

In attention of clients that purchased any of the payware passenger cars pack and can't get the nightmode to work properly.

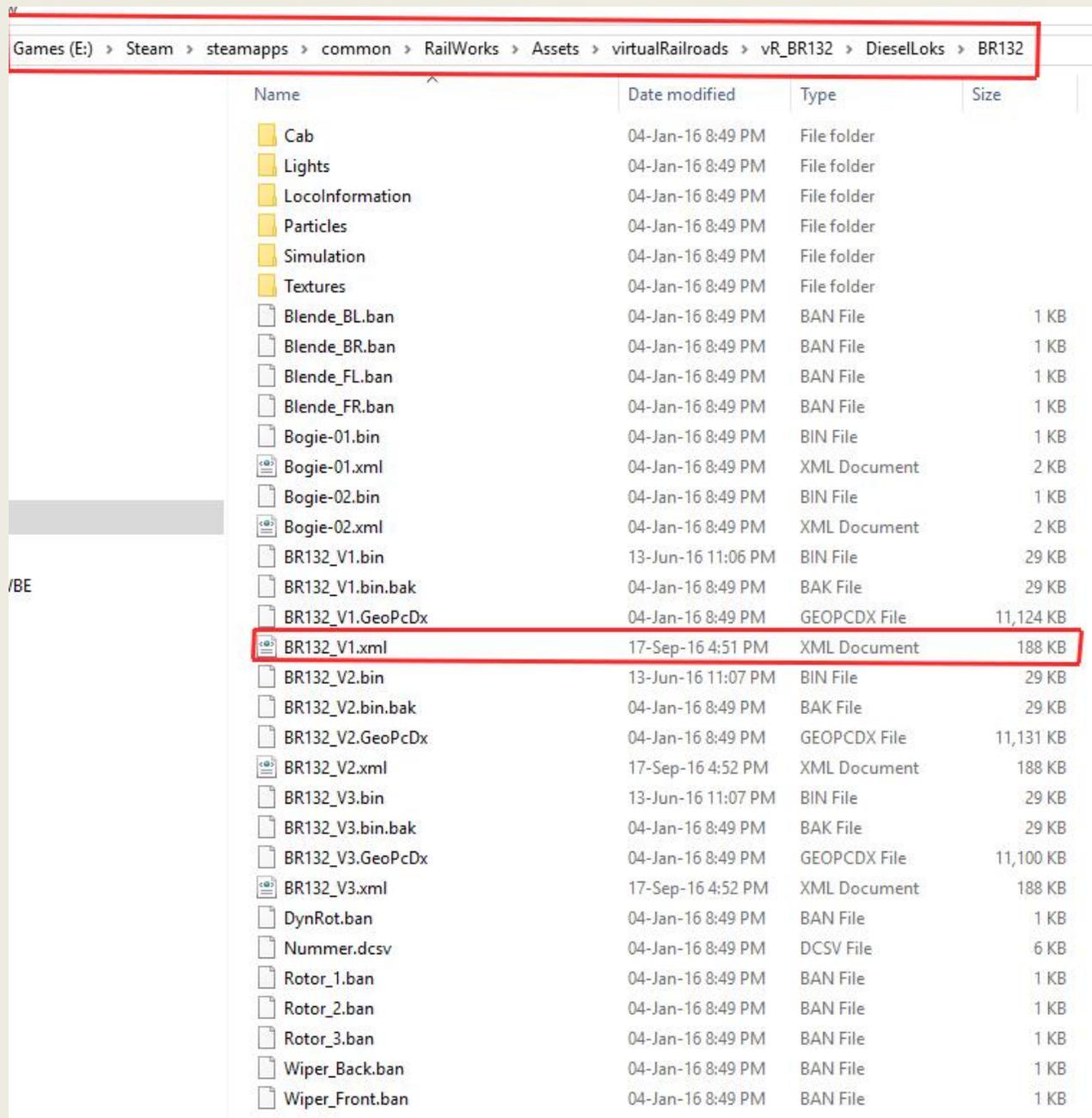
The nightmode (both cabview and exterior) is triggered via .lua script by the games default "Headlights" control , present on most of locomotives. However, not all of these locomotives pass on to the consist the value of this specific control.

In order to solve this problem, one must modify the original blueprint of the locomotive which is desired to be used in conjunction with the passenger cars. Follow our tutorial !



