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## About This Content

The EMD FL9 was arguably one of the more unique locomotive designs ever conceived, but plied its trade on New York's commuter lines for more than 40 years.

Born from a drive to replace worn out and ageing ALCO DL109 and Boxcab Electric locomotives, New Haven president Patrick McGinnis ordered 60 of EMD's FL9 locomotives in 1956 to operate solely on the New York, New Haven and Hartford Railroad (NH).

The hybrid electro-diesel model was seen as direct competition to the less popular Fairbanks-Morse dual power P-12-42 locomotive, and was designed specifically to run under both diesel and electric power to accommodate the electrified lines running under the East River and into New York's Grand Central Terminal.

The FL9 was considered successful, despite being underpowered when compared to the electric locomotives they replaced, and survived a number of railroad mergers that saw them eventually retired under Metro-North ownership in 2009. Despite this, a few FL9s are still in occasional revenue-generating service, whilst some have been preserved in museum collections.

The EMD FL9 for Train Simulator is available in New Haven 'McGinnis' heritage livery, as operated by the Connecticut Department of Transport in the 2000s. Features of the model including in-cab signalling as seen on the New York-New Haven line. Also included are Metro-North Shoreliner III passenger cars with passenger view, and driveable cab car.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the New Haven FL9 on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [NEC](#):

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[New York-New Haven](#) route (available separately and required to play these scenarios).

## Scenarios

Three scenarios for the NEC: New York-New Haven route:

- Grand Journey: Part 1
- Grand Journey: Part 2
- A Stormy Trip to the Big Apple

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

- EMD FL9 in New Haven 'McGinnis' heritage livery
- In-cab signalling
- Metro-North Shoreliner III passenger cars
- Passenger view
- Driveable cab car
- Quick Drive compatible
- Scenarios for the NEC: New York-New Haven route
- Download size: 180mb

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Title: Train Simulator: New Haven FL9 Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 19 Feb, 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,French,German







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its really nice. I would recommend you buy this but only if it is on sale. Engine looks pretty sharp but sounds are recycled and terrible.. This was a very nice add on!. To start, I was wary about this one, because of reports of horribly reused sounds, and reused rolling stock, but, I was pleasantly surprised!!!

Model: The model, to my knowledge, is dead on.... Nicely done small details featuring items like cooling lines on the roof, extra fans, and nice MU cables on front and rear really help this one along! The trucks (bogies) are really nicely done, with the distinctive 5-axle setup! Nothing wrong with the model that I can tell!

Cabview: The cab may be my favorite part of this DLC: DTG built this cab what looks like completely from scratch, and I daresay they did a stupendous job! The control stand is beautifully modeled, with lots of little switches and lights to look at! You have both cab lights and instrument lights (I and L keys respectively) to play around with, and many of the switches on the control stand have a function. Cab is superb!

Physics: DTG almost got the physics correct. The acceleration seems more realistic then previous DLC's, it doesn't speed up to 20 MPH in 10 seconds, it actually takes a while to get up to speed. The brakes are where it falls short, brakes coming on very fast and releasing very fast. All in all though, they are easy to look past and do not affect gameplay too much.

Sounds\Miscelaneous Features: The sounds are where this loco takes a very large and very quick downfall, DTG, for some reason, decided that this loco has the EXACT same sound set as the old F7 from KUJU. Yes, in real life, it would have the 567 Prime mover, but I'm talking EVERY sound was the same. The good news is that sounds can be easily changed, and once they HAVE been changed, then the loco becomes much more enjoyable.

Lights for this loco have a number of ways to be set up. Headlights have the option to be red (marker lights), bright, medium, and dim, in that order, and really make you feel like you have control over the smaller points of the engine. The ditchlights can be toggled with the "J" key, but do not flash, which I have a problem with. Since this loco has been modeled for when they were in service for ConnDOT, the ditchlights should come on with horn and bell (bell comes on when horn is pushed, which is nice.), but honestly, its not that big a deal. Also, this loco features one of my favorite things so far for TSxx, which is the ability to ACTUALLY switch from Diesel to 3rd rail power... This feature was supposed to be implemented on the P32, but to my knowledge does not work.

