

65' Ortner Mill Gondola GN/NP 6-Pack

For Open Rails or MSTs



This is a model of an Ortner Mill Gondola with drop ends, originally built in 3DCrafter for RailSimulator.com's RailWorks game, but thanks to Paul Gausden's fantastic 3DC Trainworks plugins a porting to Train Simulator was surprisingly simple.

The model comes ready to run in two paint versions, Great Northern and Northern Pacific, each car has three configurations: empty, coil load, logs load.

The cars' physics should be fairly good, I tried my best at using the latest state-of-the-art settings, but I am really not an expert (quite on the contrary) on this, so it may well be that I missed some crucial parts. However, as it is, the model comes with Bill Prieger's Pro Pack brake settings and friction data (done with Fcalc2).

System Requirements and Installation:

System Requirements: This model will work in Microsoft Train Simulator (MSTS-Bin Patch recommended) and Open Rails Train Simulator. As it has a fairly high polycount (10,000 in the near LOD, excluding cargo objects) and uses large textures, it might require a fairly modern PC to work. However, aggressive distant LODs are included in the model, so overall this model should still work fine on most PCs.

Installation:

1. Extract the ZIP file to your `Train Simulator\TRAINS\Trainset` folder
2. A new folder, called "`GA 65ft MillGon GN`" will be created
3. Use RouteRiter or the Activity Editor to include the cars in your consist(s)
4. The cars are named: "`GA Gondola 65ft [GN/NP] [cargo]`"

Special Thanks Must Go To:

This car being my first MSTs project in a long time, I was really glad to get plenty of much needed help and assistance from the great folks at Elvas Tower.

I would especially like to thank (in no particular order): Dave Nelson, Walter Conklin, Rick Franzosa, Tim Muir, Chris van Wagoner, Barry Munroe, "Lindsayts", Daniel V., and "hiball3985" for their feedback, advice, and help with beta testing. Thank you!!!

Copyright, Repaints, Distribution:

All of the contents of this software are [copyrighted material](#). You may use and include them in route or activity uploads as long as they are free of charge. Please do not re-upload this original zip archive to other places, this always makes it very difficult to keep track of things in case I have to do an update for whatever reason.

You can do repaints of the included objects and you are allowed to distribute them as long as it is free of charge. If you wish to include the objects in a payware project of yours, please contact me first.

This add-on is provided to you on an as-is basis. Although unlikely to happen at all, I shall not be held responsible for any damage any part of this software might do to your system.

One or more textures on this 3D model have been created with images from CGTextures.com. These images may not be redistributed by default, please visit www.cgtextures.com for more information.

Support:

For questions and comments, please write to MichaelStephan@gmx.at