

PS2 4750 cu-ft 3-bay Hopper

For Train Simulator 2013 by Golden Age of Railroading

Package Description: This freeware add-on brings you a scratch-built model of a Pullman-Standard 4750 cu-ft grain hopper, ready to run on your Train Sim 2013 tracks. You can choose from an unlettered base model, painted in the colors of the fictional "Castle Rock Grain Loading" company, or various railroad-specific packs.

This car has an animated roof hatch and can be loaded and unloaded in a scenario! Just spot it under a bulk freight transfer point (like the coal loader) and hit the T key.

System Requirements and Installation:

System Requirements: You must have installed Train Simulator 2013 and the Sherman Hill route, which is required for the car's sounds.

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 it 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 use the new assets in the game!
4. To be able to place the cars in a route, 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 "[GNRy](#)". Also enable developer "[RSC](#)", product "[ShermanHill](#)", or the cars won't have any sounds.
5. You will now find the cars in the assets browser, listed under "[LO PS2 \[road name\]](#)"
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. These cars have been designed so you can load them while running a scenario. To do that, simply spot the car under a 'bulk freight' cargo transfer point (like the default coal loader) and hit the T key. They will also unload interactively (Shift+T).

Repainting the Car:

This car has been specially designed to make repainting as simple as possible. A layered texture kit is available in Photoshop (psd) format.

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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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