In conclusion, the FL9 is one of my favorite locos for Train Simulator 20xx, and as to wheter or not I recommend it: That would be a DEFINITE yes, with a final score of 4\5 stars!!!. During third rail operation there is no more loco sound. No cooler fan, no traction equipment, nothing. Okay otherwise. Too expensive, but that goes for most TS 2016 DLC.

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Having grown up in the northwest corner of Connecticut, the FL9 is a locomotive that I am in no way a stranger to. Even today, with no active units rostered on revenue duty, I am less than hour away from an FL9 in the east, west, and south. I watched Metro-North run FL9's and F10's wearing colorful paint jobs of McGinnis, "Beach Ball", "Platinum G-String", and their mock-up New York Central "Lightning Stripe" paint. I would spend afternoons around the property at Vanderbilt Mansion and watch the Amtrak units zip up and down the Hudson Line with Empire trains in tow. Even visiting the Danbury Railroad Museum and Naugatuck Railroads I would find them on display and towing visitors happily along.

My favorite memory of the FL9, however, is having the privilege of receiving my first ever cab ride in one. In 2009, just after graduating high school, I spent a day on the Naugatuck Railroad riding the cabs of both FL9 2019, and U23b 2203. 2019 had yet to undergo the cosmetic restoration it received for the Streamliners event in Spencer, and, well, was showing her age. I will never forget the ride though... the sounds, the smells, the heat, the motions, and the views... all burned into my memory. One would imagine that this would be a good thing when running the unit in TS2015, but unfortunately, it is quite the opposite. I say this because of the simple reason that the real thing has ruined the simulation. In no means does this make this DLC bad, per se, but it's left me a little disappointed. An example would be to take someone who has been fed McDonalds hamburgers all their life, and feed them a real, good, homemade burger with fresh beef. It's just not the same going back to the McDonalds; are their burgers good, sure, I like them, but they just don't have the same taste as the genuinr article; this is the same way that the DTG FL9 just doesn't have the same feeling as the real deal. I understand this is a computer simulation and does incur the rather heavy drawback of not being able to satisfy all of our senses, however, there are some things DTG could've done to make this better...

While I do give this DLC a "Yes" for recommendation, this is simply due to the lack of a "Neutral" or "Meh" button. Below are my reasons why, starting with the bad:

CONS -

- The majority of my negative feelings toward this DLC are sound related. I purchased the unit today whilst at work at the full price of \$20 USD (typically I wait for a sale, but like I said, I have emotional attachment to this unit). During the day I'd check up on Facebook and see if there were any complaints, and unsurprisingly, the usual complaint in regards to poor sound quality came up multiple times. What struck me as odd, however, is the complaint being in regards to the unit having recycled engine sounds. I'm sorry, but in my opinion, an EMD 567 sounds like an EMD 567 in whatever it is. Unless you have a very trained ear, the average buff would have a hard time distinguishing this between another F-Unit. It wasn't until I got into the game that I realized that the COMPLETE SOUND SET had been recycled, HORN AND ALL!

In my opinion, the horn is one of the most disappointing features. In all the screenshots, mounted just above the cab, is the iconic five chimes of the K5LA air horn. What I would like to know is, how is it that the Metro-North P32 has an almost perfect sounding K5LA, especially from head-out view, and yet this has the stock two-chime default F-Unit horn? I honestly would be completely thrilled if DTG replaced the horn and bell with the P32's. On top of that, the bell is much louder than it should be in-cab, and just because the default F-Unit horn has been made louder louder, does not equate it to a K5LA. For those of you who have never heard an FL9-mounted K5LA, please watch this video of an Amtrak unit sporting one...

