

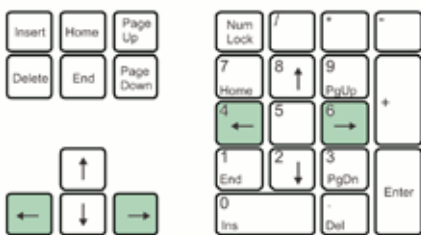
## Driving the Class 175 dmu



- |  |                         |
|--|-------------------------|
| 1. AWS indicator, showing the 'sunflower';         | 6. Horn switch.         |
| 2. TPWS panel.                                     | 7. AWS reset button.    |
| 3. Driver's Reminder Appliance 'DRA' (shown 'off') | 8. Speedometer          |
| 4. Combined Power / Brake handle.                  | 9 Brake pressure gauges |
| 5. 'Door Closed' indicator                         |                         |

### 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.



# Preparation and moving off

## Starting Up

The UKSpt plugin fitted to this train allows route developers to select one of two starting conditions for the train so, depending on the route you are driving, you may join your train with:

1. the train shut down (control desk switched 'off' and engines stopped)
2. engines idling (control desk switched 'on')

## When the train is shut down

(In the case when the engine is not running, or if the train was completely shut down by the previous driver and you need to restart it.)

Move the reverser **up-arrow** key from 'off' to 'forward' and back again (the reverser is now in the neutral position).

Immediately:

- the Drivers Reminder Appliance (3) is illuminated;
- the AWS/TPWS self test sequence begins.

The self test runs quickly through the following stages:

the AWS indicator (1) turns from 'black' to the 'sunflower' and returns to black. the lamps on the TPWS panel (2) are illuminated and the AWS warning horn sounds.

3. Press and release the AWS reset button **Insert** key to:

- stop the warning tone.
- change the AWS indicator to the 'sunflower' again
- extinguish the lamps on the TPWS panel.

A short 'bing' may be heard when you release the AWS reset button. This is a normal part of the testing of the AWS equipment.

*Note - until the AWS reset button is pressed and released, the brakes are held on and the unit cannot be moved.*

## Start the engine

*Note - the engine will not start unless the train is stationary, the power handle is 'off' and the reverser is in 'neutral'.*

Press the 'engine start' button '2 key' and hold it down until the engine fires up, if the engine does not fire within a few seconds, release and try again.

In rare cases the engine may 'stall' immediately after firing, again, release key and repeat to start the engine. Once the engine has fired, release the start key and wait while the engine settles into idling before driving away.

## Before driving away

1. Set the reverser to 'forward' in order to engage the door interlock and prevent the train from moving until the doors are closed. Caution - if the reverser is in neutral, the door interlock is inactive and the train may roll if the brakes are inadvertently released.

2. If the starter signal is not showing red, you may switch off the Driver's Reminder Appliance (3) by pressing **space**; otherwise wait until the signal clears to yellow. The DRA illumination is extinguished when switched 'off'.

3. Wait for the Guard's buzzer signal before driving away.

# Preparation and moving off (cont<sup>d</sup>)

If the route author has selected the 'idling' start condition, the previous actions will have already been taken care of, so all you need to do is drive away. Before driving away, set the reverser to 'forward' in order to engage the door interlock and prevent the train from moving until the doors are closed.

Caution - if the reverser is in neutral, the door interlock is inactive and the train may roll if the brakes are inadvertently released.

On hearing the 'right away' buzzer sounded by the Guard, with the reverser set to 'forward', release the brakes and apply power. The train will now begin to move. Drive safely!

## Driving the train - Starting Away

1. Wait for the Guard to give the starting signal (two buzzes);
2. Check that the starting signal shows a proceed aspect (i.e. is *not* red);
3. Reply to the Guard by pressing the **6** key twice;
4. Ensure the reverser is in 'forward', release the brakes ' , key' and apply power by pressing **Z** key.

## If using the "jump to . . ." option within the programme

( 'Esc' key and 'up/down' arrows to select). Following "jump to", you must ensure that the controls are resynchronised with the plugin by:

1. returning the reverser to 'neutral';
2. returning the power handle to 'off';
3. applying full service brakes

