

BOSSMAN GAMES

THINK BIG

BR(S) Rebuilt Bulleid Light Pacific Add-On



Please note: This manual is best viewed in Adobe PDF Viewer

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1 Background

1.1 Design & Specification

Power Type	Steam
Rebuild Date	1955 - 1961
Tractive Effort	27,720 lbf
Power Class	7P
Total Produced	60
Fuel Capacity	Multiple tender types: 4,500 Gallon Tender 5,250 Gallon Tender 5,500 Gallon Tender

2 Rolling Stock - Locomotives

2.1 BR Green Livery



- Also includes:
 - 4,500 gallon tender
 - 5,250 gallon tender
 - 5,500 gallon tender
 - All of the above with both late & early BR logos.

2.2 BR Green Livery - Weathered



- Also includes:
 - 4,500 gallon tender
 - 5,250 gallon tender
 - 5,500 gallon tender
 - All of the above with both late & early BR logos.

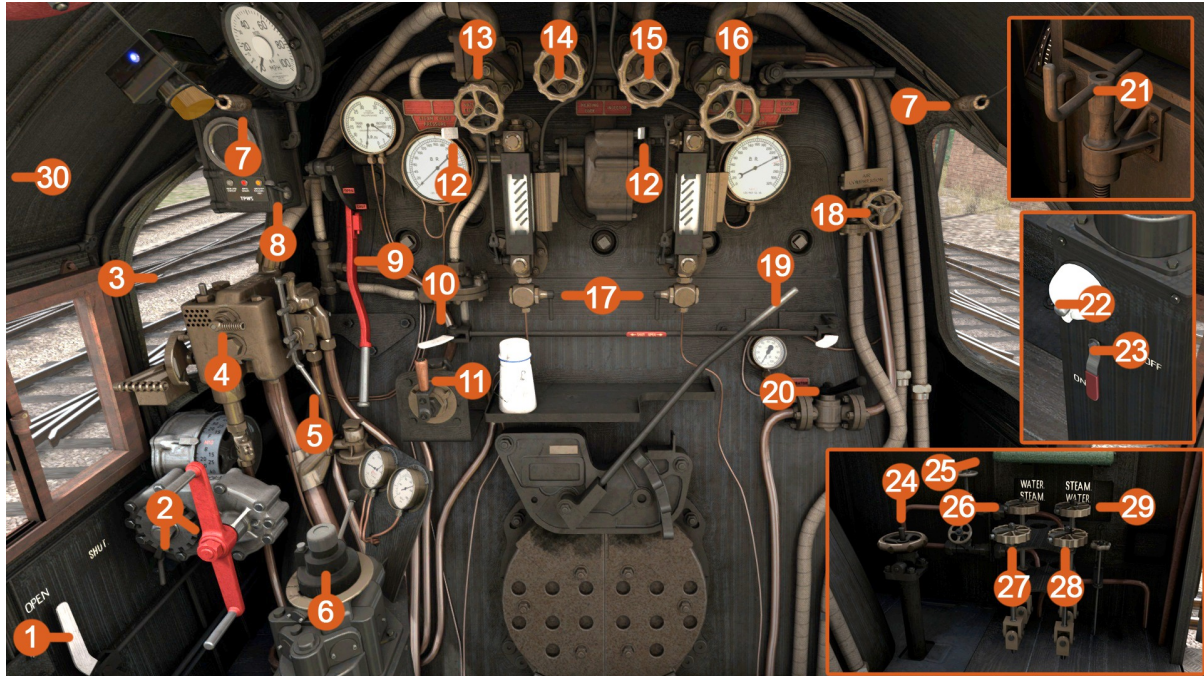
2.3 BR Green livery in preserved condition with mainline equipment



This version can be renumbered to any member of the class, but by default it will appear as either 34027 “Taw Valley”, 34046 “Braunton” or 34052 “Lord Dowding”. Any clean tender can be used with this loco, and modern equipment will appear on the tender (air brake pipes and electrical warning stickers).

