

Milwaukee Road Pack

for DTG Train Simulator by Michael Stephan

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1 Introduction

The Milwaukee Road Freight Pack pack brings various classic freight cars from the second half of the 20th century onto your Railworks tracks:

- an exterior post 50ft boxcar
- 52ft flatcars loaded with logs, pulpwood, wooden crates, timber boards, I-beams, rails, pipes, cable reels or wrapped cargo.
- 52ft gondola models with sand, gravel or coils load in four different states of weathering
- a 100t coal hopper in the earlier red paint scheme, with coal load, in three different states of weathering
- a 100t coal hopper in the later black paint scheme, with coal load, in three different states of weathering
- a 70t offset side hopper in three different states of weathering, each with coal and gravel load
- a 55t offset side hopper in three different states of weathering, each with coal and gravel load
- a woodchip gondola in three different states of weathering

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)

2 Installation and System Requirements

System Requirements: Train Simulator 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 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 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 Cars in Custom Scenarios:

1. To be able to place the cars in a scenario, you will first have to enable the **object filter** for these cars in the scenario editor:
2. Open the left-hand middle flyout panel, click the button that shows a blue cube with an orange triangle.
3. Activate the flyout panel on the right side of the screen, and tick the checkboxes for developer "**GreatNortherner**" and product "**MilwPack**"
4. The cars will now show up in the asset browser listed as "Hopper 100t / 55t / 70t Milw...", "Flatcar 52ft Milw...", "Gondola Milw...", "Woodchip Gondola Milw...", and "Boxcar 50ft Milw..."
5. 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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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.

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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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