

Brighton Belle 5 Car Set

EB ONLINE

**Brighton Belle Add-on Pack
For // London South Coast //**

Includes:
The three Dedicated Brighton Belle EMUs;
3051, 3052 & 3053
Class 423 "VEP" in British Rail Blue
Class 33 Diesel Loco in Grey
5 Activities for // London South Coast //

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System Requirements

We suggest that your PC should have the following:

- Minimum 1.5ghz Processor
- 256mb Ram (512mb for Windows XP) or better.
- Minimum 700mb Disk Space
- A good quality video card with 64mb (128mb preferred) of Video Ram or better.
- A CD or DVD ROM Drive
- Windows Operating System
- Microsoft™ Train Simulator
- A good quality sound card (not on-board is preferred) is recommended

Installation

When using Windows XP or Windows 2000 as your operating system you must be logged in as the Administrator user to begin installation. Once you have downloaded the zip file, un-pack the file where you will find the following: **EB_BrightonBelle, EB_BrightonBelle_keycode.pdf**

Firstly you need to read the key-code file to obtain the key-codes, relating to the main Installation and key-code for the installation of the alternative textures.

Run **EB_BrightonBelle.exe** to install the main product.

The install window will appear and you should follow the prompts to complete the installation. When asked to enter a serial key you will find in the serial-key.pdf provided in the main zip file. The install path of your Microsoft Train Simulator will be checked – however, if you are running multiple copies of Train Simulator you may need to manually configure it. The files for this add-on will then be copied to your hard drive. After a successful installation you will find, activities and stock at your disposal within Microsoft Train Simulator.

Un-Installation

If you would like to uninstall this add-on from your system simply select “**EB_BrightonBelle**” in the add/remove programs menu, which can be found in your Control Panel. Click "delete" and the add-on will be uninstalled.

Note: If you have used “**EB_BrightonBelle**” rolling stock in activities for other add-ons on your system, uninstalling this add-on and its rolling stock could cause MSTs to show errors indicating this missing stock. Either replace the stock or remove the activities that use it to resolve these errors.



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Brighton Belle 5 Car units . .

Unit Numbers	DMBPT	TPFK	TPFK	TPT	DMBPT
3051	288 Car No 88	279 Hazel	282 Doris	286 Car No 86	289 Car No 89
3052	290 Car No 90	280 Audrey	284 Vera	287 Car No 87	291 Car No 91
3053	292 Car No 92	281 Gwen	283 Mona	285 Car No 85	293 Car No 93



Brighton Belle



Coaches

Three five-car all-Pullman electric multiple units designated 5BEL were built for the service and ran throughout the train's life, usually in trains with two sets. The service was scheduled to take 60 minutes for the 51-mile non-stop journey.

Accompanying Rolling Stock



423 VEP



Class 33

The Class 423 VEP EMU & Class 33 Diesel could be seen plying their trade all over the Southern Region in the early 20th Century. We hope that the inclusion and configuration of these two units, will added to your enjoyment of this "London South Coast" add on.

Please note that when driving the Class 33 with the broken 5BEL set, you should accelerate with caution as the loco displays many of the characteristic of the real Locomotive – wheel-slip is the order of the day!

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BB01 - Southbound Brighton Belle Express Service

Time – 08.00 Victoria to Brighton - Season Summer Clear

Your service departs from London Victoria, calling at Brighton Only, a journey which should take no longer than 45 minutes. No problems on the line this morning, you should have a clear run.

BB02 - Northbound Brighton Belle Express

Time – 13.00 Brighton – London Victoria

A northbound express service, from Brighton to London Victoria, which should take around 45 minutes. There are some engineering works which may hinder your progress, so try not to lose too much time.

BB03 – Running Empties

Time – 09.30 Hove to Redhill

Take this Brighton Belle unit which has been at Hove CS *since being removed from service*, to Redhill where the train will recess. Don't rush too much, or you'll end up sitting behind one of the local stopping trains after Three Bridges....

When you stop in the sidings at Redhill, the activity will end.

BB04 - Diesel Power Part 1

Time – 17.00 Victoria – Bognor Regis

A special excursion, using a Class 33 Locomotive and 2 Brighton Belle coach sets from London Victoria to Bognor Regis via the Arun Valley. Watch out for any Temporary speed restrictions along the route.

Tip: You will have to hang the loco off the platform at Clapham Junction to get all 10 carriages on the platform.

BB05 - Diesel Power Part 2

Time – 19.00 Victoria – Bognor Regis

Having had one unit detached and parked in the sidings, using a single Class 33 Diesel to push, take this set on the second part of the special service back to Brighton. You will call at Barnham, Worthing, Hove and Brighton dropping off Passengers.

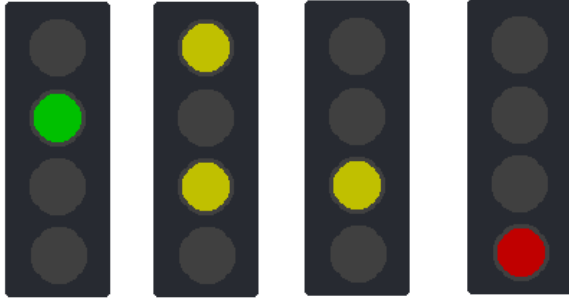
The Journey should take around 40 minutes to complete.

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Signalling

For you general information the following should apply . .

Basic Signals



The basics are pretty straight forward – a green signal means the line ahead is clear for maximum line speed running. Red means that you must stop before the signal – if you attempt to pass it then you will fail the activity with a SPAD “Signal Passed at Danger” failure.

