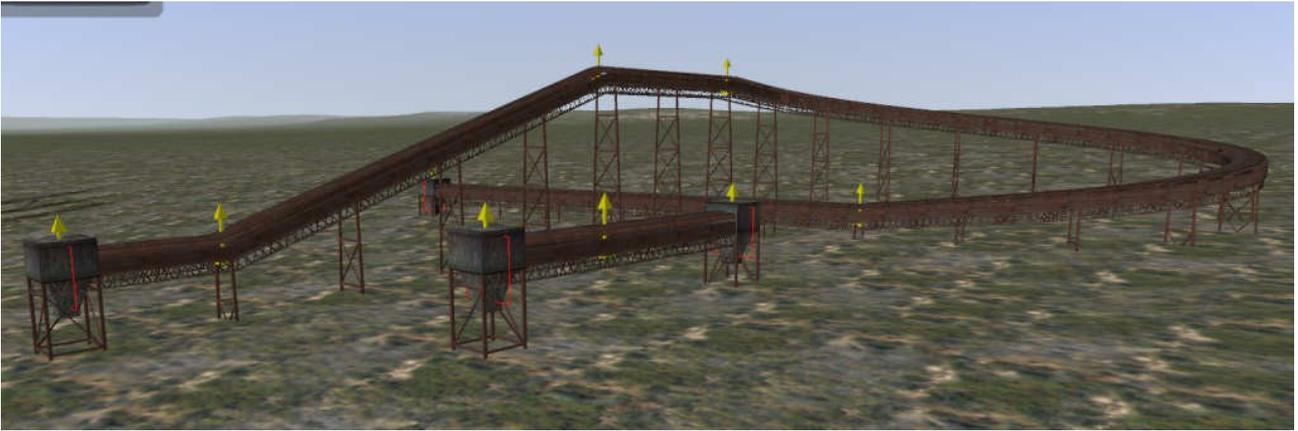


Coal Mine Conveyor Loft for RailWorks



This is a freelanced model of an old and rusty large conveyor structure, which could be found around old coal mines or power plants, for example. This is a fairly simple model that comes as a loft, so placement is quite easy. Use the gradient tool to adjust the angle and height of the loft, by default it will run only a few feet above ground.

The 'legs' and tipples at each end will be placed automatically, but also exist as separate (non-loft) scenery items in case you want to add some more freely.

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 "[SteamEra](#)".
5. You will now find the objects in the left-hand flyout assets browser, listed in the scenery group on the network items panel as "[MiningTown ...](#)"

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All of the contents of this software are [copyrighted material](#). You may use and include them in route uploads as long as they are free of charge. You may not redistribute the entire software package itself (the .rwp file).

You can do repaints of the included objects and you are allowed to distribute them as long as it is free of charge. Actually, please feel encouraged to repaint these models and publish them. We need more variety in RailWorks!

If you wish to include the objects in a payware project of yours, please contact us first so we can make a deal.

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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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