Class 456 Electric Multiple Unit

Contents

How to install	2
Technical information	
Liveries	4
Cab guide	9
Keyboard controls	
Features	
Driver only/guard operation	
Driver only operation (DOO)	
Guard operation	
How to change operation	
Destination display	
Manual blind	
Electronic dot matrix display	
AWS/DSD visual aids	
Class 455 compatibility	16
Setting up the driver's cab	16
Driving guide	
Power controller	
How to use in the scenario editor	
How to place	
Formation	
Numbering	
Scenarios	
Credits	19





How to install

- Locate where you have downloaded this pack and unzip it. Information on how to do this can be found <u>here</u>.
- 2) Go to the location where you have extracted the files from the .zip file.
- 3) Now find the .exe file called 'Class 456 EMU Pack'. Double-click this file.
- **4)** Follow the steps and by the end of the process, the main part of this pack will have installed.
- **5)** If you intend to use any of the included scenarios, make sure you have the freely available extra stock pack and relevant payware add-on packs listed on the product page installed so the scenarios function as intended.

Technical information

Manufacturer	BREL (British Rail Engineering Limited) York
Years built	1990 - 1991
Number built	24 (456001 - 456024)
Traction motors	x2 GEC507-20J / 250hp (186kw) each
Maximum speed	75mph (121km/h)
Coupling type	Tightlock
Length	20.18m per car
Height	3.77m
Width	2.82m
Weight	72.5 tonnes per 2 car unit

Liveries

Connex South Central - Connex



Connex Unbranded - Connex UB





Network SouthEast - NSE



Network SouthEast Faded & Unbranded - NSE Faded







Southern



Southern Unbranded - Southern UB





Southern CCTV - CCTV



Southern White





South West Trains - SWT







Cab guide



18 - Line light



- 19 Reverser (off/forward/neutral/reverse)
- 20 Power controller (0/1/2/3/4)
- 21 AWS sunflower
- 22 Fan (fast/off/slow)
- 23 Second man's windscreen wiper switch (fast/park/slow)
- 24 Door key switch (off/on)

Back wall

- 25 Heater switch driver side (off/vent only/half/full)
- 26 Heater switch non-driver side (off/on/off/on)
- 27 Saloon lighting on button
- 28 Saloon lighting off button

Back wall door control panel

- 29 Door close button
- 30 Driver to guard bell button

Keyboard controls

Non-standard keyboard controls are listed below:

L -	Cab light ON/OFF
E -	Deadman's pedal (DSD vigilance reset)
F7 -	Destination (manual) blind DOWN
F8 -	Destination (manual) blind UP
R -	Door close button
F -	DRA (Driver Reminder Appliance) ON/OFF
C -	Driver to guard bell
Ctrl+shift+E -	DSD viligance ON/OFF
Space -	Horn (low tone)
В -	Horn (high tone)
0 -	Passenger saloon lighting ON
Shift+O -	Passenger saloon lighting OFF
K -	Tail lights ON/OFF
Ctrl+Numpad Enter -	Visual aids ON/OFF
V -	Wiper (driver) RIGHT
Shift+V -	Wiper (driver) LEFT
Ctrl+V -	Wiper (guard) RIGHT
Ctrl+Shift+V -	Wiper (guard) LEFT

Features

- High definition textures
- Detailed internal & external audio
- Accurate, driver-approved acceleration & braking physics
- Driver only/guard operation option
- Manual and electronic destination displays
- Prototypical 3 step brake and power controller
- Accurate reverser function
- Traction interlock power can't be applied with doors open
- Fully functioning AWS with accurate delay between passing over the magnet and hearing the warning sound
- AWS & TPWS self-test
- DRA (Driver Reminder Appliance)
- DVD (Driver Vigilance Device) (optional)
- AWS/DSD visual aids (optional)
- Guard/driver signal button
- Independent driver and guard wipers
- Opening cab windows
- Cab instrument lighting
- Cab light
- User-operable passenger saloon lights
- Prototypical day and night headlights with AI functionality
- TSX headlight and rain effects
- <u>Class 455 compatibility</u>

Driver only/guard operation

Before being taken over by South West Trains, class 456s operated on routes where there was no guard on board the train and as a result, the driver had to close the doors himself. Please see below on what the relevant procedure is and how to change the type of operation whilst in-game:

Driver only operation (DOO)

- **1)** Open doors by pressing 'T' on the keyboard.
- 2) Wait for passengers to finish boarding/alighting and when ready, press 'R' on the keyboard, or the 'Door Close' button on the cab desk, to close the doors. Please note that you can not close the doors when passengers are still boarding/alighting.
- **3)** Once the door interlock light illuminates, you may depart.

