

# Ortner 65' Mill Gondola

## for Train Simulator 2013 by Golden Age of Railroading



This pack includes a model of an Ortner 65' Mill Gondola. It comes as an empty car and loaded with steel coils and long logs. This model is a slightly simplified version of the actual prototype, most importantly the drop ends are missing from this model.

The model has been designed with easy repainting in mind. A layered repaint texture kit in Photoshop format is available upon request, please email me if you would like to have the texture kit.

### System Requirements and Installation:

**System Requirements:** You need to have installed RailWorks 3 Train Simulator 2012, there are no special hard- or software requirements which would go beyond 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 the cars 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 run your new cars in the game!
4. To be able to place the cars in a scenario, you will first have to enable the [object filter](#) (left-hand mid flyout window, button that shows a blue cube with an orange triangle) for developer "[GreatNorthernner](#)", product "[GNRy](#)"
5. The cars will show up in the asset browser in the game listed as "[Gondola 65ft ...](#)".
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.

7. The cars come with steel coil and log loads and a gravel load that can be (un-)loaded using the in-game bulk freight transfer points (like the coal loader).

## **Copyright, Repaints, Distribution, Warranty:**

All of the contents of this software are [copyrighted material](#). You may use and include them in route uploads as long as they are free of charge. You may not redistribute the entire software package itself (the .rwp file).

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.

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.

## **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).

## **A Word from Railsimulator.com:**

**"IMPORTANT NOTICE. This is user generated content designed for use with RailSimulator.com Limited's train simulation products, including RailWorks 4: Train Simulator 2013.**

**RailSimulator.com Limited does not approve or endorse this user generated content and does not accept any liability or responsibility regarding it.**

**This user generated content has not been screened or tested by RailSimulator.com Limited. accordingly, it may adversely affect your use of RailSimulator.com's products. If you install this user generated content and it infringes the rules regarding user-generated content, RailSimulator.com Limited may choose to discontinue any support for that product which they may otherwise have provided.**

**The RailWorks EULA sets out in detail how user generated content may be used, which you can review further here: [www.railsimulator.com/terms](http://www.railsimulator.com/terms)."**