



Check out our freeware add-ons for Microsoft Train Simulator at [www.trainsim.com](http://www.trainsim.com)

[Installation Instructions](#)

### **Installation:**

- Unzip to a temp folder with "use folder names" on.
- Go to the folder where you unzipped the files and copy and paste the .s and .sd files from the Shapes folder to the Shapes folder of the route you wish to use them in.
- Go back to folder where you unzipped the files and copy and paste the .ace file from the Textures folder to the Textures folder of the same route (as in step above).
- Backup the .ref - file for the route (normaly route\_name.ref. E.g. necorid.ref) to a safe place.
- Go to folder where you unzipped the files to and open "Add to ref.ref" with WordPad (or NotePad) and copy and paste all the text from the included "Add to ref.ref" to the .ref file of the route. Remember to save it as "unicode text"!
- Save the file.
- Dutch Train Design scenery objects will be found in a "DTD .... .." class in the Route Editor.

### **Animated Scenery objects:**

To start the animation of the object, select object in Route Editor, press info button, select second tab, "animate this object", press ok.

### **Carspawner:**

If you want to add cars/busses to the car spawner:

- Back up your route's "carspawn.dat" file to a safe place.
- Open the file "carspawn.dat" with WordPad (or NotePad)
- Go to folder where you unzipped the files to and open "Add to carspawn.dat" with WordPad (or NotePad) and copy and paste all the text from the included "Add to carspawn.dat" to the "carspawn.dat" file of the route. Remember to save it as "unicode text"!
- Change the number at the top of the file to show the new total count of vehicles listed.
- The last vehicle listed in the carspawn.dat file will never show up in MSTs. Be sure to always use a dummy filename in the last position or duplicate one of the other entries.
- Save the file.



