



CSX Moves User Guide

Disclaimer:

CSXMoves depicts a simulation of railroad operations. The timing and duration of events are compressed and simplified and do not fully reflect many important aspects of railroad operations.

Downloading CSXMoves

You can save it on your laptop's hard drive to have simulation available for your customer visit.
CSX Employees: You cannot download from CITRIX or apps.csx.com.

URL: <http://www.gamesim.com/demo/csxmovesplayer/>

username: csxdemo.gamesim

password: csxmoves2012

Choose "Download Desktop Version"
unless you have an Apple/MAC please choose:
"Download OSX Desktop Version"

Select "Save"

Once that loading process is finished
you will be prompted again, then hit "RUN".



Table of Content

Downloading Tool	Page 2
Main Menu	Page 5
Level Select	Page 6
Options Menu	Page 7
Link Menu	Page 8
Tutorial	Page 8
Scenario Video	Page 10
Pull Down Menu	Page 11
Show Me Button	Page 12
Keyboard/Mouse Contr.	Page 13
Camera view	Page 14
Train Speed	Page 15
Forward/ Reverse	Page 16
Couple/Uncouple	Page 17
Blow Horn	Page 18

Operate Switch	Page 19
Tunnel	Page 20
Scoring	Page 21
Customer X	Page 23
Industry/RR Crossing	Page 24
Hump Yard	Page 25
Elevation	Page 26
Serving Yard	Page 27
Customer A	Page 28
Customer B	Page 29
Customer C	Page 30
Customer D	Page 31
Passenger Train	Page 32
Bridge Scene	Page 33
Traffic Jam	Page 34

Navigating the Tool

&

Help Functions

Main Menu



- Play:** Starts CSX Moves from the first level. Continuous play.
- Level Select:** Allows you to choose scenarios, 15 min intervals.
- Options Menu:** Allows you to choose quality settings for video play.
- Link Menu:** Contains educational links on CSX Business
- Quit Game:** Ends sessions.

Level Select

Click a scene to start one of the 12 levels. Several levels are designed to be 15 minutes long.

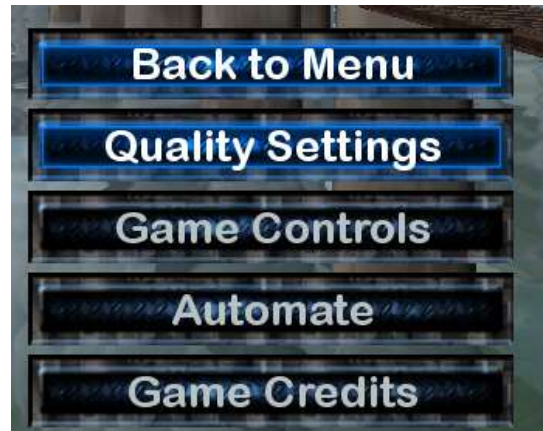
*Because of its complexity, the Serving yard is longer.



Options Menu

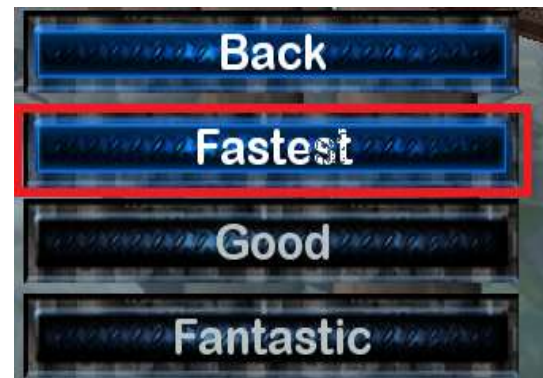
Optimize running CSXMoves from your laptop by accessing your Quality Settings from the Options Menu. This will allow you to select a processing speed.

