DB BR 642
Diesel multiple unit

RSSLO

1   ROLLING STOCK

1.1   DB 642

Model name in Train simulator: **DB 642_A** and **DB 642_B**

2   CAB CONTROLS

Picture 1: Right side

2.1   Picture 1: Right side

Door indicator - locked/unlocked (1)
Door indicator - opened/closed (2)
Throttle/brake (3)
Sander (4)
Air brake (5)
Spring brake - released (6)
Spring brake - applied (7)
Wipers (8)
Headlights (9)
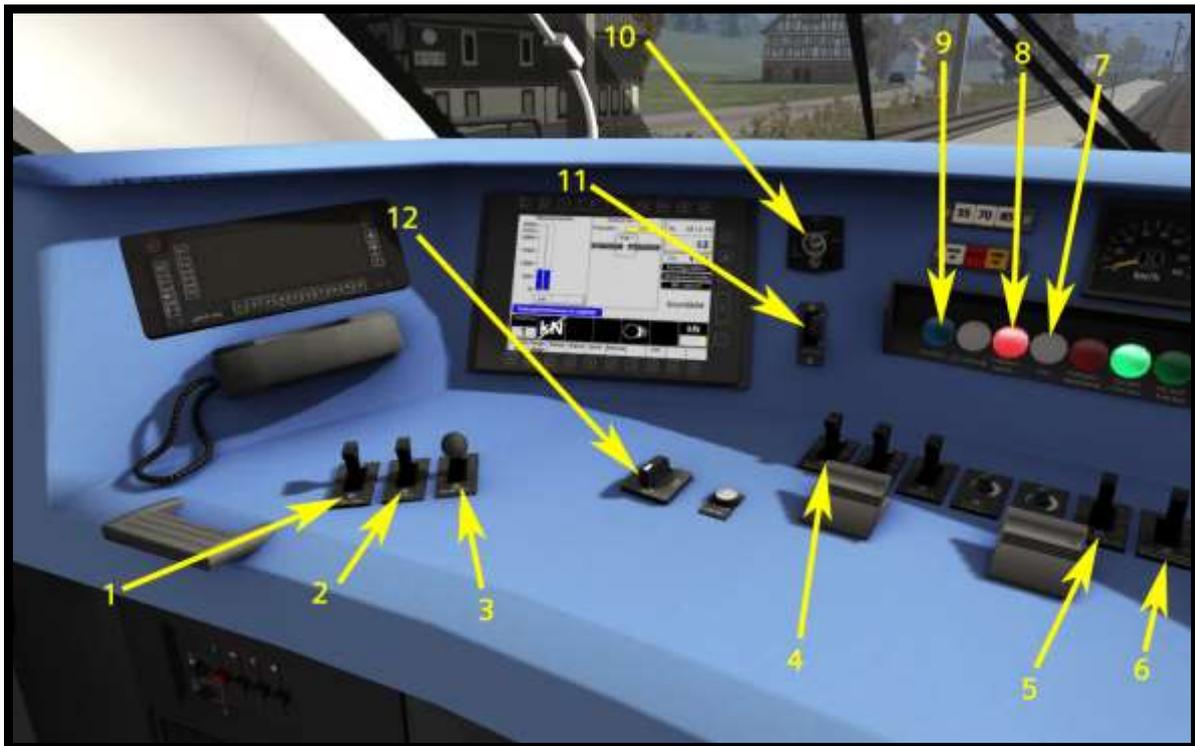
Picture 2: Left side

2.2 Picture 2: Left side

PZB Override (1)
PZB Release (2)
PZB Acknowledge (3)
High beam light (4)
Desk/cab light (5)
Instrument light (6)
SIFA indicator (7)
Traction indicator (8)
High beam indicator (9)
Contact key (10)
Reverser (11)
Doors lock control (12)

2.3   Start-Up procedure

- Insert contact key and turn it to the active position.

- On Main display find the "Diesel" and click on the button below (number 3).

