

THE THOMAS PACK

UPDATE LOG

11/13/2020 - The Recreational Update (V4.2)

I'm back with another huge update! I'm so excited to release V4.2 after several weeks of it developing, fixing some issues and other things, it is now ready woohoo! This update introduces us to redesigned vehicles (karts & golf carts), the "new age" trophies and a whole lot of things such as new fish! There is so much I have to discuss for 4.2 but let's start with the blog post!

I must congratulate myself and my other pack creator friends for making the partner spotlight blog post! It was a truly exciting experience and honestly the best birthday present! (The blog post was on my birthday! What a perfect treat to have!)

If you wanna read the blog post, go to toon.town/contentpackpartners to read all about it! Happy reading, be sure to check my interview! Now let's discuss what 4.2 has in store for us!



Trophies

Welcome to the new age! The old trophies are being replaced with new Thomas themed trophies! From the fishing trophies, the racing trophies and so much more trophies, there are a lot of things to see! Take a look!



There is so much to see so I'll leave the experience to you! Now let's head to more stuff! FYI The Toon Hall Trophies will be kept the same as it is now considered legacy content so you can go to Toon Hall in TTC and still see the same old trophies! Hope you enjoy the update!

Rehauled Vehicles

All vehicles (Karts & Golf Carts) have been redesigned with new material!



The racing karts are complete with new material, turn signals, license plates and of course the classic faces! These karts were rehauled from the previous models (fancy car term fyi) and made anew! Check them out when you go racing!

Oh I almost forgot! There are also golf carts that were rehauled to have new material!

The golf cart in BBHQ has minor improvements to be consistent with this change! Check them out below because there is never enough room for pictures and writing long sentences about it!

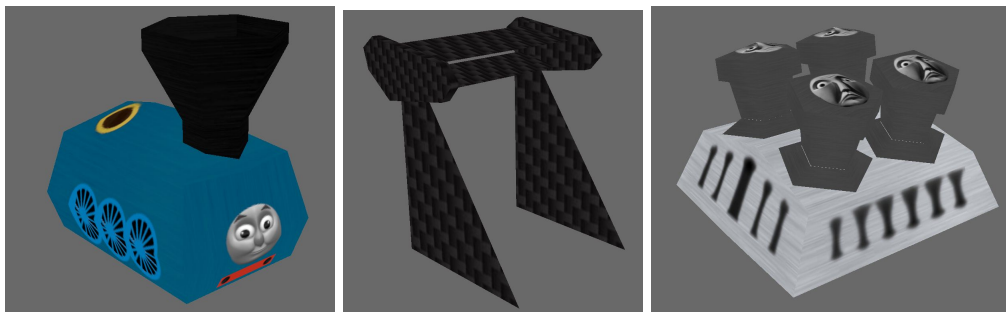
And like the racing karts, they still retain their faces! Be thankful I did!



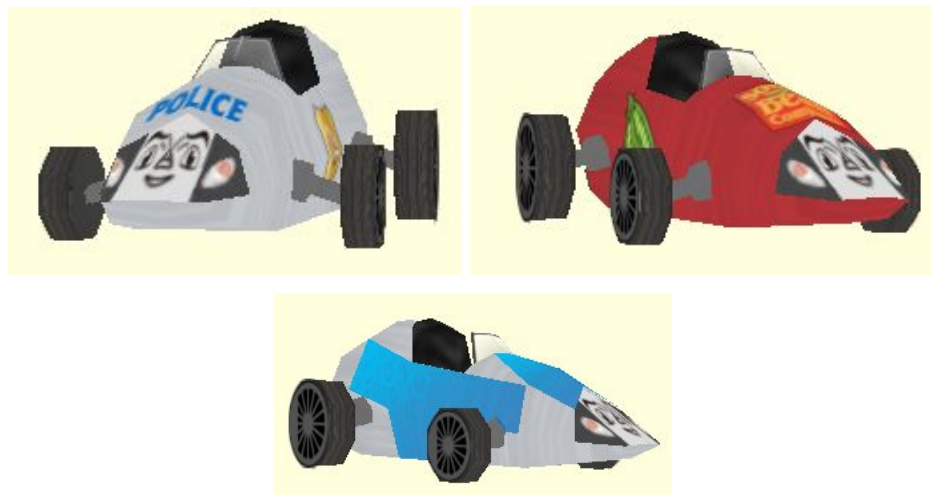
That's all the vehicles I have to show you! Now for the new racing accessories which I am very excited to show you because there are exclusive decals and other things!

Racing Accessories

There are a lot of new decals and racing accessories there are a lot of things to see here but I'll leave the experience to you to see! Here's some of the accessories!



