Fife Circle Line
Edinburgh – Dunfermline
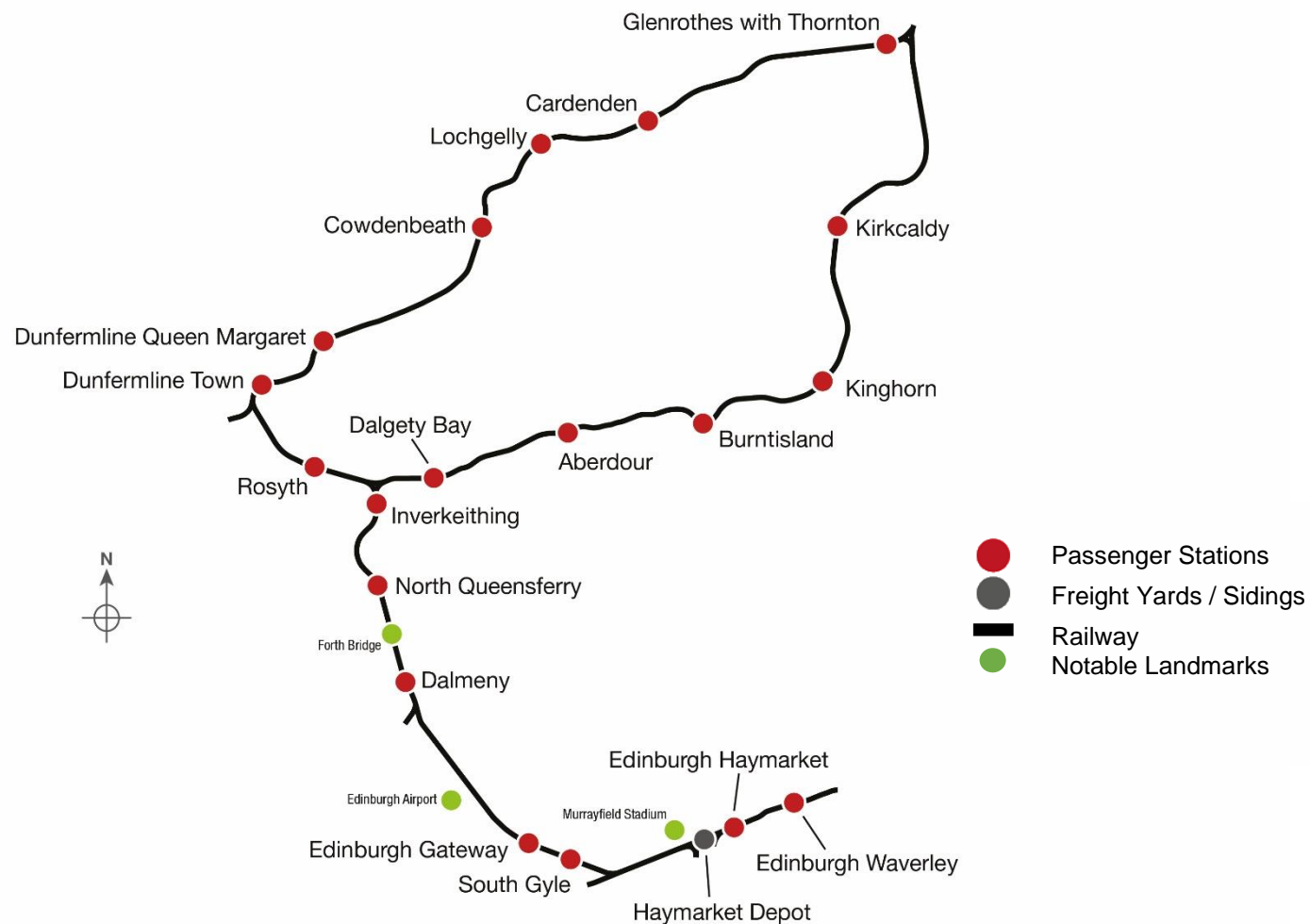
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Contents

Whilst we do our utmost to reproduce sounds that are accurate and true-to-life, sometimes these sounds may not completely tally with the user's expectation. Due to the nature of the simulation, it is often not possible to reproduce a completely accurate soundscape for a variety of reasons such as limitations with our current technology and occasional inability to gain meaningful access to the locomotives being created. You should therefore regard the audio reproduction for our locomotives as authentic interpretations rather than perfect recreations.

