

**OPERATING MANUAL**

**GENESIS SERIES 2**

**P32AC-DM**

**DIESEL-ELECTRIC**

**LOCOMOTIVES**

**WITH INTEGRATED FUNCTION CONTROL**

**FOR CDOT ROAD NUMBERS: 228-231**

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### INSTALLATION

WELCOME to the *Genesis Series* Locomotive. To install this pack, drag the “Assets” folder included inside this download into your RailWorks folder, located in Steam/Steamapps/common. After that, run the MattJ\_CDOT\_P32\_InstallMe.bat file that is located at the bottom of the Assets folder. Once that’s done, installation is complete.

This reskin requires the Metro-North P32AC-DM from Steam, which you can get here: [https://store.steampowered.com/app/258655/Train\\_Simulator\\_MetroNorth\\_P32\\_ACDM\\_Genesis\\_Loco\\_AddOn/](https://store.steampowered.com/app/258655/Train_Simulator_MetroNorth_P32_ACDM_Genesis_Loco_AddOn/). This reskin is **not compatible** with the P32AC-DM that is included with the Hudson Line.

### LOCOMOTIVE NUMBERING

In 2012, the Connecticut Department of Transportation sent their 4 P32AC-DMs to General Electric in Erie, Pennsylvania for refurbishment. Although they were delivered back to the railroad in the same New Haven-inspired paint scheme, they received a number of decal adjustments. Both the pre- and post-refurbishment decal styles are included in this pack. In the interest of saving space in both the asset browser and on the disk, both styles can be enabled from the scenario editor on the same model. To do this, add the following to the end of the locomotive number:



Post-refurbishment: ;N=1

## GEJ-6784A

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### Pre-refurbishment: ;N=2

e.g. O229;N=2 displays locomotive 229 with the pre-refurbishment decals.

By default, the locomotive will display the post-refurbishment decals. If an invalid number is entered such as ;N=3, then it will also display these decals. When an invalid entry is given, in the scenario editor it will appear with both styles; when the game starts to run, it should display the post-refurbishment ones.

## ADDITIONAL COMMENTS

### HEADLIGHTS

Operation of the headlights is per the original locomotive. Pressing “H” will cycle through three positions – off, on, and tail lights. Additionally, pressing “J” will turn the ditch lights on constantly. Using the horn will cause the ditch lights to flash regardless of whether they have been turned on or not. The lights can be turned off with SHIFT+H and SHIFT+J respectively.

### CAB SIGNALING

No changes have been made to the cab signaling behavior, but this reskin is fully compatible with the OpenNEC project's scripts. These can be found here: <https://opennec.trinancrat.me/>

OpenNEC modifies certain other behavior of the locomotive, such as the power changeover and enforcing permanent speed restrictions. Consult the relevant documentation included at the link above for more information.

### DUAL MODE FUNCTIONALITY

Separate diesel/third rail versions on startup are *not* included for Quick Drives. At the start of a scenario in third rail territory, please change the power changeover switch into the third rail mode. Information on how this is accomplished can be found in the original manual for the P32AC-DM in your Manuals folder.

For scenario authors, the correct mode can be chosen on startup through the locomotive number. By default, diesel is selected with the number series OXXX, but changing this to TXXX (where XXX is the three-digit locomotive number displayed) will start the locomotive in electric mode. Please note that this functionality is somewhat hit and miss due to the way the original model was set up.

Although nothing in Train Simulator stops you from having third rail mode on for as long as electrification continues, in real life electric mode should only be enabled between Grand Central Terminal and the mouth of the Park Avenue Tunnel (between Grand Central and Harlem-125th Street) to prevent arcing or other damage to the third rail shoes.







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Pete Willard – Creating the NewHaven font, which this reskin heavily relies upon

A special thanks goes to all of the members of the Train Sim Community Modding server on Discord. Without their help, this project would have never gotten off the ground.

Pete Willard's font collection is available at <http://www.railsimstuff.com/>.

## USAGE

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