Options Menu



Quality Settings

(Fastest is recommended)



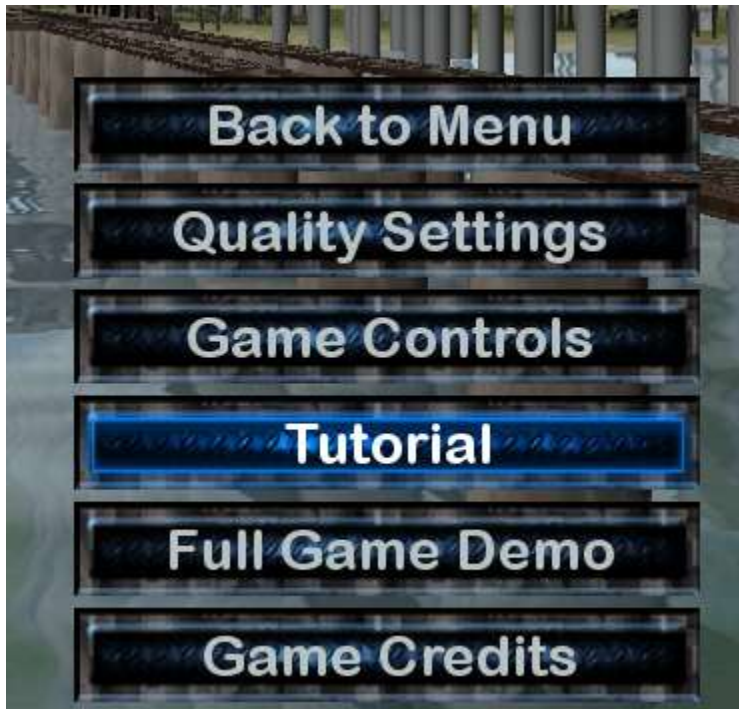
Link Menu

Click a link from the list to bring you to an external CSX operated site.



Tutorial

Before you start playing the game please watch this tutorial that will introduce you to all key, mouse and help functions.



CSX Tutorial



Scenario Video / Play Movie

Each level starts with a brief video explaining the tasks required in the challenge. Viewing videos are optional.



Pull Down “Help”

Use Pull Down “Help” located at the top of the screen for additional tips and instructions. Make sure to view all pull down screen instructions at the beginning of each challenge!

You can always refer back to this option while you are playing.

Click the right or left arrows to view additional pages or go back to a previous page.



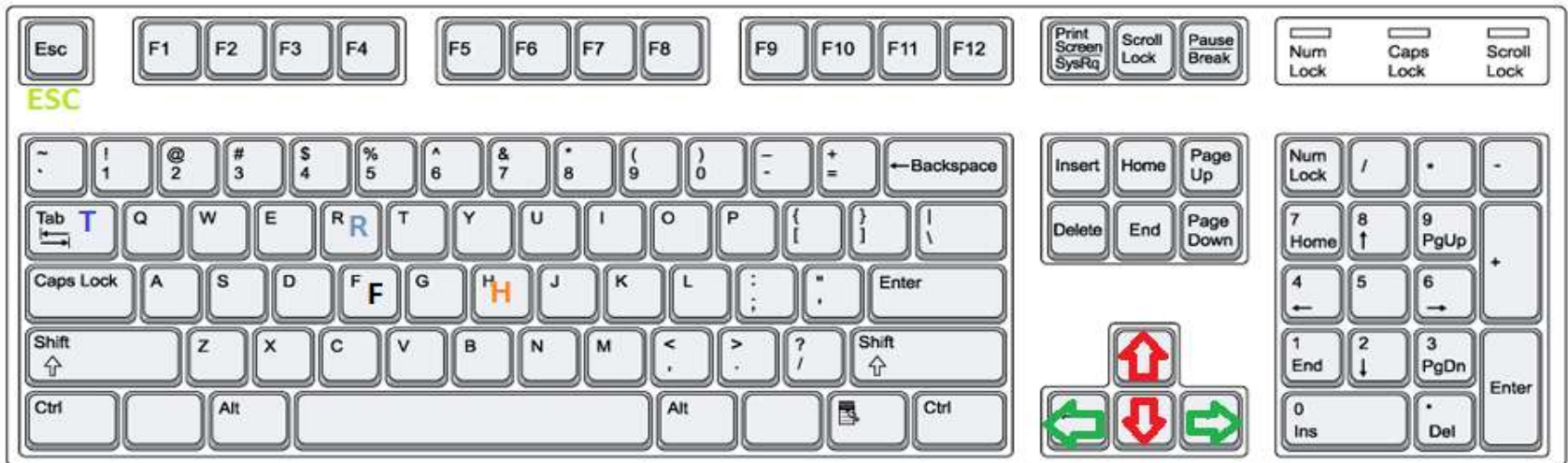
'Show Me' Button

If the level is too challenging or taking too long to complete, press the **Esc** button on your keyboard to bring you back to the menu. Then, choose **Show Me** and the simulation will take over and demonstrate how the challenge should be completed.

You may have to answer the decision making textboxes yourself.



