Placing a new markers
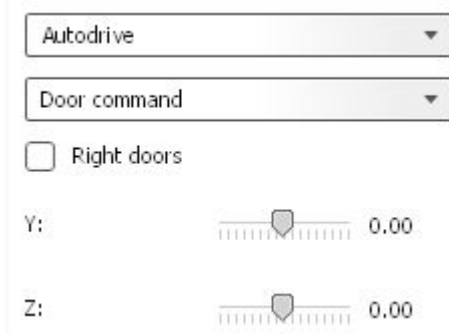
Before any operations recommended to enable the debug mode in the spawnmenu or via **metrostroi_drawdebug 1** console command.

Most markers have **X**, **Y**, **Z** position setting (in meters).

Positions **Z** and **Y** are recommended to move within small range, because most markers are working on certain distance (each marker will be described, what isn't recommended to move).
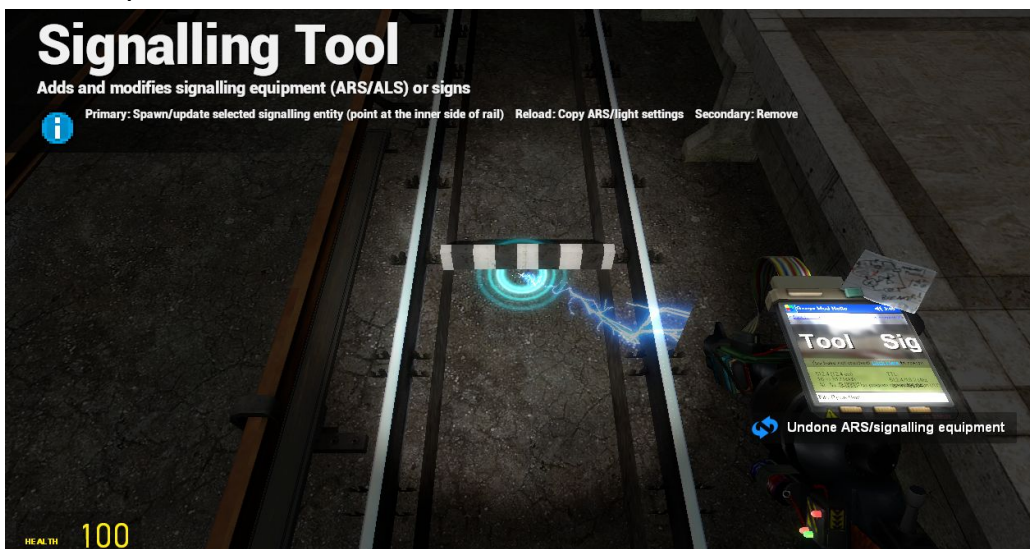
Door command

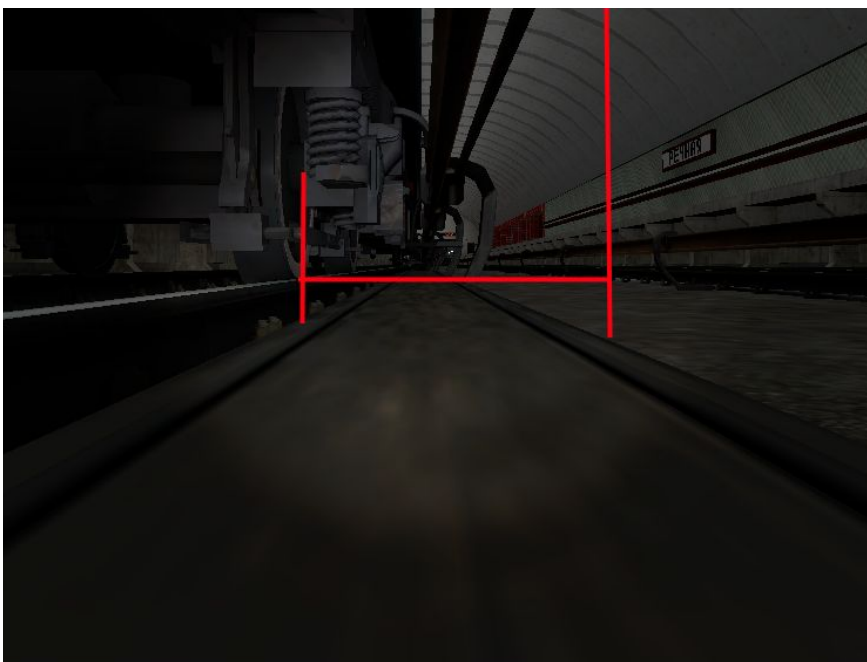Needed for door opening on the stations on trains with PUAV and KSAUP units.

