

Yard Aid & Railvehicle Database System User Guide

Updated for 1.3

Yard Aid & Railvehicle Database System (YARDS) is an advanced third-party application designed to keep track of and manage rail-vehicles in yards within a Run 8 Train Simulator V3 world. Taking the time to read this user guide and understand the many features of YARDS will ensure you have the best experience.



For support, please email RailCoderHelp@Gmail.com

[Click to see the YARDS change log](#)

Please do not contact Run 8 Developers with any concerns about YARDS.

ABOUT YARDS

Yard Aid & Railvehicle Database System, better known as YARDS, is a rail-vehicle yard management system built to work with [Run 8 Train Simulator V3](#). YARDS reads the world save file and parses it into much more usable data for the user. You can create your own class configurations and assign which cars are scheduled to a train.

YARDS can be used in any Singleplayer or Multiplayer Run 8 session and is designed to save the user time in planning and building trains in their session. *YARDS does not modify your world save in any way, it only reads it to collect rail-vehicle data.*

Although YARDS is considered a very advanced program as it can be used to track and move rail-vehicles through every process of the yard, it can also be used to simply query the totals of a train you plan on building before clicking on a single car.

HISTORY OF YARDS

The idea of YARDS started out in my early days of coding, when I didn't even know how to code. It started as a Google Sheets project known as Rice Yard Hump Assist. It would keep track of how many cars are in the bowl and had a list of cars to be humped. It would do simple math to figure out what car wouldn't fit in its respective bowl track. Although it was technically useful, it was sloppy and hilariously slow.

Over the years, I kept the concept in mind and developed a few different platforms using this idea. Finally, after years of tinkering and learning, I got it to a usable state, where I was able to finally release a beta version in 2024. As my skills as a developer improved even further and I had feedback on how YARDS was being used, I decided to start completely from scratch and rebuild it from the ground up.

YARDS 1.0 is the first official release and aims to give users an ultra realistic rail-vehicle management system for a yard. This refreshed version is greatly improved in all aspects. It's a lot faster, more visually appealing and provides more useful tools for all your yard sorting needs. A lot of inspiration from real life railyard inventory systems has been used to come up with this version of YARDS. The real railroads have sophisticated yard inventory systems to help manage rail cars moving throughout their system, with a yard/terminal being the main focus of management. As Run 8 expands, having a system to mimic the real thing has become necessary. YARDS aims to solve this issue of not being able to manage railcars in a given yard. I have been told by real Yardmasters how it takes 2-3 different systems to do what YARDS can do.

Thank you everyone for your interest and support over the years. I'm glad to provide the community with necessary a tool. I hope you find it useful. Enjoy!

- Kyler Briskey

YARDS TERMONOLOGY

- **Rail Vehicles (RV)** - Cars or locomotives that make up a train. YARDS may reference these as records, RV's, Rail Vehicles, or items. Some features will only apply to either cars or locomotives; otherwise they will apply to RV's (cars and locos).
- **NOSH** - Code for "No Show" - Rail vehicles found within the limits of a yard but the track could not be determined are thrown under NOSH, that way they are still added to the inventory allowing you to move them to where they need to be.
- **Yard/Switch/End Direction** - Each yard has an established direction. **That direction will be whatever record appears first in any track query. This is vital in validating rail-vehicles are being inserted and moved in the correct order.**
- **Base Train Symbol** - A train symbol without any special attributes or date specified.
- **Scheduled Train** - What train symbol cars are scheduled to go out on. This could be a base train symbol, or the full date specific symbol.
- **YARDS vs yards** - Anytime you see YARDS (in all caps) it's referring to the program. The word "yard" / "yards" is referring to the common word.

AUTOMATIC DOWNLOADS

Whenever YARDS is opened, it will automatically check for a new version and offer it to the user. Although you may decline the update, it's strongly recommended to always choose to accept and install the newest version of YARDS. Your settings and any yard configurations will not be tampered with after updating.

YARDS will also check for new database files and download them for immediate use.

The *db_railvehicles.db* and *db_trackdata.db* files are stored in the users *AppData/Local/Railcoder* folder.

Type **%LOCALAPPDATA%** into your Windows Explorer, then navigate to the Railcoder folder if you need to access this folder.

