



open rails

Blender Content Creation Notebook
A guide to making content for Open Rails

Pete Willard

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Content Creation Notebook

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Open Rails, Blender Content Creator Notebook

2026-01-28 2.62.6.0.0 Pete Willard

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Open Rails, Blender Content Creator Notebook

About This Document

This guide covers the use of Blender starting with version 2.8, including Blender 4.5 LTS or higher for creating content for Open Rails. It is recommended to use the latest Long Term Support (LTS) release of Blender for the best compatibility with the instructions provided in this document. Please note that older versions of Blender will not be covered or supported in this guide. At the time of this update, Blender Version 5.0.1 is the most recent release and Blender 4.5 LTS is the most recent Long Term Support release.



I am aware that Blender version 5.0+ is now available and that some of the instructions in this document may need to be updated to work with the latest version. However, I have not tested the latest version of Blender and cannot guarantee that the instructions will work as expected.



The Long Term Release or LTS version of Blender is preferable because there are only bug fixes applied to these releases, not new features so things like the User Interface will not change. 3.6 LTS should be just fine, for example.

About The Author

The individual who initially wrote this guide is not an expert in game or simulator content creation and has mostly used 3DCanvas/3D Crafter for creating content for Microsoft Train Simulator from 2002 to 2016. They have also experimented with Blender, but found earlier versions of it difficult to use due to it having a cumbersome user interface. However, they found that Blender 2.8 and newer to be a vast improvement in terms of user interface friendliness and they do not plan to switch to a different 3D modeling tool at this time.



Writing in 3rd person is weird.

Contributor and Resources

This document is made possible with the contributions and feedback from people like:

- Wayne Campbell - Author of the Open Rails Train Simulator Exporter for Blender
- Erick Cantu - Creator of NAVS - North American V-Scale products for Open Rails, available at TigerTrains.com
- Michelle McKell - A well known content re-skinner for Open Rails
- Dave Nelson - Known as Genma Saotome on the Elvas Tower forums that has contributed a LOT to the community
- Peter Newell - Maintainer of "Coals too Newcastle" website, a resource web site for Open Rails

- Curtis Holt - A blender trainer and add-on creator
- Darrin Lile - A Blender trainer, particularly aimed at beginners creating game assets
- Josh Gambrell - A Blender trainer, add-on creator, and member of the Blender Bros. group.
- and big thanks to various Blender add-on authors

Useful resources:

- <http://www.elvastower.com>
- <http://trainsim.com>
- <http://www.textures.com> You need to login to download^[1]
- <https://www.blendersecrets.org/> Author of many tips and tricks videos as well as a book
- <https://curtisholt.online/> A really good Blender Trainer and add-on creator
- <https://blender.org> Where to download Blender from
- <https://www.coalstonewcastle.com.au/physics/> ORTS Information
- <http://www.nordicfx.net/> HDRI backgrounds
- <https://polyhaven.com/> Textures and HDRI Backgrounds



Some sections of the original Microsoft Train Simulator technical documents are also included here as reference material since some of these details exist no where else unless you have the original Microsoft Train Simulator documentation and CDROMS. These are now pretty outdated, and unobtainable to some people and are included here for reference only.

Some notes about some of the References

NAVS

North American V-Scale - Content created by or related to Erick Cantu. Using a set of standards he developed.

Coals to Newcastle

Meaning, "A silly venture", as Newcastle has plenty of coal. Also, A website run by Peter Newell that has really good Open Rails Train Simulator Physics documentation.

MSTS

Microsoft Train Simulator - referring to the original Microsoft Train Simulator CD-ROM distribution of the simulator. To many, its seems like the original Microsoft Train Simulator CD-ROM distribution was slightly unfinished as the documentation was incomplete and many bugs needed to be "patched" after the fact by a solution named "MSTSBIN". There never was a version 2.0 Microsoft Train Simulator release.

[1] The site offers Free Registration and free downloads once signed up

Conventions Used



Regular Note.



Pay attention to these.



You should know this.



With care, you can succeed.



Optional, but good to know.

Highlighting

BOLD

Italic

Source code

LMB

Left Mouse Button

MMB

Middle Mouse Button

RMB

Right Mouse Button

N-Panel

Number Panel, **N** Hotkey in Main 3D Window

[ENTER]

Sometimes you will see KEYBOARD entry look like this

Referenced footnotes appear at the **end** of Chapters

Web Links should be active and will open in your web browser if your PDF reader supports it.

Preface

OpenRails is an open-source train simulator platform designed to replicate the experience of operating trains on various railway systems. It was developed as an alternative to Microsoft Train Simulator (MSTS) and is compatible with Microsoft Train Simulator content, allowing users to enjoy a wide range of routes, locomotives, and rolling stock created for Microsoft Train Simulator.

Here are some key points about OpenRails:

Compatibility

OpenRails is built to run on modern operating systems such as Windows 7, 8, and 10. It offers improved stability and performance compared to Microsoft Train Simulator, especially on newer hardware.

Enhanced Graphics

OpenRails supports a variety of graphical improvements, including higher screen resolutions, improved lighting and shading effects, enhanced textures, and anti-aliasing. These enhancements provide a more immersive visual experience.

Physics and Realism

OpenRails aims to provide realistic train physics and behavior. It features improved simulation of train dynamics, braking, and traction control, making the virtual driving experience more authentic.

Third-Party Content

OpenRails is compatible with a wide range of third-party content created for Microsoft Train Simulator. This includes routes, locomotives, rolling stock, scenery objects, and other add-ons developed by the Microsoft Train Simulator community. Users can install these addons in OpenRails and enjoy them with improved performance and visual quality.

Community and Development

OpenRails benefits from an active and passionate community of developers and enthusiasts who contribute to its development. Regular updates and improvements are made to the simulator, ensuring its continued growth and refinement.

Open-Source Nature

OpenRails is an open-source project, which means its source code is freely available for modification and enhancement. This allows developers to contribute to the project and create new features or fix issues.

It's worth noting that OpenRails is not a standalone game but rather a simulation platform. While it provides a framework for train simulation, it relies on third-party content and addons to provide the routes, trains, and other elements of the virtual railway environment.

Overall, OpenRails offers a robust and customizable train simulation experience for enthusiasts who enjoy operating trains on various virtual railway systems.

Here is the list of things that I assume about the reader.

- You are new to Blender
- You are reasonably new to content creation for Open Rails
- You have Open Rails installed and working
- You have installed TSRE5 for Consist management
- You have a texture file editor that supports PSD, PNG and DDS formats.^[1]
- You have some idea about how Open Rails and Microsoft Train Simulator content is created
- You have a project in mind, but you understand that you will not create your Magnum Opus on a first try.

If you have prior experience with GMAX, Train Sim Modeler or 3D Canvas, it will be a plus, but it is not required.

Organization of This Document

As the title implies, this document is based on a collection of notes I made while learning to make content for Open Rails. As a result, it may not be the most organized or useful document on the subjects discussed within it but it is primarily aimed at filling a void in the available documentation set for Open Rails. This document is FREE and Open Source. It will ultimately live on in a GITHUB repository created for it. This means that others are welcome to fork a copy, edit it to add sections or fix errors, if desired. I, the author, do not claim unrealistic ownership of the ideas and concepts contained within. In fact, I struggle to consider myself the sole author of this manual at this point. Of course, at the moment, I am entirely responsible for its content, but I have created, gathered, reorganized and rephrased the contents as needed since it comes from many different sources.

Due to the way this document originated, it may seem to jump around and be repetitive at times. My apologies in advance if this bothers you but if you are so inspired, you are welcome to help fixing any errors, problems or omissions.

[1] A good example is the Paint.net, KRITA or GIMP all of which are free

Making Content for Open Rails

About ORTS

The Open Rails Train Simulator is an open source project that exists primarily because the promised Microsoft Train Simulator 2.0 never happened. Open Rails attempts to be backwardly compatible with nearly all existing Microsoft Train Simulator content while adding many new features and corrects old issues that existed in the Microsoft/Kuju releases. Very often, you can use MSTS and ORTS terms interchangeably, but keep in mind that ORTS can handle higher poly count (more complex) models than Microsoft Train Simulator can as well as having many other changes added that are unique to Open Rails.

OPEN RAILS

The key advantage that Open Rails currently offers over Microsoft Train Simulator is that good frame rates can be maintained with a much higher number of polygons, so curves can be smoother and more detail can be modelled. Open Rails also displays 32-bit color (whereas Microsoft Train Simulator is limited to 16-bit). Another advantage is the longer viewing distances, adjustable from 2km out to 10km.

from OpenRails.org website

Since this document will primarily be about using Blender, other 3d modeling tools will not be mentioned much unless it's for a point of contrast.

Common Terms and Definitions

There is just no way to avoid using the jargon related to 3D modeling and content creation. Here are some common terms and definitions that you should become familiar with:

ALPHA

A bit map with a portion of the image that is masked-out, making the location appear see-through in the image.

DISTANCE LEVELS

See Level of Detail (LOD)

EDGE

A line created by the linking of 2 vertices (known as a "2-dimensional object")

ENG FILE

A file that describes to the Simulator the details of an Asset to be used as an ENGINE within Open Rails. It contains physical details such as Motive and Braking values as well as Coupler type, etc.