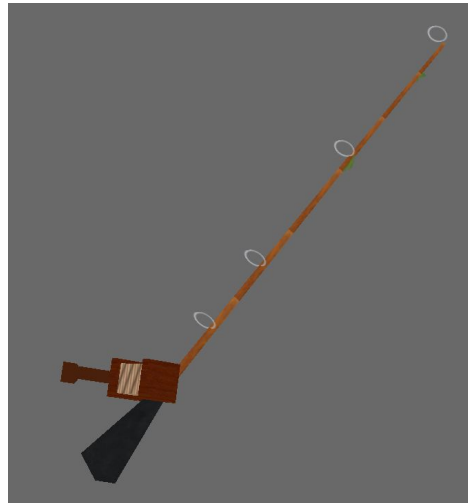
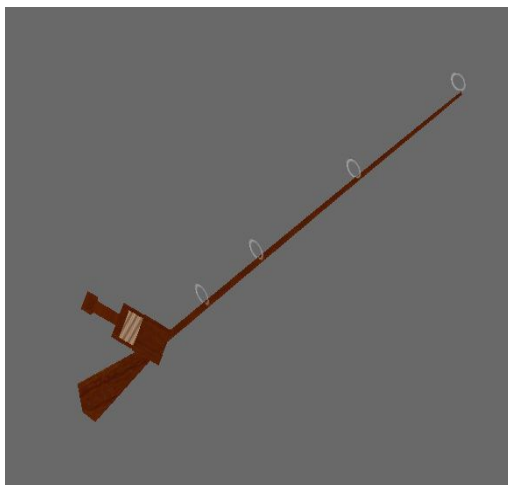
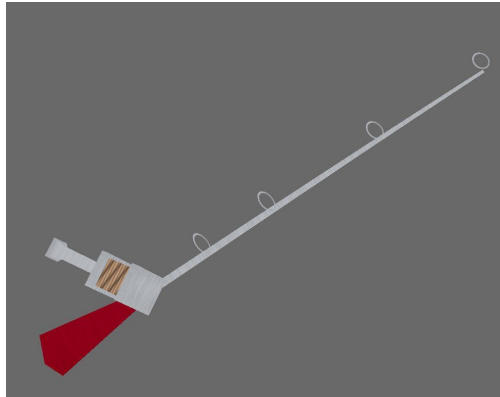
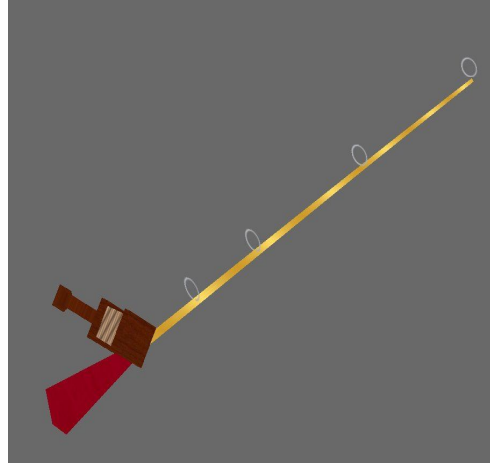
Now for the kart decals! Some of them are endorsements, a police livery and more! There are lots of decals to see & use but I'll leave that to you to see!



Here are some previews of the new decals!
(MAY NOT BE NICE TO KART ACCESSORY COLOURS SO BE ADVISED :P)

Fishing Rods

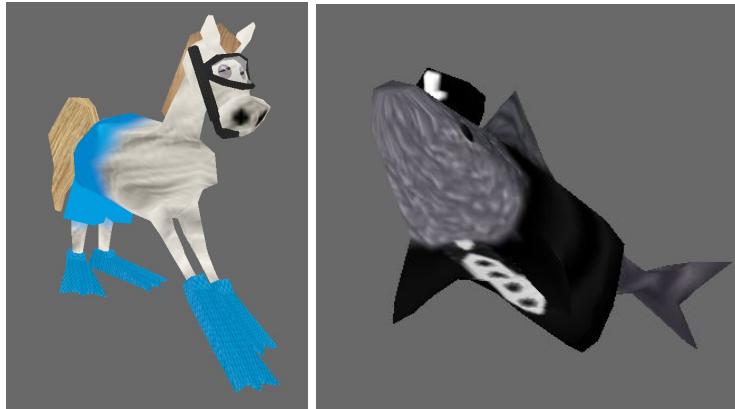
New fishing rods! From a branch tree with autumn leaves to a golden fishing rod, there are a lot of rods to use to catch fish! Take a look at some of the rods!



All the fishing rods have their own custom SFX, gag variant included! Have fun!

