### **RAILDRIVER® SUPPORT MANUAL**

# SD40-2 DIESEL-ELECTRIC LOCOMOTIVES

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## **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 SD40-2.

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



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 SD40-2 BNSF.xml: https://drive.google.com/file/d/1GbPfbot4w\_HHYgiFZiVmuM3Jt6dZG\_1d/view?usp=sharing

#### SET-UP PROCESS

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

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- 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.
- 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 SD40-2 BNSF H1 VMV.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 SD40-2 BNSF.xml** file included with this manual.
- 11. To begin communication with TS, press the "Start Callback" button.
- 12. Select the JR SD40-2 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 SD40-2, 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 SD40-2, we highly suggest you have a read through the included TS 2017 Raildriver and Joystick Interface Manual V3.0.8.