Tutorial - Re-Skinning and Packaging Default RailWorks Rolling-Stock

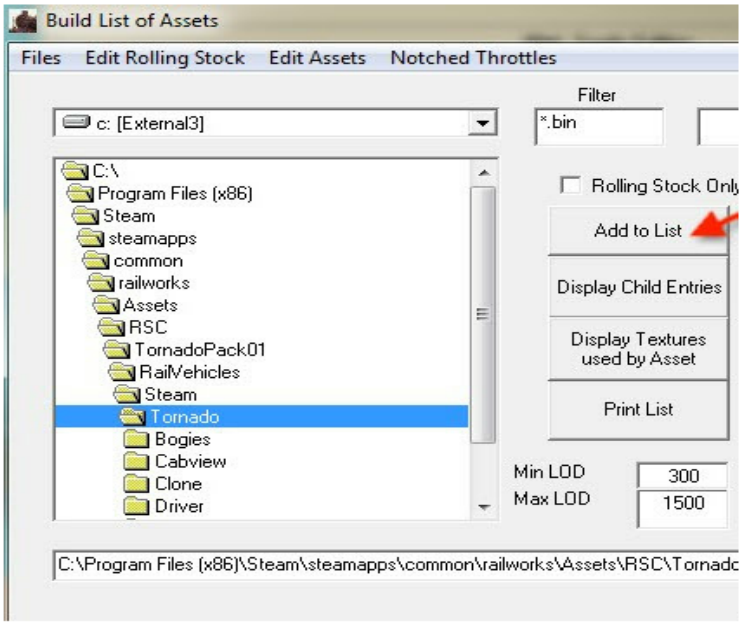
Although it is permissible to re-skin default RailWorks objects, the only files you may distribute are your re-skinned texture (.tgpcdx) files. This has made it difficult for some re-skinners to package their new skins as they must either include a read-me file with many instructions for copying various default files into a new folder to make their new stock work, or they have to include a batch file to carry out the operation. Both of these options pose difficulties, the first for the downloaders who in many case have great problems in copying files and the second for the re-skinners as many of them find writing batch files to be in the same category as reading Greek.

This tutorial is intended to show the average user how easy it all is. If I can do it, then anyone can. All you need to start is a copy of RailWorks, a copy of RW_Tools and a graphics program capable of producing .dds files (Adobe Photoshop or Paint Shop Pro v8 onwards with the Nvidia .dds plug in will both do and Paint .Net should also be fine). Make sure the Texture Editor Path is correctly set up in RW_Tools

For this tutorial, I have decided to repaint the Tornado model blue instead of green. This is just a how to do it example and I know the Tornado has never been Blue.

Making a Clone of the original

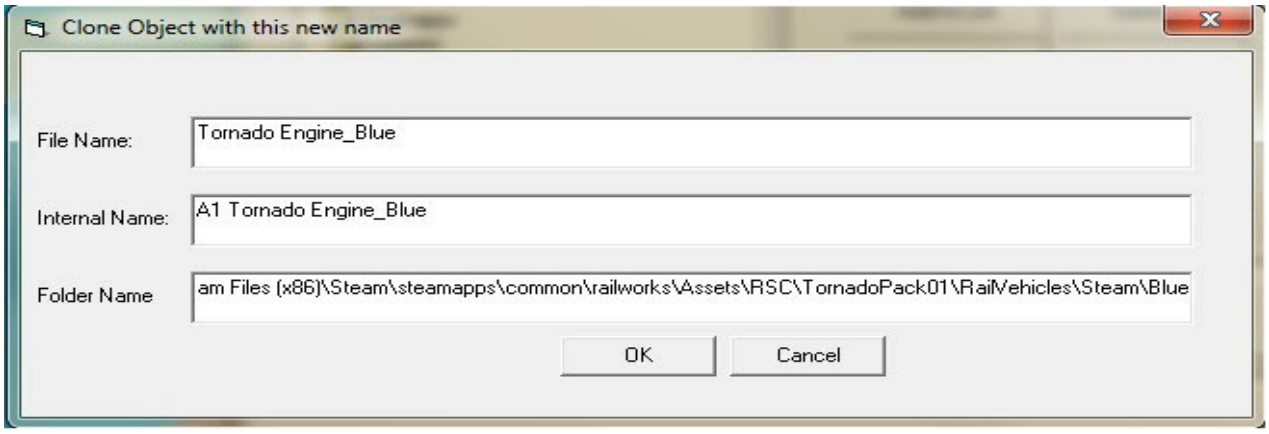
First we need to make a copy of the Tornado with RW_Tools, run the program and from the main menu pick Edit Assets, and in the top left hand box navigate to the Tornado folder then click the 'Add to List' button



