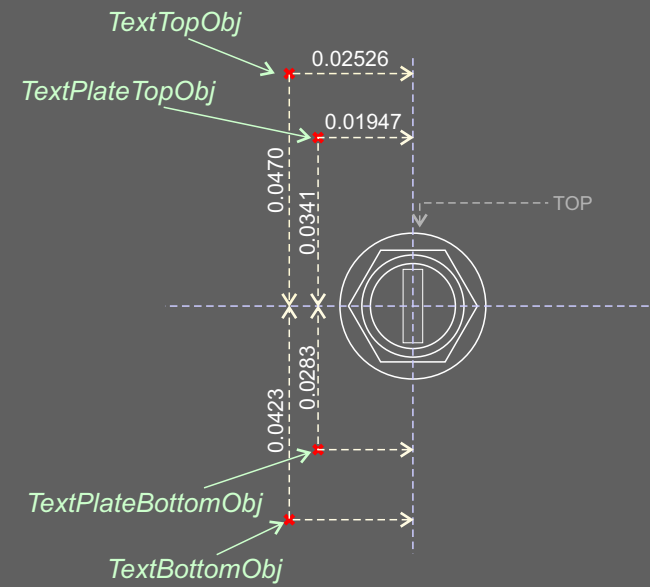# BASE MODEL

Model: TgglBase

```
 MODEL
 {
 model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase
 texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
 }
```
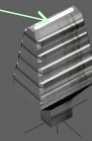
LABEL TRANSFORM LAYOUT

TextTopObj

TextPlateTopObj

0.02526

0.01947

0.0470

0.0341

TOP

0.0423

0.0283

TextPlateBottomObj

TextBottomObj

LEVER MODELS

Apollo / Space Shuttle style

Model: TgglLever_Type_1   Index: _T1

controlledTransform = SwitchGrp

TumblerMarkObj

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglLever_Type_1
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

or model "TgglLever_Type_1_ANIM" for 2-postion pre-animated switch
animationName = SwitchTumbleAnim

lever lock style

Model: TgglLever_Type_2   Index: _T2

controlledTransform = SwitchGrp

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglLever_Type_2
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
or model "TgglLever_Type_2_ANIM" for 2-postion pre-animated switch
animationName = SwitchTumbleAnim

LM style

Model: TgglLever_Type_3   Index: _T3
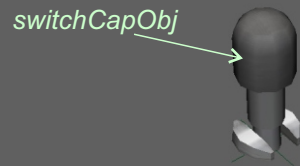
controlledTransform = SwitchGrp

TumblerMarkObj

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglLever_Type_3
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
texture = Tggl_ApolloCap_Diffuse,ASET/ASET_Props/Control/Switch_Toggle_Modular/models/Tggl_ApolloCap_Diffuse
}
or model "TgglLever_Type_3_ANIM" for 2-postion pre-animated switch
animationName = SwitchTumbleAnim

LEVER MODELS

Aircraft style

Model: TgglLever_Type_4   Index: -T4M *(metal)*

controlledTransform = SwitchGrp

switchCapObj

Index: -T4W *(white)*   Index: -T4R *(red)*   Index: -T4B *(black)*   Index: -T4Y *(yellow)*

