

## **When things go wrong!**

### **Program crashes when first run:**

If the error refers to DirectX then install the version of DirectX that I have uploaded to the same location this file came from.

### **Brakes:**

If the brakes jump from off to full on, then edit the lever map for the train concerned and try setting “Use Notches” to No

If you cannot get the lever to go to release, check the lever map and see if the range value minimum equals the notch value minimum. If it is lower then add a notch value at the beginning equal to the minimum range value. I.E. range value = -0.14, 1 and the notch values are 0, 0.5, 1 then make the notch values -0.14, 0, 0.5, 1.

### **Throttle:**

If the Throttle jumps from off to full on then edit the lever map for the train concerned and try setting “Use Notches” to No

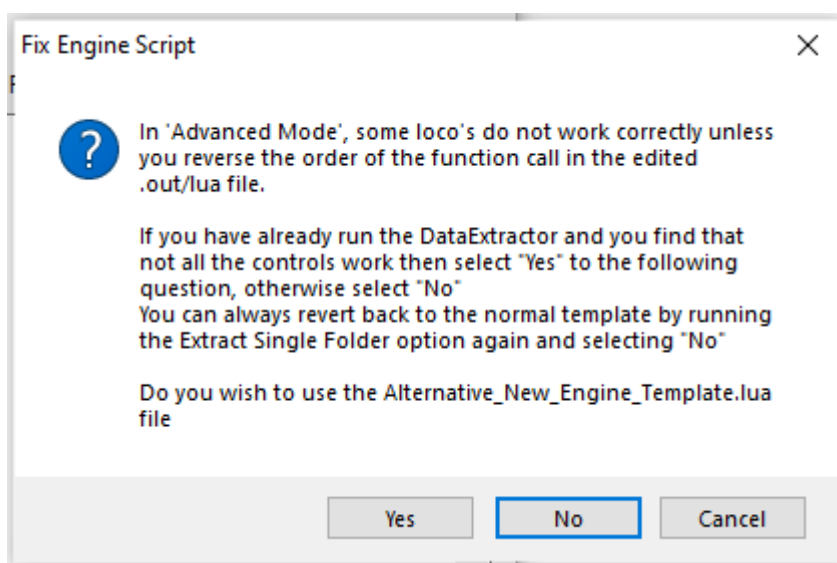
### **A lever does not work:**

If one of the levers does not work but the others do then look at the lever map for the train and see if the lever has “Enabled” set to No., if it is try setting it to Yes. Make a note of the changes so that you can revert back to the original setting if the changes have no effect.

If a lever has two setting and one starts with “Virtual” e.g. for the TrainBrake you may have a “VirtualTrainBrake” and a “TrainBrake”, it is usually the “Virtual” version that should be enabled and the non “Virtual” one disabled.

### **Some Levers Work:**

As of V3.1.7 when using Advanced Mode I have added the option to use an alternative engine script template. When extracting the data you will now see the following window.



Some loco's don't like my RailworksGetData\_Script.lua being called before the original lua/out file. If you find some of the controls don't work in Advanced Mode then select “Yes”

in the window above to switch the function calls. You can always run the Extract Single Folder option again and select No to revert back to the original template.

### **No Levers Work:**

Check that either the Settings\Mode\Standard or Settings\Mode\Advanced option is selected.

### **No Buttons Work:**

Some users have reported that they have to run the program as an Administrator to get the buttons to work.

### **Sound Packs**

If you have an Armstrong Powerhouse sound pack installed and it appears not to work properly then:-

1. If you are running in “Advanced Mode” change to Standard mode by selecting “Settings\Mode\Standard” and wait for the confirmation of the change.
2. Run the “Railworks Data Extractor\Undo Single Folder” menu option and select the folder for the loco concerned (bear in mind there may be more than one variant of the loco that the sound pack updates and therefore more than one folder).
3. Reinstall the sound pack.
4. Run the “Railworks Data Extractor->Extract Single Folder” option and select the folder(s) containing the train, selecting “Yes” to the question regarding overwriting existing keymaps.
5. Change back to Advanced Mode if required by selecting “Settings\Mode\Advanced”, again wait for the confirmation of the change.

If that does not work then:-

1. Delete your keymaps\lever folder.
2. Run the “Railworks Data Extractor\Undo All Files” option.
3. Reinstall the sound pack.
4. Run the “Railworks Data Extractor->Extract All Files” option

### **Lever Map Error:**

Sometimes scenario creators change the name of the train used in the scenario and you will get an error message saying “The lever map for the train cannot be found but there are other lever maps in the folder which you might be able to use, would you like to select one of these” select Yes and pick a file that closely matches the train name and a copy of that file will be created with the new train name so the correct file will be found next time you drive the scenario.

Please double check you are picking an existing file with a similar name as some folders have more than one loco in them and if you select the wrong loco type then the lever map may not work correctly. To fix this you will have to delete the copy, the easiest way if you can't remember the exact name is to look in the KeyMaps\Levers folder for the loco concerned and check the date the files were created. Once you have found the file, note its name and then make a copy of one of the other file with a similar name and then rename it to the name of the file you deleted. The loco should then work correctly.

An example of this is the (RR3DNP - Natty) 37403 DRSLL APWL which in a

scenario has been changed to (Natty) 37403 DRSLL APWL so you would select the (RR3DNP - Natty) 37403 DRSLL APWL and a copy will be saved as (Natty) 37403 DRSLL APWL

If you install new assets and forget to run the Extract Single Folder option then you will get an error saying “The lever map for the (Name of the train) does not exist. Please run the “Extract Single Folder” option from the “Railworks Data Extractor” menu and select the folder (folder name for the train). When you click OK you will be taken back to the main screen and in the right hand window will be displayed the name of the folder to select when you run the “Extract Single Folder” option. When you have extracted the data you will need to close and restart this program and restart your scenario for the changes to work.

**Black Screen on top of TS window:**

This can be caused by enabling antialiasing-FXAA in your graphics card software. To fix this either turn off the FXAA in the global settings or create a setting file for both the TS2019 interface (x86).exe and the TS2019 interface (x64).exe and turn off the FXAA.

**If all else fails:**

If you still have trouble with a particular loco then delete its folder from KeyMaps\Levers and Backup\Assets and run the “Extract Single Folder” option. If that does not fix it then send me the lever map for the loco and I will see what I can do. My email address is [chris\\_gamble6587@yahoo.co.uk](mailto:chris_gamble6587@yahoo.co.uk)