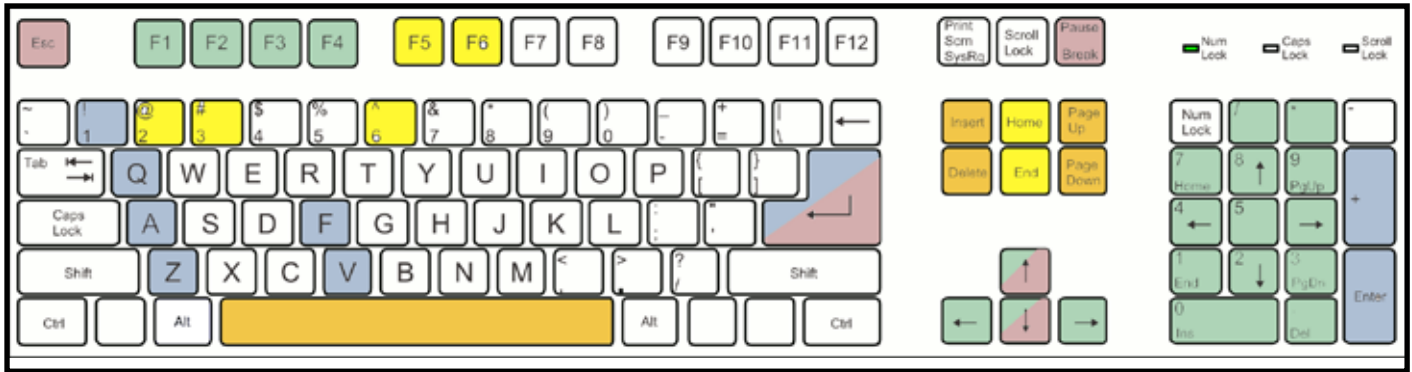
The Alstom "Coradia" Class 175 dmu is a joint project.  
The working panel2 cab was created by Steve Thomas,  
of <https://sites.google.com/a/bve4trains.com/bve4trains/Home>  
The exterior in Arriva Trains Wales livery was made by graymac at  
<http://celtictrainsim.com/index.html>

© COPYRIGHT INFORMATION

The remainder of the train is the work of the respective authors - see enclosed file(s) in the train folder - "readme.OPENBVE.175" and "readme.UKSpt.20.05" for more details.



# Default Control Key Assignment



## Primary 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	A	Decreases brake by one notch
BRAKE_INCREASE	Q	Increases brake by one notch
BRAKE_EMERGENCY	1	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 secondary horn
	Keypad Plus	Plays the secondary horn

## Secondary Driving controls (light yellow)

Control	Default key	Effect
ENGINE START	2	Engine Starter button
ENGINE STOP	3	EngineStop button
GUARD BUZZER	6	to signal guard
WIPER ON/INCREASE	HOME	Activates wipers
WIPER OFF/DECREASE	END	Deactivates wipers

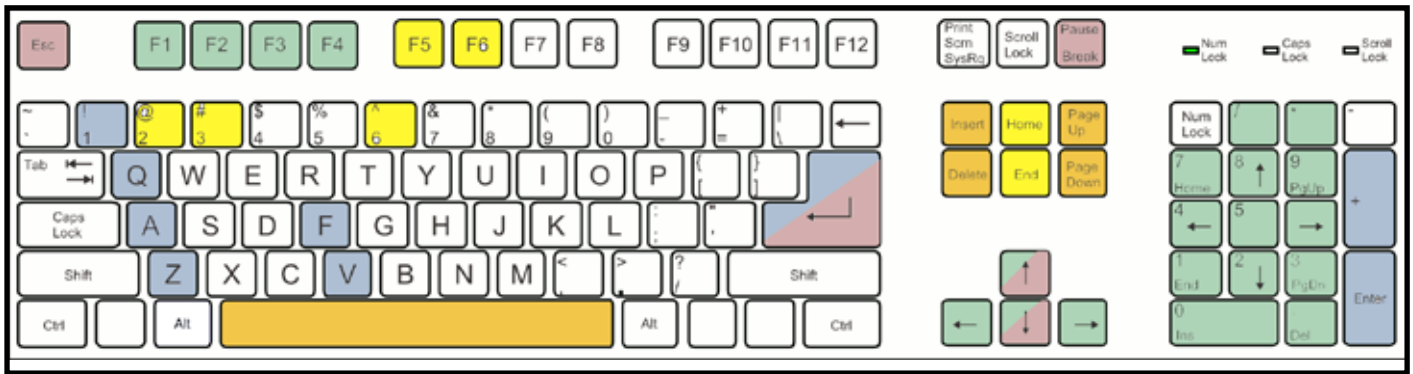
## Safety systems (dark yellow)

Control	Default key	Effect
DRA	Space	Toggles the 'Driver Aware' device
TPWS TS OVER-RIDE	PAGE UP	Overrides trainstop to pass sig at danger
TPWS ISOLATION	PAGE DOWN	Disables TPWS systems in event of a fault
AWS CANCEL	INSERT	Cancels AWS warning sound

## 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

# Default Control Key Assignment ..... cont<sup>d</sup>.



## View Camera controls (green) .....cont<sup>d</sup>.

Control	Default key	Effect
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
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 (pink)

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