

NS Series 2100 for TS Classic



MANUAL

Version 1.0 build 20250215

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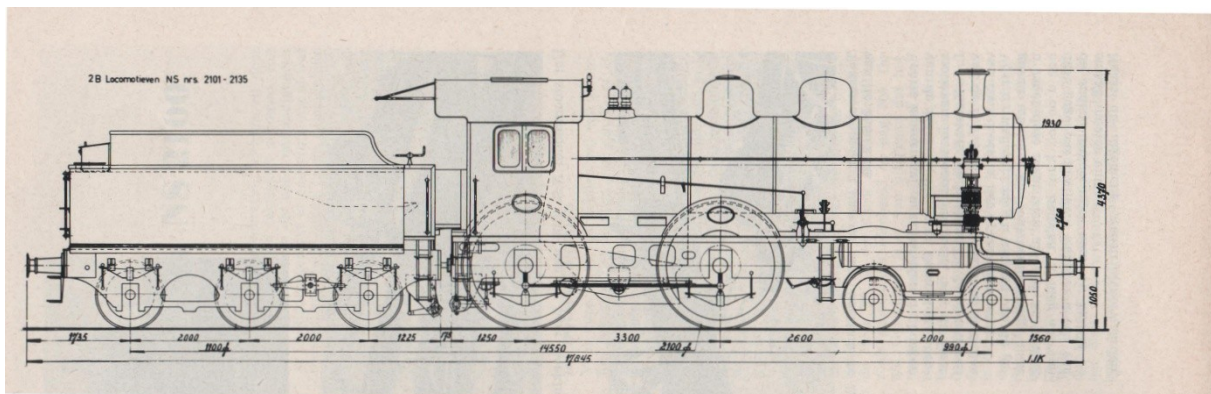
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Background

NS Series 2101-2135

The series NS 2101 -2135 represented the last express steam locomotives of the Hollandsche IJzeren Spoorweg-Maatschappij (HSM), numbered 501 - 535. The design was intended for pulling the increasingly heavy passenger trains at the time. Although a design is known for a 2'C machine, a 2'B locomotive with an axle load of 17 tons and large driving wheels (2100mm) was ultimately chosen. After the merger with the Staatsspoorwegen (SS) in 1921, the locos continued to serve NS under the nickname "Blikken Tinus" (*Tin can Tim*) until the 1950s. The engines were built between 1914 and 1920 by Schwartzkopff in Berlin and Werkspoor in Amsterdam. Locomotive 2104 has been preserved for posterity and is in her original HSM livery part of the NSM collection.

Technical data



J.J. Karskens NVM

Wheel arrangement: 4-4-0
 Max. speed: 110 km/u
 L.o.a.: 17,845 m
 Wheel base: 14,55 m
 Driver diameter: 2.100 mm
 Max. steam pressure: 12 kg/cm²
 Water/coal capacity: 19 m³ / 6 ton
 Engine + tender mass: 103 t

Installation

The *NS 2100* by Wilbur Graphics has been made available as .zip-file and contains apart from the `Readme_EN.txt` the following items:

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

`WG_NS_2100_Handbuch_V1_0.pdf`
`WG_NS_2100_Manual_V1_0.pdf`
`WG_NS_2100_Handleiding_V1_0.pdf`

- installer program `WG_NS_2100_V10_build_20250215.exe`

After launching the installer, you will be prompted to

- Language selection for the installer (Dutch/English/French/German)
- Accepting the License Terms (EULA)

See the `release notes.txt` for the latest changes and improvements.

Other tips

- The .zip file must be fully unpacked before you can begin the installation.
- If the installation software cannot find the Railworks folder on your system, the reference to this folder in the Windows registry may no longer be valid. This situation occurs if you have moved the Steam environment to another computer or disk drive. You may solve this by repeating the installation of Steam.



