

# UKTS\_FPCNLuo Addon Introduction

This Addon includes two repaints of steam locomotives and several simple objects. I make it for a friend who worked in an ore mine in South-East China. Their ore mine has a museum, he want to exhibit some items with their mine's past memory. So I help him make this addon with several such items, and hope his superior can agree to let them exhibit in their museum. I shall introduce these items below:

## **Repaint Items:**

### **1. 9424Engine**

When you use "utilities.exe" tool to unpack this addons(.rwp) then A folder named "9424" will be added in your "Steamapps\common\Railworks\Assets\Kuju\Railsimulator\RailVehicles\Steam\5MT\_Black5", Then you can find this Item in your TrainSIM browser. Its name is "9424 Engine" in browser.

### **2. 9424Tender**

Same as Engine, Its name is "9424 Tender" in browser.

## **Objects:**

### **1. A factory's gate**

After you unpacked addon, another folder named "UKTS\_FP" will be added in your "Assets" folder. There are 6 Items in it. Three of these items is belong to Factory's gate(gate frame and its two pieces of

door). This gate is based on a early 20<sup>th</sup> Century's British factory in NANJING, China. This gate is designed in Unity originally. Once it's added in Unreal, its textures are not compatable, so its color is not realistic. If anybody can help me improve it, I shall be gratitude. They are in Browser's Domestic Buildings category. Their name are "FPCNLuoHogeeGate", "FPCNLuoHogeeDoor" and "FPCNLuoHogeeDoor1" in Browser.

## 2. Other items

There are another three items in this folder. They are in "Domestic Buildings" category too. Their names are "FPCNLuoMEIGANGLabel", "FPCNLuoMEIGANGProp" and "FPCNLuoMEIGANGSlogan" in Browser respectively. These labels are made for my friend's ore mine scenerio.

## Appendix:

### How to use "utilities.exe" to unpack your package.





