

Notes on re-skinning the S1

To use this kit you need some knowledge of editing eng and s files. For the psp files I use Paint Shop Pro 7 so they should be compatible with later versions.

This model has been extensively rebuilt and remapped. You will now find only three ace files are needed. One (wheel.ace) is common to many of my models. S1-01.psp should be saved as a bmp file before converting it to the ace format. S1-02.psp holds all the alpha channel information needed and should be saved in tga format before conversion to an ace file.

Rather than use masking to eliminate the various unwanted options I have created different body shapes with them on. See page 2 for details

I have included Advanced and Safe shapes for the model. The only difference between the two is that with the Advanced shapes , when using an outside view, you can see structures through the loco windows, BUT this can cause some systems to crash MSTS.

The lighting has been edited to work with MSTS Bin. See page 2 for details

This model is NOT to be used for any commercial purpose without my agreement.
You can re-skin for your personal use as much as you like, but before posting your work on the web please wait for my permission.

Any constructive observations will be appreciated.

I would also appreciate being credited for my part of your project in your readme file

Dick C. (KCJones) 25/10/06

Richardjimc4@aol.com

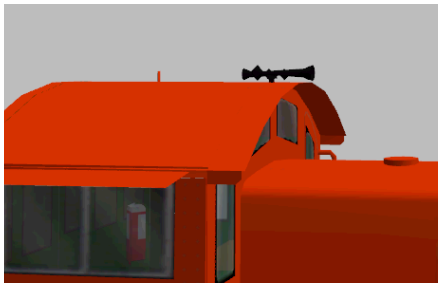




Drop step
(DS)



No Drop step
(NDS)



Horn 1
(H1)



Horn 2
(H2)



Headlight 1
(L1)



Headlight 2
(L2)



Headlight3
(H3)

The following combinations are available:-

DS-H1-L1
DS-H1-L2
DS-H1-L3
DS-H2-L1
DS-H2-L2
DS-H2-L3
NDS-H1-L1
NDS-H1-L2
NDS-H1-L3
NDS-H2-L1
NDS-H2-L3
NDS-H2-L3

DS = Drop step
NDS = No drop step
H = Horn
L = Headlight

LIGHTING

This has been edited to work with MSTS Bin. The relevant sections in the eng file's lighting section have been marked so they can be removed if need be.

DO NOT FORGET TO CHANGE THE NUMBER OF LIGHTS AT THE BEGINNING OF THE SECTION.

Included in the kit is a text file for the three lighting types in the model. The relevant section can be copied and pasted into the eng file as needed.

The model does not have a reverse driving position, just use the right arrow key to see behind you, but you can move from loco to loco and if still coupled the lights should work correctly.

CAB VIEWS

These have been specially prepared by Dwight Mitchell and they are his intellectual property. **They must not be altered or used commercially without his permission.**
Any repaints of this kit which include these cab files must include credit to Dwight for his work in the Readme file.

deweymitch@aol.com

Also included are the original kit cab files with night adaptations



Some of the colour blocks on this file may not be used, As you may recognise this layout is used for many of my new kits. Why invent the wheel twice when it works the first time!!!!!