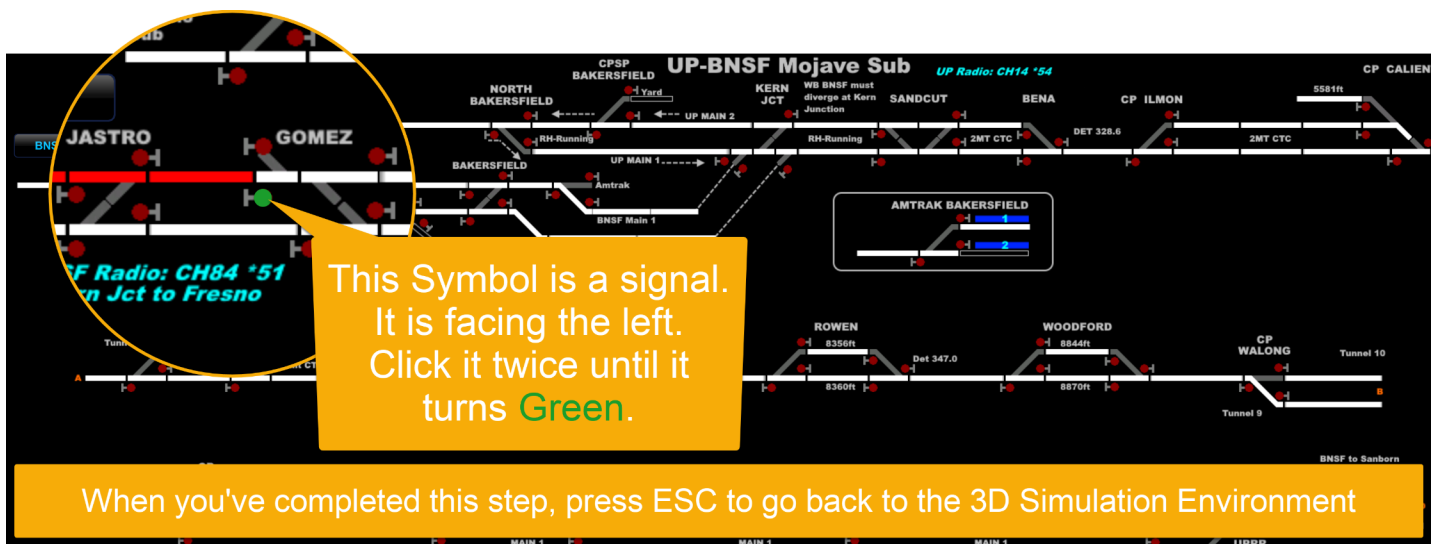


Ok this is a very busy board.

Lets make this simple, see the Red lines? That's a train!

It's a long train and occupies 3 "blocks" on the dispatch board.

We promised to control a signal so lets do that! (Follow the step in the screenshot below)





# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 4 - Signal control, dispatch and Teleporting around 200 miles of track  
4-3

Your Signal should now look like this:



Right now, you may be asking the following questions:

- Why is the signal Yellow and not Green? (You're sure you made it green on the dispatch screen!)
- Why is the bottom signal still Red?
- How would I ever know **where** to look at on that dispatch screen (it's a very busy screen!)

The first two require some reading, much of which is covered well in the official manual, so lets just do a quick summary here:

## Dispatch Board:

Color determines Intention

Red = Make signal Red

Yellow = Allow **one** train to pass (if track conditions allow)

Green = Allow **all** trains to pass (once track conditions allow - ie the first train must have moved on before it will turn green in the 3D world) (This is also known as "Fleeting" a signal)

## In the 3D Simulation:

Color determines the sum of the state of the track occupancy, plus the dispatch intention, always dropping to the safest common denominator (Ie the dispatch board might show green, but if a train is blocking your path, the "real life" signal will still show red until the coast is clear.

On the next page we'll show how to find your way.





