

A Special Add-on for The New York Division Series

ERIE Class C100 & C170 "Dunmore" Caboosees

for DTG Train Simulator by Michael Stephan

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1 Introduction

This is a set of custom built models (kitbashed from other caboose models), representing the fleet of Erie cabooses in the C-100 and C-170 series. I built those models especially for and inspired by Minerman's wonderful New York Division route, but of course you can run them anywhere you like.

These two classes of cabooses were built by the Erie in their Dunmore shops in two batches in the 1940s. The first batch, cars 100 to 169, had riveted bodies and comfortably riding trucks with coil springs. The second batch, built after the Second World War, had welded bodies and used converted freight car trucks with leaf springs.

I have attempted to model the entire fleet of Dunmore cabooses and in a variety of liveries from their life on the Erie and Erie-Lackwanna.

Included Liveries:

- ERIE (as delivered)
- early EL red livery with radio marking
- simplified EL red livery without radio marking
- the minimalistic late EL red livery
- and the maroon-and-grey final livery (before Conrail took over)

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 "**Minerman**" and product "**NYDivisionPack**"
4. To find the equipment in the Rolling Stock list, look for the prefix: **(NYD)** before each car.

Naming Conventions for rolling stock examples:

ID	Car Type	Length	Reporting Mark	Car Code	Carnotes
(NYD)	BOX	50ft	EL	XM	
(NYD)	BOX	40ft	DH	XM	
(NYD)	BOX	50ft	EL	RBL	
(NYD)	BOX	50ft	EL	XM	CU = "Cushioned"

3 Copyright, Repaints, Distribution, Warranty

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4 DTG Disclaimer

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