3 Driving the BR(S) Rebuilt Bulleid Light Pacific Class

3.1 Cab Controls



- | | |
|---|---|
| 1 Cylinder Drain Cocks | 16 Injector Isolation |
| 2 Reverser (reverser lock underneath) | 17 Gauge Glass Drain Valve |
| 3 Combined Brake & Ejector Handle | 18 Air Compressor Steam Supply |
| 4 Small Ejector | 19 Firebox Doors |
| 5 Steam Brake | 20 Electric Turbo Generator |
| 6 M8 Brake Valve (Air-braked loco only) | 21 Handbrake |
| 7 Whistle | 22 AWS Reset (Air-braked loco only) |
| 8 AWS Reset | 23 Electrical Supply (Air-braked loco only) |
| 9 Regulator | 24 Front Damper |
| 10 Blower | 25 Fireman's Seat (controls auto-fireman) |
| 11 Sander | 26 Right Injector Water Valve |
| 12 Gauge Glass Isolation | 27 Left Injector Steam Valve |
| 13 Vacuum Brake Isolation | 28 Left Injector Water Valve |
| 14 Steam Heat Valve | 29 Right Injector Water Valve |
| 15 Injector Isolation | 30 Light Switches (require turbo generator to be operational to work) |

3.2 Locomotive Keyboard Controls

Key	Action
W / S	Reverser
E	Reverser Lock
A / D	Regulator Open / Shut
Shift+A / Shift+D	Regulator Slam Open / Slam Shut
Q	AWS Reset
; / '	Vacuum Brake Off / On
[/]	Steam Brake Off / On
, / .	M8 Air Brake Valve Off/ On
Return	M8 Brake Pin
/	Handbrake On
Shift+/'	Handbrake Off
Ctrl+R	Automatic Fireman On / Off
H / Shift+H	Headboard – cycles through headboards
Space Bar	Whistle Loop
B	Whistle Variation
V	Short Whistle
F / Shift+F	Firebox Door Open / Shut
R	Stoke Fire
I	Injector Steam Valve Left
O	Injector Steam Valve Right
K	Injector Water Valve Left
L	Injector Water Valve Right
Ctrl+M / Ctrl+Shift+M	Front Damper Open / Shut
M / Shift+M	Rear Damper Open / Shut
N / Shift+N	Blower Open / Shut
C	Cylinder Cocks Open / Shut
X / Shift+X	Sander Front / Off / Rear
Ctrl+Shift+Y	Tender Tank Lid Open / Shut
Page Up / Page Down	Brake Mode

J / Shift+J Small Ejector Open / Shut

Ctrl+Shift+P Performance Mode

Locomotive disc/Lamp controls – as viewed facing the front of the loco or tender.

Oil headlamp, oil tail lamp, high-intensity headlamp , modern tail lamp.

Electric lights will appear with the corresponding disc if the turbo generator is active.

Ctrl+1	Bottom left loco disc
Ctrl+2	Bottom middle loco disc
Ctrl+3	Bottom right loco disc
Ctrl+4	Smokebox left loco disc
Ctrl+5	Smokebox right loco disc
Ctrl+6	Smokebox top loco disc
Ctrl+7	Tail lamp loco
Ctrl+8	High-intensity headlamp loco
Ctrl+9	Modern tail lamp loco
Ctrl+Shift+1	Bottom left tender disc
Ctrl+Shift+2	Bottom middle tender disc
Ctrl+Shift+3	Bottom right tender disc
Ctrl+Shift+4	Middle left tender disc
Ctrl+Shift+5	Middle right tender disc
Ctrl+Shift+6	Top tender disc
Ctrl+Shift+7	Tail lamp tender
Ctrl+Shift+8	High-intensity headlamp tender
Ctrl+Shift+9	Modern tail lamp tender

3.3 General Keyboard Controls

Key	Action
Shift + Ctrl+C	Couple Manually
G / Shift+G	Points/Switches
Tab / Ctrl+Tab	Request authority to pass a signal at danger
T	Load/Unload - Press once to load/unload passengers or freight.

3.4 Vacuum Brake Leak

As per the real life counterparts, the vacuum brake system on these locos have a slight leak. This means that once the vacuum brakes are released you must continue to use the ejectors to maintain vacuum. This can be done with the small ejector so as not to waste too much steam.

3.5 Reverser

The reverser on this locomotive has a lock, which can be disengaged by holding down the E key. If using the F4 HUD, the reverser will display as 0% during normal operation, and can be notched forward or backwards with the HUD control – the control will always return to 0% when the reverser isn't moving. To check the correct position of the reverser, use the reverser scale inside the cab or use the F5 HUD.

