

JUST TRAINS GWR MANOR CLASS BASE AND ADD-ON PACK UPGRADE MANUAL SUPPLEMENT

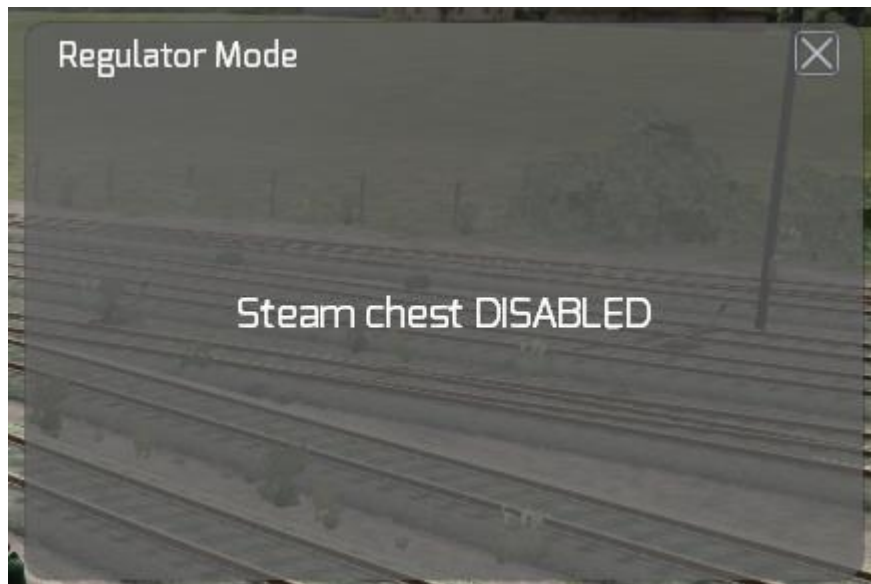


WHAT DOES THE UPGRADE INCLUDE?

- CJB and Just Trains steam effects and particles driven by a new script, including some Just Trains 4MT Advanced ActivScript effects.
- Optional GWR style steam chest with non-functional jockey/jigger valve operation, and legacy simple regulator control retained.
- More prototypical brake operation, requiring the use of the ejector or vacuum pump (when in motion only) to create a vacuum.
- Significantly dimmed head and taillights that now only produce a very soft glow onto nearby objects.
- Improved simulation by increasing the water consumption.
- Synchronised regulator, reverser and cylinder cock operation between 2 or more GWR Manors/Just Trains 4MT's in a single train.

TOGGING THE STEAM CHEST ON AND OFF

The scripted steam chest simulation can be toggled on and off whenever it suits the player. This can be achieved by pressing the [Enter] key, and a dialog box will pop up to confirm the change from steam chest to simple regulator, or vice versa. This option is available with Expert controls enabled ONLY.



OPERATING THE LOCO WITH THE STEAM CHEST SIMULATION

To admit steam into the steam chest, carefully pull up the regulator handle or use the [A] key to increase the regulator handle opening. The handle must be moved beyond the notch in the guide above the regulator handle pivot point, which lifts the jigger/jockey valve (this is non-functional and therefore, you are not required to leave this valve open to lubricate the loco in motion and prevent damage, but you can do if you wish!). The further the regulator is opened, the faster the steam chest pressure will increase. The greater the speed and cut-off (reverser %), the faster the steam chest will deplete. Therefore, be aware that the loco will continue to move, even if the regulator is closed, until the steam chest is depleted. If you need to empty the steam chest quickly whilst stationary or at very slow speeds, open the cylinder drain cocks.

