



# **“Doodlebug” Gas-Electric Railcar**

**EMC / St. Louis Car Company**

## **Boston & Maine**

**for DTG Train Simulator 2015 by Golden Age of Railroading**

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## **1 Introduction**

This is a semi-freelanced model of a series of St. Louis Car Company Doodlebugs owned by the Boston & Maine railroad. This Railworks model is based on my earlier model of Montana Western (ex-Great Northern) #31, a gas-electric railcar that was built by EMC.

This model is a close (but not spot-on) representation of its real world prototype. The Boston & Maine cars had a slightly different bodywork than the GN cars. It would not have been possible to build this model without the excellent documents about the real MW #31 that have been offered to the public by the Mid-Continent Railway Historical Society in Wisconsin. Please visit their website for more details about their fascinating collection: <http://www.midcontinent.org/>

This doodlebug is a Railworks 6 / Train Simulator 2015 model and features custom couplers, dynamic numbers (real roster numbers), TSX light and rain effects, and a custom built 3D cabview with basic functionality.

The car comes ready to run with customized physics and simulation parameters, which were developed with the great help and assistance of Simon Hall. This is a rather weak little engine, do not expect it to pull anything heavy up a steep grade. Top speed is also limited, this is a branchline rail vehicle after all.

Simple QuickDrive consist have been included with the engines.

**Note on the Manual Transmission:** This model comes with an optional manual transmission, you can run it by selecting the cars suffixed with "(manual)" in the rail vehicle browser. This manual transmission has four gears and works pretty much like in a road vehicle.

Gear Shift Keys:

press <e> to upshift and <shift>+<e> to downshift

Recommended Gears when accelerating:

0-15 mph: 1<sup>st</sup> gear

15-25 mph: 2<sup>nd</sup> gear

25-35 mph: 3<sup>rd</sup> gear

35-48 mph: 4<sup>th</sup> gear

Always throttle down to notch zero and wait for the engine RPM to settle down to idle speed before changing gears.

Always select Fourth Gear when coasting or decelerating!

Shift to Idle (Gear 0) shortly before coming to a standstill.

**Repainters please note:** a set of repaint template textures of the three main textures, in layered Photoshop or Paint Shop Pro formats, is available upon request. Just send me an email if you are interested in getting them.

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

- CGTextures.com (image files)
- Simon Hall (scripting and technical assistance)
- Rick Grout (sound files and advice)
- MediaCollege.com (sound files)

## 2 Installation and System Requirements

**System Requirements:** Train Simulator 2015 must be installed, there are no special hardware requirements which would exceed those of the game itself. Backwards compatibility to older versions of Railworks/Train Simulator cannot be guaranteed.

### 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 Engines in Custom Scenarios:

5. To be able to place the engines in a scenario, you will first have to enable the **object filter** for them in the scenario editor:
6. Open the left-hand middle flyout panel, click the button that shows a blue cube with an orange triangle.
7. Activate the flyout panel on the right side of the screen, and tick the checkboxes for developer “**GreatNortherner**” and product “**SteamEra**”
8. You will now find the engines in the assets browser, listed as “Doodlebug.”

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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](http://www.cgtextures.com) for more information.

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### **Support & Contact Information:**

Please visit [www.golden-age-rails.com](http://www.golden-age-rails.com) for more information, or write an email to [contact@golden-age-rails.com](mailto:contact@golden-age-rails.com).

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