

RSSLO

Talent ÖBB 4023

Electric multiple unit

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1. Rolling stock



1.1. ÖBB 4023

Model name in Train simulator is: **OBB 4023_A**, **OBB 4023_B**, **OBB 4023_C**

2. Cab controls



Picture 1: Right side

2.1. Picture 1: Right side

- Throttle/brake (1)
- Horn 1 (2)
- Horn 2 (3)
- Air Brake (4)
- High beam light (5)
- Cruise control – AFB (momentary switch) (6)
- Sander (7)
- Wipers (8)



Picture 2: Left side

2.2. Picture 2: Left side

Pantograph up/down (1)

PZB Acknowledge (2)

PZB Override (3)

PZB Release (4)

Doors lock control (5)

Reverser (6)

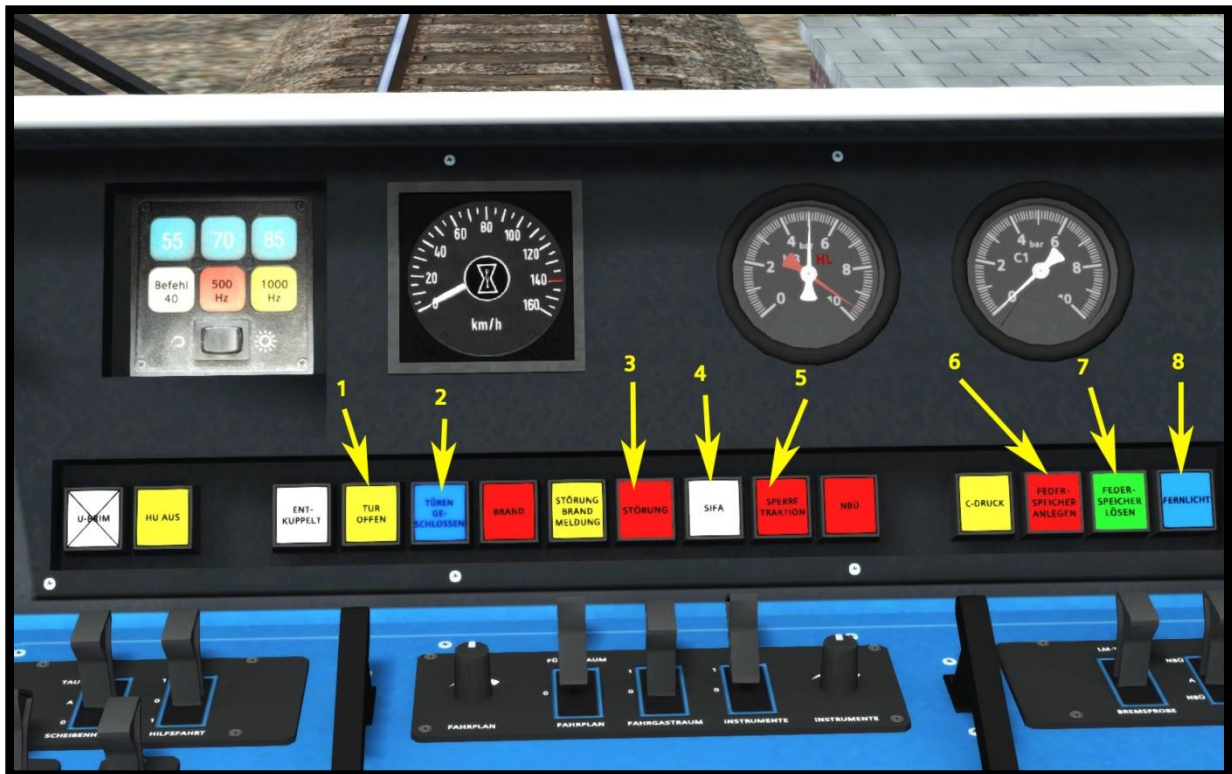
Desk/cab light (7)

Instrument light (8)

Wiper control with wiper switch - off/auto/manual (9)

Contact key (10)

Main switch (11)



Picture 3: Light indicators

2.3. Picture 3: Light indicators

Door indicator - open/closed (1)

Door indicator - locked/unlocked (2)

Fault indicator/button (3)

- If where or when there will be a fault on the train then the fault indicator will start blinking. Use the fault button to confirm the fault, the blinking will stop.

