

Patch Install Instructions

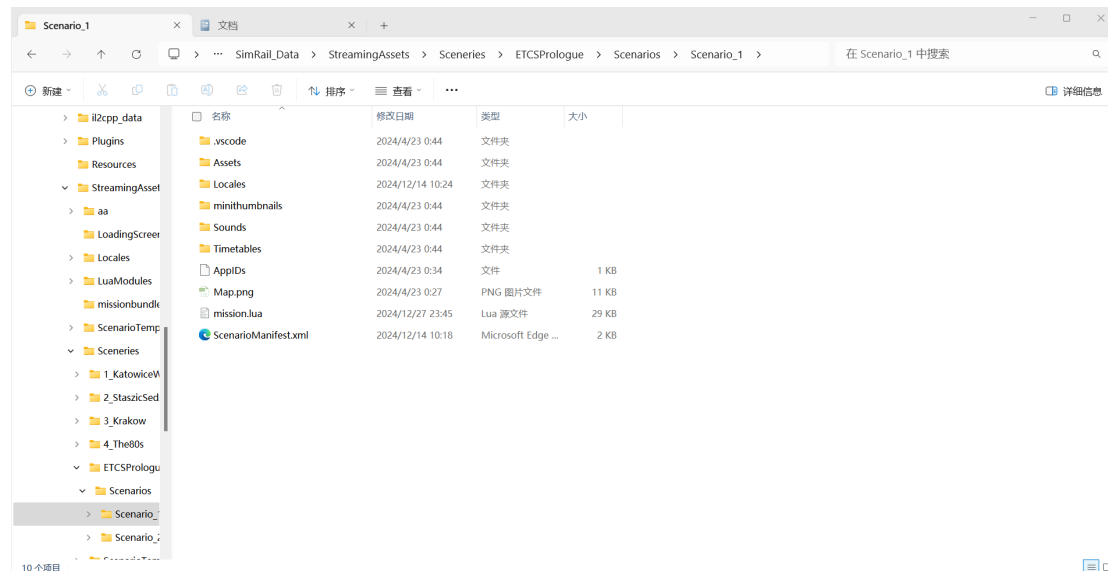
SimRail.CN Hayato

1. Find the directory where the Scenarios file is located

For example, on my computer, the path to this folder is

`D:\SteamLibrary\steamapps\common\SimRail\SimRail_Data\StreamingAssets\Sceneries\ETCSPrologue\Scenarios\Scenario_1`

The path of this folder may change depending on personal settings. But they look like the following picture:



2. Backup the original script

To prevent adverse consequences, it is **strongly recommended** that you **backup your files**, click the left mouse button on the file `mission.lua`, right-click to copy, and then right-click to paste.

3. Replace script file

Extract to the **current folder**, and if prompted with a file conflict, select **overwrite**.

BUG Technical Information

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The reason is very simple.

```
function OnTrigger_PassingOpenCrossing()
    CreateCoroutine(function ()
        local openCrossingRequestID = VDSetsCrossingState("tdw_1.864_B", true)
        local topSignalLookAt = FindTransformObjectInSpecificScene("weglewo_terrain_x-313_z269", "weglewo_terrain_x-313_z269", "Infrast")
        local topSignalOutline = FindTransformObjectInSpecificScene("weglewo_terrain_x-313_z269", "weglewo_terrain_x-313_z269", "Signal")

        coroutine.yield(CoroutineYields.WaitForVDRouteAccepted, openCrossingRequestID)

        ForceSittingCamera()
        ForceAnimationCamera()

        if topSignalLookAt ~= nil then
            LookAt(topSignalLookAt, 1)
        end

        if topSignalOutline ~= nil then
            AttachRedOutline(topSignalOutline.gameObject)
        end

        DisplayTextAndPlayNarrator("PassingOpenCrossing")
        PauseGame()
        coroutine.yield(CoroutineYields.WaitForAudioFinishedPlaying)
        ForceSittingCamera()
    end)
end
```

In function OnTrigger_PassingOpenCrossing(), developer set camera view into "[CameraView.InAnimation](#)", this view will make player in animation state (physics disabled, no controls etc.).

But at the end of the pause, the developer forgot to change the view to "[CameraView.Sitting](#)".

```
function OnNarrationAudioClipFinishedPlaying(key)
    elseif key == "PassingW28" then
        ForceAnimationCamera()
    elseif key == "StoppedBeforePassingSubstituteSignal" then
        LastTimeSetSubstituteSignal = Time.realtimeSinceStartup
        IsStoppedBeforeSubstitute = true

        VDSetsRoute("tdb_A", "tdb_C", VDOOrderType.Substitute)
        VDSetsRoute("tdb_C", "tdb_Dkps", VDOOrderType.TrainRoute)

        resumeScenario = true
    elseif key == "PassingOpenCrossing" then
        resumeScenario = true
        VDSetsCrossingFault("tdw_1.864_B", false)
    elseif key == "PauseGameAndLookAtETCSAndShowTextWithAudio" then
        resumeScenario = true
        SetCameraView(CameraView.Sitting)
    elseif key == "EndScenario" then
        DisplayTextAndPlayNarrator("EndScenario2")
    elseif key == "EndScenario2" then
        FinishMission(MissionResultEnum.Success)
    else
        resumeScenario = true
    end

    if(resumeScenario) then
        ClearCurrentOnScreenMessage()
        RemoveAllOutlines()

        if IsGamePaused() then
            ResumeGame()
        end
    end
end
```