



Check out our freeware add-ons for Microsoft Train Simulator at www.trainsim.com

[Installation Instructions](#)

- Copy all .ACE-files to the folder "Textures".
- Copy all .S & .SD-files to the folder "Shapes".
- Copy all lines from the "add to ref."-file and paste them into "your_route.ref."-file.

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