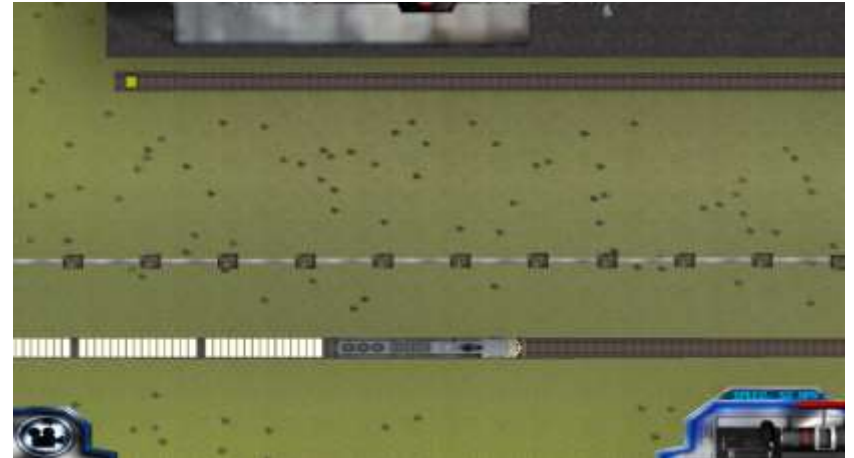
Keyboard Controls for CSXMOVES



Up Arrow: Increase Speed
Down Arrow: Reduce Speed/Stop
Change locomotive view
H: Operate Horn
Tab: Change camera view
R: Reverse
F: Forward
Esc: Menu/Quit

Camera View

Click the camera on the lower left side of the screen to scroll through multiple views including Inside the Locomotive, Birds Eye, or Outside the Locomotive.



Train Speed

Use the UP arrow on the keyboard to increase speed. Press the DOWN arrow is to reduce your speed or make a complete stop.

You can also use the mouse to drag the throttle up/down.

The simulation will restrict your speed at the customer facility. Any attempts to increase speed beyond 10 mph will be unsuccessful.



Forward/Reverse

Find the R / F indicator next to the throttle. Use the F Key to move the train forward and use the R key to move in reverse. Your train must be completely stopped to change F/R.

You may also use your mouse to click R or F.



Forward



Reverse

Couple/Uncouple

Move mouse between cars to reveal the coup/uncouple button. Hold mouse over the car, and icons below will appear. Then select the knuckle that you wish to couple or uncouple. The locomotive automatically couples with a car at a safe speed.

To uncouple you must click the side you want to release. Here are the different states for coupling and uncoupling.

Coupled



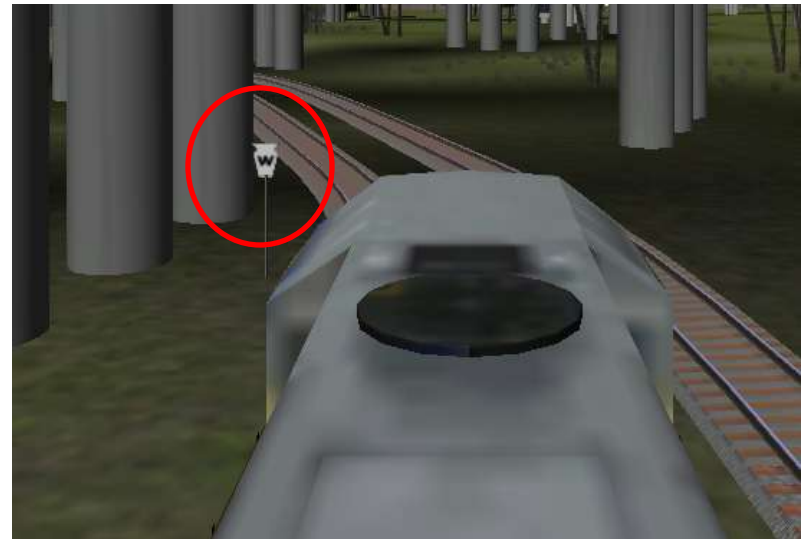
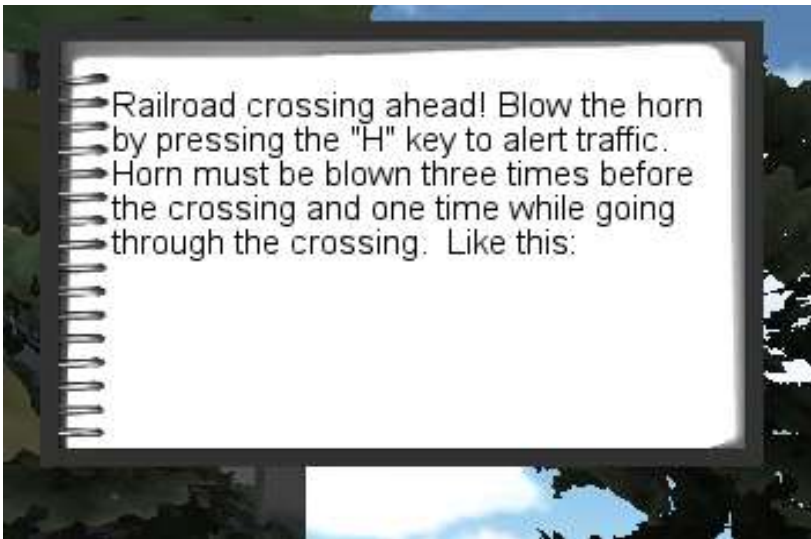
Uncoupled



