

# 40' Pickle Car (version 2, TS2013)

For Train Simulator 2013 by Golden Age of Railroading



This is a freelanced model of a early/mid-20<sup>th</sup> century pickle car. Its construction has been inspired by some HO scale models of similar cars, namely models from Walthers and Roundhouse. It comes in one boxcar-brown paint version, lettered for a fictional fruit growers company's rail car pool ("G.F.G.X.").

**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 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 "[GreatNortherner](#)", product "[SteamEra](#)"
5. You will now find the cars in the assets browser, listed under "[Pickle Car](#)"
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. The car will be heavier now. 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](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).

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