



RAILDRIVER® SUPPORT MANUAL

SD70ACU DIESEL-ELECTRIC LOCOMOTIVES



GETTING STARTED

NOTE: The purpose of this manual is to act as a guide in setting up your RailDriver® for use with the Jointed Rail SD70ACU.

NOTE: The following setup will require 3rd party software In order to work.

**64
bit**

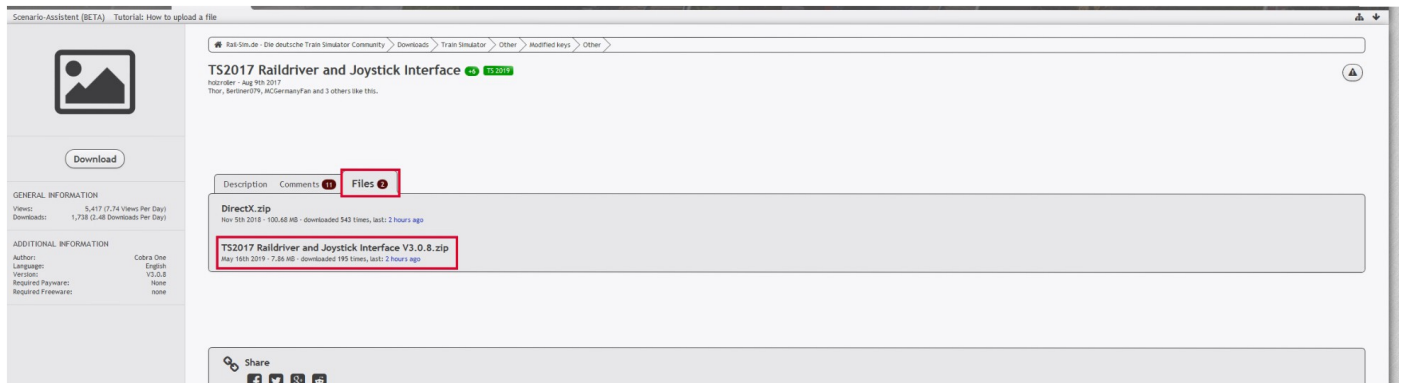
THIS PRODUCT WILL ONLY RUN ON TRAIN SIMULATOR 64-BIT EDITION. TRAIN SIMULATOR 32-BIT EDITION IS NOT SUPPORTED.

REQUIREMENTS

- 7-Zip: www.7-zip.org or WinRAR: www.win-rar.com
- TS2017 RailDriver and Joystick Interface:
<https://rail-sim.de/forum/wsif/index.php/Entry/3434-%E2%80%8BTs2017-Raildriver-and-Joystick-Interface/>
- [Lead] JR SD70ACU NS.xml: <https://drive.google.com/uc?export=download&id=1Ff2SS1yQcKxVpx3PycubXYoYO2NxqhpJ>

SET-UP PROCESS

1. Download the TS2017 RailDriver and Joystick Interface software and unpack it's contents.



2. Run the TS2017 RailDriver and Joystick Interface application.
3. Plug in your RailDriver®.
4. Run TS20xx 64-bit edition.
5. A new window will open. In that new window, select the location of the RailWorks.exe application.
NOTE: The RailWorks.exe is located within your main Railworks installation folder. Run a windows search for "Railworks" and it should guide you to the correct location.
6. On the welcome screen, select "Standard" and click OK.
7. On the "Extract Data" screen, select OK and wait for the data to be extracted.
8. If the RailDriver® is plugged in, you will be prompted to calibrate it. Refer to "TS 2017 Raildriver and Joystick Interface Manual V3.0.8" included with the TS2017 RailDriver® and Joystick Interface archive for more information.



9. Go to KeyMaps > Lever Map > Load Lever Map, dig down to *SEARCHLIGHTSIMULATIONS / EMD*, and select the **[Lead] JR SD70ACU NS.xml**.
10. To replace the existing mapper with our custom file, go to the location of the Joystick application, and go to KeyMaps / Levers / *SEARCHLIGHTSIMULATIONS / EMD*. Overwrite the original file with the **[Lead] JR SD70ACU NS.xml** file included with this manual.
11. To begin communication with TS, press the "Start Callback" button.
12. Select the JR SD70ACU in any scenario and the RailDriver® will begin to work once the initialization process of the engine is complete.

NOTE: To cut the connection between the application and the JR SD70ACU, press "End Callback". If you wish to exit the program entirely, simply close it. The custom mapper file has to be re-loaded every time you play the game.

NOTE: If you're having trouble properly setting up your RailDriver® for use with the JR SD70ACU, we highly suggest you have a read through the included TS 2017 Raildriver and Joystick Interface Manual V3.0.8.