


Armstrong Powerhouse – Class 37 Sound Pack (Pro) Manual

How to install

- 1) Locate where you have downloaded this pack and unzip it. Information on how to do this can be found [here](#).
 - 2) Go to the location where you have extracted the files from the .zip file.
 - 3) Now find the .exe file which should look something like this  and is called 'Class 37 Sound Pack (Pro)'. Double-click this file.
 - 4) Follow the steps and by the end of the process, this pack will have automatically installed the sounds to all of the class 37s in your installation*.
 - 5) To install the included scenario, open the 'Package Manager' which can be found in your RailWorks directory (usually C:\Program Files (x86)\Steam\steamapps\common\railworks) and is called 'Utilities.exe'.
 - 6) You may now have to wait a few minutes for it to load. Once it has loaded, click 'Install' and go to the location where you have extracted the .zip file.
 - 7) Double click the .rwp file named 'Class 37 Sound Pack (Pro) Scenario (JT)' if you own the Just Trains Class 67 **OR** double click the .rwp file named 'Class 37 Sound Pack (Pro) Scenario (RSC)' if you own the RailSimulator.com Class 67.
 - 8) The scenario should now be installed. It is called 'APC37P: 1Z21 06:31 Poole - Aviemore' and is for the [WCML North](#) route.
 - 9) Finally, make sure the freely available extra stock pack and payware add-on packs listed on the product page are installed so the scenario functions as intended.
- * Two-tone horn, rail joint sounds & full multiple-locomotive functionality only installed to default liveries (BR Blue & BR Green)*

Patches

Within the 'Patches' folder, this pack includes a patch to easily apply these sounds to the class 37 included with the Settle to Carlisle add-on by RailSimulator.com. To install it, simply double click the file named 'S&C Patch' and follow the steps.

How to implement the two-tone horn, rail joint sounds & multiple locomotive functionality on other liveries

If you would like to implement the above on other liveries, please follow the instructions below. Please be aware that these instructions should only be carried out if you feel confident editing .bin files and have an understanding of how these files work:

- 1) Go to your chosen locomotive's .bin file. This should be located within a similar folder structure to:
C:\Program Files\Steam\steamapps\common\railworks\Assets*Developer NameClass of locomotive*\RailVehicles\Diesel*Class of locomotive*\Livery of locomotive*\Engine**
Please note that this folder structure can vary.
- 2) You will then need to edit this .bin file by using a utility, we recommend RW Tools which can be found at http://www.rstools.info/rw_tools.html. We can not however offer support for this tool but one thing which is often missed out is that serz.exe which is located in your Train Simulator 2012 folder (C:\Program Files\Steam\steamapps\common\railworks) needs to be copied into your system32 folder (C:\WINDOWS\system32).

Two-tone horn

- 3) Open the locomotive's .bin file, press F2 and search for 'horn'.
- 4) This should take you to a line which says:
`<ControlName d:type="cDeltaString">Horn</ControlName>`
- 5) Go to two lines above that (`</cControlContainerBlueprint-cControlValue>`) and at the end of that line, press enter.
- 6) Now copy and paste the text below into the space that has been created:

```

                                <cControlContainerBlueprint-cControlValue d:id="29956624">
                                    <ControlName d:type="cDeltaString">Bell</ControlName>
                                    <DefaultValue d:type="sFloat32"
d:alt_encoding="0000000000000000" d:precision="string">0</DefaultValue>
                                    <MinimumValue d:type="sFloat32"
d:alt_encoding="0000000000000000" d:precision="string">0</MinimumValue>
                                    <MaximumValue d:type="sFloat32"
d:alt_encoding="000000000000F03F" d:precision="string">1</MaximumValue>
                                    <BriefDescription d:type="cDeltaString">Horn
Hi</BriefDescription>
                                    <DetailedDescription
d:type="cDeltaString"></DetailedDescription>
                                    <ApplyToConsist
d:type="cDeltaString">eFalse</ApplyToConsist>
                                    <InterfaceElements>
                                        <cControlContainerBlueprint-cInteriorNotchedLever
d:id="30057920">
                                            <ElementName
d:type="cDeltaString">Bell</ElementName>
                                            <DifficultyType
d:type="cDeltaString">StopGo</DifficultyType>
                                            <PickTransformName
d:type="cDeltaString"></PickTransformName>
                                            <MovementType
d:type="cDeltaString">MoveLeftRight</MovementType>
                                            <AnalogInputSensitivity d:type="sFloat32"
d:alt_encoding="0000000000001440" d:precision="string">5</AnalogInputSensitivity>
                                            <DigitalInputSensitivity
d:type="sFloat32" d:alt_encoding="0000000000001440" d:precision="string">5</DigitalInputSensitivity>
                                            <AnimationName
d:type="cDeltaString"></AnimationName>
                                            <RestInNotchedPosition
d:type="cDeltaString">eTrue</RestInNotchedPosition>
                                            <NumberOfNotches d:type="sFloat32"
d:alt_encoding="000000000000F03F" d:precision="string">1</NumberOfNotches>
                                        </cControlContainerBlueprint-
cInteriorNotchedLever>
                                    </InterfaceElements>
                                </cControlContainerBlueprint-cControlValue>
```

- 7) Go back to this line:
`<ControlName d:type="cDeltaString">Horn</ControlName>`
- 8) Look thirteen lines below that and you should see:

```

                                <AnalogInputSensitivity
d:type="sFloat32" d:alt_encoding="0000000000000040" d:precision="string">2</AnalogInputSensitivity>
                                <DigitalInputSensitivity
d:type="sFloat32" d:alt_encoding="000000000000F03F" d:precision="string">1</DigitalInputSensitivity>
```

- 9) Change those lines to:

```

                                <AnalogInputSensitivity
d:type="sFloat32" d:alt_encoding="0000000000000040" d:precision="string">5</AnalogInputSensitivity>
                                <DigitalInputSensitivity
d:type="sFloat32" d:alt_encoding="000000000000F03F" d:precision="string">5</DigitalInputSensitivity>
```

- 10) Now search for 'mapper' and you should find a line looking like this:

```
<ExpertRemapper d:type="cDeltaString"></ExpertRemapper>
```

Change this line to the following:-

```
<ExpertRemapper d:type="cDeltaString">TwoTone_Expert</ExpertRemapper>
```

Rail joint sounds

- 3) Open the locomotive's .bin file, press F2 and search for 'bogieaudio'.
- 4) This should take you to a line which looks something like:

```
<BogieAudioControlName  
d:type="cDeltaString">RSC\Class37Pack01\Audio\RailVehicles\Bogies\BG_Modern</BogieAudioControlName>
```

Change this line to the following:

```
<BogieAudioControlName  
d:type="cDeltaString">Kuju\RailSimulator\Audio\RailNetwork\Bogies\AP\AP_3Axle_Joints_37</BogieAudioCo  
ntrolName>
```

Multiple locomotive functionality

3) Open the locomotive's .bin file, press F2 and search for 'reverser'

4) This should take you to a line which looks like:

```
<ControlName d:type="cDeltaString">Reverser</ControlName>
```

5) Six lines below this, you should find a line which looks like this:

6)

```
<ApplyToConsist d:type="cDeltaString">eFalse</ApplyToConsist>
```

Change this line to the following:

```
<ApplyToConsist d:type="cDeltaString">eTrue</ApplyToConsist>
```

7) Now follow the same process but instead of 'reverser', search for 'regulator'