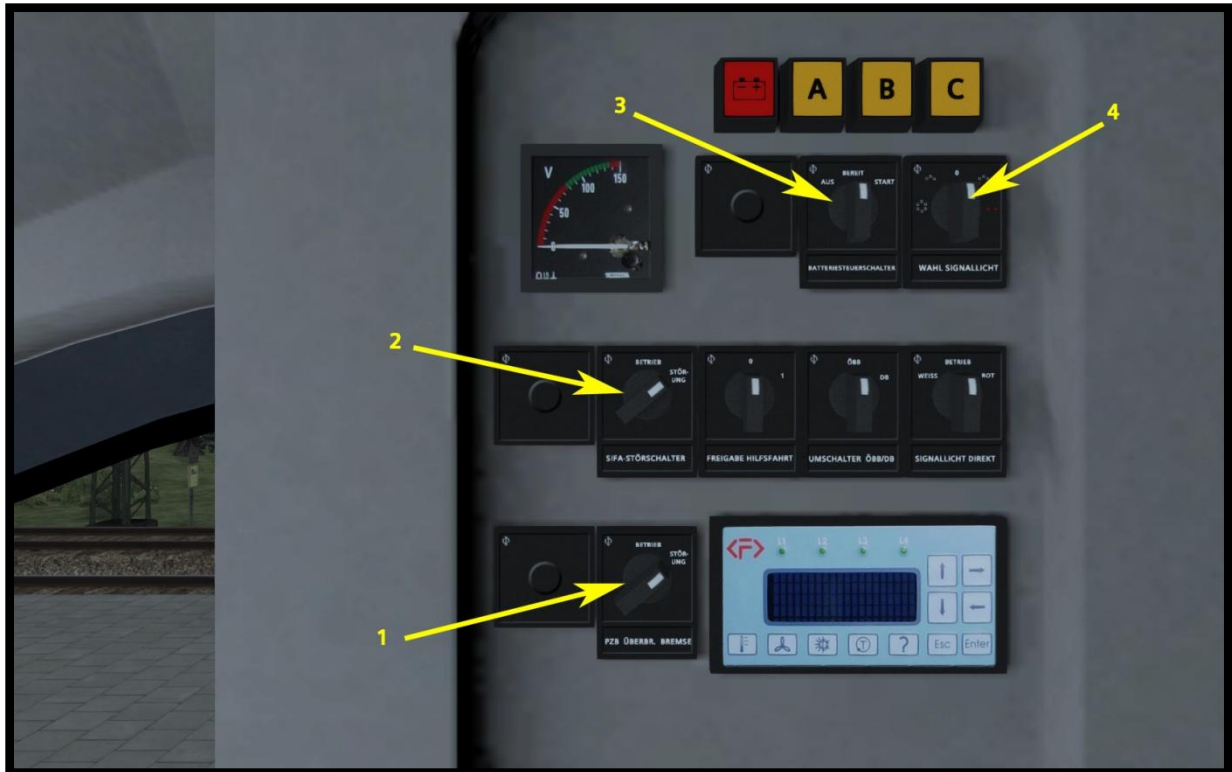
SIFA indicator (4)

Traction indicator (5)

Spring brake applied indicator/button (6)

Spring brake release button (7)

High beam indicator (8)



Picture 4: Battery panel

2.4. Battery panel

PZB on/off (1)

SIFA on/off (2)

Battery switch (3)

Light switch (4)

Important: The battery panel is only in the ÖBB 4023_D cab.

To turn on the battery on the train, turn the battery switch to the right (momentary). When all indicators will turn on (A, B and D), then the battery is also turned on. For turning off the battery there are two options. To use the first option (normal turn off) turn the battery switch to the left (momentary) and wait about one minute to turn off the A and B circuit, the circuit D will be turned off after about 40 hours. The second option is to force the battery to turn off in 10 seconds. To activate the forced option turn and hold the battery switch to the left twice for 2 seconds. After 10 seconds the battery will turn off (A, B and D indicator will turn off).

2.5. Start-Up procedure

1. Switch on the battery –
-Battery panel is only in one cab! Change the cab if the battery panel is not in current cab. When you turn on battery you go in the cab from which you want to drive.
2. Select type of lights on battery panel.
3. Insert contact key and turn it to the active position.
4. Raise the pantograph.
5. Turn on the Main switch.
6. Release the spring brake.
7. Choose the direction of driving.
8. The Headlights will turn on automatically when you select direction.
9. The ÖBB 4023 is now ready.

2.6. Changing cab procedure

When you want to switch the cab, you must take the contact key with you to the cab on the other site.

1. Move the reverser lever to the neutral position.
2. Take out the contact key.
3. Switch the cab.
4. Insert the contact key and turn it to the active position.
5. Choose the direction of driving.
6. The ÖBB Cityjet is now ready.

2.7. Contact key

To activate the cab, the contact key must be inserted and switched on the »FST AKTIV« position (watch »Picture 2«). There is only one contact key for one EMU and before you change the cab, you must remove the contact key from the lock.

2.8. SIFA

The SIFA is disabled on startup, but can be activated with the switch on the battery panel (Picture 4 number 2). You can choose between basic SIFA and advance SIFA (Shift + S).

Basic SIFA

You must confirm SIFA within 30 seconds from your last confirm. If it was not confirmed in 30 seconds then the emergency brake will be applied. Before the emergency brake will be applied the warning voice will turn on.

