

Reskinning Scenery Objects in RailWorks

Many users of RailWorks have queried the correct method of re-skinning scenery assets in RailWorks, and just as many people have responded with 'bits' of the answer. I hope this short tutorial will help dispel much of the confusion.

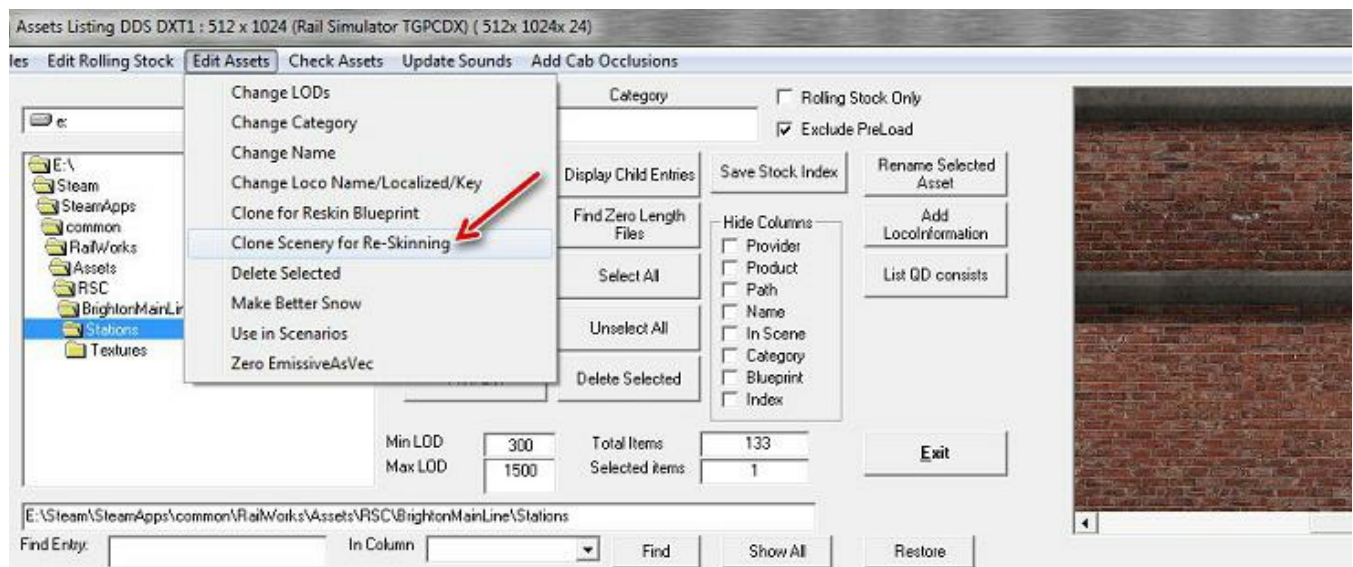
Users will require the following tools:-

1. RW_Tools v6.0.30 or later (a bug in earlier versions has been fixed).
2. A graphics paint program capable of dealing with .dds format textures (Paint Shop Pro v8 or later, Paint.Net or Adobe Photoshop will do)
3. If using PaintShop Pro or Photoshop you will also require the Nvidia .dds plug-in for Adobe which is available from Nvidia.

a. Copying the original model

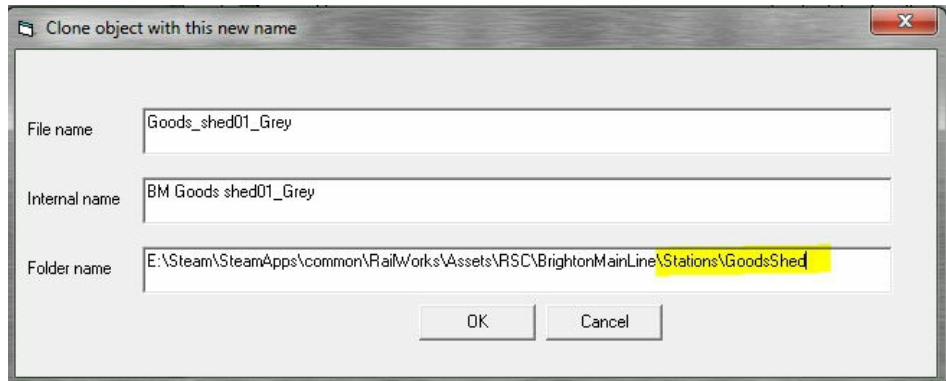
RW_Tools now has an option under the Edit Assets menu to 'Clone Scenery for Re-Skinning'. So as an example I will select Goods_shed01.bin in the RSC\BrightonMainLine route to clone. To do this:-

1. Run RW_Tools and on the main screen click the Edit Assets menu.
2. The Folder List box top left of the screen should be positioned on your RailWorks\Assets menu. Navigate down the folder tree to Assets\RSC\BrightonMainLine\Stations and click the 'Add to List' button. You will see all the .bin files in the Stations folder displayed as under. Select the Goods shed and then the menu item as shown.