OPENING YARDS

Previous versions of YARDS required it to be opened in Administrator Mode for some features to work. **This version of YARDS does not require this.**

SELECTING A YARD

YARDS offers a large variety of yards across all of Run 8. Select the Region, Railroad, then Yard. Afterwards click **Open Yard Dashboard**.

These options will automatically save, so you don't have to select them each time you open the program.

SETTING UP YARD CONFIGURATIONS

Before jumping in and doing anything, it's very important you first start with configuring the yard you are going to work. You **must** have the yard you are going to work configured to use YARDS for its basic purpose. You may also retrieve configs from another YARDS user.

The configuration data instructs how YARDS is to assign a tag for each car it finds in the selected yard. Based on your configurations, it will assign a *Class* and a *Scheduled Train* to each car and even isolate or DB Cutout locomotives.

The general idea of how cars move within a rail yard is by its *Class*.

A Class is a common term on the railroad, basically meaning "where it goes next". A single car can be classified differently, depending on what yard it's currently at, relevant to its final destination. In Run 8, we have the destination tags on cars that are considered its class, but it has the entire routings in it.

A car for customer Kern Meat & Produce (KMP) in Bakersfield, CA that's currently on a train coming from Seligman may be tagged like this **BAR BAK 0103 KMP**.

BAR	Barstow
BAK	Bakersfield
0103	L-CAL0103 local
KMP	Kern Meat & Produce customer

YARDS allows the user to configure how each car is classed at each yard by its car tag, to properly route where the car needs to go.

Classing Configuration

Classing Configuration

*Tag(s) i

*Class Code i

*Class Name i

Car Type i

Any Autoracks Intermodal Manifest

Class Codes Configured: 9

Tag(s)	Class Code	Class Name	Car Types
0103	0103	Bakersfield Local	Any
3071	3071	Lonestar local	Any
913	913	SJVR 913	Any
BEL, GAL, KCK, SDG, WAT, PHX	BAR	Barstow, CA	Any
GSF	GSF	Golden State Feed & Grain	Any
KIN	KIN	Kings Park, CA	Any
PAS	PAS	Pasco, WA	Any
STO	STO	Stockton, CA	Any
STOIL	STOIL	Stoil, CA	Any

BNSF Bakersfield Classing Configuration example

Tag(s) - Type the tag(s) you want it to search for during the parsing process. Although you will typically type a single tag to search for, multiple tags can also be used by separating with commas. One example of this might be at BNSF Bakersfield, you may have a config like in the image above. This is telling YARDS that if it finds a car with a tag that matches either "BEL", "GAL", "KCK", "SDG", "WAT", or "PHX" it needs to class it as "BAR".

Class Code - Typically a 2-4 character shortened code for the full class.

Class Name - The actual name for the class. This may typically be the final city, state for the class, but can also be the final facility location. Whatever helps you easily identify where it goes.

Clicking Add will add the class configuration to the table below.

Select a class configuration in the table and then click the Delete Selected button to delete it.

During the world or train import process, the class will be assigned by separating each individual string of text in the car tag, then comparing each with the **Tags** for each Classing Configuration. Once it finds a match, it will set the found Class to that car.

Example: If you're working at BNSF Bakersfield yard and the car tag is **BAR BAK 0103 KMP**, under this configuration, it will iterate through each string of text from left to right and

compare it with each classing configuration, until it finds a match. It will then set the found Class to that car.

Anytime a Class Configuration is added or deleted, it will update the *ClassingConfiguration.json* file located in the App Data folder . This file is yard specific and can be shared with other users if you use the same tag setups in your worlds.

After all your Classing Configurations for a yard is added, it's time to assign what trains these classes go on.

Train Profiles

Under **Train Configuration**, add a base train symbol. This is a train symbol that is the absolute foundation for the full train symbol.

Then add which class codes go on this train. You can add multiple class codes by separating with commas. The order in which you add the class codes doesn't technically matter, but if you like to build your trains in a certain blocking order, adding them in that order here may be a good way to help you remember.

Set the **Dest City, State** the train goes to. If it's a local or turn job, you can set the turning point.

Although not required, you can also add limitations this train has. Like HPT, Length and Tons. This can be helpful as a reminder and better planning for what all can go on a train. These extra parameters also provide useful information in some areas of YARDS.

Finally, click the [Add](#) button to add it to the table.

This will update your Train Configurations json file.

