

Great Northern Stevens Pass Scenario Backdating Kit

for Train Simulator 2015 by Golden Age of Railroading

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1 Introduction

This add-on provides a plug-in for to backdate your own scenarios on Stevens Pass to the 1950s-1970s. It does this by adding custom depots, station signs, platform markers, platform clutter and people, and train order signals throughout the route.

The depots have been placed in their correct locations or the best guesses where I could not find any precise information. Several depot buildings have been scratch-built based on various photographs from Great Northern history websites. Other depots had to be freelanced where no photos could be found, but all depot models on the route are modeled after actual GN "Lines West" depot designs.

Please note that using the add-on requires knowledge of how to use the scenario editor and the folder structure of Train Simulator routes and scenarios. You agree to use this add-on at your own risk.

2 Installation and System Requirements

System Requirements: Train Simulator 2015 must be installed.

You must own the following two DLC from the Steam Store:

- [Stevens Pass Route DLC](#)
- [US Loco & Assets Pack DLC](#) (or [Cajon Pass Route DLC](#) or some other older DLC offerings, please refer to the store page of the US Loco & Assets pack if in doubt)

Installation:

1. Install the RWP file with Train Simulator's Package Manager.
2. Set up a new scenario on Stevens Pass as usual. You can fill in all of the info boxes, but do not place any custom track markers or rolling stock yet!
3. Enable the asset filters for Kuju\RailSimulatorUS and GreatNortherner\StevensPassExtraAssets.
4. Save and exit the scenario editor.
5. Open the folder of your newly created scenario and paste the contents of the "GN StP Backdating Kit Scenario Plug-In.zip" file into it.
6. Go back to the editor. Your scenario will now have all the depots and custom scenario platform markers on the whole route.
7. Complete building the scenario as you wish. Add services, instructions, whatever you want. You can also edit the depot scenes, it is all just static scenery.
8. A note on the Train Order signals: all stations have one, by default this shows green in both directions. These are not interactive objects (in other words, not actual signals). However, if you want to order your train to stop or to slow and pick up orders, you can simply swap the model for another one. I have provided various configurations of the train order signals (red/red, red/green, red/yellow, yellow/yellow, yellow/green, green/green).
9. You can find all of the new custom objects (depots, signs, train order boards) in the Misc tab of the editor, listed with prefix "GN_"

Note: it is also possible to retrofit existing and already completed scenarios with this add-on. However, if your scenario already contains custom scenery additions this add-on might overwrite them (which has no effect the gameplay). It is even possible to use this add-on on scenarios that contain custom track edits, in this case however you must leave out the ScenarioNetworkProperties.bin files when installing the files to the scenario folder.

Also note: some of the models included in this add-on are direct conversions from MSTs models that I built long ago and look very dated.

Note again: You agree to use this on your own risk.

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Support & Contact Information:

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