Guard operation

- **1)** Open doors by pressing 'T' on the keyboard
- Doors will be closed by the guard once passengers have finished boarding/alighting.
- **3)** Once the door interlock light illuminates, the guard will give you two bells which you must then acknowledge by also giving two bells. This can be carried out by either pressing 'C' on the keyboard or the green 'Signal Bell' button on either the cab desk or the back wall door control panel.

How to change operation

This can be changed in-game by inserting or removing the 'Door Key Switch' on the second man's side. This is carried out by clicking the panel below:



When the key is inserted, 'driver only operation' is activated.



Destination display

Manual blind

Network South East, Connex South Central & Southern White liveries all feature a manual destination blind which can be changed in-game by using the 'F7' & 'F8' keys. Please see below for a list of the available destinations and their relevant code if you wish to use them via the unit's number on an AI service:

01 Not in Service	12 Dorking	23 Preston Park	34 Sutton
02 Depot	13 East Croydon	24 Purley	35 Tattenham Corner
03 Balham	14 Epsom	25 Purley Oaks	36 Thornton Heath
04 Battersea Park	15 Epsom Downs	26 Redhill	37 Three Bridges
05 Beckenham Junction	16 Gatwick Airport	27 Reedham	38 Tonbridge
06 Brighton	17 Haywards Heath	28 Reigate	39 Victoria
07 Cannon Street	18 Horsham	29 Selhurst	40 Victoria via Crystal Palace
08 Caterham	19 Kensington Olympia	30 Smitham	41 Victoria via Peckham Rye
09 Charing Cross	20 London Bridge via Crystal Palace	31 South Croydon	42 Wandsworth Common
10 Clapham Junction	21 London Bridge via Peckham Rye	32 Streatham Common	43 West Croydon
11 Coulsdon Town	22 London Bridge	33 Streatham Hill	44 Wimbledon

Electronic dot matrix display

A fully functioning electronic dot matrix destination display is provided with the *Southern, Southern Unbranded, Southern CCTV & South West Trains* liveries. This display is operated via the internal computer found to the left of the driver on the Southern liveries and on the second man's side for the South West Trains livery.



To display a destination, simply input the relevant code and click 'SEND' on the Southern version or 'OK' on the South West Trains one. To remove a destination from the display, click 'CANC' on the Southern version or 'ESC' on the South West Trains one.



Please see the next page for a list of destination codes.



Southern

00295 Horsham	00825 Streatham Common
00811 Kensington Olympia	00826 Streatham Hill
00812 London Bridge via Crystal Palace	00827 Sutton
00813 London Bridge via Peckham Rye	00828 Tattenham Corner
00814 Norbury	00829 Thornton Heath
00815 Not in Service	00830 Three Bridges
00816 Preston Park	00831 Tonbridge
00817 Purley	00832 London Victoria
00818 Purley Oaks	00833 London Victoria via Crystal Palace
00819 Redhill	00834 London Victoria via Peckham Rye
00820 Reedham	00835 Wandsworth Common
00821 Reigate	00836 West Croydon
00822 Selhurst	00837 Wimbledon
00823 Smitham	
00824 South Croydon	
	00000000000000000000000000000000000

South West Trains

00201 Not in Service	00223 Hampton Court	00245 Weybridge
00202 Aldershot	00224 Haslemere	00246 Wimbledon
00203 Ascot	00225 Horsham	00247 Windsor & Eton
00204 Basingstoke	00226 Hounslow	00248 Windsor & Eton R
00205 Chessington	00227 Kensington	00249 Woking
00206 Chessington South	00228 Reading	00250 Special
00207 Clapham	00229 Shepperton	00251 Charter
00208 Clapham Junction	00230 Staines	00252 Empty to Depot
00209 Dorking	00231 Strawberry Hill	00253 Race Special
00210 Effingham Junction	00232 Twickenham	00254 Havant
00211 Epsom	00243 Waterloo	00255 Fratton
00222 Guildford	00244 West Croydon	



AWS/DSD visual aids

For those who would like to make sure they don't miss an AWS alert or DSD vigilance alarm when in an external view or perhaps have trouble hearing high pitched sounds, visual aids can be activated and deactivated by pressing 'Ctrl+Numpad Enter'. These will appear in the top right-hand corner of your screen.

Visual Alarms	\mathbf{X}
AWS ALERTER	

-		
	Visual Alarms	\mathbf{X}
	DSD ALERTER	

Class 455 compatibility

This class 456 can be used in conjunction with the <u>*Thomson Interactive Class 455*</u>. The only limitations when coupled to a class 455 are:

- Driver only operation can not be activated.
- If you switch from the class 455 to the 456 or vice versa whilst in-game, the keyboard will no longer be active and you will only be able to control the train using the F4 HUD.