Blow Horn

When traveling over the Jacksonville Bridge, you are requested to blow the horn at the **whistle post** (easy to miss) 3 times.

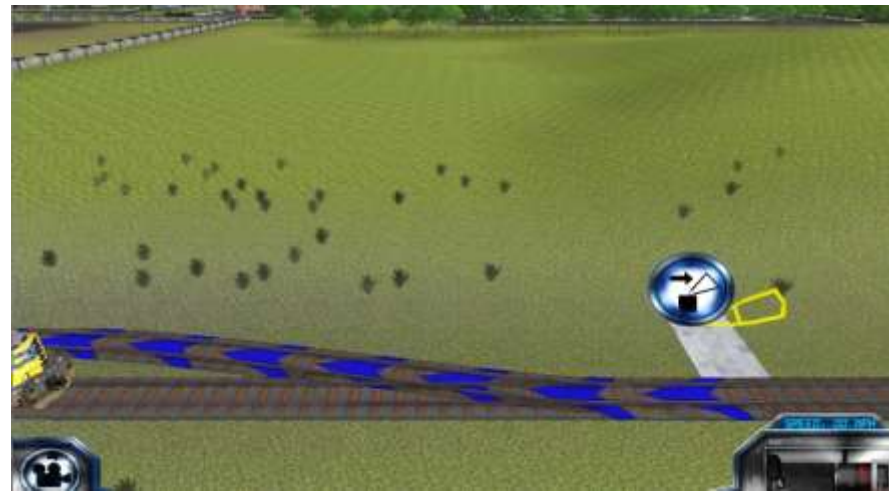
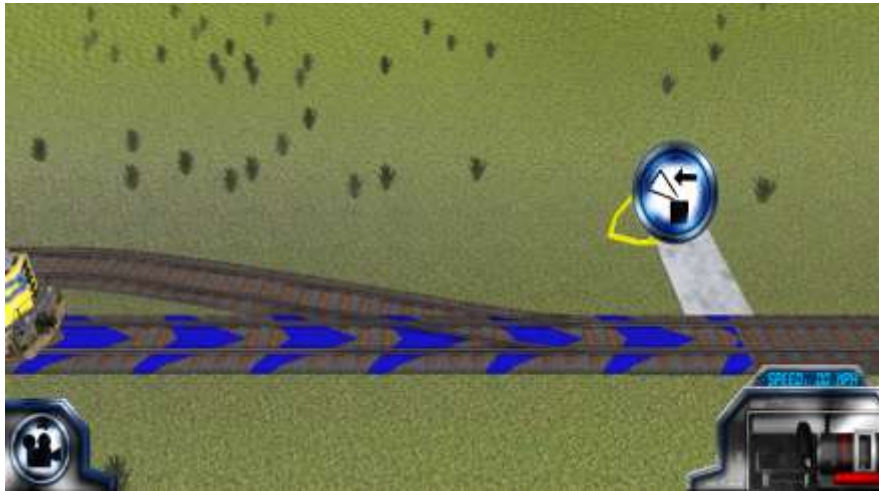
To blow the horn, press the (H) key 3 times when you approach the whistle post (W).



Operate Switch

Use the mouse to change the state of the switch. Once the switch is operational, the blue track indicator arrow displays the direction of the track.

If your train is too close or on top of the switch, you will not be able to operate the switch.



