

Placing a new markers

Before continuing, it is recommended to enable the debug mode in the spawnmenu (Utilities/Metrostroi/Client (advanced)) or via the **metrostroi_drawdebug 1** command in the console.

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

The **Z** and **Y** positions should only be moved within a small range. Most markers work using a specific distance (will be described below which ones you can and cannot change).


Door command


Needed for door opening for stations. Applies to trains with PUAV and KSAUP units.

Autodrive ▾

Door command ▾

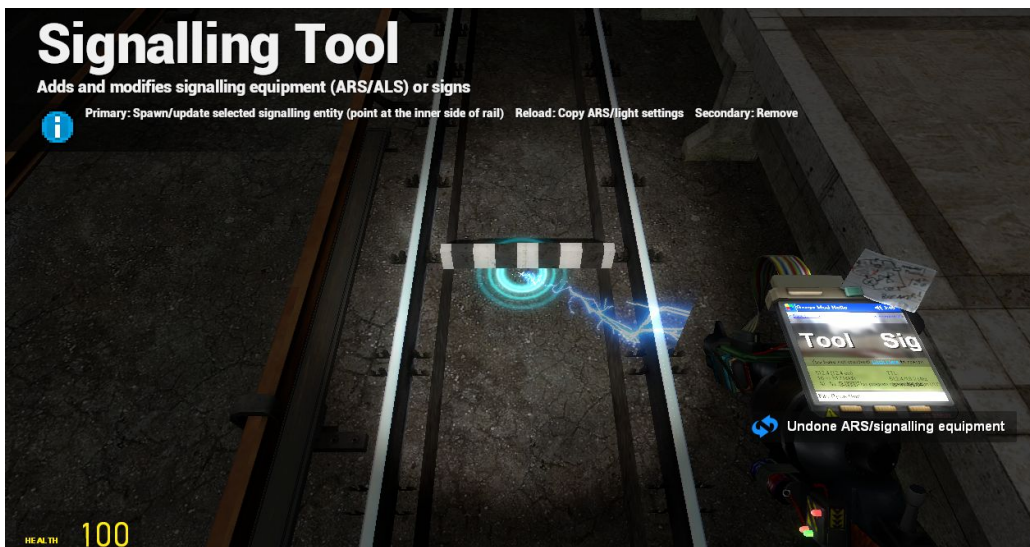
Right doors

Y:  0.00

Z:  0.00

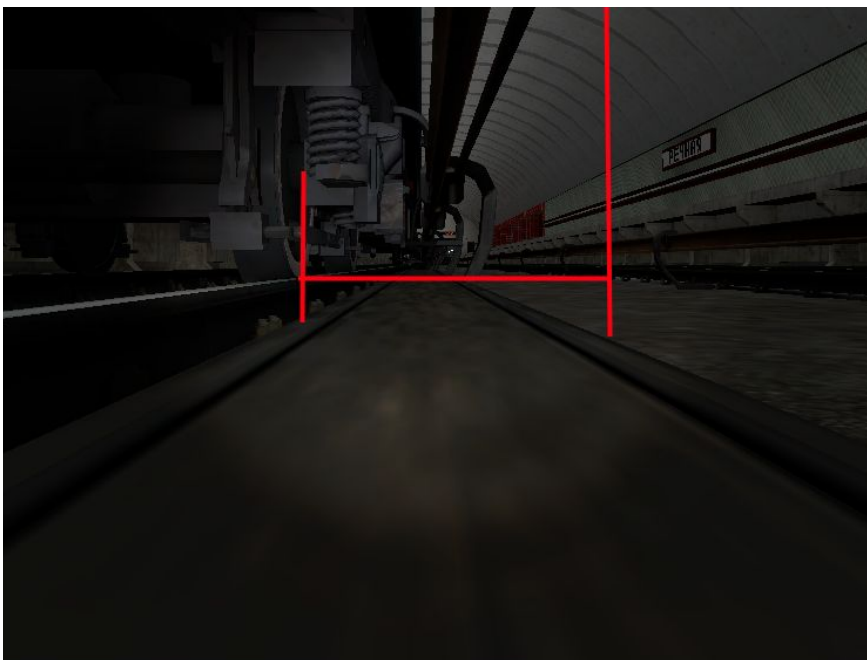
Placing:

Left click on the stop marker at a station as seen in the picture below. The door stop command will then automatically spawn in the necessary position.



