



EMD GP5, GP7 and GP9 Great Northern

for DTG Train Simulator by Golden Age of Railroading

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1 Introduction

This pack offers you scratch-built models of EMD GP5, GP7 and GP9 locomotives in Great Northern configurations and liveries. The models in this add-on aim to represent the complete freight and passenger roster of GN's GP5, GP7 and GP9 locomotives, but some detail variations on the prototype engines were left out or simplified.

The following locomotives are included in this add-on:

- The entire roster of GN's GP5 engines. 'GP5' was the GN's own classification of the rebuilt FT units it had ordered from EMD in the late 1950s. Many sources also list this class as GP9m. Their exterior was that of a standard EMD GP9, but because of the reused parts from the older FT units these rebuilt units only generated 1350 hp (compared to the 1750 hp of the GP9.)
- The entire freight roster of the GN GP7 fleet.
- The entire freight roster of the GN GP9 fleet, including the small group of engines that were fitted with dynamic brakes.
- All engines are available in the three paint schemes the GN applied to them over the years: the classic Empire Builder livery, the simplified livery, and the late 1960s Big Sky Blue paint scheme.
- Real-world roster numbers have been added to these models. They have been applied to the individual paint schemes according to the data provided on Ben Ringnalda's fantastic <http://www.greatnorthernempire.net/> website.

This locomotive was built from parts of my earlier SD7 model and has essentially the same functionality: basic cab controls and TS12 effects, but there aren't any advanced scripting features like for instance a start-up sequence. The models feature custom couplers, dynamic numbers (real roster numbers), light effects and window rain effects, animated wipers, and cab controls.

The animated roof fans were modeled by Dan Vystrcil of Virtual Rail Creations and are used with permission. To see more of the fantastic VRC models, please stop by at their website: <http://vrailcreations.net/>

The engine comes ready to run with its physics and simulation parameters based on the default F7. Sounds are also aliased to the default F7. Please note that you must own the US Loco & Assets Pack: <http://store.steampowered.com/app/208306/>, which most users will already have. See below for more details.

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:

- Dan Vystrcil (animated roof fans)
- CGTextures.com (image files)

2 Installation and System Requirements

System Requirements: Train Simulator 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.

Attention: In order to use these models, you need to have the US Loco & Assets Pack: <http://store.steampowered.com/app/208306/>.

If you already owned Train Simulator 2012 or previous versions of Railworks, you already have these required files. They are also included in several other route addon packs on sale on Steam. Please read the instructions on the Store Page of the Loco & Assets pack for more details.

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 "**EMD-GP9**"
8. You will now find the engines in the assets browser, listed as "GP5/7/9 GN ..."

3 Copyright, Repaints, Distribution, Warranty

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You can do repaints of the included objects and you are allowed to distribute them as long as it is free of charge. If you wish to include the objects in a payware project of yours, please contact me first.

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noninfringement, or fitness of a particular purpose.

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.

4 Support and A Word from DTG

Support & Contact Information:

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

A Word from Dovetail Games:

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