TS Object Browser Index



Editor name	Folder	Object name
WG NSM 2104	Rollmat_NS	NS_2100\Engine\WG_NSM_2104.xml
WG NS 2109	Rollmat_NS	NS_2100\Engine\WG_NS_2109.xml
WG NS 2126	Rollmat_NS	NS_2100\Engine\WG_NS_2126.xml
WG NS 2135	Rollmat_NS	NS_2100\Engine\WG_NS_2135.xml
WG NSM 2104T	Rollmat_NS	NS_2100\Engine\WG_NSM_2104T.xml
WG NS 2109T	Rollmat_NS	NS_2100\Engine\WG_NS_2109T.xml
WG NS 2126T	Rollmat_NS	NS_2100\Engine\WG_NS_2126T.xml
WG NS 2135T	Rollmat_NS	NS_2100\Engine\WG_NS_2135T.xml
WG CIWL Orient F 1287 oxog	Rollmat_NS	CIWL_orex\WG_CIWL_F_1287_orex_oxog.xml
WG CIWL Orient PS 4035 ogog	Rollmat_NS	CIWL_orex\WG_CIWL_PS_4035_orex_ogog.xml
WG CIWL Orient VL 3496 ogog	Rollmat_NS	CIWL_orex\WG_CIWL_VL_3496_orex_ogog.xml
WG CIWL Orient WR 4008 ogog	Rollmat_NS	CIWL_orex\WG_CIWL_WR_4008_orex_ogog.xml
WG NS AB 7216	Rollend mat	NS_AB_7201\WG_NS_AB_7201.xml
WG NS B 7284 bl	Rollend mat	NS_AB_7201\WG_NS_B_7184.xml
WG NS AB 7521	Rollend mat	NS_AB_7521\WG_NS_AB_7521.xml
WG NS D 7521 skvb	Rollend mat	NS_D_7521\WG_NS_D_7521_skvb.xml
WG NS D 6066	Rollend mat	NS_D6000\WG_NS_D6061\WG_NS_D6066.xml
WG DB E28 AB4u ogog	Rollmat_de	DB_E28\WG_DB_E28_AB4ü28_ogog.xml
WG DB E28 B4u ogog	Rollmat_de	DB_E28\WG_DB_E28_B4ü30_ogog.xml
WG DB E28 PwPost4u oxog	Rollmat_de	DB_E28\WG_DB_E28_PwPost4ü_oxog.xml
WG DB E28 WL4u ogog	Rollmat_de	DB_E28\WG_DB_E28_WL4ü_Mitropa_ogog.xml
WG DB E28 WR4u ogog	Rollmat_de	DB_E28\WG_DB_E28_WR4ü_Mitropa_ogog.xml
WG NS D 6066	Rollend mat	NS_D6000\WG_NS_D6061\WG_NS_D6066.xml
WG NS C bak 6921	Rollend mat	NS_AB_6100\WG_NS_AB6116\WG_NS_C6921.xml
WG NS AB 6100 bak 6116	Rollend mat	NS_AB_6100\WG_NS_AB6116\WG_NS_AB6116.xml

An explanation of the abbreviations ogug, oxog and skog can be found later in this manual under 'Diafragma Animations'.

Preloads

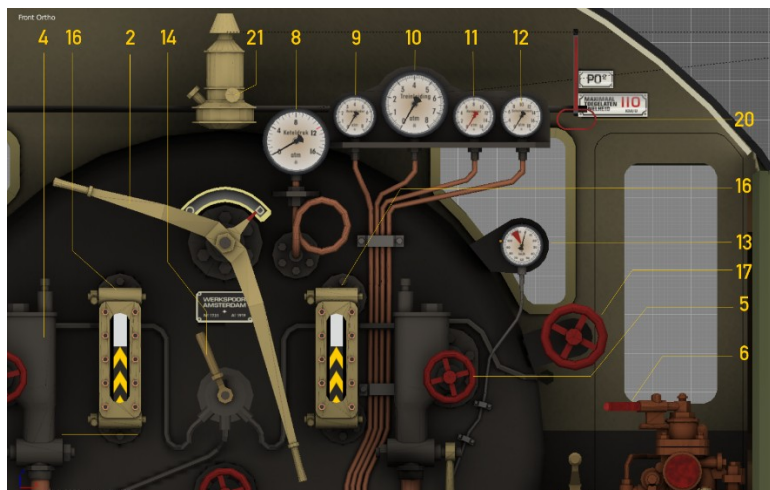
<i>Consist</i>	<i>Display name</i>
WG NSM 2104	Losse loc/light engine
WG NS 2109	losse loc
WG NS 2126	losse loc
WG NS 2135	losse loc
WG NS 2109	met/with Etoile du Nord
WG NS 2126	met stoptrein/with passenger local
WG NS 2135	Int. D-trein /Int. Express Service

