RoadRailer Simulations

Canadian National SD75I Repaint Pack Manual

Notice Before Installing

This repaint pack requires the BNSF SD75 Add-on, available on Steam here:
http://store.steampowered.com/app/65259/

See "Installation" for instructions on how to install this pack.

The CN SD75I Repaint Pack also comes with a VBScript (RWSD75iFix) that copies the GEO files from the default folders to the respective repaint folders and fixes some of the absolute paths to the textures (extras, underframe01, underframe02, main_bogie, etc.) in the engine GEO file(s). **The GEO files DO NOT come with the pack itself, as having it come with them involves piracy, which we tend to avoid.**

Before you begin installation, it is recommended that you backup your Railworks folder in case something goes wrong. Follow the instructions carefully, to ensure a smooth installation.

Installation

This repaint pack requires the BNSF SD75 Add-on, available on Steam here:
http://store.steampowered.com/app/65259/

To install the repaint pack, launch the TS Utilities program from the Railworks directory (located in C:\Program Files (x86)\Steam\SteamApps\ common\RailWorks). If the system asks for permission by User Account Control, allow it.

Under the Package Manager tab, click "Install". Locate the file CN_SD75I.rwp in the "Installation Files" folder, and then click "Open". The repaints (without the GEO files), along with the scenarios, and horn mod will be installed automatically.

The next part of the installation is to copy the default engine and cab view GEO files from the default SD75 folders and paste them into the respective repaint folders, and then modify them. Because of the way that the SD75I engine GEO file is coded (the underframe, extras, and bogey/truck TgPcDx files are pathed to the SD75M engine textures folder), it makes repainting it almost impossible. However, thanks to RWA member Chacal, he was kind enough to create a VBScript that'll do the "copy and paste" process for you and fix the absolute paths to the texture files in the engine GEO file(s), needed to make this repaint look as close to the real thing as possible.

Locate the RWSD75iFix.vbs script in the "Installation Files" folder (a Read Me is included with it), and then run it. Upon running, the script will first ask for your Railworks directory (By default, it is C:\Program Files (x86)\Steam\SteamApps\ common\RailWorks). Once you confirm the correct directory, the script will automatically copy the GEO files from the default folders to their respective mod folders (CN and CN_URL), and then make modifications to the engine GEO files in the respective mod folders. If successful, you should get a "Success" message. If not, you will get a "Failed" message, and an option to look at the log to find out what went wrong.

Troubleshooting: After you ran the script, you want to make sure that the SD75I engie GEO file was modified successfully. In the Railworks directory, under Assets/RSC/ SD75Pack01/RailVehicles/Diesel/SD75I/CN/Engine, if there is only one GEO file in there, then you know automatically that the script worked and that the CN_URL Engine folder also has the modified GEO file in it. If you see a .bin file alongside the GEO file in the CN engine directory, then the process may have not worked correctly and you'll need to fix it yourself:

Rename the GeoPcDx.bin file in the CN engine directory to a GeoPcDx, then manually copy the renamed file and paste it into the CN_URL Engine folder. If it asks to replace it, allow it.

Installation (continued)

**This repaint pack requires the BNSF SD75 Add-on, available on Steam here:
http://store.steampowered.com/app/65259/**

To make sure installation was successful, launch Railworks (with the Steam launcher), go to Build, and under the Scenario tab, select the route you desire, and then click "New Scenario".

In the browser panel, click on the "Object Set Filter" button. On the right of the screen, click the roll out menu, and from there, click "RSC". Click the SD75Pack01 checkbox. Under the Engines & Tenders category in the Browser panel on the left, the CN SD75I's should be named *[RRS] Canadian National SD75I*. Click on any variation of it and place it on the track. If the locomotive shows up in-game and it shows the correct textures, then you've successfully done it. Enjoy the repaint!

It should look like this in the end:

SD75I Information

The EMD (Electro-Motive Diesel) SD75I was originally built from 1996 to 1999. It was similar to the EMD SD75M, which has a 4,300 horsepower engine, however the only difference between the 'I' and 'M' variants was the cab. The SD75I uses an "Isolated Cab", hence the 'I' in the name. This type of cab is recognized by a seam separating the nose and cab components. This seam is the rubber that dampens vibration and thus increases silence, because the cab isn't attached directly to the frame on the unit. Canadian National was the largest buyer of SD75I's with over 170 units, with other buyers being BNSF (26 units) and Ontario Northland (6 units).

Locomotive Specifications:

Builder: General Motors Electro-Motive Division (EMD)

Prime Mover: EMD 16-710-G3 16-cylinders

Power Output: 4,300 HP (3,200 kW)

Weight: 398,000 lbs

Length: 72ft and 4in

Braking: Dynamic and Friction braking

Maximum Speed: 70 MPH

Known Feature(s): Isolated Cab

(Sources: TheDieselShop and Wikipedia)

Included Repaints

Canadian National SD75I (Driver and No Driver Variations)

Canadian National SD75I URL (Driver and No Driver Variations)

Scenarios

(all scenarios require the Ohio Steel 2 route, BNSF SD75 add-on, and CN SD75I Repaint Pack in order for them to work.)

[CN SD75I] 1. Grain to Dover

Description: Your job here is to take a 30-car grain train from Massillon Interchange to Dover Yard on a clear Spring afternoon, with a pair of Canadian National SD75Is, #5760 and #5715 respectively.

Difficulty: Easy

Duration: 40 Minutes

[CN SD75I] 2. Coking Coal to Massillon

Description: Your job here is to take a loaded coking coal train from Dover Yard to Massillon Steel Mill on a cloudy Autumn morning. Your motive power is a pair of Canadian National SD75Is, #5720 and #5735 respectively.

Difficulty: Medium

Duration: 40 Minutes

[CN SD75I] 3. Steel Pickup

Description: Your job here is to take a load of steel from Stone Creek to Dover Yard, on a rainy Spring afternoon. May sound like a boring job, but there is some switching action before you depart! Your motive power is a sole Canadian National SD75I #5655.

Difficulty: Medium

Duration: 30 Minutes

Credits

Repaints Developed by
Sage Stevenson

Scenarios Developed by
Sage Stevenson

Special Thanks To
Our Beta Testers
Railworks America
Brian Meyers (K3H Horn from his Mega Horn Pack on RWA)

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