Advance SIFA

You can hold the SIFA button down for max. 30 seconds but if you hold it more than 30 seconds, the emergency brake will be applied, before this happens the warning voice will turn on. When the SIFA button is not hold, then the emergency brake will be applied after 5

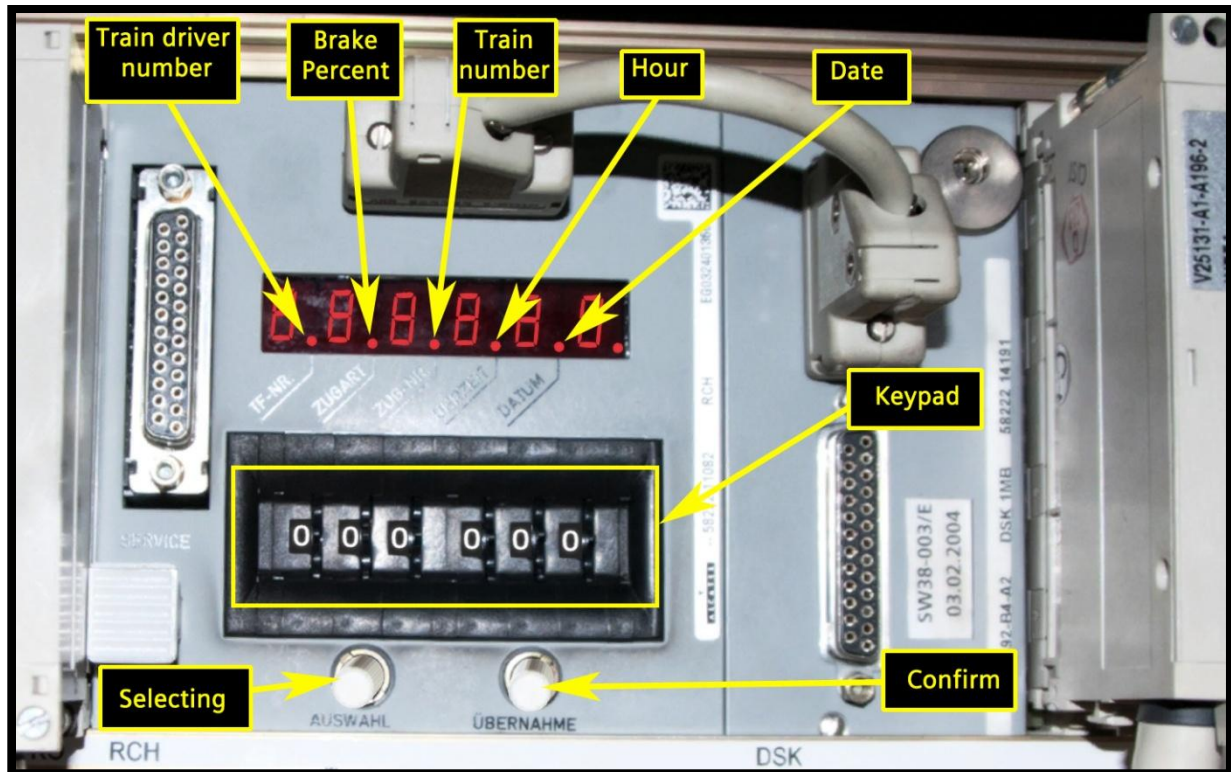
seconds. If the emergency brake is applied, then you must press SIFA button again and release the train brake.

2.9. Cruise control

To activate the cruise control you must push the cruise control switch to position “1” (the switch is momentary!), the speed of cruise control will be automatically set to the current driving speed. Cruise control speed is showed on the display (V-Soll) and can be changed with buttons on the display (+/- 5km/h) or with keys on keyboard.

2.10. PZB control panel

The PZB control panel in game is used to change the PZB mode (55, 70 and 85).



