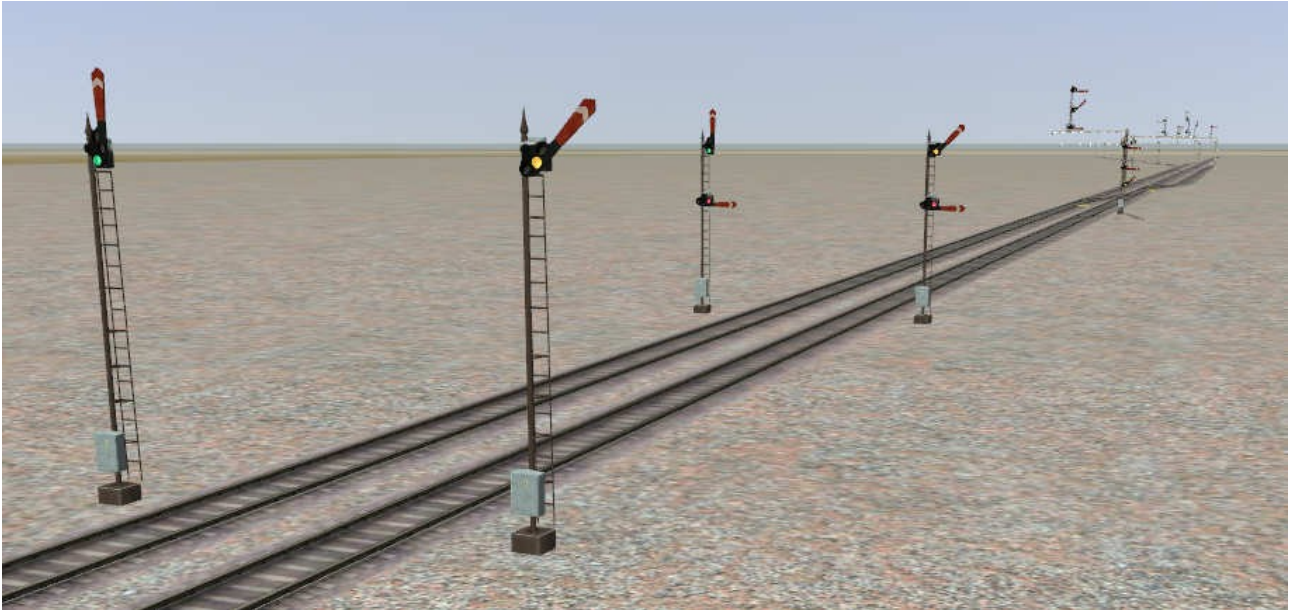


# ***Upper Quadrant Semaphores for RailWorks***

## **Based on Great Northern Ry. Signaling Rules**



This kit offers a selection of single, double and triple head upper quadrant semaphore signals, with red/white blades and based on simplified mid-20<sup>th</sup> century GN signaling rules.

The model uses parts of the signal source files offered by RailSimulator.com in their developer wiki.

Please note that the models in this pack are not fully complete, the biggest known issue is that they are not animated – instead, the blades will just 'jump' from one position to the next when the signals change their aspect. As far as their operation as Railworks signals goes, however, these models are fully functional. Their script components are very similar to the color light GN signals I did earlier, so they can be used together without a problem.

### **Models included in this kit:**

- single head absolute and permissive signal
- double head absolute and permissive signal
- three head absolute signal, third blade is short (restricting)
- gantry and tall mast versions exist for all of the signals listed above
- additionally, a restricting signal with only a third head on a short mast is included

## 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 "[Semaphores](#)".
5. You will now find the objects in the left-hand flyout assets browser, listed in the Track Infrastructure group as "[Semaphore GN ...](#)".
6. The signal naming conventions of the default US signals (1H 1T 1E) have been used.
7. A basic range of H, T, E configurations exists, most basic junctions and places should be covered by them. However, for complex places like yard requiring many "exit" tracks you would most likely have to create some more of them.
8. If you do create your own T and E versions for these signals, please use a new file and description name so they will not get overwritten by later versions of these models. For example, you could change the "Semaphore GN..." to "Semaphore [your name or initials]".

## Copyright, Repaints, Distribution, Warranty:

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.

This software is provided to you on an "as is" basis without any express or implied [warranty](#) of any kind.

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](http://www.cgtextures.com) for more information.

Contact Information:

<http://www.golden-age-rails.com>  
[contact@golden-age-rails.com](mailto:contact@golden-age-rails.com)