Setting up the driver's cab

Please follow the steps below to set up the cab of the class 456 so you are ready to move:

- 1) Move the reverser from 'Off' to 'Neutral' by pressing 'S' on the keyboard.
- 2) Cancel the AWS warning sound by pressing 'Q' on the keyboard.
- **3)** Turn on the headlights by pressing 'H' on the keyboard until you reach your desired setting.
- **4)** Switch to the rear cab and turn on the tail lights by pressing 'K' on the keyboard. Also, if required, move the destination blind to the relevant position.
- **5)** Return to the front cab and again, if required, move the destination blind to the relevant position.
- 6) Turn off the Driver Reminder Appliance (DRA) by pressing 'F' on the keyboard.

You should now be ready to move off. For information on how to do so, please see the '<u>Driving guide</u>' section below.





Driving guide

The following steps should allow you to drive the class 456 in a realistic and safe manner:

- **1)** Move the reverser to your desired direction of travel by pressing either 'W' on the keyboard for forward or 'S' for reverse.
- 2) Move the train brake handle to step 1 by pressing the ';' key.
- **3)** Move the power handle to notch 2 by pressing the 'A' key on the keyboard. At the same time, move the train brake handle to the 'release' position which will ensure you depart without rolling back.
- 4) From then on, apply further power as you see fit. Please see the '<u>Power</u> <u>controller</u>' section below for further detail on the performance of each power notch.
- **5)** To brake the train, you may make applications and releases by moving the handle between step 1 and full service. It is recommended you only use full service as a last resort so as to ensure you always have more brake force available if required.
- **6)** Just before coming to a stop, aim to have the brakes in step 1 so as to provide a smooth stop.
- **7)** In the event of an emergency brake application, you will need to wait for your train to come to a stop. You must then place the reverser in neutral, power handle in off, make sure the brake handle is in emergency and then release.

Power controller

- **0** Traction power is OFF
- Notch 1 25% power
- Notch 2 50% power
- Notch 3 75% power
- Notch 4 100% power

Please note that when accelerating at 28mph, power briefly cuts out as the motors switch from series to parallel.



How to use in the scenario editor

How to place

To place a class 456 in the scenario editor, please follow the instructions below:

- In the left-hand rolling stock fly-out, click the object set filter which looks like a blue box with an orange arrow to the right of it.
- 2) Go to the right-hand fly-out which should have appeared. Select 'AP_Waggonz' from the drop-down menu.
- 3) Tick the second & third box beside 'Class456Pack01'.
- **4)** The class 456 liveries should now be visible in the left hand rolling stock fly-out.



APW Class 456 Connex DMSO

APW Class 456 Connex DTSO APW Class 456 Connex UB D.

APW Class 456 Connex UB DT. APW Class 456 NSE DMSO APW Class 456 NSE DTSO

Formation

DMSO + DTSO

Numbering

When placing a class 456 in the scenario editor, you are able to control the destination it displays via its number. This allows AI services to have a functioning destination display. As well as this, having a player service with a destination already entered means that the saloon lights will already be turned on to recreate when a driver picks up a unit that is already in service. So the player is still able to use the destination display, we recommend inputting what would have been that service's previous destination, the place you start the scenario.

Example number:

0000045602464758

Key:
00000 - Destination code (only 2 digits when using manual destination blind)
456024 - Unit number
64758 - Coach number





Scenarios

APC456: 17:42 London Bridge - London Victoria

Route = South London Network Track covered = London Bridge - London Victoria Traction = Ex-Network SouthEast 456007 Year = 2004 Duration = 25 minutes

APC456: 21:04 London Victoria - West Croydon

Route = South London Network Track covered = London Victoria - West Croydon Traction = Connex 456024 & Ex-Network SouthEast 456009 Year = 1999 Duration = 40 minutes

APC456: 2G60 15:39 Caterham - London Bridge

Route = South London Network Track covered = East Croydon - London Bridge Traction = Southern 456018 & 456001 Year = 2013 Duration = 30 minutes

APC456: 2J06 07:01 West Croydon - London Bridge

Route = South London Network Track covered = West Croydon - London Bridge Traction = CCTV 456006 & Southern 456010 & 456022 Year = 2013 Duration = 45 minutes

APC456: 5J95 10:30 London Bridge - Selhurst Depot

Route = South London Network Track covered = London Bridge - Selhurst Depot Traction = Southern 456024, 456013 & 455804 Year = 2013 Duration = 45 minutes











Credits

Waggonz - Modelling, texturing & scripting
Jordi Blumberg - Modelling & texturing
Alan Hingston - Assistance in researching of the cab and recording of sounds
Gregg M. Erikson - For the use of this *image* under the <u>Creative Commons license</u>



