

NYC 70t Ribside Hopper Megapack

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



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System Requirements and Installation:

System Requirements: You need to have installed RailWorks, 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 "[Hoppers](#)"
5. You will now find the cars in the assets browser, listed as "[Hopper 70t 12p/14p ...](#)"
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. These cars have been designed so you can load them while running a scenario. To do that, simply stop the car under a 'bulk freight' cargo transfer point (like the default coal loader) and hit the T key. They will also unload interactively (Shift+T).

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