



**Baldwin RF-16  
for  
Train Simulator 2015  
Owner's Manual**





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### A Little Bit of History

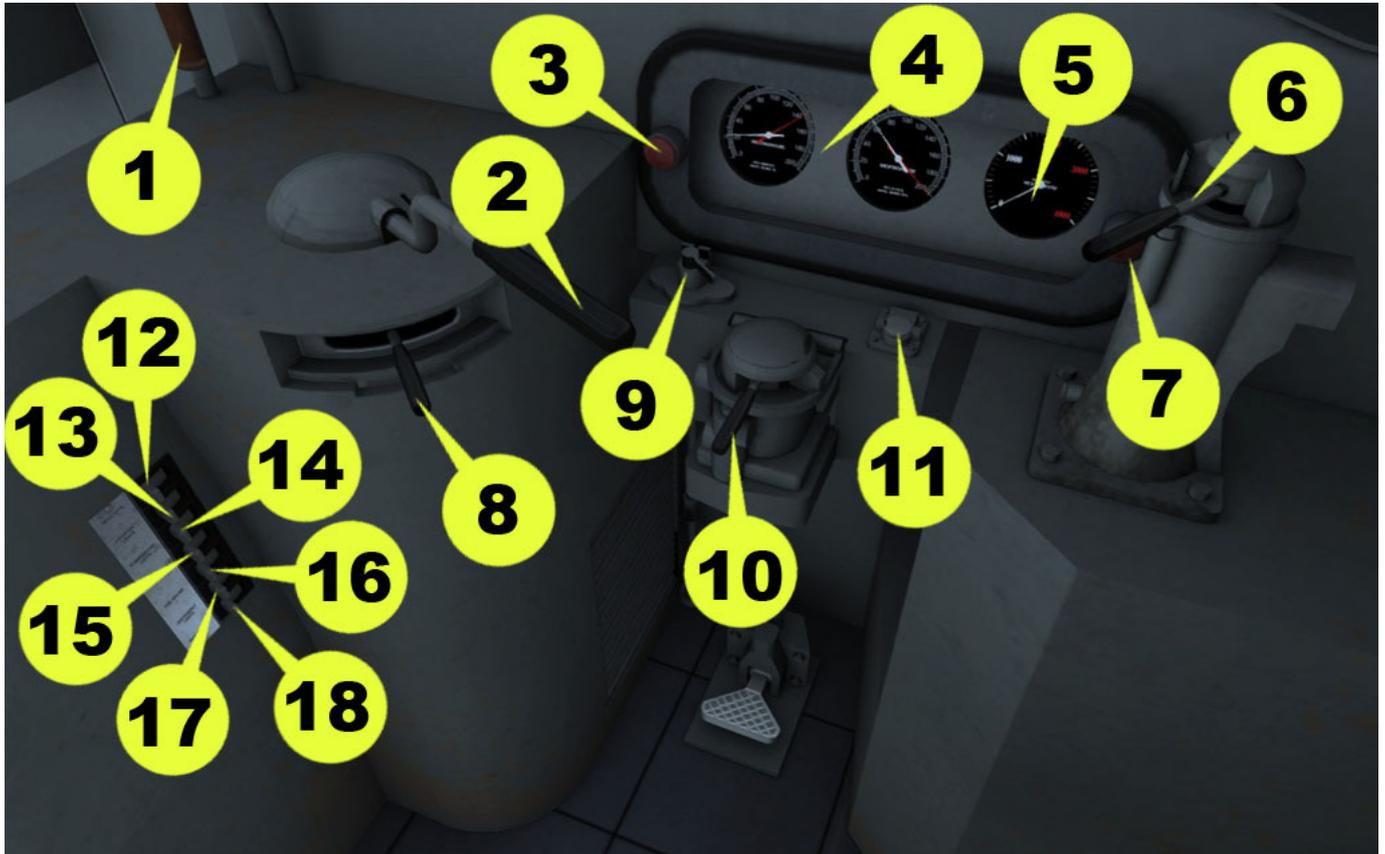
In 1948, Baldwin began to apply a new “Sharknose” body style to its cab unit diesel locomotives. The goal of the new style was partly to differentiate Baldwin locomotives from competitors, and partly to distance the new locomotives from early Baldwin diesels that were plagued with mechanical problems. The 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. When the RF-16 (essentially a “debugged” Baldwin DR-4-4-15 freight locomotive with a new prime mover) was introduced in 1950, it was given the new “Sharknose” styling.

