

PRR Classes BA, OD, PD Steam Era Coaches

for DTG Train Simulator by Michael Stephan

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1 Introduction

Included in this pack are three scratch-built, prototypical models of PRR heritage, the BA-class baggage car, the OD-class combine and the PD-class coach. All cars have been built with great attention to detail and are fully animated. Each car comes in PRR colors, plus a generic brown and green painted version and a set of seventeen selectable roadnames, to put these PRR cars to (fictional) use on other railroads, too.

The baggage compartments include a cargo of mail bags, milk cans and crates. The crates have been contributed to the pack by Broadway Limited Locomotive Works. Please see their page for some assorted steam- and transition era rolling stock for RailWorks and MS Train Simulator: <http://www.blw.net/>

Credits: For the production of this add-on, I have used source materials from:

- Simon Hall (texture tweaks, PRR textures)
- Thomas Pearce, BLLW.net (cargo objects)
- 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 "**SteamEra**"
4. The cars will now show up in the asset browser listed as "**Coach BA / OD / PD ...**"

On the generic brown and green combine and coach, you can switch the roadnames of each car by editing the car number in the scenario editor. To do so, double click on the car. Next, go to the right flyout-window and edit the car number. The first letter represents the roadname displayed, the remaining five are the number displayed on the side of the car. An X stands for an empty space (no roadname / blank number)

The following roadnames are included – Note: the letters are case sensitive!

- A – Atlantic Coast Line
- B – Baltimore & Ohio
- C – Chesapeake & Ohio
- D – Denver & Salt Lake
- E – Erie
- F – Florida East Coast
- G – Great Northern
- H – Columbia Valley Pacific
- I – Illinois Central
- K – Kansas City Southern
- L – Lehigh Valley
- M – Maine Central
- N – Northern Pacific
- P – Pennsylvania
- R – Reading
- S – St Louis & San Francisco
- U – Union Pacific
- W – Western Maryland
- x or X – blank (transparent) number

(For example, the car number of Uxx924 will be displayed as Union Pacific #924.
A car number of Rxxxxx will display a car lettered for Reading without numbers.)

3 Details about the Cars



BA Class Baggage Car



OD Class Combine



PD Class Coach



BA/OD/PD in generic liveries

Use the numbering system in the scenario editor to add several road names, see end of installation instructions above for details.

3 Copyright, Repaints, Distribution, Warranty

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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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