- On Diesel display find "Motor ein" and click on the button below (number 2) to start the engine motor.

- Release the spring brake.

- Choose the direction of driving.

- Turn the headlights on.

- The DB 642 is now ready.

2.4   Contact key

To activate the cab, the contact key must be inserted and switch it to the »BETR.« position (like in "Picture 2"). 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.

2.5   SIFA

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

Basic SIFA
You must confirm SIFA within 30 seconds from your last confirmation. 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 held, 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.

2.6   PZB control panel

The PZB control panel in game is used to change the PZB mode (55, 70 and 85).
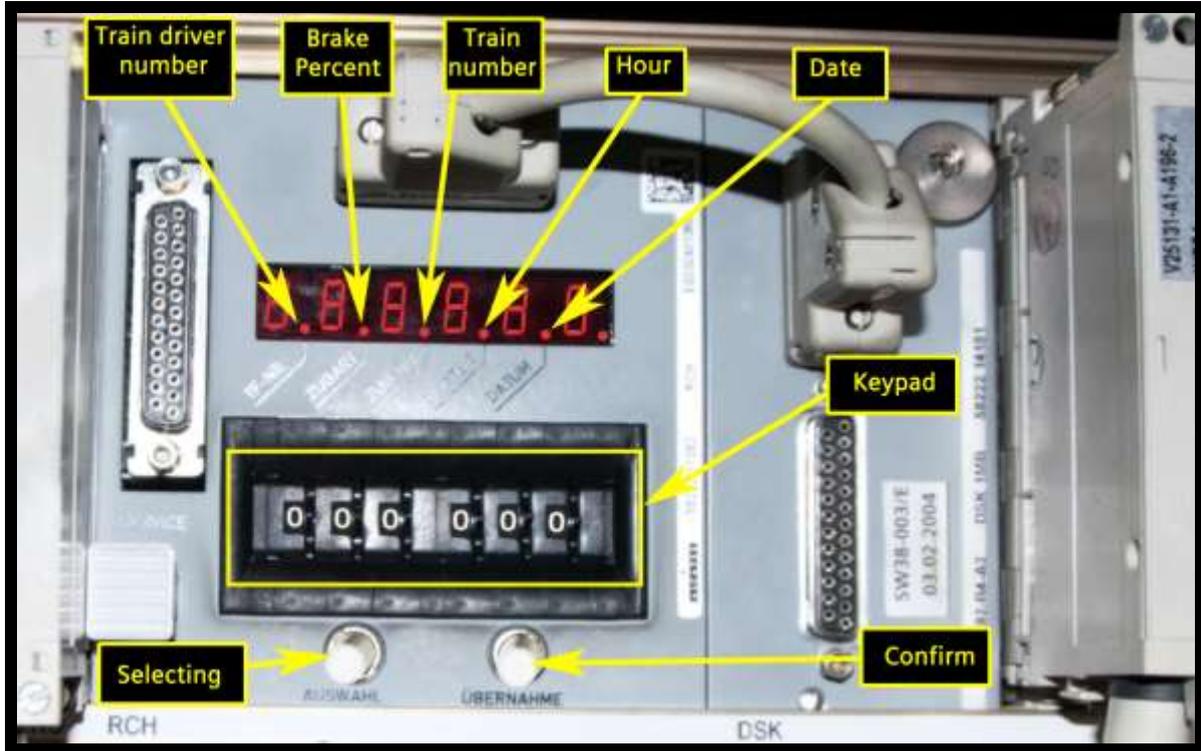
Picture 3: PZB

First click on the "Selecting" button for turning on the PZB display and wait until you can see only the first red dot. First red dot is for the train driver number and you can choose your own train driver number with the "Keypad", just select your number and click on "Confirm". Then click on the "Selecting" again so the red dot will move to the "Brake percent" on the keypad. Now you must enter the numbers 080 and then the brake percent on the last three digits. The third dot is for the train number, the fourth is for the hour (you cannot change it), the fifth is for the date (you cannot change it) and the sixth dot is finish.