Tunnel

When the train is approaching a tunnel that indicates that you have reached the end of an individual challenge.



Scoring

Each level will give you a score on how many moves it took you and how quickly you completed it. Each score is measured by the computer benchmark. You can also receive penalties if you do not realign switches etc.

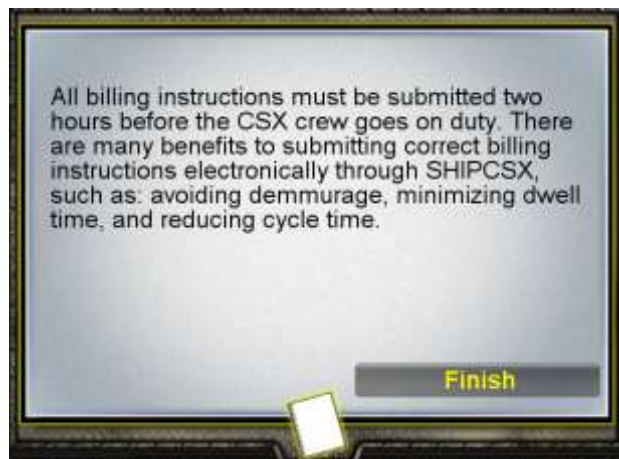
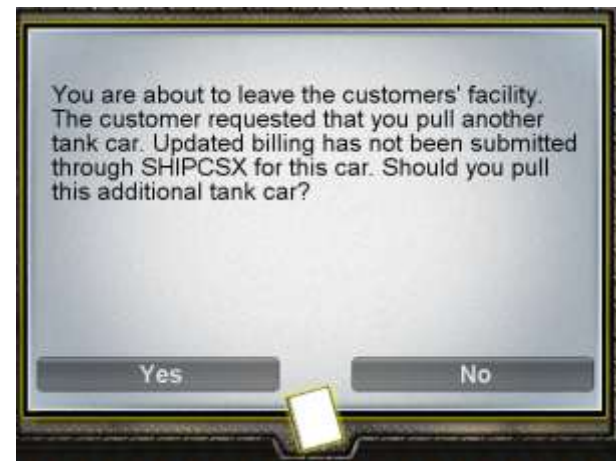
Challenge Results			
Name	Count	Value	Total
Bonuses:			
1) Seconds Under Target	22	x 100	2200
2) Moves Under Target	7	x 100	700
3) Completion	1	x 10000	10000
Penalties:			
1) Coupling Speed > 4MPH	0	x -1000	0
2) Blocked Mainline Switch	1	x -5000	-5000
Target Time:	00:01:20	Level Score:	7900
Target Moves:	11	Total Score:	7900
Actual Time:	00:00:59		
Actual Moves:	4		
			OK

Customer Talking Points

Customer X

(duration: 7 minutes – difficulty: easy)

Learning Objective: Player will recognize the importance of correct and timely waybilling.



Industry / Railroad Crossing

(duration: 5 minutes – difficulty: easy)

Learning Objective:

Player recognizes importance of safety on and off the railroad.

- CSX must operate blow the horn through a pedestrian crossing to warn oncoming traffic
- Safety tips from operation lifesaver
 - **Be aware that trains cannot stop quickly.** Even if the locomotive engineer sees you, a freight train moving at 55 miles per hour can take a mile or more to stop once the emergency brakes are applied. That's 18 football fields!
 - **The train you see is closer and faster-moving** than you think. If you see a train approaching, wait for it to go by before you proceed across the tracks.

Hump Yard

(duration: 5 minutes – difficulty: easy)

Learning Objective:

Player recognizes why CSX moves freight over hump and serving yards before we can reaching customers.

- CSX operates numerous yards and terminals that serve as hubs and sorting facilities where rail cars often are received, resorted, and placed onto new outbound trains.
- When a train arrives at a Hump Yard, the consist is placed on a receiving track where the cars are inspected for defects. The entire consist is then pushed up to the crest of the 'hump', where an AEI reader identifies the destination of each car. Once over the hump, a computer controls the switches to ensure cars are routed to the correct track. To ensure safe coupling, a retarder system is used to adjust each car's speed.
- After completing sorting the 5 railcars, you will have to move the outbound train towards the tunnel to complete this challenge.

Elevation

(duration: 7 minutes – difficulty: easy)

Learning Objective:

Our rail network also runs through mountainous territory. In some cases a “Helper Engine” is needed to push the freight train over an incline. Player recognizes how involved and operationally time consuming this activity is.

