

DRIVING CONTROLS (Accelerating & Braking)			
(Reverser) Forward	W	Automatic Brake Inc.	Ä
(Reverser) Backward	S	Automatic Brake Dec.	Ö
Throttle Increase	D	Independent Brake Inc.	+ ¹
Throttle Decrease	A	Independent Brake Dec.	Ü
Combined Control Throttle Increase	D	Dynamic Brake Increase (Combined Control)	. ²
Combined Control Throttle Decrease	A	Dynamic Brake Decrease (Combined Control)	, ²

OTHER DRIVING CONTROLS			
Cab Lights	L	Pantograph(2nd)	(Shift) P
Headlights Increase	H	Headlights Decrease	Shift H
Wiper	V	Cylinder Cocks	C
Bell	B	Horn	Space
Bail Off	- ³	Reset Signal	Tab

CAMERA VIEWS			
Cab	1	Head Out Fwd.	Num7
Transparent Cab	Shift 1	Head Out Bwd.	Num1
Outside first vehicle	2	Trackside	4
Outside last vehicle	3	Free	8
Brakeman	6	Passenger	5

CAMERA CONTROLS			
Pan Left	Num4 ⁴	Pan Right	Num6 ⁴
Pan Up	Num8 ⁴	Pan (Zoom) In	Num9
Pan Down	Num2 ⁴	Pan (Zoom) Out	Num3
Rotate Left	Alt Num4	Rotate Right	Alt Num6
Rotate Up	Alt Num8	Rotate Down	Alt Num2
Slow Camera Move		... + Ctrl ⁵	
Fast Camera Move		... + Shift ⁵	

PANELS	
Help	F1
Track Monitor	F4
Head Up Display (HuD)	F5
Station Indicators	F6
Car Numbers & Siding Indicators	F7
Switch Indicator Panel	F8
Train Operations Panel	F9
Next Station Panel	F10
Compass	0

GAME CONTROL	
Full Screen	Alt Enter
Pause	Pause
Save Game	F2
Exit to Menu	Esc

GAME CONTROL	
Set Switch Ahead	G
Set Switch Behind	Shift G
Set Switch With Mouse	Alt
Uncouple With Mouse	U

VEHICLES	
First	Alt Num 7
Last	Alt Num 1
Next	Alt Num 9
Previous	Alt Num 3

ADVANCED BRAKING	
Emergency Brake Application	Backspace
Initialize Brakes	Shift - ³
Handbrake Full	Shift Ä
Handbrake Off	Shift Ö
Retainers On / Inc.	Shift + ¹
Retainers Off (No dec. possible)	Shift Ü
Brake Hose Connect	#
Brake Hose Disconnect	Shift #

ADVANCED FIRING			
Control Firing	Ctrl F	Blower Increase	N
Firing Rate Inc.	R	Blower Decrease	Shift N
Firing Rate Dec.	Shift R	Damper Increase	M
Fire Shovel Full	Ctrl R	Damper Decrease	Shift M

INJECTORS			
Control Injector I	I	Control Injector II	O
Injector I Inc.	K	Injector II Inc.	L
Injector I Dec.	Shift K	Injector II Dec.	Shift L

LOCOMOTIVE	
Switch	Ctrl E
Flip	Shift Ctrl F

DISPATCHER	
Extend	Shift Tab
Release	Shift Ctrl Tab

GAME DEBUG	
Signalling	Alt F11
Weather Change	Alt P
Keyboard Layout	Alt F1
Lock Shadows	Alt S
Logger	F12
Log Render Frame	Alt F12

GAME SETTINGS	
Clock Forward	↗ ⁶
Clock Backward	↖ ⁶
Overcast Increase	Ctrl ↗ ⁶
Overcast Decrease	Ctrl ↖ ⁶
Speed Up	Ctrl Alt Num7
Speed Down	Ctrl Alt Num3
Speed Reset	Ctrl Alt Num9

End Notes	
1	„+“ relates to the key on the upper left side of the ENTER key.
2	Relates to „Dot“ or „Comma“ key.
3	Relates to „Dash“ key.
4	Or use Arrow Keys („Left“, „Right“, „Up“, „Down“).
5	Combine Pan / Rotate Control with „Ctrl“ / „Shift“ key.
6	„↗“ relates to the „Apostrophe“ key left of the „Backspace“ key, „↖“ to the key left of „↗“.



German Keyboard Guide

About this File:

This file is intended to be an equivalent to the already existing (and downloadable) Keyboard / Quickstart Guide for *OR* written for the US International keyboard layout. I used that guide as a guideline for creating this guide, and for doing this it was a great help.

When I first downloaded *OR* and also the keyboard guide, however, I was a bit confused, as quite a few controls didn't work, as they were intended to: Actually, this was not a great surprise, as the original guide by Henk van Willigenburg is written for the US International keyboard layout, and I am using a German layout.

As I probably am not the only one using *OR* on a computer with a German keyboard layout, I asked the *OR*-Team if a transcription for the German layout was welcome, and when I got the answer, I started creating what you now see flickering on your screen.

Legal Stuff:

Written by Markus Gelbmann using the original Keyboard Reference / Quickstart Guide by Henk van Willigenburg downloaded from the *OR* homepage.

Thanks a lot, as this very first documentation on OR's controls was a great help.

Note to anybody using a different keyboard layout than US International or German:

If none of the two keyboard guides mentioned herein (or any guide else) is fully „compatible“ to your keyboard system, you can run any activity in *OR* (just open it, so you could run a train) and then press [Alt] + [F1]. This will cause two lines of text to appear on the screen, one saying that the controls layout was saved as „keyboard.txt“, the other saying the same for „keyboard.png“. If you now quit *OR* and go to the folder you installed *OR* to, you can there find both files. The *.png files show the real layout, and also, where on the keyboard the keys are located, the *.txt file just shows the definitions (which I myself think is more convenient).

Just One More Thing:

I would like to excuse for my not-so-good English ;)

Markus Gelbmann