

[DTG] BR 155 Fix v1.0b

My special thanks to user **engine2** for the contribution and commitment, which made the Lua script extensions possible.

Important! Please note!

The directories "RailWorks\Assets\DTG\BR155Pack01", "RailWorks\Assets\DTG\BR155Pack02" and "RailWorks\Assets\DTG\Inselbahn" contain the packed files **BR155Pack01Assets.ap**, **BR155Pack02Assets.ap** and **InselbahnAssets.ap**.

No files are overwritten during installation, they are additionally installed outside of the respective *.ap file. It is not necessary to unpack this *.ap file.

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Option TrainWorks Soundupgrade

A sound upgrade from **TrainWorks** is available for this locomotive **[DB BR 155]**. The blue variant **[TSR Press BR 155]** and the **[DB BR 155 Inselbahn]** are now also included in the sound upgrade of the DB BR155. (TW-DTG-BR155-Soundupgrade-V1.0)

Link: <http://trainworks.eu/forum/viewtopic.php?f=152&t=1930> (link is no longer valid)

Installation

Installation order (**First: TrainWorks** Soundupgrade must already be installed.)

The zip file contains three variants:

1. **DTG_BR155_Fix_v1.0b.7z** e.g. unpack with the free tool 7-Zip (<https://www.7-zip.org/>) or with another tool.
2. The folder **DTG_BR155_Fix_v1.0b** contains:
 - **DTG_BR155_Pack01_Fix_v1.0a.rwp**
 - **DTG_BR155_Pack02_Fix_v1.0a.rwp**
 - **DTG_BR155_Inselbahn_Fix_v1.0a.rwp**
3. Install one of the corresponding RWP file with the **Utilities.exe** from the **RailWorks** directory (start **Utilities.exe** → activate Tab **Package Manager** → right side click on **Update** button → when the process is complete, click on **Install** button → move to the installation *.RWP file in the opened folder → start the installation)
4. Restart the game so that the new sound files can work

Deinstallation

1. Simply delete the additional files from the fix in the directories "**BR155Pack01**", "**BR155Pack02**" and "**Inselbahn**" (the **BR155Pack01Assets.ap**, **BR155Pack02Assets.ap** and **InselbahnAssets.ap** remain in each case) - and please note that there could also be files in the directories, which are not from this directory Fix come - e.g. Repaints etc.

After removing the appropriate files, the game is to be restarted please.

Use dynamic braking

Conditions to activate the dynamic brake solo:

1. The compressed air brake and the dynamic brake are automatically coupled on this locomotive in normal operation. The dynamic brake is decoupled with the override button ("Brake Release" button). The button is only pressed until the targeted stage of the dynamic brake has been applied to the train brake valve. If the train brake valve moves again without the override button, the decoupling stops immediately, and the compressed air brake and dynamic brake work together normally again.
2. Operation: When you press the override button (**Key E** - the yellow button on the right below the driving switch), only the dynamic brake is applied by the train brake valve. However, when the emergency braking stage is reached, the decoupling is immediately cancelled and emergency braking is initiated.
3. Braking force selector and levels of the dynamic brake: Depending on the level applied to the dynamic brake with override button (decoupled), the braking power of the respective level applied can be selected between 0 and 100% here with the Electric Brake Power selector. If the Electric Brake Power selector is set to a scale value of 0% above a speed of 60 km/h, with the dynamic brake applied at the same time greater than level 4, then there is immediate automatic braking with compressed air, again down to below 60 km/h.
4. Speed: If the Electric Brake Power selector is set to the scale value 0%, with a maximum applied level 4 on the dynamic brake, a maximum permissible speed of 120 km/h applies. Above level 4, however, there is a maximum speed limit of 60 km/h; if this speed is exceeded, an immediate automatic braking with compressed air takes place.
5. Tap Control and Electric Brake Power selector (with activated dynamic brake):
 - a. If the Tap Control is in the zero position (the procedure must be observed), the braking power can be initiated between 0 and 100% with the Electric Brake Power selector.
 - b. If the Electric Brake Power selector is at a scale value of 0%, the engine output can be switched on with the Tap Control.
 - c. If one of these two conditions overlaps (Reverser to F or R), the isolating contactors react immediately and the Circuit Breaker drops to zero.

Example one: The brakes are released and the Electric Brake Power selector is set to a scale value of 0%, the override button is pressed and the train brake valve is used to apply maximum stage 4 of the dynamic brake (in order to be able to reach a speed of more than 60 km/h). The motor power can now be switched on with the Tap Control. If necessary and the Tap Control is set to zero, the speed can be reduced with the dynamic brake using the Electric Brake Power selector on a scale from 0 to 100%.

Example two: The train is moving, the Electric Brake Power selector is set to a scale value of 100%, the override button is pressed and the dynamic brake is applied with the train brake valve according to the levels. The restriction of a maximum of 60 km/h does not apply here; with this procedure, all levels up to and including the full service application level can be used.

