RPP – [RailTraction] BR648 - nah.sh

Content:

- BR648 nah.sh
- Advanced InputMapper with new features
- QuickDrive Consists for single, double and triple units

System Requirements:

- [RailTraction BR 648](#)

Information:

This repaint-pack contains a nah.sh repaint for the BR648 made by RailTraction, an advanced InputMapper with new features and QuickDrive consists for single, double and triple units. Textures have been edited or changed. The new .bin files access solely the RailTraction BR648. Consequently, the BR648 is a compelling requirement for the functionality of this package.

Installation:

1. Copy the attached „Assets"-folder into your Railworks-Maindirectoy and confirm the overwriting of files, if you are asked for.
2. Go to „[RW]\Assets\RailTraction" and run „BR648-nahsh-GeoMover.cmd".
3. Done, your diesel multiple unit is now ready to drive.

Selection in Scenario-Editor:

To be able to use the DMU in the Scenario-Editor, you need to activate the following provider.

- RailTraction\Lint41

The new DMU bears the label „nah.sh" in the editor.

Copyright:

- Texturetemplate   ©ktz230
- Edited textures, InputMapper, etc.   ©Supergamer11267
- Model, etc. (see Originalconsist ReadMe)   ©RailTraction

Special Thanks:

Many thanks to ktz230 from the Rail-Sim Forum for the texturetemplate. Many thanks to you! Thanks to everyone who helped creating this package and probably I'm gonna create more repaints for railvehicles made by RailTraction.

Enjoy

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