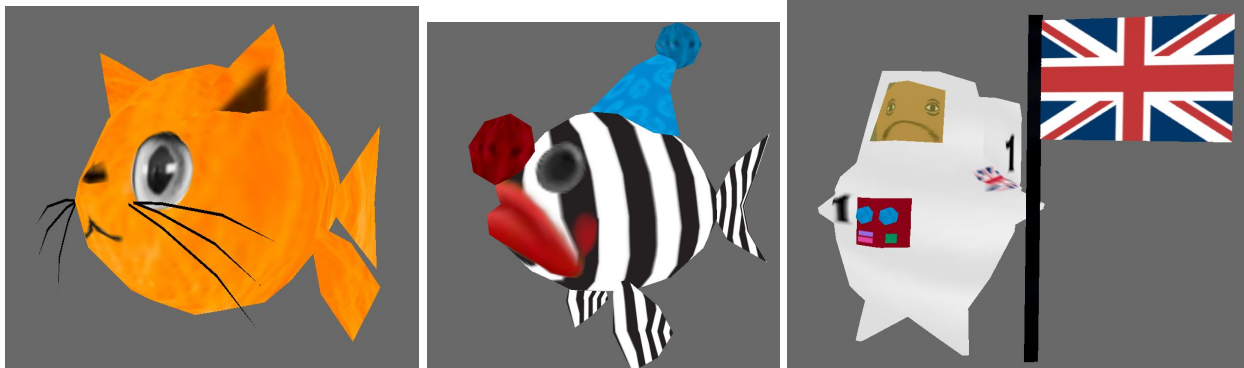
Fish, new and overhauled!

I'm so glad that the remaining fish are now done! Here are some of the new remaining retextured fish you can catch while fishing in The Thomas Pack!



New retextured fish have of course their own unique SFX and appearances! (Piano Fish had a SFX but was never textured! So glad it is now textured!)

Now for the overhauled fish! These fishes were overhauled to be consistent with the other fish that were made realistic! There's a lot of overhauled retextured fish in this update so check them out when you try The Thomas Pack 4.2! Enjoy!



Accessories & Clothes

There are a lot of new things to wear for your toon such as the exclusive delivery drop shirts, summer shirts, a marvelous machinery themed jetpack, 2 redesigned accessories, tons of new hats and of course, 3 new outfit sets for you to wear!

Let's start with the clothes, starting with the delivery drop shirts! Here's a preview of half of the shirts you could get during delivery drops from the official discord!



The delivery shirts are complete with 3 shirts related to street props that have The Thomas Pack's street props with an icon of a hard hat behind it and a new Diesel 10 shirt for the "cancelled" Cog shirt! I'll leave seeing the other half to you to experience! Have fun with these new shirts from delivery drops!

For more information regarding delivery drop shirts, go to toon.town/discord to find out how to get your own delivery drop shirt! Have fun getting your shirts!

And finally the "endofsummer" shirts! These shirts are obtainable through a code during Toonfest! Take a look at the Thomas themed summer shirts!



(blue shirt has nothing interesting in the back)

These summer shirts were obtainable during Toonfest so it may be rare to see these! I hope you enjoy these cute shirts! Now for the 3 new outfit sets!

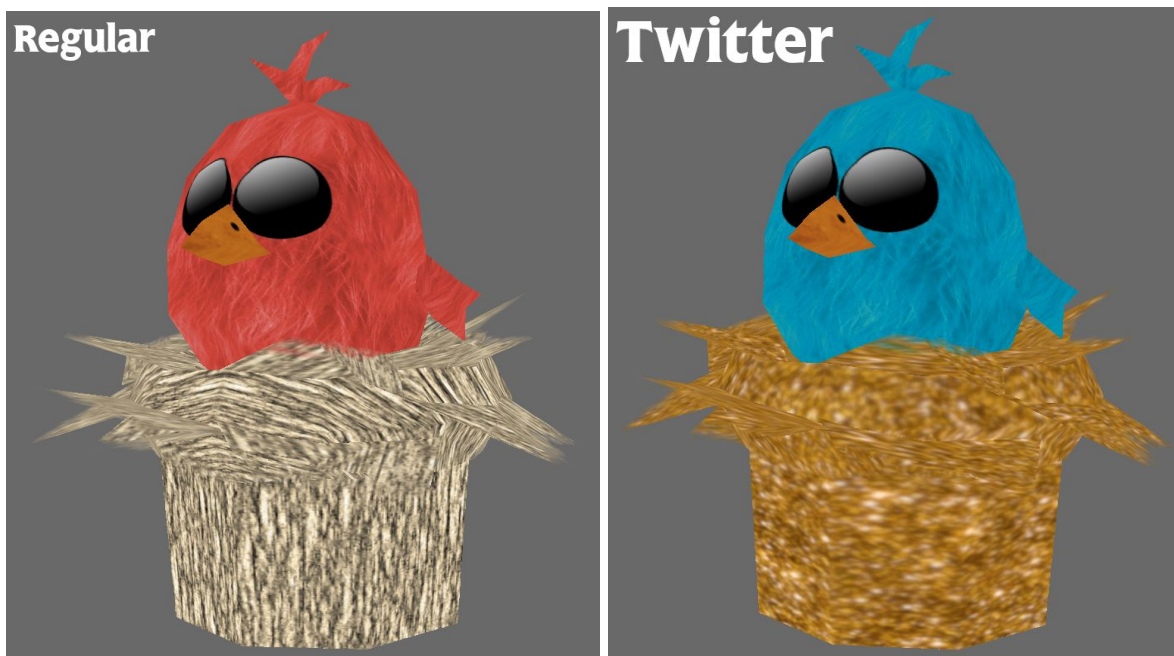
Introducing Mr. Bubbles' Attire, the T-Rex Outfit & Spider Web Outfit set!