Detection radius from 2 sides:

Red zone edge reacts to the marker's edge.



Parameters:

- Right doors: When ticked, the marker will spawn on the opposite side and authorize the doors to be opened on the right instead of the left.

PA Marker

Needed for the SPB train units to function properly. The PA marker is essential for building the PA database for these units.

Station path:

Station ID:

Last station

In wrong path

Distance to deadlock start: 125

Distance to deadlock end: 300

Line change

Station name:

Last station name:

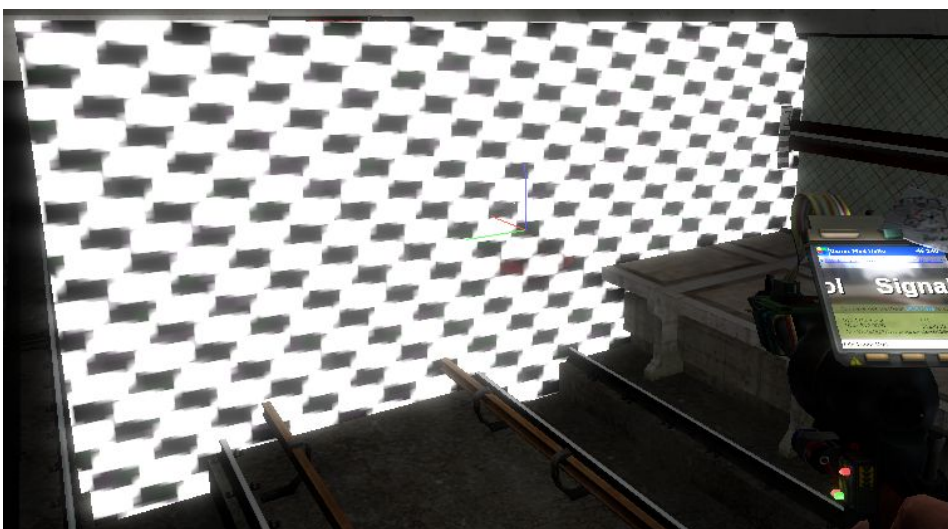
Has switches:

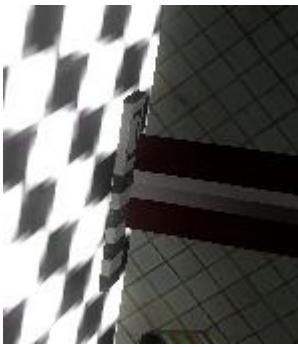
Rights doors

Horlift

Placing:

First, click on the station stop marker. Then, click repeatedly to move the new PA marker until the checkered layer is in the middle of the stop marker as shown.





Parameters:


- **Station path:** track number (1 or 2) can be found out by looking at the station exit signal. If the nameplate is even, you are on track 2. Else, it is track 1.
- **Station ID:** 3 digit station number, first digit is line number.
- **Last station:** PA unit will allow trains to turn around here if checked. This should be checked at terminus 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, the PA allows you to open the doors.
- **Distance to deadlock end:** PA switching distance in meters into "depot" mode (on usual dead-ends you can spawn any distance that longer than dead-end length).
- **Line change:** currently does nothing.
- **Station name:** name of the station. (Eg. Market Street).
- **Last station name:** name of the last station that will be used with "To" prefix. Shows up on the PA system, (Eg. "To Rocklake").
- **Has switches:** if a station has switches, the PA allows to "drive on station tracks" on this track.
- **Right doors:** PA allows you to open the doors on the right side.
- **Horlift:** enable if the station has SPB-style station doors (less distance to allow doors opening, allow backward movement etc.).