This will bring up a list of all the .bin files in the Tornado folder, select the A1 Tornado Engine entry as under.

Provider	Product	Path	Name	In Scene
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Bogies\A1 Engine Bogie Bac...		No
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Bogies\A1 Engine Bogie Fro...		No
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Bogies\A1 Engine Bogie Rea...		No
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Bogies\A1 Tender Bogie.bin		No
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Cabview\Tornado Cab Camera...		No
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Cabview\Tornado Headout Ca...		No
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Clone\Tornado Engine_clone...	A1 Tornado Engine_clone	Yes
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Driver\TrainDriver50_01.bin	Train Driver 2	No
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Driver\TrainFireman50_02.bin	Train Fireman 2	No
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Engine\A1Engine_headplate.bin	A1_Headplate	No
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Engine\Tornado Engine.bin	A1 Tornado Engine	Yes
RSC	TornadoPack01	RailVehicles\Steam\Tornado\Engine\Tornado Engine_NoHe...	A1 Tornado Engine_NoHead...	Yes

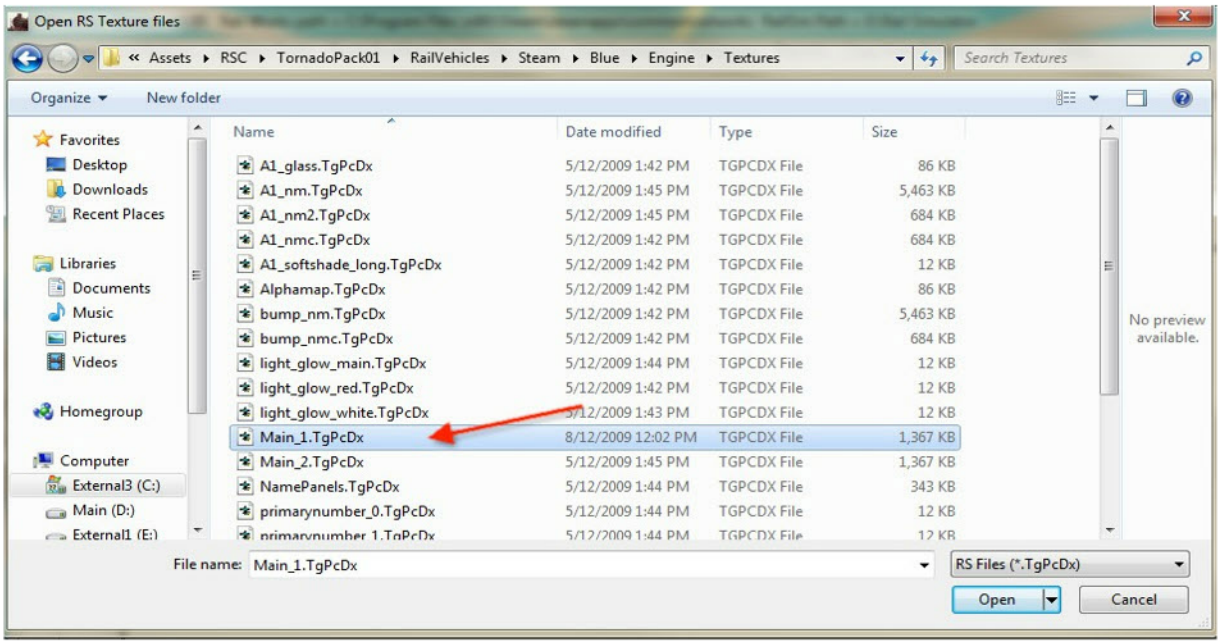
Go to the Edit Rolling Stock menu and select the item ‘Clone Selected Default Asset’ and this will bring up the following window.



