wilbur graphics
trainsim assets

BBÖ Series 310

for TS Classic

User Manual

Version 1.2 Build 20261021

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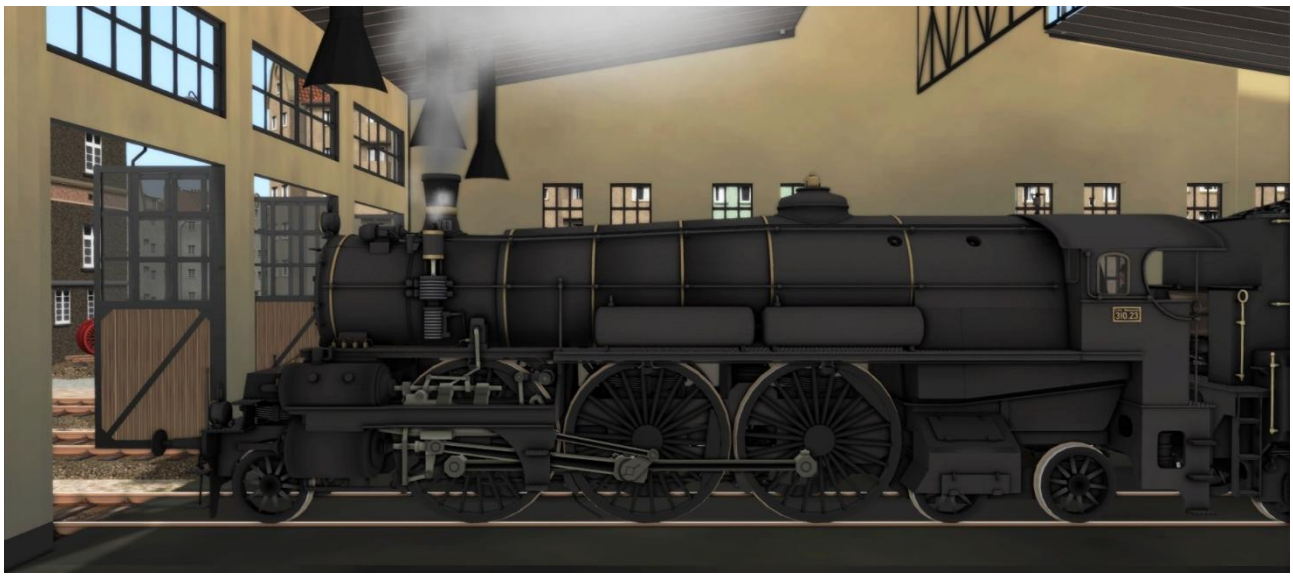

BBÖ Series 310

With the series 310, Karl Gölsdorf has, according to many, built the most beautiful locomotive of all time, although that is of course a matter of taste. From 1911 onwards, no less than 100 locomotives of this fascinating design left the workshops of five different factories and would be the top performers of the 'K.k. österreichischen Staatsbahnen' for many years. With the dissolution of the Austro-Hungarian Empire in 1919, the series lost much of its importance, especially since most of the flat line sections were now outside Austrian territory proper. In addition, their high coal consumption was detrimental to operation, so that one machine after another was gradually taken out of service until 1952. Locomotive 310.23 has been preserved in operational condition.

In 1938, after Austria was forced to join the Third Reich by Hitler Germany, the locomotives that were still present at that time were incorporated in the DRB roster as BR 16 001 – 040. This add-on therefore includes two locomotives in their original version of 1911, but also two locomotives that served with the ÖBB after the WW2 as 16.005 and 16.008 and is completed by two consists of passenger rolling stock, including an 'Orient Express' consisting of CIWL coaches.

The layout of the cab in this TrainSimulator view follows the TS Classic standard (expert mode) and can therefore in parts deviate from realitys. The cab, panel and link motion lights are operated from a dedicated switch panel on the left side of the cab. Initially, the locomotive shows shunting signals. These can be switched on or off with a separate switch. The headlights and marker lights are operated in accordance with TS. When they are switched on, the shunting signals are automatically extinguished. The reverser of the 310 is equipped with a lock, with which the reverser must be secured when driving forward at speeds above 40 km/h.

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Installation

Wilbur Graphics' BBÖ Reihe 310 comes as DLC in the form of an executable installation file. During the installation of this add-on, the user manuals are placed in the Manuals\Wilbur Graphics folder with German, English and Dutch manuals. For the Series 310 you will find the following .pdf files:

```
WG_BBO_Rh_310_Handbuch_V1_0.pdf
WG_BBO_Rh_310_Manual_V1_0.pdf
WG_BBO_Rh_310_Handleiding_V1_0.pdf
```

After the installatie-.exe from the .zip has been activated, there are a few choices and input options:

- Language choice (Dutch/English/French/German)
- Acceptance of the License Terms (EULA)

Please read the `Release_notes.txt` for recent changes, etc.

