

# **Class 170 'First ScotRail (Old)' Repaint**

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

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

# Class 170 'First ScotRail (Old)' Repaint

Due to the texture layout of the Class 170, the ScotRail repaint requires two folders - **FSR\_OLD** for the driving ends, and **FSR\_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 **FSR\_OLD** and **FSR\_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 **FSR\_OLD/Engine**.
4. Copy the files **170\_MSL.GeoPcDx**, **class170\_MSL\_numbers.dcsv**, and **class170\_MSL\_script.lua** from **SP/Engine** into **FSR\_OLD\_MiddleCoach/Engine**.
5. Clear the Blueprint cache.

# Class 170 'First ScotRail (Old)' Repaint

The First ScotRail Class 170 should now appear ingame as:

## Class170 DMOSLA FSR OLD



## Class170 MOS FSR OLD



## Class170 DMOSLB FSR OLD



# Class 170 'First ScotRail (Old)' Repaint

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