Similar to the Class configurations, These train profiles can be shared with other YARDS users if necessary. Files must be placed in the **APPDATA/LOCAL/Railcoder/YARDS/YardConfigurations** folder.

<u>Railroad</u>	<u>Base Train Symbol Example</u>	<u>Full Train Symbol Example</u>
BNSF	H-BARBAK	H-BARBAK1-17A
UP	MWCRV	MWCRV 14
CSX	Q457	Q45731
NS	345	385 02

Train Profiles

*Base Train Symbol ⓘ *Class Code(s) ⓘ Dest City, State ⓘ

Min HP/T ⓘ Max Length ⓘ Max Tons ⓘ Max Trailing Tons ⓘ

Trains Configured:

Base Train Symbol	Class Code(s)	Dest City, State	Min HP/T	Max Length	Max Tons	Max Trailing Tons
H-BARBAK	BAK	Bakersfield, CA	2.3	8000		
H-BARBEL	BEL	Belen, NM	1.7	12000		9200
H-BARGAL	GAL	Gailsburg, IL	1.7	12000		9200
H-BARKCK	KCK	Kansas City, KS	1.7	12000		9200
H-BARMOD	BAK FRS MOD	Modesto, CA	2.3	8000		6500
H-BARPAS	BAK FRS MOD PAS	Pasco, WA	2.3	8000		6500
H-BARRIC	RIC	Richmond, CA	2.3	8000		6500
H-BARSDG	SBD PPH SDG	San Diego, CA	2	12000	18000	8500
H-BARSTO	BAK FRS MOD STO	Stockton, CA	2.3	8000		6500
H-BARWAT	WAT	Watson Yard, CA	2	12000	18000	8500
H-BARWCL	WCL	West Colton, CA	2	12000	18000	8500
L-CAL0102	0041 0101 0102	Victorville, CA				
L-CAL0611	0611	Boron, CA				
L-CAL1161	1161 PHX	Cadiz, CA				
M-BARLAJ	LAJ MAL	Vernon, CA	2	12000	18000	8200
M-BARLMC	LMC	La Mirada, CA	2	12000	18000	8200
V-XXXSBD	SBDVEH	San Bernardino, CA	2	12000	18000	8500
V-XXXSDG	SDGVEH	San Diego, CA	2	12000	18000	8500
X-BARCOM	COM	Commerce City, CO	1.7	12000		9200

BNSF Bakersfield Train Profile example

SAVING A WORLD SAVE FILE IN RUN 8

After your Classing and Train Configurations are set, it's now time to add cars to the yard inventory.

When populating a yard inventory, YARDS parses a saved world file and inserts applicable rail-vehicles into the yard inventory database. Every yard is surveyed in a very sophisticated manner. Every square inch of the entire yard is surveyed and every single RV within the entire yard *can* be captured.

Before we import, we need to save the world file in Run 8. This can be done in single or multiplayer. The process is identical.

Following these next steps will dramatically improve the parsing results.

Before making a world save file, for best results, make sure all your cars that you want inserted into the inventory are completely in a yard track (just past the clearance point is fine). Failure to do this may result in the cars not being added to the proper track or out of sequence.

Also it's best to make sure most of the cars in a track are in 1 cut, if possible, but not necessary. If it's not possible to get them all in 1 cut, the cars will still be inserted but may not appear in the same order as they are in Run 8.

Single player

1. Press F1 to bring up Load/Save Menu and select the **World** tab.
2. Give your world save a name like *Yards_Barstow* and click Save. This will save every rail-vehicle in the entire world.

Multiplayer

If you are a client on a server

1. Fly over to the yard you want to import
2. Increase your tile draw range and rail-vehicle draw distance to the max so it captures as much of the yard and rail-vehicles as possible.
3. After all rail-vehicles have spawned, Press F1 to bring up Load/Save Menu and select the **World** tab.
4. Give your world save a name like *Yards_Barstow* and click Save. This will save every rail-vehicle visible to you from the server.

