

Steam Locomotive Expansion Pack

User Manual v3.4



WSM GAME STUDIO

Doing all the hard work for you!

SUMMARY

1. Intro	3
2. What 's New?	4
2.1. Modular Customizable Prefabs	4
2.1.1. Steam Locomotive	4
2.1.2. Tender Wagon	8
2.1.3. Passenger Wagon	9
2.1.4. Sample Trains	9
2.2. Custom Wagon Creator Parts & Profiles	9
2.3. Texture Customization	10
3. License	11
4. Contact Info & Support	11

1. Intro

Thank you for purchasing the “Steam Locomotive Expansion Pack for Train Controller”!

This package contains all that you need to build a simple and functional train (models, scripts and SFX).

More models may be included in the future and/or sold separately as addons ([Addons Available](#)).

It's really simple to use and customize.

This document contains information about the new features included in the expansion pack.

Note: If you have never used the Train Controller (Railroad System) asset before, it's recommended to read the **Train Controller (Railroad System) User Manual v3.4**, before reading this document.

2. What's New?

This section is about the new features included on this extension package. The main goal of this section is to give you a clear vision of what you can achieve with this package and the customization you will be able to do, if you desire so.

2.1. Modular Customizable Prefabs

This asset contains ready to use steam locomotives, tender wagon and passenger wagon prefabs. Both for physics based trains and spline based trains.



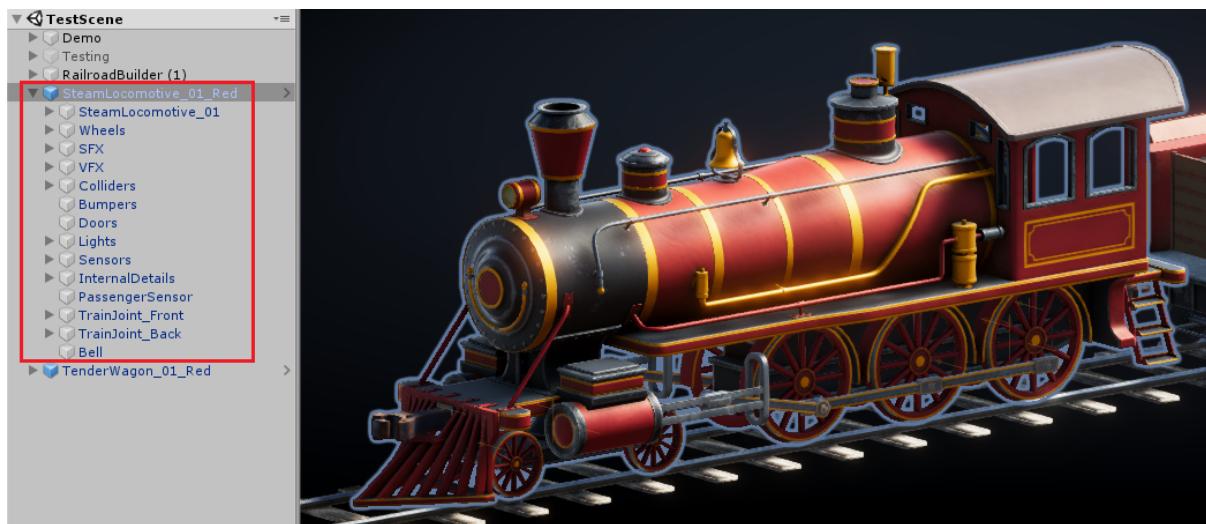
Note: Spline based prefabs were named using the “**s_**” prefix for easier identification. For more information about physics based trains and spline based trains, please refer to the **Train Controller (Railroad System) User Manual v3.4**

The new locomotive and wagons prefabs are composed of several modular components that can be easily replaced by custom models.