To ensure that the rolling stock supplied by this release can also be used in your own scenarios, the subfolders of Wilbur Graphics (Rollend mat, Rollmat_NS and Rollmat_de, resp.) must always be linked to the route in scenarios if this is not built by Wilbur Graphics.

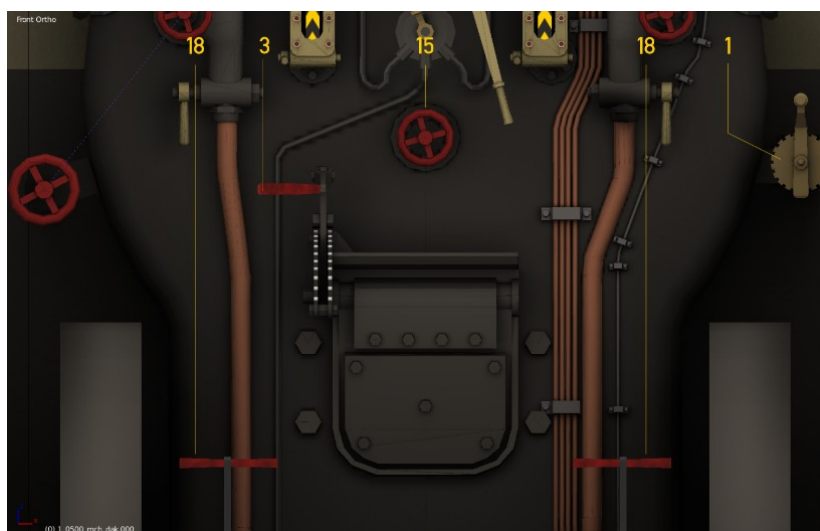


Operation

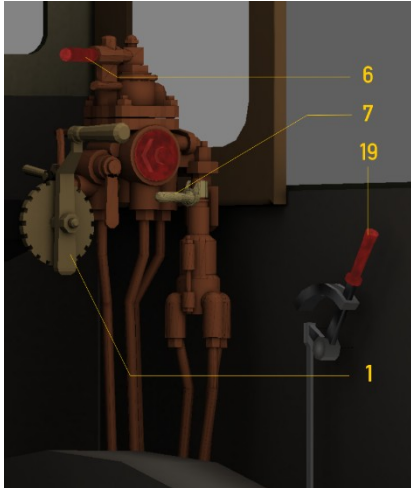
The locomotive must be put into operation by switching the compressor on (handwheel 22, CTRL + 0).



2	Regulator	A D	13	Speedometer	
4	Injector (fireman side)		14	Sander	X
5	Injector (driver side)		16	Water gauges	
6	Train brake	; '	17	Compressor	
8	Manometer boiler pressure		20	Whistle	SPACE
9	Brake cylinder pressure			Whistle (short)	N
10	Brake pipe pressure	[]	21	Oil lamp cab light	CTRL + F11
11	Main reservoir pressure			Train lights	H / SHIFT + H
12	Steam chest pressure			Shunting lights	CTRL + F9



1	Reverser	W S	15	Blower	
3	Firebox door	F	18	Dampers	SHIFT + D



The following controls can be found on the right side of the cab:

1	Reverser	W S
6	Train brake	; ']
7	Engine brake	[]
19	Cylinder cocks	C



The 2100s were equipped with a lock (22, B key) with which the throttle lever could be locked while driving. This prevented the speed lever from changing position due to the vibration and shock of the machine. The image shows the locked state.

