

Mk3A-B 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 'Mk3A-B Coach Pack'. Double-click this file.
- 4) Follow the steps and by the end of the process, this pack will have installed.

Variants

Mk3A & Mk3B

BFO (Brake First Open)



FO (First Open)



FO(D) (First Open Disabled)



RFB/RUB (Restaurant First Buffet/Restaurant Unclassified Buffet)



RFM (Restaurant First Modular)



RFM (Restaurant First Modular) with plug doors/revisted windows



TSO (Trailer Standard Open)



TSO (Trailer Standard Open) with plug doors/revised windows



FO(B)/TSO(B) (First Open Buffet/Trailer Standard Open Buffet)



Liveries

BR Blue/Grey:

with Inter-City logo - *BR*

with Inter-City & ScotRail logos - *BR (SR)*



BR Blue/Grey (Modern):

with Inter-City logo - *BR2*

with Wrexham & Shropshire logo - *BR2 (WS)*

with Chiltern Railways logo - *BR2 (CR)*



InterCity - IC



InterCity Pullman - IC(P)



InterCity Swallow:

without orange cant rail - *ICS1*

with orange cant rail and central door locking - *ICS2*



InterCity Swallow (LSL) - *ICS (LSL)*



BR ScotRail - BR SR



VT:

without logos - *Ex-VT*

with ScotRail logo - *Ex-VT (SR)*

with First ScotRail logo - *Ex-VT (FSR)*



VT Silver:

without logos - *VT Silver*

with Abellio Greater Anglia logo - *Ex-VT Silver (AGA)*



Anglia Railways - *Anglia*



ONE Dark



ONE



Ex-ONE



Ex-ONE (White Stripe):

with National Express East Anglia logo - *Ex-ONE (NXEA)*

with Greater Anglia logo - *Ex-ONE (GA)*

with Abellio Greater Anglia logo - *Ex-ONE (AGA)*



National Express East Anglia:

with logo - *NXEA*

with Greater Anglia logo - *Ex-NXEA (GA)*



Abellio Greater Anglia:

with Abellio Greater Anglia - *AGA*

with Greater Anglia logo - *GA*

with Rail Charter Services logo - *Ex-GA (RCS)*



Arriva Trains Wales:

with yellow and red stripe - ATW1(1)

with yellow stripe - ATW1(2)



Arriva Trains Wales Revised:

with no stripe - ATW2

with yellow and red stripe (RFM only) - ATW2(1)

with yellow stripe (RFM only) - ATW2(2)



Wrexham & Shropshire - WS



Chiltern Railways - CR1



Chiltern Railways with plug doors:

with Chiltern Railways/Mainline logos - CR2

with Chiltern Railways by Arriva logos - CR2(A)



Chiltern Railways Revised - CR3



Features

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.

Central Door Locking (CDL)

In the early 1990s, central door locking was fitted to prevent the doors being able to be opened on the move. Both the original and LED variants of the accompanying bodyside indicator lights are included in this pack. Also, after the doors close, there is a delay of a few seconds before the indicator lights extinguish upon locking, simulating the delay in the guard doing this. Finally, if you listen closely near the doors, you will hear the locking bolt move.



Tail Lights

The main difference between Mk3As & Mk3Bs is the integral tail lights on the coach ends. These are automatically placed on all Mk3B coaches. Whether they are used instead of a tail lamp is controlled via the vehicle number's in the scenario editor. More information on this can be found in the *Numbering* section later in this manual.



Table Lamps

Upon privatisation, table lamps were fitted to Mk3s with first class seating on the West Coast Main Line. These are simulated externally and only appear illuminated after sunset or before sunrise.



Air Suspension Valve

Mk3s have very distinctive sounding air suspension valves which have been simulated in great detail. When releasing air, they make a hissing sound as well as a whine.

Upon loading a scenario, each bogie on a coach is allocated a random pitch value so they will whine at a different pitch to each other as per reality. Sometimes, the valves will only make the hissing sound and not the whine.

How often the valve releases air is scripted randomly and dependent on speed/curvature. It is more likely to sound at lower speeds and when leaning into a curve on superelevated track.

There is a chance that upon stopping, a valve will continuously release air before slowly fading out and warbling in pitch.

