OPEN RAILS
German Keyboard Guide

PRIMARY DRIVING CONTROLS (Acceler. & Braking)

Control	Key	Control	Key
(Reverser) Forward	W	Automatic Brake Increase	Ä
(Reverser) Backward	S	Automatic Brake Decrease	Ö
Throttle Increase	D	Independent Brake Inc.	+[1]
Throttle Decrease	A	Independent Brake Dec.	Ü
Combined Controls Increase	D	Dynamic Brake Increase (NO Combined Control)	.[2]
Combined Controls Decrease	A	Dynamic Brake Decrease (NO Combined Control)	,[2]
Gear Up	E	Gear Down	Shift E

OTHER DRIVING CONTROLS

Control	Key	Control	Key
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]	Mirror	Shift V
Alerter Reset	Y	Sander	X
Diesel Player OnOff	Y	Diesel Helper OnOff	Shift Y
Door Left	Q	Door Right	Shift Q

CAMERA VIEWS

View	Key	View	Key
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
Passenger	5	Previous Free	Shift 8
Brakeman	6	Cab Sway Levels	Ctrl V
Jumping Trains (All Currently Active)	Alt 9	Jump Back To Player Train	9
Move To Next Locomotive	Ctrl E	Jump To See Switch	Ctrl Alt G

PANELS

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

GAME CONTROL

Control	Key
Full Screen	Alt Enter
Pause Menu	Pause
Pause Menu	Esc
Save Game	F2
Take Screenshot	PrintSc
Set Switch Ahead	G
Set Switch Behind	Shift G
Set Switch With Mouse	Alt
Uncouple With Mouse	U
Request Authorization	Alt E
Request Authorization With Mouse	Ctrl G
Force Player Authorization	Ctrl Tab
Pass Signal At Danger	Tab

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 Controls	... Ctrl[5]	Fast Camera Controls	... + Shift[5]

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 Shovelfull	Ctrl R	Damper Decrease	Shift M
Control Injector I	I	Control Injector II	O
Injector I Increase	K	Injector II Increase	L
Injector I Decrease	Shift K	Injector II Decrease	Shift L

VEHICLES

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

ADVANCED BRAKING

Emergency Brake Application	Back-space
Initialize Brakes	Shift -[3]
Handbrake Full	Shift Ä
Handbrake Off	Shift Ö
Retainers On / Increase	Shift +[1]
Retainers Off (No dec. possible)	Shift Ü
Brake Hose Connect	#
Brake Hose Disconnect	Shift #

MULTIPLAYER

Dispatcher Window	Ctrl 9
Texting	T

GAME DEBUG

Signalling	Ctrl Alt F11
Tracks	Ctrl Alt F6
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	ß[6]
Overcast Increase	Ctrl ´[6]
Overcast Decrease	Ctrl ß[6]
Speed Up	Ctrl Alt Num7
Speed Down	Ctrl Alt Num3
Speed Reset	Ctrl Alt Num9

End Notes	
1	„+" relates to the key near the ENTER key, NOT to the NumPad!
2	Relates to „Dot" or „Comma" key.
3	Relates to „Minus" 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, „ß" to the key left of „´".

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 (or anybody else having trouble):

If neither 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 shows 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).

A more convenient method to resolve this issue would be just customizing the input bindings: In the menu, chose „Option" and then „Keyboard".

NOTE: This document was done on a Laptop computer with according keyboard, so in spite of careful trial-and-error research having been performed, there is the slim possibility that some indications are incorrect. In such a case, do the abovementioned things AND tell me (ElvasTower, markus_GE or Trainsim-com, markus1996) or any of the OR developers. Thanks in advance ☺!

Markus Gelbmann