To differentiate from the original model, I added ‘Blue’ to the end of each Name. Clicked OK and the model was cloned into its new folder. If you wish, you can run RailWorks at this time and you should find A1 Tornado Engine_Blue listed with the other Tornado models, it will however be identical to the original.

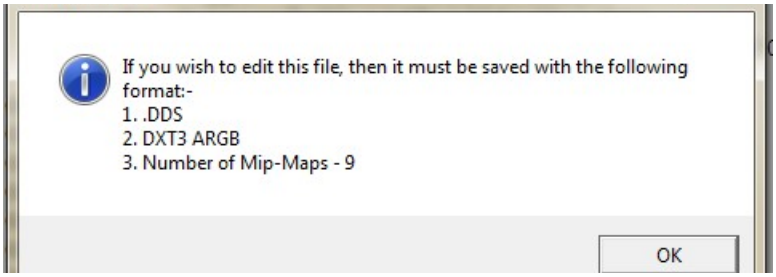
Repainting the Locomotive

In RW_Tools, go to the menu Files\Open .TgPcDx Texture File and navigate to your new locomotive’s Textures folder which should now be at railworks\Assets\RSC\TornadoPack01\RailVehicles\Steam\Blue\Engine\Textures



Select the texture file Main_1.TgPcDx which is the main texture file and click Open. This will open the file in .xml format in the main RW_Tools editor window. You can view the texture by clicking the ‘Show Image’ button in the top right of the window.

Then go to the Graphics Tools menu and select ‘Convert .TgPcDx to .dds’ this will open a window which displays the type of .dds file you have opened. You should now write down the contents of this box, items 2 and 3 as you will need these details when you come to re-save your texture once you have re-painted it.



At this point, your .dds file is saved in the RW_Tools\TempDDS folder. Keep RW_Tools open and from the Graphic Tools menu select ‘Edit .dds File’, this will open your Texture Editor and display your first texture file. At this point it is up to you as to how you edit your texture file and this will depend upon the Texture Editor you have.

Once you have edited the texture file, go to Save in the Files menu and, at least in the case of Photoshop and PSP, you will get a box allowing you to select the DXT type and Number of Mip-maps which you wrote down from the box shown at the top of this page.

Once you have saved the texture file, you may return to RW_Tools and from the Graphics Tools menu select the ‘Convert .dds to .TgPcDx’ option. This option allows you to replace your original .TgPcDx file with the new one you have created. In the case of the Tornado, you will probably also need to repeat the above process for the following textures:-

Main_2.tgpcdx

Wheels.tgpcdx

Wheels_small.tgpcdx

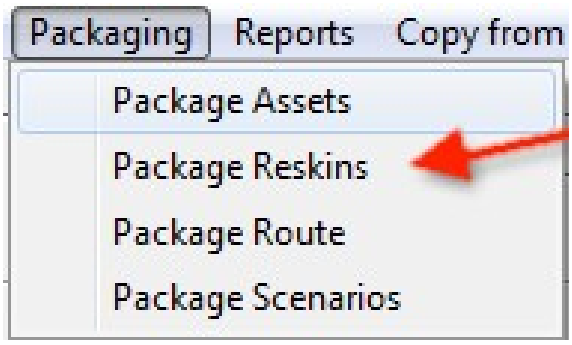
Xtras.tgpcdx

Once you have carried out all the above texture editing, you should run your locomotive and make sure all the colours are now correct. Here is how mine turned out:-

