

50Ft PS-1 Boxcars Repaint Base Models TS2015 Version

for Train Simulator 2015 by Golden Age of Railroading

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1 Introduction

This is a vastly improved and updated version of my old PS-1 50ft Boxcars pack. It includes the car in four main body configurations and four separate door parts.

Please note: while you can use these cars as-is in the game, this add-on is really intended as a template and base model for repainters. The cars in this add-on are unlettered.

I recommend uninstalling the old version before installing this new model, but please know that this may break old scenarios if the old kit cars (the unlettered ones, not any repaints) have been used in those scenarios.

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 2015 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 2015 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 "**GreatNortherner**" and product "**Allegheny**"
4. The cars will now show up in the asset browser listed as "**Boxcar 50ft Noname...**"

3 Copyright, Repaints, Distribution, Warranty

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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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Support & Contact Information:

Please visit www.golden-age-rails.com for more information, or write an email to contact@golden-age-rails.com.

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