FACE

A surface created by 3 or more vertices.

FOOBIE

A model made specifically lacking in detail to allow many variants to be made using a single base model, relying on the TEXTURE to define the details and not the actual 3D objects. "Foobie" is a contraction of "fake boobies".

HARD SURFACE MODELING

A generalized term for modeling objects that represent things like vehicles, buildings, weapons, roads. These make use of the more standard mesh techniques and objects like cube, cylinder, plane, cone, torus etc.

HDRI

HDRI is short for High Dynamic Range Image. Digital cameras only have a limited dynamic range â€” that's why some areas of a photo appear darker than they do in real life. HDRIs give photo editors a chance to brighten the corners and create an image that looks more natural. Environment maps or HDRI maps are one of the most efficient and quickest way to light your 3D scene and achieve realistic results in Blender. HDRIs are essentially a snapshot of the the real world lighting which contain accurate lighting detail through high dynamic range imaging (HDRI)

HIERARCHY

The assignment of parenting of objects within a shape so that an object's children will only move when they do but they can move independently too but are always affected by their parent.

LEVEL OF DETAIL

(LOD) Distance values at which the base model is replaced by reduced poly count shapes to account for the inability to see details at a distance. Higher values should have less detailed models. There are no hard rules about LOD ranges, but you should try to use them.

MANIFOLD SHAPE

A manifold shape is a 3d object that is considered to be water tight. The vertices, faces and edges are aligned and connected in such a way that if you poured water into the INSIDE of the object, none would leak out. A default **cube** primitive is an example of a manifold shape.

MATERIAL

A material is assigned a texture with additional components such as lighting palette and shading.

MESH

A 3D Model "shape" made up of 1 or more "faces" without texture

NGON

Is a face with 5 or more vertices. Many Blender tools and features rely on the underlying mesh to be made of NGONS and will not work with triangulated faces.

NORMAL

A Normal is a vector in 3D-space that is perpendicular to two other vectors (determined by two edges of a face)footnote [See Wiki [https://en.wikipedia.org/wiki/Normal_\(geometry\)](https://en.wikipedia.org/wiki/Normal_(geometry))] A Normal controls the facing direction of applied textures.

OBJECT

A 2-dimensional object has length and height, but no depth. Examples of 2D objects are planes, polygons and lines. A 3-dimensional object has length, height, and depth. Examples of 3D objects are cubes and spheres.

ORGANIC MODELING

Modeling techniques that use a more sculpted approach for things like animals, people, plants, trees, and even automobiles. There are specialized modeling tools and techniques for this including *SURFACE NURBS* (Non-uniform rational basis spline, Google it) and the Sculpting tab in Blender. Blender's Sculpting modes are used for organic modeling and will not be discussed in this document.

ORIGIN

See Pivot Point

PIVOT POINT

A position used to align the shape to its environment, also known as its origin.

POLY COUNT

The "poly count" is a total of the number of "polygons" used to create a 3d mesh. A polygon is made up of vertices. It is used as an indicator of how complex a model is.

POLYGON

Refers to the planar face of this closed shape, edges are the straight edges that define it, and points/vertices are where those various edges connect with one another. Blender calls these "tris", short for faces made of triangles and "quads", short for 4 vertex faces.

QUAD

Faces made up of 4 vertices

SHAPE

A three dimensional object that is finished in all aspects and ready to be placed within the game environment.

SMOOTHING

A smoothing group is a shade value that allows individual polygons to be lit by the game environment in different ways.

TRI

Faces made up of 3 vertices, also referred to as triangles

UV

UV is the 3D modeling process of projecting a 2D image to a 3D model's surface for texture mapping. The letters "U" and "V" denote the axes of the 2D texture because "X", "Y", and "Z" are already used to denote the axes of the 3D object in model space, while "W" (in addition to XYZ) is used in calculating quaternion rotations, a common operation in computer graphics.

VERTEX

(Plural = vertices) a point in 3d space with x,y,z coordinates, often used as part of a location where edges and faces meet.

WAG FILE

A file that describes to the Simulator the details of an Asset to be used as an WAGON within Open Rails. It contains physical details such as Braking values as well as Coupler type, etc.

Also, here are some design choices that you can make that you should clarify in the README section of your completed content.

Made for Microsoft Train Simulator

Meaning it **can** run in ORTS, but it might need some editing to the WAG or ENG file since some Physics values from legacy Microsoft Train Simulator might cause the vehicle to not perform optimally

Made For ORTS - No other files required

Meaning it **can** only run in ORTS as it is configured specifically with Open Rails configurations and parameters

Made for ORTS - but requires other add-ons

Meaning it **can** only run in ORTS as it is configured specifically with Open Rails configurations and parameters in mind but it will need additional files downloaded to work (often the case with NAVS-based items, for example)

Made for ORTS but Compatible with Microsoft Train Simulator

Meaning it can run in Open Rails but has been configured to also be compatible with Microsoft Train Simulator (This is more work than just running in Open Rails)

Made for ORTS but requires Microsoft Train Simulator

Meaning it can run in Open Rails but has been configured to also be compatible with Microsoft Train Simulator and also requires files that only come with an installation of Microsoft Train Simulator on the system

Made for ORTS but requires Microsoft Train Simulator and other add-ons

Meaning it **can** only run in ORTS as it is configured specifically with Open Rails configurations and parameters but also requires Microsoft Train Simulator to be installed and relies on additional "default" products.

Deciding on which option to use might be difficult, but you should try to make a decision based on the following criteria:

- How comfortable are you with the Open Rails and all of its content options?
- How much effort do you want to put into this project?
- What is your experience with 3D modeling in general (Train Sim Modeler, GMAX, 3D Canvas, etc.)?
- What is your experience with 3D modeling in Blender?
- What is your experience with 3D modeling for Open Rails as compared to Microsoft Train Simulator?
- How much flexibility do you want to have with your content?

Author's Advice

Start with the option that is easiest for you to understand and then adjust as you go.

Some content developers are well-versed in Blender and can help you with the modeling, but keeping it simple will help you get started faster. Maybe just start with a 'Made for Open Rails' only project, for example.



Share your work. Don't work in a vacuum. Talk to other content developers and see what they are doing. This will help you get feedback and help you avoid making the same mistakes as others. It also creates a level of involvement and accountability that can help you grow as a content creator and give you a push to not leave projects half-done.

Content Generation

To go over some of the steps involved in creating content for Open Rails, we will create a quick list of the steps involved in creating a simple train related model. This is not a comprehensive list of all the steps involved, but it should give you a good idea of what is involved in creating content for Open Rails.

- A mesh - also known as your 3D model
- Online resources and references (This is an area that is somewhat lacking with regards to 3D modeling for ORTS, but these include <https://www.trainsim.com/vbts/forum.php> and <http://www.elvastower.com/forums/index.php>)
- A texture - A 2-dimensional bitmap image (material) that you will apply to your model, also referred to as a 'skin'
- A UVmap of the mesh - The instructions on how to map your 2-dimensional texture to your 3d model. This is best done from within Blender, but you can also use a UV mapping program like UVLayout or Substance Painter.
- A configuration file or set of files that describes your content to the simulator (This is also known as a WAG or ENG file)
- A thumbnail jpg (optional but helpful)
- Instructions - Let's not leave the work half done

Programs you should have:

- A 3D program, Blender 4.5 LTS is recommended, but even the LATEST release - currently 5.0.1 - should also be fine unless the **Blender's PYTHON API** has dramatically changed. (In the case of Blender 5.0, this is the case and the Exporter add-on will need to be updated.)
- An Exporter add-on for the Microsoft Train Simulator/ORTS format, we will use Wayne Campbell's *S File Exporter* from Elvas Tower web site^[1]
- A paint program that has channels and layers (There are multiple options here)
- A text editor that handles UNICODE files



If you are also making models for Trainz Simulator, note that the latest versions of Trainz will accept the native Blender FBX exporter file format as output.

What the author uses:

- 3d Modeler: 5.0.1

- Bitmap tool (any one of these, interchangeably): Canva Affinity Studio (free) or Paint.net
- UV/Shader tool: Blender has this built in, 3rd party options exist (like Substance Painter), however I don't use them.
- Text Editor: *Microsoft Visual Studio Code*
- Metric Conversion Calculator (I have one built into hand held calculator, but you can use Google for this as well)
- A Scale Calculator: Converting dimensions from a scale drawing. (there is one on my website at <http://www.railsimstuff.com>)
- A texture snipping tool, a) Windows has a built in Snipping tool, b) SHOEBOX, an Adobe Air Application, designed for use with game creation.



Using METRIC for measurements. It's the default measurement in Blender and Open Rails. It is realized that some people have become very attached to their *U.S. customary units* but Metric does make for worldwide compatibility and in the end it just ends up being easier if you stick with it.

Why the Author Uses Blender

From Pete Willard

In 2002, I started using 3D Software to create content for games, primarily for Microsoft Train Simulator, and I have worked with different tools on different projects and in the end I found Blender to now be my personal favorite. I have used Abacus Train Sim Modeler, 3D Canvas, Gmax and Sketchup and while 3D Canvas was my favorite for many years, my use of it now is only as a file format conversion tool. 5.0.1 has everything I need to be making 3D models and includes many things that 3D Canvas doesn't have, including active technical support.