Picture 5: PZB control panel

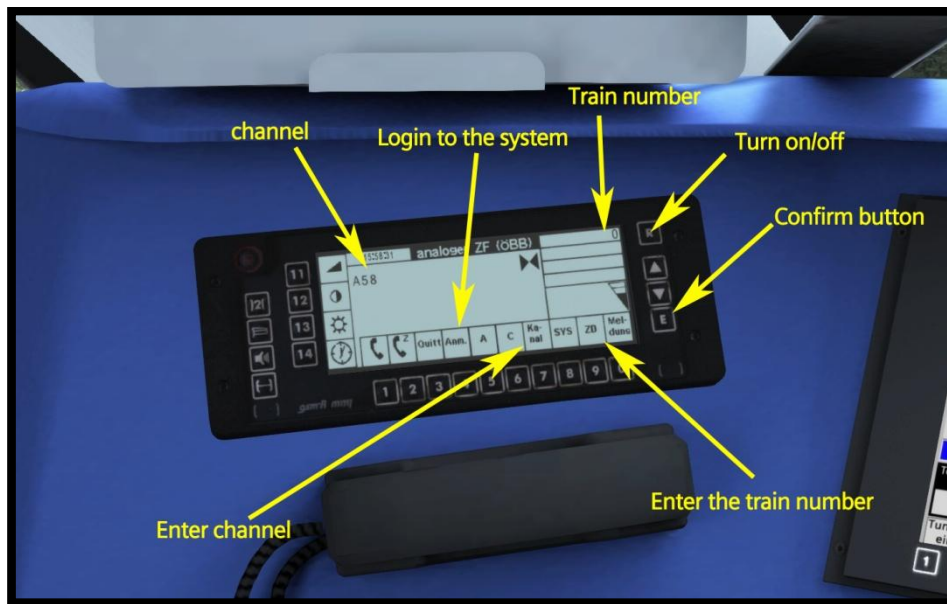
First click on the “Selecting” button for turning on the PZB display and wait until you can see only the first red dot. First red dot is for the train driver number and you can choose your own train driver number with the “Keypad”, just select your number and click on “Confirm”. Then click on the “Selecting” again so the red dot will move to the “Brake percent” on the keypad. Now you must enter the numbers 080 and then the brake percent on the last three digits. The third dot is for the train number, the fourth is for the hour (you cannot change it), the fifth is for the date (you cannot change it) and the sixth dot is finish.

With the brake percent you can change between 55, 70 or 85 driving regime.

Brake percent	Driving regime
>111	85 (O)
66 - 110	70 (M)
<65	55 (Ü)

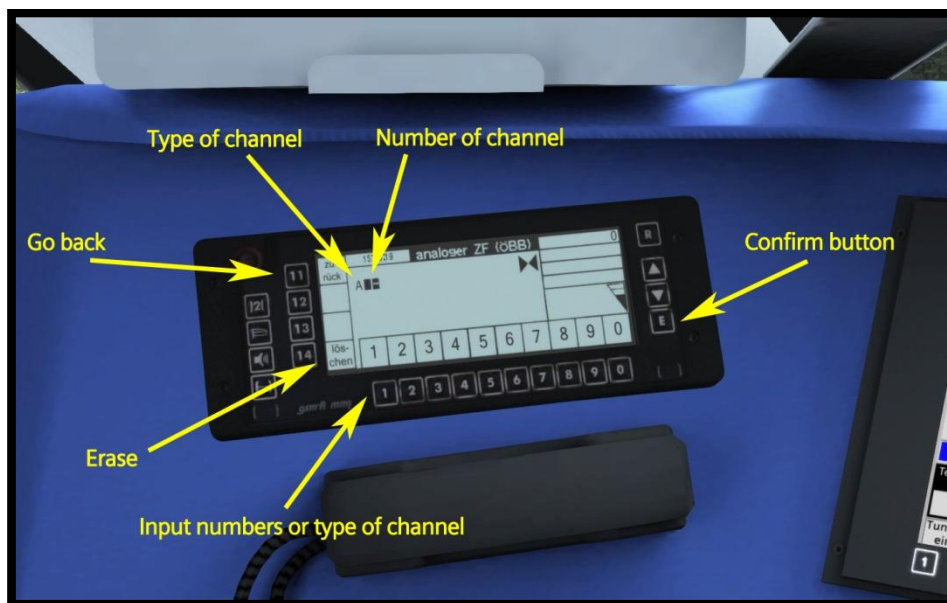
The PZB control panel is only in the ÖBB 4023_D model.

2.11. Radio dispatcher line



Picture 6: Radio dispatcher line main display

The Radio dispatcher line is in use for conversation between train drivers and dispatchers. On this model it's not possible to get the conversation with the dispatcher. This was created only for all gamers who love to drive like real train drivers. To enter a new channel, you must press the "Enter channel". Now first select the channel type (A, B, C) and then the channel number (Picture 7). If you are satisfied with the channel then just confirm it with the confirm button.