With the brake percent you can change between 55, 70 or 85 driving regime.

Brake percent	Driving regime
>111	85 (O)
66 - 110	70 (M)
<65	55 (Ü)

2.7   Radio dispatcher line
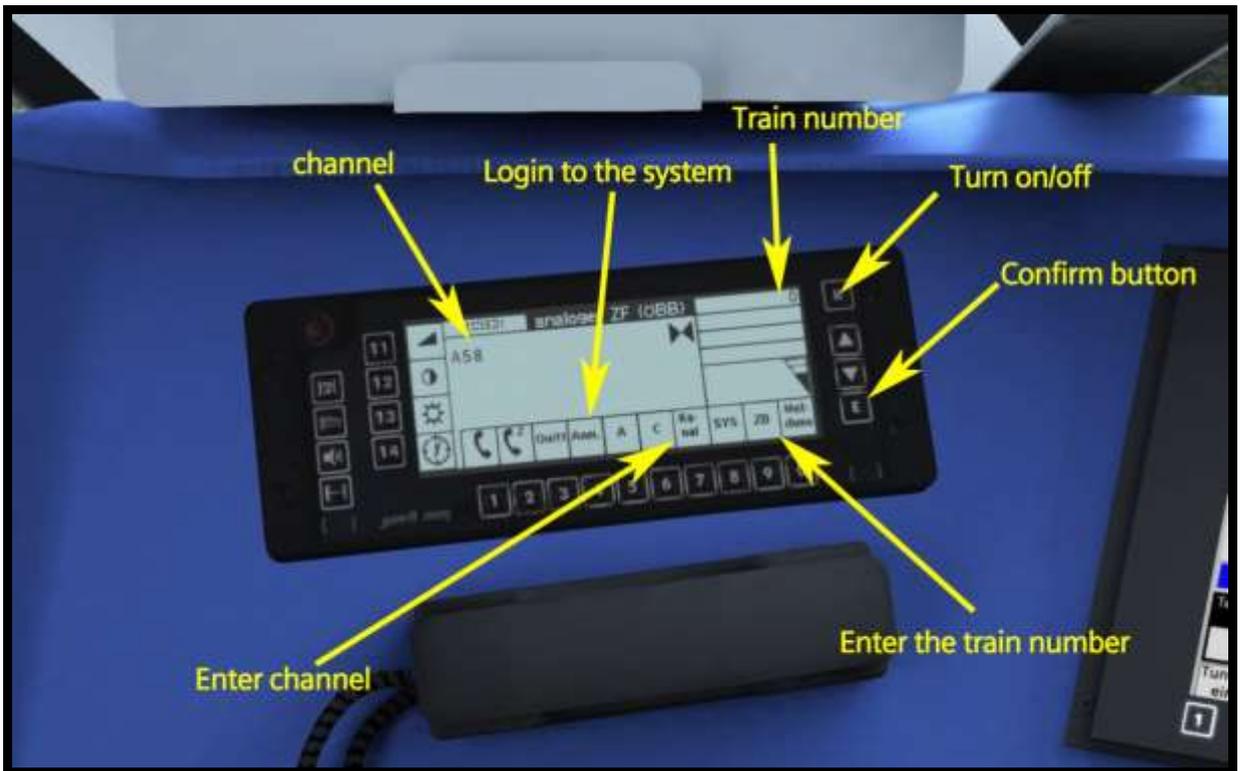
Picture 4: Radio dispatcher line main display

The Radio dispatcher line is in use for 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 4). If you are satisfied with the channel then just confirm it with the confirm button.
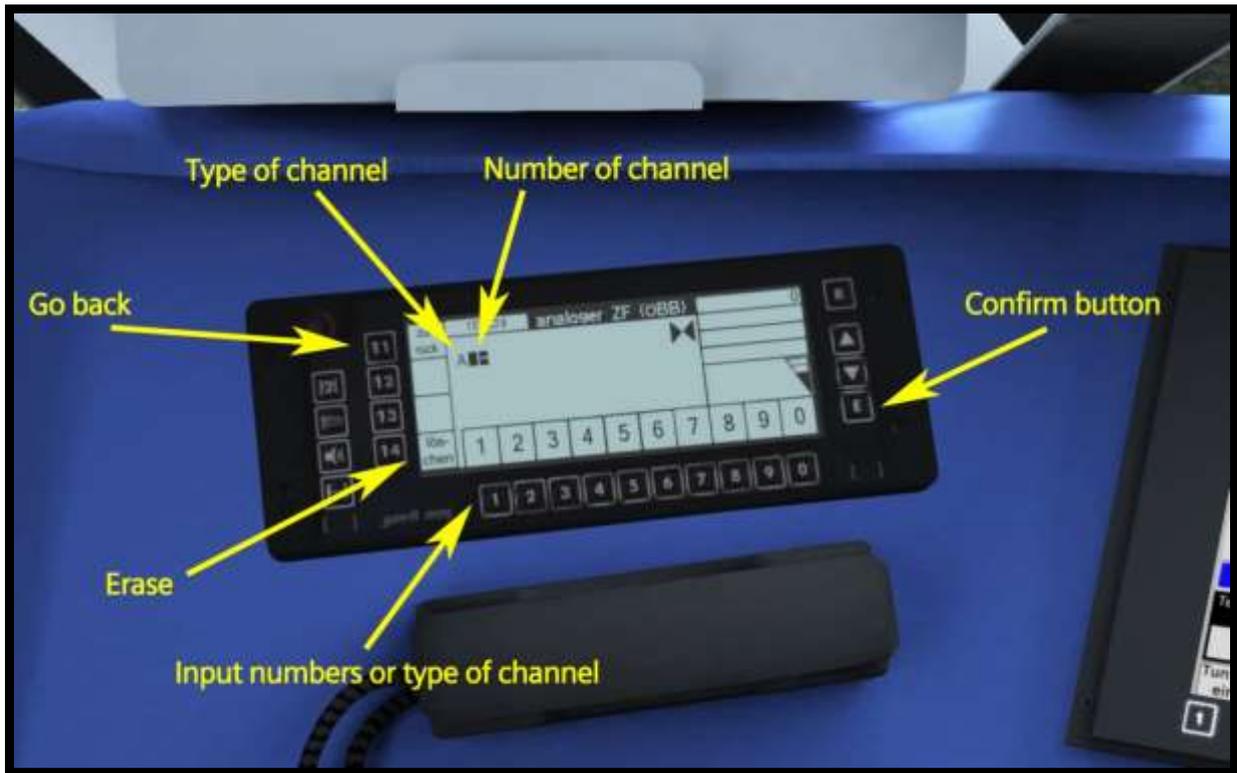
Picture 5: Channel selection

To enter a new train number you must pressed the "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.