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglLever_Type_4
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
texture = Tggl_Cap_Diffuse,ASET/ASET_Props/Control/Switch_Toggle_Modular/models/Tggl_Cap_Diffuse
}
```

or model "TgglLever_Type_4_ANIM" for 2-postion pre-animated switch
animationName = SwitchTumbleAnim

.../Tggl_Cap_White   .../Tggl_Cap_Red   .../Tggl_Cap_Black   .../Tggl_Cap_Yellow

Conventional style

Model: TgglLever_Type_5   Index: T5M *(metal)*

controlledTransform = SwitchGrp

switchCapObj

Index: -T5W *(white)*   Index: -T5R *(red)*   Index: -T5B *(black)*   Index: -T5Y *(yellow)*
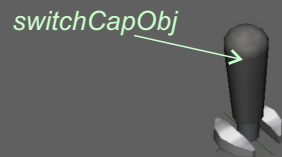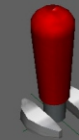
```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglLever_Type_5
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
texture = Tggl_Cap_Diffuse,ASET/ASET_Props/Control/Switch_Toggle_Modular/models/Tggl_Cap_Diffuse
}
```

or model "TgglLever_Type_5_ANIM" for 2-postion pre-animated switch
animationName = SwitchTumbleAnim

.../Tggl_Cap_White   .../Tggl_Cap_Red   .../Tggl_Cap_Black   .../Tggl_Cap_Yellow
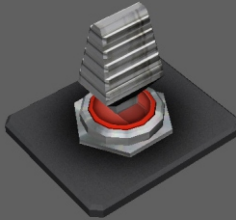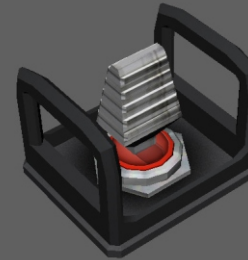
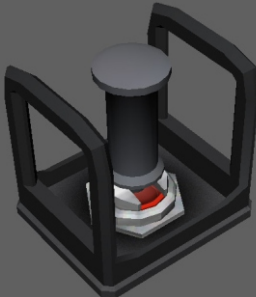# GUARD MODELS

Model: TgglGuard_Type_0   Index: -G0

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglGuard_Type_0
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

Model: TgglGuard_Type_1   Index: -G1

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglGuard_Type_1
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

Model: TgglGuard_Type_2   Index: -G2

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglGuard_Type_2
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

Model: TgglGuard_Type_3   Index: -G3
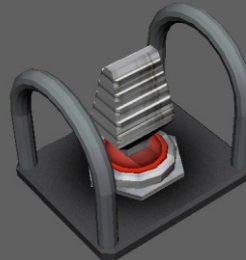
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglGuard_Type_3
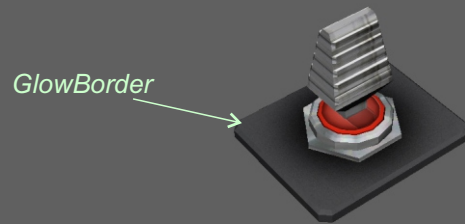texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

Model: TgglGuard_Type_4   Index: -G4

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglGuard_Type_4
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

