



## **LNER HST REMASTERED SOUND PATCH AND LIVERY PACK**

Thank you for downloading this pack. This is an expansion of my sound patch I released which changes the sounds on DTG's LNER HST Remastered loco pack to use those from the Armstrong Powerhouse Class 43 MTU/Mk3 Enhancement pack. Also included is a new icon for the in-game menu for the LNER livery.

### **REQUIREMENTS:**

- **DTG LNER HST Remastered:** <https://store.steampowered.com/app/1230275>
- **AP Class 43 MTU/Mk3 Enhancement Pack:**  
[https://www.armstrongpowerhouse.com/class\\_43\\_mtu-mk3\\_enhancement\\_pack](https://www.armstrongpowerhouse.com/class_43_mtu-mk3_enhancement_pack)

### **CHANGELOG:**

#### **V1.1**

- Added East Coast (ex-NXEC) livery
- Added East Coast EC64 livery
- Added Cross Country livery
- Coaches now use run sounds from AP Enhancement Pack.

#### **V1.0**

- Locomotive uses engine and brake sounds from AP Enhancement Pack.
- Dampened passenger view sounds.
- Dampened idle sounds
- Rebound low-tone horn to space and high tone horn to B.

## INSTALLATION

1. Extract the .zip file if you've not already done so.
2. Navigate to your TS2020 install
  - a. To do this, go on your Steam Library
  - b. Right-click Train Simulator
  - c. Go to Manage, then click Browse Local Files.
3. Scroll down and launch '**Utilities.exe**'. Along the top of the program that launches, go to package manager, then click install.
4. Find where you extracted this .zip file and double click on "**AudioAndReskins.rwp**". Wait for the green bar to disappear.
5. Back in your TS root directory, navigate into the Assets folder, then **DTG** → **LNERHSTPack01**. Use 7-zip or a similar extractor to extract the file "**LNERHSTPack01Assets.ap**".
6. Once done, navigate into **RailVehicles** → **Diesel** → **LNER**. Then:
  - a. Go to Engine then copy **LNER\_Engine.GeoPcDx**.
  - b. Paste it in
    - i. **CG\_CrossCountry\Engine**
    - ii. **CG\_EastCoast\Engine**
    - iii. **CG\_EastCoast\_Revised\Engine** iv. **CG\_EC\_Reversed\Engine**
  - c. Go back to the LNER folder, then navigate to the Coaches folder.
  - d. Copy all the \*.**GeoPcDx** files and paste them in
    - i. **CG\_CrossCountry\Coaches**
    - ii. **CG\_EastCoast\Coaches**
    - iii. **CG\_EastCoast\_Revised\Coaches** iv. **CG\_EC\_Reversed\Coaches**
7. Launch TS2020 and go to Options, then Tools and then Clear Cache. Allow the game to restart.

## INCLUDED LIVERIES



East Coast EC64 (Only one full set but many power cars also wore this livery)



## East Coast Ex-NXEC



### Cross Country

Please note that due to limitations with the template, these liveries aren't 100% true to real life, though I have tried my best. The interiors are the same as those from the LNER livery, this is because the interior template is, frankly, far too confusing and cumbersome for me to deal with. Sorry! I will be releasing a patch in due course to tidy up the liveries and fix some little snags.

### USE IN SCENARIOS

In the scenario editor, you need **DTG > LNERHSTPack01** ticked in the asset select screen. You are free to use these reskins in your own scenarios, provided you link to the download of this pack, and don't take credit for the skins or sound patch. If you've only used the sound patch, you don't

need this pack listed as a requirement (but it would be nice just to spread the word 😊 ) **PLEASE DO NOT INCLUDE THESE SKINS OR THE SOUND PATCH IN YOUR SCENARIO DOWNLOAD!** You may **NOT** use these skins in payware scenarios without my expressed permission. You also may **NOT** re-upload, or take credit for, these skins and sound patch to any other website **WITHOUT** my permission.

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