2.8   Doors

If you want to open the doors, first you need to unlock them with the "Door lock control" (Picture 2, number 13) and then press T button on the keyboard to open the doors (only doors on platform will open). If you want to close the doors put "Door lock control" into the "Lock doors" position.
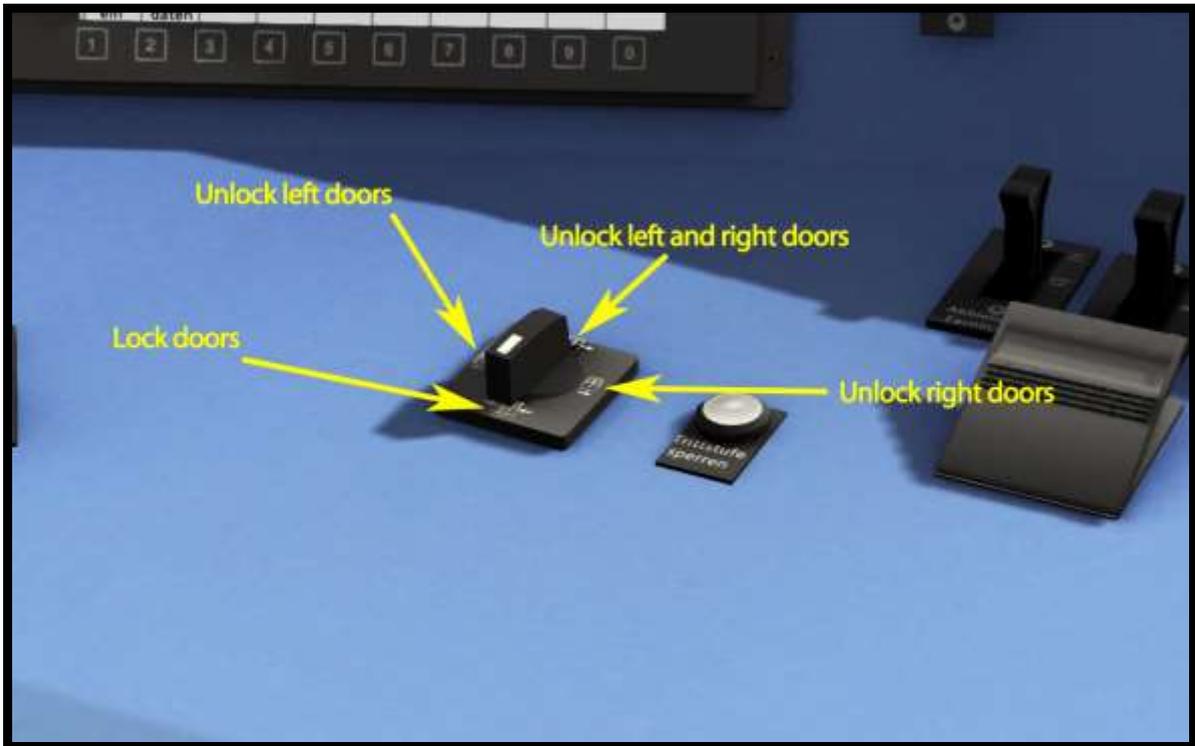
Picture 6: Doors