[1] Download from https://github.com/pwillard/Blender_Microsoft Train Simulator_ORTS_Exporter

Why Many Other People Use Blender to Make Content?

Blender is a powerful and versatile 3D modeling and animation software that has gained popularity for creating game assets, among other things. Here are some reasons why you might consider using Blender for making game assets:

Open-Source and Free

Blender is open-source software, which means it's free to use and has an active community of developers and users. This makes it accessible to a wide range of users, including hobbyists, indie game developers, and professionals.

Versatility

Blender offers a comprehensive set of tools for 3D modeling, sculpting, texturing, rigging, animation, rendering, and more. It can handle a variety of asset types, from characters and environments to props and special effects, making it a versatile choice for game development.

Integrated Workflow

Blender provides an integrated workflow, allowing you to create, edit, and animate assets seamlessly within a single application. This can save time and reduce the need to switch between different software tools.

Asset Optimization

Blender provides tools to help optimize your assets for real-time rendering in games. You can create LODs (Level of Detail), bake textures, and manage UV maps to ensure your assets are efficiently displayed in real-time environments.

Community and Resources

Blender has a large and active community of users, artists, and developers. This means there are plenty of tutorials, forums, and resources available to help you learn and improve your skills.

Non-Destructive Workflow

Blender supports a non-destructive modeling techniques through modifiers and procedural workflows, allowing you to make changes to your models without losing the original data.

Constant Development

Blender's development is ongoing, with new features and improvements being added regularly. This ensures that the software stays up-to-date with industry trends and user needs. In fact, Blender might get updates faster than you can keep up.

Ultimately, the choice of using Blender for making game/simulator assets depends on your specific needs, preferences, and familiarity with the software. If you're looking for a robust and cost-effective (free) tool with a wide range of capabilities, Blender is definitely worth spending the time

to learn and experiment with.

To export your model for using with Microsoft Train Simulator or Open Rails, there is a very capable exporter add-on for Microsoft Train Simulator format **.s** files.

What I Can Recommend:

- 3D Modeler: Bare Minimum Blender 2.93 LTS version or Blender 4.5 LTS or even 5.0.1 should be fine. (If you are already well accustomed to Blender 2.79 it's OK, but you will be on your own here) Did I mention that Blender is free?
- BitMap Tools: *Canva* *Affinity Studio* (free), *Paint.net* (free), *PaintShop Pro* (even version 7 still works), or download the latest version of *GIMP* or *Krita* for free.
- UV tool: While there are 3rd party options for this, you can just use UV and shader tools that come with Blender (You could look at Meshmixer or even Substance Painter)
- Text Editor: *Microsoft Visual Studio Code*, *Context.exe* or *Sublime*

Author's Note:

Much of this document was created with Blender version 3.6 LTS and but I have been using 5.0.1 lately.

 CONTEXT is an abandoned editor, but it has a nice syntax highlighter for ENG and WAG configuration files available at github where this document is maintained. There is an early version of a context highlighter in the works for ENG/WAG files in VScode, but it's not finished it yet. <https://github.com/pwillard/engwag>

How to Install Blender

 According to the Blender.org website, a new version is released about once per quarter. The assumption is that you are installing Blender on a Windows 64 BIT platform. It is recommended that you download the **LTS** or Long Term Support version and if you are really brave, you can download the latest available stable version. 5.0.1 is currently being used, a new release is available.

 While Blender **can** run from a USB stick in a portable mode, it's best to just use the

MSI installer.



If you are still using Windows 7, you won't be able to install a Blender version 2.93 or newer. You really should upgrade. Much of the content in this document will still apply to version 2.93 except for new features. You can probably still get Blender 2.8xx to work on Windows 7, but I'm no longer 100% sure.



If you install Blender for FREE from STEAM, the STEAM Library interface will auto-update to the latest version of Blender for you by default unless you try to make it **not** happen. You may not like this behavior, so you are warned.



Between each version update, the Blender developers might move some user interface features around a bit. You therefor might not see the exact same screens shown in the examples included in this document.

Let's use the Blender installer from the **Blender.org** website. <https://Blender.org/download/>

The LTS version will be a link on the page referred to on the "Looking for Long-Term Support? Get Blender 4.5 LTS". It can be found here: <https://www.Blender.org/download/lts>

Versions

▼ **Blender 4.5.6 LTS – January 20, 2026**

Download

- [Linux](#)
- [macOS – Intel](#)
- [macOS – Apple Silicon](#)
- [Windows – Installer](#)
- [Windows – Portable \(.zip\)](#)
- [Windows ARM – Installer](#)
- [Windows ARM – Portable \(.zip\)](#)

Hopefully, Blender.org will continue its practice of creating LTS releases.

From here you see various download options available. Locate the **Installer** option and download it. Double-clicking the downloaded **.MSI** file will begin the install. The **.MSI** file does all the work.

Blender Defaults

Blender will default to using your **DOCUMENTS** folder for Models and your **%APPDATA%** folder to store program configuration data and addons under the "Blender Foundation" folder structure. Blender will use unique entries for each version of Blender installed so it is perfectly fine to have multiple versions of Blender installed on the same PC.

It does get tricky related to the *File Associations* pertaining to which version of Blender will open when you click on a **.blend** file. The default will become whichever version of Blender you most recently installed. Be warned that you might need to tweak this at times.



The APPDATA folder is normally a hidden folder in your windows File Explorer. You can reach the folder from a command prompt by typing `cd %appdata%`. You can also modify your File Explorer settings to not **HIDE** folders from you by changing the settings under **View > Options > View > Show hidden files, folders and drives**.

According to Windows POWERSHELL, an example of the **%APPDATA%** Environment variable points to:

```
PS C:\Users\willard> $env:APPDATA  
C:\Users\willard\AppData\Roaming
```

This means that Blender **USER DATA** such as **User Preferences**, Default **Startup** Blend Files and 3rd Party Add-Ons will be stored in the **Blender Foundation** folder under

C:\Users\willard\AppData\Roaming

in other words, my config files and addons are located at

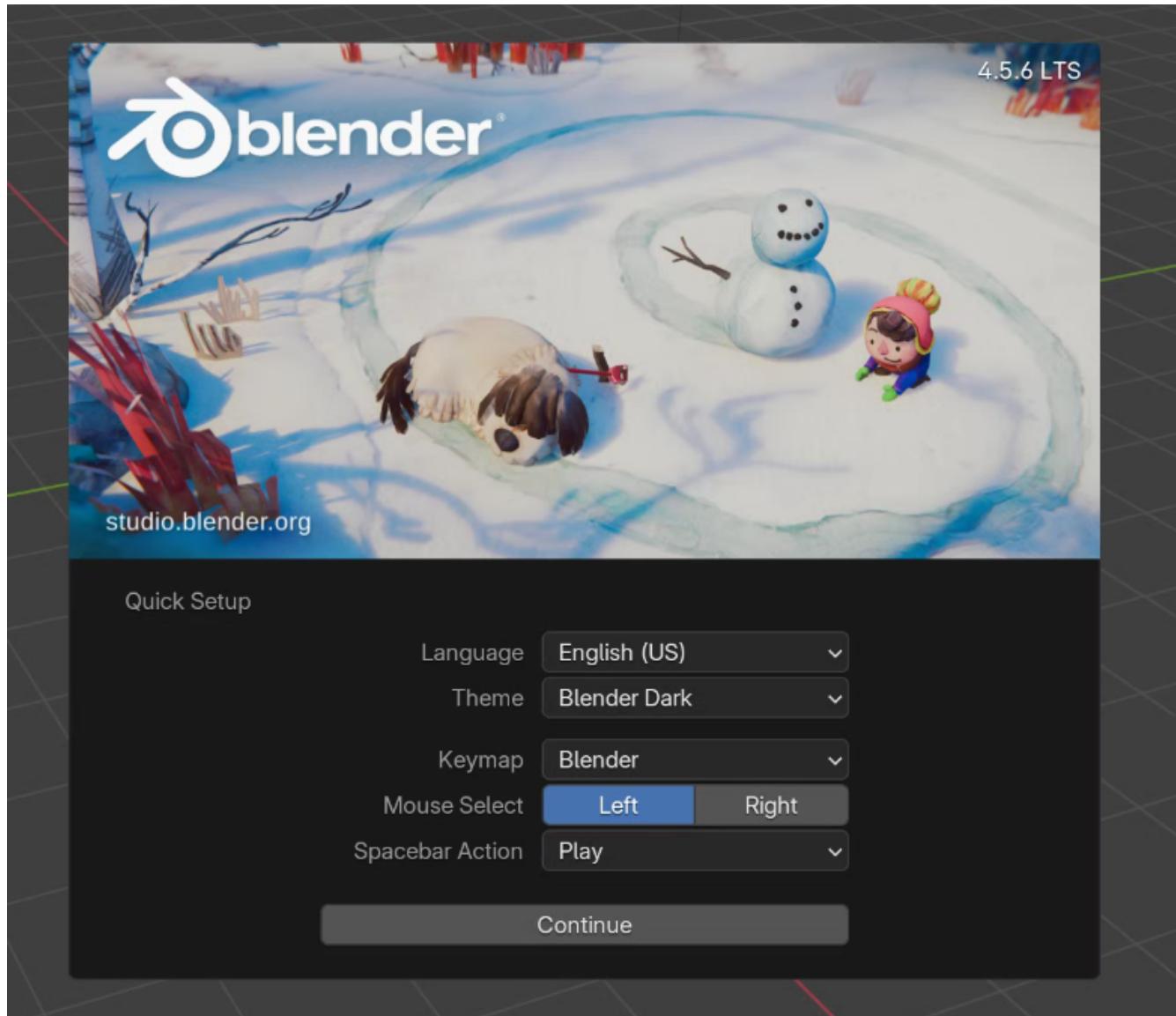
C:\Users\willard\AppData\Roaming\Blender Foundation\Blender\4.5\config

Below is an old video link, but you will get the general idea of how to install and initially configure Blender... These steps are also contained below. Video Link: <https://youtu.be/ad4vTwCGodo>

Setting up our Blender Environment

Much of this section is optional, but it will help you get started. Also note: these settings and steps may vary depending on your version of Blender.

