



Norfolk Southern GP60



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Whilst we do our utmost to reproduce sounds that are accurate and true-to-life, sometimes these sounds may not completely tally with the user's expectation. Due to the nature of the simulation, it is often not possible to reproduce a completely accurate soundscape for a variety of reasons such as limitations with our current technology and occasional inability to gain meaningful access to the locomotives being created. You should therefore regard the audio reproduction for our locomotives as authentic interpretations rather than perfect recreations.

1 Background

EMD GP60

The EMD GP60 is a 4-axle diesel-electric locomotive built by General Motors Electro-Motive Division between 1985 and 1994. The GP60 was EMD's first engine that was classified as a "third-generation" locomotive. Hidden behind the electrical cabinet doors on the rear wall of the cab, the GP60 concealed a trio of microprocessors that monitored and managed a host of engine, cooling system and control functions. The engine's on-board microprocessors replaced hundreds of wiring circuits, dozens of relays and all but one module card, making it an improvement among EMD's engines.

Power was provided by a 16-cylinder 710G3A diesel engine, which could produce 3,800 horsepower (2,800 kW). This locomotive was 59 feet 9 inches long and featured a 3,700-US-gallon (14,000 L) fuel tank. Due to the mainstream focus of railroads on powerful six-axle units, and strict emissions standards, aside from the collaborations with Motive Power Incorporated, the GP60 is the last new EMD "Geep".

2 Rolling Stock

Electro-Motive GP60 in Norfolk Southern Livery

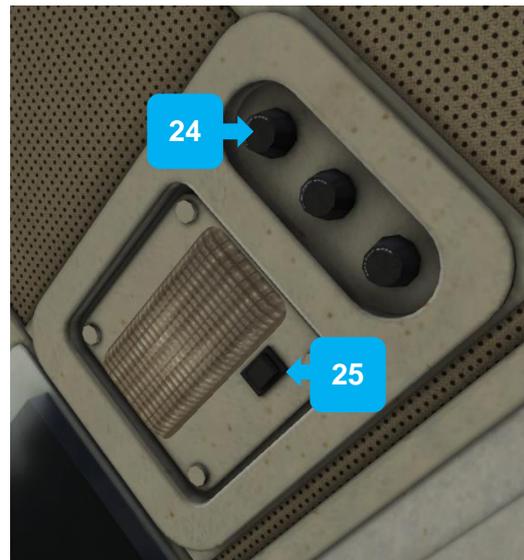
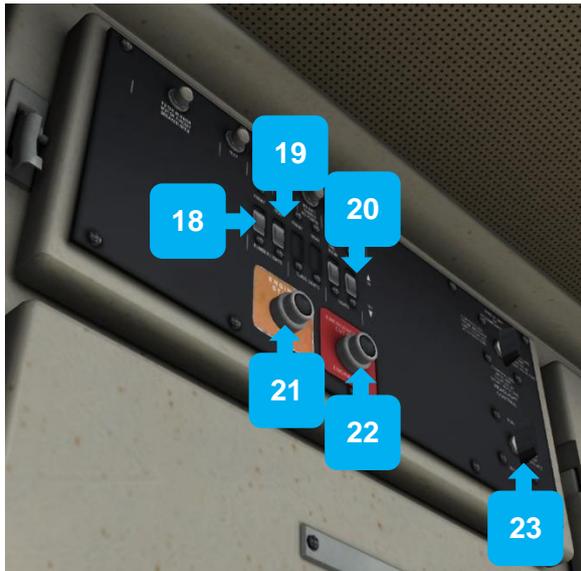


3 Driving the GP60

Cab Controls



1	Train Brake	10	Gauge Lights
2	Locomotive Brake	11	Dynamic Brake
3	Sander	12	Reverser
4	Alerter Reset	13	Headlights Front
5	Ditch Lights	14	Power Handle
6	Horn	15	Control & Fuel Pump
7	Bell	16	Engine Run
8	Headlights Rear	17	Generator Field
9	Step Lights		



18	Front Number Lights	22	Engine Stop
19	Rear Number Lights	23	Isolation Switch
20	Platform Lights	24	Wipers
21	Engine Start	25	Cab Lights

Key Layout

Function	Key	Key
Increase or Decrease Power.	A	D
Move reverser control Forward or Backward.	W	S
Increase or Decrease Train Brake.	;	'
Increase or Decrease Locomotive Brake.	[]
Increase or Decrease Dynamic Brake.	,	.
(Expert) Sander. Causes sand to be laid on the rails next to the wheels to assist with adhesion. Press and hold to activate sander, let go to stop.		X
Alerter Reset.		Q
Headlights. Repeatedly pressing will cycle through headlight states where appropriate.	H	Shift + H
Windscreen Wipers. Press once to switch on and again to switch off.		V
Horn. Press once to sound the Horn.		Space
Bell. Press once to sound the Bell.		B
Cab Lights. Toggle the Cab lights on and off.		L
Gauge Lights. Toggle all Gauge Lights		I

Cold & Dark Start Procedure

1. Move the Engine Run, Generator Field and Control & Fuel Pump switches to the on position (Up).
2. Turn the Engine Run Isolation Switch to the Start/Stop Isolate position.
3. Depress the Engine Start Button until the engine has started.
4. Turn the Engine Run Isolation Switch to the Run position.

4 Scenarios

Career Scenarios

- [GP60] 1. Autumn Industry: Part 1
- [GP60] 2. Autumn Industry: Part 2
- [GP60] 3. Autumn Industry: Part 3

5 Acknowledgements

Dovetail Games would like to thank the following people for their contribution to the development of Norfolk Southern GP60:

Ricardo Rivera

GP60 Artwork, Audio Implementation & Scripting

Dovetail Games Beta Testing Team

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