BR 612
Diesel multiple unit
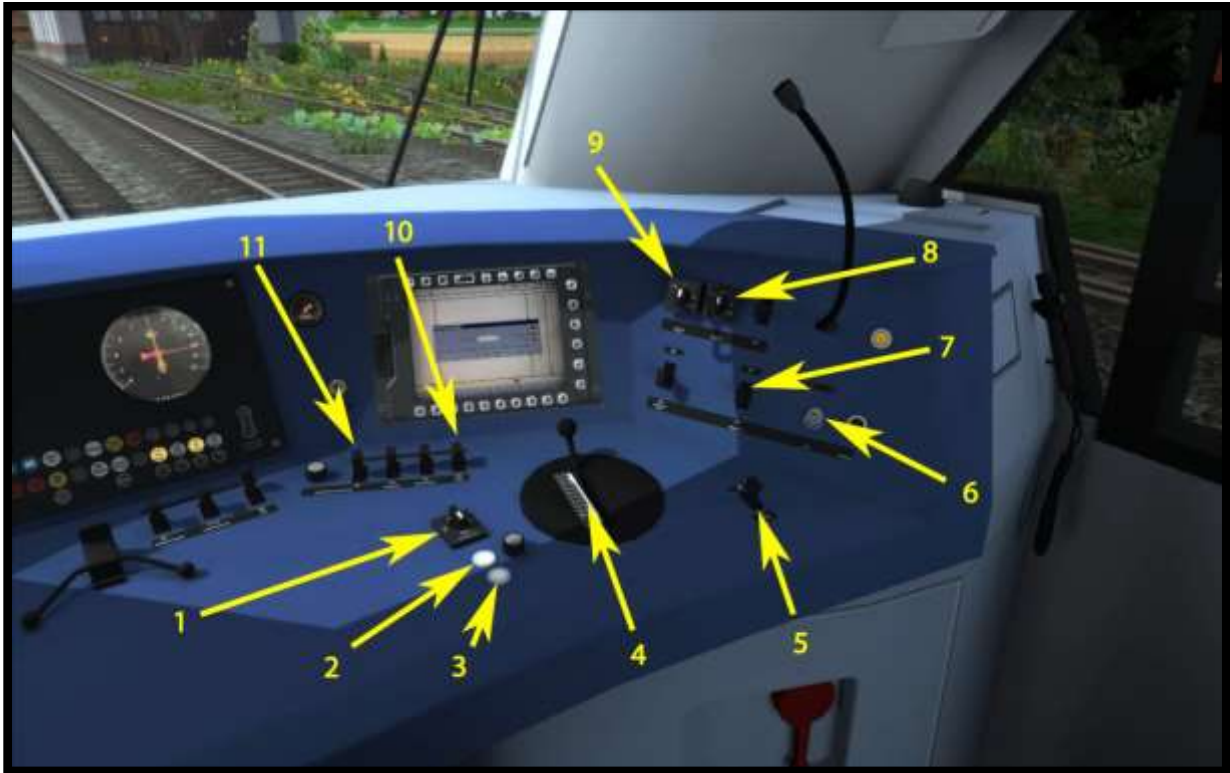
1. Rolling stock

1.1. DB 612

Model name in Train simulator: **DB 612_A**, **DB 612_B**

2. Cab controls

Picture 1 Right side

2.1. Picture 1 Right side

Doors lock control (1)
Open all doors (2)
Close all doors (3)
Brake lever (4)
Horn (5)
Contact key (6)
Passenger compartment light (7)
Motor 2 - STOP/0/ON/START (8)
Motor 1 - STOP/0/ON/START (9)
Sander (10)
Desk light (11)

Picture 2 Left side

2.2. Picture 2 Left side

Wiper control (1)
Reverser (2)
Throttle/braking (3)
Cab light (4)
Tilting system on/off (5)
High beam light (6)
Headlights switch (7)
PZB Release (8)
PZB Override (9)
PZB Acknowledge (10)

Picture 3 Light indicators

2.3. Picture 3 Light indicators

Fault indicator – SIFA, PZB (1)
Tiling indicator – ON-OFF (2)
Spring brake buttons (3)
Spring brake indicators (4)
PZB indicators (5)
SIFA indicator (6)

2.4. Start-Up procedure

1. Switch on the battery - "Shift+B".
2. Insert contact key and turn it to the active position.
3. Turn the motor switch 1 to the START positon to start motor 1 and then turn the switch again to ON (Ein) position.
4. Turn motor switch 2 to START positon, to start motor 2 and then turn the switch again to ON (Ein) position.
5. Insert the reverser lever and choose the direction of driving.
6. Turn on the Headlights.
7. The BR 612 is now ready.