There are some post installation steps we will follow to customize Blender for the kind of work we will be doing. We will start on the main one-time setup splash screen where we will make one change. We will change the **SPACEBAR** key to perform a **SEARCH** instead of **PLAY ANIMATION**.



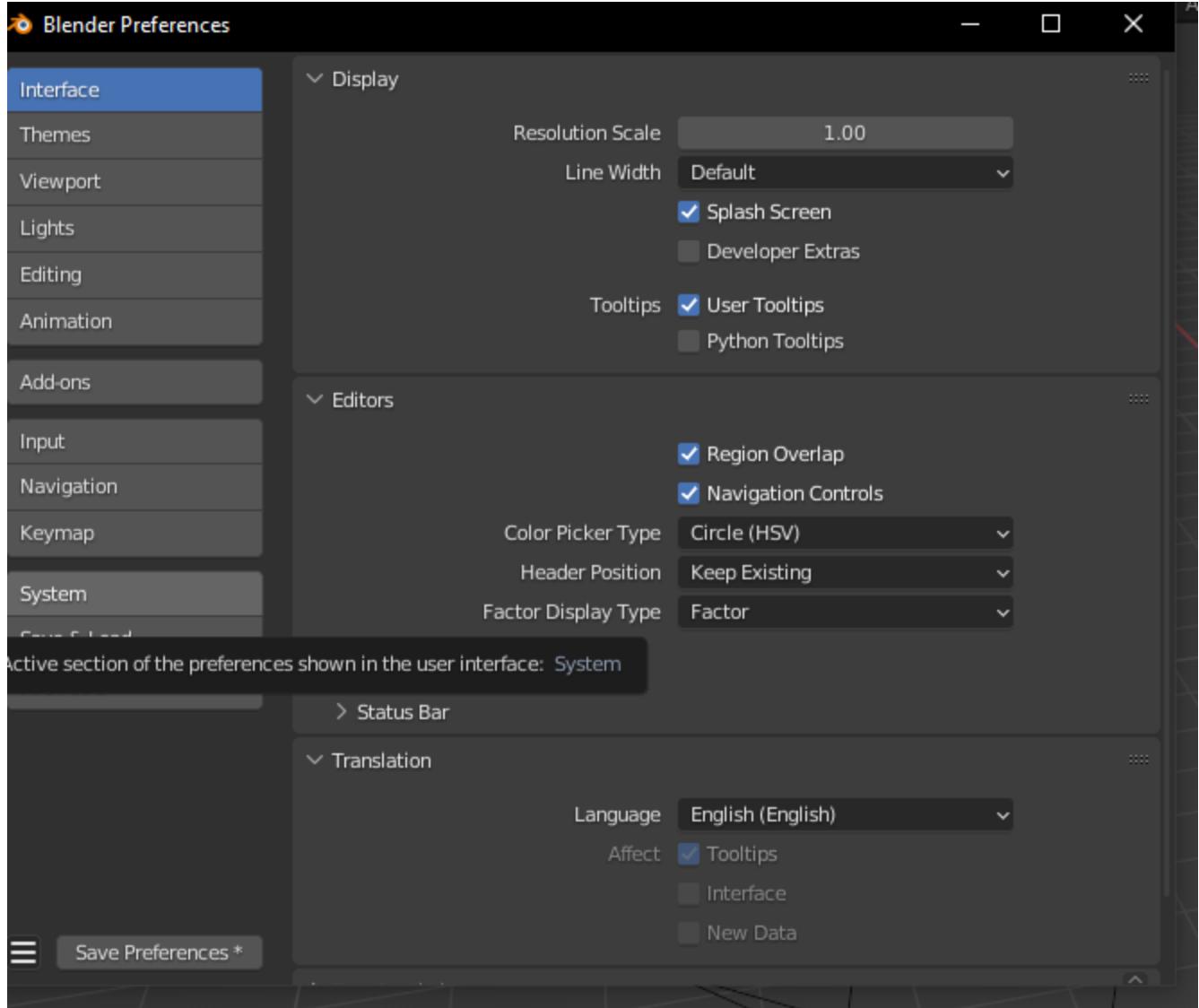
You will only see this screen when your "User Preferences" file doesn't exist yet, so you won't see it again unless you do a fresh installation or you choose to delete the USER PREFERENCES file.

%appdata%\Blender Foundation\Blender\3.3\config\userpref.blend



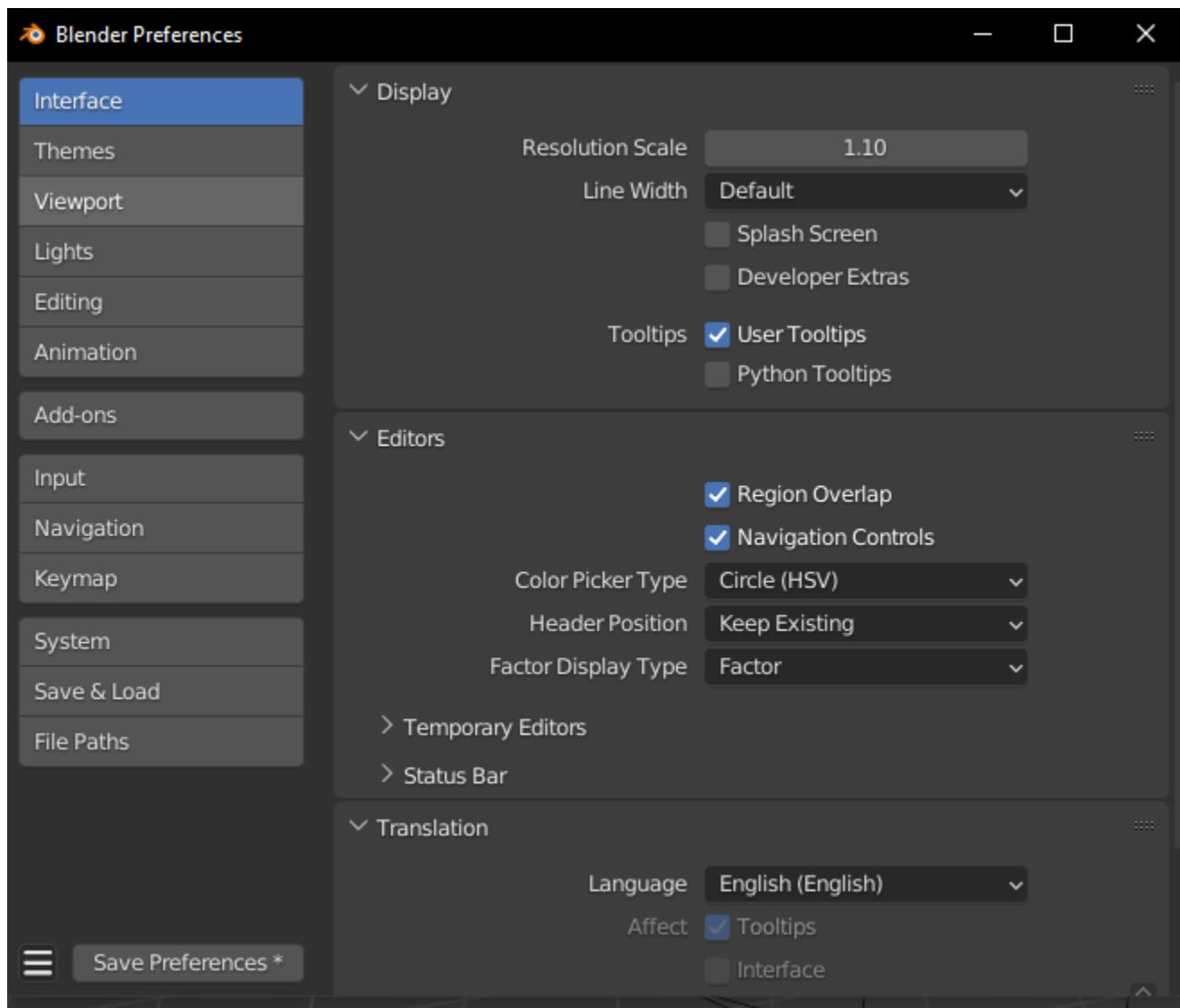
Next, we will go through the steps of customizing our PREFERENCES settings. These are located under the **EDIT > PREFERENCES** menu pull-down on the top bar. (Look for the Gear Icon)

