



DB Series 23 for TS Classic

Version 2.0



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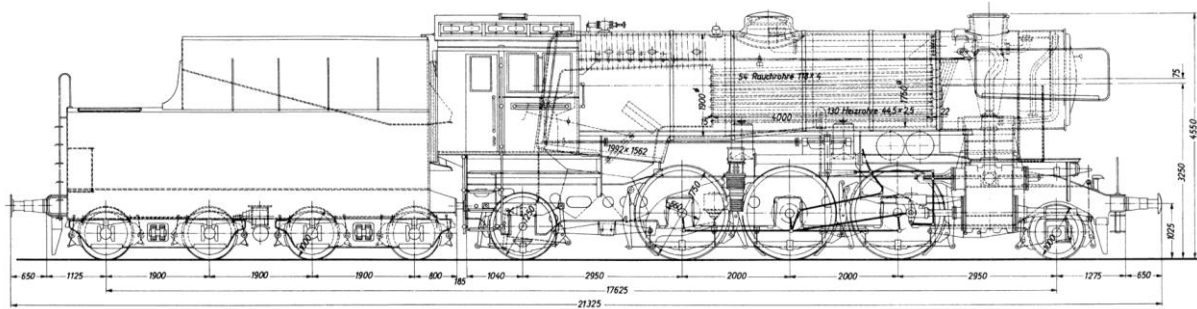
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Background

The first 2-6-2 locomotives of the series 23 were delivered to the Deutsche Bundesbahn (DB) by the firm of Henschel in 1950. These engines were designed to pull heavy passenger trains as replacements for the aging P8, the first of which had been built for the KPEV, one of the predecessors of DRG. Until 1959 a total of 105 engines of these powerful and handsome series have been constructed by several German locomotive builders. Number 23 105 deserves special mentioning since it was the last new steam locomotive of which the DB took delivery. The type is not only interesting from a technical point of view but also because a rather large number of locos have been saved from the cutter's torch. No less than eight engines can still be admired in railway museums or are being operated by preserved railways in Holland, Germany and Switzerland. These survivors have been recreated by us as rolling stock objects for TS 2017.

Bild 5. 1' C 1' h 2 Personenzuglokomotive, Baureihe 23, Tender 2' 2' T 26



© DGEG

More details on the history of these locos can be found on the internet, e.g.:

<http://www.bundesbahnzeit.de/page.php?id=Baureihe%2023>

https://nl.wikipedia.org/wiki/DB_Baureihe_23

Installation

The DB BR 01 by Wilbur Graphics is supplied as a .zip file and contains the following objects in addition to a Readme_EN.txt:

- Folder Manuals\Wilbur Graphics with German, English and Dutch manuals:

WG_DB_BR_23_Handbuch_V2_0.pdf
WG_DB_BR_23_Manual_V2_0.pdf
WG_DB_BR_23_Handleiding_V2_0.pdf

- Installer WG_DB_BR_23_V20_build_20230418.exe

After the installation .exe has been activated, a few choices and input options follow:

- Language selection (Dutch/English/French/German)
- Acceptation of the License Terms (EULA)

Read the **release notes.txt** for recent changes, etc.

Notes on installation

- You need to first unpack the zipped files before commencing installation
- If the installer can't find the Railworks folder please make sure that the Windows Registry correctly points to the Railworks folder. This situation normally only happens when you have manually moved your Steam environment to another PC or Harddrive. You should always install Steam to the new location to fix the registry.

BR 23 for TS Classic



DB 23 071

DB 23 076

The *Veluwsche Stoomtrein Mij.* (VSM) owns two operational 23s.

DB 23 023

Another 23 can be found in the Netherlands of which the *Stoom Stichting Nederland* (SSN) is owner. This engine is currently being overhauled and is expected to be restored to an operational status by 2018.

DB 23 105

Süddeutsches Eisenbahnmuseum Heilbronn (BRD). Last new steam loco delivery of DB. Inoperable after a disastrous fire while in storage at the *Gostendorf museum MPD* near Nuremberg, but now optically restored.

TS Object Browser Index

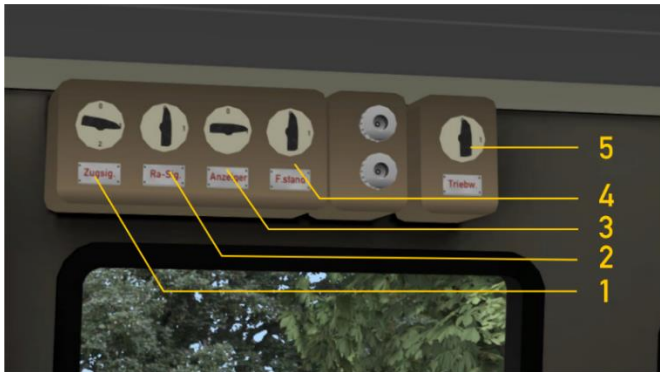
Series 23	Lok	Tender
023	WG DB BR 23 023	WG DB BR 23 023 T26
071	WG DB BR 23 071	WG DB BR 23 071 T26
076	WG DB BR 23 076	WG DB BR 23 076 T26
105	WG DB BR 23 105	WG DB BR 23 105 T26