3.6 Sanders

When using the sanders on this loco, there is a delay of a few seconds whilst the steam that powers them works its way through the system. You'll be able to tell they're working by either hearing the hiss of steam or seeing steam coming from the sanding pipes.

3.7 Injectors

Both injectors on the loco can be toggled on or off with their respective keyboard controls.

3.8 Firing/Stoking

To fire this locomotive you must hold down the "R" key until you reach your desired fire mass. It is recommended that this is done without the F4 HUD, using the F5 instead.

3.9 Ideal Fire Mass

The ideal fire mass for this locomotive is around 1000lbs for mainline running. The fire can be dropped to a lower mass if running on a preserved railway running at speeds of around 25mph to avoid unnecessary blowing off of the safety valves.

3.10 Automatic Fireman

This locomotive has an Automatic Fireman, which can be toggled on and off using Ctrl+R. This will take over control of stoking the fire. The injectors still need to be controlled manually as the automatic system cannot predict station stops and gradient changes etc. which may or may not require injector usage. On locos with a lifting fireman's seat, you can use the seat to control the automatic fireman. Putting the seat in the up position will turn on the automatic fireman.

3.11 Performance Mode

Performance Mode is available, which will improve frame-rates on older machines. To enable this press Ctrl+Shift+P.

3.12 Locomotive Numbers In Scenarios

It is possible to set various features on and off using the locomotive number within the scenario editor, for both the player train and AI services.

By default the number will appear like this example: **34016#00##B5##71A#**

34016 Locomotive number. Check Numbers and Nameplate section. Entering the number will automatically make the appropriate nameplate appear.

#	Spacer character – no function.
0	Front disc code. See section 3.14.
0	Rear disc code. See section 3.14.
#	Headboard selection. See section 3.13.
#	Spacer character – no function.
B	<ul style="list-style-type: none"> B = Black Nameplate (West Country Class only) R = Red Nameplate (West Country Class only) N = No Nameplate
5	Locomotive condition: 5 through to 1, 5 = engine in good condition, 1 = terrible condition. See section 3.17.
#71A	Shedcode. The first character is for single numbered shedcodes. The second and third character are for 2-digit numbered shedcodes. The fourth character is the letter of the shedcode. For example: #13A shows a 13A shedcode, and 1##B would show a 1B shedcode.

3.13 Headboards

A selection of headboards are included in this pack. The headboards are listed below, along with their corresponding letter, which can be used in the scenario editor as explained above. Headboards set up in this way will not appear until you press the “play” button. You can also scroll through the headboards, whilst playing in-game with the H / Shift+H keys:

- A – Golden Arrow
- B – Night Ferry
- C – Atlantic Coast Express
- D – The Royal Wessex
- E - Bournemouth Belle
- F – The Pines Express
- G – The Thanet Belle
- H – The Man of Kent
- I – British Pullman
- J – The Cathedrals Express
- K – Torbay Express
- L – Brittany Express
- M – The Waterloo Sunset
- N – Devon Belle
- O – Kentish Belle
- P – The Cunarder
- Q - Statesman
- R – Holland American
- S – Union-Castle Express
- T – The South American

