

Mk2D-F Coach Pack



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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 'Mk2D-F Coach Pack'. Double-click this file.
- 4) Follow the steps and by the end of the process, this pack will have installed.

Variants

BSO (Brake Second Open)



BUO (Brake Unclassified Open)



FO (First Open)



RFO (Restaurant First Open)



RLO (Restaurant Lounge Open)



TSO (Tourist Second Open)



Liveries

Anglia (BSO, FO, RFO & TSO)



Arriva (BSO & TSO)



Arriva Trains Wales (BSO & TSO)



Blue Pullman (BSO & FO)



BR Blue/Grey (BSO, FO, RFO & TSO)



BR ScotRail (FO & TSO)



Direct Rail Services - *DRS* (BSO & TSO)



English, Welsh & Scottish Railway - *EWS* (BSO, FO, RFO & TSO)



First Great Western - FGW (BSO, FO, RFO & TSO)



First ScotRail (BUO & RLO)



InterCity (BSO, FO & TSO)



InterCity Swallow (BSO, FO, RFO & TSO)



Network Rail (BSO, RFO & TSO)



Red/Black (BSO, FO, RFO & TSO)



ScotRail (BSO & TSO)



ScotRail Sleeper (BUO & RLO)



Serco Sleeper (BUO & RLO)



Wessex Trains - Wessex (BSO & TSO)



West Coast Railway Company - WCRC (BSO, FO, RFO & TSO)



Features

Tread Brake Simulation

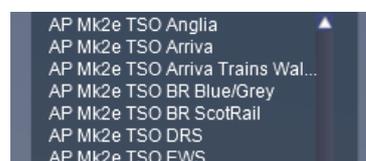
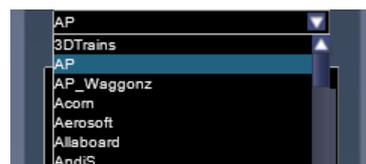
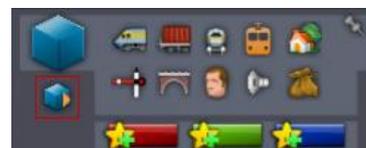
This pack is setup to provide full tread brake simulation with any of our locomotives advertised as offering this feature.

How to Use in the Scenario Editor

How to place

To place a mk2 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 'BRMk2Pack01'.
- 4) The mk2 coach liveries should now be visible in the left hand rolling stock fly-out. TSO coaches with a '(ho)' suffix contain a head-out passenger view.



Numbering

When placing a mk2 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:

Clean underframe

To have a clean underframe, add **;WX=0** to the coach number.

Tail light

Automatically, a tail light will appear at the rear of any mk2 consist in the game. If you would like this not to appear, add **;TL=0** to the coach number.

Central door locking (CDL)

As default, the 'BR Blue/Grey', 'BR ScotRail' & 'InterCity' liveries don't have the orange CDL lights, as CDL wasn't fitted until the 1990s. If you would like to add CDL lights to these liveries, add **;CDL=1** to the coach number.

Region letter

As default, the 'BR Blue/Grey' & 'InterCity' liveries show a region letter of 'M' (Midland) next to the number. 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.

Window bars

On the DRS livery, add **;B=1** to the coach number, to apply window bars.

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:

'Arriva Trains Wales': Add **;L=2** for stripes to cover where the logo was

'BR Blue/Grey': Add **;L=2** for additional 'Scotrail' lettering

Example numbers

6001;WX=0;TL=0;CDL=1;R=Z;L=0

Key:

6001 - Coach number

;WX=0 - Clean underframe

;TL=0 - Tail light removed

;CDL=1 - Central Door Locking (CDL) added

;R=Z - No region letter next to coach number

;L=0 = Logo removed

Credits

Jordi Blumberg - Modelling & texturing

Nicolas Schichan - Scripting