



CHRIS TRAINS STADLER FLIRT3

NORWAY PACK: NSB, VY AND NORSKE TOG

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1. Introduction

Hello!

First, I planned to make a presentation video for YouTube, because there is much to say about these repaints, however, it would have been unnecessary effort, if I just can write that down...

The idea to make these repaints came up because of a Norway road trip with my friends, including Team-member HappyNiki, where we of course had to have a look at Norwegian trains. And somehow, I was excited about the FLIRT3, although previously I was quite averse to the entire FLIRT-Series. So, I bought the FLIRT3 from ChrisTrains and started repainting it in the colours of the NSB. After it was forgotten somewhere on my PC for half a year I finally finished and uploaded it. Now there is the Version 4.0 of the FLIRT3, so I had to make an update and additionally wanted to implement the Vy-Version and new Norske Tog Bi-Modal-Version, which requires the Stadler GTW, in the repaint package. But enough about that.

Here's some data about the trains: The Scandinavian FLIRT3 are running under 3 different types: Type 74, 75 and 76. There are not many differences between Type 74 and 75, except some interior things. The maximum speed of 200kph is impressive and unusual among the FLIRT trains, as they mostly travel at 140 to 160kph of maximum speed. These speeds are reached with the equally high acceleration of 4500 kW and traction of 240kN. Type 75 is used as a local train for the region of Oslo, while type 74 is used as a regional train everywhere in Norway. The 75-2, which are used as regional trains on the Gjøvik and Vossebane, are an exception. All trains are 5-part.

The trains of Type 76 are bi-modal units with electric and diesel-electric engine. They also have a motor wagon between the second and third wagon. It powers the train with 1920 kW, while the electric engine has an output of 3000 kW. The traction is 160kN. Type 76 also reaches 200kph under electric operation and 160kph under diesel-electric. They'll be used on the routes north of Trondheim, which aren't electrified mostly.

If you want to know more about the Norwegian FLIRT3, check this out:

https://www.stadlerrail.com/media/pdf/flirt_nsb_e.pdf

<https://www.stadlerrail.com/media/pdf/fnor0919e.pdf>

2. Features

This Repaint-Package contains 3 different repaints, QuickDrive preloads and some script changes to adapt it to the real trains.

You need to own the Stadler FLIRT3 from ChrisTrains to use these repaints.

https://www.christrains.com/en/ts_product_stadlerflirt3.html

To use the full version of the Norske Tog train you must additionally own the Stadler GTW from ChrisTrains. (Just for Norske Tog, not for the NSB and Vy-Version!)

https://www.christrains.com/en/ts_product_stadlerGTW.html

- Included Repaints
 - o NSB: "standard" version of the Norwegian FLIRT3 in characteristic colours of the NSB: black, white, red and orange doors with typical logo of the NSB and matching destinations.
 - o Vy: Vygruppen AS (formerly NSB), with new design: green, black, with white stripes on the sides and the green doors. Also typical logo of Vy and matching destinations.
 - o Norske Tog: For the tracks north of Trondheim 14 units of the bi-modal NSB Type 76 trains have been ordered. They'll be delivered in grey colouring and doors with orange outlining. Norske Tog logo and Norwegian destinations. The special feature is the additional motor vehicle. In Railworks it is named 'NTBM' (Norske Tog Bi-Modal). For the whole train set you need the CT Stadler GTW.
- QuickDrive-Preloads
 - o 1x NSB FLIRT3 5 part
 - o 2x NSB FLIRT3 5 part
 - o 1x Vy FLIRT3 5 part
 - o 2x Vy FLIRT3 5 part
 - o 1x NSB FLIRT3 5 part + 1x Vy FLIRT3 5 part
 - o 1x Norske Tog Bi-Modal FLIRT3 6 part
 - o 1x Norske Tog Bi-Modal FLIRT3 5 part (without motor vehicle) -> can be used without owning the Stadler GTW!
- Changes in script
 - o Own folder Simulation_NSB (FLIRT3) and Simulation_NTBM (GTW)
 - o Own copied and changed Script files:
 - Stadler Flirt3 Engine Simulation NSB/NTBM.bin
 - DynamicBrakeEffortVsSpeed_NSB/NTBM.dcsv
 - TractiveEffortVsSpeed_NSB/NTBM.dcsv
 - TractiveEffortVsThrottle_NSB/NTBM.dcsv
 - o Increased acceleration
 - o Increased braking force
 - o Regulator adapted to higher acceleration/braking force
 - o Max speed adjusted to real Norwegian FLIRT3 (200/160kph)
 - o Increased max speed for speed regulator of the Dutch version
- Installation script to copy GeoPcDx files

