

Airslide Hoppers ATSF/BN

for DTG Train Simulator by Michael Stephan

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1 Introduction

This add-on brings several classic airslide hoppers of ATSF and BN heritage onto your Railworks: Train Simulator 2020 tracks.

Included are:

- three ATSF airslide hoppers (one 50' 4-bay car, two 40' 2-bay cars)
- three BN airslide hoppers (one 50' 4-bay car, two 40' 2-bay cars)
- two CB&Q airslide hoppers (two 40' 2-bay cars)
- four GN airslide hoppers (two 50' 4-bay cars, two 40' 2-bay cars)

Credits: For the production of this add-on, I have used source materials from:

- Rick Grout, GTraxSims.com (sound files)
- MediaCollege.com (sound files)
- CGTextures.com (image files)

2 Installation and System Requirements

System Requirements: Train Simulator must be installed, there are no special hard- or software requirements which would exceed 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. Now install the RWP file with Train Simulator's Package Manager. To access that tool, **launch utilities.exe** in the main Train Simulator installation folder.
3. Note: You can find utilities.exe by right clicking on the Train Simulator title in your Steam Library, selecting Properties, and then clicking the "Browse Local Content" button on the "Local Files" tab.
4. Once the Utilities are running, go to the **Package Manager Tab**, 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!

Using the Cars in Custom Scenarios:

1. To be able to place the cars in a scenario, you will first have to enable the **object filter** for these cars in the scenario editor:
2. Open the left-hand middle flyout panel, click the button that shows a blue cube with an orange triangle.
3. Activate the flyout panel on the right side of the screen, and tick the checkboxes for developer "**GreatNorthernerTS2013**" and product "**HopperPackAirslideNW**".
4. The cars will now show up in the asset browser listed as "**Airslide Hopper...**".
5. 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.

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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

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Support & Contact Information:

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