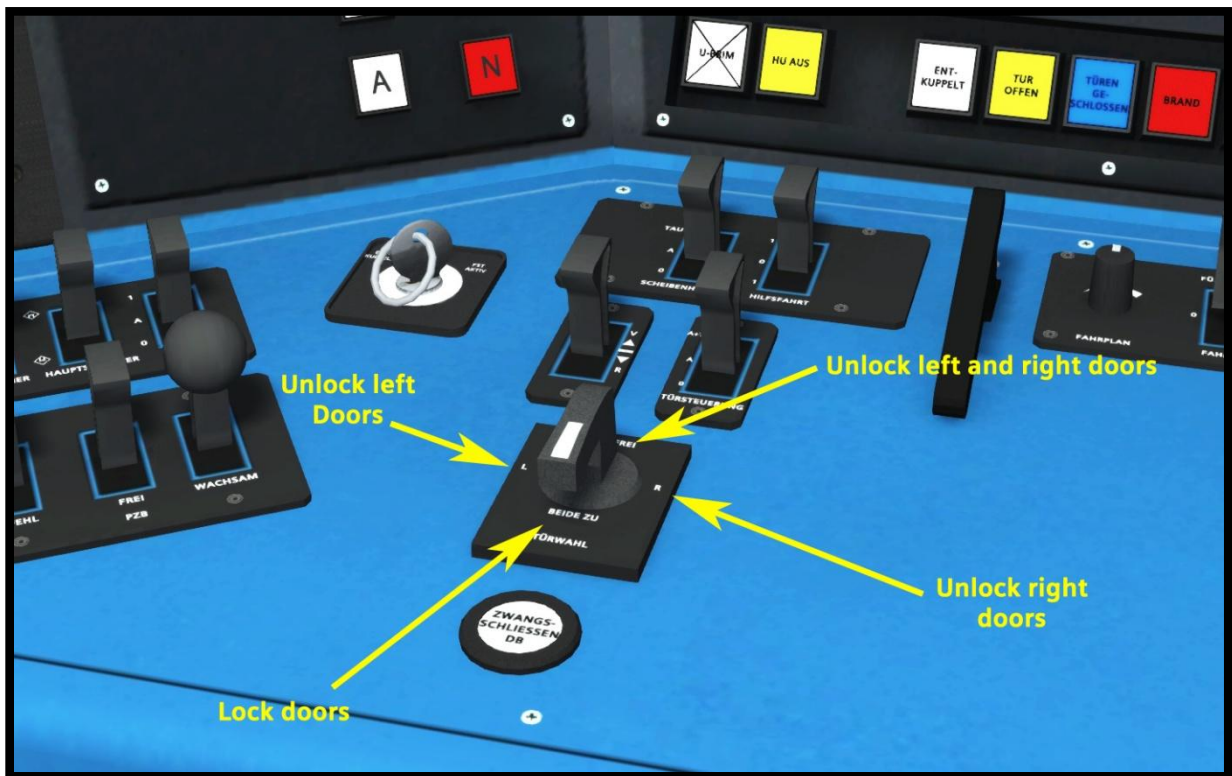


Picture 7: Channel selection

To enter a new train number you must pressed the "Enter the train number" and then enter the new train number, to finish entering the new train number you must confirm the train number with the confirm button.

