MANUAL CONTENTS:

BLUE GREY CLASS 101 DMU (ANGLIA REGION) ENHANCEMENT PACK

THE PACK:

This Blue Grey 101 DMU enhancement pack focuses on the sets that dominated the Anglian branches from the mid-80s through to the mid-90s. This covers sets based at Crown point and Cambridge through this period, with their proper depot stickers, destination blind styles, logos, formations and more all with the freedom to set them up individually if you wish too.

There are also four scenarios included which cover a few basic Wherry Line moves as they ran back in the day.

REQUIREMENTS:

- [BR Class 101 DMU Add-On](#)
- [AP Class 101/117/121 Sound Pack Pro](#) = (Optional)

HOW TO INSTALL:

- Move the .exe file named '*101 (Anglia BG) Enhancement Pack*' or '*101 (Anglia BG) Enhancement Pack_NonAP*' (depending if you use the AP sounds) out of the zipped folder to a temporary location such as the desktop.
- Double click the relocated *101 (Anglia BG) Enhancement Pack*.exe and follow the on-screen instructions.

QUICK GUIDE:

Thanks to Matthew Wilson of 'Vulcan Productions', this pack comes with a lot of new features, some of which you have control over, either by in-game driving or through the numbering system in the scenario editor.

Below is a quick guide picture to some of these features although we shall list each one and how to use them if applicable below it.
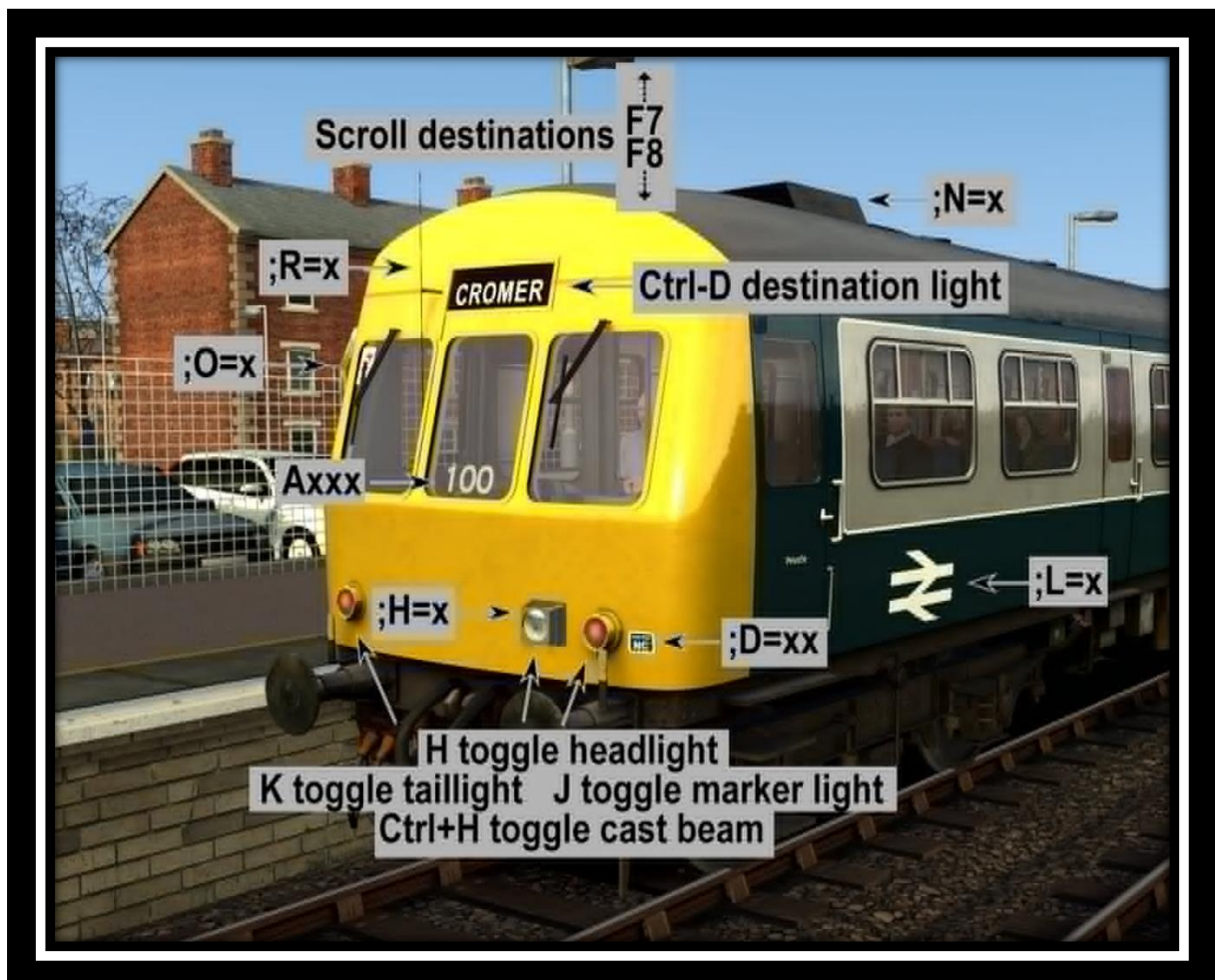
FEATURES AND HOW TO USE:

