

GN Section House and Flagstops for RW

Modeled by Michael Stephan



**A prototypical model of a section house from somewhere along the GN.
Three freelanced small depot / flagstop buildings derived from it.**

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 files and save them 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 Station Buildings as "GN Flagstop..." and "GN Section House"

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