Preload Consists

WG DB BR 23 023 Light engine
 WG DB BR 23 023 w/Passenger local
 WG DB BR 23 071 Light engine
 WG DB BR 23 071 w/goods service
 WG DB BR 23 076 Light engine
 WG DB BR 23 076 w/VW Beetles
 WG DB BR 23 105 Light engine
 WG DB BR 23 105 w/DB 50s Express

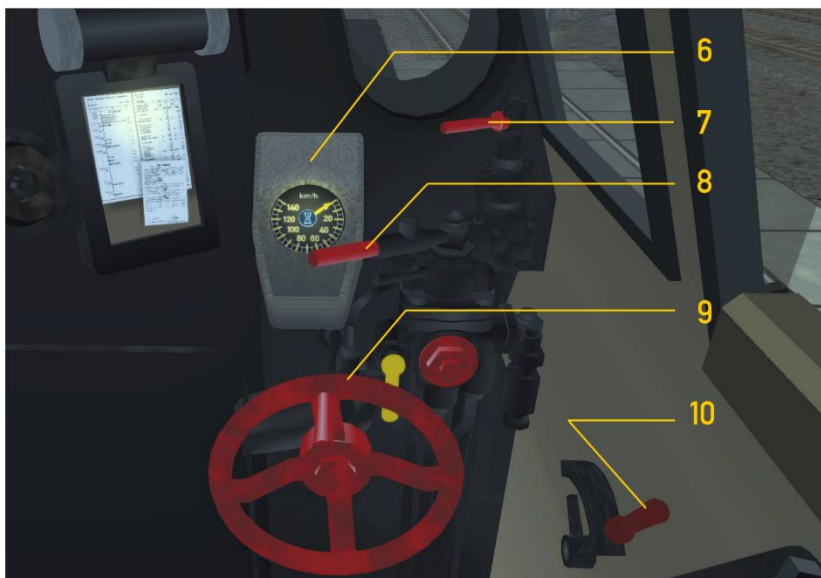
Cab Operation

The Series 23 cabin layout for TrainSimulator 2017 has been largely designed along the lines of the TS standard (expert-mode). Operation of head- and tail lights is TS-conform. Additionally, shunting lights have been made available.



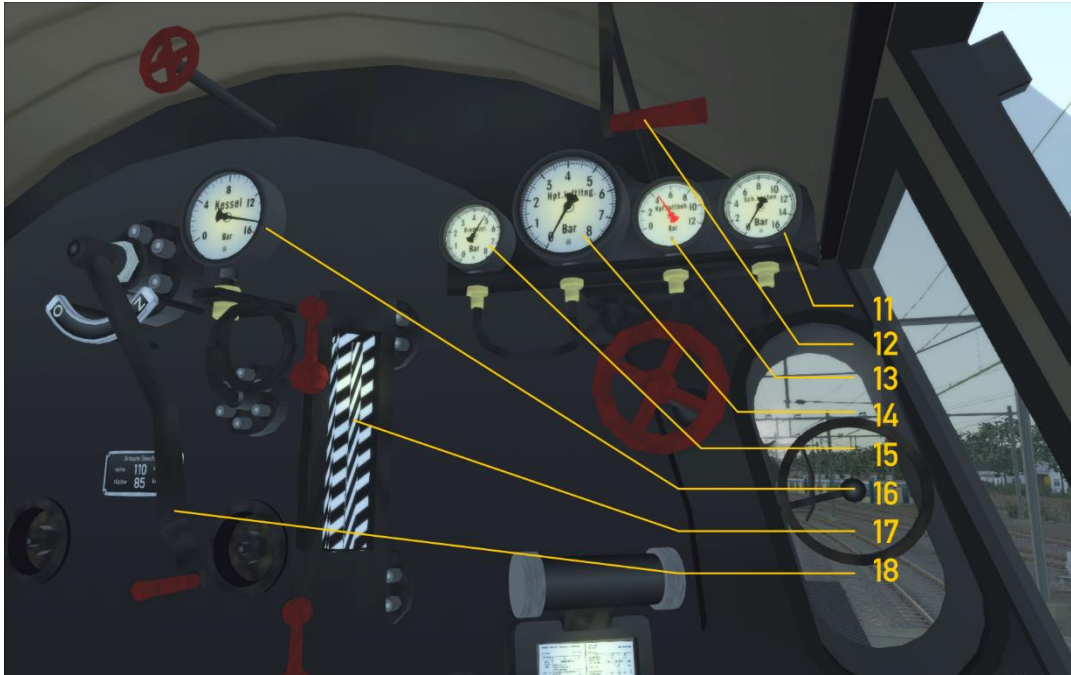
Since the 23-series, like all modern German steam locomotives, have been fitted out with an electrical lighting system a switch panel at the upper right hand side of the cabin has been provided. At the start of each scenario the shunting-lights (2) will be switched on, just like the gauges lights (4). Motion link and driving/coupling rods lighting may be switched on at dark.