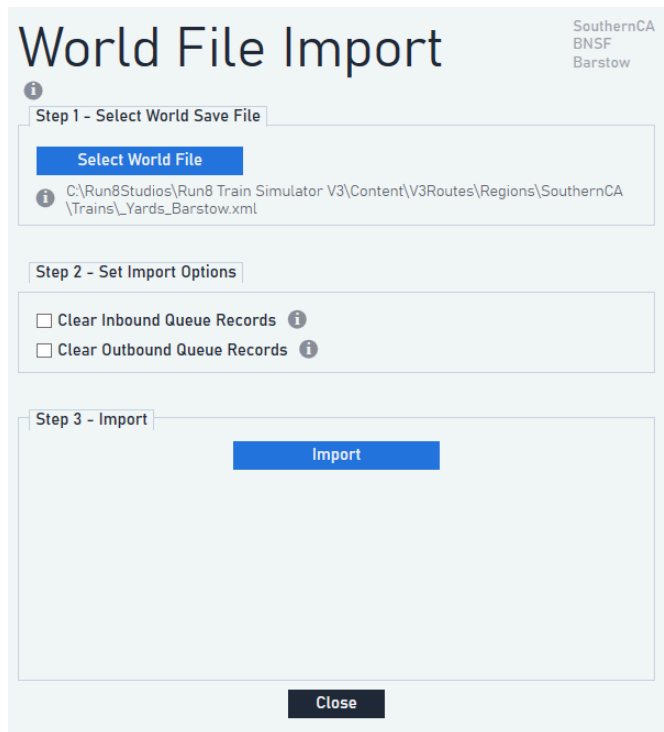
IMPORTING A WORLD SAVE FILE

Now that the world file is saved, we can import it into YARDS. Click the **World File Importer** button in the top right.

Select the world save file you just saved. Select your upload options and click the **Import** button.

Using advanced methods, YARDS will cross reference the track section node indexes of each rail-vehicle with values in the `db_trackdata.db` file and figure out which yard track they are in. It will attempt to insert each rail-vehicle in the inventory in the same order as it appears in Run 8.

After figuring out which cars are where, it will assign a class code to each car and the proper scheduled train the Class is assigned to, based on your Classing and Train Configurations.



When the parser runs, it does the following:

1. Cross references every rail-vehicle in the entire world file to see if it is within the limits of the selected yard. It does this by train/cut, which helps keep cuts of cars and trains in one piece completely together.
2. The sequencer runs which compares every rail-vehicle in each cut by cross referencing track data nodes in the track. This does the best it can to make sure as many cuts are sorted in the correct order based on the yard direction.¹
3. It then applies a class code to each car, according to your classing configurations.
4. Using the class, a scheduled train is also applied to each applicable car.
5. Locomotives *run status* and *DB status* are figured out, based on your keywords.

When the parser is done, you'll get the results message indicating how many records are inserted and how many cars have been classified.

Note: When importing a new world file, if any new records are found a part of the *Outbound Queue*, they will be omitted. Only records not currently in the yard inventory will be added.

¹ If any tracks or RV's are highlighted in pink, it means the sequence could not be determined. You must manually set the sequence in Track to Track if you want to interact with such RVs.

YARD SUMMARY

Gives you a general view of the yard broken down into each sub yard showing totals of each track. You can set track notes for each track if needed. These notes will automatically save to the yards data within the user_settings.json file.

The track code can be clicked, which will instantly open that track's inventory under the Inventory tab.

You can adjust the width of the side panel by using the slider thumb. This will save each time it's adjusted.

YARD NOTES

Giant textbox that allows you to make various notes of what's going on in your yard. This will save automatically.

STATS

Statistics and metrics of the current yard and all yards you have worked. Data of all yards from other users is automatically pulled every 5 minutes.

INVENTORY

The Inventory tab is the place you'll use often to figure out what's in the yard. You can search by

- **Track** - Using the drop down
- **Tags** - Car tags displayed in Run 8
- **Class Codes** - Class Code assigned to each car. Supports comma separated search for multiple Class Codes at once.
- **Railvehicle ID** - initial and number, or just number.
- **Scheduled Train** - The train each record is scheduled to.

In addition to the different query methods above, you can also filter your results down even further to

- Include Inbound Queue
- Include Outbound Queue
- Cars Only
- Each Sub Yard part of the selected yard

Railvehicle Adjust

Although Inventory is primarily used for queries, you can change some values by selecting RV's and clicking the Adjust button. The adjust window will display with the selected RV's

where you can change the Tag, Class or Scheduled train individually or by bulk using the text boxes above.

Clicking save will update these values to the database and you should see the change reflected in the Inventory right away.

