



Some of you have been asking,
"Where have the newsletters gone?"

We've been busy working on a wide range of new features and products, and have moved to a quarterly update format. This allows us to deliver more substantial updates while keeping our focus on development. We'll still continue to share news about new and upcoming DLC as it releases from our community of content creators.

With that, here's our latest quarterly development update.

(Bad news first, let's get that out of the way)

The latest Trainz Plus update was due out several weeks ago but unfortunately we spent a long time investigating a bug that was particularly hard to reproduce. The dev team look to have a handle on this now and the next Trainz Plus update is arriving at the station momentarily.

(Only good news from here on)

What's in the Trainz Plus update?



TLR Passengers

Living Railroad now includes passenger support, introducing a new system that manages how trains move people between stations. This is built around Living Railroad Passenger Lines, which define the flow of services across your route and give the system a clear structure to work from.

Passenger lines can be generated automatically based on your track layout, or created and refined manually to suit your design. Whether you want a quick setup or to fine-tune every stop, the tools give you the flexibility to shape how passenger services operate across your network.

In addition, automatic run-around support has been added. TLR trains can now detect when a run-around manoeuvre is appropriate and perform it, rather than operating in reverse unnecessarily.

Imposters On All Scenery Meshes

Our Treez system first introduced “Imposters” (runtime generated camera-facing billboards), but why stop at Treez? We’ve expanded this technology out to Scenery also. This has the potential to give a massive win for performance. Instead of rendering out a 3D mesh that might have hundreds or thousands of polygons all the way out in the distance, we now just render out 2 polygons for that asset. It can add up to a pretty big saving on many assets in a scene.

Baseboard Details UI

Working with ground textures in HD Terrain just got a lot more manageable. The new Baseboard Details UI lets you easily see which textures are being used across your selected baseboards, along with how much each one is used. From there, you can quickly find them in the world, swap them out, or clean things up before hitting the texture limit. It takes a lot of the guesswork out of managing the HD Terrain 16-texture-per-baseboard cap and makes it much easier to keep your route looking exactly how you want it. This feature also works on 10m and 5m terrain.

Watch Video

Feature Gating

This is more of a behind-the-scenes feature that most users won’t notice directly, but it’s a significant addition for this release. It allows us to include new code and features in builds much earlier than before, and then selectively enable them for specific groups of users. This enables earlier testing, and as results come in, we can progressively roll features out to more users without needing to release new builds, which is a time-

consuming process.

We generally apply this approach to major features where it makes sense. Not everything can be toggled in this way, so traditional patches are still required for features that aren't gated.

Honorable Mentions

These aren't major features like the above but you should still get familiar with these features:

Bulk Replace Filtered Assets (New Options)

S20 used to only allow for bulk replacement over the entire route. We've now added: "Everywhere in the Route", "In Current Baseboard", "In Marquee Selection".

Vehicle Queues Editor Improvements

Search feature for very long lists.
Category submenus for very long lists.
Quick-load button on commodity support panel.

Validate Route Data (Replaces DMA and Compact Route)

The Route Validation Task (formerly known as DMA and Compact Route) has been renamed and enhanced with a new options interface. You can

now choose exactly which checks to run, rather than being required to process everything at once. Each option includes clear help text to guide you, and several new spline repair tools have been added. In addition, the “Compact World IDs” functionality has been integrated into this unified workflow.

