

[Railtrraction] Alstom Corodia LINT 41 BR 648 Function Update v2.0a

Introduction

My special thanks to **engine2** for the Lua scripting and to **Fliegeroli** for the intensive testing. Without this active help in the form of suggestions, hints and tips, in particular the Lua scripting for the functioning of the additional options should be emphasized once again, this update would not have been possible in this form.

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Attention! Please note before installation!

In the "**Lint41**" directory there is none of the usual * **Assets.ap** file (packed file), so corresponding files with the same name are overwritten during installation.

It therefore makes sense to save this directory (*RailWorks / Assets / Railtrraction / **Lint41***) completely before the update (saves reinstalling).

Installation

The corresponding links for the Repaints and Morphis Sound Update can be found in the enclosed **Readme.txt**.

The following order is **absolutely** necessary and must be observed (otherwise it will not work!):

1. Option: First, the various repaints are to be installed and their functionality checked. It is important to note that the **GeoPcDx** files should be included in every repaint directory. ✓
 - a. If a repaint comes with its own **InputMapper**, it should be deleted together with the folder to avoid malfunctions.
2. Install Morphis Sound Update and check its function. ✓
3. Then install the appropriate Fix v2.0a as the last one

- **RT_Lint41_BR648_Fix_v2.0a.7z** e.g. unpack with 7-Zip (<https://www.7-zip.org/>)
 - **RT_Lint41_BR648_Fix_v2.0a.rwp**
 - **ReadMe.txt**
 - **Installation and Keyboard Mapping PDF**
- Install the RWP file with **Utilities.exe**

Now restart the Train Simulator 20XX so that the new sound can establish itself.

Uninstallation

1. **Either:** Completely delete the entire directory "**Lint41**" and then install the backup copy there (**CAUTION: Only applies if there are no repaints in the directory**).
2. **Or:** Reinstall the original "**Railtrraction BR648 lint41Version 1-2 install.exe**".
3. A restart of the Train Simulator is also required here.

Thank you for your attention and I now give myself completely to the illusion that nothing of me has been forgotten. Have fun and if you like it, I'd be happy about a "thumbs up".

Greetings from Berlin, Cotten Eye Joe

[Railtraction] Lint 41 BR 648

Key Switch on / off	K
Signal Lights on / off	H \leftrightarrow \uparrow + H
Upper Beam Headlights on / off	F
Reverser forward / backward	W \leftrightarrow S
Throttle and Brake Power / Brake	A \leftrightarrow D
Engine Start / Stop	Z \leftrightarrow Ctrl + Z
Wiper: Interval, Off, I and II	V \leftrightarrow \uparrow + V
Train Brake increase	; or NumPad_Plus
Train Brake decrease	' or NumPad_Minus
Mg-Brake (Pre-Select) on / off	\uparrow + M (the Dynamic Brake is switched on or off)
Handbrake on / off	\uparrow + / \leftrightarrow /
① Doors Unlock / Lock -fast- *	Ctrl + T
② Open Doors \rightarrow ③ Close Doors	T \rightarrow Ctrl + T
Sanders on / off	X
Horn	N
Cabin Lights / Reading Lamp on / off	L \leftrightarrow \uparrow + L
Instrument Lighting on / off	I
PZB on / off	\uparrow + 8 or Ctrl + \uparrow + Home
PZB Train Mode O M U	Ctrl + 8 or Ctrl + Home
PZB Acknowledge	Page-Down
PZB Release	END
PZB Override	DEL
Sifa on / off	\uparrow + 7 or \uparrow + NumPad_Enter
Sifa Reset	Space-Bar or Q or NumPad_Enter
Speed Control on / off **	J \leftrightarrow \uparrow + J
ZZA up	\uparrow + 0 (Zero)
ZZA down	Ctrl + 0 (Zero)
Sitting Position height Adjustment	left and right Arrow Keys

* Doors quick operation: 1. **Ctrl + T** \rightarrow 2. **T** "Open Doors" \rightarrow 3. **Ctrl + T** "Close Doors"

** Speed is maintained, movement of the Throttle and Brake lever disables the Speed Control