

OBB Series 93 for TS Classic



Manual

Version 1.1 Build 20230610



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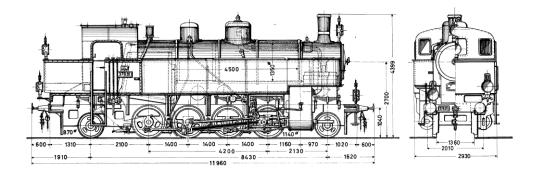


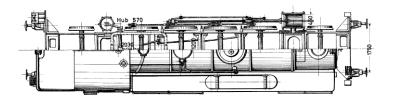
ÖBB Series 93

By 1927, numerous engine types operating on Austrian branch lines were technically outdated and caused not only high maintenance cost but also frequent failures of train services. The then BBÖ therefore had the *Lokomotivfabrik Floridsdorf* designed a modern tank engine according to the latest technical insights in order to replace the aging locos. In view of the low permitted axle pressure of most local railway sections, this became a locomotive with four driving axles and a running axle in front and behind (2-8-2, 1' D1'h), which was given the series designation 378. A striking feature were the wheels, which were produced as one casting, without spokes.

All Austrian locomotive builders were involved in the production of no less than 167 machines from 1927 to 1931. In 1938, after the annexation of Austria by Nazi Germany, the locomotives were incorporated into the DRB stock as BR 93 1301 – 1467. Until the official end of steam in Austria (31.12.1976), the 128 units remaining in that country after the war were redesignated as *Reihe 93* and constituted the largest series of steam locomotives in service with the ÖBB. A relatively large number of them have been preserved as museum objects or even in operating state, so that the type will still be on show in railfan specials. This add-on is completed by the original versions of the two-axle coaches known as the 'Austrians' by the Dutch museum railway VSM and referred to in their country of origin as *Spantenwagen*.

The layout of the cab follows the TS Classic standard (expert mode) and can therefore differ in parts from the large example. The operation of the cab, panel and drive lights follows from a special panel on the left side of the cab. Initially, the locomotive will display shunting signals, which can be switched on or off. The operation of head and rear lights is TS-compliant. When these are shown, the shunting signals are automatically turned off.







Installation

Wilbur Graphics' ÖBB Reihe 93 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 Manual\Wilbur Graphics folder with German, English and Dutch manuals. For the Reihe 93, you will find the following .pdf files there:

```
WG_OBB_Rh_93_Handbuch_V1_1.pdf
WG_OBB_Rh_93_Manual_V1_1.pdf
WG_OBB_Rh_93_Handleiding_V1_1.pdf
```

After the installation .exe for the bundle is activated, here are some choices and options:

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

Read the release_notes.txt for recent changes, etc.

Some tips

- Make sure that the zipped files have been unpacked 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 disk drive. You can solve this by repeating the installation of Steam.

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TS Object Browser Index



Foldor	Object name
roidei	Object name
Rollmat_OBB	WG_OBB_Rh_93_1332
Rollmat_OBB	WG_OBB_Rh_93_1345
Rollmat_OBB	WG_OBB_Rh_93_1360
Rollmat_OBB	WG_OBB_Rh_93_1403
Rollmat_OBB	WG_OBB_Rh_93_1420
Rollmat_OBB	WG_OBB_Rh_93_1421
Rollmat_OBB	WG_OBB_Rh_93_1455
Rollmat_OBB	WG_WTB_Rh93_1360
Rollmat_OBB	WG_OBB_ABi_29_27412_ugug
Rollmat_OBB	WG_OBB_ABi_29_27412_uxug
Rollmat_OBB	WG_OBB_BDi_29_47563_ugug
Rollmat_OBB	WG_OBB_BDi_29_47563_uxug
Rollmat_OBB	WG_OBB_Bi_29_37408_ugug
Rollmat_OBB	WG_OBB_Bi_29_37408_uxug
Rollmat_OBB	WG_OBB_Bi_29_37512_ugug
Rollmat_OBB	WG_OBB_Bi_29_37512_uxug
	Rollmat_OBB

An explanation of the abbreviations *ugug* and *uxug* can be found later in this manual under 'Step flaps animations' (p. 9).









