

SJ steam Aa engine



SJ Aa 75 was an express train locomotive and delivered to Sweden during 1866 by Beyer Peacock, England. The locomotive worked in express train traffic till around 1890, when these trains became too heavy and were replaced by another locomotive type, C. After that Aa 75 worked in local passenger train service before it was dismantled 1900 and was transferred to the Swedish Railway Museum and is still in working condition. The maximum permitted speed was set at 90 km/h, but the track standard did not allow this speed.

The SJ steam loco Aa 75 Göta is developed for TANE or later versions.

The package includes features such as:

1. Toggle disconnect loco initiated from ctrl file or window menu => static (No sound, no smoke and no driver figure) and towable. Duration procedure appr. 4 minutes.
2. The loco may slip during acceleration phase, if train weight is larger than 175 tons.

Valid in DCC and CAB mode.

Check videos for CAB mode slipping and bogey animation :

<https://youtu.be/YzxtF9YqmvM>

<https://youtu.be/S4MAt33Xrsg>

3. Second steam whistle horn via keyboard command.



Surveyor mode

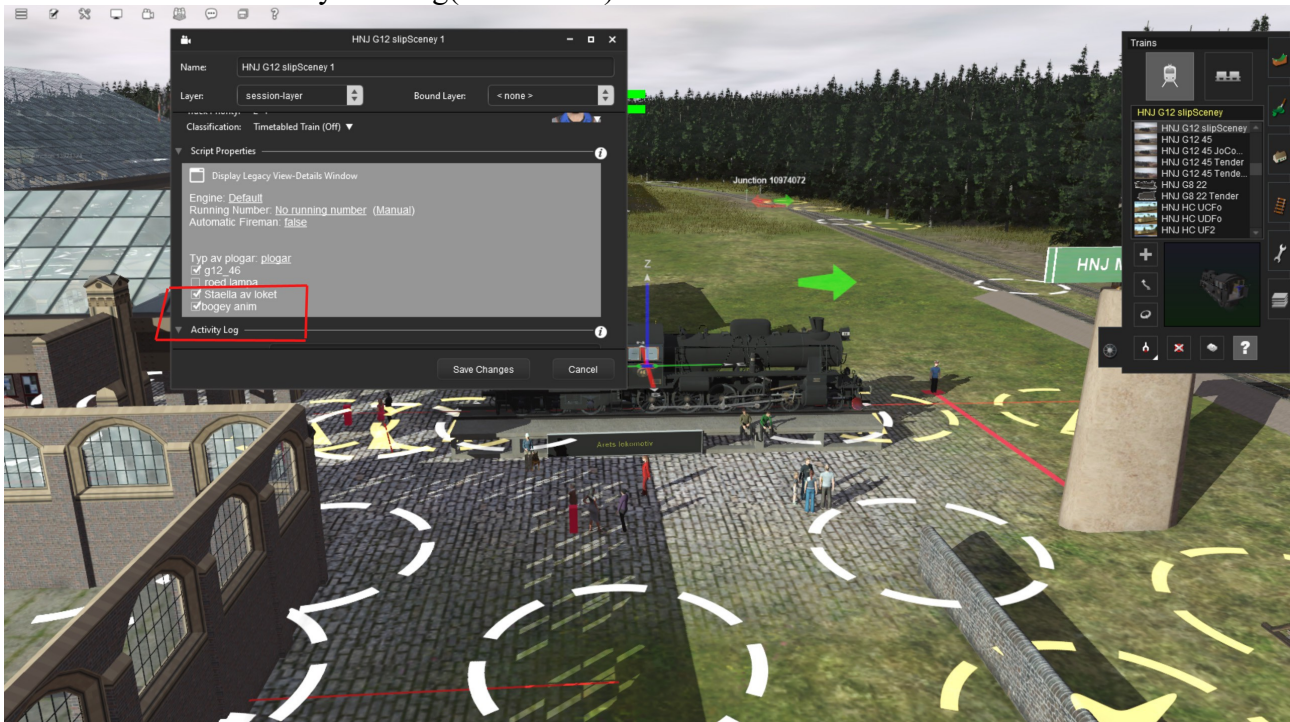
Below picture shows loco parameters that can be changed in Surveyor mode:



Note.

