

# Mk5 Sleeper Coach Pack



Product Manual  
V1.0

# Introduction

This 3rd-party DLC pack for Dovetail Games' Train Simulator Classic (TSC) adds a representation of the Mark 5 Sleeper coaches, built by Construcciones y Auxiliar de Ferrocarriles (CAF) of Spain, in service with Caledonian Sleeper.

These coaches are used on services from London (usually Euston station) to Scotland, usually in two departures per night; a 'Lowlander' service that divides at Carstairs and splits towards Edinburgh Waverley and Glasgow Central, and a 'Highlander' service that divides at Edinburgh Waverley and splits towards Aberdeen, Inverness and Fort William.

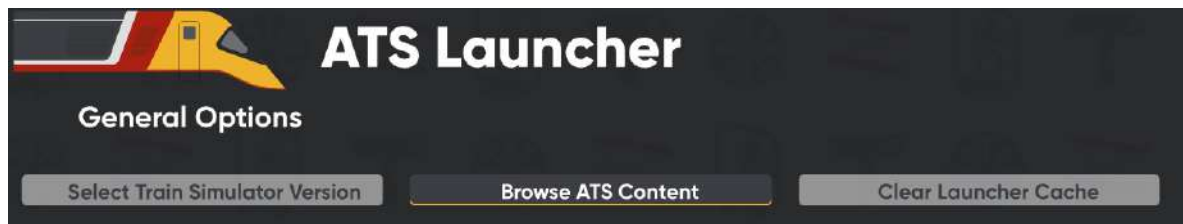
The Mark 5 coaches were introduced in 2019 to replace aging Mark 2 and Mark 3 carriages on this service which date back from previous decades.

# Installation

This product is sold in partnership with Alan Thomson Simulation (ATS) and uses their ATS Launcher for installation.

If you don't already have the ATS Launcher installed on your computer, you can download it here: <https://alanthomsonsim.com/downloads/ats-launcher/>

Follow the steps to install the ATS Launcher detailed in its manual, and log into it with your ATS Account Details.



Once logged in, click 'Browse ATS Content' and find the Mk5 Sleeper Coach Pack in the product list, then click 'Install'. The Launcher will now install the product to your Train Simulator files.

This pack has no requirements to work (beyond the base game), but you will likely need other stock and route packs to play the included scenarios.

# What's Included?

This pack contains all 4 variants of the Mark 5 coaches:

- Seated Coach (numbered 150xx)



- Club Coach (numbered 151xx)



- Sleeper (Accessible) Coach (numbered 152xx)



- Sleeper Coach ( numbered 153xx)



# Passenger Views

This pack contains 2 passenger views that can be accessed by switching to the '5' camera in-game, and moved between by pressing the 'next carriage' button on the Game UI.

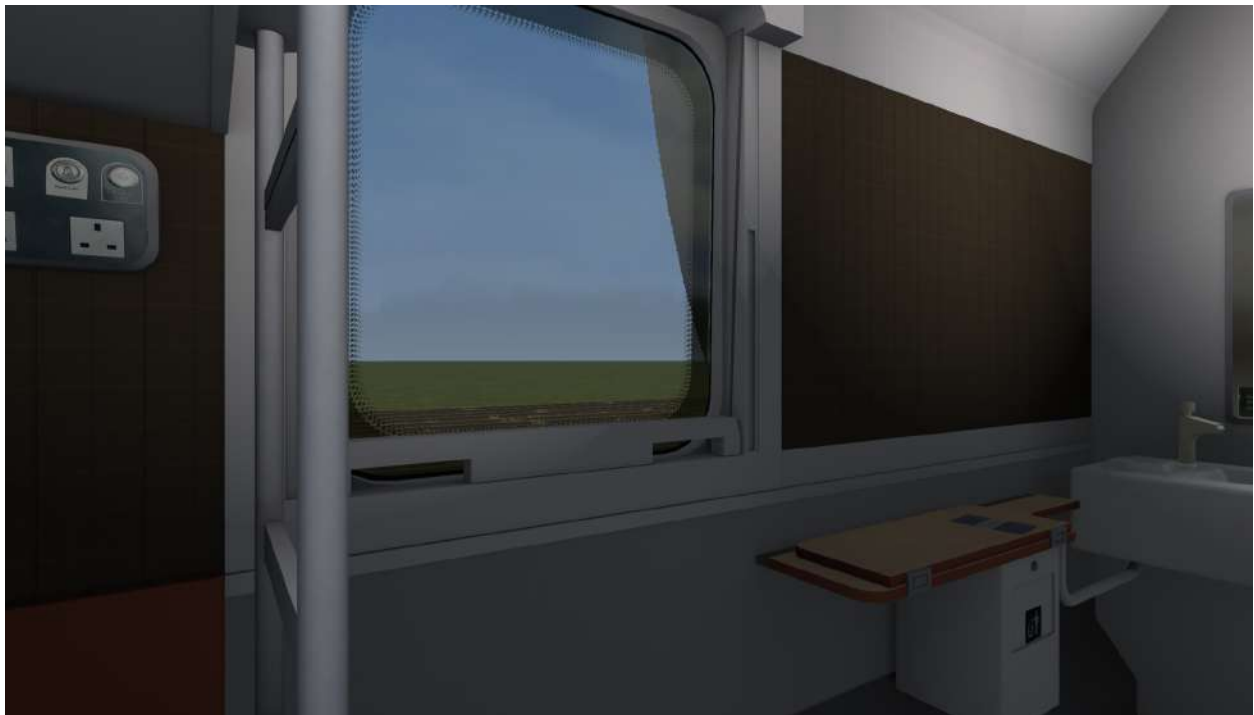


- Sleeper (Accessible) Passenger View





This view has 2 other positions which can be moved to using the arrow keys.



- Club Car Passenger View



# Other Features

- Custom sounds recorded from Mark 5 coaches where possible.
- Automatic tail lights on the end of the consist
- Control and electric train supply (ETS) cables between coaches, or connected when out of use. Please note, this only applies between other Mark 5 coaches, not locos or other vehicles in the consist
- Corridor lights on Sleeper coaches dim after departure.
- Scenario-configurable destination displays showing coach letter, destination and service type.



# Destinations/ Numbering Guide

Scenario Object Filter:  
MaxTracks/Mark5Pack

Number format: 15xxxcLDS

Where

15xxx = Vehicle number

c = Check digit for European Vehicle  
Number (EVN)\*

L = Coach letter

D = Destination

S = Service Type

## Vehicle Numbers

150xx = Seated

151xx = Club

152xx = Sleeper Accessible

153xx = Sleeper

## Coach Letters

0 = [Blank]  
1 = A  
2 = B  
3 = C  
4 = D  
5 = E  
6 = F  
7 = G  
8 = H  
9 = J  
a = K  
b = L  
c = M  
d = N  
e = P  
f = S  
g = X  
h = ì  
i = [Club Car Icon]

## Destinations

- 0 = [Blank]
- 1 = Aberdeen
- 2 = Edinburgh
- 3 = Fort William
- 4 = Glasgow Central
- 5 = Inverness
- 6 = Kings Cross
- 7 = London Euston

## Service Types

- 0 = [Blank]
- 1 = Caledonian Sleeper
- 2 = Highlander
- 3 = Lowlander

In reality this area of the screen shows the next station calling point, or simply 'Caledonian Sleeper'.

As there are a lot of potential calling points on some routes, and no system for deciding which to show, we have opted to implement this system as above.

## EVN Check Digit

This is a checksum digit calculated from the main digits of the European Vehicle Number.

There are calculators online that can work out the value for a given vehicle number, however in reality many Mark 5 sleeper coaches seem to have a check digit that does not follow this formula. If you wish for this to be prototypical, it's best to just find photos or videos of the carriage in question and use that.

The automatic numbers that the coaches spawn with in the sim were chosen to match the formula, or the prototypical value if we were able to find it.

## Numbering Examples

Accessible coach 15209 (152090)  
Letter G (7)  
Destination Aberdeen (1)  
Highlander service (2)  
= 152090712



Seated coach 15008 (150086)  
Letter S (f)  
Destination Fort William (3)  
Blank service (0)  
= 150086f30



Club coach 15101 (151019)  
Letter Club Logo (i)  
Destination London Euston (7)  
Caledonian Sleeper service (1)  
= 151019i71





# Included Scenarios

## 1S26 (WCML Over Shap) Euston - Glasgow



### Scenario Requirements:

#### Alan Thomson Sim (and their dependencies):

- Class 92 Caledonian Sleeper;
- Caledonian Sleeper Mk3A Sleeper Pack;
- Mk5 Sleeper Coaches.