- Individually opening/closing doors…

- New exhaust effects…

- **Saloon lighting:** Use '**Ctrl+L**' in game for on/off or add **;S=x** to the unit number in the scenario editor. **x** = **0** for off (when empty) or **1** for on. Default value is **1**.

- **Passengers:** Use '**Ctrl+P**' in game for empty or loaded or add ';P=x' to the unit number in the scenario editor. **x** = **0** for empty or **1** for loaded. Default value is **1**.

- **Logo:** Add **;L=x** to the unit number in the scenario editor. **x = 0** for off, **1** for large BR arrows, **2** for small BR arrows, **3** for MetroTrain, **4** for South Shields, **5** for WM. Default value is **1**.

- **OLE warning sticker:** Add **;O=x** to the vehicle number in the scenario editor. **x = 0** for none, **1** for oldest, **2** for middle, **3** for modern. Default value is **2**.

- **Sealed Headlight:** If enabled then use '**H**' in game for on/off and use '**Ctrl+H**' in game for beam/flare (Unless disabled in the TS settings).
Add **;H=x** to the unit number in the scenario editor. **x** = **0** for none, **1** or **2** for different locations in yellow, **3** or **4** for grey. Default value is **0**.

- **Buffer Beam:** Add **;BU=x** to the unit number in the scenario editor. **x** = **B** for black or **R** for red. Default value is **B**.