Some tips

- Make sure that the zipped files are extracted before starting 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 disc drive. You can solve this by repeating the installation of Steam.

TS Object Browser Index

Scenario Editor name	Map	Object name
WG K.k. OStE Rh 310.23	Rollmat_OBB	WG_OBB_Rh_310_23
WG K.k. OStE T86.98	Rollmat_OBB	WG_BBO_T86_98
WG K.k. OStE Rh 310.28	Rollmat_OBB	WG_OBB_Rh_310_28
WG K.k. OStE T86.56	Rollmat_OBB	WG_BBO_T86_56
WG OBB Rh 16.005	Rollmat_OBB	WG_OBB_Rh_16_005
WG OBB Rh 16.005 T86	Rollmat_OBB	WG_OBB_T86_16_005
WG OBB Rh 16.008	Rollmat_OBB	WG_OBB_Rh_16_008
WG OBB Rh 16.008 T86	Rollmat_OBB	WG_OBB_T86_16_008
WG CIWL Orient F 1287	Rollmat_NS	WG_CIWL_F_1287_orex
WG CIWL Orient F 1287 ogog	Rollmat_NS	WG_CIWL_F_1287_orex_ogog
WG CIWL Orient F 1287 oxog	Rollmat_NS	WG_CIWL_F_1287_orex_oxog
WG CIWL Orient PS 4035	Rollmat_NS	WG_CIWL_PS_4035_orex
WG CIWL Orient PS 4035 ogog	Rollmat_NS	WG_CIWL_PS_4035_orex_ogog
WG CIWL Orient PS 4035 oxog	Rollmat_NS	WG_CIWL_PS_4035_orex_oxog
WG CIWL Orient WR 4008	Rollmat_NS	WG_CIWL_WR_4008_orex
WG CIWL Orient WR 4008 ogog	Rollmat_NS	WG_CIWL_WR_4008_orex_ogog
WG CIWL Orient WR 4008 oxog	Rollmat_NS	WG_CIWL_WR_4008_orex_oxog
WG CIWL Orient VL 3496	Rollmat_NS	WG_CIWL_VL_3496_orex
WG CIWL Orient VL 3496 ogog	Rollmat_NS	WG_CIWL_VL_3496_orex_ogog
WG CIWL Orient VL 3496 oxog	Rollmat_NS	WG_CIWL_VL_3496_orex_oxog
WG DB E28 A4u	Rollmat_de	WG_DB_E28_A4ü30
WG DB E28 A4u ogog	Rollmat_de	WG_DB_E28_A4ü30_ogog
WG DB E28 A4u oxog	Rollmat_de	WG_DB_E28_A4ü30_oxog
WG DB E28 AB4u	Rollmat_de	WG_DB_E28_AB4ü28
WG DB E28 AB4u ogog	Rollmat_de	WG_DB_E28_AB4ü28_ogog
WG DB E28 AB4u oxog	Rollmat_de	WG_DB_E28_AB4ü28_oxog
WG DB E28 B4u	Rollmat_de	WG_DB_E28_B4ü30
WG DB E28 B4u ogog	Rollmat_de	WG_DB_E28_B4ü30_ogog
WG DB E28 B4u oxog	Rollmat_de	WG_DB_E28_B4ü30_oxog
WG DB E28 PwPost4u	Rollmat_de	WG_DB_E28_PwPost4ü
WG DB E28 PwPost4u ogog	Rollmat_de	WG_DB_E28_PwPost4ü_oxog
WG DB E28 PwPost4u oxog	Rollmat_de	WG_DB_E28_PwPost4ü_ogog

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WG DB E28 WL4u	Rollmat_de	WG_DB_E28_WL4ü_Mitropa
WG DB E28 WL4u ogog	Rollmat_de	WG_DB_E28_WL4ü_Mitropa_ogog
WG DB E28 WL4u oxog	Rollmat_de	WG_DB_E28_WL4ü_Mitropa_oxog
WG DB E28 WR4u	Rollmat_de	WG_DB_E28_WR4ü_Mitropa
WG DB E28 WR4u ogog	Rollmat_de	WG_DB_E28_WR4ü_Mitropa_ogog
WG DB E28 WR4u oxog	Rollmat_de	WG_DB_E28_WR4ü_Mitropa_oxog

Explanations of the abbreviations ogug and oxog can be found later in this manual under 'Diafragm Animations'.

