

[DTG] BR 648 Fix v1.0

Thanksgiving

My sincere thanks to User **@SeKu** for his indispensable contribution and commitment to this project, which made this update possible in this form in the first place.

Important! Please note!

The directories:

"RailWorks\Assets\DTG\LubeckKiel",
"RailWorks\Assets\DTG\BR648Pack01" and
"RailWorks\Assets\DTG\Pegnitztalbahn" contain the packed files **LubeckKielAssets.ap**,
BR648Pack01Assets.ap and **PegnitztalbahnAssets.ap**.

No files are overwritten during installation, they are additionally installed outside of the respective *.ap file. It is not necessary to unpack this *.ap file.

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Installation

The zip file contains three variants:

1. **DTG_BR648_Fix_v1.0.7z** e.g. unpack with the free tool 7-Zip (<https://www.7-zip.org/>) or with another tool.
2. The folder **DTG_BR648_Fix_v1.0** contains:
 - **DTG_BR648_LubeckKiel_v1.0.rwp**
 - **DTG_BR648_Pack01_Scenarios_Fix_v1.0**
 - **DTG_BR648_Pack01_Repaints_Fix_v1.0**
 - **DTG_BR648_BR648Pack01_v1.0.rwp**
 - **DTG_BR648_Pegnitztalbahn_Fix_v1.0.rwp**
3. Install one of the corresponding RWP file with the **Utilities.exe** from the **RailWorks** directory (start **Utilities.exe** → activate Tab **Package Manager** → right side click on **Update** button → when the process is complete, click on **Install** button → move to the installation *.RWP file in the opened folder → start the installation)
4. Restart the game so that the new sound files can work

Repaints

Link to the repaints: (<https://dutchsims.nl/viewtopic.php?f=51&t=1924>)

Note: Install the repaints as instructed. After that, the last thing to install is the fix. Added "Quick Match" to each.

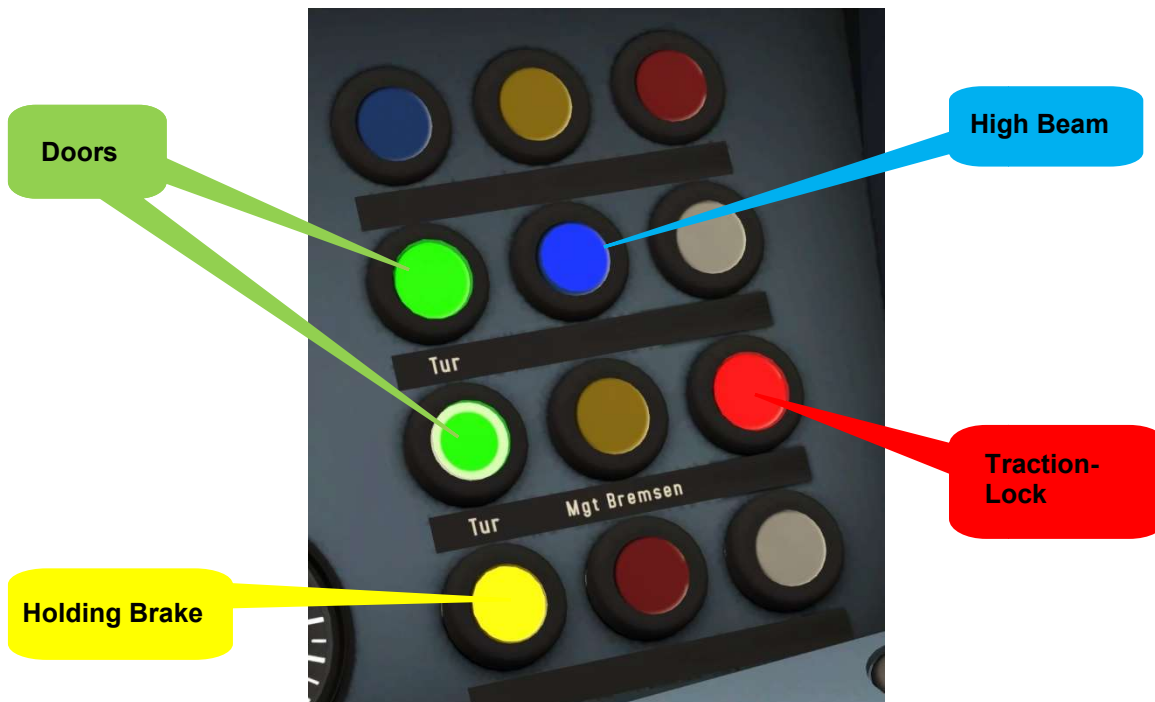
Deinstallation

1. Simply delete the additional files from the fix in the directories "**LubeckKiel**", "**BR648Pack01**" and "**Pegnitztalbahn**" (the **LubeckKielAssets.ap**, **BR648Pack01Assets.ap** and **PegnitztalbahnAssets.ap** remain in each case) - and please note that there could also be files in the directories, which are not from this directory Fix come - e.g. Repaints etc.
2. After removing the appropriate files, the game is to be restarted please.



