

Fowler, MT, Elevator Scenery Objects for RailWorks

by Golden Age of Railroading

System Requirements and Installation:

System Requirements: RailWorks needs to be installed, there are no special hard- or software requirements which would go beyond 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 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 objects 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".
5. You will now find the objects in the left-hand flyout assets browser, listed under Commercial/Industrial Buildings as "GN Elevator..."
6. There are three buildings to choose from: the old wooden elevator, and two younger metal add-on bins.
7. If you wish to use this elevator as an animated transfer point, I recommend using it in conjunction with James Friedland's invisible transfer points (link: <http://www.trainsim.com/kdl.php?fid=25418>)

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