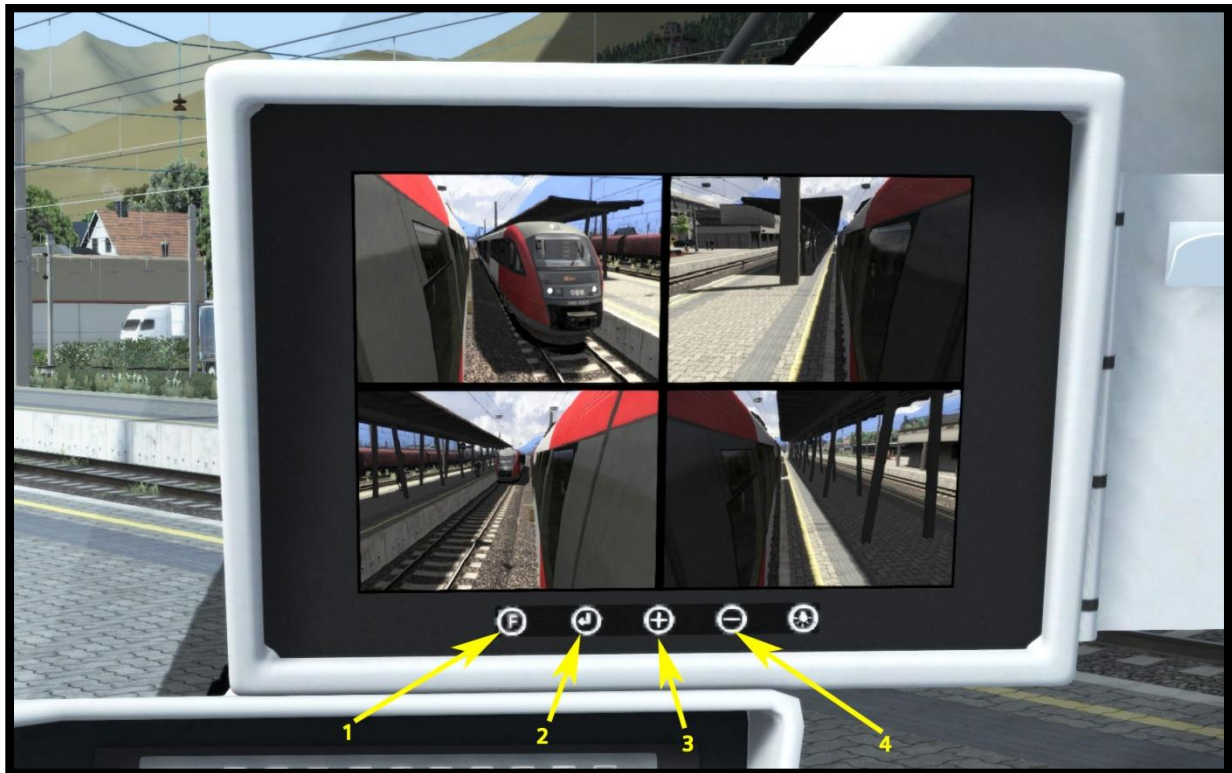
2.12. Doors

If you want to open the doors, first you need to unlock them with the “Door lock control” (Picture 2, number 5) and then press T button on the keyboard to open them (only doors on platform will open). If you want to close the doors put the “Door lock control” into the “Lock doors” position.



Picture 8: Doors

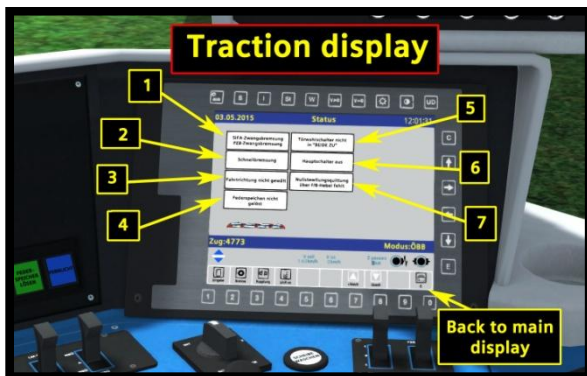
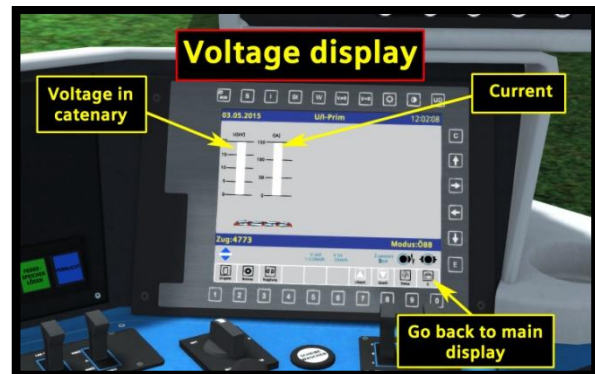
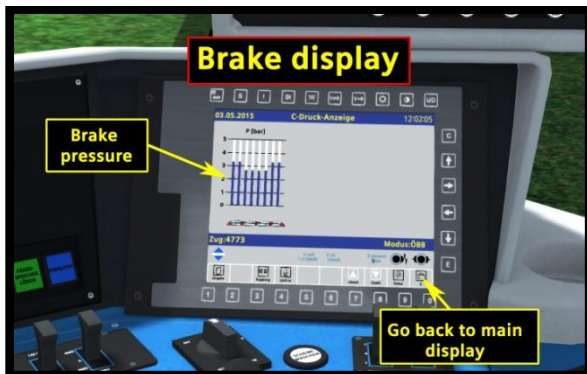
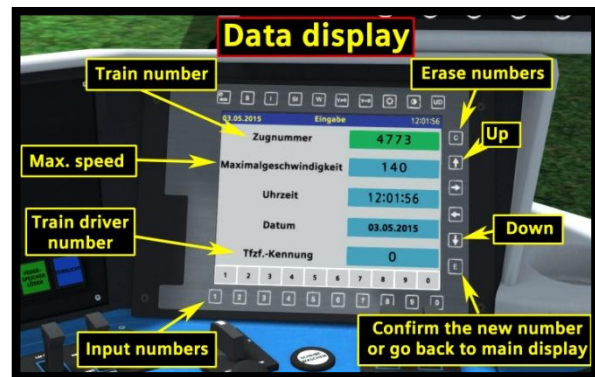
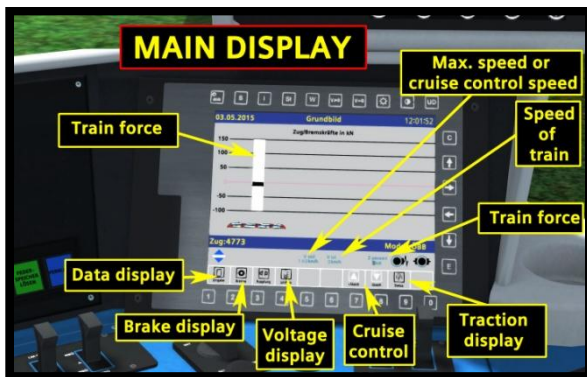
2.13. Camera display



Picture 9: Camera display

Camera display is activated automatically when you unlock the doors or when you do it manually with button “F” (Picture 9, number 1). To change between the cameras use “+” (Picture 9, number 3) or “-” (Picture 9, number 4). To change between outside and passenger cameras click twice on the button “F” and confirm it with “Back” button (Picture 9, number 2). To turn off the camera display use “Back” button (Picture 9, number 2).