Export

Select any group of RV's and click the Export button. This will generate a train file of the selected RV's for the specific region and route for the yard you are working. This will save as "_YARDS_Export" and should immediately appear under the trains tab in Run 8's Load/Save menu. No restart required. Copy it into your TMU and place it on the rails.

Note: The order in which the train generates will be in the same order as in the Inventory. The direction of each RV may not be what you expect either.

TRAIN PLANNER

Train Planner is a great place to see all the different train symbols cars are assigned to within the yard. You can filter to include Inbound and Outbound Queues as well as filter by each sub yard.

This is especially useful if you want to see the totals of each train from just the bowl and departure tracks and then only plan out those cars to build a train.

When you click the **Search** button, YARDS will search for every car in the entire yard based on your filtered options and separate them, showing you the totals of each train symbol.

Train Planner also allows you to schedule cars to a specific train symbol. After you have your results, type the desired train symbol under the *Schedule To Train* column and click the **Schedule** button. This will update the scheduled train property of all cars for that train to what you typed.

For trains where the additional parameters are set in Train Profile, it will alert you if the Tons and/or Length exceeds the max you have set.

POWER PLANNING

Power Planning is a centralized location that shows every locomotive in the inventory. It separates them into Inbound, In Yard and Outbound.

Any italicized columns can be changed directly in their cell. Their values will immediately update in the database.

You may also right-click locomotives to change some values. This can be done anywhere within YARDS where a locomotive exists.

The Highlight Loco ID text box allows you to highlight a locomotive in the In Yard section. Great for bigger yards that handle a lot of locomotives.

Under the Planned Train column, type the full train symbol for each locomotive if you know what train you plan on placing it on. When you go to search for that train symbol later on under Train Builder, they will be easier to find.

Note: Locomotives under the Outbound Power section cannot be changed and is meant for a display of power built on a train only.

HUMP ASSIST

As the name implies, Hump Assist is a tool used to assist in hump classification for hump yards. It takes into account your Hump Assignments for each Class and what cars are in each bowl track to calculate which car won't fit in its respective target track.

You may manually type which Classes you want to assign in each bowl track in the Hump Assignments table (exactly like in Run 8 using spaces between a different Class). Anytime these are changed, it will automatically save in your HumpAssignments.json file in the YARDS folder.

A more advanced and easier method to update your Hump Assignments is the Hump File Watcher, which watches for changes in the *hump.r8* file you have selected for the selected yard. Anytime the hump config Save To Disk button is pressed in the Run 8 Hump Controller, YARDS will detect this and instantly update your Hump Assignments table.

Any currently selected Hump List will instantly reflect these changes. Showing Yellow (when cars in that track are getting close to being full) or Red (when the calculations believe the cars will not fit in the target track).

For this to all work properly, make sure the first car in the Hump List is the first car to go over the hump. If this is not the case, click Reverse, which reverses the entire Hump List. This should technically never be used if using YARDS correctly before getting to this point, but it's there for a backup.

If you happen to have a car(s) misroute down the wrong bowl track, you can select them and set the actual track. That recalculates the Hump List and will assign those cars down that track instead.

Every so often, you should update the bowl. This is recommended *after* cars are actually over the hump in Run 8 (just in case you need to set the actual track). Select a single car that you want to update the bowl to and click the Update Bowl button. This will move each car starting from the top of the Hump List to (and including) the selected car into each Target or Actual track.

If any of the updating cars have a red hump stop, YARDS will ask you if you want to proceed with the update process anyways. Choosing to continue is case by case basis and totally up to you.

SWITCHLIST ISSUE

Switchlist Issue is best for yards that don't have a hump to classify cars but they are available for all yard types.

To create a switchlist:

1. Select the track you want to create a switchlist with and click search. You'll notice a new switchlist ID will be generated.
2. Select the range of cars you want to include in this switchlist using the First Car and Last Car drop downs.
3. Select the Switch End (the end of the track these cars will be switched from) and the yard job symbol this switchlist will be assigned to.
4. Under the Summary table, type the track you want each class to be switched to and click Apply. If you are not sure what track you want each Class to be switched to yet, you may leave them blank and assign them later.
5. Click Submit. This creates the switchlist and adds it to the Active Switchlists table.