Light sensor


Needed for PA passed track correction and PA database building.

Autodrive

Light sensor

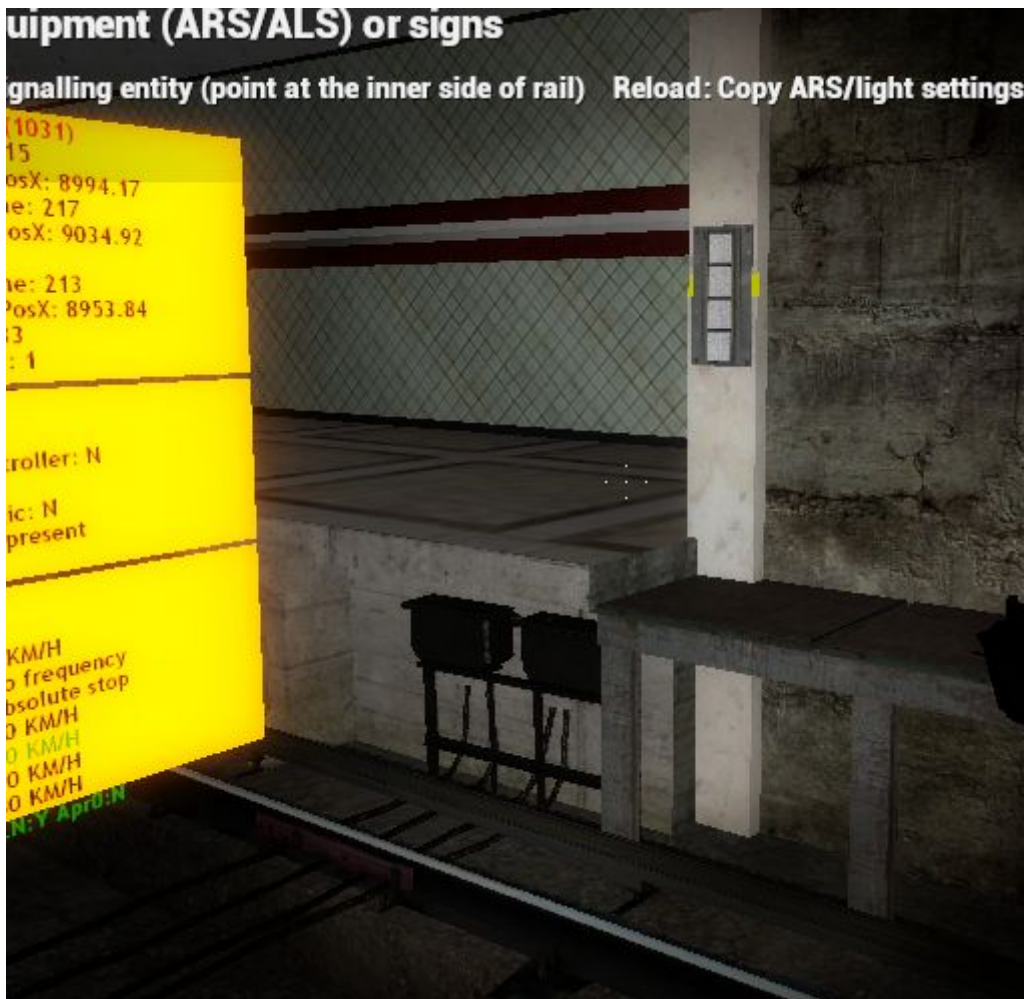
X:  0.00

Y:  0.00

Z:  0.00

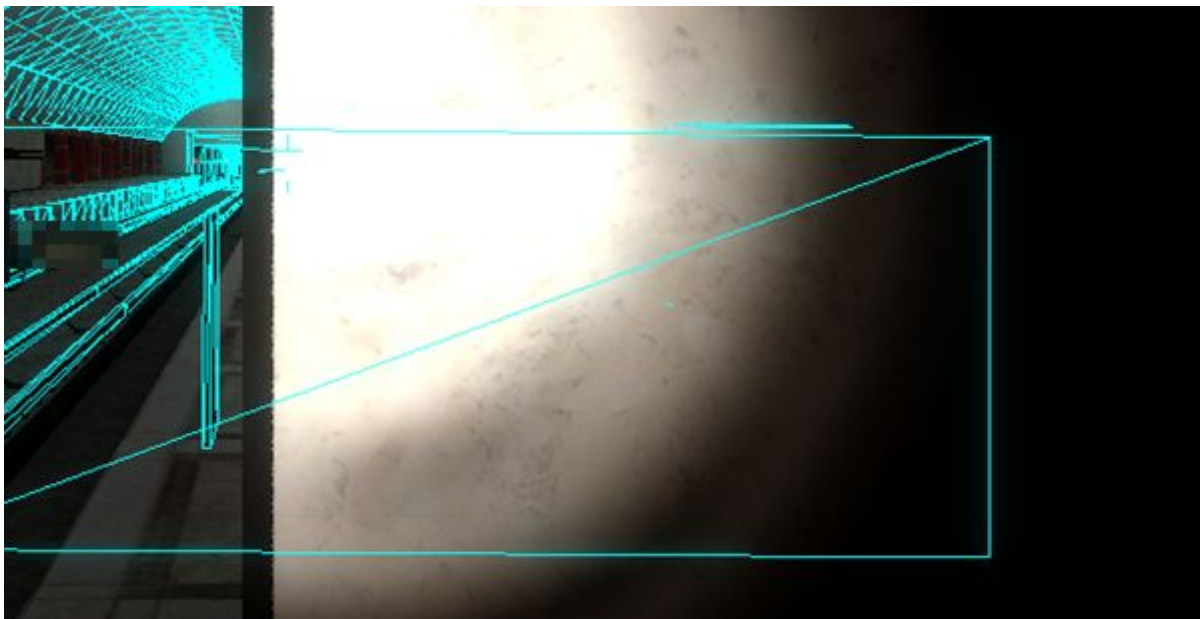
Placing:

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 stop marker (approx. 15 meters).



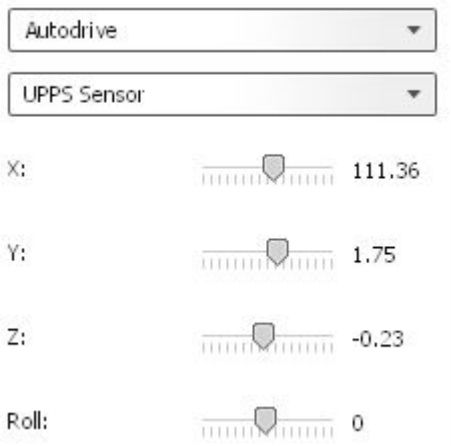
Detection radius:

Blue zone of collision edge reacts to the reflector edge.



