

"Doodlebug" Gas-Electric Railcar

EMC / St. Louis Car Company

Montana Western #31

for DTG Train Simulator 2015 by Golden Age of Railroading

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1 Introduction

Built by EMC in 1925, this gas-electric rail motorcar was sold to the Great Northern Railway, who rostered it as number 2313. In 1939 the car was sold to the small central Montana shortline Montana Western, who renumbered it to 31 and used it for its branchline passenger, mail and express/LCL cargo operations on its line between Conrad and Valier, MT. With the Montana Western not having any heavy grades, #31 was occasionally also used as an engine to pull one or two freight cars over the line.

This model is a close (but not spot-on) representation of its real world prototype. It would not have been possible to build this model without the excellent documents about the real #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 5 / Train Simulator 2014 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 consists have been included with the engines.

Repainters please note: a set of repaint template textures of the three main textures, in layered Photoshop of 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 2014 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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Please contact me if you wish to include the objects in a payware project of yours.

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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 <u>www.golden-age-rails.com</u> for more information, or write an email to <u>contact@golden-age-rails.com</u>.

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