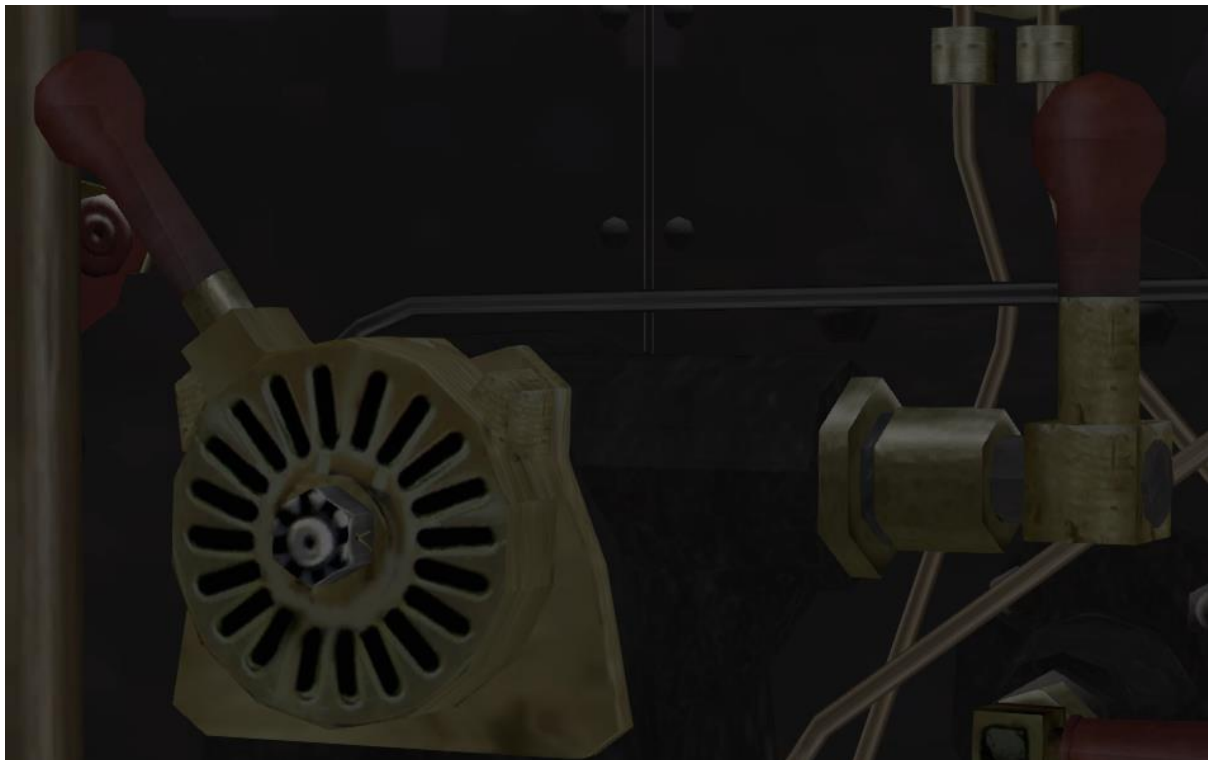
HOW TO OPERATE THE VACUUM BRAKES

To release the brakes you need to create a vacuum. To create a vacuum and release the brakes, move the vacuum brake handle (shown on the left in the picture below) to the far right (OFF) position and open the ejector (shown on the right in the picture below) by pressing the [J] key once, or pulling the ejector handle down with the mouse. The vacuum will steadily rise up to 25 inches Hg. on the left hand side of the gauge (see picture below).

Once you have released the brakes, you can close the ejector by pressing the [J] key once again, or by pulling the handle up. Furthermore, whilst in motion, the vacuum pump will also create a vacuum if the brake handle is in the OFF position.

To destroy the vacuum and apply the brakes, simply move the brake handle towards the left, increasing the rate of application with the further left the handle is moved.

VACUUM BRAKE AND EJECTOR CONTROL HANDLES



VACUUM GAUGE



WHAT IF I WANT TO DRIVE WITH SIMPLE STOPGO CONTROLS?

You can operate the GWR Manor Class with simple 'StopGo' controls, just like any other default, standard Train Simulator 2014 locomotive. The script will automatically turn the ejector on and off for you. All the effects work as per driving the locomotive with Expert controls.

CREDITS:

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All the testers.

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