2.5. Changing cab procedure

When you want to switch the cab, you must take the reverser lever and contact key with you, to the cab on the other site.

1. Move the reverser lever to the neutral position.
2. Take out reverser lever.
3. Take out the contact key.
4. Switch the cab.
5. Insert the contact key and turn it to the active position.
6. Insert reverser lever and choose the direction of driving.
7. Switch the Headlights.

2.6. Contact key

To activate the cab, the contact key must be inserted and switched to the active position (like on the »Picture 1«). There is only one contact key for one DMU and before you change the cab, you will need to remove the contact key from the lock.

2.7. SIFA

The SIFA is disabled on startup, but can be activated with »SHIFT + NUM ENTER«. You can choose between basic SIFA and advance SIFA.

Basic SIFA

You must confirm SIFA within 30 seconds from your last confirm. If it was not confirmed in 30 seconds, then the emergency brake will be applied. Before the emergency brake will be applied the warning voice will turn on.

Advance SIFA

You can hold the SIFA button down for max. 30 seconds but if you hold it more than 30 seconds, the emergency brake will be applied, before this happens the warning voice will turn on. When the SIFA button is not hold, then the emergency brake will be applied after 5 seconds. If the emergency brake is applied, then you must press SIFA button again and release the train brake.

2.8. Radio dispatcher line
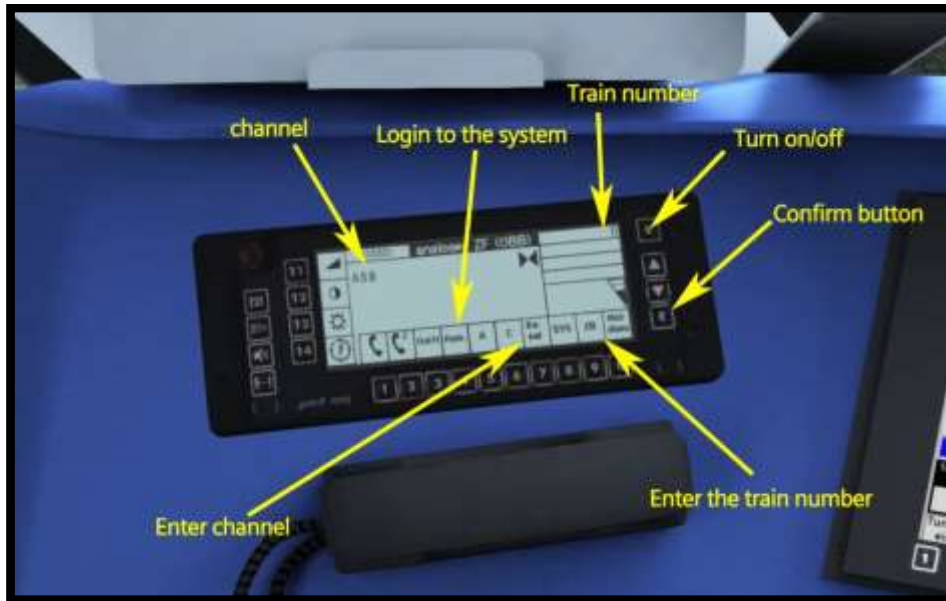
Picture 4 Radio dispatcher line main display

The radio dispatcher line is in use for the conversation between train drivers and dispatchers. On this model it's not possible to get the conversation with the dispatcher. This was created only for all gamers who love to drive like real train drivers. To enter a new channel, you must press the "Enter channel". Now first select the channel type (A, B, C) and then the channel number (Picture 7). If you are satisfied with the channel, then just confirm it with the confirm button.
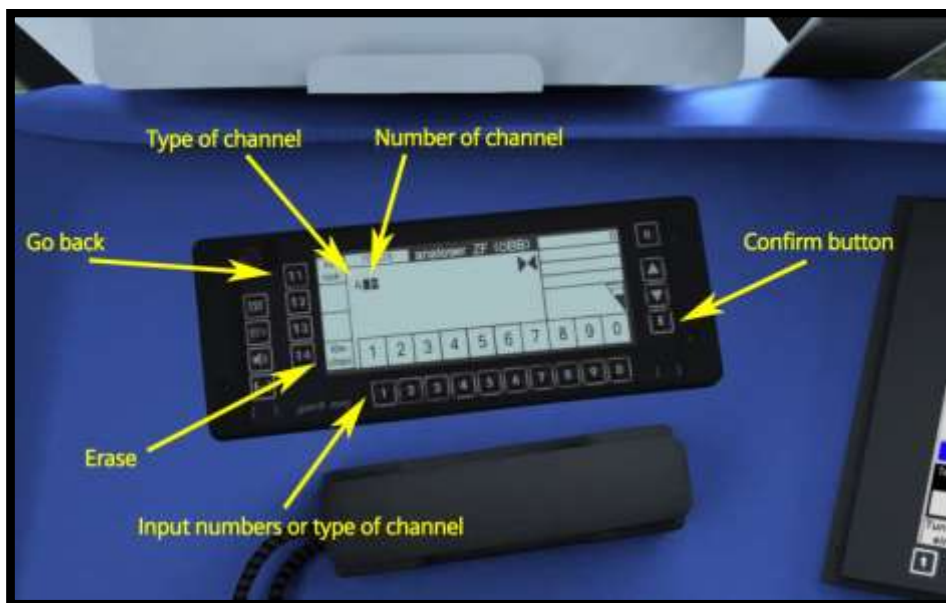

Picture 5 Channel selection

To enter a new train number, you must press on "Enter the train number" and then enter the new train number, to finish entering the new train number you must confirm the train number with the confirm button.

2.9. Doors

If you want to open the doors, then first you will need to unlock them with the "Door lock control" (Picture 1, number 1) and then press T button on the keyboard to open the doors (only doors on the platform will open) or you can use the button to open all doors (Picture 1, number 2). If you want to close the doors put the "Door lock control" into the "Lock doors" position or use the button to close all doors (Picture 1, number 3).
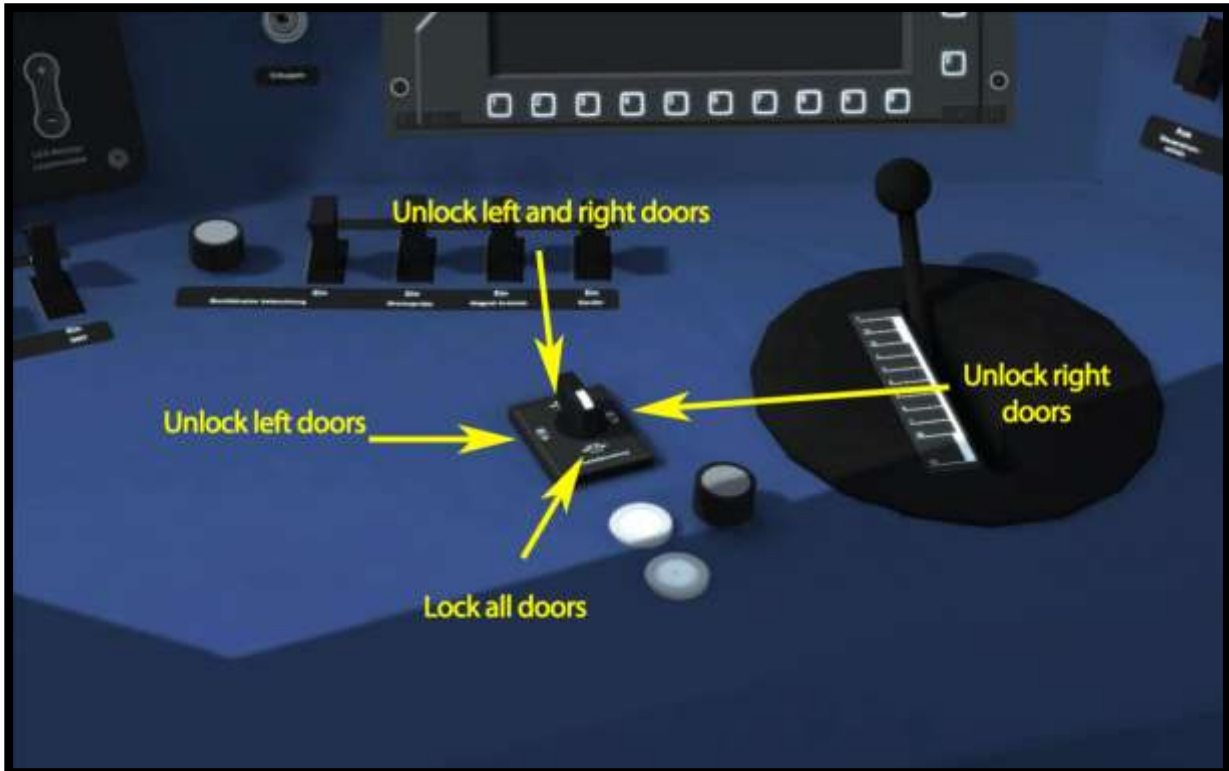
Picture 6 Doors

