

(BLXT) MZ IV DB Schenker modification (TS 2018)

Introduction

When creating scenarios for the route Jylland 2000, I noticed that the DB Schenker MZ IV repaint included in Heavyeagle's MZ IV package did TS to crash if no engine of that type was loaded near the starting point of the scenario. It's seems to be related to the fact that the MZ IV DB Schenker is a 'bin' repaint of the original model.

I decided so to create from this original 'bin' repaint a 'real' repaint. Note that scenarios created with the 'bin' repaint will run with the 'real' repaint, but the opposite is not true. You also have to know that this modification is not adding a new vehicle, but replacing the one included in the original package.

Installation

All, you need to do, is to follow the following steps:

- 1) Install the original package (<http://www.railworks.dk/download-sektion/download-info/dsb-mz-iv/>) if you don't have already install this locomotive.
- 2) Copy then the 'Assets' folder included in this zip file in your railworks folder and accept any change.
- 3) Copy the file 'MZ4.GeoPcDx' from Heavyeagle/DSB MZ IV/Engine
- 4) Paste it in this folder: Heavyeagle/DSB MZ IV/DB Schenker MZ/Engine

That's it ! Clear cache if necessary and start TS.

Removal of the modification

Simply go to 'Heavyeagle' folder and delete the 'DB Schenker MZ' folder. After that, reinstall the original package.

For questions or comment, please send an email to railworks@beluxtrains.net

Enjoy !

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<http://www.beluxtrains.net/trainsim/>