1 Route Map

Glenrothes with Thornton

Cardenden

Lochgelly

Cowdenbeath

Kirkcaldy

Dunfermline Queen Margaret

Dunfermline Town

Kinghorn

Dalgety Bay

Burntisland

Aberdour

Rosyth

Inverkeithing

North Queensferry

Forth Bridge

Dalmeny

N

Edinburgh Haymarket

Edinburgh Airport

Murrayfield Stadium

Edinburgh Gateway

Edinburgh Waverley

South Gyle

Haymarket Depot

● Passenger Stations
● Freight Yards / Sidings
▬ Railway
● Notable Landmarks

2 Rolling Stock

British Rail Class 68 in ScotRail Livery

British Rail Class 170 "Turbostar" in Scotrail Livery

British Rail Class 158 in ScotRail Livery

Class A4 "Union of South Africa"

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3 Driving the Class 68

Cab Controls

1	Cab Heating	**7**	Auto Air Brake (' or ;)
2	DSD Reset (Numpad Enter) **	**8**	Desk Light
3	Horn (Space)	**9**	Instrument Light (I)
4	AWS Reset (Q)	**10**	Cab Light (L)
5	Sander Switch (X)	**11**	Headlight Dimmer
6	Direct Brake Control ([or])	**12**	AWS Isolate

** DSD On/Off (Ctrl + D)

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13	DRA	**20**	Wheel Slip Protection (Override: C)
14	Train Length	**21**	Head/Tail Lights (H or Shift+H)
15	Reverser (W or S)	**22**	Wipers (V)
16	Power Controller (A or D)	**23**	Parking Brake (/)
17	Screen Controls	**24**	Engine On/Off (Z)
18	Emergency Brake (Backspace)	**25**	ETS On/Off (Ctrl-Shift-Z)
19	Hazard Lights		

Key Layout

Function	Key	Key
Increase or Decrease Brake and Throttle Control.	A	D
Move Reverser control Forward or Backward.	W	S
Direct Brake Control	[	]
Air Brake Control	'	;
Load/Unload passengers or freight.		T
Headlights. Repeatedly pressing will cycle through headlight states where appropriate.		H
(Expert) Engine Stop/Start. By default engines will already be running at the start of a scenario. Press this button to stop and then again to restart the engine.		Z
(Expert) Alerter. The Alerter is a system used on some trains to ensure that the driver has seen a signal. If the Alerter sounds (a black/yellow striped symbol is shown on the Driver's display), this must be acknowledged by pressing the Alerter button or the emergency brakes will be applied.		Q
(Expert) Sander. Causes sand to be laid on the rails next to the wheels to assist with adhesion. Press and hold to activate sander, let go to stop.		X
Cab Light. Toggle the Cab light on and off.		L
Instrument Light. Toggle the Instrument Light on and off.		I
Horn. Sound the horn.		Space
Handbrake. Toggle the train Handbrake on and off.		/
Couple manually.		Ctrl + Shift + C
DSD On/Off		Ctrl + D
DSD Reset		Numpad Enter
Emergency Brake		Backspace
Wheel Slip Protection (Override)		C
Wipers		V
Parking Brake		/
Engine On/Off		Z
ETS On/Off		Ctrl + Shift + Z

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4 Class 68 Driving Features

Auto Air Braking

The Air brake is controlled through the Auto Air Brake (7) and has four notches to utilise:

- The 'Release' notch, as named, releases any pressure in the Air brake.
- The 'Hold' notch holds the current amount of brake pressure.
- The 'Apply' notch adds more brake pressure gradually, for however long it is held there until a maximum brake application is achieved.
- The 'Emergency' notch sends all available air from the brake pipe into the brake cylinder and can only be accessed by holding the Auto Air Brake in its maximum application position for three seconds.