Serving Yard

(duration: 20 minutes to 2 hours – difficulty: the ultimate challenge)

Learning Objective:

Player recognizes the advantages of 'open gate' customers and how it avoids yard congestion, improves service and avoids constructive placement cost billed to the customer. In addition, the player sees importance of on-time originations and timely receipt and accuracy of work orders.

- The Serving Yard is a classification yard where the local train serving the Customer originates.
- Local industrial switching is a crucial element in the railroad's ability to meet its customer commitments. Without accurate and timely service by local crews, all other efforts to achieve service reliability would be ineffective.
- Customers often base their plant schedules on the anticipated arrival or departure of railcars. It is imperative that work orders be processed as accurately, as completely, and with as much timeliness as possible.
- Cars stored in yards create congestion. The result is operational inefficiencies. Therefore, demurrage is used to limit the number of cars stored in our yards.

Customer A

(duration: 15 minutes – difficulty: medium)

Learning Objective:

Player recognizes how time plays a factor in a simple drop off and pick-up of railcars.

- If a customer has a last minute change, service commitments will be impacted. CSX does not always have the ability to handle special request without impacting service commitments.
- Remote Control Operation (RCO) allows one crew member to operate a locomotive by radio signals from a control unit that is not physically connected to the locomotive.
- At an industry, one RCO operator can perform all functions usually performed by both an Engineer and a Conductor.

Customer B

(duration: 30 minutes – difficulty level: medium)

Learning Objective:

Player performs specific spotting of 3 cars at 'closed-gate' customer facility.

Customer issues last minute spotting changes.

Player will experience complexities of changing order of the cars at industry to meet this customer request.

Customer C

(duration: 30 minutes – difficulty level: medium)

Learning Objective:

Player sees the advantages of customers having their own siding and storage track.

In addition, the player sees how railroading takes time it takes to perform important tasks i.e:

Information about pulling 10% of all handbrakes, when engine is disconnected for a run-around. The conductor has to manually apply (and later release) the handbrakes to 10% of the cars. This is a critical safety step to ensure the cars do not roll away.

Customer D

(duration: 40 minutes – difficulty level: difficult)

Learning Objective:

Player performs intra-plant switching of mainline siding.

- Our challenge is to deliver the 8 box cars to your final customer. The customer has requested you to perform intra-plant switching which is switching inside of the industry. While serving this customer you will be blocking the mainline.
- The term intra-plant switching means a switching movement from one location to another location within the confines of an industry. Additional switching costs will apply for this service.

Passenger Train

(duration: 5 minutes – difficulty level: easy)

Learning Objective:

Player recognizes the importance of passenger service and why CSX has to make room for passenger service trains running on CSX track.

- Pull off onto the siding to allow a passenger train to pass.
- Passenger trains take precedence over freight trains although they are using CSX mainline.
- Federal requirement stating passenger trains having right of way.

Bridge Scene

(duration: 5 minutes – difficulty level: easy)

Learning Objective:

Player recognizes preventive maintenance plays a significant role in the way CSX does business.

Scene will have the player operating across a bridge and captions will appear providing the player with information on how involved it is to maintain our infrastructure.

- CSX owns and maintains over 15,000 bridges and tunnels on our network. Year over year, this requires significant capital investments.
- Our infrastructure remains safe, reliable and capable of meeting our customer's growing rail transportation demands.

Traffic Jam

(duration: 5 minutes – difficulty level: easy)

Learning Objective:

Player recognizes why rail is the most efficient and environmentally conscious approach to move freight.

- Of all freight transportation options, rail is the most environmentally friendly way to move goods over land. The Environmental Protection Agency (EPA) estimates that for every ton-mile, a typical truck emits roughly three times more nitrogen oxide and particulates than a locomotive. If just 10% of the nation's freight were shifted to rail, fuel savings would approach 1 billion gallons annually.
- CSX can move a ton of freight nearly 500 miles, on average, per gallon of diesel fuel. CSX has invested more than \$1.5 billion over the last decade to improve its locomotive fuel efficiency and reduce greenhouse gas emissions.
- CSX's network is position to reach more than 2/3 of Americans, who account for the majority of the nation's consumption of goods.

Contact CSX

Railroad Education & Development

(difficulty: very easy!)

Objective:

If you have questions, change, or enhancement suggestions for CSXMoves, please contact: Sharlene_Steciuk@csx.com