Placing:

Click on the place of stop marker, the marker should automatically spawn at needed place.

Detection radius from 2 sides:

Red zone edge reacts to the marker's edge.

Parameters:
- Right doors: tick affects to the doors side (and the marker will spawn at right side)

PA Marker

Needed for train units work, used for building the internal PA database.

Station path: 2

Station ID: 914

☑ Last station

☐ In wrong path

Distance to deadlock start: 125

Distance to deadlock end: 300

☐ Line change

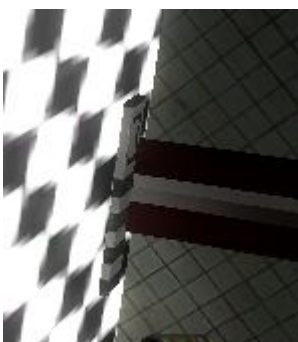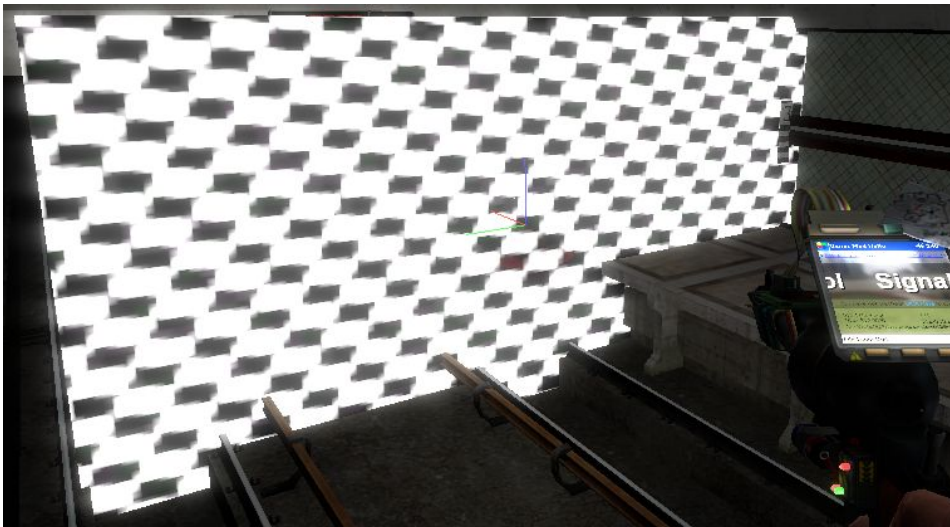Station name: Октябрьская

Last station name: Октябрьской

☐ Has switches:

☐ Rights doors

☐ Horlift

Placing:

Click on place of the stopmarker, then adjust it by pressing repeatedly, until "checkers" are in the middle of the stopmarker.

