Railsimulator TS2014 | Marleyman

Marleyman

Contents

Credits

Original model by RSC
(http://www.rsc.com/)
Revised body work paint by Marleyman

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SD40-2 FURX & GCFX

SD40-2 FURX & GCFX pack

The EMD SD40-2 is a 3,000-horsepower (2,200 kW) C-C diesel-electric locomotive built by EMD from 1972 to 1989.

The SD40-2 was introduced in January 1972 as part of EMD's Dash 2 series, competing against the GE U30C and the MLW M630. Although higher-horsepower locomotives were available, including EMD's own SD45-2, the reliability and versatility of the 3,000-horsepower SD40-2 made it the best-selling model in EMD's history and the standard of the industry for several decades after its introduction. The SD40-2 was an improvement over the SD40, with modular electronic control systems similar to those of the experimental DDA40X.

Peak production of the SD40-2 was in the mid-1970s. Sales of the SD40-2 began to diminish after 1981 due to the oil crisis, increased competition from GE's Dash-7 series and the introduction of the EMD SD50, which was available concurrently to late SD40-2 production. The last SD40-2 delivered to a United States railroad was built in July 1984, with production continuing for railroads in Canada until July 1985, Mexico until February 1986, and Brazil until October 1989. As of 2013, nearly all still remain in service.

This pack contains reskins for the following railroads:
FURX 3011
FURX 3026
FURX 3033
FURX 3052
GCFX 3054
GCFX 3058
GCFX 3059
GCFX 3066

Copyright

The content included with this pack can be used in any scenarios. You are not permitted to redistribute this pack. You are encouraged to produce scenarios and send them to railworks@marlyman.co.uk .These will then be made available to all from the Website.

Rolling Stock

The following assets have been re-skinned and included in this package; RSC SD40-2 default Loco

Installation

To use the models re-skin with Train Simulator you will have to read and follow these instructions in order to see the re-skins in the game.

I do not accept responsibility for any damage to your installation or your PC.

Download and install the utility package *7zip*.
http://www.7-zip.org/download.html
Ensure you get the version for your OS.

Navigate to your KUJU-RailSimulatorUS Assets folder;
Steam\steamapps\common\RailWorks\Assets\Kuju\RailSimulatorUS

Unpack the *RailsimulatorUSAssets.ap file* (you may not see the .ap) Try to extract the archive by using a right click on the file and selecting *'7-zip'*,then *'Extract here'*, from the context menu that pops up.

This will unpack the files and make the directory structure look like the structure from TS2013.

Re-skin Packs by Marleyman
http://www.railworks.marleyman.co.uk/store

Run my *'SD40-2 FURX & GCFX pack.exe'* installation file to install the skins.

Your skins will now be available in the game.

Technically you can stop here. If you do, your KUJU Assets folder will be about 500mb larger than it needs to be.

If you want to free up that space then follow these instructions.

Folder Clean-up

WARNING, this may delete Assets, Sounds or other Third Party Scenery or Modifications that you have previously installed.

WARNING, this may delete Assets, Sounds or other Third Party Scenery or Modifications that you have previously installed.

Go back to the Kuju\RailSimulatorUS Assets folder and feel free to delete the following folders:
(Do Not Delete the RailVehicles folder or the RailsimulatorUSAssets.ap file).

Audio
Editor
Environment
Lights
Particles
PreLoad
RailNetwork
RouteMarkers
Scenery
Stations
System
templateRoutes
TimeOfDay
Weather

and the following files if present.
_.sbn
_.sbn.MD5
Blueprints.pak

Do Not Delete the RailVehicles folder or the RailsimulatorUSAssets.ap file.

Your skins will now be available in the game.

I have not tested, but I have read, that a file verification will delete the folders outside of the .ap structure.
If you want to preserve those skins to install again without all the file manipulation, copy the Assets to a safe location from;
Steam\steamapps\common\RailWorks\Assets\Kuju\RailSimulatorUS\RailVehicles\Diesel\SD40-2

Re-skin Packs by Marleyman
http://www.railworks.marleyman.co.uk/store

You can then just drop the skins folder back into the SD40-2 Assets folder and bypass all the file and folder deletions. The specific folder names for this reskin pack are as follows.

FURX #3011
FURX #3026
FURX #3033
FURX #3052
GCFX #3054
GCFX #3058
GCFX #3059
GCFX #3066
They are located in *Steam\steamapps\common\RailWorks\Assets\Kuju\RailSimulatorUS\RailVehicles*

\Diesel\SD40-2

Automatic Folder Deletion Batch File

CAUTION, this may delete Assets, Sounds or other Third Party Scenery or Modifications WITHOUT WARNING, that you have previously installed.

If the above process sounds too daunting and you are sure that you only have Locomotive Reskins in your KUJU RailSimulatorUS Collection and you still want to trim the size of your RailSimulatorUS folder, then I have included a batch file to do this for you.

The file is named **FOLDER REMOVAL BATCH FILE.bat** it will be located in the RailSimulatorUS folder*:*
\Steam\steamapps\common\RailWorks\Assets\Kuju\RailSimulatorUS

Navigate to the folder and double click on the file **FOLDER REMOVAL BATCH FILE.bat** to automatically delete the following folders from your installation.

Audio
Editor
Environment
Lights
Particles
PreLoad
RailNetwork
RouteMarkers
Scenery
Stations
System
templateRoutes
TimeOfDay
Weather

Use this at your own risk.

Free Roam Test Scenario

I have included a free roam scenario to quickly check that the reskins appear in your game. You require the 'Donner Pass' route from TS2012 to install this scenario. Use the 'Package Manager' to install the *'SD40-2 FURX & GCFX pack.rwp'* file.

v1.0 Initial Release

Known Issues None

Credits Original paint and model by - RSC (http://www.railsimulator.com/)

Mike Simpson for RWTools. No package is completed without it.

RvA944 at RWA Forum for help getting the Logo Font correct.

Revised body work paint by Marleyman

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