2.9   Display
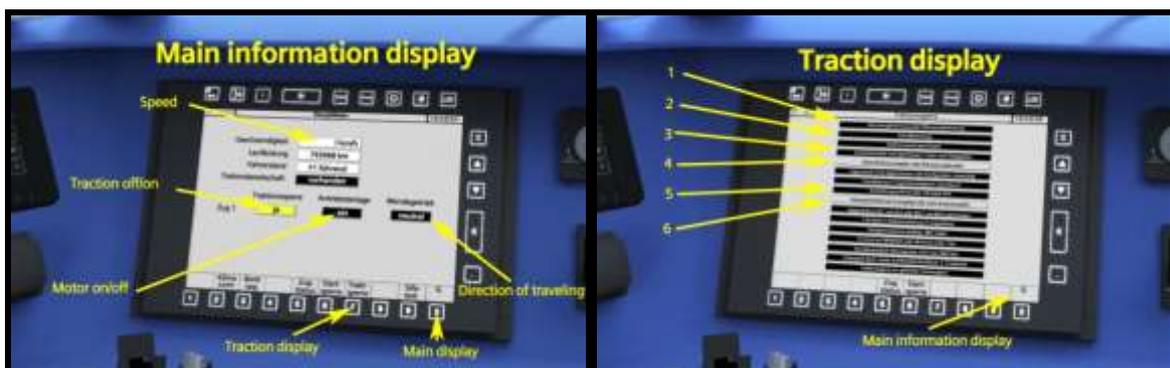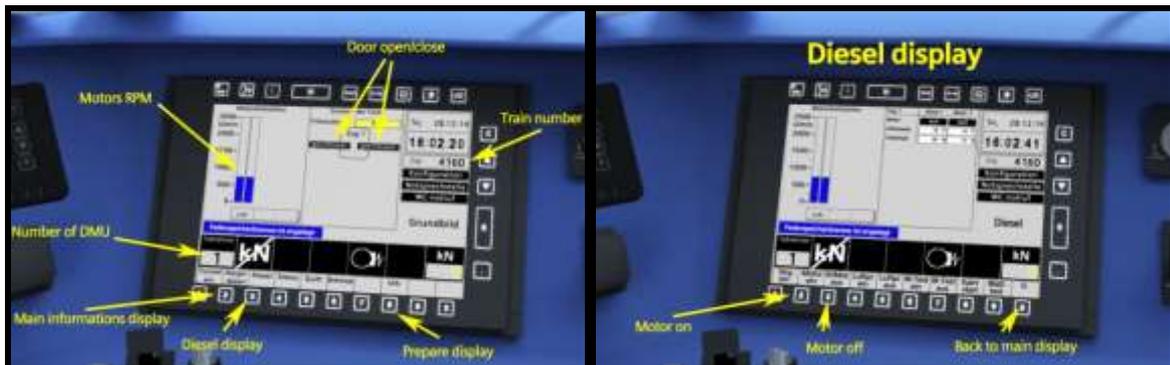
Traction display:

1. SIFA or PZB emergency brake is applied

2. Emergency brake is applied

3. Doors are unlocked

4. No direction is selected

5. Throttle/brake lever is not on neutral position

6. Spring brake is applied

Display symbols

k̶N̶	No traction
Motor steht	Motor is off
Motor startet	Motor is starting
Motor stellt ab	Motor is shutting down
→|O|←	Air brake is applied
O	Spring brake is applied
