

# GSC "Commonwealth" Flatcars

## > West Pack 2: Bulkhead Flatcars <

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



**Credits:** For the production of this add-on, I have used source materials from:

- Rick Grout, GTraxSims.com (sound files)
- MediaCollege.com (sound files)
- CGTextures.com (image files)

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## System Requirements and Installation:

**System Requirements:** You need a full installation of RailWorks 4 Train Simulator 2013 to use this add-on. There are no special hard- or software requirements which would go beyond those of the game itself. Backwards compatibility to older versions of

Railworks cannot be guaranteed.

### **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 "[Bulkh-Flatcar ...](#)"
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.

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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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