Interface



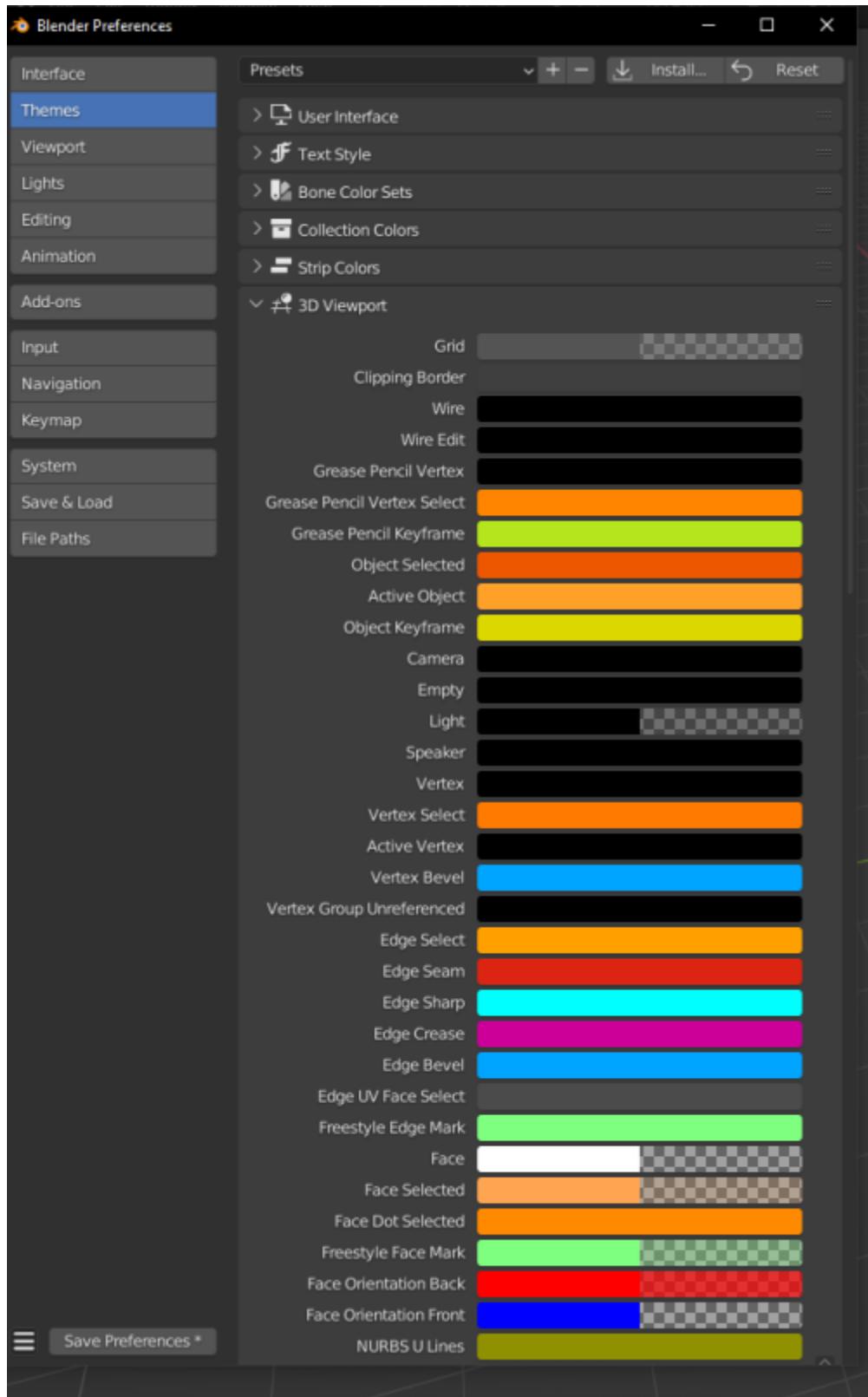
In this screen, you might want to adjust the **Resolution Scale** to get the most readable text size based on your monitor's resolution. You can use the mouse to slide that value left or right to adjust the screen content size.

I would also consider unchecking the "Splash Screen" option as once you see it a few times... you realize that you don't need to see it.



Screen with options changed to what *Pete Willard* prefers...

Themes-3D Viewport



In the **THEMES > 3D VIEWPORT** section, a common practice is to adjust Face Orientation Alpha setting (currently BLUE)- By adjusting the alpha setting to the LEFT, the BLUE will no longer show for outside facing Normals, but will still show RED for inside facing Normals. The BLUE is a bit

jarring when the "FACE ORIENTATION" setting is enabled and really isn't necessary. You can change the Alpha value for the Blue to 0.

At the bottom of this menu, you can adjust the **VERTEX** sizes to make them more visible by changing them from the default of 3 to a value of 5. If your screen resolution is high, making the vertex size 5 or 7 can help with visibility while in EDIT mode.

Viewport

For better view screen visual results, you might want to adjust these values in the **VIEWPORT > QUALITY** section:

- SAMPLES = 16

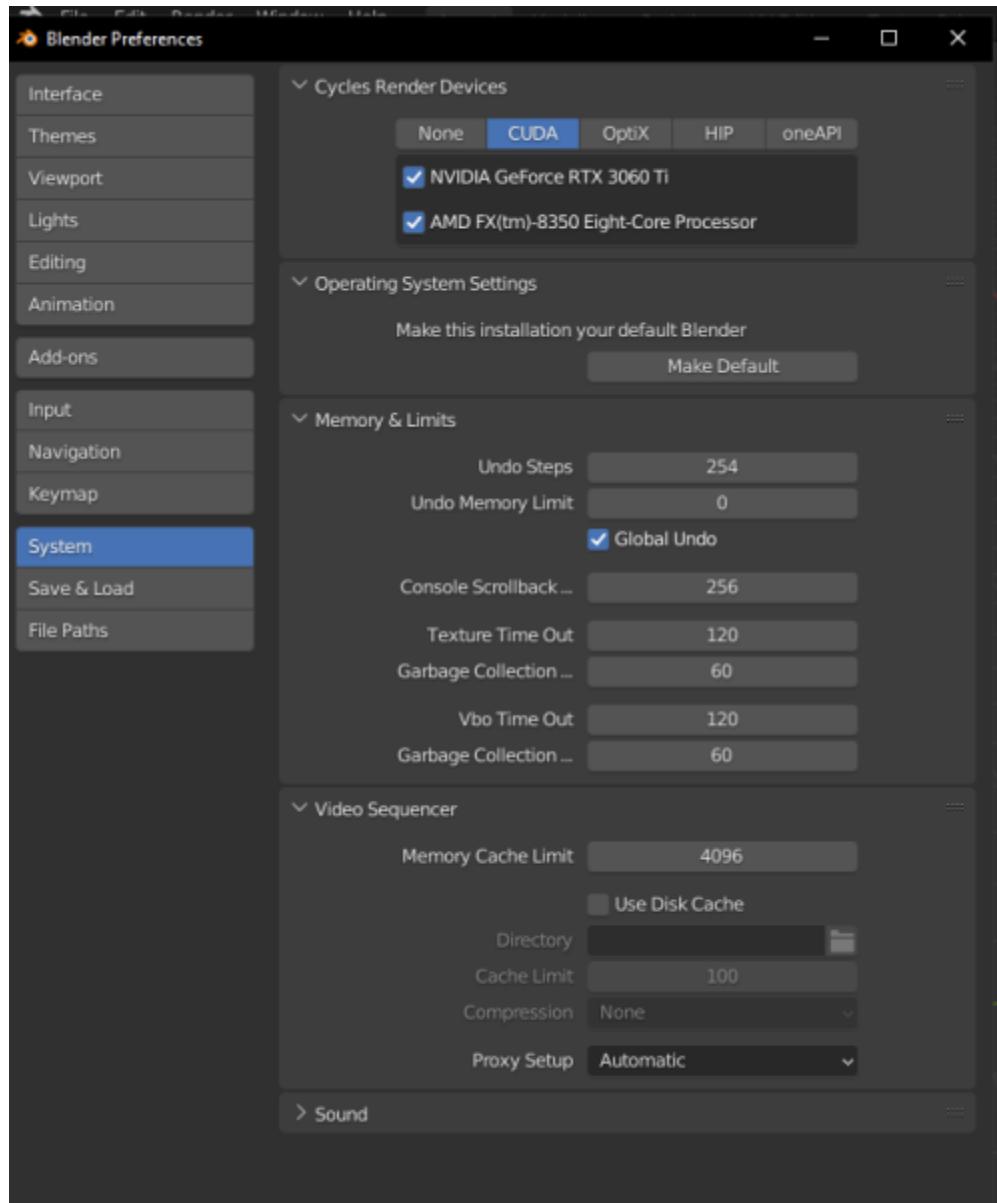
In the **VIEWPORT > TEXTURES** section:

- ANISOTROPIC = 4x

You can also adjust the 3D Viewport Axis to a smaller X,Y,Z line reference (change to Simple Axis) if you don't like the big navigation gizmo.