The teal bow tie (seen in the middle pic) is sold separately at Cartoonival!
I hope you enjoy these new outfit sets! Now for the accessories!

There are a bunch of new accessories from bird hats, a jetpack and a couple of hats such as 2 redesigned hats! Let's take a look at the new accessories!

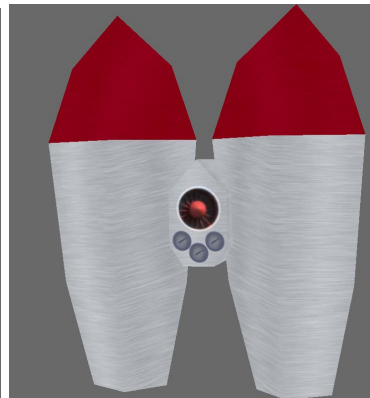
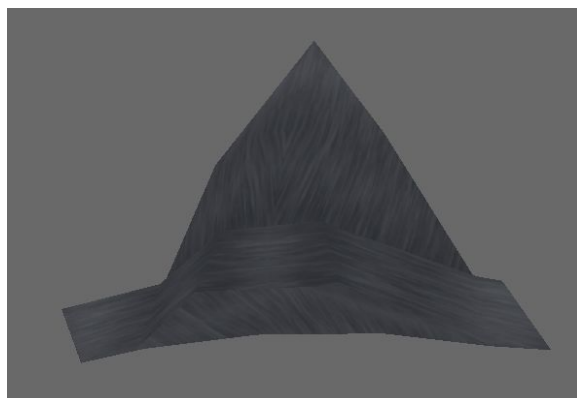
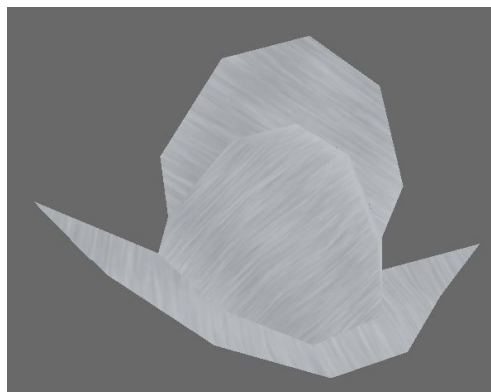
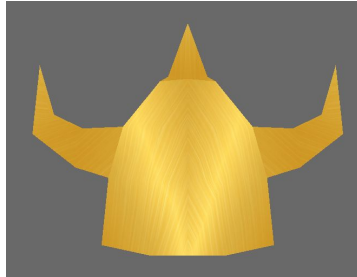
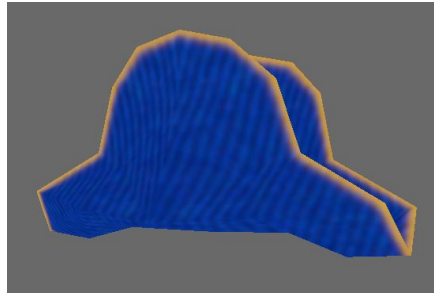
Introducing new bird hats from the Regular Red Bird to the Enchanted Twitter Bird!
Take a look at these cute little hats and its variants!



Awww aren't they so cute! I hope you enjoy these cute bird hats!

Now for the other accessories from the Admiral Hat, Golden Viking Helmet, Jetpack and lots more to see such as 2 redesigned accessories!

Take a look at the new hats! I hope you are excited to see them as I am!



I hope you enjoy the new accessories for 4.2 in-game!

Now for additional information in bullet point form!

Additional information for Accessories & Clothes

- Redesigned the Pirate Captain Hat & the Crown accessory so they don't look like slightly edited/recolored accessories! I'll leave it to you to experience in-game!
- Added a black leather eyepatch variant for those who want a pirate look!! Hope you enjoy a much more darker material than a brown leather variant that you can only get from Crash Cashbot! Enjoy it when you're in-game using TTP 4.2!
- Added new winter shirts in preparation for the Toontown Christmas event! Let's hope the stitching on those clothes work and are not wonky!

That should be all! Now let's move into new interfaces, textures, bug fixes finally SFX & Music! Hop on board for more in this epic update log!

Interfaces

There are a lot of interface changes in 4.2 from the new kart GUIs, species interfaces, speedchat menus & chat boxes and much much more! Hope you're excited as I am!

Species Interface

Introducing a new species interface for fishing & gardening for The Thomas Pack complete with a thomas pattern, this pattern also applies to the baskets & buckets too!



I could show more but there is little room so these pictures will do for now!
If you want to see more, try it when you are in-game using TTP 4.2!

Kart Shop & Kart Interfaces

I revamped the kart interfaces so they have a Thomas look and new icons! Previously only a couple of textures were edited for the racing interfaces, not anymore!