- **NRN Aerial:** Add **;N=x** to the unit number in the scenario editor.
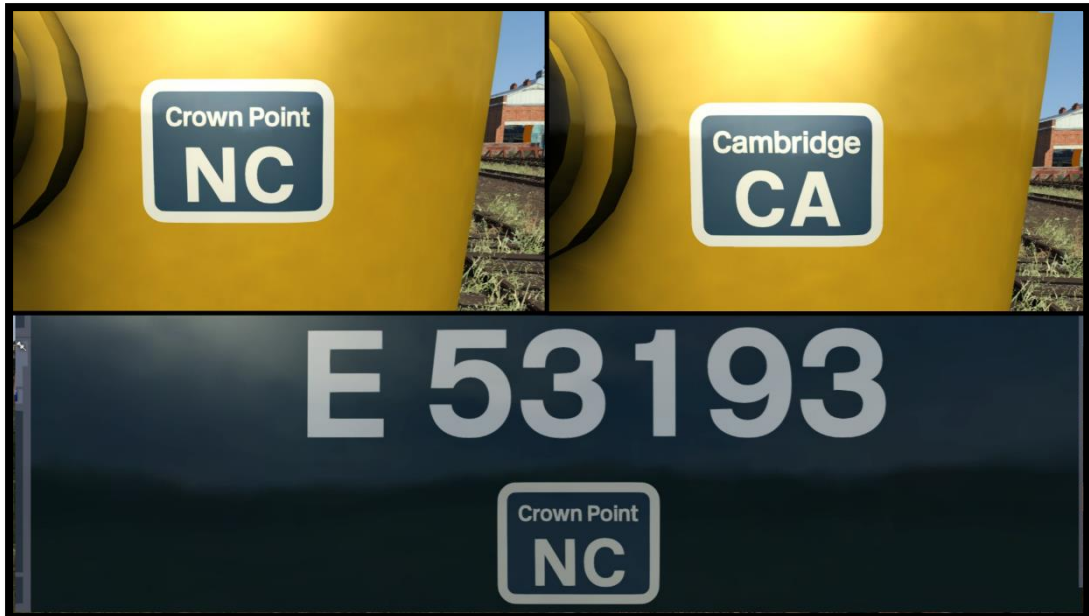 **x** = **0** for off, **1** for visible. Default value is **0**.
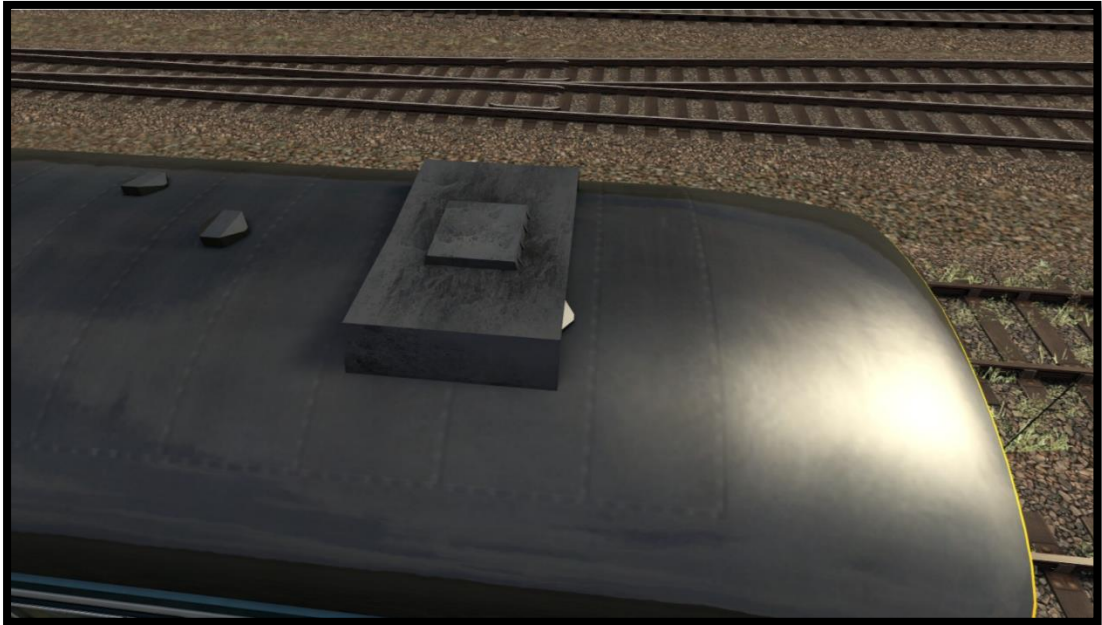
- **RETB Aerial:** Add **;R=x** to the unit number in the scenario editor. **x** = **1** to show. Default value is **0**.

- **Depot sticker:** Add **;D=xx** to the unit number in the scenario editor.
  xx = **NC** for Norwich Crown Point, **CA** for Cambridge depot.
  Suffix with a **2** for the sticker to be placed down by the vehicle number.

- **Orange cant line:** Add **;C=x** to the vehicle number in the scenario editor.
 **x** = **0** for off. Default value is **1**.

- **Set number location:** Add **;U=x** to the vehicle number to override the one chosen via the set number in the scenario editor. **x** = **A** or **B** or **C** for different locations. Default value is **A** at the start of the number chain.