System



In the **SYSTEM > CYCLES RENDER TAB** section:

- Adjust CUDA settings to use both CPU and GPU - if possible.

In the **SYSTEM > MEMORY & LIMITS** section,

- Change UNDO steps to 200 or higher. I believe that 254 is the maximum value though. The default is only 32 undo steps, which isn't much.



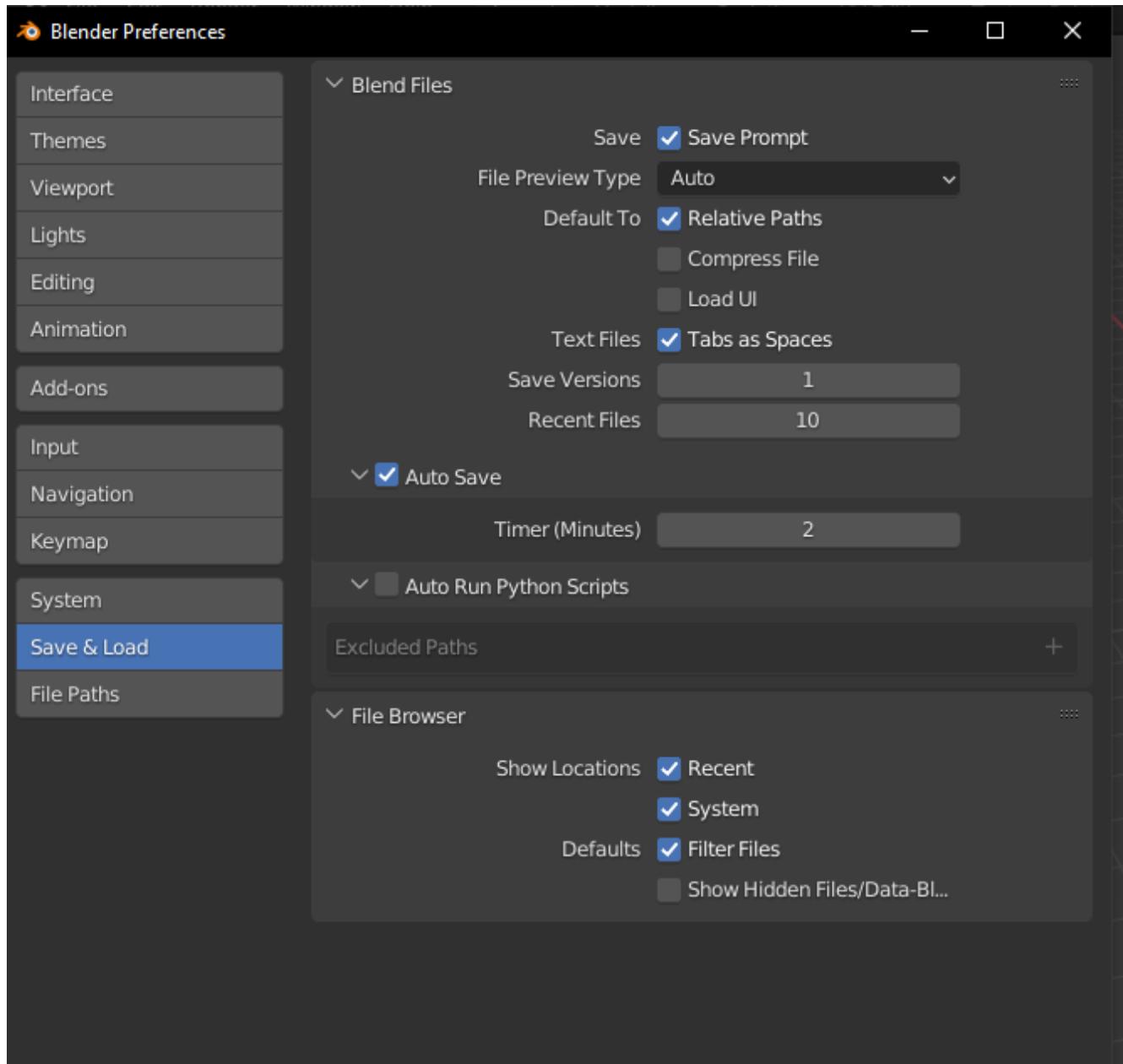
Unless you are using the modifier stack to perform non-destructive modeling actions, most if not all actions in Blender are one-way. This means that once you modify a shape, there is no going back unless you perform UNDO STEPS **CTRL + Z** in the **current editing session**. I advise saving a copy of your work using a revision

system like `crane_V1.blend`, `crane_v2.blend` where you create a new version at the start of each session. This way you can revert to earlier editing sessions if you need to give up on your latest revisions in favor of using an older editing session. There are also some options for automatically making a backups of your work.



If using Blender 4.3 or newer, you should also go into "System Settings" under Network and check "Allow Online Access".

Save & Load



In the **SAVE & LOAD > BLEND FILES** section:

Consider unchecking the **Load UI** option at times. When this is checked, the User Interface settings for the session come from the .Blend file that was just opened and not the normal User Interface you have setup as default for newly created .Blend files. This is especially troublesome, if left enabled, when you import someone else's .Blend file, as the user interface could then be very different from what you normally use. Change this as needed, but you should know how to include (or not include) the User Interface settings when loading .Blend files. You may find that you often want to switch this setting on and off.



You would want to RE-ENABLE this option if you have .Blend files that are using millimeters, common settings for 3D Printing model files, so that you would

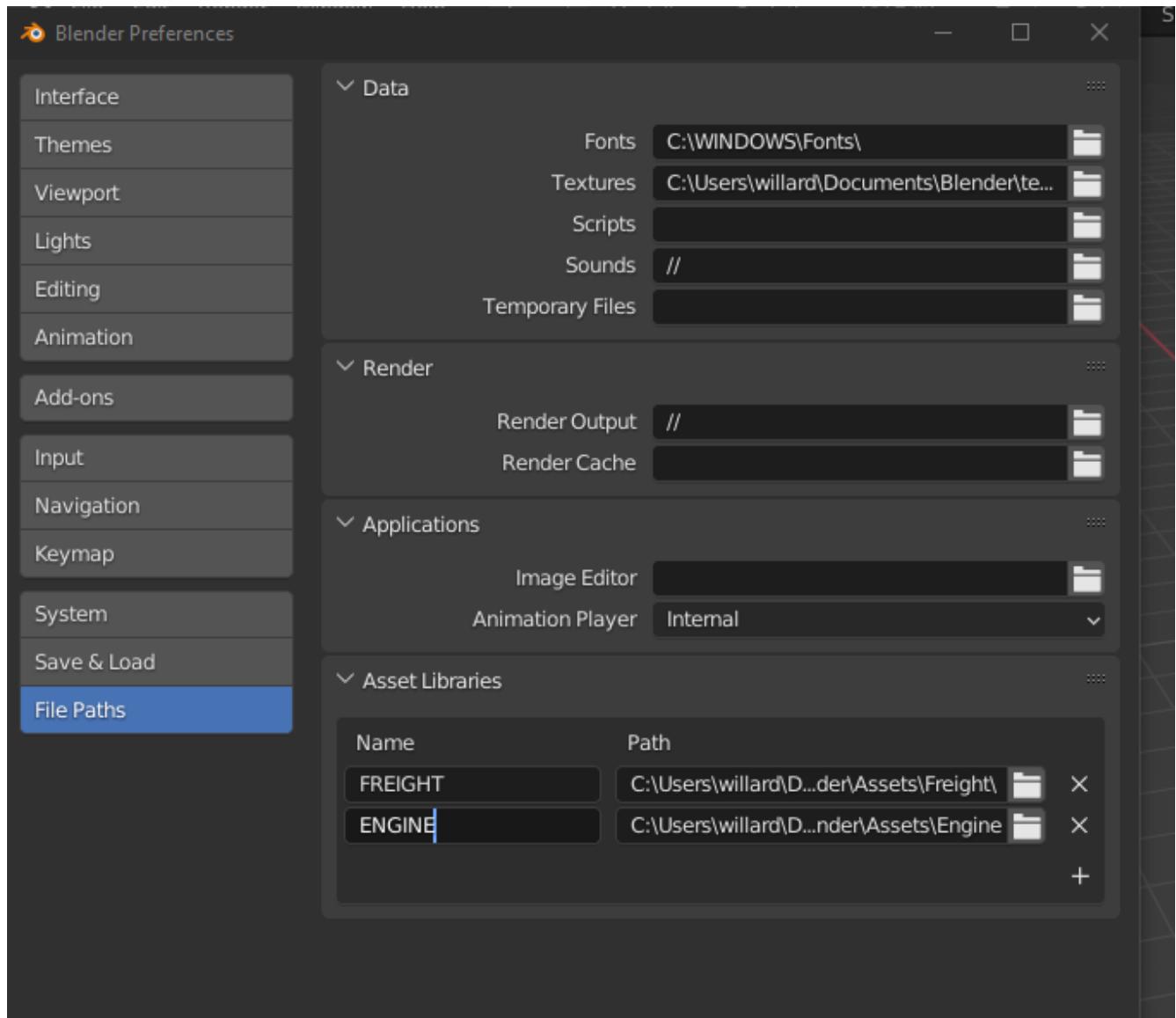
maintain proper UNITS settings when working on smaller objects while using Blender for things other than Open Rails.