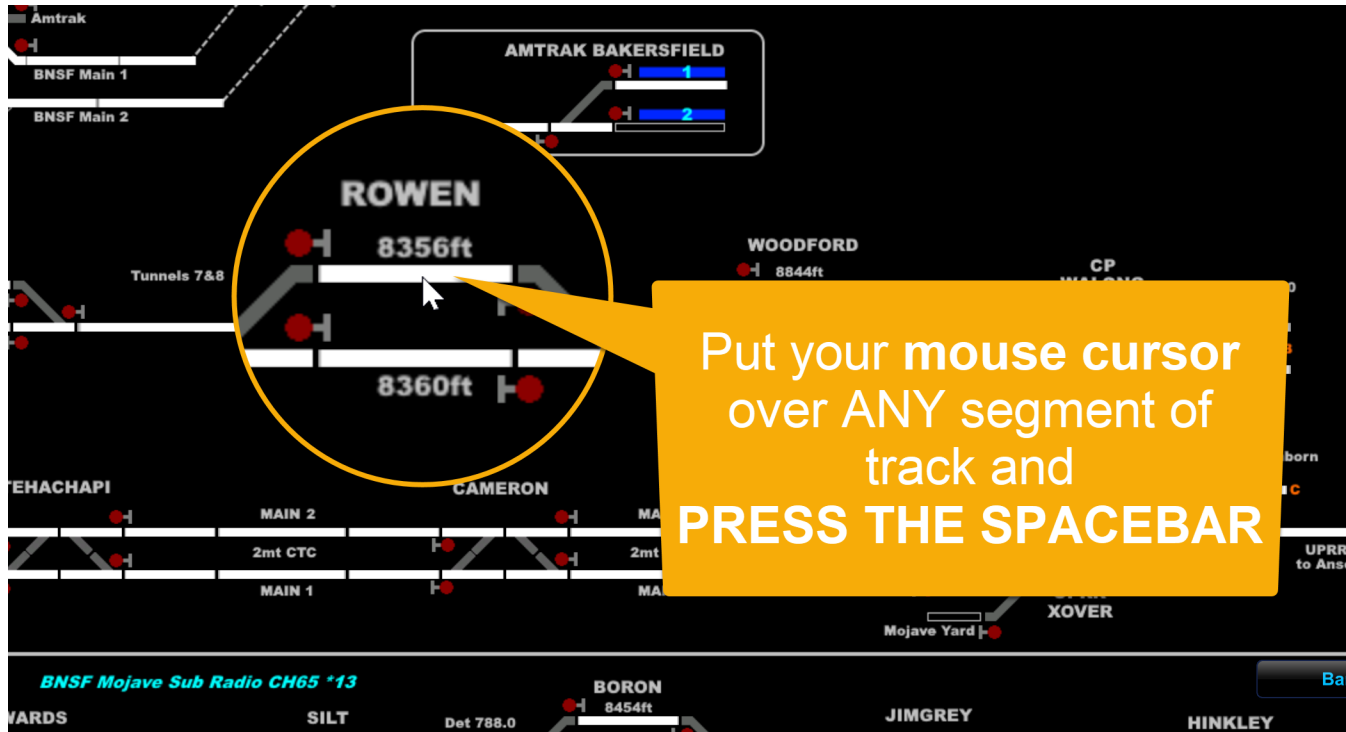
# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 4 - Signal control, dispatch and Teleporting around 200 miles of track  
4-4

## Finding your way around 200-1000 miles of track, using the dispatch board and Teleportation:

Are you wearing socks? You're going to want to hold on to them because you're about to learn about the coolest feature ever put into a simulator and it's going to blow your socks off!

Press F3 to bring up the dispatch board:



Do this a few times - Press F3 find somewhere on the dispatch board you'd like to go, press the space bar and go there, and then press F3 and repeat!

This teleportation thing is great for getting around the map quickly.

Sometimes however, you're on the map and want to know where that location on the map is on the dispatch board.

**You've just learned how to teleport...**

**From:** The Dispatch Screen (F3)

**To:** The 3D Simulated World

In the next lesson we'll show you how to find Dispatch locations based on 3D world locations!



# Run8<sub>(v3)</sub> 15 Minute Quick Start

Lesson 4 - Signal control, dispatch and Teleporting around 200 miles of track  
4-5