Preload Consists

WG OBB Rh 310.23	light engine
WG OBB Rh 310.28	light engine
WG OBB Rh 16.005	light engine
WG OBB Rh 16.008	light engine
WG OBB Rh 310.23	w/orient express
WG OBB Rh 16.008	w/int. express

In order to deploy the rolling stock in this release, the provider Wilbur Graphics subfolders (Rollmat_OBB, Rollmat_NS, and Rollmat_de) listed above must be activated in scenarios, especially when these are part of a non-Wilbur Graphics route, such as the Semmeringbahn (DTG).

Coaches

DB ex-DRG Einheitsbauart 1928

A4ü

AB4ü

B4ü

PwPost4ü (combined brake and mail carriage)

WL4ü (Sleeper)

WR 4ü (Diner)

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Wagons-Lits (CIWL)

Fourgon (Brake)

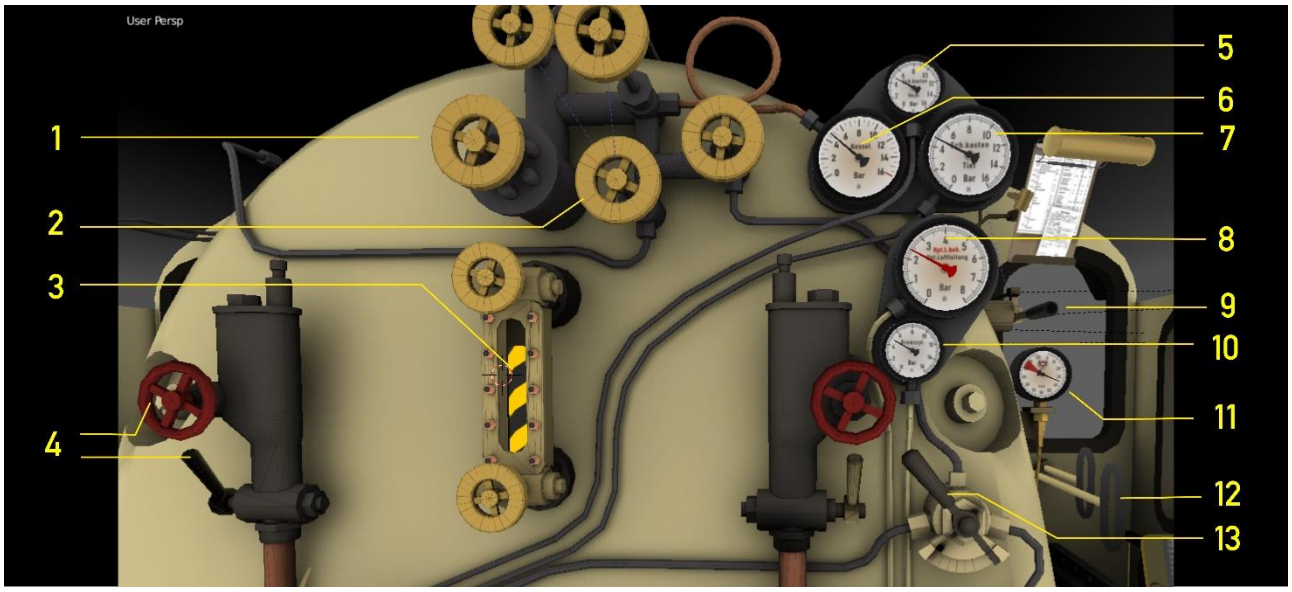
Pullman Salon (Luxus 1st class)

Voiture Restaurant (Diner)

Voiture-Lits (Sleeper)

Operating the 310

Before you can drive the locomotive the compressor must be turned on (handwheel 2 or CTRL + 0) and the reverser should be unlocked (B-key). Above 40 km/h, it is advisable to lock the reverser. If not, after 30 seconds the gear lever will -without warning- gradually return to the 0 position. In order to change the admission of cylinders steam, the reverser must be unlocked with the same button.



1	Blower	Y/SHIFT+Y	8	Main reservoir/ Air brake pipe pressure	
2	Compressor	CTRL+0			
3	Water gauge		9	Whistle, long	SPATIE
4	Injectors	I		Whistle, short	N
5	Steamchest pressure (HP)		10	Brake cylinder pressure	
6	Manometer		11	Speedometer	
7	Steamchest pressure (LP)		12	Regulator	A / D
			13	Sander	X

1	Train signals	H/SHIFT+H
2	Shunting signals	CTRL + F9
3	Panel lights	CTRL + F11
4	Cab light	CTRL + F12
5	Link motion lights	CTRL + F10

At dark, the link motion lighting (5) can be switched on.