You would also want to adjust the **SAVE VERSIONS** option to allow for automatic backup copies of the current `.Blend` file to be created.

File Paths

Since Open Rails is a Windows Program, file paths mentioned here are "modern" Windows file paths. You can use the Windows Explorer to navigate to these locations.



Blender relies on a number of default or user-defined file locations for certain things like FONTS, TEXTURES, TEMPORARY files, etc... this is where these settings can be changed. Many of these locations default to your standard "DOCUMENTS" folder on Windows.

In the **FILE PATHS > DATA** section:

- I usually define a common "textures" location for my 'library' objects, items that I share across multiple models. %USERPROFILE%/DOCUMENTS/Blender/TEXTURES, for example.
- The SCRIPTS location is where you would place your Blender Python Scripts (There is one we may need to use that we will discuss in another section of this document)

Version Compatibility Notice

The following section applies to Blender version 3.0 and later. Be aware that certain changes introduced in Blender 4.0 or Blender 5.0 may affect the procedures described here, particularly those related to add-on installation.

Beginning with Blender 4.0, many built-in add-ons are no longer bundled directly with the installer. Instead, they are downloaded and installed over the network after the initial setup. This change may alter the steps required for managing or enabling add-ons in newer versions.

In the **FILE PATHS > Asset Libraries** section:

- This setting will default to %USERPROFILE%/DOCUMENTS/Blender/ASSETS
- If you would like to have multiple ASSET library sections, you would **LMB** click on the **+** symbol on the bottom right of the "Asset Libraries" window to add a new ASSET Folder(s) to the list.

Customizing Asset Library Locations

In this setup, the default **user** library location has been renamed to **FREIGHT**, and its folder path has been updated accordingly. An additional library folder has also been added for **ENGINE**-related assets.

These changes are purely a matter of personal preference—library folders can be named and organized in any way that suits your workflow. Additional folders may be added at any time by clicking the "+" icon located at the bottom right of the **Asset Libraries** window.

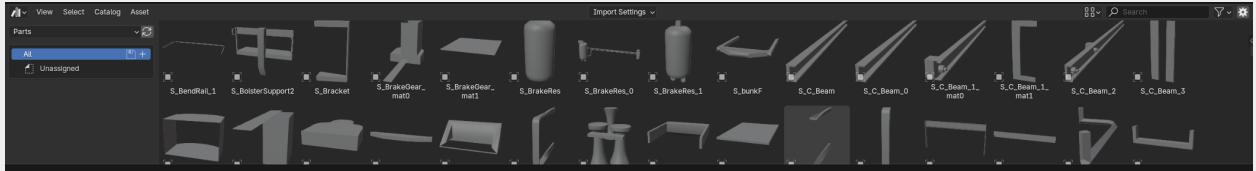
Asset Library Files

Asset Library files are **.Blend** files with 1 or more objects in them that are specifically **marked** as ASSET OBJECTS. This will make them show up in the Asset Browser window. Objects in the .Blend files that are NOT marked as asset objects will not be seen and will not be available as Asset Library Objects.

To see the Asset Library while you are editing 3D models, using the "Layout" tab at the top of the screen you will see the Animation Window at the bottom. We will replace this window with the Asset Browser window by clicking the small "clock" pulldown menu next to the

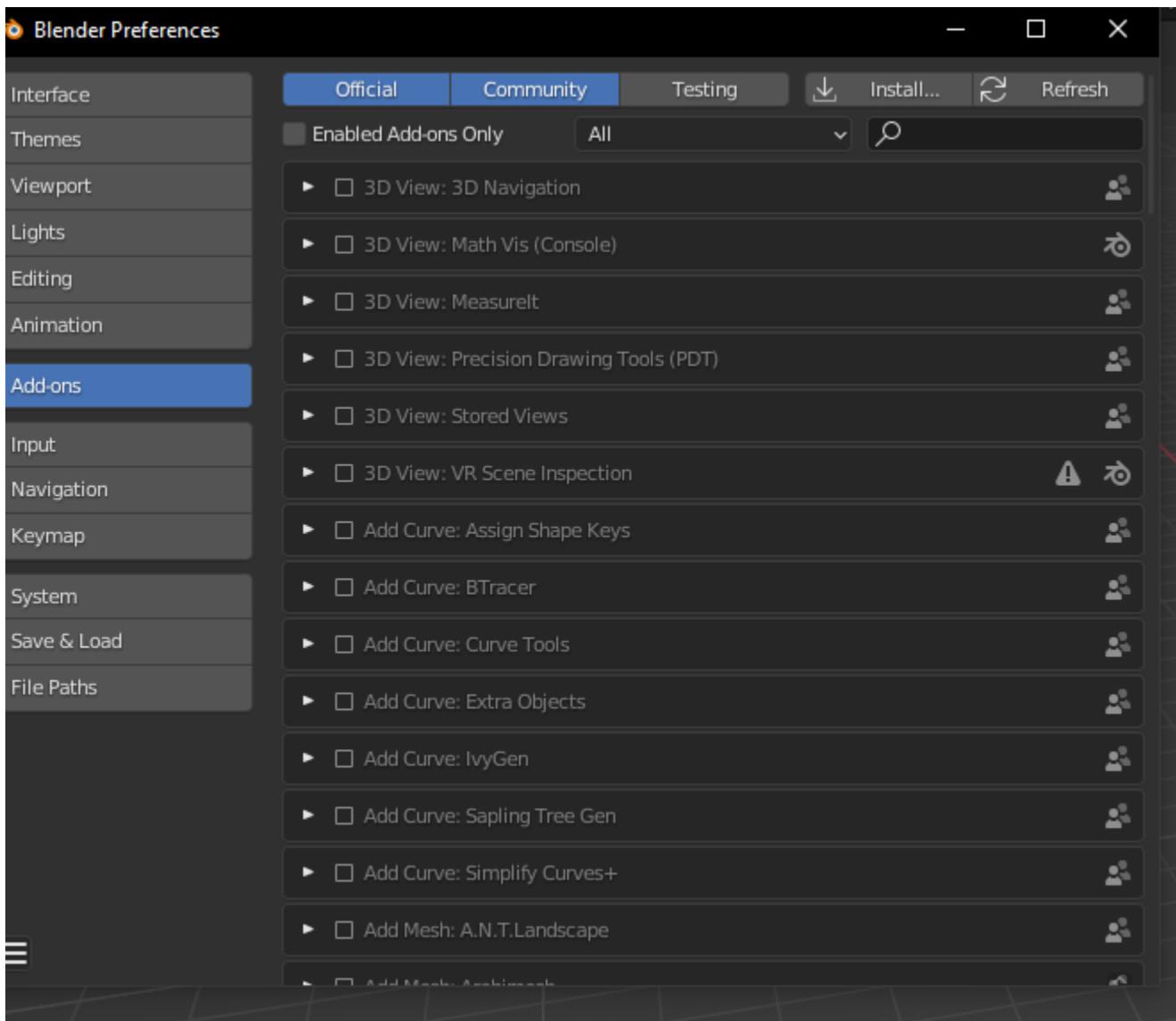
PLAYBACK tab of the Animation window and then select the "Asset Browser" item from this menu.

Resize the Asset Browser window by pulling up on the top of the Asset Browser window when the cursor changes to double arrows. This will allow you to better see the Asset Browser's available objects. For example:



Various libraries can be selected using the menu options on the left.

Add-Ons



In the **ADD-ONS > OFFICIAL + COMMUNITY** section:

The Add-ons section lets you manage secondary scripts, called “Add-ons” that extend Blender’s functionality. In this section you can search, install, enable and disable Add-ons. Blender comes with some useful Add-ons built-in that are ready to be enabled. You can also develop and add your own, or install any of the ones you might find on the web.

Blender’s add-ons are split into two groups depending on who writes or supports them:

Official

Add-ons that are written by Blender developers and/or are included with Blender.

Community

Add-ons that are written by people in the Blender community.



Blender 4.x now includes a built-in Add-On Manager that allows you to install add-ons from the internet. This is the preferred method of installing add-ons. This is the method we will use to install the add-ons we need for Open Rails when using the latest version of Blender. There is also a new option called **Extensions** for add-ons that meet Blender's community standards. *You must have enabled the "Allow Online Access" from the network settings under "System" preferences for this feature to work.*



With the latest versions of Blender, To install an add-on, click on the "Install" button on the right side of the add-on you want to install. This will download the add-on and install it in the correct location for Blender to find it. You can also search for add-ons by name or category using the search bar at the top of the Add-ons window.

Installing Add-Ons with Version 4.x

Blender add-ons expand Blender's functionality with new tools, import/export features, UI panels, and automation utilities. Add-ons may be included with Blender or provided as third-party ZIP packages.

Enabling Built-In Add-ons

1. Open **Edit → Preferences...**
2. Select the **Add-ons** tab
3. Use the search box to locate the desired add-on
4. Enable it by checking the box next to its name



Some bundled add-ons may require a small download the first time they are enabled.

