



# **EMD SD9 phase-2 / version 2.1**

## **Riverside, Waterton & Atlantic RR**

**for DTG Train Simulator 2014 by Golden Age of Railroading**

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# 1 Introduction

This pack offers you a scratch-built model of a phase-1 EMD SD9 in the livery of the Riverside, Waterton & Atlantic Railroad, the fictitious shortline railroad created by and for the friendly folks at RailworksAmerica.com. In this alternative version of history, the RW&A railroad bought a few EMD SD9 when after new deposits of iron ore were discovered at the Gogebic Mines, leading to a large increase in ore traffic that the railroad's old ALCo RS-1s couldn't handle. Or any other story you can come up with to explain why a 15-mile shortline on the coast of the Great Lakes would own these large diesels. Maybe they bought them second hand from a class-1? Or got trackage rights somewhere else and again the RS-1s wouldn't suffice?

This model features custom couplers, dynamic numbers (real roster numbers), light and cab window rain effects, animated wipers, roof fans and cab controls. This is an updated version of the original SD7 model, with edited physics, more detail work, bug fixes and tweaks to the blueprints. It would not have been possible without the help and advice from Dan Vystcil and Micheal Calvin of [Virtual Rail Creations](http://www.virtualrailcreations.com), thanks very kindly! The fantastic animated roof fans were also created by Dan.

The engine comes ready to run with its physics and simulation parameters based on the default F7, so it will perform similar to it. Engine exhaust and sounds are also aliased to the default F7. Please note that due to these aliased components, 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.

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)
- [Virtual Rail Creations](http://www.virtualrailcreations.com) (help and advice, add-on components)

## 2 Installation and System Requirements

**System Requirements:** Train Simulator 2014 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 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 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 "**EMD-SD7-9**"
8. You will now find the engines in the assets browser, listed as "SD7 RWA ..."

## 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 will 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.

This software is provided to you on an "as is" basis without any express or implied warranty of any kind, including but not limited to any warranties of merchantability, 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](http://www.cgtextures.com) for more information.

## 4 Support, Dovetail Games Disclaimer

### 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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