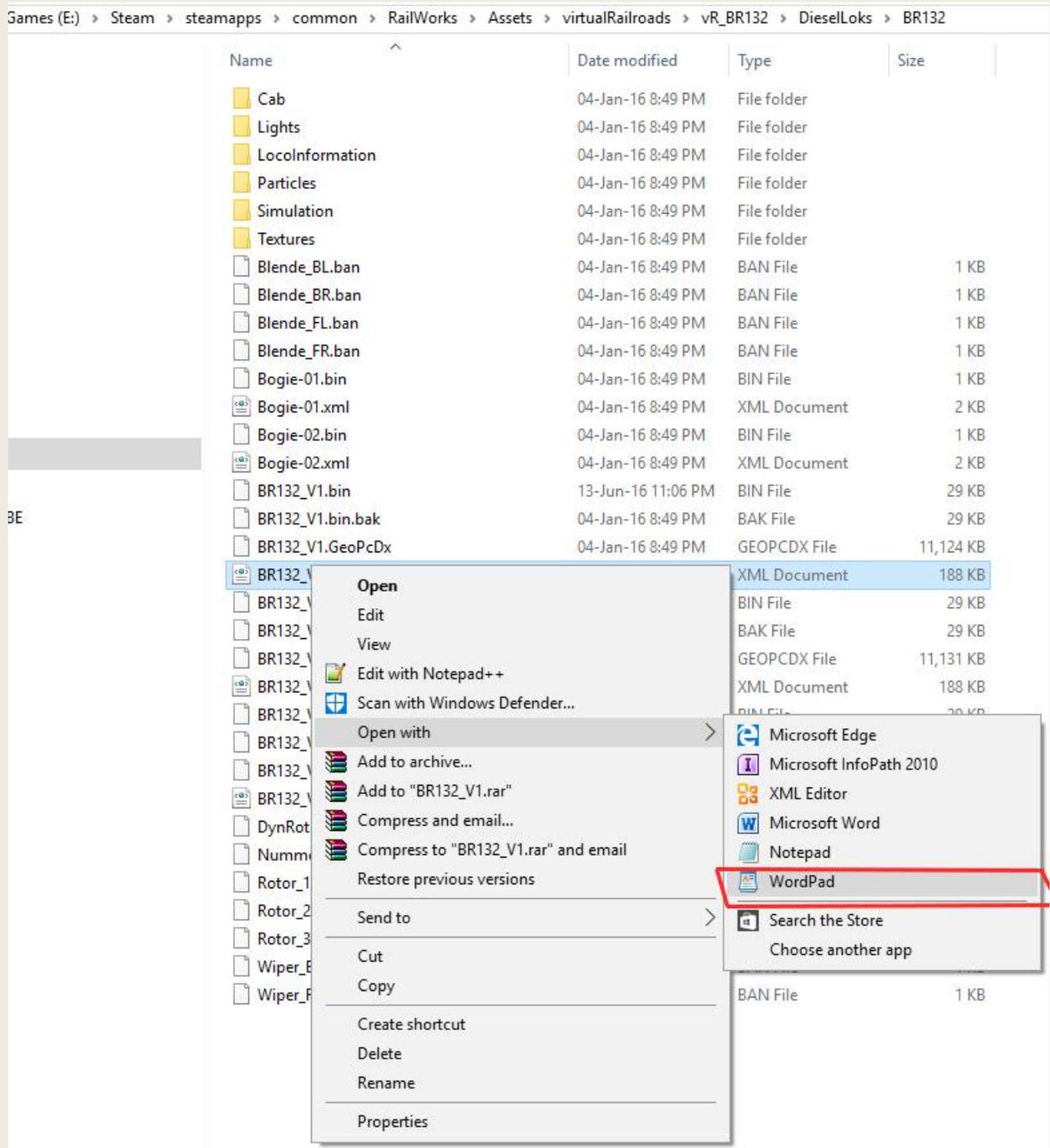
Step 1 :

- **Browse your Assets folder and look for the desired locomotive's general blueprint, which is in form of .xml file.**