2.10. Display
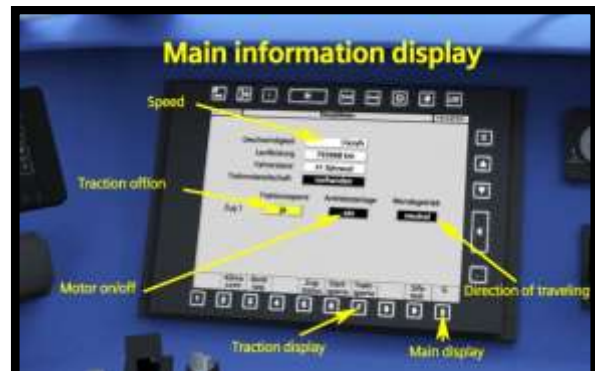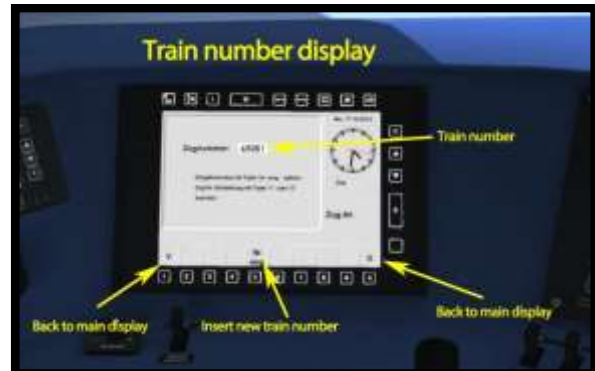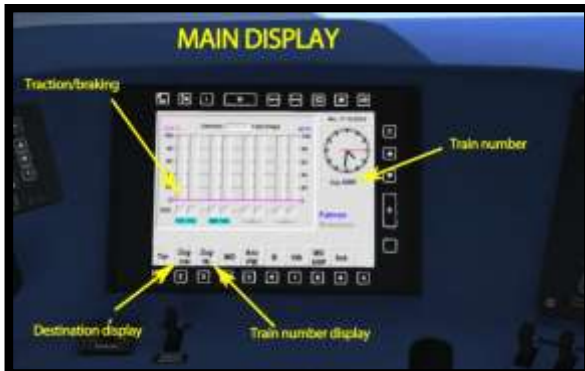
2.11. Destination display

To show the destination names on the train, it is necessary to enter the number into the Main display under the destination section. If there are more than one DMUs couplet together, you can choose different destinations for each DMU.