Wait there's more to discuss!!!

I fixed a bug where one of the kart shop GUIs showed the default tickets rather than the thomas ticket. That GUI window also has a thomas pattern too! Enjoy!

There's more types of GUI windows to discover and other things but I'll leave that to you once again!

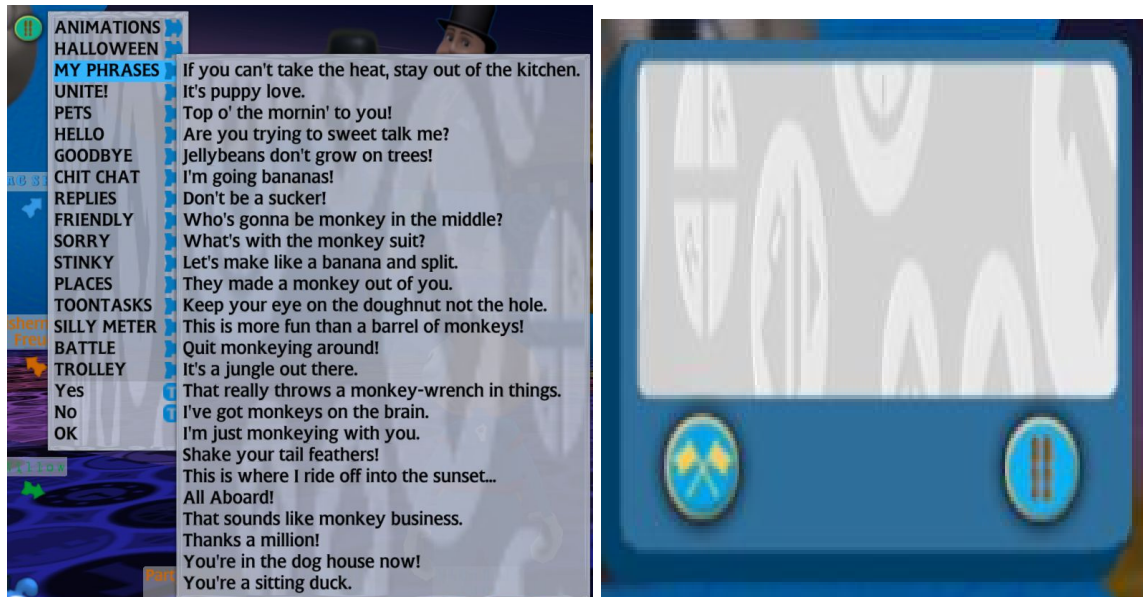
Pet Shop Interfaces

Can you believe out of all the interfaces, this one also had minimal changes like the kart shop interface? Not anymore, I overhauled the interfaces for the pet shops and they're now ready to be shown to you! Take a look! There is a lot to see so don't miss out!



Chat Interfaces

From the new speedchat menu to the new 3D look of the speedchat+ chat box, this overhauls the overall look of the chat boxes in the pack! Complete with Thomas pattern and a new fresh coat of paint! Take a look at this!



That's not all! The chat bubbles got a new pattern! Take a look! Applies to the 2D overall interface that everyone is used to in-game!



Getting bored already? Don't you dare! There's more new interface things to discuss from the redesigned laff meters to other exciting new things about 4.2!

Let's dive into more Thomas Pack tea! TIME TO SPILL THE TEA!

Racing Interface

With Thomas patterns, a Thomas face and other things there are a lot of things that make racing more enjoyable! Take a look at this screenshot I took!



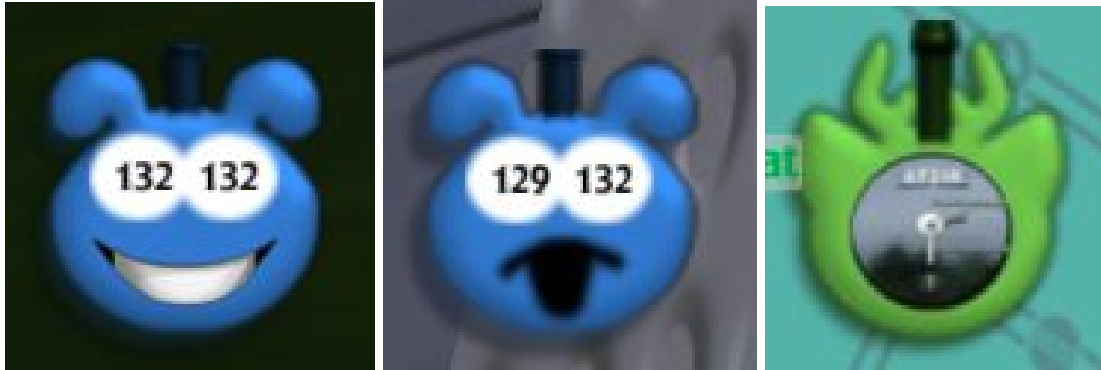
Redesigned Laff Meters

Introducing redesigned laff meters!