The RF-16 quickly gained a reputation as a reliable and rugged locomotive with tough “lugging power.” Many of the units saw service hauling coal drags, where these characteristics were put to best use. A handful of RF-16s were repowered with ALCO prime movers over the years, with mixed results. The Baltimore and Ohio retired its Sharknoses as a class in 1962. In 1966, the Pennsylvania Railroad, the largest single owner of RF-16s, ceased use of the distinctive locomotives. In 1967, the Monongahela Railway purchased seven A-units and two cableless B-units, the last remaining units from the New York Central Sharknose fleet. By 1971, all but two of the units, 1205 and 1216, had been sold for scrap. The final pair were to be scrapped in 1974, but were saved when the Delaware and Hudson Railroad purchased both units from the scrap dealer. They were used in freight service on the D&H until 1978, when they were purchased by Illinois-based Castolite Corporation. The pair was leased for use on the Michigan Northern Railway in 1979. Both units suffered mechanical damage and have reportedly been stored since 1981 on the Escanaba and Lake Superior Railroad, inside a warehouse that is inaccessible to the public.

Source: [http://en.wikipedia.org/wiki/Baldwin\\_RF-16](http://en.wikipedia.org/wiki/Baldwin_RF-16)

### Cab Controls

Cab doors and windows can be opened with the mouse.



- 1) Horn
  - 2) Throttle
  - 3) Wheel Slip Warning Light
  - 4) Air Gauges
  - 5) Ammeter
  - 6) Train Brake
  - 7) Sander Light
  - 8) Reverser
  - 9) Bell
  - 10) Independent Brake
  - 11) Sander
  - 12) Headlights
  - 13) Position Lights
  - 14) Numberboard Lights
  - 15) Wipers
  - 16) Cab Heater
  - 17) Instrument Lights
  - 18) Engine Room Lights
- L: Cab Light Right Side  
Shift + L: Cab Light Left Side

## Included Career Scenarios

### 1) NIGHT SWITCHING

We have one last task for you before you go home. You have two Baldwin engines and a boxcar consist for the job. You must take the consist to Bethlehem Steel where the wagons will be loaded tomorrow. You must split the train in three smaller consists and finally park the engines in Johnstown.

Tasks:

- Uncouple wagons at Bethlehem Steel 9.
- Uncouple wagons at Bethlehem Steel 12.
- Uncouple wagons at Bethlehem Steel 13.
- Stop at Johnstown Siding 2.

### 2) PREPARING A TRAIN IN ALTOONA

Today you are in the Altoona's Yard. It is easy to get lost here! Your task is to assemble a train of empty hoppers with a caboose at the end, then take the train to the assigned track to wait for the new crew. Be sure to check the switches all the time!

Tasks:

- Coupling wagons at Freight Transfer 8.
- Coupling wagons at Freight Transfer 2.
- Coupling wagons at Freight Transfer 4.
- Stop at East Receiving 25.

### 3) WORKING WITH SHARKS

A snow storm is coming and the work sheet says you have work to do. You must take two Baldwin RF-16 in South Fork Yard and assemble a train with wagons parked in different sidings. Once you completed the work here take the train to the main line.

Tasks:

- Couple wagons at South Fork Yard 7.
- Couple wagons at South Fork Yard 5.
- Couple wagons at South Fork Yard 4.
- Couple wagons at South Fork Yard 3.
- Stop at South Fork Stopping Point.



Baldwin RF-16



## How to Use This in Your Own Scenario



- 1) Open your desired route.
- 2) Press Esc key.
- 3) Click on World editor from the pop up menu.



- 4) Go to the Tool Box panel.
- 5) Click on the Scenario icon.
- 6) Click yes from the warning pop up.



- 7) Go to the Browser panel.
- 8) Click on the Object Set Filter icon.



- 9) Go to the Browser Panel at the right of the screen.
- 10) Click the roll out menu.
- 11) From the roll out menu click on DTM.



- 12) Click the Baldwin RF-16-PRR checkbox.



- 13) Return to the Browser panel.
- 14) Click on Engines & Tenders icon.
- 15) Click the Baldwin RF-16 A PRR\_5 stripes.
- 16) Click on the track to place it.



- 17) Return to the Tool Box panel.
- 18) Click the Driver icon.
- 19) Click on the engine.



- 20) Click the Play icon.
- 21) Save the changes in your scenario.
- 22) Drive your Baldwin.

### Included Rolling Stock



DTM PRR Boxcar 40ft



DTM PRR Boxcar 50ft



## Baldwin RF-16



DTM PRR Bulkh-Flat with six different loads.



DTM PRR Tankcar TLX



Baldwin RF-16



DTM PRR CABin Car N8



Baldwin RF-16 B PRR\_5 stripes



Pennsylvania mark used under license

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