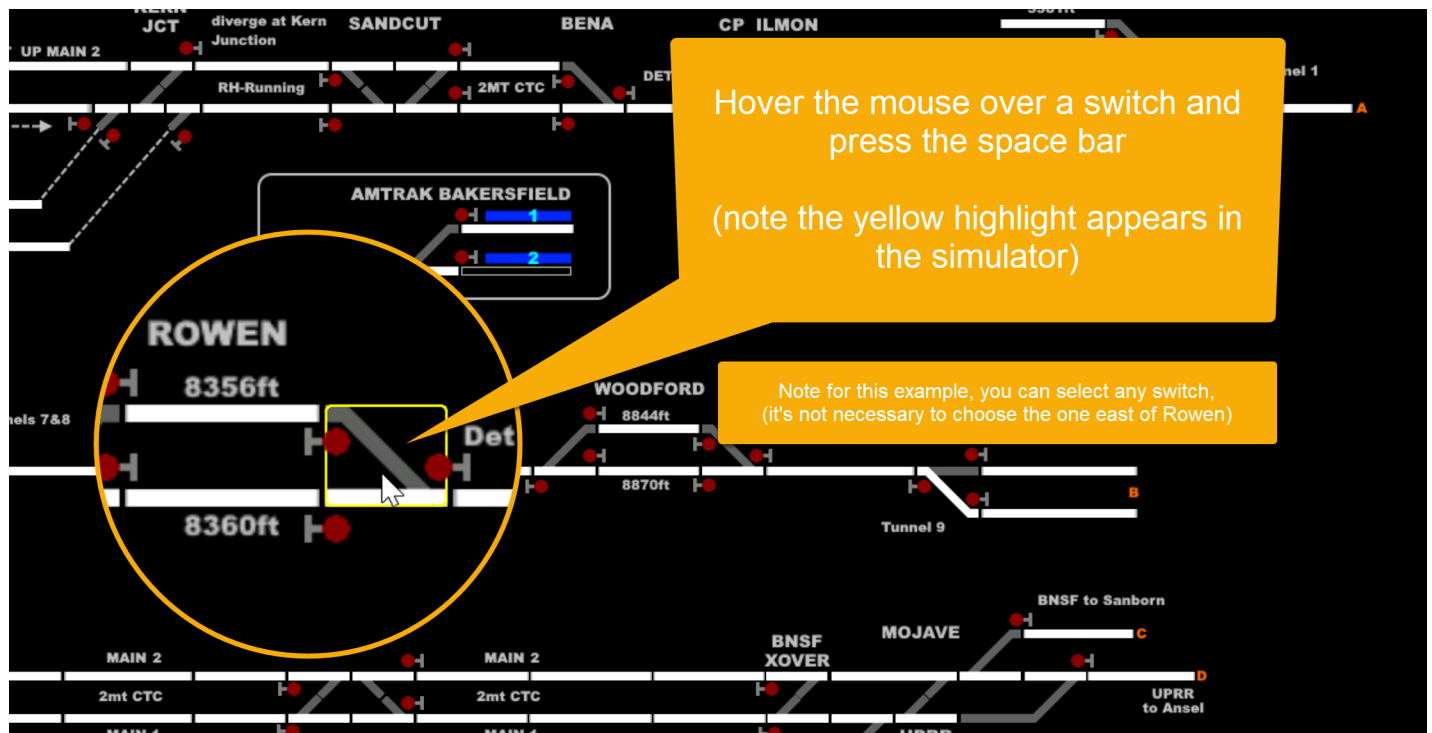
## Matching the Dispatch board to "real life"

Lets start by showing a new feature...

The last time we teleported to a track section by hovering over a Segment of track and pressing the space bar.

Now we'll do the same for a switch!

Press F3



Hover over the switch and press the space bar:

Have a look around - you should be near a switch:



