

Commuter Pack (South)



EB ONLINE

Commuter Pack (South)

Stock:

- Class 313 (FCC)
- Class 319/0 (FCC)
- Class 321 (S'link)
- Class 375/6 (SE)
- Class 377/3 (Southern)
- Class 377/5 (FCC)
- Class 379 (NX Anglia)
- Class 455 (Southern)



**With Activities for:
LSC, West Coast Mainline,
Midland Mainline (& Farringdon),
Hertford Loop,
& MT Great Eastern**

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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, Windows 2000 or Windows 7 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_CommuterPackSouth_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_CommuterPackSouth.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 **eb_CommuterPackSouth_keycode.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_CommuterPackSouth**” 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_CommuterPackSouth**” rolling stock in activities for other add-ons on your system, uninstalling this add-on and its rolling stock could



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cause MSTs to show errors indicating this missing stock. Either replace the stock or remove the activities that use it to resolve these errors.



Class 377 (Southern)



Class 319



Class 377/5



Class 455 (Southern)



Class 319 (FCC)



General Southern Stock

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CMS01MML Early Morning Commuters for Midland Mainline/Farringdon

Using a 4 car Class 377/5, you call at Flitwick, Harlington, Leavgrave, Luton, Luton Airport, St Albans, West Hampstead, St Pancras Intl, Farringdon, City Thameslink & Blackfriars. "DO NOT MOVE until the unit in front of you on the platform at Bedford has departed. You will follow this late running service until Luton where you will be re-routed "You will be using the fast lines between Luton and Kentish Town." At Luton and West Hampstead you will find when crossing between the lines you may have to wait a short while and give priority to other services.")

CMS02MML St Albans Stopper

Your duty is a stopping service to St Albans. Your loading times will be longer than average because your train is only 4 coaches, instead of its usual 8. Because of this, and following another service, you will probably lose time. Just try not to lose too much.

CMS03 - Empties to Luton for Midland Mainline/Farringdon

This activity is designed to try your patience a little." A major signaling equipment failure near Luton means a bit of delay to services on the down slow line. You must take your 8 car Class 377 as Empty Coaching stock to Luton, from Cricklewood Stabling sidings.

(3) CMS01 Purley Stopper for London South Coast

Stopping service from just outside Purley to London Victoria using an 8 car Class 455.No line problems this morning so you shouldn't be held up

(4) CMS01 The Westcoastway for London South Coast

Today you take 2 3car Class 377 units from Brighton along the West Coastway to Portsmouth, terminating at Southsea Station. You will make stops at Hove, Portslade, Shoreham, Worthing, Ford, Barnham, Chichester, Fishbourne, Bosham, Nutbourne, Southbourne, Emsworth, Warblington, Havant, Bedhampton, Hilsea, Fratton, and Portsmouth & South Sea. The timetable is tight, and you might find yourself regulated behind another service around Ford.

(5) CMS01 Class 379 Mileage Accumulation for West Coast Express

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Take your 8 car Class 379/0 EMU from Trent Valley Junction to Willesden on a test run from Crewe. The units, built in Derby, were tested and run-in on the WCML before entering traffic with National Express

(6) CMS01 Class 379 Mileage Accumulation for West Coast Express

Drive a Rush Hour train from London Euston to Watford Junction calling at all slow line stations.

The activity starts in the Euston Back Out Roads. You will need to reverse your train into Euston station and pick up passengers before continuing to Watford.

You Might have to wait for a platform at this busy time of the day so a late start is possible.

(7) CMS01 Moorgate Stopper for East Coast Express

Using a single Class 313 3-car unit, your train calls at all stations from Hitchin to Moorgate, running via Hertford.

You may notice some longer station stops at some stations. This is due to the train in front being cancelled.

(8) CMS01 Moorgate Stopper for East Coast Express

A simple Empty Coaching Stock run out of Kings Cross to Hertford.

You might catch up with a slow service in front at some point, so be patient and ride those yellows.

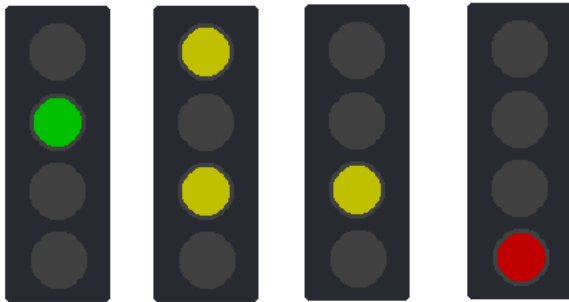
When you get to Hertford North station, trigger the reverse point on your track monitor (F4) and reverse your 9-car unit into the carriage sidings

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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.

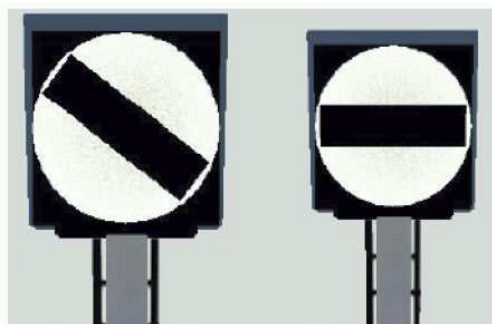
Three aspect signals have a single yellow light, this indicates that the *next* signal is currently red so you should slow to a stop.

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.

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



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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 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.
Michael Hendle	Associated Member	Beta Tester / Proof reader



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