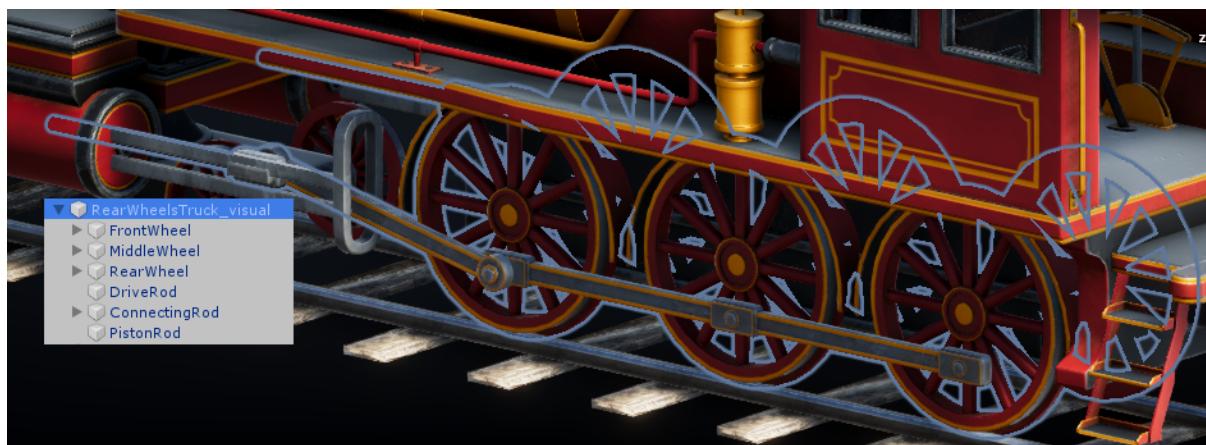
2.1.1. Steam Locomotive

This section contains detailed information about the steam locomotive prefabs and its specific components.

Note: For more information about the default locomotive components, please refer to the **Train Controller (Railroad System) User Manual v3.4**



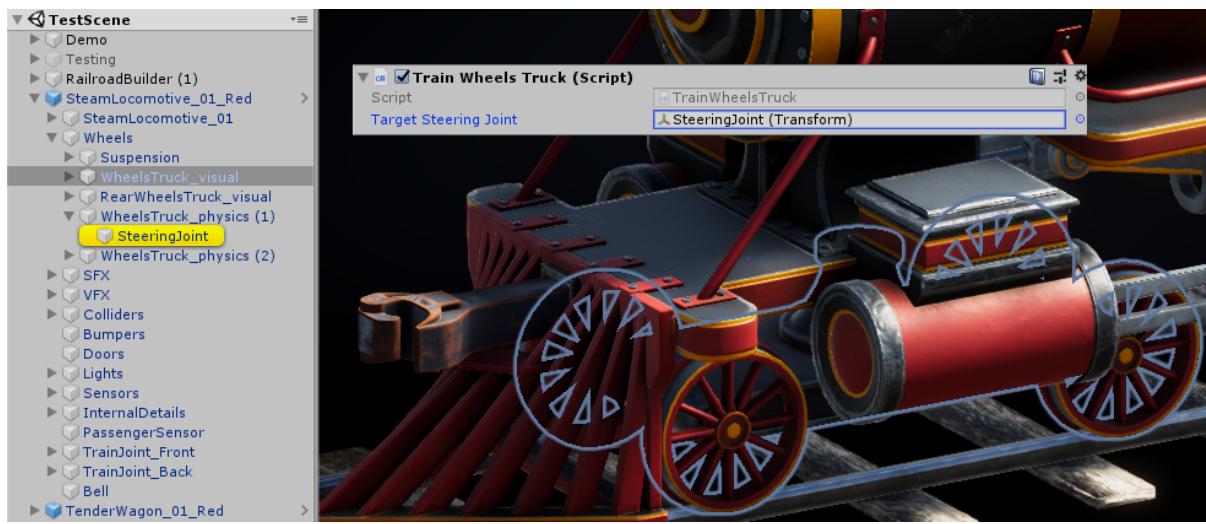
The rear wheels of steam locomotives are connected by [coupling rods](#).



These rods are attached to each other and to the locomotive wheels by Unity default [Position Constraint](#) and [Look At Constraint](#) components. These [constraints](#) makes sure the rods will move accordingly to the wheels rotation.