<http://youtu.be/VbX5FXwBEBes>

<http://youtu.be/V5gfirXW2Rkk>

<http://youtu.be/V5gfirXW2Rkk>

[The engine sounds are the next disappointment. I don't know if it's because the unit was stuck in electric mode, but the prime mover was far too quiet. Honestly the engine sounds from the UP or PRR F-Unit would work like a charm, as long as they were loud enough. Even the Portland Terminal's E-Unit has better sounds. Here is an example of the real-life unit...](#)

[The sounds are a huge letdown here, and could very easily be fixed. I will be writing an e-mail to DTG in regards to atleast having the hornsound changed out in a patch. It's a shamed that Armstrong Powerhouse does not produce soundsets for US locomotives, as I find they do an excellent job at filling in the gaps DTG tend to leave in regards to sound production.](#)

[- The Metro-North Shoreliner III's being recycled feels almost like a cheap shot. For any players like myself, who already own the Metro-North P32 DLC, you'll find that the only thing you paid \\$20 for was a new locomotive model with old recycled sounds. At the very least, DTG could've replaced the blue band with a red one and add Connecticut Department of Transportation lettering and logos as needed. It is not like they do not have the licensing; the CT DoT badge is located on station signage throughout the NY-NH route, and I would imagine should be included with the MTA license. As much as I would've](#)



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liked to see the older single-windowed Shoreliner model. I honestly would feel much much better about the money I spent on this DLC package if the cars were just reskinned into CTDoT red. I understand to many that this may be a new item, but at the very least consider the existing customer base for the New Haven Line DLC. Perhaps offer a repaint for free to existing customers?

- The physics don't seem right. The brakes seem far to strong and apply far too quickly, and the unit loads far too quickly when power is applied to the throttle. There's not much more to say about that.

- Lack of scenarios! Only three career scenarios included, two if you count the two-parter as a whole. For \$20 for a DLC locomotive pack, I would atleast expect a Locomotive Tutorial to go over the basics of the engine and get my feet wet. This is especially apparant with the lack of a cab signalling tutorial for the FL9. Make sure you RTFM for this one if you're unfamiliar!

#### PROS -

- The model is beautiful. I look forward to any Marketplace Metro-North repaints that appear. I would highly suggest "Beach Ball" and "Lightning Stripe" schemes.

- The Shoreliner interiors are incredibly well done; I can almost smell the vinyl seats and feel the coach interior heating.

- The cab feels pretty well done, considering this represents an active-revenue unit. I have no complaints there.

-Typically people complain of the units swaying too much, but I can say this is pretty accurate of the actual unit. The 3-axle trailing truck certainly rides rough in real life.

#### - Conclusion -

I do like this DLC. I really do, and I want to like it more, but it just doesn't feel complete. It feels almost as if this was pushed out just to keep the masses happy. In my opinion, if this had it's horn and bell replaced with the existing P32's, and the engine sounds tweaked to be the exact same as the existing EVF-Units, along with red-striped Shoreliners... well, this would be perfect. But until DTG addresses these issues, I would hold off on buying this until a patch is released or it goes on sale; unless you're like me and have a particular fondness for this engine.... Agree with others about the sound bugs, most notably the fact that once you go to notch 8 (in diesel mode), the sound effects of the trailing unit stay in notch 8 no matter which notch you decrease to. I was rather hoping it would feature the Hancock air whistle instead of the horn. Nevertheless, it's a beautiful model of a beautiful (and iconic) locomotive. I especially like the cab interior, different as it is from almost any other engine built. As a fan of the FL-9, I would like it more if it wasn't for the sound issues, but I like it all the same, and I enjoy exploring the Northeast Corridor DLC with it.. Needs the K5LA horn, also in push mode when put to full throttle the sound stays fully reved up even after decreasing the throttle or turning the engine off. Otherwise the actual model is nicely detailed, though as another reviewer mentioned it would of been nice to have new coaches with CDOT colors or Shoreliner IIs.. I do like the model itself. I would prefer if it had a different way for the light settings (Theres 4: red class lights on, bright, med, dim. In order) The ditch light is modeled over top of the light effect from when the light is on, so downside on that. Also hate the original F7 sounds reused.. best train ever. I like the locomotive, being a fan of Commuter and Intercity Passenger Services in the Northeast but the sounds are copied and pasted from the original Kuju F7 if you want better sounds for the FL9/VAC just download Fan Railer's Physics Mod here at {LINK

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[Overall Rating: 9/10](#)

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