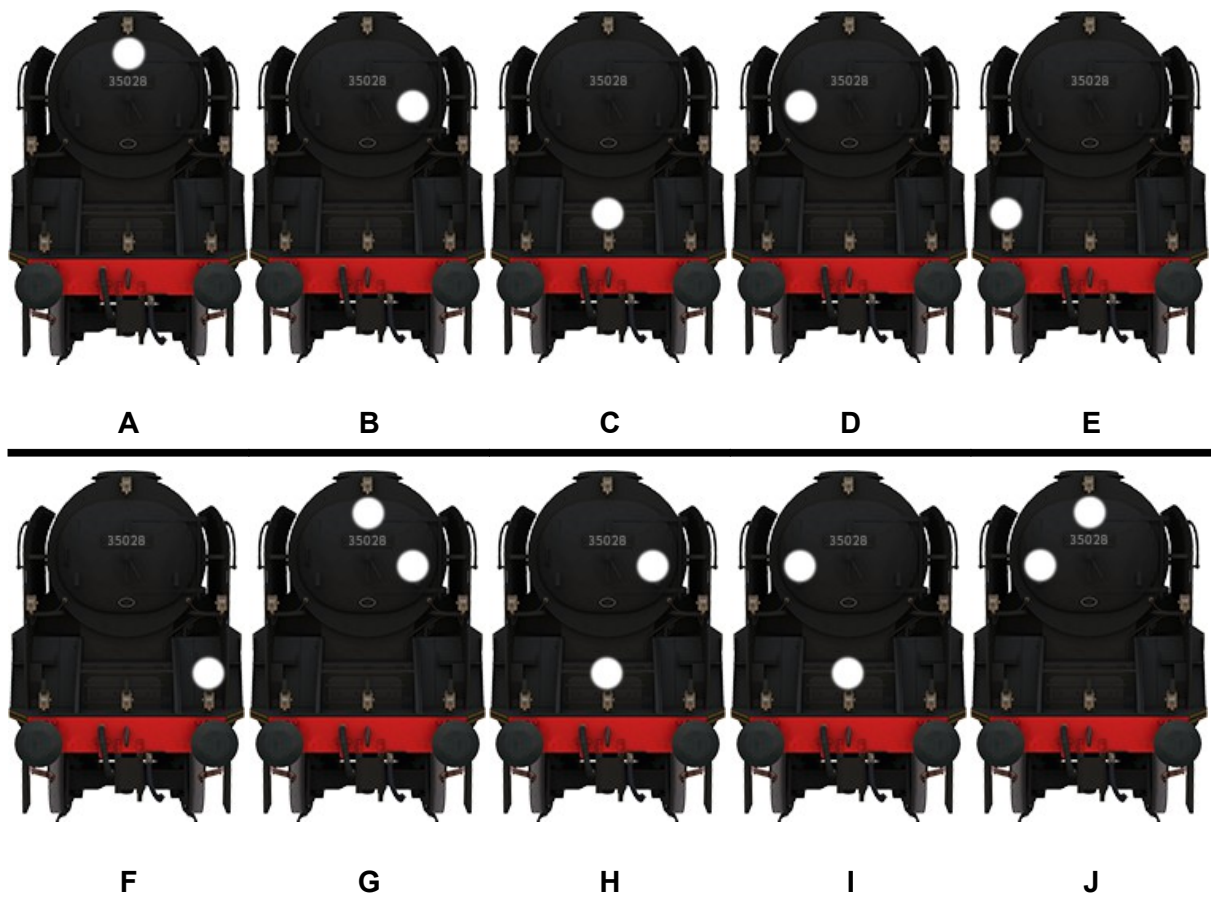
- U – Greek Line
- V – Sitmar Line
- W – Oriana
- X – Canberra
- Y – Thames-Avon Express
- Z – Welsh Marches Express
- 1 – Cumbrian Mountain Express
- 2 – North Wales Coast Express
- 3 – The Strong Countryman
- 4 – The Solent and Sarum
- 5 – Blackmore Vale Express
- 6 – R. L. S. B. Orient Express
- 7 – Faversham Brewery – The Spitfire
- 8 – The Scarborough Flyer
- 9 – The Great Britain
- 0 – Bossman Games Rail Tours (Saphos Trains)

3.14 Disc Codes

The following disc codes can be displayed by using the associated character in the locomotive's number within the scenario editor. The character "0" will not display any discs.

For detailed descriptions of each disc code:

<http://www.semgonline.com/headcodes/headcodes.html>



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K

L

M

N

O



P

Q

R

S

T



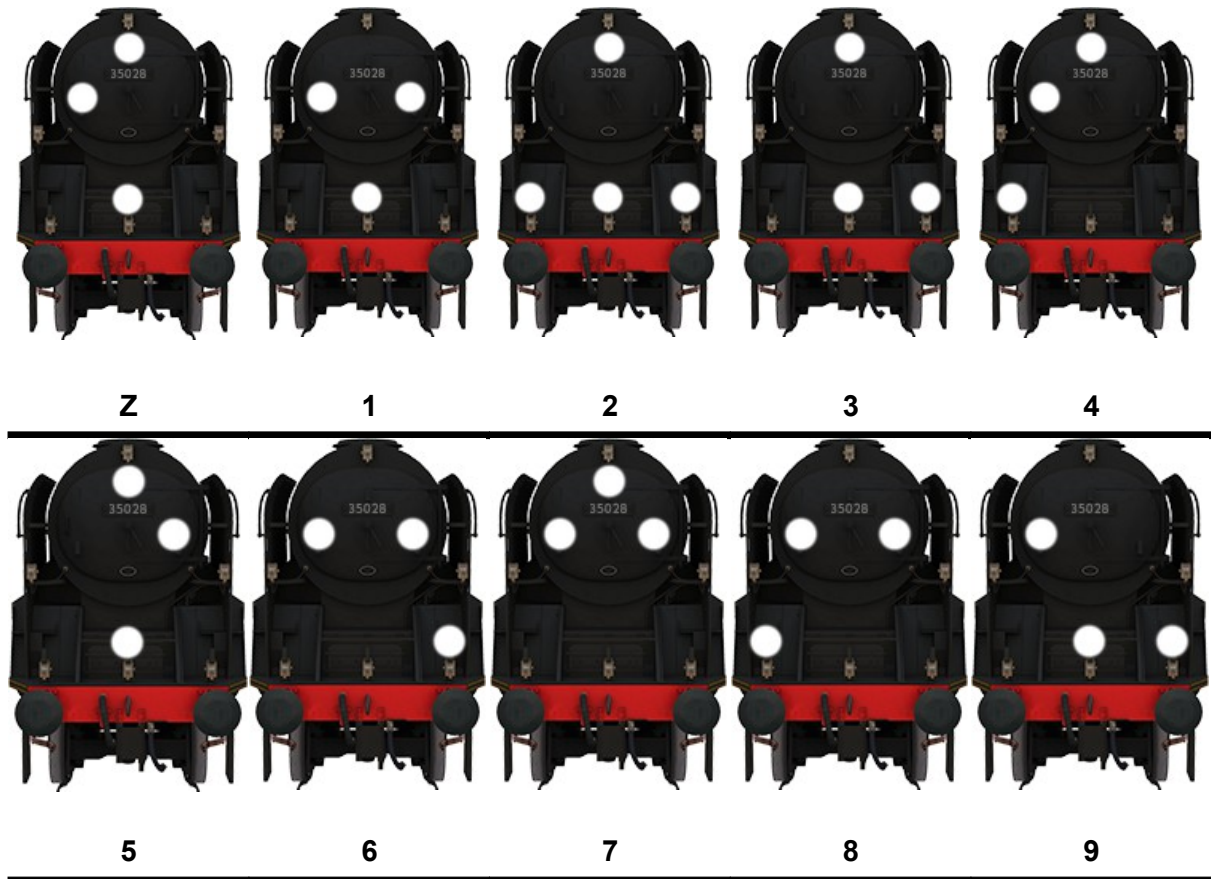
U

V

W

X

Y



3.15 Numbers & Nameplates

Below is the list of numbers and names available in this pack. All 60 locomotives are included:

Number	Nameplate
34001	Exeter
34003	Plymouth
34004	Yeovil
34005	Barnstaple
34008	Padstow
34009	Lyme Regis
34010	Sidmouth
34012	Launceston
34013	Okehampton
34014	Budleigh Salterton
34016	Bodmin
34017	Ilfracombe
34018	Axminster
34021	Dartmoor
34022	Exmoor
34024	Tamar Valley

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34025 Whimble
34026 Yes Tor
34027 Taw Valley
34028 Eddystone
34029 Lundy
34031 Torrington
34032 Camelford
34034 Honiton
34036 Westward Ho
34037 Clovelly
34039 Boscastle
34040 Crewkerne
34042 Dorchester
34044 Woolacombe
34045 Ottery St Mary
34046 Braunton
34047 Callington
34048 Crediton
34050 Royal Observer Corps
34052 Lord Dowding
34053 Sir Keith Park
34056 Croydon
34058 Sir Frederick Pile
34059 Sir Archibald Sinclair
34060 25 Squadron
34062 17 Squadron
34071 601 Squadron
34077 603 Squadron
34082 615 Squadron
34085 501 Squadron
34087 145 Squadron
34088 213 Squadron
34089 602 Squadron
34090 Sir Eustace Missenden, Southern Railway
34093 Saunton
34095 Brentor
34096 Trevone
34097 Holsworthy
34098 Templecombe
34100 Appledore
34101 Hartland
34104 Bere Alston

34108	Wincanton
34109	Sir Trafford Leigh Mallory

3.16 Driver & Fireman Assistants

Using the headlights button on the HUD it is possible to switch on various assistance systems which help the player control the loco.