Two options to enter the number:

1. First option is to input number from list that is located in:
…/railworks/Manuals/EN/DisplayStations612.pdf

If the input number is bigger than 100 the model always chooses the last two digits of the number. For example, if the entry number is 4567 the model will select number 67 (Großhringen).

2. Second option is to input the pre-set number. Users can add their own pre-set numbers into the model. To add new pre-set numbers find the next text file:
.../railworks/Assets/RSSLO/BR612/RailVehicles/TrainNumbers.txt

In this file, users can add the number of destinations and pre-set numbers (Picture 9)
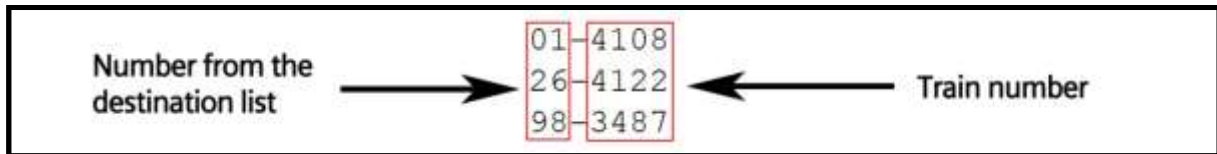
Picture 7 Pre-set number for the destination board

If the user used the second option, then it's also possible to add announcement sounds to the model in the folder:

.../railworks/Assets/RSSLO/BR612/RailVehicles/TrainNumbers/"number of the train".txt

The user must add (create) the new text file with the name of the train number. In this file the user must also write the name of the sound file (000-200) and the distance traveled in meters.
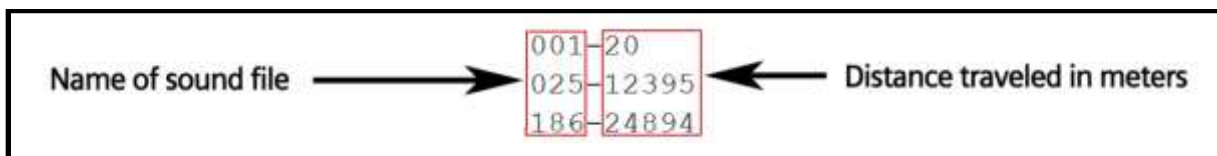
Picture 8 Announcement sound

The sound files are located in the:

.../railworks/Assets/RSSLO/Talent/RailVehicles/Sound/GSP/Sounds/"001-200".dav

The sound files are empty, so the user must change the sound files to hear the sound in the game. The traveled distance starts counting from the point of train number entry. The best way to get the traveled distance is to input the 99999 train number on the start station and where the user wants to hear the sound file, then the user needs to use the "CTRL+U" keys to get the traveled distance.

For the AI trains, the destination will be selected depending on the first vehicle number (depending on travel direction). The destination will show up when the train will start driving.

2.12. Passengers in compartment

If you want to load or pick up the passengers, then you must first select the station on the destination display and then open the doors. The passengers will then automatically load into the passenger's compartments. If you selected the "Nicht einsteigen" on the destination display and open the doors, the passengers will be unloaded.

3. Keyboard

Function	Keyboard
Increase / Decrease Throttle-Brake	A / D
Increase / Decrease Reverser	W / S
Increase / Decrease Train Brake	'' / ;
Battery switch	SHIFT+B
Horn 1	B
Horn 2	Space
PZB mode	SHIFT + 7
PZB acknowledge	Page down
PZB release	end
PZB override	Delete
Confirm SIFA	Q
SIFA basic-advance	SHIFT + S
Headlights	H (SHIFT + H)
Wipers	V (SHIFT + V)
Sander	X
GSP length	CTRL + U
Lock doors	C
Engine on/off	Z
Cab light	L
Desk lights	I

4. Scenarios

4.1. Cold winter morning

1. Rating: **
2. Duration: 25 min
3. Scenario type: Career scenario
4. Route: Koblenz - Trier

4.2. Rainy Day

1. Rating: ***
2. Duration: 40 min
3. Scenario type: Career scenario
4. Route: Koblenz - Trier

4.3. Morning local train

1. Rating: ***
2. Duration: 20 min
3. Scenario type: Career scenario
4. Route: Koblenz - Trier