To complete a switchlist:

1. Pull up an active switchlist by clicking it in the Active Switchlists table or typing the last 3 digits under Switchlist ID and click search.
2. The switchlist should populate. Make any necessary changes to the switchlist. (Like if the yard job had to place the cars in a different track than instructed).
3. Click the Complete. This will move each car to their instructed To Track according to the Switch End. Any cars without a To Track will remain in the track the switchlist was issued from.

To delete an Active Switchlist, click the [DEL](#) button under the Active Switchlists table.

When a switchlist is created, a PDF of the switchlist will automatically be generated. You may also manually print a switchlist for various reasons. You can also choose if you want cut lines to be added to the PDF. Cut Lines may make it easier for yard crews to decipher between where cuts need to be made while switching.

Note: Switchlist PDFs will always show every car in the track, not just the ones you selected.

Handwritten Instructions can be typed and will be appended to the bottom of the switchlist PDF.

Click the **Open Switchlists Folder** to see all switchlists for every yard.

TRACK TO TRACK

Track to Track allows you to choose a track you want to move RV's from and a track you want to move RV's to. The **Move From Track** only allows you to pull RV's you want to add to the **Move To Track**. This page has drag and drop functionality to make it easy to place the RV's exactly where you want them.

Select the two tracks you want to move RV's from and to. Then click and drag RV's from the **MFT** to the **MTT**. You can select a range of RV's by holding down Shift or individually select RV's by holding down CTRL. *The order they insert will always be the way they appear, no matter the order you click them in.*

As you move RV's the totals of each track will update in real time.

Move To Track is the only side where the RV's can be modified. You can reorder, reverse, and add a train symbol, which only applies to the selected RV's.

The following options are also available.

Cancel Changes - Reverts **MFT** and **MTT** back to their original states.

Reverse - Reverses a sequential range of selected RV's. This option should really only be used if RV's are out of order according to the yard track direction.

Save Changes - Saves the **MFT** and **MTT** to the database as they appear.

TRAIN BUILDER

When you have cars classified and in a position to build a train, that's where Train Builder comes into play.

Under **Records for Trains Search**, type the train symbol you plan on building. This can be a base train symbol or the full train symbol, if you've manually scheduled cars to one. This will search for any RV's that *contains* the train symbol you typed.

2 tabs populate below that separates

- any cars found for the searched train symbol and
- locomotives in the yard divided up between locomotives found planned for the train symbol and all other power in the yard.

The Train Consist on the right is where you'll move cars and locomotives to build the train. Unlike other tools in YARDS, **the train consist must be built in its standing order (the order from head end to rear end)**. If you are building a westbound train in an eastbound yard, select the RV's and reverse them so the order is how the train crew will see the train.

Locomotives placed in the middle of the train will display the percentage that DPU is at based on train length. It may also display the trailing tons calculation.

Locomotives can be right-clicked to change the

- Loco Status
- DB Status
- Direction

The tag column can also be changed by clicking and typing in the cell.

Select RV's and then choose the track they are to be built on using the *Set Build Track* dropdown.. If the train needs to be doubled over to another track, you can set a different build track for as many as you need too.

Set the direction the train is built for using the *Build Direction* dropdown. This is used mostly so if the train is built at one end of the yard track, and there are cars at the other end, the cars for this train will be at the correct end.

Finally, give the train a full train symbol, with proper prefix and date code based on your operations. Click **Build**, which sets the status of each RV as "OQ" and adds the train to the Outbound Queue.

INBOUND QUEUE

While the World File Importer does a great job adding any RV's already within the limits of the yard, it doesn't add anything outside of the yard. If there is a train scheduled to arrive at the yard, you can add that train to the Inbound Queue. Trains added to the Inbound Queue will be added to the yards inventory, but under the "IQ" status, completely separating them from the rest of the yard, until later inbounded.

Inbound trains can be added by using a Run 8 train save file via the **Select Train File** button. Additionally, if you have an entire world save, you can load that world save using the **Select World File** button and entering in the symbol of the inbound train. It will search that world file and if a match is found, will return that consist.

To Inbound a train

1. Click the **View Consist >** to see the standing order of the train.
2. Select the RV's you want to arrive into the yard and apply the track they will arrive on. You may select multiple tracks as desired for cases where the train makes a preferred cut or is too long for a single track and needs to double over to another.
3. After you have RV's selected with a *To Track* assigned, set the End, which is typically the direction of the train. This matters mostly so YARDS knows which end to add overflow/balance RV's to if adding RV's into a track where RV's already exist.