When your laff meter, it will smile!

When your laff meter is hit, it will show a shook face expression, the coloured teeth ruin the expression so you will have to watch your numbers to avoid dying!

The sad toon face is still the same as always like in 4.1.1 onward, it will show the front of an engine with no face! Now take a look at the 3 stages of the laff meter!



I consider this feature one of my favourites for this update for you know why!
Check them out, I hope you'll like it! Enjoy!

Now let's move onto miscellaneous things about interfaces and more!

Miscellaneous about Interfaces

- Added musical notes to the audio icon in the options menu so it can be told apart from the visual icon you see in the options menu!
- Fish Bingo interface has been updated to be consistent with the new overhauled fish and new fish textures and more! Take a look!



- Textured the outline and lines of the current party grounds map with realistic grass to better reflect the party grounds in-game!
- Added some new interfaces for photo fun! From simplistic interfaces and a new viewfinder! Take a look at this image to get the reference! Have fun!



- Added Thomas patterns to various interfaces not just the species interface but the gag interfaces, cattlelog interfaces, some buttons and much much more! Take a look at the new changes when you try 4.2 today!
- Added a “big spoiler” regarding the next update TTR will release very very soon because of preparations obvs & whatever you do, DON'T OPEN IT. TOP SECRET STUFF, THINGS THE BRITISH GOVERNMENT DOESN'T WANT YOU TO SEE, yet.... Wait for 2.7.0 then you shall see.
- Fixed a bug where a green arrow is accidentally cut off during create-a-toon! Oopsies! Hopefully that shouldn't be an issue anymore!
- Made a bit of changes to the Cog-O-War interfaces!
- Made changes to picnic game icons & a tutorial for this texture change, more information in the textures section!

Now for the textures and then finally the SFX & music!

Textures

There are a lot of textures I did and thanks to that this update now concretes my entire status for texturing almost the entirety of the game! There is a lot to

discuss so I'll explain these in bullet point form! Grab your popcorn and get set on reading on the bullet point form list of texture changes and let's gooo!

- Add a new crane effect when you are in a crane round in the CFO! It shows chains and hooks instead of lighting! Lightning never made any sense to Cranky!
- Added a new texture for red tape! It isn't red but it is Thomas themed! Complete with merchandising and more! BTW Buy our toys/s
- The Golf Club that the Cog statue in Bossbot HQ has been textured to be consistent with the cog golf club and the minigolf club! FORE!
- There have been recent field office preparations in place in The Thomas Pack, originally it was meant to be archived due to recent file size restrictions on uglycorny.net but thanks to the big progress that I did the size was downsized to the 960mb range and I believe it is safe to put these back in the pack without putting the file size over a gigabyte. More field office content will be in a Thomas Pack 5 update so Stay TOONed for more updates! BTW file size is 975.8 MB!
- Added new windows for Flippy's office so it is consistent with the other windows in The Thomas Pack! Complete with new window curtains too!
- The Executive Office Tower in Bossbot HQ has undergone another change with stained glass windows, new doors and gold tinting!
- Downscaled various textures that are 4k, 2000x or 3000x in dimension to 1024x or 512x to further prevent crashing for those who are on 32 bit or on low machines! Also helps reduce file size too!
- Added new Thomas confetti for Cartoonival! It will be another year till you experience that in-game! Sorry for the inconvenience!
- Added new bag textures for Cartoonival & Halloween because why not?
- Added new ice cubes for display cases, the brrrgh, etc! You might have noticed that change in the frozen fish but it is necessary for you to be told this!
- Made the nail for the bison painting have an actual nail! I tried to decolorize the default nail but the game colored it so this will have to do!

- Added a TNT & danger label to the barrels in Donald's Dock & for the Estates! Now it should make sense why there's a stick sticking out of a barrel!
- Added realistic water to the Pet Shop exterior which can be found at the top of the pet shop buildings across the game!
- Added a few details to the pet shop exterior & interior from new pet bowls to the tips of the exterior of the pet shops!
- Textured all the fruits in the catching game! Have fun catching realistic looking fruit! The apple in Acorn Acres is textured as well to be consistent with this!
- Made party event signs for toon parties & Cartoonival to be darker and have a little red foundation in the bottom!
- Made the hole in Cog-O-War in toon parties be black.
- Made some improvements to the Diesel Works street prop costumes! You'll have to wait till Christmas to witness this!
- Added a new texture for the turntable in Trolley Tracks!
- Added a Thomas & Friends logo to the regular chess board for picnic games! The tutorials are edited to reflect this as well as the icon!
- Added faces to connect 4 chips for picnic games! Blue has Thomas' face and Red has James' face!
- Added new trolley track minigame icons! It's not just the diving game icon! Check it out when you use trolley tracks! Have fun with new icons!
- Added faces to static trash cans you see in Donald's Dreamland streets because why not!
- Fixed some hidden geometry & textured them which are found in Bathtub beds & Radio tables! This bug dates back to Toontown Online BTW! I must thank my epic friend Loonatic for this really really epic discovery! More information about this interesting bug on a reddit post on r/Toontown! Give it a read y'all!:

https://www.reddit.com/r/Toontown/comments/iua439/tl_hidden_geometry_within_the_bathtub_bed/?utm_medium=android_app&utm_source=share