3. Installation

How to install the repaint:

- Via Utilities

1. Unzip the .zip-file **EZY_Flirt3_NorwayPack_V2.zip**
2. Get into the railworks directory and open Utilities.exe
3. Open "Package-manager" and click "refresh"
4. When Utilities is finished, click on "Install" and search for **FLIRT_Norway_Pack.rwp**
5. As soon as it is installed, search for folder
Railworks/Assets/ChrisTrains/RailSimulator/RailVehicles
6. Run .bat-file **Install_FLIRT3_Norway.bat**
7. Finished!

- manually

1. Unzip the .zip-file **EZY_Flirt3_NorwayPack_V2.zip**
2. Open folder and unzip **FLIRT_Norway_Pack.rwp**
3. insert included folder "Assets" into the railworks directory
4. Navigate to folder
Railworks/Assets/ChrisTrains/RailSimulator/RailVehicles
5. Run .bat-file **Install_FLIRT3_Norway.bat**
6. Finished!

- You need to activate the following product folder to use the repaints in the editor:
ChrisTrains/Railsimulator and *EZY/Repaints*

4. Other

Known Issues:

- Sound bugs starting at 180kph (no exterior sound)
- The cruise speed regulator can't display more than 195kph. Instead of 200, it will display 100.
- The right display can't show any speed more than 180kph
- The bi-modal version can't lower its pantographs without being switched off completely. I tried to change some scripts to avoid that, but it didn't work.
- Due to higher acceleration of the diesel engine (bi-modal version) there will be some sound bugs in the exterior view
- these repaints are based on the Dutch version of the FLIRT3, since there isn't a real Norwegian version of the train. The NSB trains also have different design, so, some things couldn't be implemented.
- Norway and the Netherlands also use a different train protection system

IMPORTANT!

- The repaints can be used for scenarios
- They can't be included in a download or uploaded on other sites, as long as we do not allow this
- Commercial use is not allowed
- Team EZY is not liable for any damage that may arise
- The repaint-pack has been tested

If you have any problems or suggestions, please contact the user "DijonSenf" in the Rail-Sim.de forum or send a mail to endstationzugsyndrom@gmail.com

Many thanks to @Meleo, who showed me what I have to correct on the textures to make it more realistic. And also many thanks to @Totte who made me aware of trying to rescript some parts of the script to make the train reach its 200kph like in reality.

And of course, thanks to ChrisTrains for developing the Stadler FLIRT3 and for the permission to upload the repaint package!

Changelog:

V1.0: Release

V1.1: correcting textures

V1.2: script customization

V2.0:

- Completely revised
- Remake of the NSB version
- New repaints Vy and Norske Tog
- Modified script in separate folder
- New QuickDrive PreLoads

V2.1:

- NSB: End wagons have been replaced with RNET version (errors will occur in scenarios, must be fixed manually -> swap wagons!)
- Script is now based on RNET version instead of NS version
 - o > Vy / NTBM: Horn and Brake fixed
- PreLoads adapted to changes on NSB version
- Remake of destinations (more realistic)

We wish you a lot of fun

TEAM ENDSTATIONZUGS YNDROM