



MANUAL CONTENTS:

➤ The Pack -	-----	-----	-----	-----	-----	-----	-----	-----	Page 2
➤ Requirements	---	-----	-----	-----	-----	-----	-----	-----	Page 2
➤ How to install	---	-----	-----	-----	-----	-----	-----	-----	Page 2
➤ Quick guide	-----	-----	-----	-----	-----	-----	-----	-----	Page 3
➤ Features and how to use	-----	-----	-----	-----	-----	-----	-----	-----	Page 4 – 10
➤ Extra features	---	-----	-----	-----	-----	-----	-----	-----	Page 11
➤ Added controls -	-----	-----	-----	-----	-----	-----	-----	-----	Page 12
➤ Add to your own scenarios	--	-----	-----	-----	-----	-----	-----	-----	Page 12 – 14
➤ Base numbering format	-----	-----	-----	-----	-----	-----	-----	-----	Page 15
➤ Included scenarios	-----	-----	-----	-----	-----	-----	-----	-----	Page 17 – 18
➤ Scenario requirements	-----	-----	-----	-----	-----	-----	-----	-----	Page 19
➤ Credits	---	-----	-----	-----	-----	-----	-----	-----	Page 20



NETWORK SOUTHEAST CLASS 101 DMU ENHANCEMENT PACK

THE PACK:

This Network SouthEast 101 DMU enhancement pack has a wide range of use as it covers almost every variation they ever ran in. These variations could include earlier yellow front, earlier larger numbers or just different OHLE stickers for the chosen 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 representing services along the Cambridge, Kings Cross and King Lynn lines 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 NSE Enhancement Pack*' or '*101 NSE 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 NSE 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**.



- **Front Window:** Add ;F=x to the unit number in the scenario editor. x = B for black or Y for yellow with red drawbar.



- **Window frame colour:** Add ;W=x to the vehicle number in the scenario editor. x = S for Silver, B for Blue paint (no blue option when the front windows are set to yellow).



- **Logo(s):** Add ;L=x to the unit number in the scenario editor. x = 0 for off, 1 for NSE side logo, 2 for NSE side and nose logos, 3 for NSE nose logo, 4 for Scotrail logo. Default value is per vehicle set by the scripts.



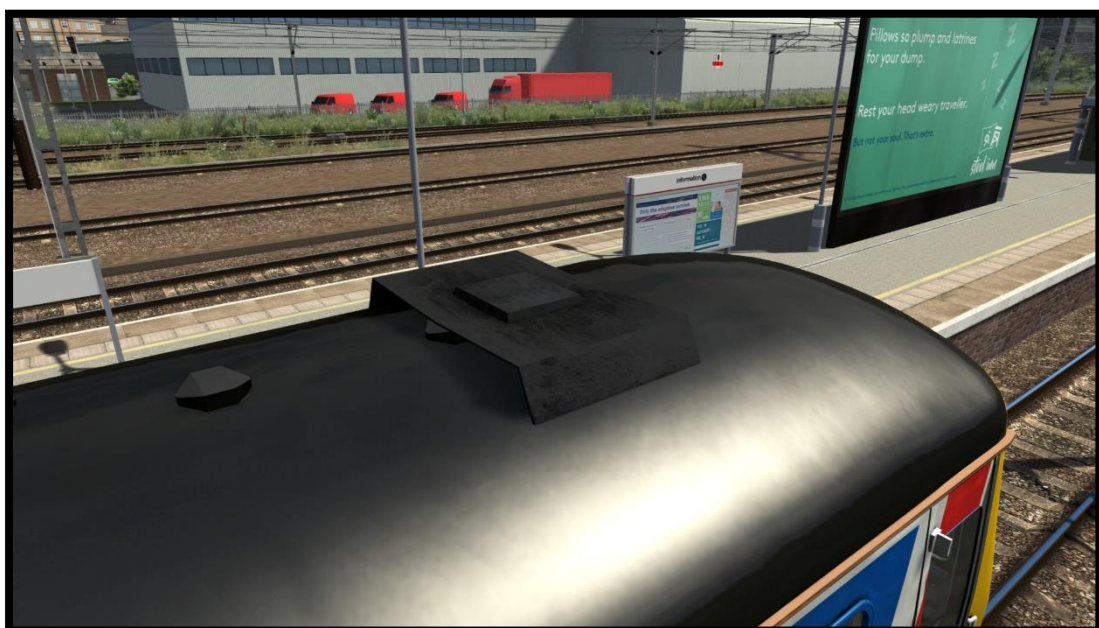
- **OLE warning sticker:** Add ;O=x to the vehicle number in the scenario editor. x = 0 for none, 1 for oldest, 2 for middle, 3 for modern. Default per vehicle is set by the scripts.



- **Sealed Headlight:** If enabled use 'H' in game for on/off and '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.



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



- **Depot sticker:** Add one of the following to the unit number in the scenario editor for the relevant depot sticker...



Default per vehicle is set by the scripts.

- **Route sticker:** Add **;R=x** to the DMBS (Only) vehicle number in the scenario editor. **x = ND** for North Down, **TH** for Thames, **WA** for West Anglia. Default per vehicle is set by the scripts.



- **Unit number:** Add **;U=x** to the vehicle number in the scenario editor.
x = 0 for off, **1** for 4 character, **2** for 101XXX, **3** for large 2 character set numbers. Default per vehicle is set by the scripts.



- **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. **xx** = (Please see included '101_NSE_Destsinations.xls' file).