- **Dynamic Driver:** Once a unit starts to move, a driver will automatically appear in the front cab depending on the direction of travel. If you would like to start the scenario with a driver already placed in a chosen cab then add **;DR=1** to the vehicle number in the scenario editor.

- **Destination Blind sets:** To change a destination blind set add **;B=xx** to the vehicle number in the scenario editor. **x** = (Please see included '*101_Destsinations.xls* file) Default value is **NC**.
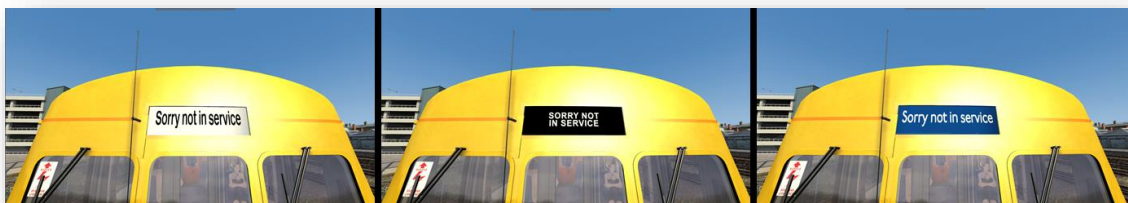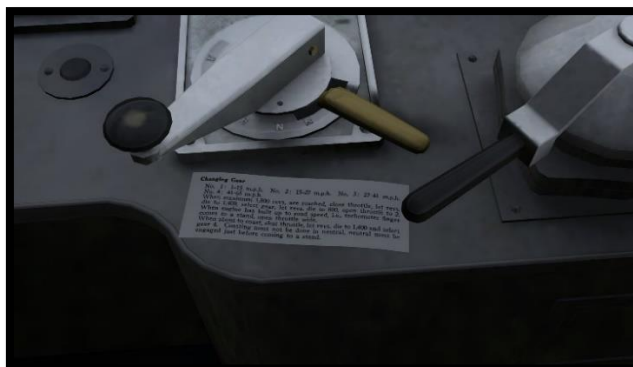
EXTRA FEATURES:

- Variety of cab views…

- A range of passenger views, with working gear lever, wipers and more…

- Lots of other little details added all over…

ADDED CONTROLS (Whilst driving in game):

- **K** = toggle taillights on/off.
- **J** = toggle marker lights on/off.
- **H** = toggle sealed headlight on/off (if enabled).
- **Ctrl+H** = toggle cast beam/flare from headlight (if enabled).
- **Ctrl+D** = toggle destination light on/off.
- **Ctrl+P** = toggle passengers loaded/empty.
- **Ctrl+L** = toggle saloon lights on/off (when empty).
- **F7/F8** = scroll destination blind.

TO ADD TO YOUR OWN SCENARIOS:

- After entering the scenario editor, scroll over to the left-hand side flyout and select the 'Object Set Filter'…

- This will bring up another flyout on the right side of the screen for you to scroll over. In the drop-down arrow find and select 'RSC'…

- In the 'RSC' section there is 'BritishRailClass101' listed along with three boxes to the right of it. You need to tick the two boxes furthest to the right…
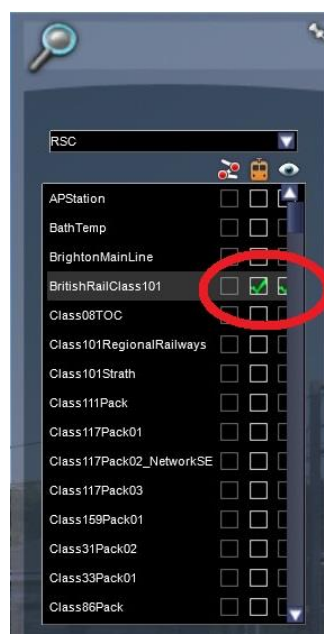
- You can then place down the vehicles individually or select the 'consist' tab and place down any of the preloads provided, which is actually the recommended way to use this pack. Using the preloads are designed to make things easier for the scenario creator due to them forming realistic set formations and configuration as default.