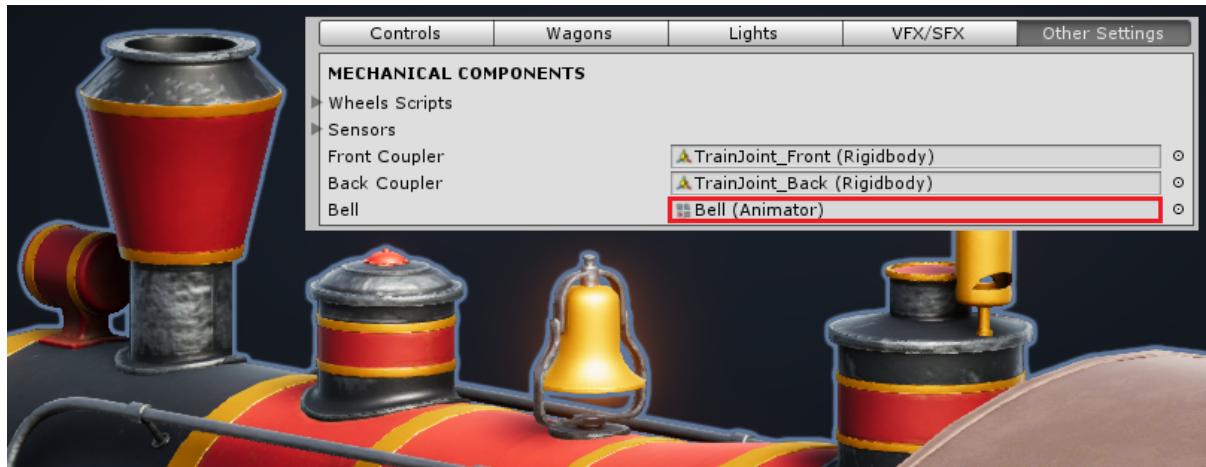


The Train Wheels Truck component is used to make sure the front wheels truck will rotate accordingly to the rails curvature (this applies only to physics based trains).

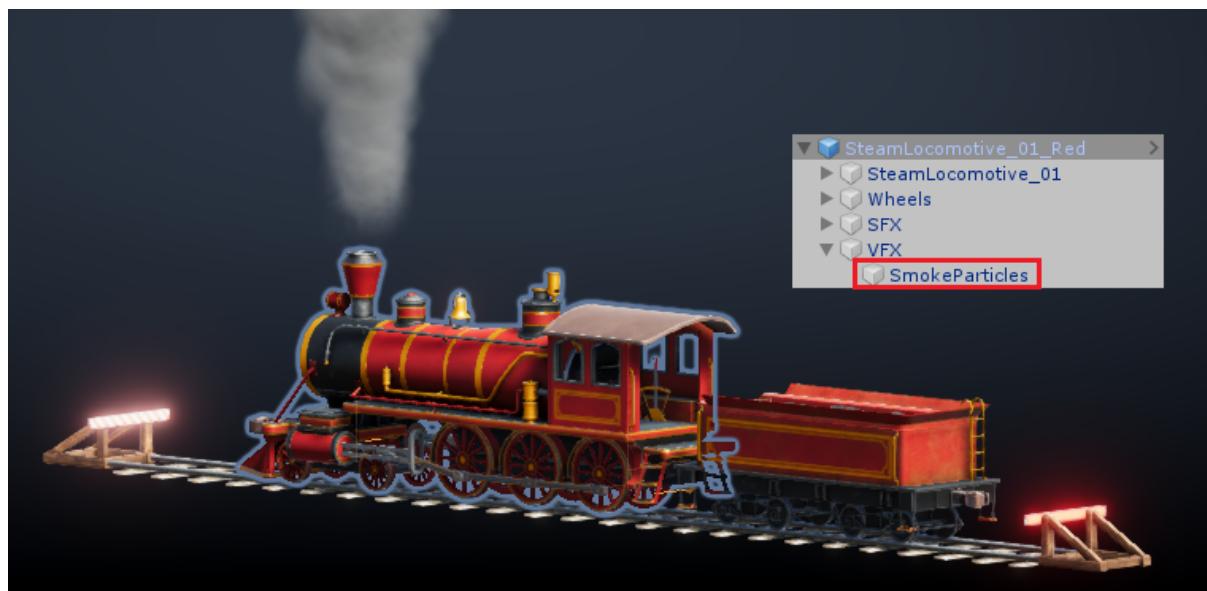


The sample steam locomotive also includes an animated bell. The animation will play automatically whenever the bell SFX is playing.