Dynamic Brake Sound Improvements

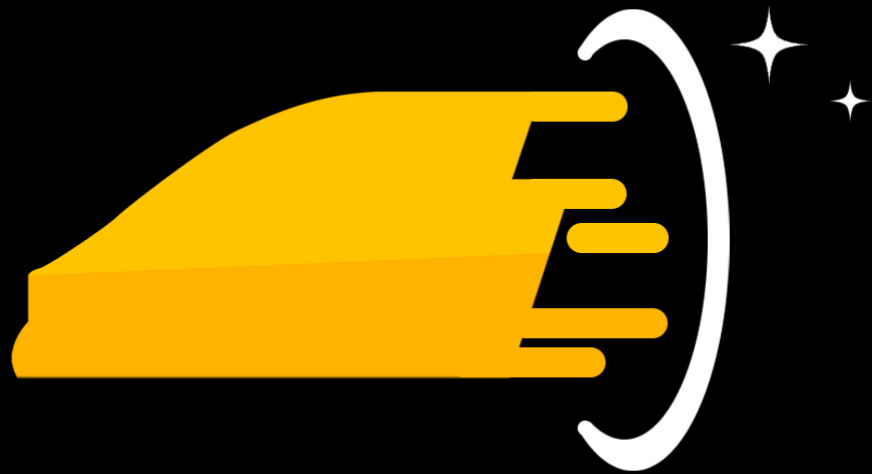
With this update, diesel locomotive sounds will now behave more realistically when you change to dynamic braking. By default, all locomotives will now rev up to the 'notch 4' sound, rather than notching up and down with the throttle position. Beyond this, you can now specify a sound file for the dynamic brake sound effect itself, which will come on when using dynamic brakes. In addition, several new tags are available for locomotive and enginespec assets!

"dynamic-brake-sound" - this tag specifies the soundscript token for a dynamic brake sound. You will need a soundscript entry to specify the sound file itself.

"dynamic-brake-throttle-notch" - this tag specifies what notch the enginesound will rev up to when in dynamic brake, as not all locomotives will rev up exactly the same. For locos that don't rev up, you should specify '1' as the idle/notch 1 sound is currently the same.

The 'dynamic-brake-throttle-notch' tag can be specified in both the locomotive and the enginespec.

What's coming in the future?



While the features above are just around the corner, we've also been hard at work on a wide range of additional updates. Some are already complete and undergoing internal testing, while others are still in active development.

Here's a sneak peek at what's coming soon.

Trainz Simulator: World Tour Desktop (win / mac)

If you've not had a look at Trainz Sim: World Tour on Xbox, check it out (<https://info.trainzsimulator.com/xbox>) as the desktop port is about to release on the Trainz Store, STEAM and Mac App Store. Trainz Plus users will get access to this product as part of their membership.



DirectX 12

This update has been in development and testing for some time. As a major engine upgrade, we're taking extra care to ensure the transition delivers a smooth and stable experience.

Moving to DirectX 12 unlocks capabilities that weren't previously possible, making this a significant milestone for the platform. Development is now complete and the update has been in testing for a while, with results looking very promising. As a side note, the Xbox version launched with DirectX 12 exclusively and has been well received.

Temporal Upscaler / Temporal Antialiasing (MetalFX / DLSS / FSR)

We're also working on support for Temporal Upscaling and Anti-Aliasing, bringing modern technologies like NVIDIA DLSS, AMD FSR, and Apple MetalFX into Trainz. These techniques allow the game to render at a lower resolution and intelligently upscale the image, improving performance while maintaining sharp visuals. The result is smoother gameplay and cleaner

edges, especially on high-resolution displays, all without the heavy performance cost of traditional rendering.

PlayStation 5 (Engine Port)

With the successful release of Xbox out the door, we've moved onto porting the Trainz engine over to PS5. This is well underway and hopefully users can expect to see Trainz Simulator : World Tour ported over to PS5 soon!

