

Irish Motive Power - 2015 Guide

All current Irish traction and rolling stock has been updated for use with the new release BWR2015 routes. Changes are made to correct track gauge, the BWR2015 release uses all new 1600mm (5' 3") gauge track. Wheelsets on current stock are therefore incompatible with UK gauge track (and with the original BWR routes).

The other major change involves the full implementation of the Irish CAWS (continuous automatic warning system). Much of the older stock was incorrectly fitted with versions of the British AWS, because the only available train system plug-ins were from the UK. Due to an evolving alternative Open BVE train plug in, courtesy of Chris Lees, of BVE Cornwall (<http://www.bvecornwall.co.uk/wordpress/>) the implementation of CAWS become a reality. Also, the possibility of further driver functions is likely for the future.

Using the CAWS system

UK users familiar with the AWS system should easily adapt to driving with CAWS. The continuous automatic warning system constantly monitors the state of signals ahead of the train and if that signal changes to a less favourable state then a warning sounds in the cab and a visual indication shows by means of a lamp on the in-cab "ADU" (aspect display indicator). Like the AWS, the warning must be acknowledged. The key for acknowledging the warning is the Space bar. Failure to respond within the prescribed time (4-5 seconds) will result in an automatic application of the emergency brakes, bringing the train to a standstill. A restart can be done after a short delay.

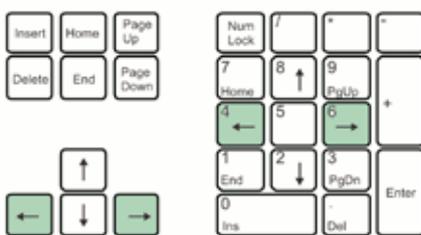
The difference between CAWS and AWS is that a change to a more favourable signal condition ahead is shown on the ADU in the cab as soon as it occurs, without needing to reach the next signal. This is good if the signal is badly sited or obscured for some reason.



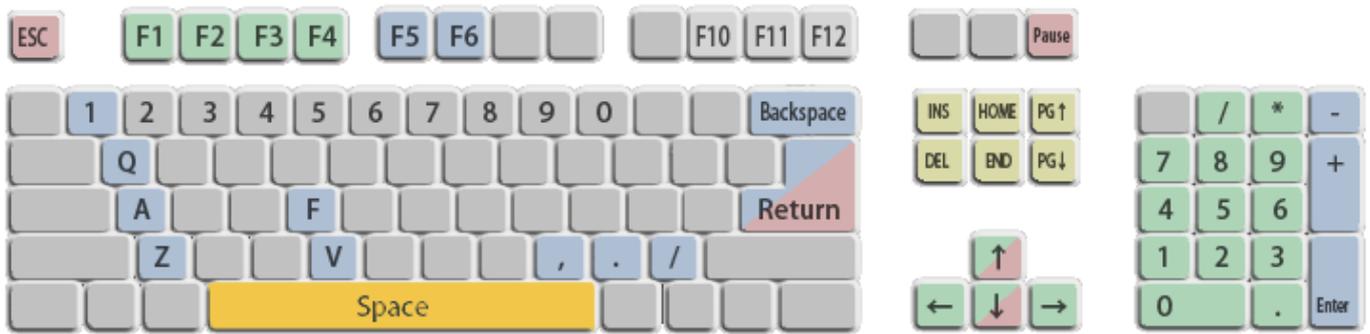
A CAWS in-cab aspect display unit, photograph courtesy of Wikipedia.

USER TIP:

When seated in the cab "in-game" you can view a brief list of vital controls by use of NumPad key '6', which swings the view rightwards to a list. NumPad key '4' restores the view back to the original position. Arrow keys also work to do this.



