

R&WA F7

Reskin of the default Railworks Model

This model has been updated for TS2012.

Improved braking physics are included (these will NOT affect your default models).

CREDITS (THANKS)

Marc Nelson (www.3dtrains.com) for creating the base model and supplying the repaint templates.

Simon Hall for his amazing work to improve the physics of this and other Railworks engines.

RS.com for the game and all aliased assets.

George Elwood for his railroad pictures on www.rr-fallenflags.org, which gave me the inspiration for this repaint.

INSTALLATION

Simply use the in-game Package Manager to install the repaint and insert the engine into your route using the scenario editor.

A Note about the Improved Physics

Simon Hall and I worked hard to make this model run more realistically. However, I must point out that this whole physics tweaking of RW rolling stock is still an ongoing and very much unfinished project, so what we have installed on these engines is at best a rough draft for a more complete and more accurate physics modification. With that being said: please get in touch if you have ideas for further improvements for the physics/realism of these models, or if you think that some corrections are needed for the modifications already done on the model.

There are two major changes which you will notice immediately:

The first is the simulation a historically more accurate brake valve. This is a non-self-lapping brake, which means that when you move the brake lever to the "apply" position, the brake cylinders will continue to raise pressure until you move the lever back to the "lap" position. You can also regulate the speed at which the brakes 'respond': move the lever most of the way to the right for a fast application, leave it short after the lap position for a slow application. When you release the brakes please keep in mind that the common U.S. train brake system does not allow a partial release, so when you release the brakes you always release them fully!

The other major change was done the braking physics, which react much slower now. The apply, release, and also the recharge rates are now much lower and should be much closer to what you would experience on a real engine. Keep this in mind when running a train with these engines, it WILL take quite a while until the brakes have been applied to the level you wanted. In effect, it will now also take the train much longer to come to a full stop, even when doing a full service or even emergency brake application.

Other changes to the engine physics include the dynamic and locomotive brakes, but these should have less noticeable effects.

Disclaimer

1) This add-on is provided on an as-is basis. Although unlikely to happen at all, I shall not be held responsible for any damage any part of this add-on might do to your system.

2) This add-on is provided as freeware. Under no circumstances is it allowed to charge for this add-on, or parts of it!

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