

Add-on for RailWorks 4: Train Simulator 2013

Version 1.1 at 30.12.2012

Add-on includes

- Hopper-feeder CNII-DVZ wagon in **two liveries**.

Main features

- Gauge 1520mm
- Automatic coupling SA3
- Brakes animation
- Unloading mechanism animation

Technical details

- This add-on has been tested on a **licensed game RailWorks 4: Train Simulator 2013 version 27.5a** and correct work on earlier versions is not guaranteed.
- After installing the add-on files takes up about **36MB**.

Dependencies

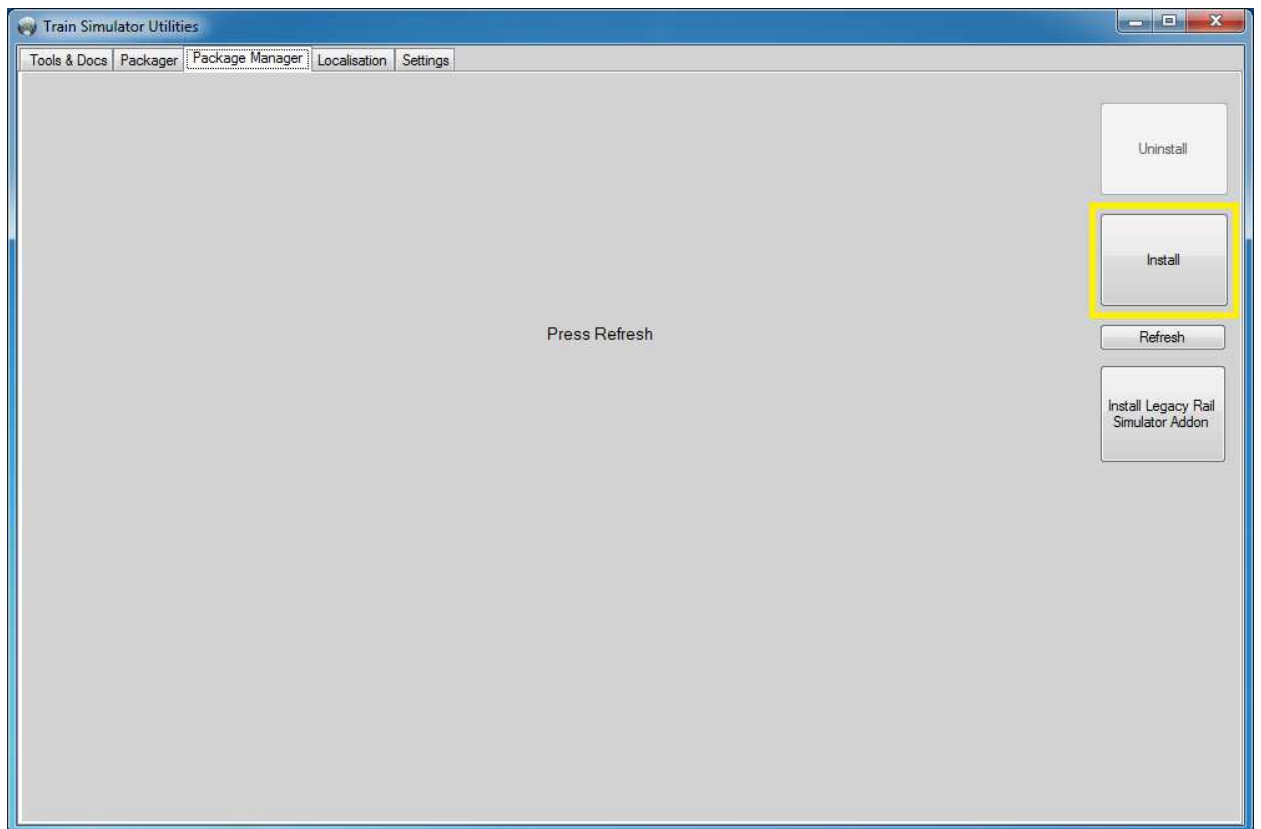
For correct work of this add-on need to download and install:

- Shunter TEM2: pack #1 - <http://railroadsim.net/en/downloads/rw/packs>

Installation

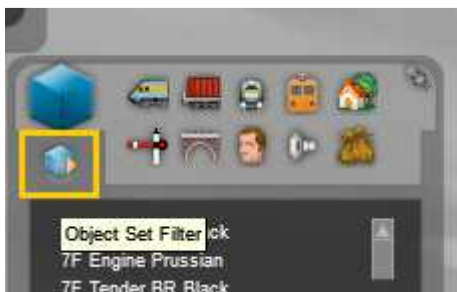
Add-ons for RailWorks are distributed in the format of the archive (*.rwp files) and install with built-in Add-ons Manager. Run the Utilities application, which is located in game folder:

Your_path_to_Steam\steamapps\common\railworks\Utilities.exe. We also recommend creating the desktop shortcut for this application. Then go to the tab **Package Manager**.



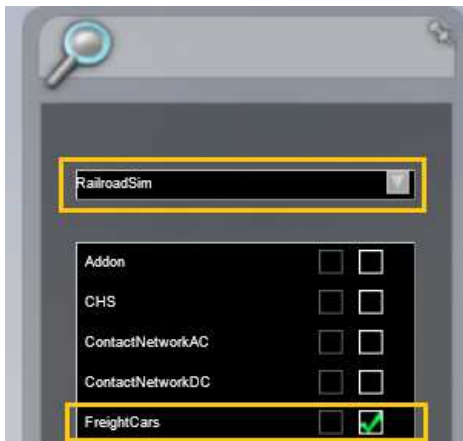
Click the big button **Install**, which is located on the right, and specify the location of **rwp**-archive.

To display installed add-ons in the object lists of the **World Editor**, open the left middle panel of the **World Editor** and click on the **Object Set Filter** icon that looks like a **blue cube with an orange arrow**.



After clicking on the icon, at the right edge of the screen displays a new panel with a list of authors of Add-ons. You must select the author **RailroadSim**. You must then select packages:

- **FreightCars** (Freight cars here. Unexpectedly? 😊)



Now the rolling stock, the characters and the world objects can be found in their respective categories on the left middle panel, under the names:

- **RU Hopper-feeder CNII DVZ #30523526**
- **RU Hopper-feeder CNII DVZ #30543268**

Authors

Modelling, configuring, scripts	Artem Pogrebnoy aka Kazus Andrey Podlesnyy aka Mr. Angelo Aleksandr Sharshatkin aka Sharsh
Photography, photos compilation, repaints	Aleksandr Kameristov aka Sanek Artem Pogrebnoy aka Kazus

Financial Support

Creating game content is hours of work, and not only at the computer: it's also trips in search of photos, videos and audio material, trips for the collection sizes and other relevant information. All of this also entails the necessary cash expenses: the equipment, tickets for long trips and some household nuances. Nevertheless, our products remain **free**.

Are you interested in our project and our creativity, and you want to express your gratitude to the add-on developers? You can donate some of your money via electronic payment systems (**PayPal**, **WebMoney** <http://geo.webmoney.ru/wmobjects/?lang=en>). For another way to donate, please contact us andrey@railroadsim.net.

- Our PayPal account: **donate@railroadsim.net**
- Our WebMoney purses: **Z150721335690** (USD), **E401674932301** (EUR), **R187747403756** (RUR)

Also, the actual details for the transfer of money, as well as the names of those who have helped us to always be found on our website <http://railroadsim.net/en/donate>.

We would appreciate anyone who can help us a little bit to compensate our investment of time, effort and money.

© 2012 RailroadSim team

www.railroadsim.net