Halte-wunsch	STOP at the next station (if passengers request to stop on next station)
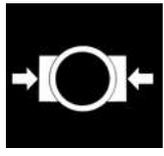
2.10 Stopping point

On some routes the trains will not stop at small stations if passengers don't request to stop. In the scenario editor you can find the "RSSLO Desiro Stop" object that can be added to the tracks. When the model passes this point, the indicator "Haltewunsch" (stop on next station) will show up on main display.
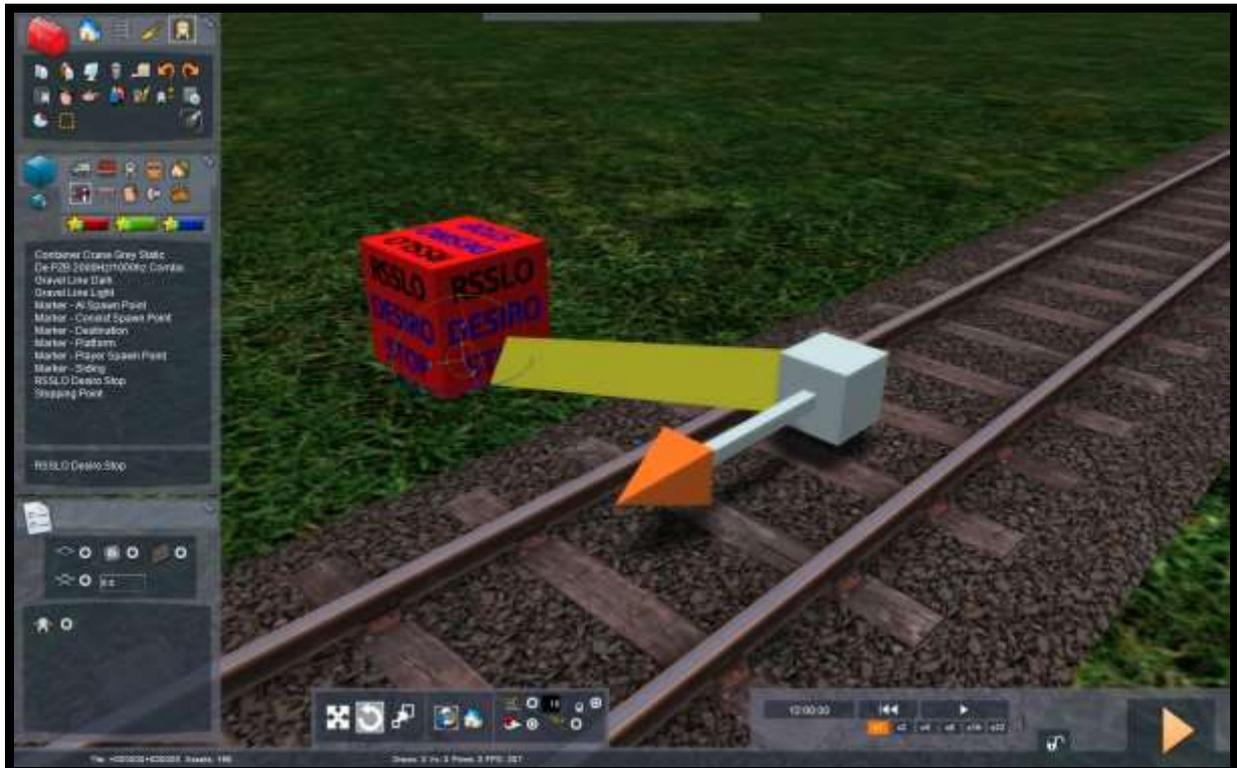
Picture 7: Stopping point object