Finally, the Chiltern Railways plug door Mk3s have been fitted with a silenced version of the valve which only hisses and no longer whines.

Track Whine

Since the advent of rail grinding, Mk3s have made a whining sound whilst moving, almost like a traction motor, which increases in pitch as speed increases. It is difficult to pinpoint when exactly this sound became more prevalent so we have made an educated guess of the late 1990s. For any post-privatisation liveries then, these will make the sound and anything pre-privatisation will not.

In addition, only primary high-speed routes tend to receive a regular visit from the rail grinder, so this sound tends not to be audible on secondary routes and branch lines. To try and account for this, if the speed limit of the line you are travelling on is below 80mph, even post-privatisation liveries will not whine.

Flushing Toilets

Yes, your eyes don't deceive you, we have implemented flushing toilet particle effects! On coaches not fitted with retention tanks, above 15mph, each toilet will flush every 3 to 15 minutes. This functionality only activates once the doors have been opened in a scenario to try and prevent these effects incorrectly appearing on empty coaching stock services. These effects are also disabled on the Network Rail 'New Measurement Train'.

Whilst this all might seem rather silly, seeing this from the lineside always added to the sense of speed as these mighty machines flew by. You just had to remember to look away at the right moment...!

Passenger Views

Two passenger views are provided in this pack. The first is a first class saloon within the RFM/RFB/RUB vehicle and features seat moquette/colour variations depending on livery. The second is a 'head out' view on all other vehicles. To cycle through passenger views on your train, press **Ctrl+Left Arrow** or **Ctrl+Right Arrow**.

RFM/RFB/RUB



All other vehicles



Bits and Bobs

This section is dedicated to aspects of this pack that don't warrant a dedicated section but are still of note:

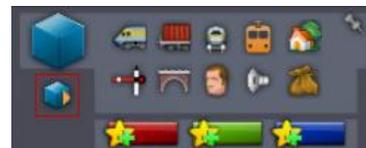
- InterCity Pullman livery has all 20 individually named vehicles
- The frequency at which the air conditioning sound activates, and stays on, is dependent on season.
- When entering the passenger view of a post-privatisation liveried coach, there is a 1 in 10 chance that within 20 seconds, you will hear the classic announcement chime as fitted to these coaches upon privatisation.
- Coach end data panels show the correct information as per the coach variant.

How to Use in the Scenario Editor

How to Place

To place a Mk3 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 'BRMk3Pack01'.
- 4) The Mk3 coach liveries should now be visible in the left-hand rolling stock fly-out.

Numbering

When placing a Mk3 coach in the scenario editor, you are able to control a number of visual differences via the number of the coach. Please see below for more information:

Tail light

Automatically, a tail light will appear at the rear of any mk3 consist in the game. If you would like this not to appear, add **;TL=0** to the coach number. If you would like to use the integrated tail lights on the Mk3B variant, add **;TL=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.

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.

Overhead line warning stickers

In their default state, liveries show the most common style of overhead line warning sticker that they carried; sometimes with no sticker at all. For where this varied within a livery's time period, **;OHL=x** can be added to the coach number.

- No stickers. x = **0**
- Old style. x = **1**
- New style. x = **2**

Central door locking (CDL)

To change the type of bodyside indicator lights, add **;CDL=x** to the coach number.

- No lights. x = **0**
- Original. x = **1**
- LED. x = **2**
- LED (different position for plug door variant). x = **3**

Window frames

To remove the silver window frames on a RFM vehicle, as per 10200 which was used in InterCity Swallow livery on the Great Eastern Main Line until 2006, add **;SW=0** to the coach number.

Example numbers

11091;CDL=1;TL=0;OHL=1;L=0

Key:

11091 - Coach number

;CDL=1 - Original central door locking bodyside indicator lights

;TL=0 - Tail light removed

;OHL=1 - Old style overhead line warning stickers

;L=0 = Logo removed

Credits

Dovetail Games & Waggonz - Base modelling

Nicolas Schichan - Scripting

Matthew Wilson (Vulcan Productions) - Plug door model

Greater Anglia, East Midlands Trains & Locomotives Services Limited (LSL) - A special thanks for assistance in recording sounds