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):

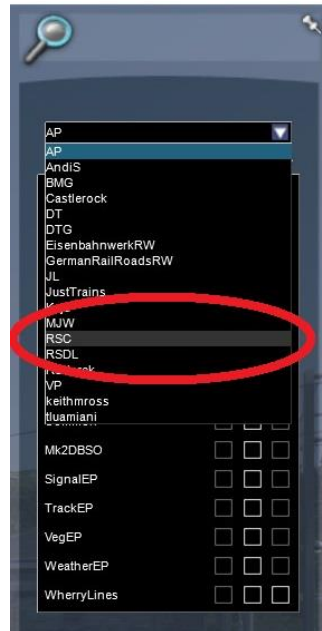
- **K** = toggle taillights on/off.
- **J** = toggle marker lights on/off.
- **H** = toggle sealed headlight on/off (if enabled).
- **Ctrl+H** = toggle cast beam/flare from headlight (if enabled).
- **Ctrl+D** = toggle destination light on/off.
- **Ctrl+P** = toggle passengers loaded/empty.
- **Ctrl+L**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

TO ADD TO YOUR OWN SCENARIOS:

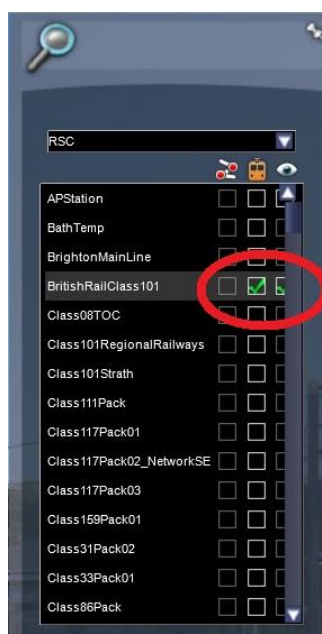
- After entering the scenario editor, scroll over to the left-hand side flyout and select the 'Object Set Filter'...



- 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(1) or the DMSL 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 **AAAABBBBBB**C;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_NSE_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.

PLEASE NOTE: Some changes may not update visually and will only take affect after pressing play or loading the scenario out of the editor.

In formations with a DMBS, this leads the script messaging with regards to set numbers, years etc. In other formations it is the DMSL 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 (**AAAA**) and year (**;Y=xx**) as appropriate to your needs. We have provided a table of these values in a list with the download (*101 NSE formations.pdf*).



INCLUDED SCENARIOS:

Four basic scenarios are provided which are all for Alan Thomson Simulation's Kings Cross to Kings Lynn route.

Name: 2H46 08:07 Cambridge to Kings Lynn.

Traction: 4 car 101 No. 831.

Duration: 65 Minutes.

Description: A basic stopping service to Kings Lynn with a rare 4 car 101 DMU.



Name: 2H51 12:32 Kings Lynn to Cambridge.

Traction: 2 car 101 No. L222.

Duration: 65 Minutes.

Description: An everyday timetable service to Cambridge.



INCLUDED SCENARIOS (Continued):

Four basic scenarios are provided which are all for Alan Thomson Simulation's Kings Cross to Kings Lynn route.

Name: 2H49 17:14 Great Yarmouth to Cambridge.

Traction: 3 car 101 No. 700.

Duration: 25 Minutes.

Description: Service to Cambridge before refuelling and stabling the unit.



Name: Royston Shuttle.

Traction: 2 car 101 No. L221 & No. 63.

Duration: 65 Minutes.

Description: Cambridge and Royston shuttle due to electrification work.





SCENARIO REQUIREMENTS (+ their own requirements):

- [Woodhead Electric Railway in Blue Route Add-On](#)
- [EWS & Freightliner Class 08s Loco](#)
- [Kings Cross to Kings Lynn](#)
- [101 \(BG Anglia\) Enhancement Pack](#)
- [Class 317 Electric Multiple Unit Pack Vol. 1](#)
- [Class 158/159 \(Cummins\) Enhancement Pack](#)
- [Class 156 Diesel Multiple Unit Pack](#)
- [Class 56 Enhancement Pack](#)
- [Class 31 Enhancement Pack](#)
- [Mk1 Coach Pack Vol. 1](#)
- [Sky & Weather Enhancement Pack 2.0](#)
- [Signal Enhancement Pack](#)
- [British Rail Wagon Pack \(1960s-2000\)](#)
- [Class 08 Revamp Pack Gronkpack](#)
- [zcv clam 'dutch'](#)

RECOMMENED REQUIREMENTS:

- [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](#), [Digital Traction](#), [Major Wales Design](#), [DP Simulation](#) & [Richard Fletcher](#) = For allowing us to list their items.
- [Dovetail Games](#) = for [Train Simulator Classic](#) and their EULA.
- Graham Bell, Kevin Jones & Barry Sutcliffe = Testing and feedback.

MANDATORY DOVETAIL GAMES UGC EULA MESSAGE:

IMPORTANT NOTICE. This is user generated content designed for use with Dovetail Games Software.

Dovetail Games does not approve or endorse this user generated content and does not accept any liability or responsibility regarding it.

This user generated content has not been screened or tested by Dovetail Games. Accordingly, it may adversely affect your use of Dovetail Games' products. If you install this user generated content and it infringes the rules regarding user-generated content, Dovetail Games may choose to discontinue any support for that product which they may otherwise have provided.

The Dovetail Games EULA sets out in detail how user generated content may be used, which you can review further here: www.dovetailgames.com/terms. In particular, this user generated content includes work which remains the intellectual property of Dovetail Games and which may not be rented, leased, sub-licensed, modified, adapted, copied, reproduced or redistributed without the permission of Dovetail Games.