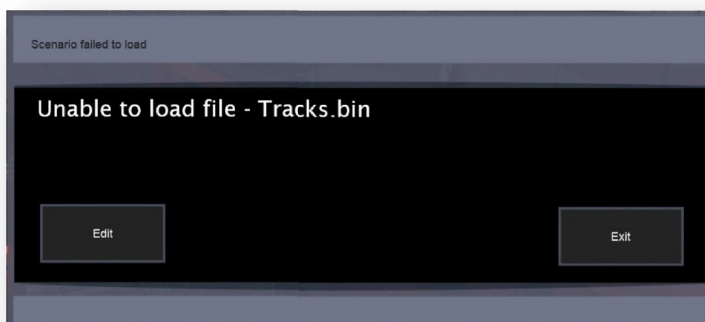
Example three: Train is in motion and braking is to be initiated although the power levels have not yet returned to zero. To do this, set the Electric Brake Power selector to the scale value 0% and braking can be initiated immediately – only with compressed air. If the power levels have then run to zero, the Electric Brake Power selector can now be set to the scale value 100%. Isolating contactors were therefore not triggered.

Lower Panto

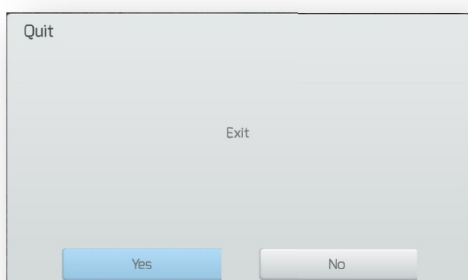
Tap Control to zero (observe sequence) → Reverser to neutral → Circuit Breaker to zero → Panto lower.

Additional Notes on the Fix v1.0b

- Through this modification of the locomotives, the following message can occur when starting one of the career scenarios:



- With **Ctrl + Q** press this message away, it now appears another message:



- Exit → [No]**

The scenario will now start as usual!

Known Bugs

- PZB Acknowledge should be pressed twice in a row, otherwise it could come to an emergency stop
- When driving backwards in the Cab 2, there is no automatic braking of the LZB
- Additional note:** If the files are checked - be it by the user or by Steam - Train Simulator Classic will delete all modifications from the disk. The only solution is to reinstall the corresponding fix. However, a tool can help: **JSGME** - Generic Mod Enabler v2.6.0 (8 August 2010), Written by Jaesen Jones, Copyright (c) 2003-2010 JoneSoft (use the tool at your own risk). The mod files are stored in a separate directory, download link: <https://www.subsim.com/radioroom/downloads.php?do=file&id=4725>
You can also find an installation YouTube video on this page

If TrainWorks Soundupgrade not available

To fix this, you just need to delete 3 folders at a time.

Assets / DTG / **BR155Pack01** / Audio / RailVehicles / Electric / BR155 / ...

Assets / DTG / **BR155Pack02** / Audio / RailVehicles / Electric / BR155 / ...

Assets / DTG / **Inselbahn** / Audio / RailVehicles / Electric / BR155 / ...

then delete the three folders "**Cab**" + "**Coupling**" + "**Engine**".

The original folders from the *.ap file are then used. If the upgrade is still available, then the following applies: Install the Soundupgrade first, then the respective fix for the BR155 - the order is important here.

Thanks for the attention and I'm happy about a thumbs up if you like it.

Greetings

Cotton Eye Joe

Key Layout [DTG] BR 155

Head Lights on / off	H <==> ⬆ + H
Cabin Lights on / off	L
Instrument Lighting on / off	I
Dial Lights	Ctrl + I
Control Desk Lights	⬆ + I
EBuLa Screen Invert	Ctrl + ⬆ + I
Indicator light test	⬆ + L
Reverser F – N – B	W <==> S
Tap Control	A <==> D
Power Selector 50-130%	Ctrl + A <==> Ctrl + D
Train Brake increase / decrease	; <==> ' (or + <==> – at NumPad)
Direct Brake increase / decrease	[<==>]
Electric Brake Power 0-100%	< <==> >
Handbrake	⬆ + # increase <==> # decrease
Emergency Brake	Backspace
Brake Release	E
Main Battery on / off	⬆ + B <==> Ctrl + B
Circuit Breaker Start / Stop	Z <==> Ctrl + Z
Pantograph raise / lower	P
Select pantograph (1st or 2nd)	1st = Ctrl + P 2nd = ⬆ + P
Traction Motor Blower on / off	⬆ + F <==> Ctrl + F
Compressor Switch	⬆ + C <==> Ctrl + C [has no function]
Train Heating on / off	⬆ + Y <==> Ctrl + Y
Sun Visor left and right	left = ⬆ + U right = U
Wipers on / off	V
Wipers Speed fast / slow	⬆ + V <==> Ctrl + V
Sander on / off	X
Horn	B
LZB-ready	⬆ + 6 or Ctrl + NumPad_Plus
LZB transfer *	Ctrl + 6 or Ctrl + ⬆ + NumPad_Plus
LZB test	Ctrl + L
Sifa on / off	⬆ + 7 or ⬆ + NumPad_Enter
PZB U -> M -> O -> off	⬆ + 8 or Ctrl + NumPad_Enter
Sifa Reset	Space or NumPad_Enter
LZB/PZB Acknowledge	Page Down
LZB/PZB Release	END
LZB/PZB Override	DEL

* LZB-ready must be switched on first (Indicator Light "B")