Default Control Key Assignment



Driving controls (blue)

Control	Default key	Effect
REVERSER_FORWARD	F	Moves reverser forward by one notch
REVERSER_BACKWARD	V	Moves reverser backward by one notch
POWER_INCREASE	Z	Increases power by one notch
POWER_DECREASE	A	Decreases power by one notch
BRAKE_DECREASE	Comma	Decreases brake by one notch
BRAKE_INCREASE	Period	Increases brake by one notch
BRAKE_EMERGENCY	Slash	Activates emergency brakes
DOORS_LEFT	F5	Opens or closes the left doors
DOORS_RIGHT	F6	Opens or closes the right doors
HORN_PRIMARY	Return	Plays the primary horn
HORN_SECONDARY	Keypad Enter	Plays the primary horn
	Keypad Plus	Plays the secondary horn

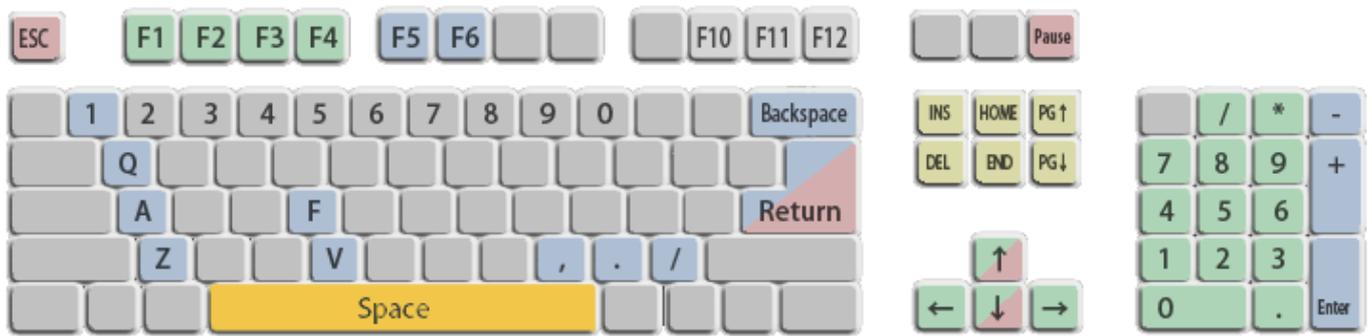
Safety systems (yellow)

Control	Default key	Effect
CAWS	Space	Cancels the CAWS alarm

View Camera controls (green)

Control	Default key	Effect
CAMERA_INTERIOR	F1	Switches to the train's interior view
CAMERA_EXTERIOR	F2	Switches to the train's exterior view
CAMERA_TRACK	F3	Switches to the track view
CAMERA_FLYBY	F4	Switches between different fly-by views
CAMERA_MOVE_FORWARD	Keypad 9	Moves the camera forward
CAMERA_MOVE_BACKWARD	Keypad 3	Moves the camera backward
CAMERA_MOVE_LEFT	Keypad 4	Moves the camera left
CAMERA_MOVE_RIGHT	Keypad 6	Moves the camera right
CAMERA_MOVE_UP	Keypad 8	Moves the camera up
CAMERA_MOVE_DOWN	Keypad 2	Moves the camera down
CAMERA_ROTATE_LEFT	Left	Rotates the camera left
CAMERA_ROTATE_RIGHT	Right	Rotates the camera right
CAMERA_ROTATE_UP	Up	Rotates the camera up
CAMERA_ROTATE_DOWN	Down	Rotates the camera down

Default Control Key Assignment cont^d.



View Camera controls (green)cont^d.

Control	Default key	Effect
CAMERA_ROTATE_CCW	Keypad Divide	Rotates the camera counter-clockwise
CAMERA_ROTATE_CW	Keypad Multiply	Rotates the camera clockwise
CAMERA_ZOOM_IN	Keypad Period	Zooms the camera in
CAMERA_ZOOM_OUT	Keypad 0	Zooms the camera out
CAMERA_POI_PREVIOUS	Keypad 1	Jumps to the previous point of interest
CAMERA_POI_NEXT	Keypad 7	Jumps to the next point of interest
CAMERA_RESET	Keypad 5	Resets the camera view to default values

Application (OBVE program) controls (red)

Control	Default key	Effect
MENU_ACTIVATE	Escape	Displays the in-game menu
MENU_UP	Up	Moves the cursor up within the in-game menu
MENU_DOWN	Down	Moves the cursor down within the in-game menu
MENU_ENTER	Return	Performs the selected command within the in-game menu
MENU_BACK	Escape	Goes back within the in-game menu
MISC_PAUSE	Pause	Pauses or resumes the simulation