BASE NUMBERING FORMAT:

If you use the provided preloads, then the chances are that you will only need to set the DMBS or the DMSL1 year (;Y=xx) in the number chain. This will set-up the whole set to the formation they run to during that chosen year if possible.

A typical number will be set like this AAAABBBBBC;Y=xx and represent the following…

- AAAA = Unit set number, use # for a blank character at the start. These set numbers are then referenced through a database where the correct vehicle number, depot allocation sticker and appropriate blind are pre-selected. First character is A, B or C to change set number location.
- BBBBB = Vehicle numbers, these may not show the changes live but can be renumbered if you wish to run some unique formations.
- C = Letter to set the destination, which will vary depending on which blind set is being used. See the provided '*101_Destinations.xls*' file to see which destination letter to use.
- ;Y=xx = The 'xx' represents a two-digit year code, upon which depot allocation, blind and associated partnered vehicles may differ as explained above.

In formations with a DMBS, this leads the script messaging with regards to set numbers, years etc. In other formations it is the DMSL (not DMSL2) that will lead the messaging.

For this reason, it is recommended that you always place down a set based on the preload consists provided with the pack and edit the set number (**A**AAA) and year (;Y=xx) as appropriate to your needs, we have provided a table of these values in a list with the download (*101 BG Anglia formations.pdf*).

INCLUDED SCENARIOS:

Four basic scenarios are provided which are all for the Armstrong Powerhouse Wherry Lines 2.0.

Name: 2P11 10:20 Great Yarmouth to Norwich.

Traction: 3 car 101 No. 103.

Duration: 40 Minutes.

Description: A basic stopping service to Norwich via Acle and Lingwood.

Name: 2D44 17:59 Norwich to Lowestoft.

Traction: 2 car 101 No. 66.

Duration: 55 Minutes.

Description: An amended timetable for a Norwich to Lowestoft service.

INCLUDED SCENARIOS (Continued):

Four basic scenarios are provided which are all for the Armstrong Powerhouse Wherry Lines 2.0.

Name: 2P42 10:22 Cambridge to Norwich.

Traction: 2 car 101 No. 78.

Duration: 15 Minutes.

Description: Drop off a mail van in Norwich station before stabling your unit.

Name: 5P01 05:50 Norwich C.P. T&R.S.M.D. to Great Yarmouth.

Traction: 3 car 101 No. 102.

Duration: 40 Minutes.

Description: Fuel up before taking empty coaching stock to Great Yarmouth.

SCENARIO REQUIREMENTS (+ their own requirements):

- Woodhead Electric Railway in Blue Route Add-On

- Wherry Lines: Norwich to Great Yarmouth & Lowestoft Route 2.0

- Class 158/159 (Cummins) Enhancement Pack

- Class 156 Diesel Multiple Unit Pack

- Class 86 Enhancement Pack

- Class 31 Enhancement Pack

- Mk2D-F Coach Pack

- Mk2F DBSO Coach Pack

- Mk1 Coach Pack Vol. 1

- Sky & Weather Enhancement Pack 2.0

- Signal Enhancement Pack

- Class 08 Revamp Pack Gronkpack

RECOMMENED REQUIREMENTS:

- North Somerset Railway Route Add-On
- Vegetation Enhancement Pack

CREDITS:

- [Golden Goldsmith Studios](#) = Scenarios, Commission and Manual.
- [Vulcan Productions](#) = Specifically Matthew Wilson of VP for all the features listed in this manual and the installer.
- [Armstrong Powerhouse](#) & [Major Wales Design](#) = For allowing us to list their items.
- [Dovetail Games](#) = for [Train Simulator Classic](#) and their EULA.
- Sophie Rew = Help with manual, feedback and kicking us into gear.
- Graham Bell, Barry Sutcliffe & Kevin Jones = Testing and feedback.

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