
Train Simulator: PRR RF-16 'Sharknose' Loco Add-On Activation Code [serial Number]



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About This Content

The distinctive Baldwin RF-16 with 'Sharknose' design comes to Train Simulator, from Digital Train Model.

In 1948, Baldwin Locomotive Works began to apply a new 'Sharknose' body style to its cab unit diesel locomotives, partly to differentiate Baldwin locomotives from its competitors, but also to distance the new locomotives from early Baldwin diesels that were plagued with mechanical problems.

The 'Sharknose' style was inspired by the Pennsylvania Railroad's T1 class duplex steam locomotive, some of which were built by Baldwin. The first locomotives to receive the new styling were the Baldwin DR-6-4-20, which was carried through subsequent Baldwin locomotives, including the RF-16.

The RF-16 quickly gained a reputation as a reliable and rugged locomotive with heavy pulling power. Many of the units saw service hauling coal drags, where these characteristics were put to best use.

A total of 109 cab-equipped A units were built between November 1950 and May 1953, along with 51 cabless booster B units, for three main railroads - the Baltimore and Ohio Railroad, New York Central Railroad and the Pennsylvania Railroad.

Withdrawals of the Class began in the early 1960s and by 1971, all but two of the units had been sold for scrap – units 1205 and 1216 were to be scrapped in 1974, but were saved by the Delaware and Hudson Railroad for freight services until 1981. The two units have since reportedly been stored on the Escanaba and Lake Superior Railroad, inside a warehouse that is inaccessible to the public.

The Baldwin RF-16 'Sharknose' for Train Simulator, from Digital Train Model, is available in Pennsylvania Railroad livery and features position lights, number board lights, cab and instrument lighting, engine room lights, opening cab doors and windows, and cab heater. Also included are a number of freight cars, including a 40ft Boxcar, 50ft Boxcar, 53ft Flatcar, Tank Car and Caboose.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the PRR RF-16 'Sharknose' on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [Horseshoe Curve](#) route (available separately and required to play these scenarios).

Scenarios

Three scenarios for the Horseshoe Curve route:

- Night Switching
- Preparing a Train in Altoona
- Working with Sharks

More scenarios are available on Steam Workshop online and in-game. Train Simulator's Steam Workshop scenarios are free and easy to download, adding many more hours of exciting gameplay. With scenarios being added daily, why don't you check it out now!

[Click here for Steam Workshop scenarios.](#)

Key Features

- Baldwin RF-16 'Sharknose' in Pennsylvania Railroad livery
- Features including position lights, number board lights, cab and instrument lighting, engine room lights, opening cab doors and windows, and cab heater
- Freight cars, including a 40ft Boxcar, 50ft Boxcar, 53ft Flatcar, Tank Car and Caboose
- Quick Drive compatible
- Scenarios for the Horseshoe Curve route
- Download size: 184mb

Title: Train Simulator: PRR RF-16 'Sharknose' Loco Add-On

Genre: Simulation

Developer:

Digital Train Model

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 2 Jul, 2015

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Minimum:

OS:Windows® Vista / 7 / 8

Processor:Processor: 2.8 GHz Core 2 Duo (3.2 GHz Core 2 Duo recommended), AMD Athlon MP (multiprocessor variant or comparable processors)

Memory:2 GB RAM

Graphics:512 MB with Pixel Shader 3.0 (AGP PCIe only)

DirectX®:9.0c

Hard Drive:6 GB HD space

Sound:Direct X 9.0c compatible

Other Requirements:Broadband Internet connection

Additional:Quicktime Player is required for playing the videos

English







I don't want to give this any bad ratings because it looks awesome and by that I mean it's just the only problem is that it won't show up in my game and I've posted in the threads about it. But not that anyone else should have this problem it's just on my computer but other than that from what I looked up and watched on game plays it looks amazing awesome job to the creator of this! These locomotives can really pull! I created a consist of 59 freight cars! However, the start of the horn is a little funny. And when the train is about to pass you, the horn doesn't sound as loud.. The class lights and engine room lights work, the sounds are perfect, it takes the iconic sharknose and brings it to train simulator very well.. While I do like this DLC I did expect the scenarios to be longer and little bit more challenging. The engines themselves are well done, and the detail is good. If the scenarios had something more like on the mainline than just 3 switching scenarios I would give this a thumbs up. \$20 for just over an hour of gameplay on all the scenarios is a bit much to me.. This exceeded my expectations. Beautiful locomotive. Only complaint (and I mean the ONLY complaint) is the horn isn't as loud as I had expected... if I remember correctly though, that's true of the real ones as well. As I said, beautiful locomotive, glad I got it. Horn sounds nice, engines sound nice, everything is nice on this thing; correction, not nice, everything is great on this. I can even see into the engine room from the cab. All windows open, cab doors open (as stated), and the interior is clean and well-made. Worth more than only ~\$20.. The model is great and the sounds are cool. But the sounds are a bit of a problem. When you turn the bell on, the engine sound cuts out after a few seconds. When you turn the bell off, it's completely silent until you enter and exit Cab view, then the engine sounds will cut back in. Also, the horn doesn't work while you're moving or while the engine sounds are playing and the one way you will hear the horn again under the engine sounds is if you are in Cab view. Even when you exit Cab view, you may only hear the horn sound in Cab view. I'm not sure if anyone else experiences the same problems, but this is what has been happening to me. Overall, it's really cool. It's only the sounds that are a bit of a problem.

I only got this for the old school Tanker car, but was suprised to see how amazing the loco is! Great sounds, Nice look, and it even has an internal engine room! 10V10 amazing!. Runs great and looks even better. PRR yards aren't complete without this sharknose.

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