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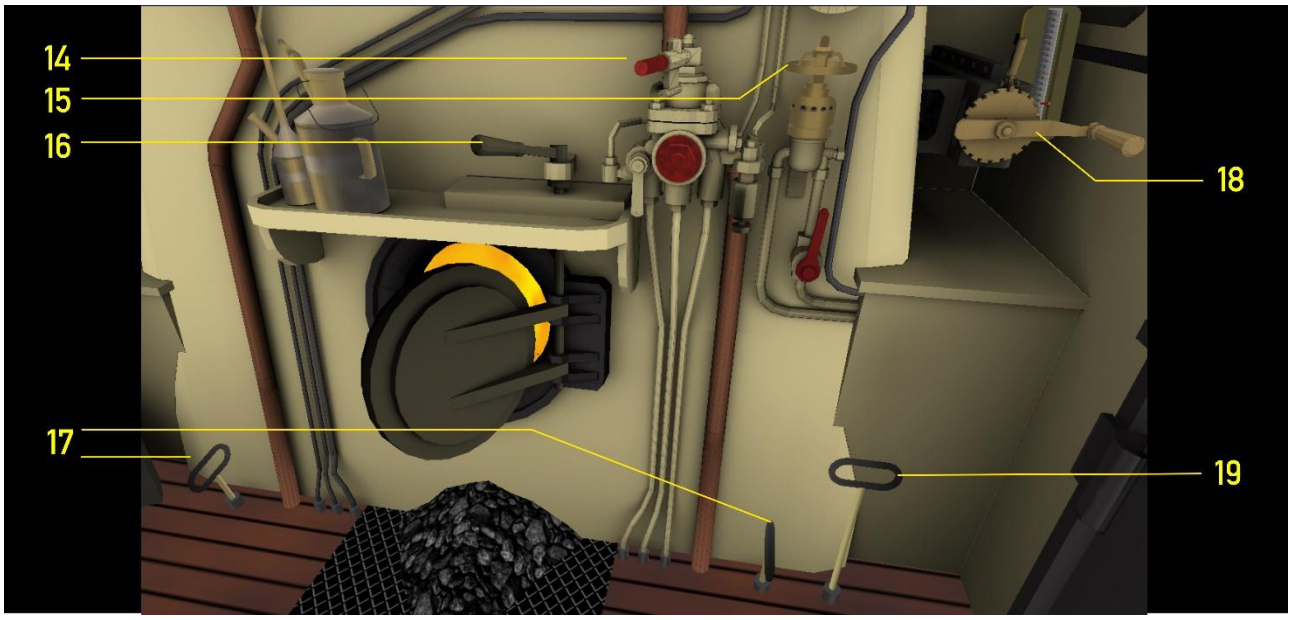
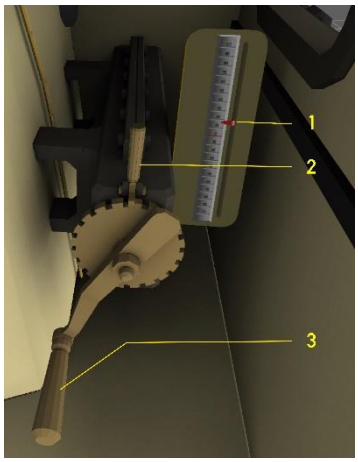


14	Train brakes	: / '	17	Dampers on/off	M/SHIFT+M
15	Engine brakes	[/]	18	Rvereser	W / S
16	Firebox door lever	F/SHIFT+F	19	Cylinder cranes	C



1	Steam admittance (pct.)	
2	Reverser lock	Q
3	Reverser	W / S

Diafragm animations

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 *og* and *ox*, where:

og = working animation (indicated by green arrow in SE)
ox = 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 carriages are coupled with their *ug* sides and the animation kicks in. Dummy transitions come in handy when a carriage is placed behind a decoy, or as a slip coach on a train. However, coupling is always accomplished.

Tips and tricks

At a scenario start 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 condensed steam in the cylinders will be prevented.

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:

Note: *Since driving tender-to-tender or smokebox-to-smokebox was hardly ever practised in reality and TS 2019 seems not to support running two or more locomotives in this fashion, these configurations may produce unpredictable results.*

Colophon and credits

Development and production:
© Wilbur Graphics, Henk van Willigenburg (www.wilburgraphics.com)

Sound effects WG steam engines:
© Michel R.

Tips and advice:
ChrisTrains.com
TrainworX (Paul Mersel)
Ton van Schaik
Michael Wagner (decals 310.23 and .28)

Testing:
Reinhart190953, Ton van Schaik

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