2.11 GSP 95 (destination display)

To show the destination names on the train, it is necessary to enter the number into the GSP 95.
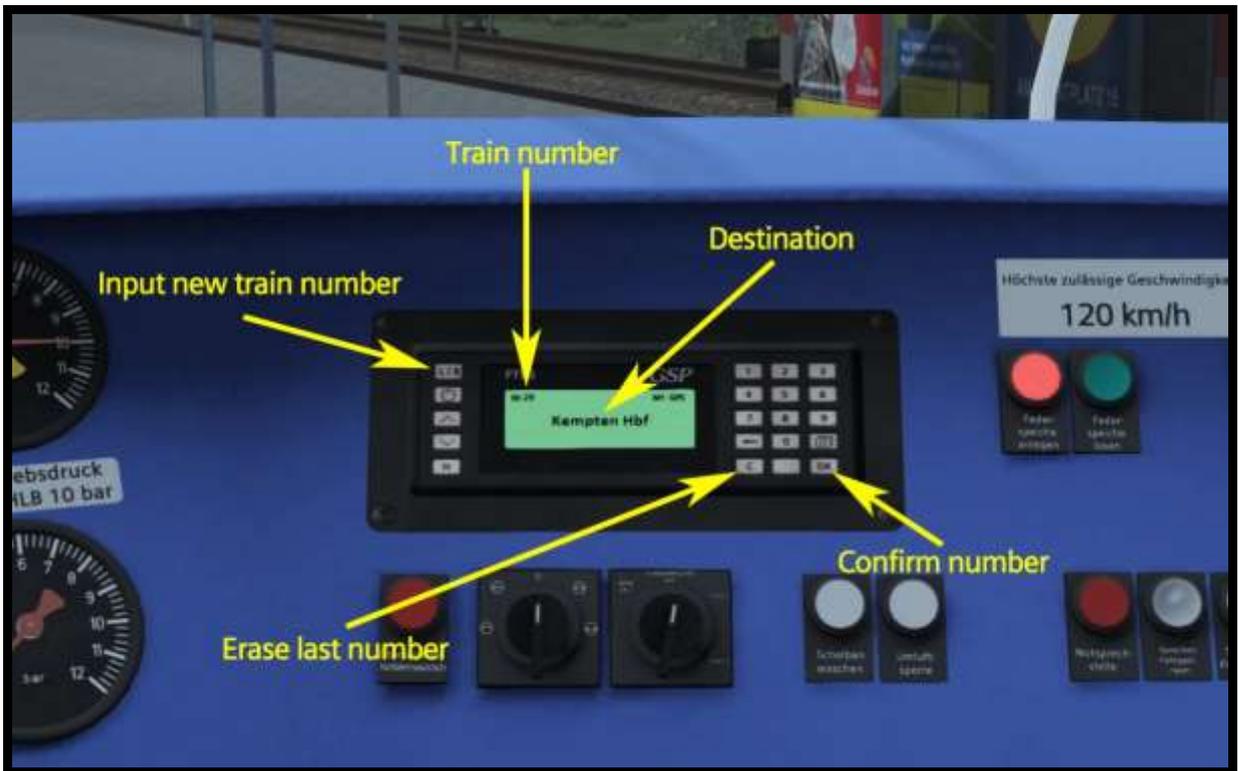
Picture 8: GSP 95