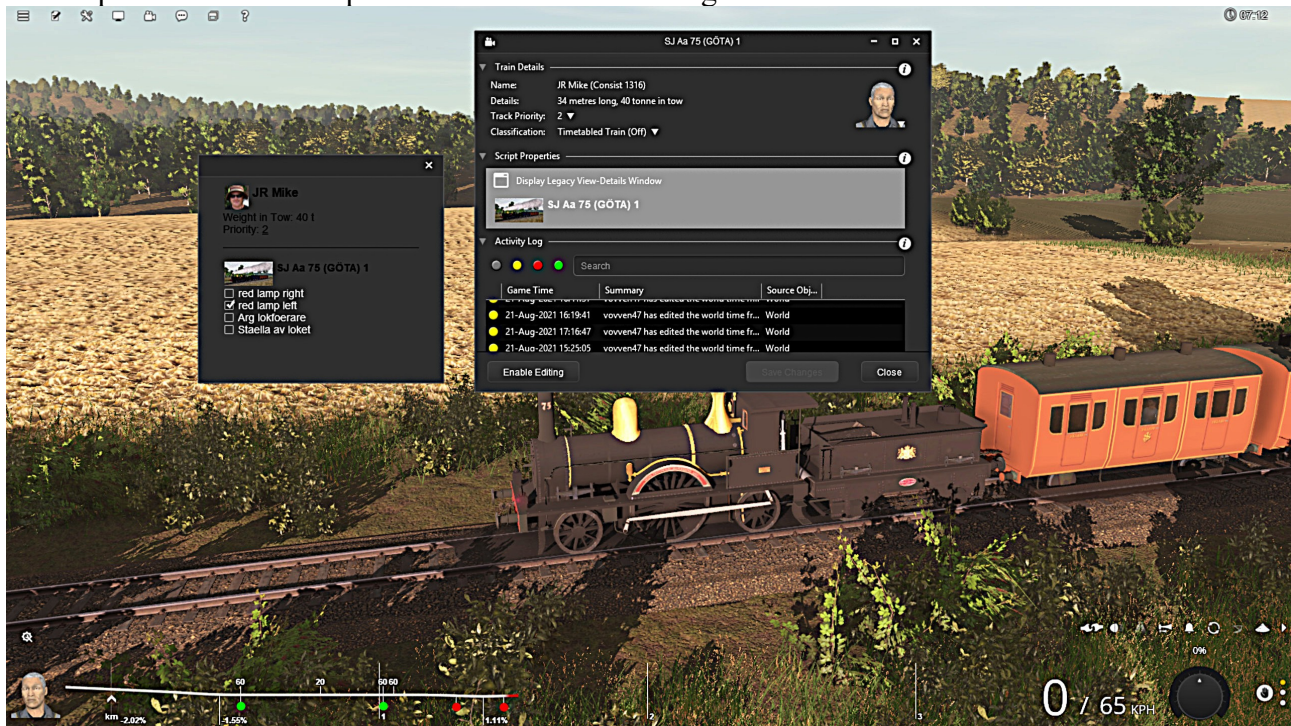
1. "staella av loket" = disconnect
2. bogey anim" = Bogey machinery animation in Museum environment.
3. "staella av loket" **MUST** also be marked if "bogey anim" is marked

The SJ Aa loco can show stationary connecting rod movements for example in a Museum environment by defining (red marked):



Driver mode

Below picture shows loco parameters that can be changed in Driver mode:



Note.

1. You have to move the loco once, before some of the parameters will be accessible.

DCC mode

Download below PDF file and you can study how to set up the ctrl file:

<http://www.mediafire.com/file/e9wrp5xjxhwvf6j/KonfigJoCommsCtrlFile.pdf/file>

Valid keyboard cmds for this loco:

alt-x Toggle disconnect loco. This procedure lasts for 4 minutes.

shift-h Start second steam whistle.

NOTE. 1. Of course, the keys are also valid in Cabin mode.

2. 2nd horn signal uses the wave file SecondHorn.wav, that resides in the cabin asset and folder sound. It is easy for you to change current wav file to another suitable wav file.

It is important that new wav file must be named SecondHorn.wav.

Check second steam whistle. Use shift-h to activate:





