

Street Lights 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 Objects / Misc. AND under Lofted Objects / Misc. as "GN Streetlight..."
6. You can chose from two static objects, single street lights with either a 20m or 30m diameter light shine on the ground, which will only be visible at night.
7. Additionally, there are four different lofted objects available, using the two static objects and placing them in either a closer or a longer interval.

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. If you wish to include the objects in a payware project of yours, please contact us first.

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

Contact Information:

<http://www.golden-age-rails.com>

contact@golden-age-rails.com