

RoadRailer



***Simulations***



# **Amtrak F40PH Phase IV Repaint Pack Manual**

# Notice Before Installing

**This repaint pack requires the Amtrak F40PH 'California Zephyr' add-on, which is available on Steam here:**

<http://store.steampowered.com/app/208296/>

The Amtrak F40PH Phase IV Repaint Pack comes with a VBScript file (labeled AMTKF40PHPhaseIVGEO.vbs) that automatically copies the GEO files from the default folders to their respective repaint folders. **The GEO files DO NOT come with the pack itself, as that involves piracy, which we tend to avoid.**

Before you begin installation, it is recommended that you backup your Railworks folder in case something goes wrong. Follow the instructions carefully, to ensure a smooth installation.

See "Installation" for instructions on how to install this pack.

# Installation

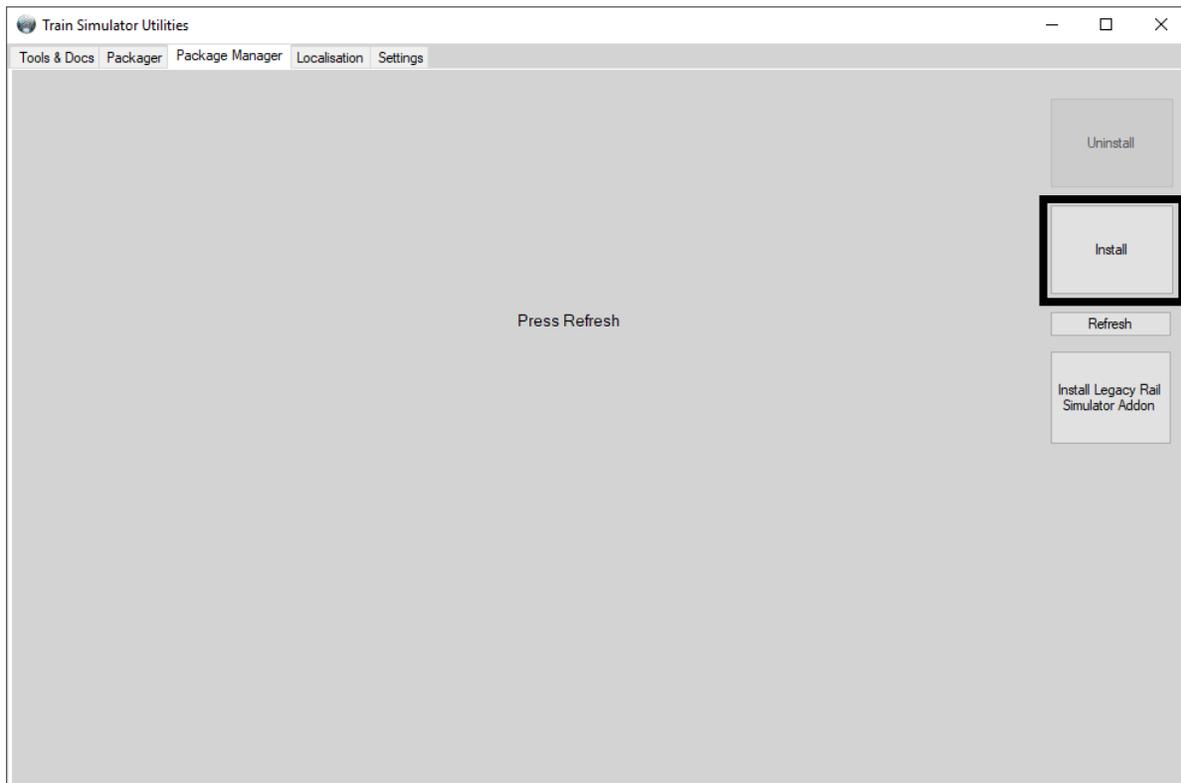
1. **First, launch the TS Utilities program from the Railworks directory** (located in C:\Program Files (x86)\Steam\SteamApps\common\RailWorks).

*If the system asks for permission by User Account Control, allow it.*



2. **Under the Package Manager tab, click "Install".** Locate the file "AMTKF40PhaseIV.rwp" in the main folder, and then click "Open".

The repaints (without the GEO files) and the bell and horn mods will be installed automatically.