#### Armstrong Powerhouse (and their dependencies):

- Weather EP V2;
- Class 37 Vol 1;
- Class 37 Vol 2;
- Class 66 EP;
- Class 90 Freightliner;
- Class 156;
- Class 158 Perkins EP;
- Class 319 Vol 1;
- Class 325 EP;
- Class 350 EP;
- Mk1 coaches Vol 1;
- Mk2 D-F coaches.

#### JustTrains:

- VGA vans.

#### Steam:

- Class 70;
- WCML Over Shap;
- Welsh Marches.

### Scenario by Adam Haigh

# 1S26 (WCML North) Euston - Glasgow Central



## Scenario Requirements:

### Alan Thomson Sim (and their dependencies):

- Class 92 Caledonian Sleeper
- Mk5 Sleeper Coaches
- GST DR 73106 Tamper

### Armstrong Powerhouse (and their dependencies):

- AP Mk2D-F Pack
- AP Class 314
- AP Class 321
- AP Class 156
- AP Class 37 Pack 01
- AP Class 66 EP
- AP Class 68 EP
- AP Class 325 EP
- AP Class 800 EP
- AP Class 158 Cummins EP
- AP JNA-C Wagons
- AP MFA Wagons
- AP Sky and Weather EP
- AP Signal EP

### JustTrains:

- ZZA Snow Plows
- FNA Nuclear Flasks

### Steam:

- DTG Class 92
- DTG Class 380
- DTG WCML North
- DTG WCML South

### BH Reskins VT Class 390

Reskin Pack (WCML South Version)  
(Only for Static AI)

## Scenario by Barry Price

# 1M16 - Inverness & Aberdeen - London Euston



## Scenario Requirements:

Alan Thomson Sim (and their dependencies):

- Class 92 Caledonian Sleeper;
- Mk5 sleeper coaches;
- James Ivell Class 350 Patch

Armstrong Powerhouse (and their dependencies):

- Class 66 EP;
- Class 319 Vol. 1;
- Class 350 EP;
- Class 377/387/379 EP;
- MEA/PNA-F Wagons.

Steam):

- WCML South;
- Medway Valley Lines.

## Scenario by CrankyBot

# 1M35 - London Kings Cross - Edinburgh



## Scenario Requirements:

### Alan Thomson Sim (and their dependencies):

- InterCity 225 LNER/VTEC Pack;
- Class 92 Caledonian Sleeper;
- Mk5 sleeper coaches;
- Kings Cross to Kings Lynn.

### Armstrong Powerhouse (and their dependencies):

- Weather EP V2;
- Class 66 EP;
- Class 90 (& Mk3 DVT);
- Class 313;
- AP Class 365;
- Class 377/387/379 EP;
- Class 700/707/717 EP;
- BAA/BZA wagons

### Steam:

- Medway Valley Lines.

## Scenario by Adam Haigh

# Quick Drive Consists

Also included are several quick drive consists for the Class 92 Caledonian Sleeper reskin, with 8 or 16 Mk5 coaches.

Please be aware that the 16 coach consists are very long, and TS may fail to load the quick drive scenario if you choose a start point that has insufficient space for it to spawn.

Class 92 Caledonian Sleeper (L2) + 16 Mk5 Sleepers
Class 92 Caledonian Sleeper (L2) + 16 Sleepers
Class 92 Caledonian Sleeper (L2) + 8 Mk5 Sleepers
Class 92 Caledonian Sleeper (L2) - Light Engine

# Credits & Special Thanks

## Development Credits:

Max Mortimer - Modeling, texturing, sound editing

Clowes - Logos, decals, destination textures and lots of research

## Scenario Creators

Adam Haigh, Barry Price, CrankyBot

## Assistance & Guidance

(There was a lot to learn while making this project and I couldn't have done it without these people!)

Benammi Swift, Jake Fuller, James Ivell

## Testing & Feedback

ATS Test Team

# Licence & Copyright

This product is the copyright of Max Mortimer, and may not be distributed without authorisation.

You can use these coaches in your scenarios, including payware scenario packs or similar. You can make and release reskins or other modifications of them, provided the original pack is still required and none of the original model files (.GeoPcDx files) are redistributed.

You use this product at your own risk, and I accept no responsibility to the end user, their game or computer, but if you have any issues with it I will do my best to help where possible!