



EMD GP9 New York Central 'Lightning Stripe' Paint Scheme

for DTG Train Simulator 2015 by Golden Age of Railroading

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1 Introduction

This pack offers you scratch-built models of EMD GP9 locomotives in eight New York Central configurations. This represents the entire roster and all its eight sub-classes of NYC GP9s, which include three passenger and five freight locomotive groups.

The following locomotives are included in this add-on:

- **Class DRSP-9a C.U.T.** #5900-5903 long hood forward
 - Passenger units assigned to the Cincinnati Union Terminal RR
- **Class DRS-9b** #5904-5927 long hood forward, two-tone grey
 - Freight units
- **Class DRSP-9c** #5928-5948 long hood forward, two-tone grey
 - Passenger units
- **Class DRS-9d** #5949-5998 long hood forward, two-tone grey
 - Freight units
- **Class DRS-9e** #5999-6028 long hood forward
 - Freight units
- **Class DRS-9f** #6029-6038 long hood forward
 - Freight units
- **Class DRSP-9g** #6039-6040 short hood forward
 - Passenger units
- **Class DRS-9h** #6041-6075 long hood forward
 - Freight units

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. The engines are Quick Drive ready, a single-unit consist has been supplied for each of the engines included in this add-on.

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:

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

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 "GP9 NYC ..."

3 Copyright, Repaints, Distribution, Warranty

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You are allowed (and encouraged) to do repaints of the included models and to distribute them as long as it is free of charge (*freeware*). Please keep in mind though that future updates might be made to the models, your repaints may become outdated at some point. Please feel free to contact me before the release of your repaints if you have any questions about this.

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.

4 Support, Dovetail Games Disclaimer

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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