The cab layout in this TrainSimulator version follows the TS Classic standard for steam locomotives (expert mode) and therefore deviates from reality on parts (no Hasler self-registering speedometer, for example). The operation of front and rear signals is TS-compliant. The 2100s had no electrical installation and the signal lighting consisted of kerosene lamps. These can be 'switched' on and off in the familiar way with the H-button. Shunting signals are operated with the hotkey CTRL+F9 and are automatically extinguished when train signals are switched on. When shunting, a white lamp is also shown on the tender. For driving in darkness, a kersosine lamp can be lit to read the meters (CTRL+F11).



NSM engine HSM 504 as NS 2104.

Scenario settings

In TS Classic, coal and water supplies carried by the tender are also part of the simulation. Players can set coal and water launch values using the TS Scenario Editor, as will be explained now. After tender and locomotive have been placed on the track in the usual way, you must select the tender with a double left mouse click. Then a settings window appears at the top right corner:



Diafragm animation

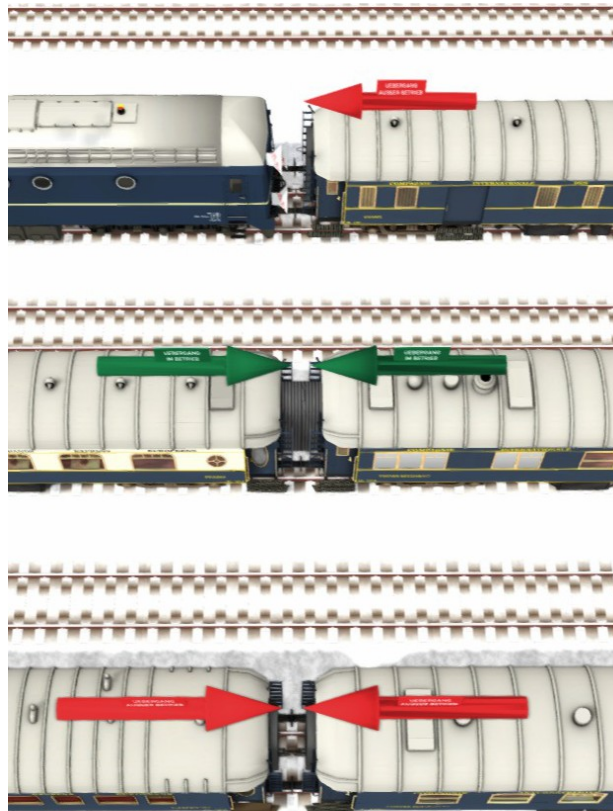
When building consists with the included coaches in the Scenario Editor (SE) or the QuickDrive menu (QD), it is important to combine the right variants. The animation type is indicated by the letter combinations *sk*, *vb*, *ug* and *ux*, where:

og or *vb* = working animation (indicated by green arrow in SE)

ox or *sk* = dummy animation (indicated by a red arrow in SE)

Working and dummy animations look the same in the uncoupled state. However, the difference becomes visible when a carriage is coupled with their *ug* sides and the animation kicks in. Dummy diafragms come in handy when a carriage is placed behind an engine, or as a slip coach. However, coupling is always accomplished.

Carriages without suffixes are always equipped with working diafragms (*ogog* or *vbvb*).



Colophon/Credits

Development and Production:

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

Tips and advice:

ChrisTrains.com

Ton van Schaik

Reinhart190953

Testing:

Reinhart190953, Ton van Schaik

Facebook:

Wilbur Graphics

<https://www.facebook.com/wilburgraphicspage/>

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