

Modern US Freight Cars

for DTG Train Simulator by Michael Stephan

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1 Introduction

This pack offers seven scratch-built modern U.S. freight car models:

Included are:

- a PS-1 40' hi-cube boxcar (one paint version)
- an NSC 50' combo-door boxcar (two paint versions)
- a PCF 50' exterior-post boxcar (one paint version)
- a Gunderson 60' double door boxcar (two paint versions)
- a 50' airslide hopper built by the GATX (two paint versions)
- a 53' GSC all-purpose flatcar (with and with bulkheads, ten different cargos)
- a 52' Thrall gondola (with high and low side walls, gravel or steel coils load)

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. 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 "**GreatNortherner**", product "**ModernUSFreight**"
4. You will now find the cars in the assets browser. They will show up as:
 1. "Airslide Hopper"
 2. "Boxcar 40' HiCube"
 3. "Boxcar 50' Combo-Door"
 4. "Boxcar 50' PCF"
 5. "Boxcar 60' Double-Door"
 6. "Flatcar 53"
 7. "Gondola 52'6"
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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