

Class 170 'ScotRail' Repaint

Requires **Thomson Interactive Class 170
DMU Add-On** available on Steam:

<http://store.steampowered.com/app/24091/>

Class 170 'ScotRail' Repaint

Due to the texture layout of the Class 170, the ScotRail repaint requires two folders - **ScotRail_OLD** for the driving ends, and **ScotRail_OLD_MiddleCoach** for the centre car.

Default **Assets** location: **C:\Program Files\Steam\SteamApps\common\railworks\Assets**

To install this reskin:

1. Extract the two folders **ScotRail_OLD** and **ScotRail_OLD_MiddleCoach** to somewhere safe.

1. Copy the two folders you extracted into your **Assets/Thomson/Class170Pack01/RailVehicles/Class170** folder.

2. Open the **SP/Engine** folder in your **Assets/Thomson/Class170Pack01/RailVehicles/Class170** folder.

3. Copy the files **170_DMCL.GeoPcDx** and **170_DMSL.GeoPcDx**, **class170_DMCL_script.lua** and **class170_DMSL_script.lua**, **class170_DMCL_numbers.dcsv** and **class170_DMSL_numbers.dcsv** from **SP/Engine** into **ScotRail_OLD/Engine**.

4. Copy the files **170_MSL.GeoPcDx**, **class170_MSL_numbers.dcsv**, and **class170_MSL_script.lua** from **SP/Engine** into **ScotRail_OLD_MiddleCoach/Engine**.

5. Clear the Blueprint cache.

Class 170 'ScotRail' Repaint

The ScotRail Class 170 should now appear ingame as:

Class170 DMOSLA ScotRail OLD



Class170 MOS ScotRail OLD



Class170 DMOSLB ScotRail OLD



Class 170 'ScotRail' Repaint

If you have any problems/comments, my UKTrainSim forum username is 'startours', or feel free to email me at daniel.conner3@gmail.com.