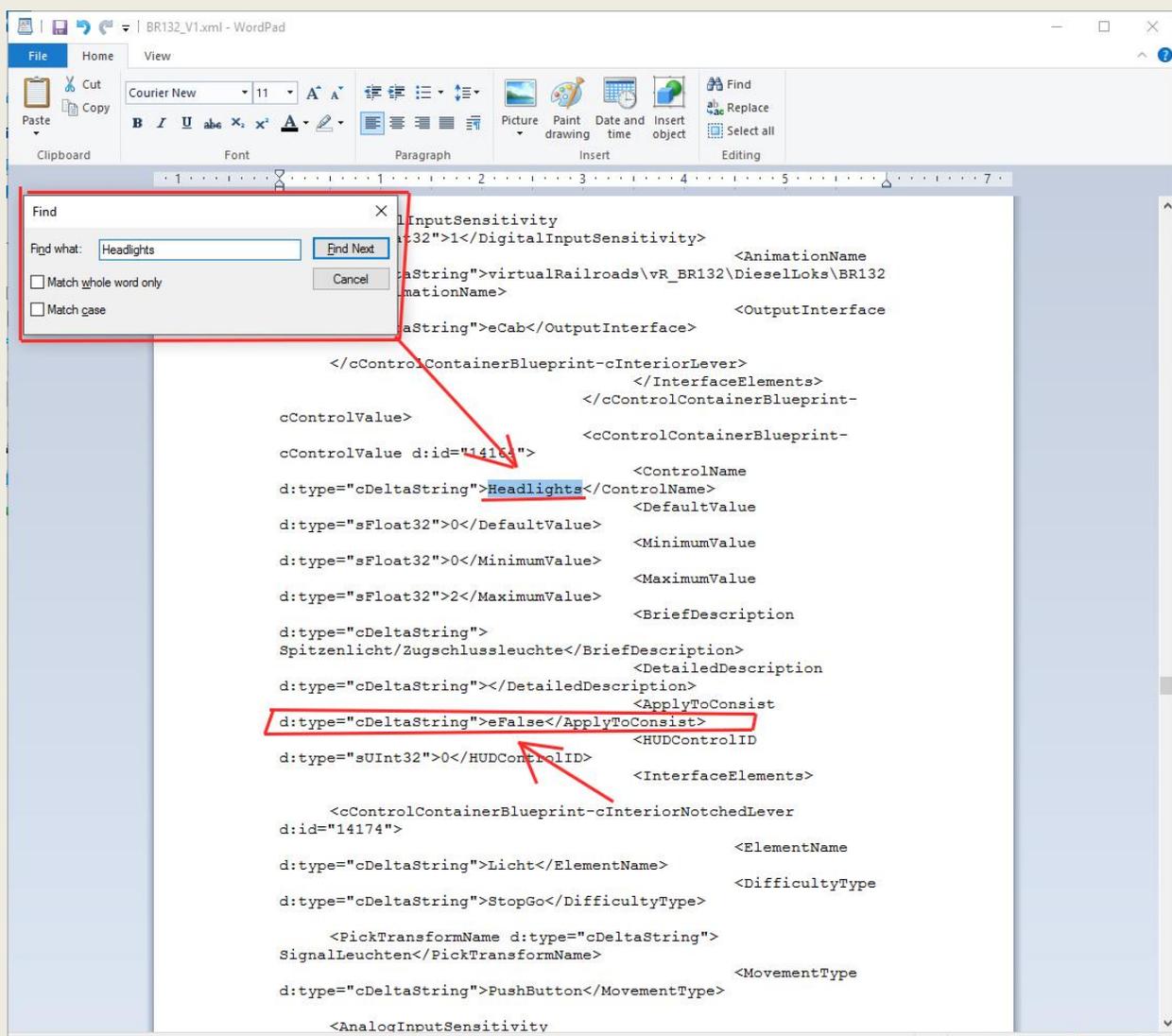
Step 2 :

- **Open the file with wordpad (default windows) or any other software capable of editing .xml files (notepad++, Word, etc)**



