

The R46 for OpenBVE



THE R46 FOR OPENBVE – Version 3.0

Train Programming & Sounds by error46146

Panel & Exterior View by Rikabs

www.bvestation.com

INSTRUCTION MANUAL

Part 1 – Introduction

Thank you for downloading the R46 for OpenBVE! Please read the important information contained in this document before you begin using it. **Your usage of this program indicates you have fully read and understood the terms and conditions in this document.**

Overview & General Information

This is a simulation program depicting the MTA New York City Subway R46 subway car, designed for exclusive use with OpenBVE. **This will not work with any other simulation software, including BVE2, BVE4 or BVE5.**

In this simulation, you will be operating, on the route of your choice, an eight (8) car train of R46 cars. These trains were manufactured by the now-defunct Pullman-Standard Company in 1974, and are slated for replacement upon the completion of the R211 order. They have appeared on many lines throughout their history, and today can be found on the **A F R S** lines

Technical Information	
Unit #	5482-6258 (Even numbered cab cars, Odd numbered trailer cars)
Propulsion System	GE 1257 traction motors
Braking System	NYAB SMEE braking system
Dimensions	75ft long, 10ft wide, slightly over 12ft high
Power Points	1: Switching, 2: Series, 3: Parallel

Important Operating Information

Please keep the following in mind when using this simulation.

1. The train displays the speed in miles per hour (mph), not the metric system.
2. These cars are 75 feet long, and are not to be used on the **J L M Z** lines.
3. You may experience echoing sounds while using the simulation; that is due to the nature of the exterior view. I am working on a way to fix that problem.

System Requirements

Here are the system requirements to run this program in OpenBVE. A computer with the recommended minimum system requirements shown below should provide a fluid game play experience of at least 30fps, more or less depending on which route the train is used on.

Recommended System Requirements for Best Performance

- Windows XP operating system or newer
- Intel Core i7, or equivalent or better processor
- 6 GB of RAM
- ATI Radeon 5870 video card or better
- Sound card

Minimum System Requirements

- Windows operating system
- Intel Pentium 3, or equivalent processor
- 512 MB of RAM
- Sound card

Note: this program is designed for use in Windows only. This has not been tested on Mac or any other platform, and may or may not work. No guarantees can be made nor support be given for any other platform besides Windows; use at your own risk!

Part 2 – How To Play

Before you leave the first station, please make sure the ATS is on. If you are not sure how to do this, press Control + A, wait for ten seconds and then press Control + A again to have the autopilot do it for you. Press F to place the reverser in Forward to begin operating.

The R46 is a single handle train, meaning there is one handle to control the train. Moving the handle to the left will apply power, while moving the handle to the right will apply the brakes.

N	Neutral/Coast
P1	Switching
P2	Series
P3	Parallel

To apply power to the motors, press Z until you have reached the desired power point.

The currently selected power point will be displayed in the second box on the lower left hand corner of the openbve window. To decrease or cut off power from the motors, press A. To apply the brakes, press Q until you have reached the desired braking point. To release the brakes, press A. The braking point can be seen in the same box as where the power point is displayed. N in that box means the brakes have been totally released, and B5 is full service braking.

Press 1 to dump at the last stop or to activate the emergency brake.

This train is equipped with a door enabler, a device in which the train operator activates the door for the conductor to open. To open the left side doors on the train, press F5. To open the right side doors on the train, press F6. To open all doors on the train, press both F5 and F6.

To switch to the interior/exterior view, press F2. To switch to the exterior view without moving along with the train, press F3. To switch back to train operators view, press F1.

Part 3 – Legal Disclaimer – *MUST READ!*

WARNING Please make sure you read the following information carefully before you continue. Your continued usage of the software indicates you have read and understood, and agree to be bound by the following terms and conditions. If for any reason you do not agree with all the terms and conditions you must destroy any and all copies of this software in your possession.

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Part 4 – Developer Information

The NYCTBATSS

This train adheres with the new NYCTBATSS (New York City Transit BVE Association Track Sound Standard), which was recently introduced, and therefore as a result this train may not be fully compatible with some of the older copies of the routes. We are working to upgrade the routes, however, in the meantime you may experience some inaccuracies regarding the track sounds, and we apologize for that.

Route developers who wish to avoid this incompatibility problem should follow the NYCTBATSS; a copy of it is included within the train files.

Modifying The Train

For more information about train developing and modification, please visit the OpenBVE Developer's Guide at

<http://trainsimframework.org/develop/index2.html>.

Alternative Exterior View

The exterior view included with this train is very advanced and therefore requires an advanced computer to properly display it. If your computer is having trouble displaying the exterior view, you may modify this train to use an older exterior view made by JayJay85, which is available for download on the BVESation website

Instructions on how to install the alternative exterior view is included with the download. The developers of this train are planning on releasing a lower-quality version of the exterior view included with this train; details on that will be posted on the BVESation forums in the future.

Developer's Guide

An advanced Developer's Guide will be released in the near future detailing how to modify & further develop the R46.

Derivative Works & Releasing Modified Versions

All modifications of or derivative works from this train **MUST** be done under the conditions of the Creative Commons CC BY-NC-SA 3.0 License.

You must:

- Give all appropriate credit to where it is due. If you are not sure who to give credit to, please refer to the credits section in this document or contact the developer.
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Credits

Train/Sound Programming	error46146
Graphics/Panel	Rikabs
Textures	Rikabs, kawasakir160, QueensBuses, Orion6104
Cab Textures	Dan05979
Animations	Andy, CT1660
Additional content/help	Zman, Dave160, Mr. Railfan

And as always, thanks to mackoy and michelle for creating and sustaining the BVE & OpenBVE projects, and the NYC BVE community for all their help and support!

Contact Information

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 Need help? <http://forums.bvestation.com/index.php?board=4.0>

Please do not use the e-mail for technical support; there are plenty of people on the forums willing to help you.

Always remember to visit www.bvestation.com for the latest updates in official New York City Transit BVE & OpenBVE content and developments!

Thanks for downloading the R46 for OpenBVE!



Enjoy!



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