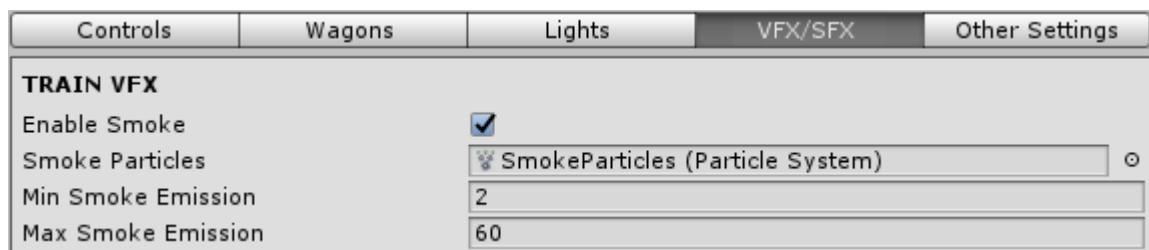
A reference to the bell animator controller is set under the “Other Settings” tab of the locomotive script.



Smoke particles are also included, the smoke will be active whenever the engine is on and increase based on train acceleration.



The smoke particles settings are located under the “VFX/SFX” tab of the locomotive script.



The furnace and controls included inside the locomotive cabin are modular. Which means, they can be replaced by custom models if you wish.



Both the furnace door and lever models are also separated objects. They are not animated by default, but the models origin location was planned carefully to make it easier to properly animate them if you wish.

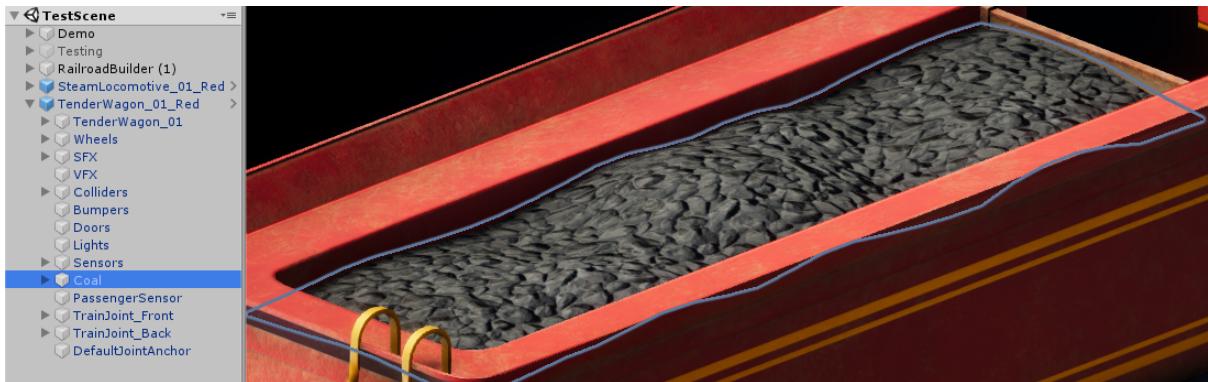


2.1.2. Tender Wagon

All sample locomotive prefabs included in this package have a corresponding tender wagon prefab with matching textures.



The tender wagon coal is a separated model, so it can be disabled, removed or replaced by a custom model.



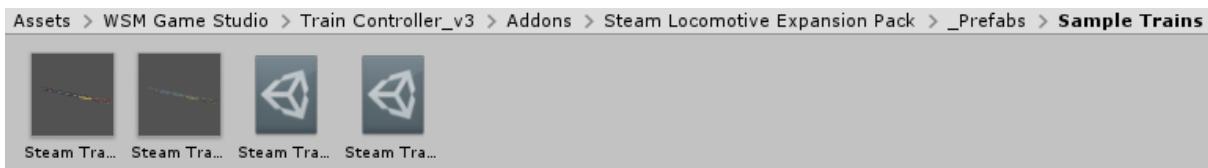
2.1.3. Passenger Wagon

The sample passenger wagons prefabs are also modular. Wheels, wheels truck, doors, windows glass and benches models are separated and can be replaced by custom models.



2.1.4. Sample Trains

Both a physics based and spline based train sample prefabs are included in this package. Corresponding train profiles for the train spawner feature are also included.