1	Head/tail lights	H / SHIFT +H	4	Gauges lights	CTRL + F11
2	Shunting lights	CTRL + F9	5	Cabin light	CTRL + F12
3	Motion link lighting	CTRL + F10			



The reverser (9) controls the link motion operation. Next the engine and train brakes handles can be seen (7 and 8 respectively) and the speed indicator (6). Handle (10) serves to operate the cylinder cocks. At scenario start they will be opened.

6	Speed indicator		9	Reverser	W / S
7	Engine brakes	[]	10	Cylinder cocks	C
8	Train brakes	; '			



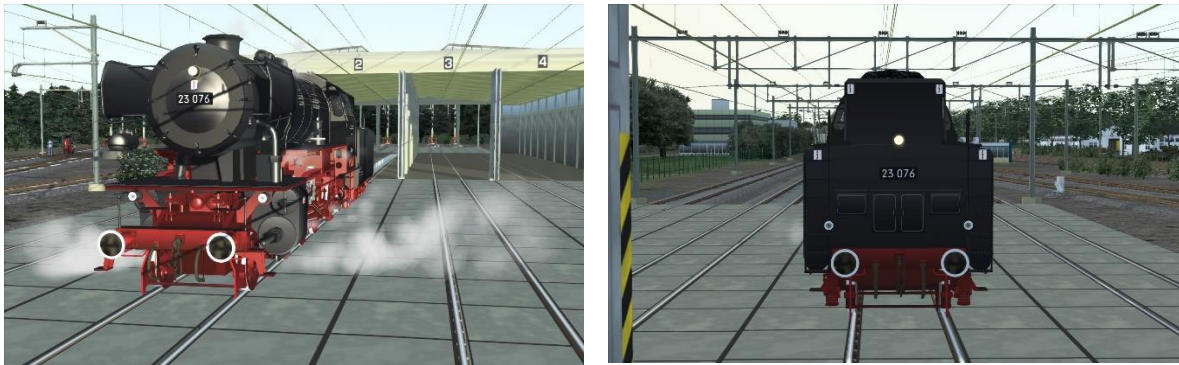
11	Steam chest pressure		15	Brake cylinder pressure	
12	Whistle, long tone	SPACE BAR	16	Boiler pressure	
	Whistle, short tone	N	17	Water gauge	
13	Main reservoir pressure		18	Regulator	A / D
14	Air brake pipe pressure				



17	Water gauge			Bell	B
19	Dampers	D/SHIFT + D		Blower	, / SHIFT + ,
20	Firebox	F/SHIFT + F			
21	Sander				

Driving the 23

At the start of each scenario shunting lights will be switched on and the cylinder cocks will be opened. When you switch on the headlights, the script will reset the shunting lights switch to its off-position. The driver is responsible for closing the cylinders cocks, once the admission of steam will have warmed up the cylinders. In this way, damaging the mechanism by condensated steam in the cylinders will be prevented.



For an optimum performance you are advised to adhere to the following settings: 21 % for the reverser, as soon as you have put your train into motion and 55 – 60 % for the regulator. Driving without the support of the *Auto Fireman* is much more fun, while keeping the boiler water level close to its maximum of 99% and the coal volume in the firebox around the 65 %.



Switching the *Auto Fireman* on and off can be done in *Settings > Gameplay*. In the same window, set your *Train Controls* to *Expert*.



Select SHIFT + 2 for having a clear view on the tracks. Driving a steam engine in the old days was tough, but German drivers enjoyed the benefits of a wind shield.



When the weather deteriorates, your rotating wiper window preserves a clear view, free of rain drops.

In the Scenario Editor you will be able to adjust the *Player Train's* initial coal and water supplies after selecting the tender with a double left mouse click:



Scenarios

For the sake of completeness, we refer to a scenario of the Grenzlandbahn, also a Wilbur Graphics production that is available as freeware DLC.

14 [BR 23] Stopping passenger to Eckhagen



You will drive a stopping passenger service from Goelsdorf to Eckhagen.

24/1 [BR 23] VW Beetles to Holland



oday you are driving a car carriers train with VW Beetles from Eckhagen to Ruyschbeeck with a BR 23. During the long descents, the train brakes must be handled with care.

Colophon/Credits

Development and Production:

© Wilbur Graphics, Henk van Willigenburg (www.wilburgraphics.com)

Sound WG Dampflok:

We would like to thank Michel Rausch, Thorsten Gosny and Rene Puchelt for their suggestions for finishing sounds and to Hcc!trainsim member Studio 2561 for the whistle effects.

Career Scenarios adapted from:

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Tips and Advice:

ChrisTrains.com

TrainworX (Paul Mersel)

Ton van Schaik

Reinhart 190963

Stoker

Szenarios:

Wilbur Graphics (Henk van Willigenburg)

Testing:

Ton van Schaik, René 't Hooft

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