Reskinning the Flying Scotsman

The RSC Flying Scotsman package includes some excellent models, but they are not like the original A3s which ran with LNER or in the early days of BR. For instance, they did not originally have any smoke deflectors on them and unfortunately both the LNER Modern and Brunswick models do. So the only LOCO which is suitable for use in reskinning is the 'Pegler' loco.

I found that the easiest way to proceed was as follows:-

1. Clone the LNER Modern model using RW_Tools Clone Selected Default Object and using a File and Internal name of A3_LNER_Original and adding to the end of the Folder Name so that it now reads Steam\Scotsman\LNER_Original at the end.

2. This of course is now a clone of the LNER_Modern with smoke deflectors, however it is simple to change it to the 'Pegler' loco by simply copying the file \RSC\FlyingScotsman\RailVehicles\Steam\Scotsman\LNER Double\Engine\scotsman_loco.GeoPcDx over the scotsman_loco.GeoPcDx in the new folder.

3. Now you have a basic LNER A3 apart from the fact that it does not have numbers on the cab side and you will also see that it has no nameplates. This is because the LNER Modern has a texture named scotsman_plate.tgpcdx whereas the Pegler nameplate was named scotsman_plate_red.tgpcdx and as you are now using the .geopcdx file from the Pegler loco, you need to rename the nameplate file in your new folder to scotsman_plate_red.tgpcdx for it to appear. (Don't copy the plate over from the Double to your new folder or you will end up with red plates which are not correct).

4. Now you need to add some numbers to the Cab sides, you can retexture the file a3_diffuse_2.tgpcdx to add the cab numbers, but unfortunately due to the way these models were made, the number will be reversed on the left-hand side of the cab. So your only option is to make a 'child' object in the form of a green oblong with the number painted on it to add to the cab side. In my case I painted the number on the above .tgpcdx file and just copied/pasted this number as a .bmp file to use in 3D Crafter to produce the child object.

5. I exported the child object to my RailWorks\Source folder with the name 4472 and ended up with 4472.bin 4472.geopcdx and 4472.tgpcdx in my Assets folder as Clutter items. You must make sure that your

number plate is aligned in the correct direction with regard to the loco before exporting it and you must then add it as a Child object to your A3_LNER_Original.bin file.

6. You must now open the above A3_LNER_Original.bin file in RW_Tools and Search for <Children> which will take you down to the section where Child objects are held. The new child object must be pasted between 2 other objects between the lines:-

```
</cEntityContainerBlueprint-sChild>
And
<cEntityContainerBlueprint-sChild
```
The following is from my loco but make sure the Provider and Product lines are as per your installation.

```
<cEntityContainerBlueprint-sChild d:id="55685522">
    <ChildName d:type="cDeltaString">CabNumber</ChildName>
    <BlueprintID>
    <iBlueprintLibrary-cAbsoluteBlueprintID>
    <BlueprintSetID>
    <iBlueprintLibrary-cBlueprintSetID>
    <Provider d:type="cDeltaString">MikeSimpson</Provider>
    <Product d:type="cDeltaString">DevTest</Product>
    </iBlueprintLibrary-cBlueprintSetID>
    </BlueprintSetID>
<BlueprintID d:type="cDeltaString">Scenery\Clutter\4472.xml</BlueprintID>
    </iBlueprintLibrary-cAbsoluteBlueprintID>
    </BlueprintID>
    <Matrix>
    <cHcRMatrix4x4>
    <Element>
<e d:type="sFloat32" d:alt_encoding="000000000000F03F" d:precision="string">1</e>
    <e d:type="sFloat32" d:alt_encoding="0000000000000000" d:precision="string">0</e>
    <e d:type="sFloat32" d:alt_encoding="0000000000000000" d:precision="string">0</e>
    <e d:type="sFloat32" d:alt_encoding="0000000000000000" d:precision="string">0</e>
    <e d:type="sFloat32" d:alt_encoding="0000000000000000" d:precision="string">0</e>
    <e d:type="sFloat32" d:alt_encoding="000000000000F03F" d:precision="string">1</e>
    <e d:type="sFloat32" d:alt_encoding="0000000000000000" d:precision="string">0</e>
    <e d:type="sFloat32" d:alt_encoding="0000000000000000" d:precision="string">0</e>
    <e d:type="sFloat32" d:alt_encoding="0000000000000000" d:precision="string">0</e>
    <e d:type="sFloat32" d:alt_encoding="0000000000000000" d:precision="string">0</e>
    <e d:type="sFloat32" d:alt_encoding="000000000000F03F" d:precision="string">1</e>
    <e d:type="sFloat32" d:alt_encoding="0000000000000000" d:precision="string">0</e>
    <e d:type="sFloat32" d:alt_encoding="000000002DB2F33F" d:precision="string">1.231</e>
    <e d:type="sFloat32" d:alt_encoding="000000E051B80040" d:precision="string">2.09</e>
    <e d:type="sFloat32" d:alt_encoding="00000060666615C0" d:precision="string">-5.35</e>
    <e d:type="sFloat32" d:alt_encoding="000000000000F03F" d:precision="string">1</e>
                        </Element>
                      </cHcRMatrix4x4>
                    </Matrix>
                </cEntityContainerBlueprint-sChild>
```

And here is the finished product showing the 4472 plate on the loco's side using the settings in the Matrix code above.

I feel it might have been easier to make 2 number plates, one for each side which would then make it easier to renumber for other A3s.

Note: I discovered while attempting to build a 'Black' wartime loco that some of the texture paths in the .geopcdx are wrongly coded to other folders and the only way to reskin them is to edit the .geopcdx file. Unfortunately this can't be done in RW_Tools as engine files of this type can't be recompressed by serz.exe and the only way I could do it was by editing the .bin file with a HEX editor.

Blink Bonny 2506 in wartime black.