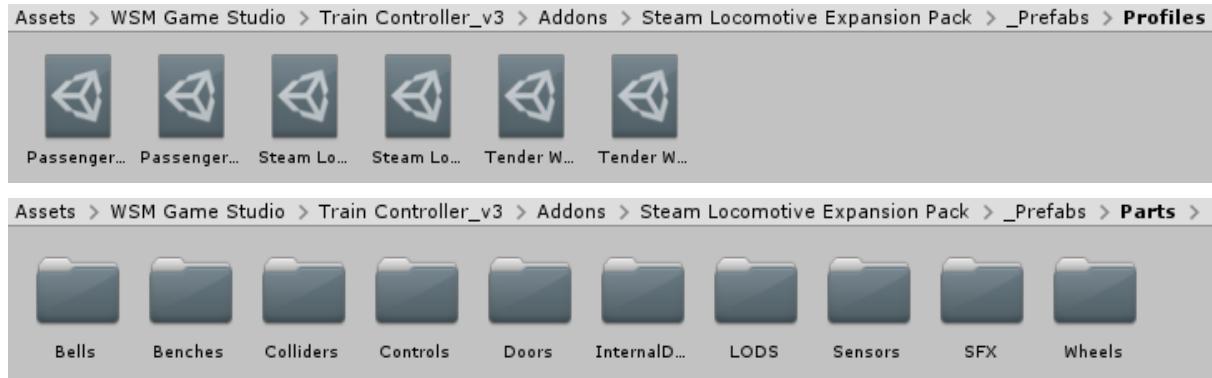
2.2. Custom Wagon Creator Parts & Profiles

The custom wagon creator feature was updated to support steam locomotives. New supported parts included on Custom Wagons Profile are:

- Steam locomotive rear wheels and pistons
- Smoke particles

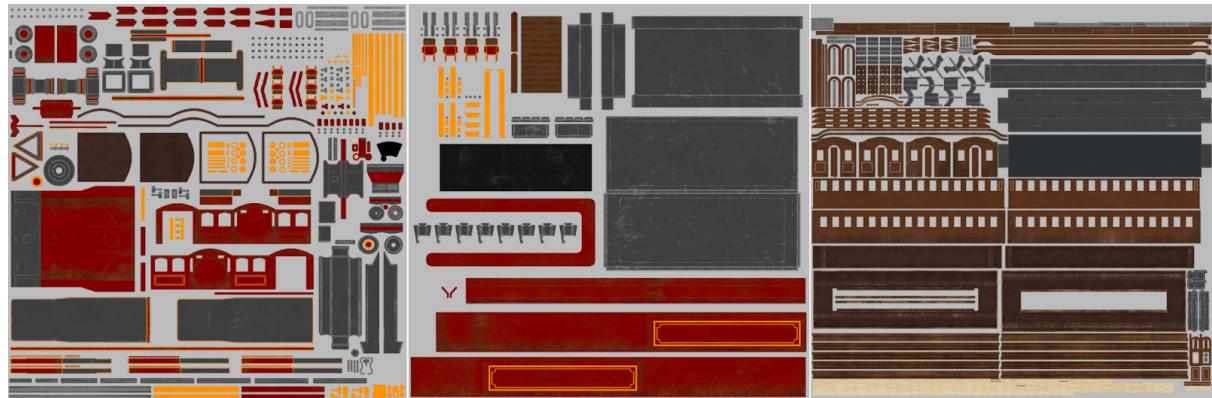
- Brake particles
- Bell

All profiles and custom parts used to generate the sample prefabs are also included in this package and can be used as base to create custom creation profiles and wagons.



2.3. Texture Customization

All textures UV's were carefully unwrapped to be sure they would be easy to customize on any image manipulation software (GIMP, Photoshop, etc).



3. License

By purchasing this asset you are allowed to use it for unlimited games and/or 3D projects (like animations, simulation softwares, etc). Both personal and commercial use.

You are **NOT** allowed to resell or distribute the assets components individually or as part of another asset package (including, models, scripts, etc).

For more information about licensing, please refer to the Asset Store [EULA](#) and [EULA FAQ](#).

4. Contact Info & Support

If you have any questions, need support or have some business inquiries, feel free to get in touch.

Support requests are now being handled exclusively by email at
wsmgamestudio@gmail.com

Your request must contain the following information:

- Asset Store Invoice Number
- Unity editor version
- Detailed description of the issue (including screenshots if possible)

The best way to reach me is by email at wsmgamestudio@gmail.com

[Asset Store](#)

[Facebook](#)

[Discord](#)

[Twitter](#)

[Sketchfab](#)

[Youtube Channel](#)

[Instagram](#)

[Artstation](#)