

Modern Freight Cars Pack 1

50' Boxcars, 50' Hi-Cube Boxcars, 52' Gondolas

For RailSimulator.com's RailWorks by Golden Age of Railroading



This Pack includes three models: a 52' Thrall gondola (in brown and black), a Gunderson 50' Hi-Cube boxcar (in grey and brown), and a Pullman-Standard Waffle-Side 50' boxcar (in blue and red). Both boxcars also come in a more repaint-friendly version without 3D-modeled outside bracings.

Please note: This entire pack is a TS2012-updated copy of the old "Modern Boxcars/Gondola" Pack, which was available as payware on my website, but has been discontinued. The models included in this pack are now freeware! They have been updated to ensure that the many repaints that exist for these models will work fine in TS2012, but that unfortunately also means that only very little could be updated on the actual models. These are pretty old models and they will look like it too. However, compared to most other models they should have a somewhat smaller impact on game performance when used in larger numbers.

Customers who had bought the old Modern Boxcars/Gondola pack will get free access for an upcoming second (payware) Modern Freight Cars pack.

System Requirements and Installation:

System Requirements: You need to have installed RailWorks / TS2012, there are no special hard- or software requirements which would go beyond those of the game itself.

Installation:

1. Download the .RWP file and save it in a secure place on your hard disk – just in case you might have to reinstall the cars at a later time.
2. Launch [RailWorks](#) and select the [Package Manager](#) on the Welcome Screen.
3. Click the [Install](#) button, browse to the file from step one, click [Open](#). The package will be installed now, after which you can already run your new cars in the game!
4. To be able to place the cars in a scenario, you will first have to enable the [object filter](#) (left-

hand mid flyout window, button that shows a blue cube with an orange triangle) for developer "GreatNortherner", product "Allegheny"

5. The cars will show up in the asset browser in the game listed as "Boxcar 50ft HiCube ..." and "Boxcar 50ft mod ...".
6. All cars will be empty right after placing them in the scenario editor. To load a car, double click on it. When it is highlighted in dark red, tick the little 'cargo' checkbox in the right flyout window. You can also do this for entire consists in one go, all you need to do is to switch on the 'consist select' radio button in the lower left flyout window.

How to Install a Repaint:

Most if not all repaints for these models were created when this pack was still payware, so these repaint packages could only be redistributed without the geometry files. Which means that some manual file copying is necessary before you can use any 3rd party repaints of these models.

How to do this:

1. Install the repaints, which typically come as RWP file or with an EXE file auto-installer
2. Open this folder:
C:\Program Files\Steam\steamapps\common\railworks\Assets\GreatNortherner\Allegheny\RailVehicles\Freight\
3. In it are three more folders: Boxcar_50ft_hicube, Boxcar_50ft_modern and Gondola_52ft
4. Each of these three folders has more subfolders, one for each installed model (default – clearly named like this – and repaints, both are located in these three folders)
5. To make it easier for you to copy all the needed files into the repaints' folders, a folder named _Repaint-Update_TS2012 is present in each of the folders from step 3.
6. All you need to do is to open this folder from step 5, select and copy all of its contents, and paste them into all of the repaints' folders
7. Don't worry, it is highly unlikely that you could break anything by pasting these files into the wrong place.

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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.

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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.

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