

24' Ore Hoppers

for Train Simulator 2014 by Golden Age of Railroading

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1 Introduction

This pack includes a model of a 24' Ore Hopper. It comes in the colors of four midwestern ore hauling railroads: Great Northern (three liveries), Northern Pacific, Milwaukee Road, and Burlington Northern.

The cars have an ore load cargo object that can be (un-) loaded either in the scenario editor by ticking the 'cargo' checkbox in the consist options, or in-game by using the coal (or other bulk freight) transfer objects.

A repaint kit is available upon request.

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 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 "**GNRy**"
4. The cars will now show up in the asset browser listed as "**Ore Jenny ...**"
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.

3 Details about the Cars

24' Ore Hopper



These little cars are based on a prototype owned by the Great Northern railway to ship ore from their inland ore mines to the docks on Lake Superior. In spite of their short length, each of these cars will weigh as much as a fully loaded coal hopper when filled with iron ore, so handle with care.

4 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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