BACKLIGHT MODELS *(USING GUARD)*

Model: TgglBase_Bcklt_0   Index: -B0

GlowBorder

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_0
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

Model: TgglBase_Bcklt_1   Index: -B1

GlowBorder

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_1
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```
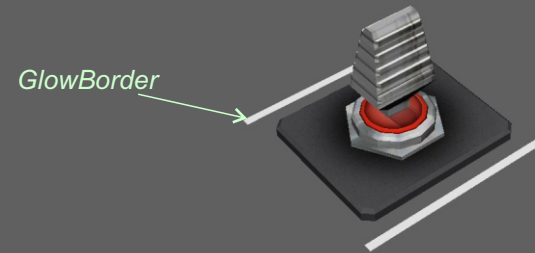
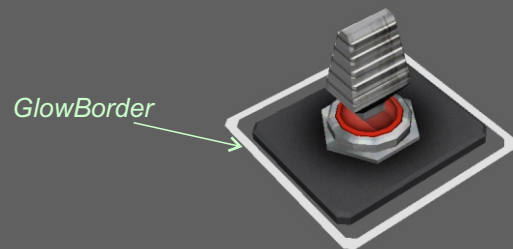Model: TgglBase_Bcklt_2   Index: -B2

GlowBorder

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_2
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

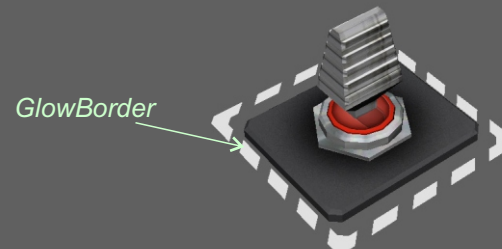Model: TgglBase_Bcklt_3   Index: -B3

GlowBorder

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_3
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```
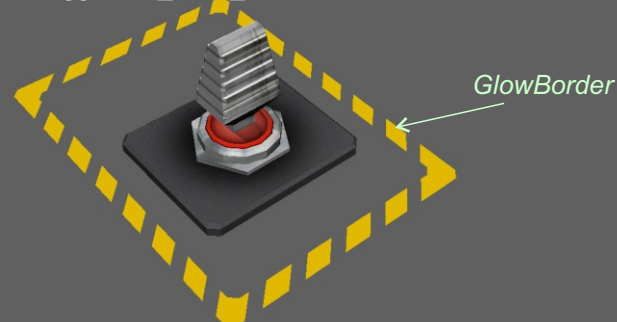
Model: TgglBase_Bcklt_4   Index: -B4

GlowBorder

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_4
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

BACKLIGHT MODELS *(NO GUARD)*

Model: TgglBase_Bcklt_11   Index: -B11

GlowBorder

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_11
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

Model: TgglBase_Bcklt_12   Index: -B12

GlowBorder

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_12
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```
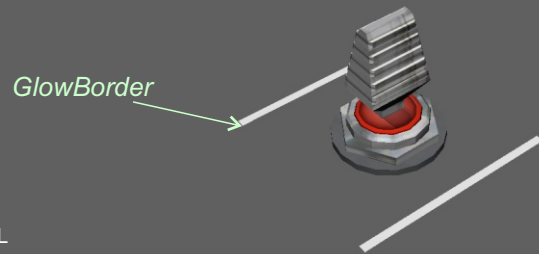
Model: TgglBase_Bcklt_13   Index: -B13

GlowBorder

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_13
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```
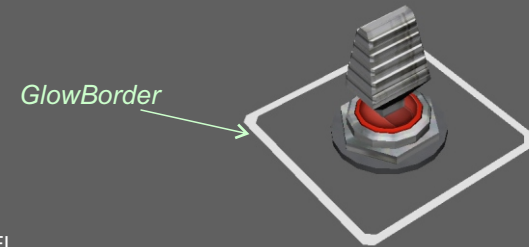
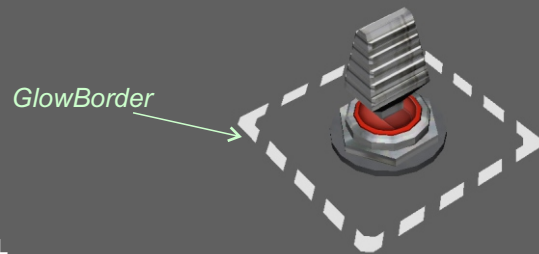Model: TgglBase_Bcklt_14   Index: -B14

GlowBorder

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_14
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

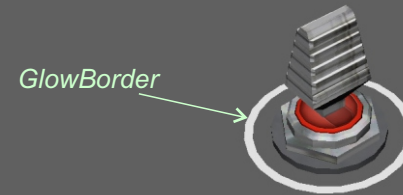Model: TgglBase_Bcklt_15   Index: -B15
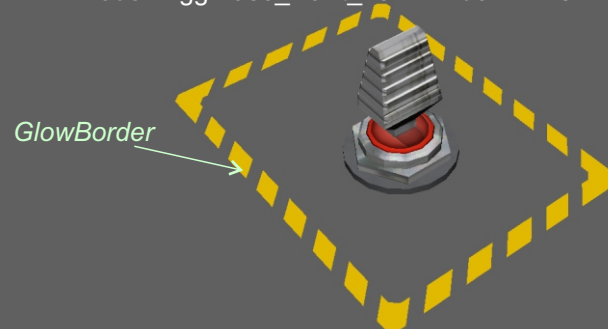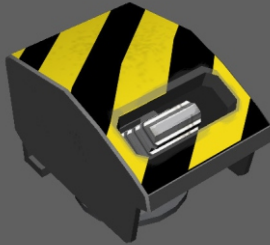
GlowBorder

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_14
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}
```

