Cold-storage meat warehouse.   - (destination)

Inbound cars =
        reefers with meat rails

Outbound cars =
        N/A

Scene elements =
        building equipped with refrigeration equipment for temporary meat storage
        side-unloading rail car platform for unloading dressed/canned meat to refrigeration
        end-loading truck dock for loading meat from refrigeration onto butcher trucks

Refrigerated building can be modeled as a building flat along a wall, or as a stand-alone building. A spur passes in front of the building, and could continue onwards to/from other industries. Building side facing the spur has a rail car unloading platform at least ONE car length long (but not more than two car lengths long) along its wall. A swinging french door entrance, behind which are hanging plastic strips to keep the cool in and bugs out, allows building access from the platform. Platform is at reefer floor level, and if possible should have an overhanging roof. The truck dock does not have to be shown, but dock is just a door (can be up to three doors) in the building wall, which is at truck bed floor height. For scene-setting purposes, you can back a butcher truck rear up against a loading dock door.