

Dovetail Games – DB BR 612 – Mini Enhancement Pack



Contents

Introduction.....	2
Installation.....	2
Appendix.....	2
Setting destination displays in the scenario editor.....	3
Setting destination displays in-game.....	5
Opening/editing/extending the destination list.....	6
Edited/extended key mapping.....	7



Introduction

This is a Mini Enhancement Mod for the DB BR 612 from DTG's „Pegnitztalbahn“. This mod includes:

- 14 different variants with prototypical decals and car numbers (as of 2013/14 and 2022)
- dynamic destination displays in 2 versions, which can be set in the scenario editor and in-game
- destination list with 563 destinations, extendable
- synchronizing vehicle numbers so that A and B cars have the same unit numbers
- automatically engaging the hydrodynamic brake when operating the driver brake valve, increases the braking force immensely
- new motor sound controller with gear changes at 80km/h and 120km/h
- new lamp textures that light up even without activated lensflare option
- changed lensflare effects
- changed screen textures in the driver's cab
- changed some key mappings to vR standard mappings

Installation

- **Install** the .rwp file with **Utilities** or **manually**.
- **Navigate** to the folder **“Assets\DTG\Pegnitztalbahn”** and **open** the file **“PegnitztalbahnAssets.ap”** with a program such as 7zip or WinRAR.
- **Navigate** in this file to the folder **“RailVehicles\BR612\Scripts”** and **copy** the file **“BR612_EngineScript.out”**.
- **Paste** the **copied file** into the folder **“Assets\DTG\Pegnitztalbahn\RailVehicles\BR612\Scripts”**.
- **Open** the file **“PegnitztalbahnAssets.ap”** again, **navigate** to the folder **“RailVehicles\BR612\Engine”** and **copy** the files **“BR612_A.GeoPcDx”** and **“BR612_B.GeoPcDx”**.
- **Paste** the **copied files** into the folders **“Assets\DTG\Pegnitztalbahn\RailVehicles\BR612\Engine_2”** to **“..\Engine_9”**. (in **“Engine_4”** and **“Engine_8”** **only** the **“BR612_A.GeoPcDx”**, in **“Engine_9”** **only** the **“BR612_B.GeoPcDx”**)
- Only the provider **“DTG\Pegnitztalbahn”** needs to be activated in the scenario editor.

Appendix

This mod includes **some more features** compared to the original vehicles. For example, the destination displays can be set in different ways. Additionally, the destination list can be easily extended.

Setting destination displays in the scenario editor

In the scenario editor, the destination displays can be set in three different ways.

Attention! For all three ways, destinations may only be set on the A car (vehicle with 1st class compartment)! After scenario start, the set destination will be transmitted to the B car.

- Entering a character/symbol as described in the original manual (e. g. "a" for „Dresden Hbf“)



- Entering a PIS code from the destination list (e. g. „_ZZA1102“ for „RE47 Bodenwöhr Nord“)



- Entering your own text (e. g. „Freitexteingabe“)



Pay attention to the following things for entering your own text:

- Free text input is activated with “?”.
- The displays can be written with a maximum of 32 characters. For texts longer than 32 characters, the displays remain empty!
- To center a text, spaces must be placed in front of the text.
- Instead of umlauts and ß the following symbols must be used:

symbol	character
!	ö
\$	ü
[ä
&	ß

"Nürnberg" must be entered as "N\$rnrberg" or "Gießen" as "Gie&en"!

Setting destination displays in-game

Due to limitations of TS, setting destinations could not be implemented with clickable keys and functioning displays. Instead, entering destinations was implemented with keyboard shortcuts and message texts.

- **MFD Softkey 2** (Ctrl+2) must be pressed to access the main screen for entering destinations.
- In the **main screen**, a **unit** can be **selected** using the **MFD Softkeys Up** (Ctrl+Page Up) and **Down** (Ctrl+Page Down). With the **MFD Softkey 5** (Ctrl+5) you can **enter a destination code** for the selected unit.
- With the **MFD Softkeys 0 to 9** (Ctrl+0 to 9) the **corresponding digits** can be **entered**, with the **MFD Softkey C** (Ctrl+Backspace) the **last number** can be **deleted** or the **entry** can be **aborted**, with the **MFD Softkey Enter** (Ctrl+Enter) the **entry** is **confirmed**. After successful entry, you return to the main screen.
- The main screen can be exited by pressing the **MFD Softkey 0** or the **MFD Softkey C**.

To set destinations for a second unit, press the following keys:

- **MFD Softkey 2** (opens train destination main screen)
- **MFD Softkey 5** (opens train destination input screen for unit number 1)
- **MFD Softkey 1, MFD Softkey 1, MFD Softkey 0, MFD Softkey 2** (entry of destination code "1102" for "RE47 Bodenwöhr Nord")
- **MFD Softkey Enter** (confirmation of code entry)
- **MFD Softkey Down** (selection of unit number 2)
- **MFD Softkey 5** (opens train destination input screen for unit number 2)
- **MFD Softkey 1, MFD Softkey 5, MFD Softkey 1** (entry of destination code "151" for "Liedertal")
- **MFD Softkey Enter** (confirmation of code entry)
- **MFD Softkey 0** (exit train destination main screen)

Simplified mode

A simplified mode for setting destinations can be toggled on and off by pressing the **MFD Softkey 9**. Destinations can be toggled by pressing the **MFD Softkeys up** and **down**. The selected destination will be displayed on all units!

Opening/editing/extending the destination list

The destination list with the included destinations can be found under **"Assets\DTG\Pegnitztalbahn\RailVehicles\BR612\Engine\CommonFiles\Destinations.csv"**. Pay attention to the following things while editing or extending the destination list:

- A maximum of four-digit numbers can be used for the destination code.
- The displays can be written with a maximum of 32 characters. For texts longer than 32 characters, the displays remain empty!
- To center a text, spaces must be placed in front of the text.
- Instead of umlauts and ß the following symbols must be used:

symbol	character
!	ö
\$	ü
[ä
&	ß

"Nürnberg" must be entered as "N\$rnberg" or "Gießen" as "Gie&en"!



Edited/extended key mapping

Function	Key	Key
Horn	B	N
Sifa (on/off)	Shift+7	
Rest Sifa	Space	
PZB (on/off)	Shift+8	
MFD Softkey 1	Ctrl+1	
MFD Softkey 2	Ctrl+2	
MFD Softkey 3	Ctrl+3	
MFD Softkey 4	Ctrl+4	
MFD Softkey 5	Ctrl+5	
MFD Softkey 6	Ctrl+6	
MFD Softkey 7	Ctrl+7	
MFD Softkey 8	Ctrl+8	
MFD Softkey 9	Ctrl+9	
MFD Softkey 0	Ctrl+0	
MFD Softkey C	Ctrl+Backspace	
MFD Softkey hoch	Ctrl+Page up	
MFD Softkey runter	Ctrl+Page down	
MFD Softkey Enter	Ctrl+Enter	
Sunblind up	Ctrl+Shift+Page up	
Sunblind down	Ctrl+Shift+Page down	