Mode Number Mode Description

1	Automatic fireman.
2	Automatic fireman, water trimmer assistance and boiler warning indications.
3	Automatic fireman, water trimmer assistance, boiler warning indications water level alarms.
4	Automatic fireman, water trimmer assistance, boiler warning indications water level control.
5	Automatic fireman, F4 HUD now disables the reverser lock and opens small ejector.

3.17 Locomotive Condition

The locomotive condition modes change the steaming performance. Condition 5 will give you a loco in perfect condition, whereas lower numbers all the way down to 1 will give you worse locomotives. 5 simulates a locomotive “ex-works” with tight joints and clean tubes etc. 1 simulates a leaky loco in run down condition, and will thus be harder to drive/make steam. By default all locos are set to condition 5.

3.18 Brake modes

The brake modes on this locomotive should be changed according to what type of rolling stock you are coupled to in order to get the most authentic experience. The brake modes can be cycled through using the “Page Up” & “Page Down” keys on your keyboard. They are set up in the order below:

- Air Brake Mode (see section 3.19)
- Passenger coaching stock with vacuum brake and D.A. Valves (Default)
- Wagons with vacuum brake and D.A. valves
- Wagons with vacuum brake and no D.A. valves
- Wagons with vacuum brake and no D.A. valves, 50% fitted
- Wagons with vacuum brake and no D.A. valves, 20% fitted
- Unfitted or light engine

3.19 Air Brake Mode

The loco will start, by default, in the “Passenger coaching stock with vacuum brake and D.A. Valves” brake mode. Pressing “Page Up” will switch the loco into air brake mode. Once in this mode the braking can all be controlled from the M8 Valve. When in this mode, it is necessary to have the vacuum brake handle in the “off” position, and the small ejector to be in the “open” position. You can then control the release and application of the brakes with the M8 Valve.

4 Scenarios

4.1 [RLP] Welsh Borders Express - Part 1

Drive 34046 Braunton hauling the Welsh Borders Express from Crewe to Cardiff. You'll drive from north of Shrewsbury to Hereford in part 1.

Duration: 60 Minutes

4.2 [RLP] Welsh Borders Express - Part 2

Drive 34046 Braunton hauling the Welsh Borders Express from Crewe to Cardiff. In part 2, you take the train from Hereford to Newport where a relief crew will take over.

Duration: 50 Minutes

4.3 [RLP] Welsh Borders Express - Part 3

Drive 34046 Braunton hauling the return segment of the Welsh Borders Express from Cardiff to Crewe. In part 3, you take the train from Newport to Hereford.

Duration: 60 Minutes

4.4 [RLP] Welsh Borders Express - Part 4

Drive 34046 Braunton hauling the return segment of the Welsh Borders Express from Cardiff to Crewe. In part 4, you'll take the train from Hereford to Shrewsbury where a relief crew will take over for the journey onwards to Crewe.

Duration: 65 Minutes

5 Credits

Ben Jervis

3D Artist, Scenario Writer, Audio Recordings

Edward Fisk

Scripting & Audio Implementation

Simon Payne

Internal Tester

Bossman Games would like to thank the following people for their invaluable contribution towards the development of the Rebuilt Light Pacific Loco:

Spa Valley Railway

www.spavalleyrailway.co.uk

The Train Simulator Community



6 Disclaimers

6.1 Realism

Due the level of realism provided in this pack the correct driving style must be adopted, which may differ significantly from any other steam locomotives in Train Simulator. This manual will provide you with all you need to know about successfully driving this loco.

This loco does not fully support control via the HUD, Xbox controller or via Simple Controls.

6.2 PC Performance

Every effort has been made to make this add-on as realistic and as detailed as possible within the confines of Train Simulator. As a result, some users may experience low frame rates on older machines. It is recommended that in cases where frame rates are low, the user should lower their graphical settings within Train Simulator to allow for a better gaming experience. TS2020 64bit is recommended.

6.3 End User License Agreement (EULA)

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Bossman Games do not allow the development or sale of any commercial add-ons or associated products (without prior written consent) including but not limited to:

- Scenario Packs
- Audio Enhancement Packs

6.5 Terms & Conditions

For full terms and conditions, including our refund policy, please see our website:

<https://www.bossmangames.co.uk/terms-and-conditions.html>

6.6 A Thank You From Bossman Games

Bossman Games would like to offer a huge thank you to you for purchasing this product and hope that you get many hours of enjoyment from it. Should you have any feedback for us - whether positive or negative - it is always appreciated.



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