The differences between the versions of the 93-er are summarized in the table below:

	1332	1345	1360	1360	1403	1420	1421	1455
Owners	ÖBB	ÖBB	ÖBB	WTB	ÖBB	ÖBB	ÖBB	ÖGEG
Wheels	Red	Black	Black	Red	Red	Black	Red	Black
Giesl Ejector	Yes	Yes	No	No	Yes	No	No	No
Top head light	Smoke- box	Smoke- box	Smoke- box	Smoke- box door	None	Smoke- box	Smoke- box	None
Large projectors	Yes	Yes	Yes	No	Yes	Yes	Yes	Yes
Railing bars	Blank	Blank	Blank	Blank	Red	Red	Blank	Blank
Buffers	Guided	Guided	Rod	Rod	Guided	Guided	Guided	Guided
MPD	Wr. Neustadt	Wr. Neustadt	Linz	Bw Fützen	Strasshof	Linz	Villach	Wr. Neustadt
Nr. split at smokebox door	Yes	Yes	Yes	No	Yes	Yes	Yes	Yes

Preload Consists

WG OBB Rh 93 1332 w/goods service

WG OBB Rh 93 1332 light engine

WG OBB Rh 93 1332 w/passenger local

WG OBB Rh 93 1345 light engine

WG OBB Rh 93 1360 light engine

WG OBB Rh 93 1403 light engine

WG OBB Rh 93 1420 light engine

WG OBB Rh 93 1421 w/goods service

WG OBB Rh 93 1421 w/ DB + NS coal wagons

WG OBB Rh 93 1421 light engine

WG OBB Rh 93 1421 w/passenger local

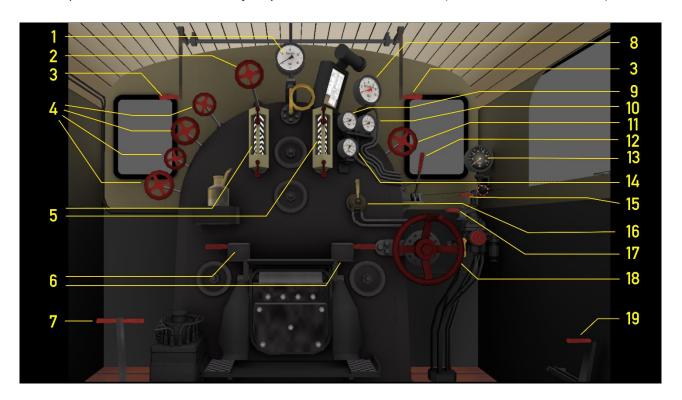
WG OBB Rh 93 1455 light engine WG WTB BR 93 1360 light engine





Cab view

The compressor must be turned on before you can drive the locomotive (hand wheel 11 or CTRL + 0).



1 2 3	Boiler pressure Blower Whistle, long	Y/SHIFT+Y SPACE	10 11 12	Brake pipe pressure Compressor Regulator	CTRL+0 A/D
	Whistle, short	N	13	Speedometer	
4	Injectors		14	Steam chest pressure	
5	Boiler level		15	Auxiliary brake	[/]
6	Firebox handles	F/SHIFT+F	16	Sander	X
7	Damper	M/SHIFT+M	17	Train brake lever	:/'
8	Main reservoir		18	Reverser	W/S
9	Brake cylinder pressure		19	Cyilinder cocks lever	С



1	Train signals	H/SHIFT+H
2	Shunting signals	CTRL + F9
3	Panel lights	CTRL + FII
4	Cab light	CTRL + FI2
5	Link motion lights	CTRL + FI0

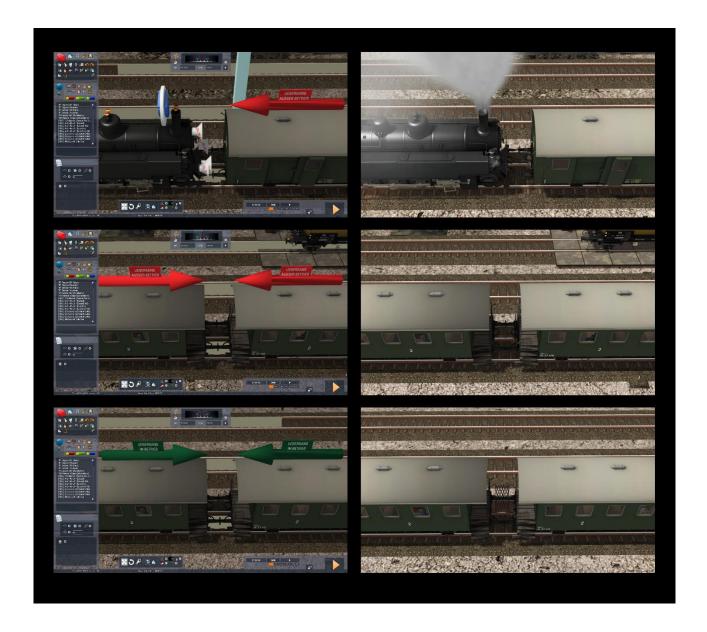


Step flaps animations

When building consists with the included *Spantenwagen* 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 *ug* and *ux*, where:

ug = working animation (indicated by green arrow in SE)
ux = 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 in submission on a train. However, coupling is always accomplished.





Colofon 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

Testing:

Ton van Schaik, Reinhart190953

Facebook:

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