Two options to enter the number:

You need to input number from list that is located in:
…/railworks/Manuals/EN/DisplayStations.pdf

If the input number is bigger than 100 the models always chooses the last two digits of the number. For example if the entry number is 4567 the model will select number 67 (Großheringen).
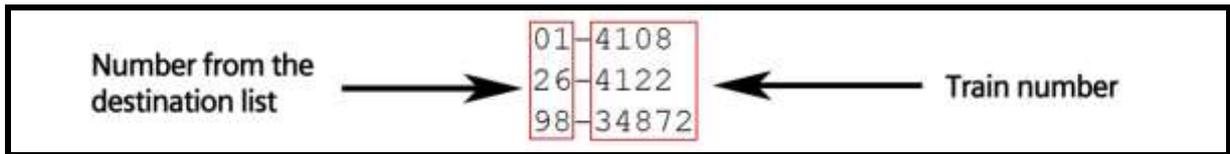
Picture 9: Train number for the destination board

The user must add 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.
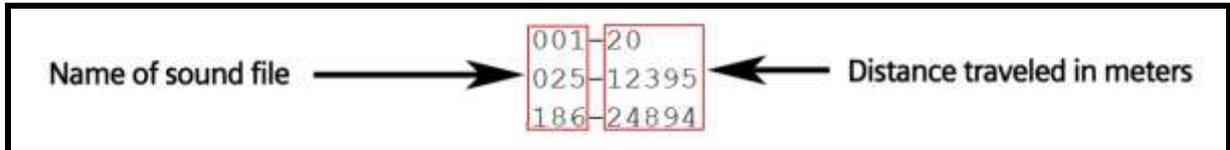
Picture 10: Announcement sound

The sound files are located in the:
.../railworks/Assets/RSSLO/VT642/RailVehicles/Sound/GSP/Sounds/"001-200".dav

The sounds 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.

3   KEYBOARD LAYOUT

Function	Key
Increase / decrease Throttle-brake	A / D
Increase / decrease Reverser	W / S
Increase / decrease Train Brake	" / ;
Horn 1	Space
PZB override	Page down
PZB release	End
PZB acknowledge	Delete
PZB activated/deactivated	CTRL + NUM ENTER
Confirm SIFA	Q or Num Enter
SIFA activated/deactivated	SHIFT + NUM ENTER
SIFA basic-advance	SHIFT + S
Headlights	H (SHIFT + H)
Wipers	V (SHIFT + V)
Sander	X
GSP length	CTRL + U
Lock doors	C
Motor on/off	Z (SHIFT + Z)
Spring brake Apply	SHIFT + /
Spring brake release	/
Instrument lights	I
Cab light	L/SHITFT + L

4 SCENARIOS

RSSLO Morning local train

1. Rating: *
2. Duration: 20 min
3. Scenario type: Career scenario
4. Route: Munich to Garmisch

RSSLO Rainy day

1. Rating: ***
2. Duration: 35 min
3. Scenario type: Career scenario
4. Route: Munich to Garmisch

RSSLO Route Problem

1. Rating: ***
2. Duration: 35 min
3. Scenario type: Career scenario
4. Route: Munich to Garmisch