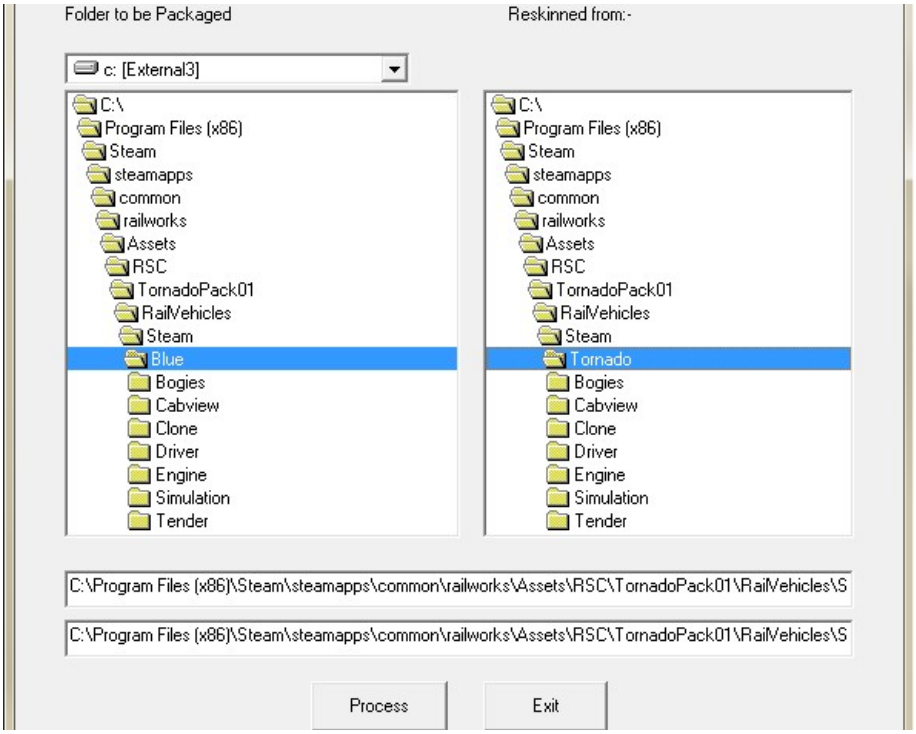
The wheels are too blue, but the bodywork looks quite nice.

Packaging the finished product

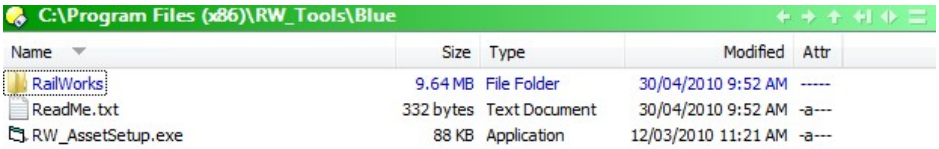
Once you are happy with your model, you may wish to upload it so that others may benefit from your work. To do this, run RW_Tools and go to the Packaging Menu and select the 'Package Reskins' option.



This will bring up the following window:-



Select your new, cloned folder in the left hand window and the folder where the original locomotive was held in the right-hand window. Click Process and your distribution folder will be set up for you in the RW_Tools folder, in this case in RW_Tools\Blue. You will also be asked if you wish the program to create a .zip file for you which you can select if you wish.



The above is the contents of the Blue.zip file produced. The ReadMe.txt tells the downloader that all they need to do to install your loco is to click the RW_AssetSetup.exe file and it will find your RailWorks folder. Click OK and the package will be installed. The installer also deletes the blueprints.pak files, so the user does not need to worry about these.

Any comments regarding this tutorial will be appreciated.