Provider	Product	Path	Name	In Scene	Catego
RSC	BrightonMainLine	Stations\EML_station_victoria.bin	BM Victoria Station	No	Static
RSC	BrightonMainLine	Stations\EML_station_wandsworth.bin	BM Wandsworth Station	No	Static
RSC	BrightonMainLine	Stations\EML_threebridges_building.bin	BM Threebridges Building	No	Static
RSC	BrightonMainLine	Stations\EML_waitingroom.bin	BM Waiting Room	No	Static
RSC	BrightonMainLine	Stations\DisabledAccess.bin	BM Disabled Access Bridge	No	Static
RSC	BrightonMainLine	Stations\DOO_mirror.bin	BM DOO Mirror	No	Clutte
RSC	BrightonMainLine	Stations\Footbridge_Generic_3.bin	BM Footbridge Metal 3Track	Yes	Static
RSC	BrightonMainLine	Stations\Footercrossing_Step.bin	BM Crossing step	Yes	Static
RSC	BrightonMainLine	Stations\Goods_shed01.bin	BM Goods shed01	Yes	Static
RSC	BrightonMainLine	Stations\help_point.bin	BM Help Point Console	No	Clutte
RSC	BrightonMainLine	Stations\Hut_Wood01.bin	BM Hut Wood01	Yes	Static
RSC	BrightonMainLine	Stations\info_board.bin	BM Information Board	No	Clutte
RSC	BrightonMainLine	Stations\Inspection_pit02.bin	BM Inspection Pit 02	Yes	Static
RSC	BrightonMainLine	Stations\Platform_number01.bin	BM Platform number 01	No	Clutte
RSC	BrightonMainLine	Stations\Platform_number02.bin	BM Platform number 02	No	Clutte
RSC	BrightonMainLine	Stations\Platform number03.bin	BM Platform number 03	No	Clutte

4. This will bring up a screen similar to the following with boxes to enter the File Name, Display Name and Folder of your new Station, these lines are partially completed, but may be altered by the user:-



In this case, I have just renamed the file and the internal name of the station by adding `_Grey` to the name of the original, and I have added a new sub-folder 'Stations\GoodsShed' to the folder to hold the new items. (Do not save in the same folder as the original model .

5. Now just click OK and your Grey Goods Shed model will be saved in the chosen folder.

6. As a test, run RailWorks and choose any route, I have picked a Test route, and make sure that RSC/BrightonMainLine is chosen on the Provider/Products list and the green tick is showing. Then your new shed should appear under stations on the list of available assets. And is shown below in position on the route.

b. Re-Skinning your new Station

Once your new model is ready, you may wish to re-skin it so that it appears in a different era by changing signs, or in a different area of the country by changing the texture of the bricks etc. In the case of the Goods shed model chosen there are several texture files being used, however in this case, I am only going to use the main, daylight, shed wall texture file

'wall01.TgPcDx'. There are daylight, night and snow textures for most areas of the shed.

To edit the texture above, proceed as follows:-

1. Run RW_Tools and from the 'Files/Open .TgPcDx Texture File' menu select `Assets\RSC\BrightonMainLine\Stations\GoodsShed\Textures`
2. The 'hex' version of the file will appear in the RW_Tools editor window. You may click the 'Show Image' button (top right) to view the texture if you wish.
3. Select the 'Graphics Tools/Convert .TgPcDx to .dds' menu and you will get a box giving details of the .dds file. Note items 2 and 3 from this box, 2 is the file type - DXT1 ARGB and 3 is the number of mip-maps = 8 you need these details when you come to resave the file. Click OK.
4. Now return to the Graphics Tools menu but this time select 'Edit .dds file' and if you have correctly set up your Graphics editor in the Options menu, your .dds picture will appear in the editor of your choice. I have only made two small changes to the texture, I have changed the roof from grey slates to red tiles, and removed the two signboards off the front of the station building.
5. Once you are happy with the picture, save it using the settings you noted above in 3. With PaintShop Pro you get a window as under where you must select the settings.



6. Close your paint program and return to RW_Tools which should have remained open during the above procedures. Go to the Graphics Menu and this time select 'Convert .dds to .TgPcDx' you will get the a file requester showing you any .dds files in your RW_Tools\TempDDS folder, select the 'wall01.dds' and you will see the box telling you that the file wall01.dds is to be converted to wall01.TgPcDx and copied back to your route.

7. Click Yes and that should be it!

8. You can now run RailWorks again and compare the picture with the original brick shed.