New Skybox

We've added support for HDRIs and a sphere skybox to match. This allows users to create their own HDRI skyboxes to enhance their routes and sessions. Here is just a little sample of what you can expect: <https://info.trainzsimulator.com/trainz-plus#skybox>



Forward+ Lighting

Forward+ Rendering paves the way for hundreds of real-time lights to exist in any scene. From glowing headlights and signals to vibrant streetlights and buildings. Creators gain powerful new tools with smarter coronas, emissive materials, and true dynamic lighting. You can see some work-in-progress screenshots over on the Trainz Plus website:

<https://info.trainzsimulator.com/trainz-plus#forwardplusrendering>



(point light and spotlight asset testing)

Autoexposure

We're introducing Autoexposure, a new visual feature that dynamically adjusts brightness based on the scene. As lighting conditions change, whether you're moving from bright daylight into darker environments or transitioning through different times of day, the system smoothly adapts to keep everything looking balanced and natural. The result is a more consistent and

comfortable viewing experience, with better visibility and improved realism across your entire route.

Treez – Scaling, Animation & Speedtree Replacements

We've been expanding the new Treez system to offer greater flexibility and control. In addition to supporting scaling via the config.txt (similar to existing SpeedTree behaviour), you'll also be able to select and scale trees directly within the world using Surveyor 2.0.

Tree animation is currently in development and will be handled at the shader level. It's still early days, but we're aiming to share some realistic animated tree previews in the near future.

With many existing routes heavily reliant on SpeedTree assets, we're also developing a replacement index and tool to streamline the transition to Treez. The goal is a seamless process where routes automatically substitute SpeedTree assets with their Treez equivalents on load. With a large volume of trees to cover, mapping and creating these replacements is a significant ongoing effort.

New Main Menu

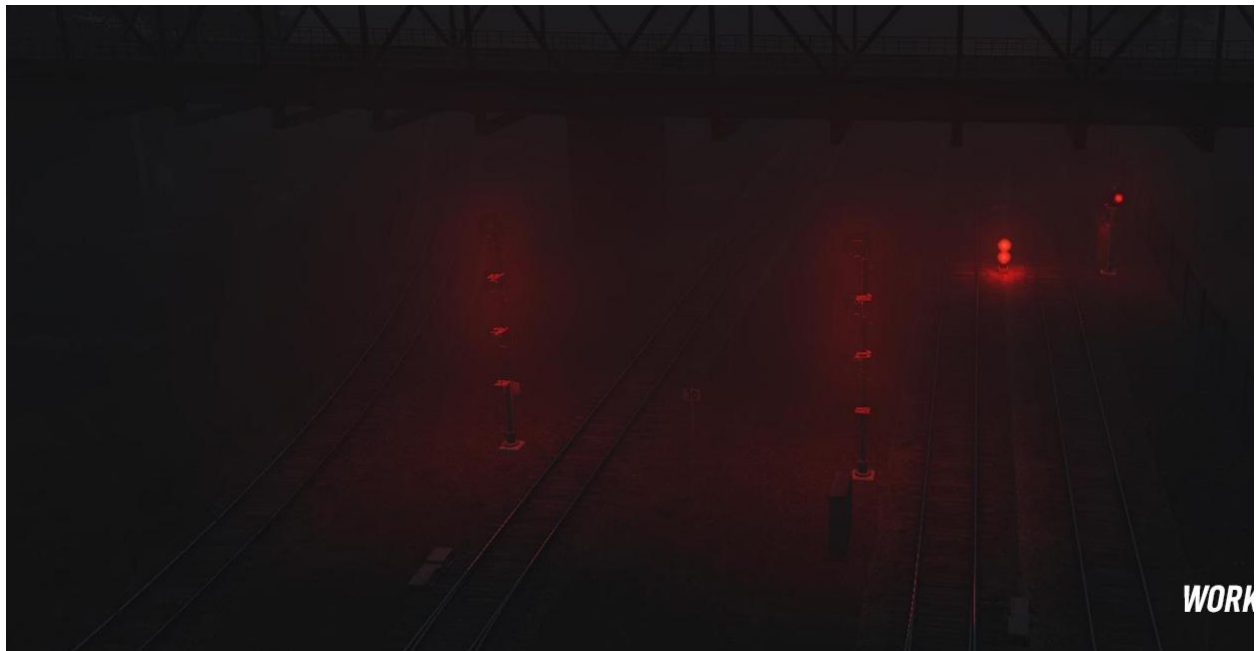
We're giving the Trainz Main Menu a complete refresh, making it easier and faster to get where you want to go. The new design introduces a clean tab-based layout and a dynamic tile system that highlights relevant content, from featured routes to the latest news and recommendations.

