

Mk1 Coach Pack

Volume 1

AP

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How to Install

- 1) Locate where you have downloaded this pack and unzip it. Information on how to do this can be found [here](#).
- 2) Go to the location where you have extracted the files from the .zip file.
- 3) Now find the .exe file called 'Mk1 Coach Pack Vol 1'. Double-click this file.
- 4) Follow the steps and by the end of the process, this pack will have installed.

Variants

BCK (Brake Composite Corridor)



BFK (Brake First Corridor)



BG (Brake Gangwayed)



BSK (Brake Second Corridor)



CK (Composite Corridor)



FK (First Corridor)



FO (First Open)



RBR (Restaurant Buffet)



RK (Restaurant Kitchen)



RMB (Restaurant Miniature Buffet)



SK (Second Corridor)



SO & TSO (Second Open & Tourist Second Open)



Liveries

Blood & Custard:

As-built - B&C

Modern - B&C 2

Saphos Trains - ST



Maroon:

As-built - Maroon

With yellow stripe on first class vehicles - Maroon 2



Chocolate & Cream:

As-built - C&C

Modern - C&C 2



Green:

As-built - Green

Modern - Green 2



BR Blue/Grey



InterCity - InterCity



InterCity (White Roof) - *InterCity (W)*



Network SouthEast - *NSE1*



Network SouthEast Revised - *NSE2*



Provincial:

With Trans-Pennine logo - *TP*

With Regional Railways logo - *RR*



West Coast Railway Company - WCRC



Riviera Trains Blue – RT1



BR Blue



Parcels



Royal Mail - *RM*



Rail Express Systems - *RES*



Features

Bogie Variants

The three main types of bogie carried by this coach have been modelled. As well as being visually different, coaches using the 'B4' bogie have different 'run' sounds to those who using the 'BR1' or 'Commonwealth'.

BR1



Commonwealth



B4



The bogie shown is controlled via the vehicle number. Please see the 'Numbering' section of this manual for more information.

Advanced Slam-door Functionality



Each door is individually scripted and opens/closes at random. This means that very rarely will all doors be open at once, just like reality. Also, whether the droplight windows are raised or not, is controlled by season so in the winter, they are much more likely to be raised than in the summer.

Tread Brake Simulation

This pack is setup to provide full tread brake simulation with any of our locomotives advertised as offering this feature.

Passenger Views

Two passenger views are provided in this pack. The first is a second class compartment within the BCK, BSK, CK or SK. The second is a 'head out' view from most other variants. To cycle through passenger views on your train, press **Ctrl+Left Arrow** or **Ctrl+Right Arrow**.

BCK/BSK/CK/SK



Head out

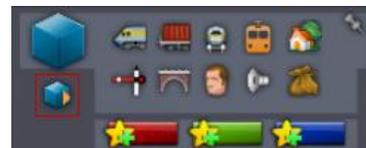


How to Use in the Scenario Editor

How to place

To place a mk1 coach in the scenario editor, please follow the instructions below:

- 1) In the left-hand rolling stock fly-out, click the object set filter which looks like a blue box with an orange arrow to the right of it.



- 2) Go to the right-hand fly-out which should have appeared. Select 'AP' from the drop-down menu.
- 3) Tick the second & third box beside 'BRMk1Pack01'.
- 4) The mk1 coach liveries should now be visible in the left-hand rolling stock fly-out.

Numbering

When placing a mk1 coach in the scenario editor, you are able to control a number of visual differences via the number of the coach. Please see the table below for information on what you can do on each livery:

Bogie

By default, the 'BR1' bogie is used. To use the Commonwealth bogie, add **;B=2** to the coach number. To use the B4 bogie, add **;B=4** to the coach number.

Tail light

Automatically, a tail light will appear at the rear of any mk1 consist in the game. If you would like this not to appear, add **;TL=0** to the coach number.

Region letter

For liveries which show a region letter next to the number, 'M' (Midland) is the default. If you would like to change this, add the following to the coach number: **;R=E** for Eastern, **;R=W** for Western, **;R=SC** for Scottish, **;R=S** for Southern or **;R=Z** for no region.

Logos

Where logoless/unbranded versions of liveries have existed in reality, you can add **;L=0** to the coach number, to remove the relevant logos from that livery. Further variations are also possible on the following liveries:

BR Blue & BR Blue/Grey

Add **;L=2** for Network SouthEast logo

Add **;L=3** for Express Parcels logo

Add **;L=4** for Rail Express Parcels logo

Add **;L=5** for ScotRail logo

Add **;L=6** for Newspapers logo

Add **;L=7** for BR logo

Please note that these logos have only been applied to the relevant variants.

InterCity & InterCity (White Roof)

Add **;L=2** for InterCity Swallow logo

Example numbers

81553;B=4;TL=0;R=E;L=0

Key:

81553 - Coach number

;B=4 - B4 bogie

;TL=0 - Tail light removed

;R=E - Eastern region letter next to coach number

;L=0 = Logo removed

Credits

Master Key Simulations - Modelling & texturing

Nicolas Schichan - Scripting