Parameters:
- **Station path**: track number (1 or 2)
- **Station ID**: 3 digit station number, first digit is line number.
- **Last station**: last station, PA allows to turn around on this station (this tick should be checked on the last stations)
- **Is in wrong path**: if you're going on the wrong way from dead-end and you need to change a cab. *(example: you're going from dead-end to 1st track of Minskaya, and then you need to change a cab to drive in right way)*
- **Distance to deadlock start**: approx. distance of dead-end start from last car in meters, within this range PA allows to open the doors.
- **Distance to deadlock end**: PA swithing distance in meters into "depot" mode (on usual dead-ends you can spawn any distance that longer than dead-end lenght).
- **Line change**: currently does nothing.
- **Station name**: station name (Rocklake).
- **Last station name**: Name of the last station that will be used with "To" prefix (To Rocklake).
- **Has switches**: if station has a switches, PA allows to "drive on station tracks" on this track.
- **Right doors**: PA allows to open the doors on the right side.
- Horlift: if station has the station doors (less distance to allow doors opening, allow backward movement etc.).

Light sensor

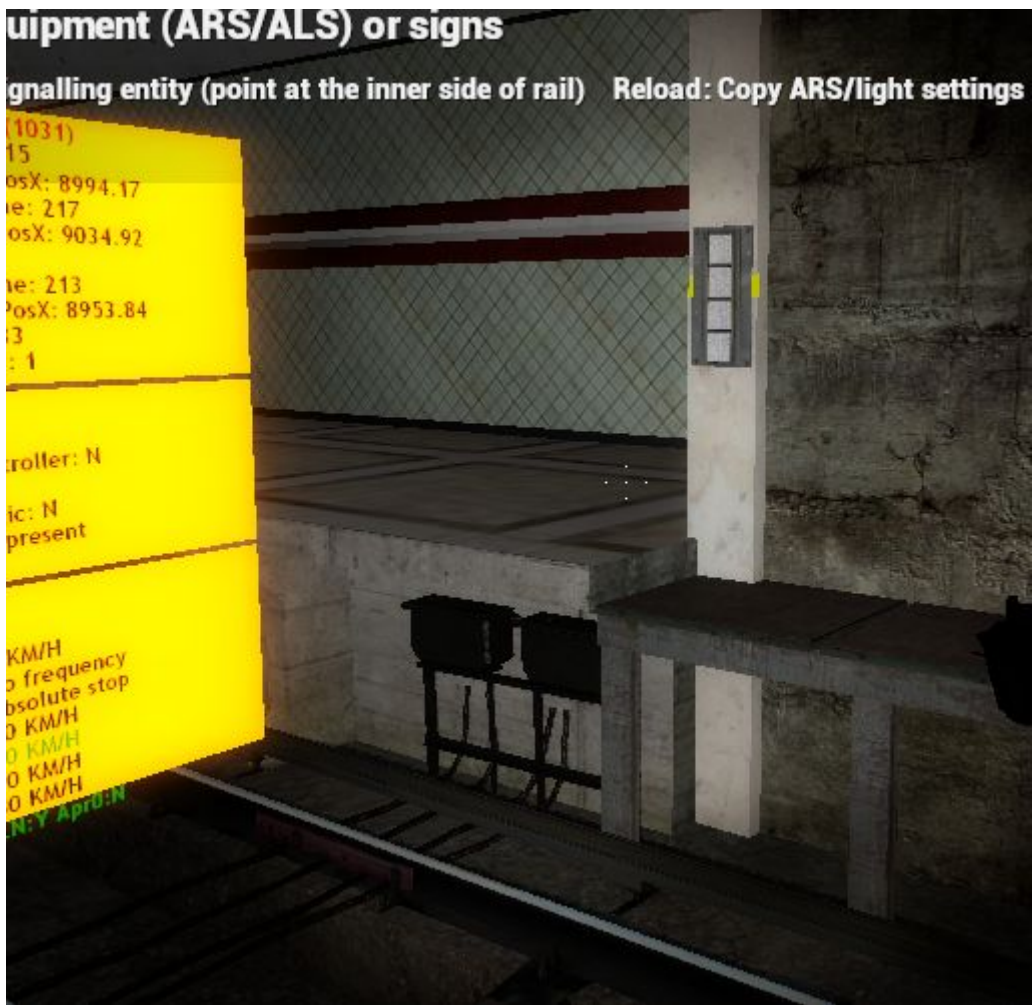Needed for PA passed track correction and insert it into database.
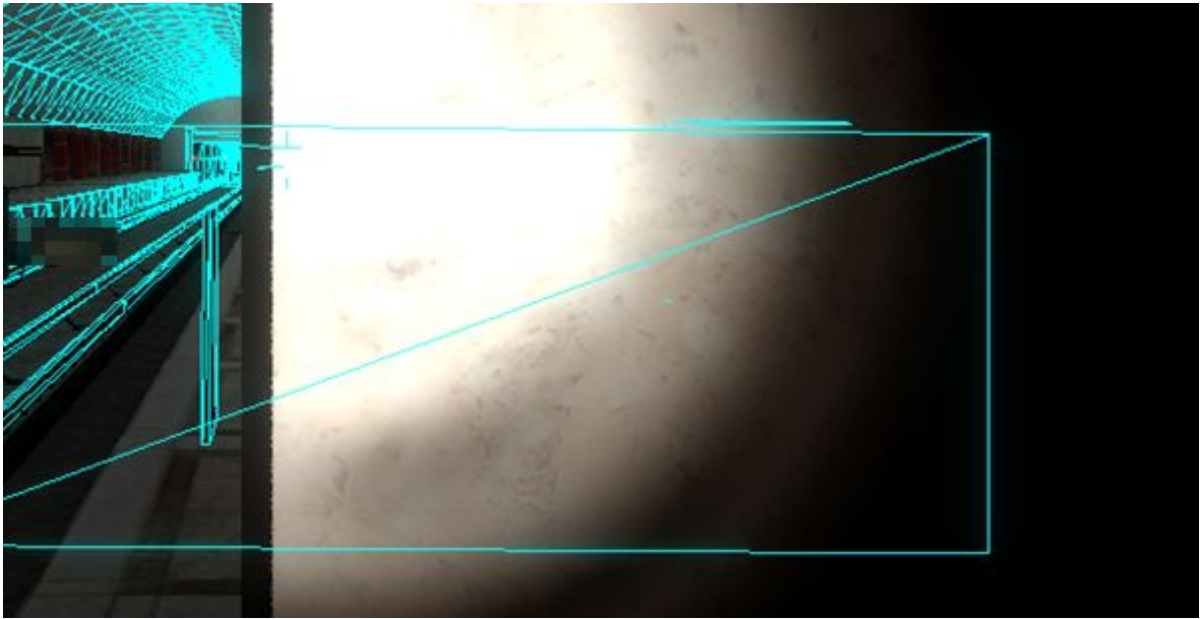

