

# PS-1 50ft Boxcar Pack for RailWorks

by Golden Age of Railroading



**Twelve versions of the classic 50ft PS-1 boxcar are included in this pack:**

6'+9' Youngstown Double Doors with roofwalks / with chopped roofwalks / with chopped roofwalks and half ladders

9' Youngstown Doors with roofwalks / with chopped roofwalks / with chopped roofwalks and half ladders

9' Superior Doors with roofwalks / with chopped roofwalks / with chopped roofwalks and half ladders

10' Plug Doors with roofwalks / with chopped roofwalks / with chopped roofwalks and half ladders

These cars come ready to run in one generic 'boxcar brown' texture. They are lettered for the PRR, but not in an actually prototypical paint scheme.

A repaint texture template in PSD format is available so you can create many new paint versions of these models.

There is one main body shape file (car body, trucks, roof, etc.) and several "child object" shape files for the roofwalk and door configurations that must be added in the BIN files. An example car for each possible configuration has been provided in the "default" folder.

## System Requirements and Installation:

**System Requirements:** RailWorks 3 Train Sim 2012 must be installed, there are no special hard- or software requirements which would exceed 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 the cars 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 run your new cars in the game!
4. To be able to place the cars in a scenario, 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 "[Allegheny](#)"
5. The cars will show up in the asset browser in the game listed as "[Boxcar 50ft-PS1 ...](#)".
6. All cars will be empty right after placing them in the scenario editor. To load a car, double click on it. When it is highlighted in dark red, tick the little 'cargo' checkbox in the right flyout window. You can also do this for entire consists in one go, all you need to do is to switch on the 'consist select' radio button in the lower left flyout window.

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

## Support & Contact Information:

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