PROTECTIVE COVER MODELS

Apollo style (Compatible with Type 1 levers)

Model: TgglCover_Type1   Index: -C1Y *(Yellow)*

animationName = TgglCover_ANIM
switchTransform = CoverCollider

Index: -C1B *(Black)*   Index: -C1G *(Grey)*   Index: -C1R *(Red)*

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglCover_Type1
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
texture = Tggl_COVER_Diffuse,ASET/ASET_Props/Control/Switch_Toggle_Modular/models/Tggl_COVER_Diffuse
}
```

.../Tggl_COVER_Black   .../Tggl_COVER_Gray   .../Tggl_COVER_Red

Conventional style (Compatible with 'Type 1' and 'Type 5' levers)

Model: TgglCover_Type2   Index: -C2Y *(Yellow)*

animationName = TgglCover_ANIM
switchTransform = CoverCollider¨

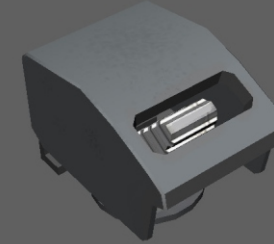Index: -C2B *(Black)*   Index: -C2G *(Gray)*   Index: -C2R *(Red)*
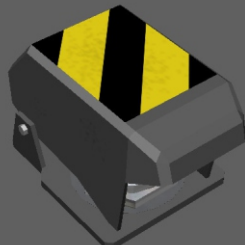
```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglCover_Type2
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
texture = Tggl_COVER_Diffuse,ASET/ASET_Props/Control/Switch_Toggle_Modular/models/Tggl_COVER_Diffuse
}
```
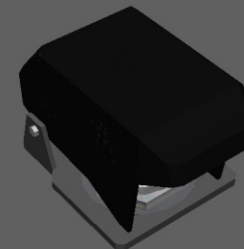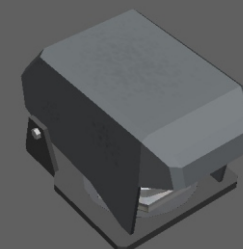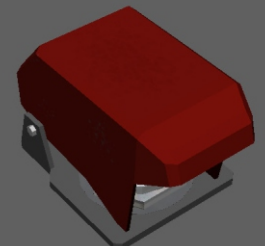
.../Tggl_COVER_Black   .../Tggl_COVER_Gray   .../Tggl_COVER_Red

COLLIDER MODELS

Single Collider

Model: TgglCollider_SNGL   Index: -S
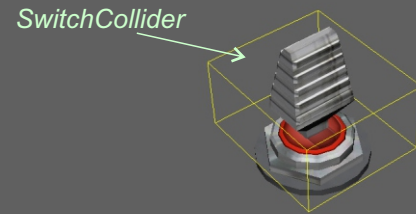
SwitchCollider

```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglCollider_SNGL
}
```

Double Collider

Model: TgglCollider_DBL   Index: -D

SwitchColliderUP

SwitchColliderDOWN
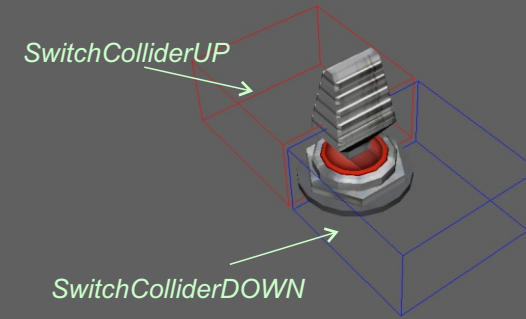
```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglCollider_DBL
}
```

Triple Collider

Model: TgglCollider_TRPL   Index: -T

SwitchColliderUP   *SwitchColliderMID*

SwitchColliderDOWN
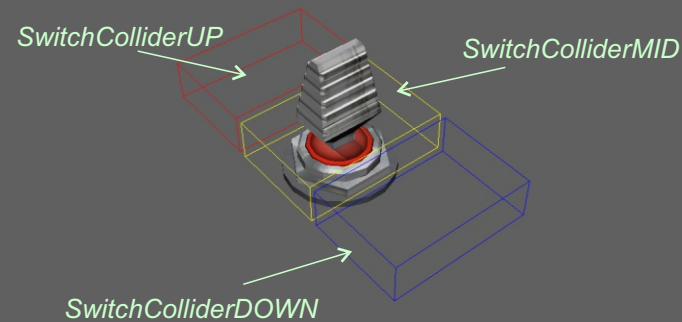
```
MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglCollider_TRPL
}
```

PROP NAMING RULES

<Type>_<Name>_T<Number>[Color*]-G<Number>-B<Number>-C<Number><Color*>-S/D/T

- lever model
- guard model*
- backlight model*
- protective cover model*
- collider model

* - optional

SCALE RULES

The most correct scale factor for this prop is 0.39 ± 0.03
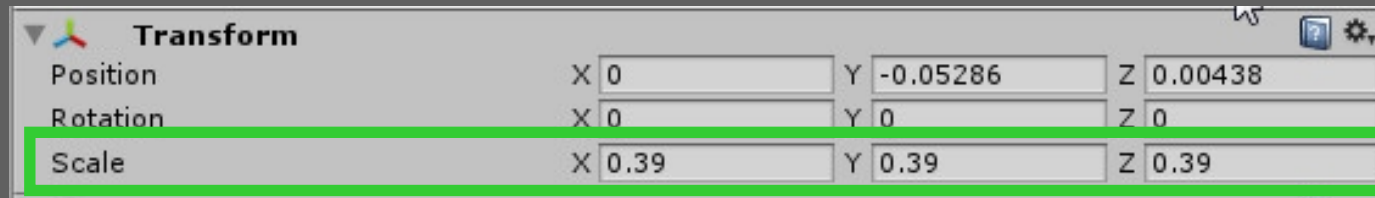
! Non-uniform scaling is not allowed
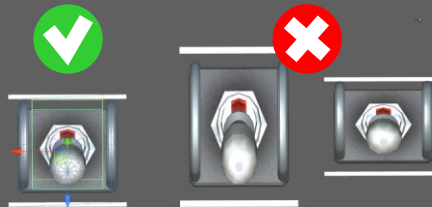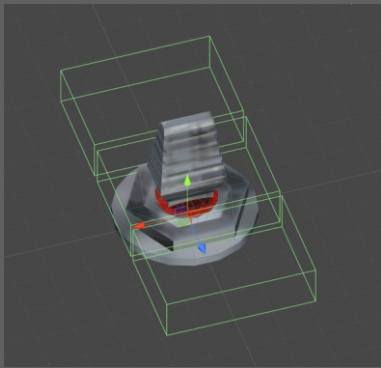
Apollo CM EVENT Timer toggle switch

prop type   name   lever model

tggl_CM_EventTimer_UP_DOWN_RESET_T1-T

collider model

+

+

no guard

+

no backlight