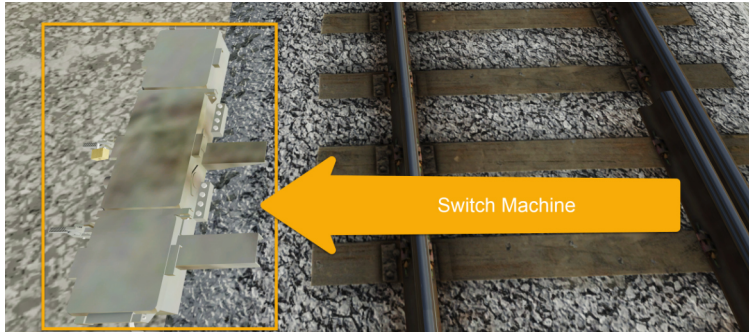


# Run8<sub>(v3)</sub> 15 Minute Quick Start

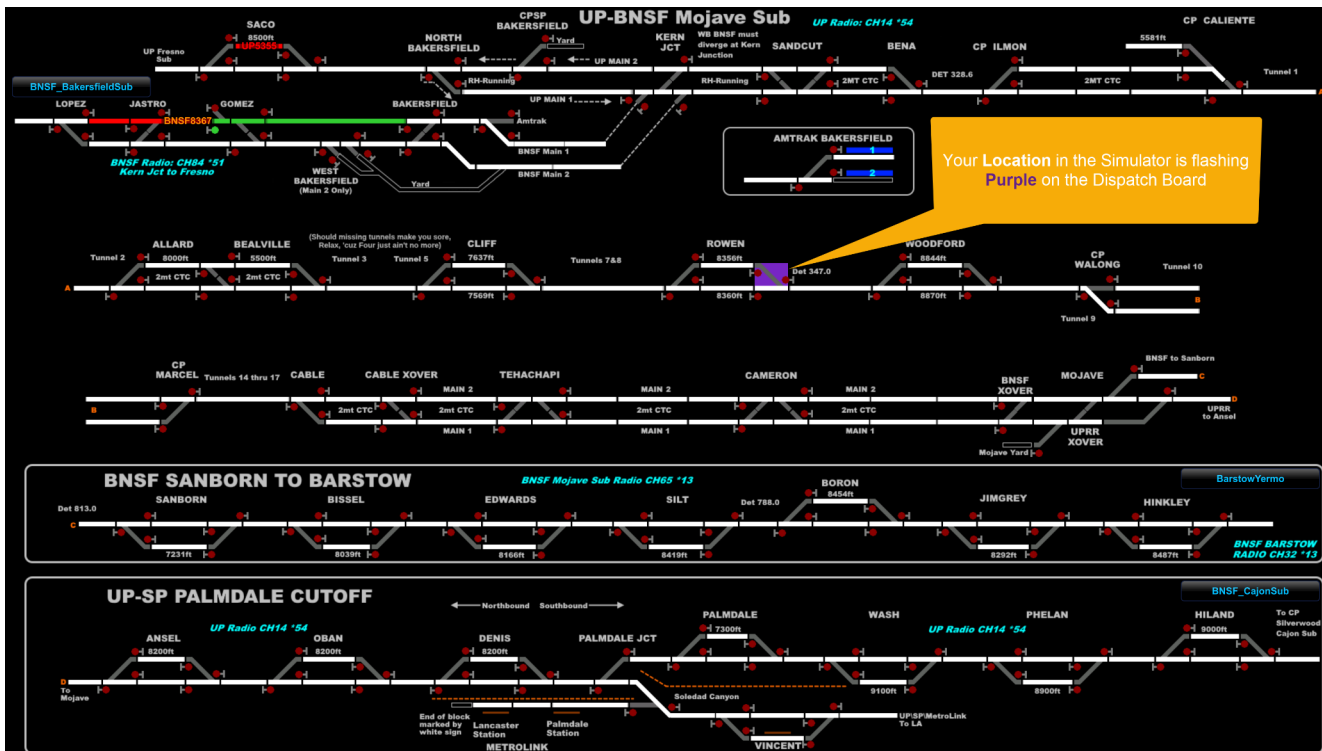
Lesson 4 - Signal control, dispatch and Teleporting around 200 miles of track  
4-6

Now have a look down at your feet (Remember to use the right mouse button while moving the mouse to look around)

**If you didn't move around**, you should be standing right near a switch machine (this is significant)



Press F3 and observe the switch icon you hovered over previously:



Presto! You now have a way to move around the hundreds of miles of mainline included with Run8!

AND you have a way to match a location in "real life" (the 3D world) with it's location on the dispatch board.

I hope this guide has "Fast tracked" your knowledge of Run 8!

Oh and one more thing - Run 8 is a simulator, not a game - you'll find some save files that were saved by the developers that you can load (Look on the world tab, those are the most interesting), and those will give you a nice environment with a bunch of lively trains to interact with - but there's no fixed list of scenarios with set objectives - Think of it as a digital model railroad, you make up what you want to do either alone or with friends! That said if you *really* want scenarios, check out the industry system! (Which is way too in-depth to cover in a quick start guide!)





# Run8<sub>(v3)</sub> 15 Minute Quick Start

Addendum - Graphic Settings  
5-1

## Graphic Settings:

Run8's Graphics are a little different from other simulators.

Ideally you'd read the manuals and release notes, but this is a quick start guide so lets try to answer the obvious questions:

### Question: Where Do I set the resolution?

**Answer:** Run8 uses the resolution from Windows - ie if you have a 1920x1080 monitor and windows is set to use it as a 1920x1080 monitor, Run8 will display as 1920x1080

### Question: How do I set "Ultra" mode for my Fancy Video card?

**Answer:** Under the graphics menu, feel free to max everything out - but you may want to cap FPS at 60 for no other reason than your PC running cooler and your power bill being lower.

### Question: Whats the Small Window Size for in the Graphics menu?

**Answer:** You're talking about this: it controls the window size when you hit F4