- Added a new christmas foliage for the bugle! This texture is not found in Phase 5! This texture can only be found in winter_decorations.mf in its phase_5 file! You can experience the christmas bugle during christmas so stay TOONed!
- Added new water splashes for the Toon Escape trolley game because I want to texture almost everything in existence!
- New umbrella textures for the Slingshot Game! Complete with black metal material and thomas pattern fabric!
- New sky texture for the Slingshot Game!
- New cloud textures for the Slingshot Game!
- Made the scale in Lawbot HQ during the CJ boss battle golden! Her majesty herself approves of anything gold! I mean she sits in a throne of gold so progress?
- Made Jury Box Chairs & Defendant Chairs have stainless black metal material like most modern chairs!
- Added a new finish line for racing for Goofy Speedway!
- Replaced the current stadium racetrack road with a new racetrack road for the stadium in racing! No rails, just roads! Something Bulgy would approve of!
- Textured various shop windows to look discolored and maybe realistic!
- The water in Daisy Gardens should now be consistent with the other bodies of water in The Thomas Pack!
- The rock in Cartoonival's fishing pond should now be consistent with the other rocks in The Thomas Pack!

- Fixed a bug where a basket texture you see in Daisy Gardens' streets is the default texture! This is seen attached to buildings. Hopefully that should make potted plants more consistent now!
- Various Christmas preparations to fix some breathing trees in TTC, making sure the decorations don't have any bugs, etc!
- Removed a "floating branch" bug from the halloween dead branch trees!
- Made the halloween flying banner you see in estates white with no spider webs!
- Replaced the eyeball texture of the goon with a face of dart! FEAR HIM!
- Added a new flag texture for the Goofy Speedway entrance!
- Added numbered dice to the Race Game for Trolley Games!
- Made the stack texture in the Race Game have realistic stacks!
- Made the sky in both Lawbot HQ & Bossbot HQ a little bit darker. Still blue it is just darker!
- Added a face and removed a pom pom from the garden party gate!
- Used a little gold dust magic and replaced both the treetops and bushes in Donald's Dock & Daisy Gardens with new hillsides!

Music & SFX

- Added new SFX for Magnets, both in gag form and during the crane round in the CFO boss fight!
- Added a new Evil Eye SFX, it sounds more hexxed and comes complete with a bull charging at you at the end!
- Added new Red Tape SFX! It plays a slide whistle & a magical sound!
- Made the teleport SFX sound more magical complete from Thomas and the Magic Railroad! No wacky sound effects! It's just magical.

- **PLEASE READ:** Originally for 4.2 there were going to be multiple sing-along song tracks for not only racing but also toon building interiors as well to allow for more variety of songs to listen to. Sadly this will be cut from Thomas Pack 4.2 due to recent file size restrictions on the site so from this point on, all interior tracks will remain to just 1 song with a few of them being new for the 4.2 update & racing songs tracks will now play just 1 song just for now until the cloud clears out to allow for me to add more songs. I'm once again so sorry for this, please forgive me.
- Added & replaced new Cog Battle music for Sellbot HQ, Cashbot HQ, Bossbot HQ, Minnie's Melodyland, The Brrrgh and Lawbot HQ! Be sure to listen to them when you fight Cogs for promos, tasks, etc in those locations and try out where each of them is from! Happy battling those innocent Cogs!
- Replaced the current DA office music with an instrumental of "Where Oh Where Is Thomas"! Credit to [Roll Along Thomas](#) for providing this on YouTube!
- Added new Acorn Acres music! It's still the same as always but they're made in sync like the ones in Donald's Dock! Have fun with the new little music and credit to [Carson](#) on YouTube for providing the Thomas Community with his [themes](#)!
- Added slide whistles to the "Kart_Appear" SFX!
- Added various new doodle sound effects! From slide whistles on the tricks to the begging trick asking you to take you to the party and more! The immersive theme of The Thomas Pack is getting more and more wild update by update!
- Added new Glower Power SFX, it sounds exactly like the squirt gun! Watch out!
- Added new Chomp & Bite miss SFX!
- Added new Clown Target SFX for Cartoonival! You might wanna wait a year before experiencing this! Sorry!
- Made the High Dive SFX have a new splash SFX and a new "whistle outrage" SFX!
- Added new Slingshot Game SFX from the flying SFX, Umbrella SFX and much more!