Clicking **Complete** will fully add all RV's with a To Track to the yard inventory, by removing their "IQ" status.

OUTBOUND QUEUE

Outbound Queue shows all the built trains for the yard. This page should update when a new train is added or removed, but a refresh button was added as a backup. The left side will show a list of all built outbound trains in the queue. The header displays the train symbol, followed by the yard tracks, in doubling order. Clicking **View Consist >** shows the Train Consist of the built train.

While the train consist is open, you can

- **Export** the train to a train save file
- **Tear Down** - Removes the train from the Outbound Queue keeping all RV's in the Current Track, removing their "OQ" status.
- **Depart train** - Removes all associated records of the train from this yard's inventory.

RV DETAILS & EVENT HISTORY Added in v1.3

Right-clicking on an RV in most places brings up a context menu with the RV Details item. Clicking this will open the RV Details window of the selected RV. It will show various details of the RV including

- **Car/Locomotive Details**
- **Class Routing**
- **Hazmat Info**
- **Event History**
 - Anytime various properties of a RV are changed, the event will be logged in the *AppData/Local/Railcoder/Events* folder for the specific yard. The Event History section displays this sorted from recent to oldest.

GATX 333400 Details
— □ ×

GATX 333400

Current Location: Track: 003 Sequence: 5 (As of 05/15/26 18:20)

^ Details

Car Details

Load: E

Car Type: T389

R8 Filename: R8_T389_ACF_LPG_GATX

Switchlist:

Switchlist To Track:

RV Weight: 50.3

Load Weight: 0

Total Weight: 50.3

Length: 67.78

Class Routing

Class: PAS

Tag: PAS

Scheduled Train:

Hazmat Info

Liquefied Petroleum Gas (LPG)
 Class 2
 UN/NA 1075
 Butane, Butylene, Isobutane, Isobutylene, Propane, Propylene

^ Event History

Event Type	Train/Job	SwitchList ID	From Track	To Track	Old Class	New Class	Old Tag	New Tag	Old Sched Train	New Sched Train	Status	Event Time/Time
SWITCH	Y-MOD0101	104-002	001	003								05/15/26 18:19
MOVE			005	001								05/15/26 18:19
ADD				005		PAS						05/15/26 18:18

DON'T KNOW WHAT YARD TRACK THIS IS

I totally understand if you get lost on what a particular yard track code is. When a yard in Run 8 is surveyed/mapped, I try to keep in mind how that particular yard is used. For most yards, the leads will be surveyed under a NOSH track, so that all RV's in the yard are still captured, but it could not determine exactly which track. Some other yards are surveyed with yard leads if it makes sense.

The naming of the tracks are inherited from how the Depot yard maps, found here for free <https://www.thedepotserver.com/maps/>

In YARDS, you can hover over a track code and it will show you the full name of that track, which should tip you off on what track it is. Over time, you'll learn what tracks are what. If you are still lost, I have provided each regions' survey industry files that will display how a yard is surveyed for a region. You can download them here:

https://railcoder.com/YARDS/YardSurveys/Yard_Surveys.zip

To use these, when you are in Run 8 singleplayer world:


1. Extract the industry files you want to view from the link provided above
2. Open the Industry Configuration (Left CTRL + I) in Run 8
3. Click Import Industries
4. Navigate to the Yard Survey for the region you are in and click Use

This will merge your current industry config with the one you selected. Bring up your industry tags (Right CTRL + F8) to display all the track nodes of a particular yard.

This feature is meant to only view how a yard has been surveyed/mapped for YARDS usage. **Do not click the Save button in the Industry Configuration window or you will permanently attach the loaded survey to your industry config file.** Doing so shouldn't override your industry config, they will just merge. After you reopen Run 8, your original config will load as long as you didn't click the save button.

MISC

For anything that wasn't covered

- Any italicized column across all of YARDS allows you to directly edit cells under that column.
-  There are various information tool tips around YARDS that will display additional information when you hover your mouse over it.
- YARDS will send data anytime you hump a car, complete a switchlist or depart a train. Those stats will be sent to RailCoder website. That data is then used to display to other users on the Stats tab. No personal data is ever sent.