

40' Pickle Car

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



This is a freelanced model of a early/mid-20th century pickle car. Its construction has been inspired by some HO scale models of similar cars, namely models from Walthers and Roundhouse. It comes in one boxcar-brown paint version, lettered for a fictional fruit growers company's rail car pool ("G.F.G.X.").

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 "[SteamEra](#)"
5. You will now find the cars in the assets browser, listed under "[Pickle Car](#)"

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. The car will be heavier now. 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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If you wish to include the objects in a payware project of yours, please contact me first.

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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 for more information.

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