2.14. Display



Traction display:

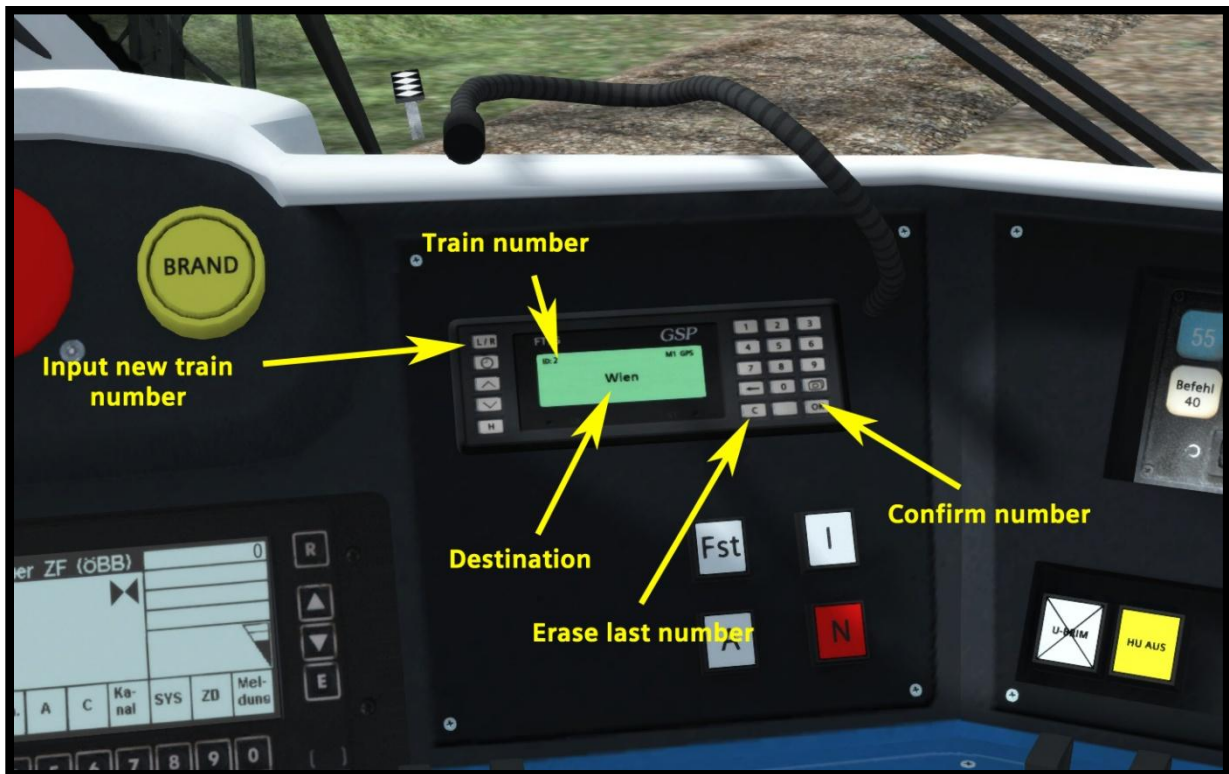
1. SIFA or PZB emergency brake is applied
2. Emergency brake is applied
3. No direction are selected
4. Spring brake is applied
5. Doors are unlocked
6. Main switch is off
7. Throttle/brake lever is not on neutral position

Display symbols

	No traction
	Pantograph is down
	Main switch is off and it isn't prepared to turn on
	Main switch is off and it's prepared to turn on
	Air brake is applied
	Spring brake is applied

2.15. GSP 95 (destination display)

To show the destination names on the train, it is necessary to enter the number into the GSP 95.



Picture 10: GSP 95

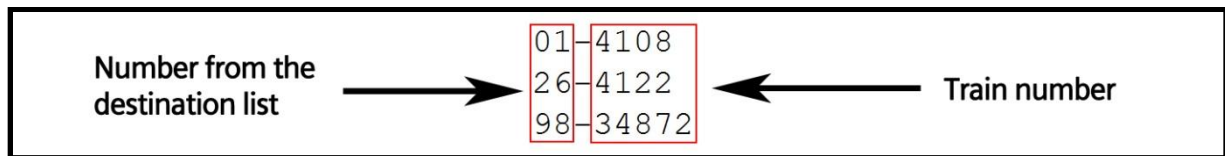
Two options to enter the number:

1. First option is to input number from list that is located in:
[.../railworks/Manuals/EN/DisplayStations4024.pdf](#)

If the input number is bigger than 100 the model always chooses the last two digits of the number. For example if the entry number is 4567 the model will select number 67 (Großhringen).