Indicator Lamp

- IL Doors: Light up when doors are closed - flash when closing
- IL High Beam
- IL Holding Brake: Automatic Holding Brake, activates when stopped
- IL Traction Lock: Activates when the doors are open



PreLoad options

For these three variants, combinations of one, two and three can be selected in the "Quick Game". The selection image is titled: **DB BR648**



DB BR648



Zugverbände
[LK] DB BR648 - 1X
[LK] DB BR648 - 1X (Rückw)
[LK] DB BR648 - 2X
[LK] DB BR648 - 2X (Rückw)
[LK] DB BR648 - 3X
[PG] DB BR648 - 1X
[PG] DB BR648 - 1X (Rückw)
[PG] DB BR648 - 2X
[PG] DB BR648 - 2X (Rückw)
[PG] DB BR648 - 3X
[Pack] DB BR648 - 1X
[Pack] DB BR648 - 1X (Rückw)
[Pack] DB BR648 - 2X
[Pack] DB BR648 - 2X (Rückw)
[Pack] DB BR648 - 3X

Concerns the Add-On BR648Pack01

The train set part **BR648 Trailer ND** missing there was added. The three included career scenarios have now also been repaired. The **BR648 trailers** were exchanged for **BR648 trailers ND** in all the relevant train sets in these scenarios.

These are the scenarios from Hamburg to Lübeck:

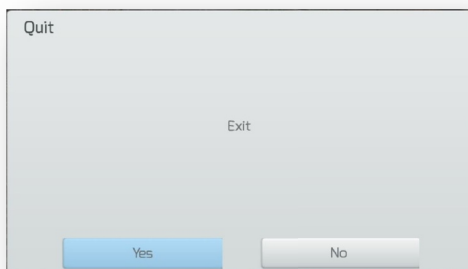
- [648] 01. Hamburg Hbf to Bad Oldesloe
- [648] 02. Lübeck Hbf to Bad Oldesloe
- [648] 03. Hamburg Hbf to Bad Oldesloe

Additional Notes on the Fix v1.0

- Through this modification of the train set, the following message can occur when starting one of the career scenarios:



- With **Ctrl + Q** press this message away, it now appears another message:



- **Exit → [No]**

The scenario will now start as usual!

Known Bugs

- - the wrong buttons, switches and knobs are used
- - Door animations are too fast
- - Wrong brake integrated for the driver's brake valve

Additional note: If the files are checked - be it by the user or by Steam - Train Simulator Classic will delete all modifications from the disk. The only solution is to reinstall the corresponding fix. However, a tool can help: **JSGME** - Generic Mod Enabler v2.6.0 (8 August 2010), Written by Jaesen Jones, Copyright (c) 2003-2010 JoneSoft (use the tool at your own risk). The mod files are stored in a separate directory, download link:

<https://www.subsim.com/radioroom/downloads.php?do=file&id=4725>

You can also find an installation YouTube video on this page

Thank you for your attention and I appreciate a thumbs up.

Greetings

Cotton Eye Joe

Key Layout [DTG] BR 648

Head Lights on / off	H <==> ↑ + H
High Beam	F
Cabin Lights on / off	L
Instrument Lighting on / off	I
Control Desk Lights	↑ + I <==> Ctrl + I
Reverser F – N – B	W <==> S
Throttle and Brake Control	A <==> D
Train Brake increase / decrease	; <==> ` (or + <==> – at NumPad)
Handbrake	↑ + # increase <==> # decrease
Emergency Brake	Backspace
Key switch on / off	K
Engine Start / Stop	Z <==> Ctrl + Z
Manual door control on / off	Ctrl + ↑ + T
Manual door closure	Ctrl + T
Open doors	T
ZZA *	Ctrl + ↑ + 5 <==> Ctrl + ↑ + 6
Sun Visor	U
Wipers interval / I / II	V <==> ↑ + V
Sander on / off	X
Horn	N
Seat height adjustment	Arrow keys left / right
Sifa on / off	↑ + 7 or ↑ + NumPad_Enter
PZB U → M → O → off	↑ + 8 or Ctrl + NumPad_Enter
Sifa Reset	Space or NumPad_Enter
PZB Acknowledge	Page Down
PZB Release	END
PZB Override	DEL

*) ZZA = Train Destination Display