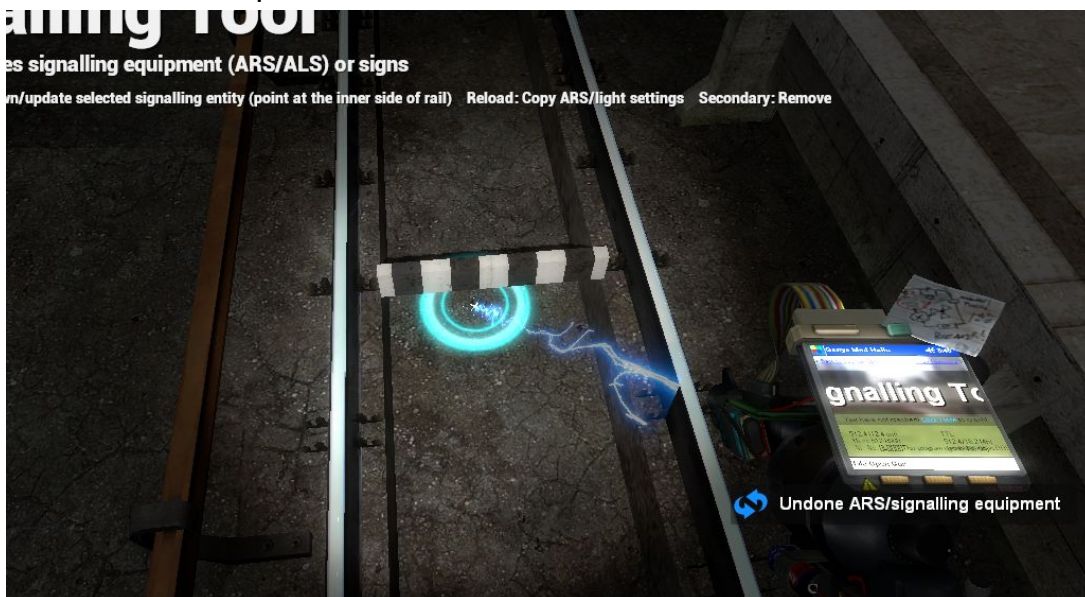
UPPS Sensor

Needed for UPPS system work. After passing it you will hear a sound signal and if the system deems the train is not able to stop correctly at the station, it will start braking in order to prevent a station overrun.



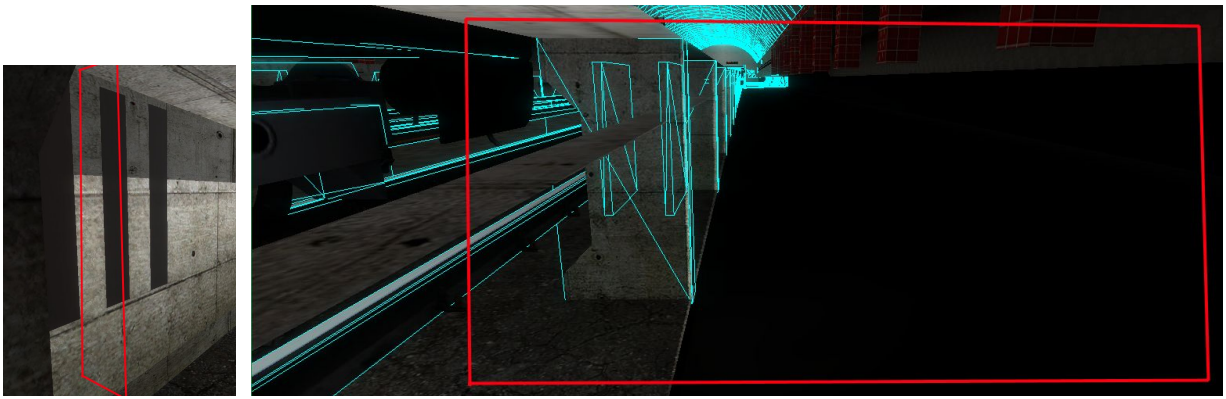
Placing:

Place it on the stop marker as shown. You can move **Z** in small range. You need to spawn it on the stop marker to automatically record the distance between reflector and stop marker.



Detection radius:

Red zone edge reacts to the reflector edge.



Parameters:

- **X**: Distance from stop marker. The UPPS marker will spawn on this distance from stop marker.

Building the PA table

After you have spawned all PA-related markers, you need to go to the start of the track before the terminus station.

(ATTENTION! Recorded tracks are required on this place)



In the client console, enter this command:

metrostoi_pam_genconfig *line track station1 station2 ... stationN*

Example for crossline_m12:

metrostoi_pam_genconfig **1 2 915 914 913 912 911 910 909**

It should return **Generated!**

For another track do the same:

metrostoi_pam_genconfig **1 1 909 910 911 912 913 914 905**

And then save using **metrostoi_save**