

GSC "Commonwealth" Flatcars

> West Pack 1: Standard Flatcars <

for RS.com's RailWorks by Golden Age of Railroading



Purchase, Shipping and Returns, Troubleshooting:

On our website you will find a "[Buy Now](#)" button next to each item which is for sale. Clicking on these buttons will add the selected items to a PayPal checkout window. If you want to buy the selected add-on, please follow the instructions in the pay-pal window to complete the checkout process.

Golden Age of Railroading only accepts [Paypal](#) as method of payment.

Your order will be shipped as a download, typically a Railworks RWP file, after Paypal has processed your payment. The download links will be emailed to you as soon as possible, but please allow up to 24 hours to send the email. If you do not hear from us within this time, please send an email to: contact@golden-age-rails.com

Returns: As our products are downloads, we cannot offer you refunds as you cannot return the product. In case our products do not work properly or you encounter problems of any sort using our products, we will of course try our best to find a solution and get things to work as they should.

System Requirements and Installation:

System Requirements: You need to have installed RailWorks 3 / Train Simulator 2012, 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 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 "[GSC-Flatcar-Pack](#)"
5. You will now find the cars in the assets browser, listed as "[Flatcar-GSC ...](#)"
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.
7. You can also unload these cars at the container freight transfer points in the game. Keep in mind though that these transfer points will only load the cargo that has been set up for these cranes, not the cargo that comes with the car. In other words: you can unload these cars at the default container cranes, but when you load them it is only possible to do so with the default containers.

Copyright, Repaints, Distribution, Warranty:

All of the contents of this software are [copyrighted material](#) and may not be further distributed or reused, whole or in part, without express written permission by the author and publisher, Michael Stephan.

You can do repaints for your own, personal use, but are not allowed to distribute them as long the geometry files are included in your repaint. If you wish to publish your repaints you need the express written permission of the original author, Michael Stephan.

This software is provided to you on an "as is" basis without any express or implied [warranty](#) of any kind, including but not limited to any warranties of merchantability, noninfringement, or fitness of a particular purpose.

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.