EN57-815

OpenBVE

INSTRUCTIONS

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Introduction

EN57 (*Pafawag 5B/6B*) is an electric multiple unit based on earlier class EW55 units, produced by Pafawag works in Wrocław. In the years 1961 - 1993 a total of **1429** units were produced, mainly for Polish State Railways (PKP), but also served in Yugoslavia, Croatia and Slovenia. Class EN57 is considered to be the longest-produced unit in the world.

EN57 is a three-car electric multiple unit with traction motors located in the middle car. The unit has four LK450 motors, each with power of 145 kW. The outer two cars are both driving trailers and do not have motors. Trailers are distinguished with letters *a* and *b*, with part *a* including compressor and part *b* including the batteries.

Each part of the unit consists of three compartments, divided by corridors. In the trailers only two compartments are for passenger accommodation, while the third was thought to be luggage compartment. In the motor car, all three compartments are used by passengers. Previously, there were toilets in all parts of the unit, yet due to several fires caused by neighbouring electric devices, the toilets in the motor cars were removed. Class EN57 is capable of multiple unit operation with two or three units, using Scharfenberger couplers to connect units together. Each unit can seat up to 188 passengers.

https://en.wikipedia.org/wiki/PKP_class_EN5

Notice

This is my first EMU with 3D cab for OpenBVE with BVEC_ATS plug-in. While creating this model, I was trying to find a balance between simulation and fun, taking into account all in-game limitations. So please be aware that this is not 100% EN57 simulator. But I hope you still like it :)

You can choose train number and destination to be displayed on train destination boards using ***Train Destination Selector.bat***

Credits

- 3D model and cab: Rave
- Textures: most of exterior and interior comes from andrzejlandrzej's MSTS add-on + archives. 3D cab by Rave.
- Sounds: Rave
- Other files: *brake_needle.csv, class323_dmso_wiper_l_2.csv, class323_dmso_wiper_l_2a.csv, class323_dmso_wiper_r_2.csv, class323_dmso_wiper_r_2a.csv, ext_headlight_off.csv, ext_headlight_on.csv, speedn.csv* and their textures comes from class 323 by A. Bowden. *panto_slizg.b3d* and pantograph animation based on EM_A1 by S.Usai and R.Benini

Key assignment

Basic keys

- Reverser forward **[F]** / Reverser backward **[V]**
- Power notch up **[A]** / Power notch down **[Z]**
- Brake **[,]** / **[.]** / Emergency brake **[/]**
- Horn **[ENTER]**
- Opens/closes LEFT doors **[F5]** / RIGHT doors **[F6]**

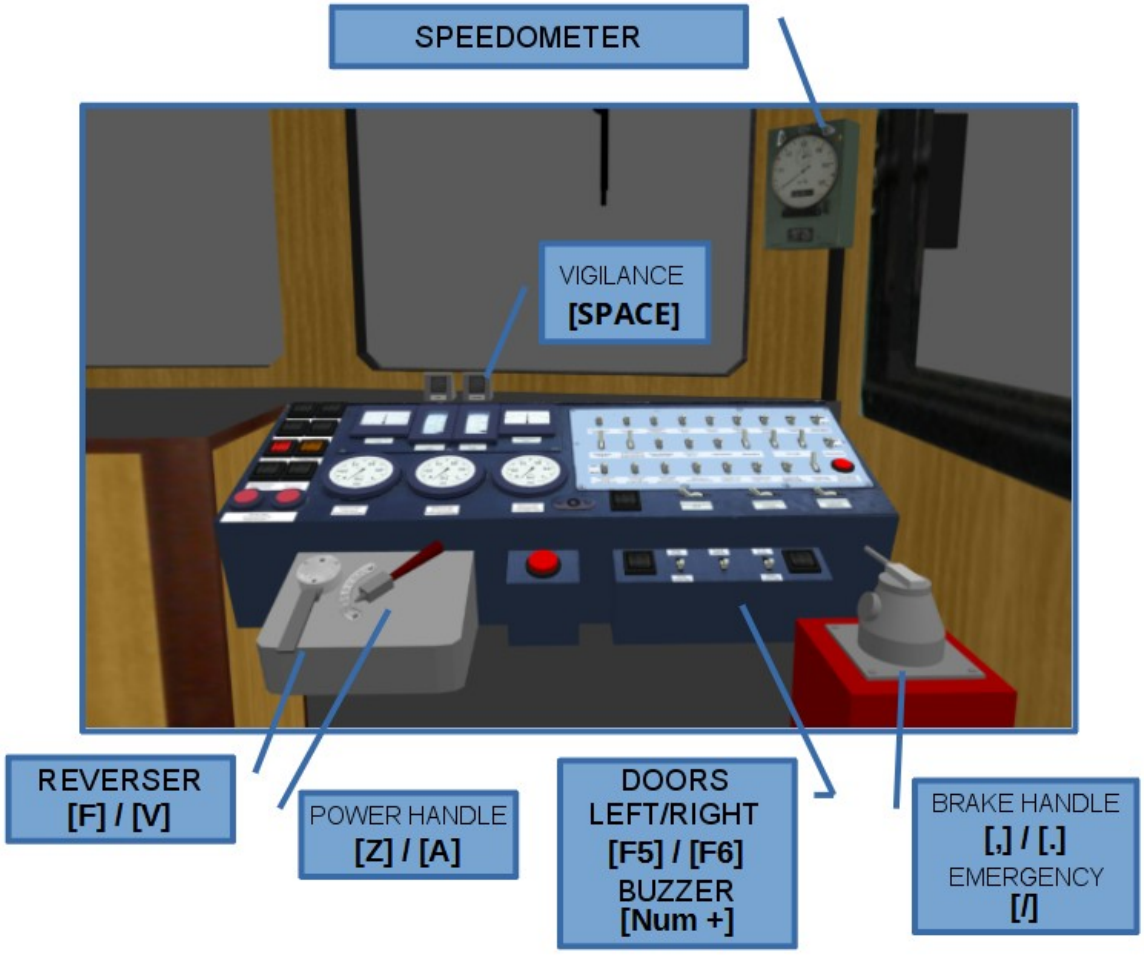
  buzzer **[Num +]**
- Vigilance reset **[SPACE]**

Additional keys

- Raise/lower front pantograph **[2]** and rear pantograph **[3]**
- Turn on/off headlights **[4]** and tail lights **[5]**
- Backlight of the direction board **[6]**
- Panel backlight **[7]**
- Turn on/off heating **[8]**
- Turn on/off radio **[9]**
- Main switch **[0]**

Camera keys

- Cabview **[F1]** / exterior view **[F2]** / track view **[F3]** / fly-by camera **[F4]**
- Rotating **[arrows]** / Moving **[Num 2 – Num 9]**



Quick start guide

1. Raise rear pantograph **[3]**
2. Turn on main switch **[0]**
3. Close the doors **[F5]** or **[F6]**
4. Move brake handle to neutral position **[,]**
5. Move reverser forward **[F]**
6. Move power handle up **[Z]**

Version history

v1.0 [21/05/21]