

Modular Roundhouse Kit for RailWorks

Modeled by Michael Stephan



A kit to build a classic red-brick roundhouse around the game-default US Turntable (or other smaller-diameter turntables with 32 exits).

The kits includes various elements:

[End Sections left/right with one stall](#) – put these at the sides of your roundhouse

[Middle Section with one stall](#) – use as many of these as you wish

[Middle Sections, pre-grouped with 3, 6, or 9 stalls](#) – for easier placement

Using these objects, you can build roundhouses ranging from the minimum of two stalls up to a buildings making a full circle around the turntable. (Okay, almost a full circle... a drive-through section will be added in the future. Then you will be able to build a 32-stall roundhouse fully enclosing the turntable.)

All objects pivot around the center point of the full circle which the roundhouse would form. Easiest placement can be achieved if you first place a thin but visible temporary object in the middle of the turntable, and then place all of the roundhouse sections clicking right on it. You will then only need to use the rotate function to move them around.

When using the US Turntable, maximum track length from the turntable to the end of the building interior is 54 meters.

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 Roundhouse...”

Known issues:

- The dynamic shadow of the end sections is not fully working.
- For easier placement, the buildings overlap slightly. However, careful positioning is still needed to avoid visible gaps between the sections.
- The interior is very basic.

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