Gas-Electric Railcar (Doodlebug) Montana Western #31

for RS.com's RailWorks 3 by Golden Age of Railroading

Built by EMC in 1925, this gas-electric rail motorcar was sold to the Great Northern Railway, who rostered it as number 2313. In 1939 the car was sold to the small central Montana shortline Montana Western, who renumbered it to 31 and used it for its branchline passenger, mail and express/LCL cargo operations on its line between Conrad and Valier, MT. With the Montana Western not having any big grades, #31 was occasionally also used as an engine to pull one or two freight cars over the line.

[Source for historical information: Mid-Continent Railway Historical Society.]

This model is a close (but not spot-on) representation of its real world prototype. It would not have been possible to build this model without the excellent documents about the real #31 that have been offered to the public by the Mid-Continent Railway Historical Society in Wisconsin. Please visit their website for more details about their fascinating collection: http://www.midcontinent.org/

This doodlebug is a Railworks 3 / Train Simulator 2012 model and features custom couplers, dynamic numbers (real roster numbers), simple TS2012 lights, and a custom built 3D cabview with basic functionality and TS2012 features. I am fully aware that this model is nowhere near perfect, but I have been working on it for over two years now and decided to wrap it up and release it. Except for fixing bugs that may be found, I do not plan any further development of this model.

The car comes ready to run with customized physics and simulation parameters, which were developed with the great help and assistance of Simon Hall. This is a rather weak little engine, do not expect it to pull anything heavy up a steep grade. Top speed is also limited, this is a branchline rail vehicle after all.

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 engines in the assets browser, listed as "Doodlebug".

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