Placing:

Place so **Y** pos isn't inside the wall. You can move **Z** in small range. You need 2 reflectors - 1 in the station start, 2nd before stopmarker (approx. 15 meters).

Detection radius:
Blue zone of collision edge reacts to the reflector edge.

UPPS Sensor

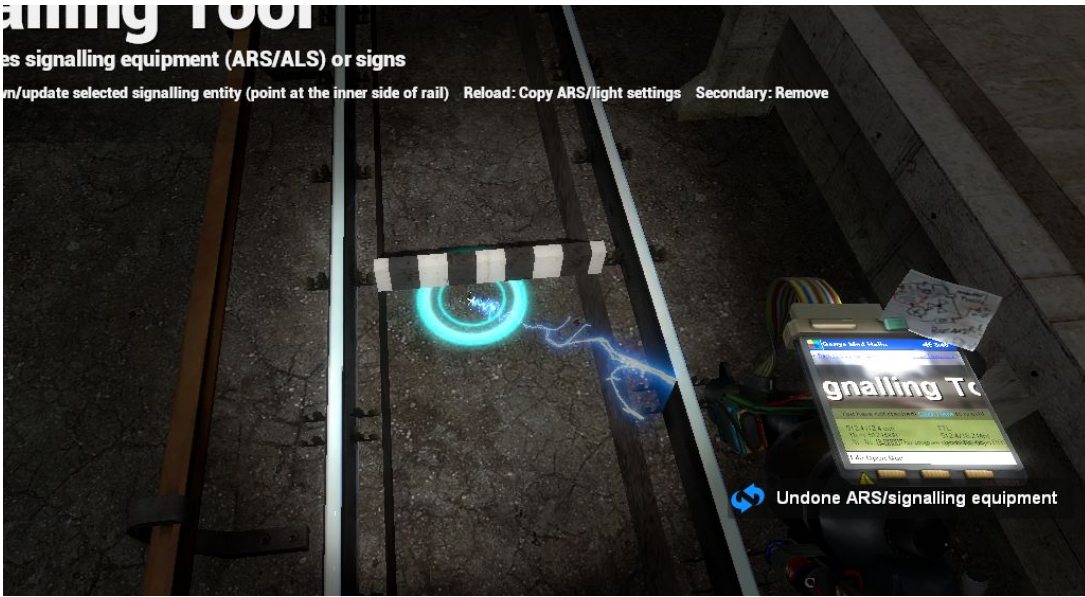Needed for UPPS system work. After passing it you will hear a sound signal and starts passed distance count.

Placing:

Place it on the stopmarker so **Y** it's not inside the wall. You can move **Z** in small range. You need to spawn it on the stopmarker to automatically record a distance between reflector and stopmarker.
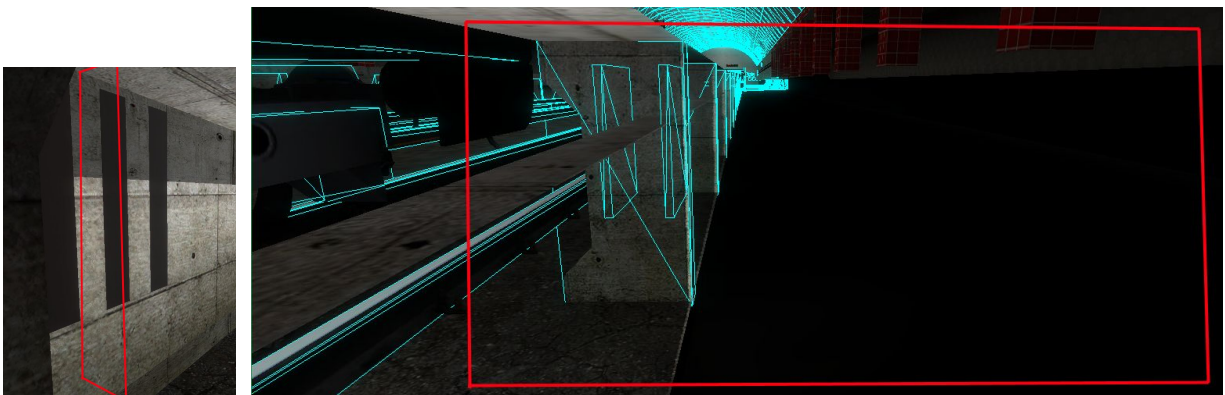
Undone ARS/signalling equipment

Primary: Spawn/update selected signalling entity (point at the inner side of rail)   Reload: Copy ARS/light settings   Secondary: Remove

Detection radius:
Red zone edge reacts to the reflector edge.

Parameters:
- **X**: Distance from stopmarker, the UPPS marker will spawn on this distance from stopmarker.

Building the PA table

After you spawned all markers for PA, you need to go to the start of the track (ATTENTION! Recorded tracks are required on this place)

In the client console enter this command:

metrostroi_pam_genconfig *line* *track* *station1 station2 … stationN*

Example for crossline_m12:

metrostroi_pam_genconfig 1 2 915 914 913 912 911 910 909

It should return **Generated!**

For another track do the same:

metrostroi_pam_genconfig 1 1 909 910 911 912 913 914 905

And then save using **metrostroi_save**