Everything is more responsive and intuitive, whether you're using a mouse, touchscreen, or controller, with layouts that adapt to your screen and update based on your activity. Combined with a faster, more powerful search, the new Main Menu helps you jump straight into the action with minimal effort.

Volumetric Fog

We're introducing Volumetric Fog, adding a new level of atmosphere and depth to your routes. Fog now exists as a true 3D effect, interacting with light and the environment to create more natural, immersive scenes. It's early days for development work on this one but the initial results are looking promising!





Deraiment Physics

Don't get too excited about this one... unless you've been missing the old deraiment physics, in which case you might be thrilled! We've decided to bring back the classic deraiment

behaviour, revisiting and refining what was previously in place. It brings back those dramatic crash moments many of you remember.

Looking ahead, there's potential to explore more realistic crash systems, but since the goal is ultimately to avoid derailments, it made sense not to invest heavily in that area right now. In the meantime, we're sure this will lead to some entertaining throwbacks, maybe even a few classic-style crash videos.

Driver Assistance

We're introducing Driver Assistance, a new system designed to help players learn and master Trainz directly within any session. Instead of relying on traditional tutorials, this feature provides optional in-game guidance through driving tips, visual overlays, and route navigation aids that you can enable or adjust at any time. Whether you want a few helpful hints or full step-by-step guidance, the system adapts to your preferred level of support.

With features like a visual "path to destination," contextual tips, and highlighted controls in both the UI and cab, Driver Assistance makes it easier to understand what's happening and what to do next. It's a more flexible, always-up-to-date approach to learning that works seamlessly across desktop, console, and mobile, helping both new and experienced players get the most out of every session.

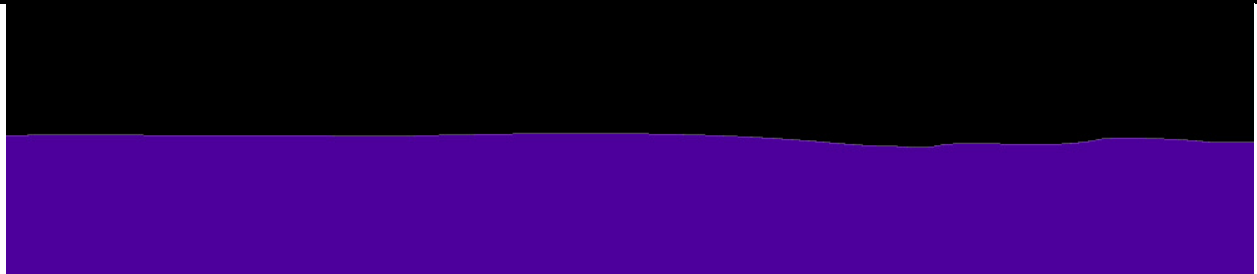


Honorable Mentions

Again, not major features like the above but you should still get familiar with these features:

Imposter Cross-fading

While the new imposter system reduces the lowest LOD to a camera-facing billboard, the transition from the 3D mesh to its 2D version can still be noticeable. That's where cross-fading comes in. This feature smoothly blends the imposter over the 3D mesh, making the transition far less visible. It's a subtle but effective improvement that enhances overall visual fidelity.





Trainz Plus **STANDARD** & **GOLD**

members get access to **Trainz Model Railroader Edition routes** via Trainz Plus
-> Content Store as well as all other
Trainz standalone products and
exclusive features and content.

Get access to the entire collection of
Trainz DLC with a **GOLD** Membership

See the full list of benefits on the Trainz
Plus website now!

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