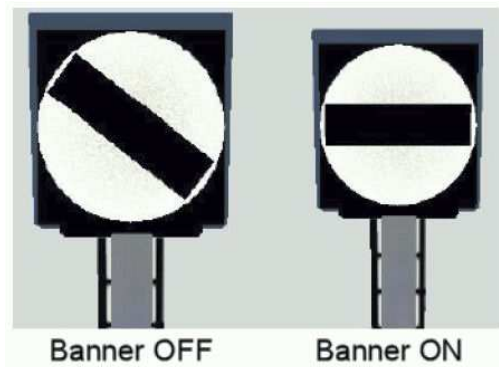
Three aspect signals have a single yellow light, this indicates that the *next* signal is currently red so you should slow to a stop.

Four aspect signals have *two* yellow lights. If you can see two yellow lights, the next signal is a single yellow. If you can see a single yellow then the next one after that will be a red. This allows you more notice to begin you braking on high speed lines and is particularly useful in allowing you to follow behind a service running in front of you. If you think you’re stuck behind a service, you should aim to keep it at double yellow – if you see a green then speed up and try to catch up to the service in front until you get double yellow again, if you see a single yellow (or worse, a red) then slow down. This technique enables you to run a tight service right behind one in front and is crucial if you are to make time on difficult busy schedules!

Route Indicators

There are also signals a Route indicator of some kind, this shows you that points have been set to follow a particular route. Route Indicators could be ‘feathers’ shown by a series of white lights, or theatre boxes indicating a direction or platform that you are cleared on to.

Repeaters



In cases of low visibility there are Repeater signals that show you what the following signal is showing. These are usually placed where the terrain, buildings and other obstructions mean that you could not actually see a signal in time to obey it.

In ‘Banner OFF’ state, the following signal is showing either Clear or Caution states. If

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the signal is 'Banner ON' then it is showing a Red state and you should be ready to stop.



Approach Control

Due to limitations within the simulator the implementation of Approach control it's not strictly accurate but it does serve the purpose. We set the signal to a special aspect showing a Red indicator but it will display "Restricting (150)" rather than Stop in the Track Monitor so you can proceed through it safely. Signals leading up to it will show a standard double-yellow / yellow approach to slow you down.

Shunting Signals

These allow a train to be signaled to move forwards a short distance as long as the track is not obstructed. A shunting signal is shown as three smaller lights in a triangle and is either found attached to a normal signal or on its own. When it's attached to another signal it will only be illuminated when a shunting movement is required, otherwise, it will show two red or yellow lights. Two white lights are used to indicate that you are clear to proceed with caution at a speed where you can stop quickly for any obstruction. This will show up in the Track Monitor as "Restricting" and you can proceed through it.

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News and Future Projects – Find out what the  **EuropeanBahn**  team is working on next!

Online Store – Obtain all the  **EuropeanBahn**  products from our online store, as well as other MSTs related items!

We look forward to seeing you there!

Troubleshooting

Whilst we have tried to make this add-on function on all PCs, on lower spec machines you may find areas of low frame rates (screen judders). Whilst the ideal solution is to buy an updated PC we can offer the following alternative solutions to try first in the Train Simulator Options menu.

General – We do not recommend “simple controls” – people have had problems with this in the past, the locos in this add-on are pretty simple to drive anyway.

Sound – Turn the “quantity of sounds” down a notch or two if you are having problems with the game crashing when there is a lot happening, if you have sounds playing over and over without stopping. Also see the note below about the DirectX Diagnostic Utility.

Display – Our cabs are designed to run at a screen resolution of 1024x768, so I would suggest using this mode if your monitor/graphics card supports it. You can adjust the “overall display quality” here, to the left is better frame rates but less detail, plus you can also fine tune settings on the next page along.

Advanced Display

Visibility – Turn this down to give a general boost in frame rates, MSTs won't draw objects so far in front of you, meaning there is less on the screen to worry about. Of



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course, this means that distant buildings suddenly spring up in front of you, everything here is a trade-off between speed and quality.

Terrain Error Threshold – If you are seeing land over the track then this setting is too low. However, the lower the setting the less MSTS has to worry about landscape and the better the framerate will be.

World Objects Density – Reducing this makes whole groups of objects disappear so if you are really stuck, try turning this down. This may cause whole spots of country side to disappear however if turned down too low.

It is also worth experimenting with the bottom four sliders, moving them to the left removes / reduces details but increases frame rate.

The Checkboxes on the right – We recommend turning off overhead wires, high detail shadows, specular lighting and dynamic shadows in that order. This will improve the speed; every little helps when it comes to frame rates so don't be afraid to turn something else off, you can always switch it back on later.

DirectX Diagnostic Utility



Sometimes you can get improvements in the sound system or less crashing in the game by altering the "hardware acceleration" setting in the DirectX configuration.

To do this, press the start button and choose "run", type "dxdiag.exe" and press OK to run the tool.

It may be worth running the tests but normally they all pass anyway unless you have other problems with your system outside the scope of this manual.

On the sound page is a slider – hardware sound acceleration level. This is normally fully right but sliding this to the left can sometimes solve problems. There is no OK or Save button, just changing this and exiting automatically saves it. If this has no effect, you should set it back – the further to the right the more it will rely on sound hardware, the more to the left it will use your main CPU power for sounds, which could impact frame rates.

Further Support

For support queries relating to this or any other  **EuropeanBahn**  product you may wish to contact us e-mail" on <http://www.europeanbahn.co.uk> detailing your problem, your PC specifications, other add-ons you have installed and so forth. The more information you provide the quicker we'll be able to help you out!

Credits

The  **EuropeanBahn**  team includes...

Ken Austin	Team Member	3D Wagon Construction, Activity design
Carl Westwood	Team Member	Graphics, Activity Creation and Beta Tester.



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