- Made the 1st & 4th applause for the racing SFX be more variant! If you are in 4th place, you will be ridiculed with the troublesome trucks singing “Pop Goes The Diesel” where if you are in 1st place in racing, you’ll be greeted with a supply of whistles to celebrate your victory!
- Added new SFX when you collect something for trampoline games!
- Replaced the 2 current songs in Match Minnie with a simple chuff chuff beat and the second is a simple chuff chuff beat but there is a sing-along whistle and sing-along horn! Choo choo to those beats!
- Added 2 new camera SFX for Photo Fun! Snap!
- Added a new gear SFX when the VP makes it rain with cog gears!
- Added 2 new geyser SFX for the geyser in Acorn Acres & edited that existing geyser SFX in Acorn Acres as well with slide whistles and funny SFX!
- Added a new silly meter SFX which has a lower file size now, it still chuffs chuffs so don't worry!
- Added a new SFX for when the trolley leaves. This is also to reduce file size.
- Bossbot HQ's 1st courtyard music (Donald & Douglas' theme) will now be reverted back to just a singular 37 second song in response to the new file size restrictions just like back in Thomas Pack 3!
- The serving round music in CEOs has been changed to an instrumental of "Roll Along". Credit to Roll Along Thomas on YouTube! This is to also keep the file size down however it may stay permanently since I found the song a bit more fitting due to it having a busy motivating vibe unlike the 5 minute long multiple song tracks from previous versions.
- Added a new BBHQ Cog Golf minigame SFX when you leave or win the minigame. It was in Phase 3. Nice to know!
- Made the Pick-A-Toon song use a short version of “Thomas, You’re The Leader”.

Miscellaneous

- Fixed shadowing on the cursor, the shadowing would cut off making it look not nice but not anymore!
- Added the gloves to the handGeneric texture for other private server support!
- Textured the old Toon Hall and various TTO textures for other private server support!
- Made the lightning in the storm cloud appear white because realism that's why! Not only that I made the cloud texture of the Storm Cloud not just some discolored original texture, it's now dark and fluffy!
- Fixed the shredder having a white texture in the shredder part of the model.
- Made the Cogs' hand texture more simple with no lines on the edges of the hand before the sleeve collar.
- Textured the Cogs' shoes to have black simple rubber.
- Got rid of an extra copy of an existing texture in Phase 4.
- The inside of the cannon in the TTR Toon Hall building should be black instead of dark blue because realism!
- Edited parts of the boat in Donald's Dock because of recent changes with the storm cloud lightning texture.
- Made all neighbourhood & Cog HQ sign poles and foundations have black steel material because why not?
- Fixed an RGB file not being in exact resolution as the jpg file in Phase 10. If there are any pixelation issues, please let me know so I can squash it!
- Made the winter fireworks themes slightly faster to comply with the song lasting 1 minute to hopefully not make it cut off at the end of the christmas fireworks show!

- Added a new boulder golf ball texture and new golf shooter “ring” texture for Cog Golf Courses!
- Added new SFX for when you win a Cog Golf Course (it’s in phase 3)
- Added a slide whistle to the Rolodex SFX because I can sneak a slide whistle into one!
- Reduced various texture resolutions that are worth a megabyte or more to lesser resolutions to help comply with recent file size restrictions on Ugly Corny's website!
- Replaced the dollar sign in TTP's ImpressBT & vtRemingtonPortable fonts with a pound symbol because dollar signs are “too american” for a content pack that has influences from the UK. Yeah I’m serious! Check it out for yourselves!
- Added RGBs for various textures that don’t have RGBs such as the Bossbot HQ hedges, party invitations and picnic games. Most of them are slightly edited too!
- Made the hydrant sound effect shorter so it won’t take long with the watering can while gardening in your estate. I should have done that a while ago sorry!
- Fixed a bug where the blue wood sign for Donald’s Dock would cause some text that has a similar colour to not be revealed causing mass confusion. FYI the sign is recoloured if you are wondering. Now gifts have a porpoise now!
- Made the arrow button you see in the Wardrobe/Trunk interface consistent with the cancel button in terms of the colour. Enjoy inverted arrows! Yeehaw!

a lot of alterations were made in this log so 4.2 can be out to you as soon as possible and to fix issues, prepare, etc for the future and I hope this is worth it in the end!

Anyways let’s scroll down to conclude this long log..... 

*Well that should conclude everything that 4.2 has to offer!
It was a lot of hard work and patience to make this update
happen and I am so excited to release this to everyone!*

*I hope you enjoy 4.2 & thank you for using The Thomas
Pack! See you soon in the next update, maybe it might be
another big update! Stay TOONED and thank you so
much for the kind words and support you have given me!
You are the best supporters ever and I love you always!*

Sincerely,

*Thomas The Toon Engine
Creator of The Thomas Pack*

If you have any questions or concerns, please direct message me on Twitter
[@ThomasAndToons](https://twitter.com/ThomasAndToons) or join Ugly Corny's discord server for help!: <https://discord.gg/Mc87zBm>

P.S. I'm planning on bringing The Thomas Pack to Corporate Clash soon! Stay TOONed for more updates! Love u always xoxo

