



ČKD Tatra T3 Tram, Public Alpha

for Train Simulator 2014 by Golden Age of Railroading

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1 Introduction

The T3 is a highly successful tram model, built by Czech engineering company ČKD. More than 14,000 power cars and trailers were sold starting in 1960, production lasting well into the 1990s. The T3 trams are of a sturdy and reliable construction, serving public transport companies in several countries from the former East Bloc, including the Czech Republic, Slovakia, Russia, Germany, the Ukraine, and Romania.

The model provided in this Train Sim 2014 add-on is an unfinished alpha version of the tram. **The model is ready to run** and can be used just as any other rail vehicle in your Train Sim 2014, but please keep in mind that **the model is still incomplete in several areas:**

- Cabview is only present as a very crude stand-in model. Windscreen wipers are the only modeled and animated parts at this stage.
- Interior (passenger view) is complete too, but in a more representable state than the cabview.
- The exterior still has some missing parts as well, but is overall near complete.
- A set of basic sounds has been provided, these are not complete yet.

The T3 model offers the following functionality:

- You can drive the tram using the keyboard or the F4 HUD controls. The engine simulation parameters have been completely set up, although some more tweaks may be needed.
- Animated doors, pantograph, and windscreen wipers. The pantograph has been set to match the standard height offset of the overhead gantries on the German and UK routes.
- You can run the trams in double-headed lashups. As with the prototype, the pantograph will only be raised on the leading car. A future update to the models will also include a proper trailing T3, without front end line number board and with retracted side mirror.
- Fully functional autonumbering system, set up for all current day and night lines of the city of Prague's transport company. See below for details.

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 2014 must be installed, there are no special hard- or software requirements which would exceed those of the game itself. Backwards compatibility to older versions of Railworks/Train Simulator cannot be guaranteed.

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 2014 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 Trams in Custom Scenarios:

1. To be able to place the trams 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 "**Tramways**"
4. The trams will now show up in the asset browser listed as follows:
 - "Tatra T3 1-digit" for cars with single-digit line numbers
 - "Tatra T3 2-digit" for cars with double-digit line numbers
 - "Tatra T3 2-digit night" for cars of the Prague night tram lines

3 Using the Numbering System

The trams in this add-on use 6-digit autonumbers for the single-digit line-number cars, 7-digit autonumbers for the double-digit line-number cars.

Each autonumber consists of three segments: the line number, a letter code for the destination board, and the four-digit car number.

Number Setup Instructions:

(NOTE: Case SeNsITiVe!!)

Double Digit Line Number Cars:

[#1][#2][#3][#4][#5][#6][#7]

1&2: Line Number

3: Destination Code (see below)

4 through 7: Car Number

So for example, the number entry "25B6587" will display: line 25, destination Spojovací (code B), car number 6587.

Single Digit Line Number Cars:

[#1][#2][#3][#4][#5][#6]

1: Line Number

2: Destination Code (see below)

3 through 6: Car Number

Roster Data to determine correct car numbers:

<http://www.prag-straba.de/fahrzeuge/foto-t3.html>

Destination Codes:

| | |
|-----------------------|------------------------|
| A - Sidliste Repy | Q - Sidliste Dablice |
| B - Spojovaci | R - Cernokostelecka |
| C - Bila Hora | S - Sidliste Barrandov |
| D - Nadrazi Hostivar | T - Palmovka |
| E - Petriny | U - Smichovske Nadrazi |
| F - Cerveny Vrch | V - Vozovna Kobylisy |
| G - Levskeho | W - Nadrazi Branik |
| H - Kotlarka | X - Vozovna Pankrac |
| I - Chechovo Namesti | Y - Nadrazi Strasnice |
| J - Olsanske Hrbity | Z - Divoka Sarka |
| K - Vystaviste | a - Narodni Trida |
| L - Sporilov | b - Sidliste Modrany |
| M - Kubanske Namesti | c - Kobylisy |
| N - Ustredni Dilny DP | d - Vozovna Stresovice |
| O - Podbaba | e - Lehovec |
| P - Nadrazi Vysocany | |

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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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