2. Second option is to input the train number. Users can add their own train numbers into the model. To add new train numbers find the next text file:
[.../railworks/Assets/RSSLO/Talent/RailVehicles/TrainNumbers.txt](#)

In this file, users can add the number of destinations and train numbers (Picture 11).

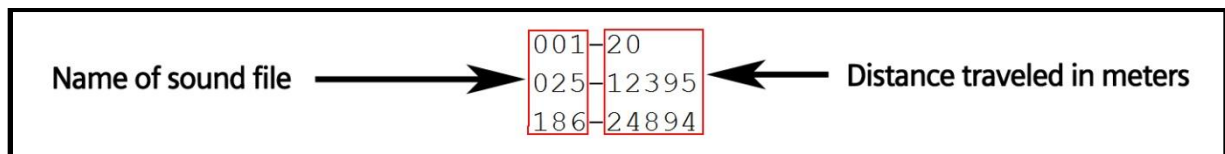


Picture 11: Train number for the destination board

If the user used the second option, then it's also possible to add announcement sounds to the model in the folder:

.../railworks/Assets/RSSLO/Talent/RailVehicles/TrainNumbers/"number of the train".txt

The user must add the new text file with the name of the train number. In this file the user must also write the name of the sound file (000-200) and the distance traveled in meters.



Picture 12: Announcement sound

The sound files are located in the:

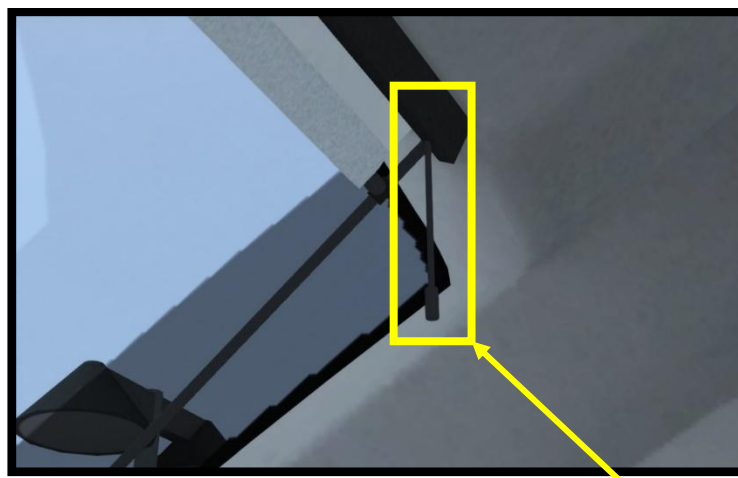
.../railworks/Assets/RSSLO/Talent/RailVehicles/Sound/GSP/Sounds/"001-200".dav

The sounds are empty, so the user must change the sound files to hear the sound in the game. The traveled distance starts counting from the point of train number entry. The best way to get the traveled distance is to input the 99999 train number on the start station and where the user wants to hear the sound file then he or she needs to use the "CTRL+U" keys to get the traveled distance.

For the AI trains, the destination will be selected depending on the first vehicle number (depending on travel direction). The destination will show up when the train will start driving.

2.16. Sunblind

Important: To raise the sunblind use rope on the upper right corner of sunblind



3. Keyboard

Function	Keyboard
Increase / Decrease Throttle-dynamical brake	A / D
Increase / Decrease Reverser	W / S
Increase / Decrease Train Brake	" / ;
Horn 1	B
Horn 2	Space
PZB override	Page down
PZB release	end
PZB acknowledge	Delete
Confirm SIFA	Q or Num Enter
SIFA basic-advance	SHIFT + S
Increase / Decrease cruise control	Y / C
Headlights	H (SHIFT + H)
Wipers	V (SHIFT + V)
Sander	X
GSP length	CTRL + U
Lock doors	SHIFT + C
Cruise control on/off (AFB)	K
Pantograph	P/Shift+P
Main Switch	Z/SHIFT+Z
Spring brake Apply	SHIFT + /
Spring brake release	/
Instrument lights	I
Cab light	L/SHIFT + L

4. Scenarios

4.1. RSSLO Morning train to Payerbach

1. Rating: **
2. Duration: 30 min.
3. Scenario type: Carrer scenario
4. Route: Semmeringbahn

4.2. RSSLO Local train over the Ssemmering

1. Rating: ****
2. Duration: 40 min.
3. Scenario type: Carrer scenario
4. Route: Semmeringbahn

4.3. RSSLO Cold winter day with Talent

1. Rating: ***
2. Duration: 25 min
3. Scenario type: Carrer scenario
4. Route: Semmeringbahn