+

```
// MODEL ASSEMBLY ------------------------------------------------------------------

// Base

  MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

// Lever

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglLever_Type_1
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

// Collider

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglCollider_TRPL
}
```

**GEAR
toggle switch**

prop type   name   lever model   backlight model

tggl_GEAR_T2-G3-B3-S

guard model   collider model
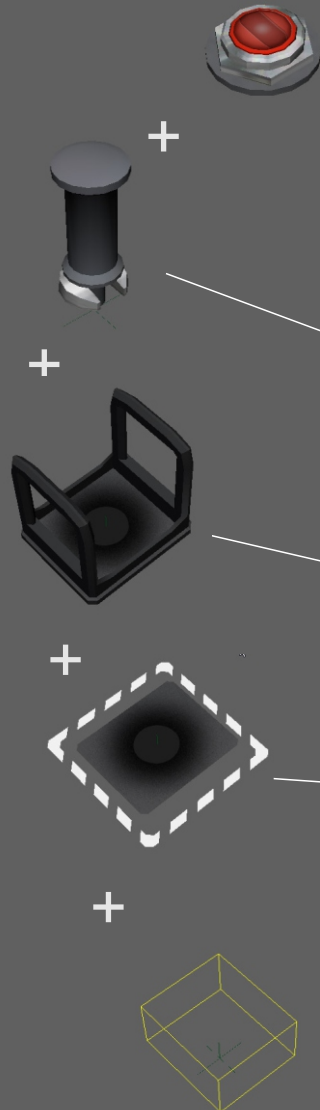
```
// MODEL ASSEMBLY ---------------------------------------------------------------

// Base

 MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

// Lever

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglLever_Type_2_ANIM
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

// Guard

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglGuard_Type_2
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

// Backlight

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_3
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

// Collider

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglCollider_SNGL
}
```

prop type   name   guard   cover

tggl_ABORT_T1-G3-B15-C1Y-S ← collider

lever   backight

"ABORT"
toggle switch

// Base

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase
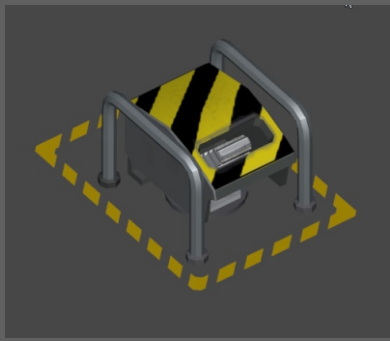texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

// Lever

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglLever_Type_1_ANIM
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

// Guard

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglGuard_Type_3
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

// Backlight

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglBase_Bcklt_15
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
}

// Protective Cover

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglCover_Type1
texture = Switch_TUMBLEDiffuse,ASET/ASET_Props/Control/Switch_Tumble/Switch_TUMBLEDiffuse
texture = Tggl_COVER_Diffuse,ASET/ASET_Props/Control/Switch_Toggle_Modular/models/Tggl_COVER_Diffuse
}

// Collider

MODEL
{
model = ASET/ASET_Props/Control/Switch_Toggle_Modular/models/TgglCollider_SNGL
}