For ease of use it is recommended to use the keyboard hotkeys for operating the Auto Air Brake. This allows users to sit the Auto Air Brake in the hold position and then simply tap up and then down to add slight amounts of air pressure to the brake cylinder. This also helps to avoid placing the brake its maximum position and accidently triggering an emergency brake application.

Dynamic Braking

The Dynamic brake is accessed through the negative side of the Power Controller (16). Speeds above 3MPH will allow the Class 68 to use a proportion of the dynamic brake based on the position of the lever.

ETS – Electric Train Supply

The Class 68 powers its passenger coaches through ETS (25). When the switch is activated a spool-up period begins. Once completed the passenger lights are activated. If the switch is de-activated the passenger coaches will lose power and the lights will turn off. The RPM of the engine is increased to account for the increase in power needed to run the electrics.
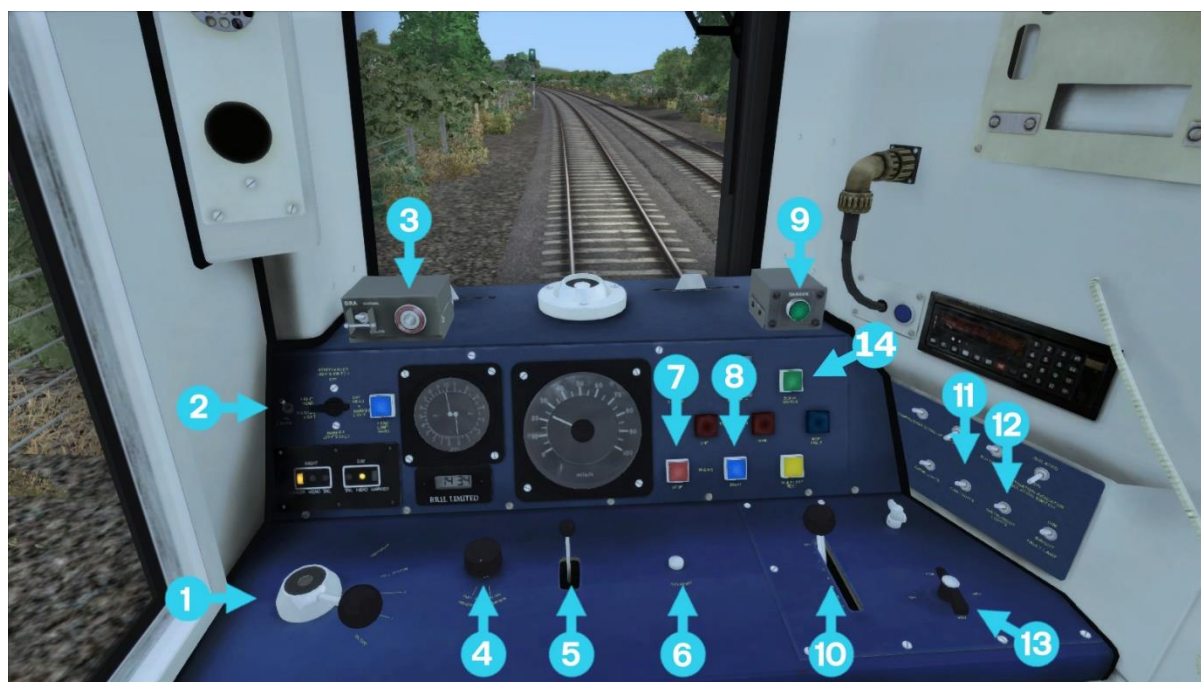
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5 Driving the Class 170

