

Wooden Side Truss-Rod Frame Gondolas for RS.com's Train Sim 2013 by Golden Age of Railroading

Two freelanced models of late 19th / early 20th century 30ft and 40ft gondolas with wooden sides, running on a truss-rod frame and archbar trucks. While the model is of a generic / freelanced type, it has been built with great attention to prototypical detailing and is based on prototypical data of similar cars.

The model comes painted in one brown color, slightly weathered, and is fictionally lettered for the NP Railway. Each car comes with four different loads: coal, gravel, sand, and lumber. The cars can be (un-)loaded at any "bulk freight" type cargo transfer points, like for example the default coal (un-)loader.

Repainters please note: repaint templates, in layered Photoshop or Paint Shop Pro formats, are 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:

- Rick Grout, GTraxSims.com (sound files)
- MediaCollege.com (sound files)
- CGTextures.com (image files)

System Requirements and Installation:

System Requirements: Train Simulator 2013 must be installed, there are no special hard- or software requirements which would exceed those of the game itself.

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 it at a later time.
2. Launch [RailWorks](#) and select the [Package Manager](#) on the Welcome Screen.
3. Click the [Install](#) button, browse to the file from step one, click [Open](#). The package will be installed now, after which you can already use the new assets in the game!
4. To be able to place the cars in a route, you will first have to enable the [object filter](#) (left-hand middle flyout window, the button that shows a blue cube with an orange triangle) for developer "[GreatNortherner](#)", product "[SteamEra](#)". Also switch on "[Kuju](#)", product "[RailSimulatorUS](#)"
5. You will now find the cars in the assets browser, listed as "[Gondola 30ft / 40ft ...](#)"
6. All cars will be empty right after placing them in the scenario editor. To load a car, double click on it. When it is highlighted in dark red, tick the little 'cargo' checkbox in the right flyout window. You can also do this for entire consists in one go, all you need to do is to switch on the 'consist select' radio button in the lower left flyout window.

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If you wish to include the objects in a payware project of yours, please contact me first.

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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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