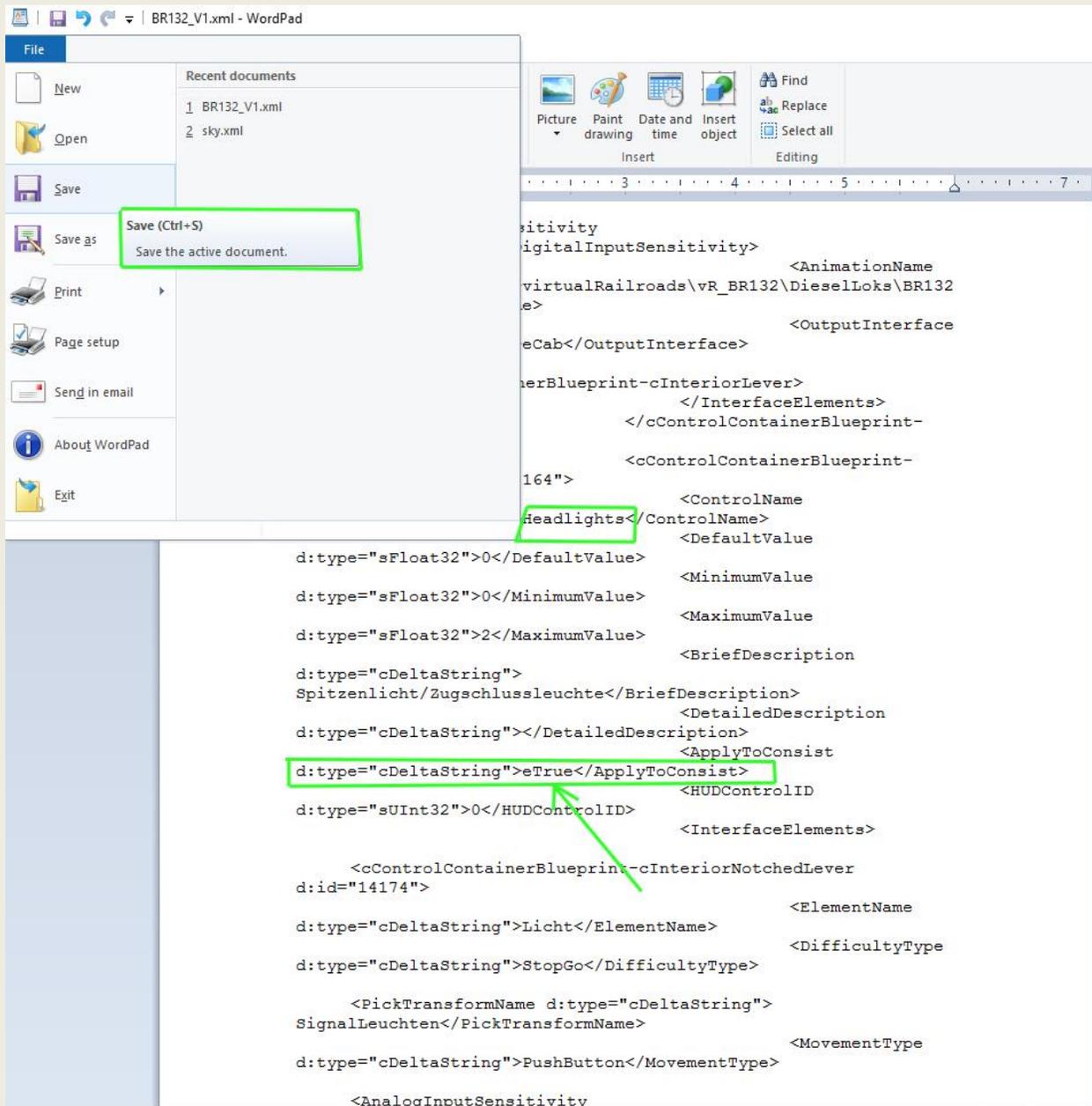
Step 3 :

- Inside the document search (CTRL+F) for the “Headlights” field. Underneath it, you will find the “ApplyToConsist” parameter. The value is set to “eFalse”.



Step 4 :

- **Delete the field “eFalse” and enter “eTrue”. Save the file and you’re done !**



FINAL NOTES

In order to modify latest Dovetail Games content which is in .ap type archive, one must open the archive (winrar, 7zip, etc), extract the desired locomotive's general blueprint .xml file. After modification, the .xml file has to be REINSERTED BACK in the .ap archive (add to archive or drag'n'drop).

Warning ! Although you will be able to easily modify most of the locomotives (DTG or 3rd party) that are out on the market, there are some (eg, RSSLO's Siemens Vectron or RW Austria's Taurus/Railjet), that do not use the game's default "Headlights" control, thus being incompatible with our passenger cars nightmode.

In order to distinguish which locomotives use the default "Headlights" control, one only needs to observe if the headlights button on the HUD is active or not.

