

THE RAIL SIMULATOR NEWSLETTER

WELCOME!

Happy new year all! We have returned from our holiday break to a heavy schedule of coding, rendering, testing and reviewing. We're at the phase now where there's not much more 3D modelling to be done, it's just getting the objects to work with the code, and refining the functions to the point where we can finally say that no matter what's thrown at them, they work! Also we have employed a couple more testers this month, so our QA team has grown to ensure no "bugs" are hiding!

Anyway we have three items in this month's newsletter; a Spot the Difference activity for you to test yourselves on and Deltic engine renders, but firstly - an exhibition update!

Sabrina

EXHIBITION UPDATE!

Rail Simulator in New York!

Barely returned from CES at Las Vegas, the Rail Simulator team discovered another invite in the mail – this time to attend a press briefing organised by Microsoft.

The press briefing took place in San Francisco and New York, with an invited audience of journalists from both the specialist games press and various 'mainstream' titles. The event was titled "Elevate Your Game" and was part of the global Vista launch – which, (in case you missed it) all came to a head on the 30th January.

The 'Elevate Your Game' event was on the 23th January and was intended to give the journalists an introduction to Vista and to make the point that (at least as far as MS are concerned) Gaming has been given a leading place in the design decisions made about Vista.

And what better way to show that then to show the journalists some of the games that will be running on Vista?

So, your RS representative turned up on the evening of the 22nd, ready to load up; first impressions weren't good, as the whole space was being constructed – apparently MS had only that day to outfit the venue and there were large numbers of people setting up stands, covering walls and checking presentation systems! However, in the midst of this the machines were all ready and waiting and as at CES it was a simple operation to load up Rail Simulator.

(Just to be clear – although we were running on the Vista operating system, the version of Rail Simulator that we showed was developed using Win XP and DX9, rather than DX10. We are in the process of updating our game engine to cope with both.)

The 23rd dawned bright and clear – but cold! The MS team had worked their magic and we had a lovely venue in which to hold the event. Journalists came through in groups, to be given an introduction to Vista by MS and then let loose on the games. With the a smaller attendance (and the staggered arrival times), the event was much calmer than the rush of CES, which meant that the journalists could sit down and get as much detail as they wanted.

As well as Rail Simulator we had many of the games shown at CES – Conan, Supreme Commander and World in Conflict amongst others. As ever, we got a lot of interest just because Rail Simulator is different, and a lot of comments about how good the game looks!

The day went quickly and at 19.00 the event closed – I uninstalled Rail Simulator while around me the MS team set about a very quick 'tear down' of the room, then it was grab a bite to eat and back to the hotel to get some sleep before an early flight back to the UK.

Thanks to Microsoft for organising the event in their usual excellent manner.

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SPOT THE DIFFERENCE!

We have a game for you here: can you spot the difference between these two HST cabs?! The first one is the Intercity 125 dating back to the late 1970s. The second cab render is the modern HST as currently used by First Great Western, which we have already released on our website. It has undergone some minor cosmetic improvements since. There are quite a few differences so you can select the image below and have a closer look online!



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DELTIC UPDATE!

Last year we revealed the Deltic Engine, with fully rendered images in our newsletter. We have listened to the community's concerns on the errors they picked up and have tasked one of our senior artists with improving the Deltic model. Here is the revised Deltic model.