Cab Controls

1	Reverser	10	Emergency Brake Button
2	Combined Throttle and Brake Lever	11	Sander
3	Horn (High Tone)	12	Engine Start / Stop
4	Speedometer	13	Windscreen Wipers Switch
5	Brake Gauge for Main Reservoir and Brake Cylinder pressures	14	Headlights Switch and Proving Lights
6	AWS Acknowledge Button	15	Passenger Doors Locked Lamp
7	AWS "Sunflower" Display	16	Signal Buzzer
8	DRA (Drivers Reminder Appliance)	17	Glare Screen
9	Brake Demand Lamp		

Key Layout

Function	Key	Key
Increase or Decrease Brake and Throttle Control.	A	D
Move Reverser control Forward or Backward.	W	S
Load/Unload passengers or freight.		T
Headlights. Repeatedly pressing will cycle through headlight states where appropriate.		H
(Expert) Engine Stop/Start. By default engines will already be running at the start of a scenario. Press this button to stop and then again to restart the engine.		Z
(Expert) Alerter. The Alerter is a system used on some trains to ensure that the driver has seen a signal. If the Alerter sounds (a black/yellow striped symbol is shown on the Driver's display), this must be acknowledged by pressing the Alerter button or the emergency brakes will be applied.		Q
(Expert) Sander. Causes sand to be laid on the rails next to the wheels to assist with adhesion. Press and hold to activate sander, let go to stop.		X
Cab Light. Toggle the Cab light on and off.		L
Instrument Light. Toggle the Instrument Light on and off.		I
Horn. Sound the horn's low tone.		Space
Horn. Sound the horn's high tone.		B
Handbrake. Toggle the train Handbrake on and off.		/
Couple manually.		Ctrl + Shift + C

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6 Driving the Class 158

Cab Controls

1	Train Brake	**8**	Engine Start Button
2	Exterior Lights	**9**	Sander
3	DRA	**10**	Throttle
4	Wipers Switch	**11**	Cab Light Switch
5	Horn	**12**	Instrument Lights
6	AWS Reset	**13**	Reverser
7	Engine Stop Button	**14**	Signal Switch

Key Layout

Function	Key	Key
Increase or Decrease Brake and Throttle Control.	A	D
Move Reverser control Forward or Backward.	W	S
Load/Unload passengers or freight.		T
Headlights. Repeatedly pressing will cycle through headlight states where appropriate.		H
(Expert) Engine Stop/Start. By default engines will already be running at the start of a scenario. Press this button to stop and then again to restart the engine.		Z
(Expert) Alerter. The Alerter is a system used on some trains to ensure that the driver has seen a signal. If the Alerter sounds (a black/yellow striped symbol is shown on the Driver's display), this must be acknowledged by pressing the Alerter button or the emergency brakes will be applied.		Q
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Cab Light. Toggle the Cab light on and off.		L
Instrument Light. Toggle the Instrument Light on and off.		I
Horn. Sound the horn's low tone.		Space
Horn. Sound the horn's high tone.		B
Handbrake. Toggle the train Handbrake on and off.		/
Couple manually.		Ctrl + Shift + C

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7 Scenarios

Career Scenarios

- [68] 1. Circle Service (Part 1)
- [68] 2. Circle Service (Part 2)
- [170] 3. Unforeseen Problems
- [170] 4. Going Fast in Winter
- [158] 5. Short Autumn Run (Part 1)
- [158] 6. Short Autumn Run (Part 2)
- [158] 7. Short Autumn Run (Part 3)
- [A4] 8. Scottish Speed

Railfan Mode Scenarios

Railfan Mode provides a unique chance to observe and enjoy the operations of trains without the pressure and involvement of driving them. Railfan Mode scenarios are positioned at various key points along the route and provide camera functionality to sit back and watch the action unfold.

The following scenarios are located on the Drive screen under the **Standard** tab:

- [Railfan] Haymarket
- [Railfan] Dalmeny

8 Acknowledgements

Dovetail Games would like to thank the following people for their contribution to the development of Fife Circle Line: Edinburgh - Dunfermline:

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Route Builder

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