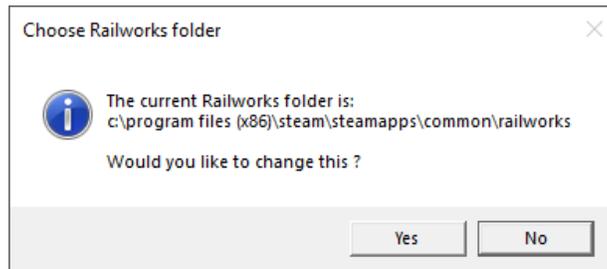


# Installation

The next part of the installation is to copy the default engine and cab view GEO files from the default F40PH folders and paste them into the respective repaint folders. Thanks to RWA member Chacal, he was kind enough to create a VBScript that'll do the "copy and paste" process for you, so manual installation is no longer necessary.

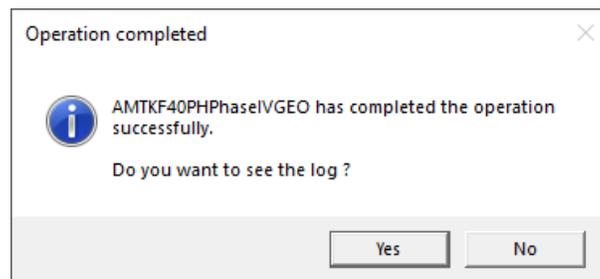
### 3. Locate and run the "AMTKF40PHPhaseIVGEO.vbs" script in the "Installation Files" folder (a Read Me for the VBScript is included with it).

Upon running, it will first ask for your Railworks directory:



Once you confirm the correct directory, the script will automatically copy the GEO files from the default folder to its respective repaint folder (AmtrakPhaseIV).

If successful, you should get a "Success" message, like this:



Once installation is complete, launch Railworks, run a quick drive consist or one of the bundled scenarios, and if the repaint shows up, and you're all set!

# Information

The EMD (Electro-Motive Diesel) F40PH was originally built from 1975 to 1988. The locomotive was basically a cowl passenger version of the GP40 with head-end power, and replaced the infamous SDP40F on Amtrak's roster. While it was intended for Amtrak, it later found use on commuter railroads such as Metra and VIA Rail. A total of almost 475 units were produced, with some remaining in service to this day, most of them rebuilt.

Amtrak was the largest buyer of F40PH's, most of them being rebuilt from failing SDP40Fs. In 1993, Amtrak introduced the Phase IV paint scheme on its passenger car fleet, but locomotives would not get it until 1997. A handful of F40PH's were repainted in Phase IV colors, while the rest remained in Phase III. Near the end of the F40PH's life on Amtrak, most (if not all) sported ditch lights on the front nose of the units, and were kept that way when some of the units were eventually rebuilt into NPCUs.

## **Locomotive Specifications:**

**Builder:** General Motors Electro-Motive Division (EMD)

**Prime Mover:** EMD 645-E3 16-cylinders

**Power Output:** 3,000 HP (2,240 kW)

**Weight:** 260,000 lbs

**Length:** 56ft and 2in

**Braking:** Dynamic and Air Braking

**Maximum Speed:** 95 MPH

*(Sources: TheDieselShop and Wikipedia)*

# What's Included



**Amtrak F40PH Phase IV (Driver and No Driver Variations)**

# Custom Controls



**Quill Horn**

# Scenarios

(all scenarios require the Pacific Surfliner route, Amtrak F40PH 'California Zephyr' add-on, and Amtrak F40PH Phase IV Repaint Pack in order for them to work.)



## 1. San Diego Express

**Description:** You are the engineer of an Amtrak express passenger train departing from San Diego and arriving at Oceanside, with several passenger stops along the way.

**Difficulty:** Easy

**Duration:** 60 Minutes



## 2. The Final Preparations

**Description:** It is the early morning, and you are the engineer of an Amtrak train about to head north to Seattle. Before you start however, you will need to prep your train in Los Angeles, starting off with a locomotive refuel. You are in charge of the yard switches for the first part of the preparations.

**Difficulty:** Hard

**Duration:** 25 Minutes

# Credits

## **Repaints Developed by**

Martin Ashwill

## **Scenarios Developed by**

StevenJam

## **Special Thanks To**

Our RRS Beta Testers

Railworks America

## **Copyright Notices**

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