Installing Third-Party Add-ons

1. Download the add-on package in **.zip** format
2. In Blender: **Edit → Preferences → Add-ons**
3. Click the **Install...** button in the upper-right
4. Select the ZIP file and click **Install Add-on**
5. Enable the add-on using its checkbox



Do not extract the ZIP file unless you are specifically instructed to. The ZIP must contain an `init.py` file in its root folder to install properly.

After Installation

Some add-ons:

- Add new panels to the Sidebar (press **N**) in the 3D Viewport
- Add menu items under **File → Import** or **File → Export**
- Provide configuration options under the add-on's **Preferences** section

If **Auto Save Preferences** is enabled (it is by default), Blender will remember your enabled add-ons next time it starts.

Add-on File Locations

Type	Location
Built-in Add-ons	Installed with Blender in the program directory
User-installed Add-ons	Stored in the user profile without requiring administrator access

To reveal the installed location: **Preferences → Add-ons → Gear icon → Show in File Browser**

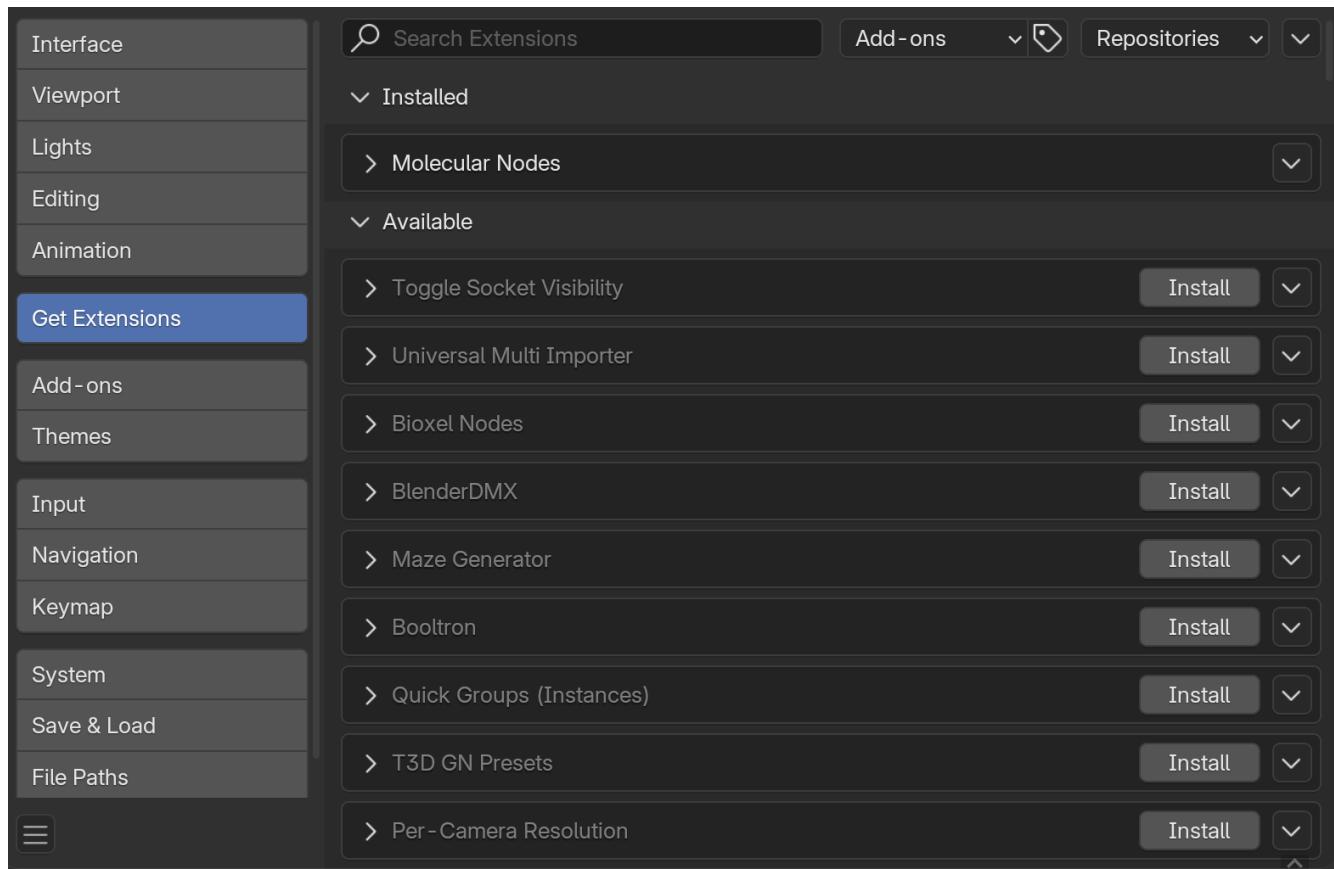
Troubleshooting

Issue	Solution
Add-on does not appear after installation	Ensure you selected a ZIP containing an <code>init.py</code> (not a folder inside another folder)
Add-on throws errors	Verify it supports Blender 4.3
Panel or tool not visible	Check the Sidebar (N) or menus under File → Import/Export
Add-on disabled after restart	Enable Auto Save Preferences



Download add-ons from trusted sources (GitHub, Blender Market, etc.).

Also in Blender 4.x - Extensions



Here's a detailed breakdown of the Extensions system introduced in Blender (starting around version 4.x), how it differs from the traditional Add-ons system, and how you can use it in your workflow.

What are “Extensions”?

In Blender, “Extensions” is a term encompassing add-ons, themes, keymap packages, and other modular enhancements to the core software.

The official online platform for these is Blender Extensions Platform (via extensions.blender.org). It is a repository and sharing site for free/open-source extensions.

The key idea: make it easier to find, install, enable, update, and manage these modular enhancements all from within Blender.

While “Add-ons” is still a valid term, in newer versions the UI uses “Extensions” to highlight the full range of extension types, not just Python scripts.

Enabling the feature: (first time only)

- Open Edit → Preferences → go to Extensions tab (or sometimes Get Extensions).
- If prompted, allow Online Access so you can see the repository of extensions.
- Once enabled, you'll see the list of available extensions from the official platform inside Blender.

Browsing for new extensions:

- Click on the “Get More Extensions” button at the bottom of the Extensions tab.
- This will open the Extensions Platform website in your default web browser.
- You can search for extensions by name, category, or author.

Installing extensions:

- Click on the “Install” button next to the extension you want to install.
- This will download and install the extension in the correct location for Blender to find it.

Enabling and disabling extensions:

- Click on the checkbox next to the extension you want to enable or disable.
- The extension will immediately be enabled or disabled.

Updating extensions:

- Click on the “Update” button next to the extension you want to update.
- This will check for updates and install them if available.

Uninstalling extensions:

- Click on the “Uninstall” button next to the extension you want to uninstall.
- This will remove the extension from Blender.

How to use Extensions in Blender

Extensions are modular enhancements to the core software that can be enabled and disabled as needed.

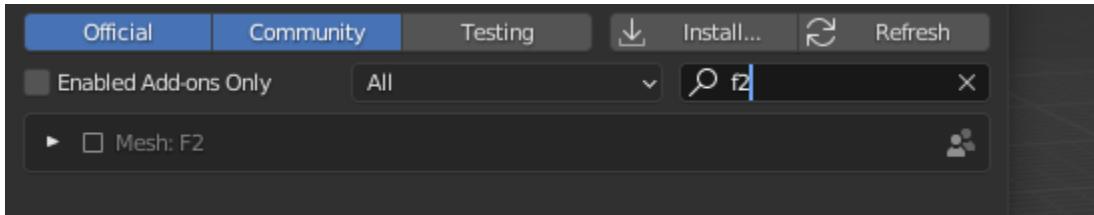
Enabling and Disabling Add-Ons



Blender has discontinued including all of the built in add-on that it previously included in the installation distribution. You can still get them, you just need to install them from the internet now.

Enable and disable an add-on by checking or unchecking the check-box of the add-on you have selected. Add-ons are immediately available when checked, or disabled when unchecked.

To locate a built-in add-on, use the search option and then use the check-box to enable it.



Add-ons are grouped by their TYPE, such as MESH, IMPORT_EXPORT, CURVE, etc.

To get us started, here are a few built in Add-ons I recommend installing:

- MESH: [LoopTools](#)
- MESH: [F2](#)
- MESH: [Edit Mesh Tools](#)
- NODE: [Node Wrangler](#)
- ADD CURVE: [Extra Objects](#)
- ADD MESH: [Extra Objects](#)
- MESH: [Automirror](#)



(When searching, use the word on the right (see below), for example type; [F2](#) to locate and enable the built-in or already installed addons)

Loop Tools

This and EDIT MODE addon that has a lot of operators for turning any number of edges into a circle or curve. It can bridge edge loops **and** add segments while doing it, it can turn sloppy loops into a perfect curve, it can flatten things at graduated angles unlike using [S](#) [X](#) [0](#).... It can TWIST things... It has a cool LOFT option (PLAY WITH IT) and finally, it can average out the distance between a series of vertices using the SPACE option. When in EDIT MODE, it will show up on the right side *N-Panel* menu under the [EDIT](#) tab or in the [RMB](#) menu.

F2

A quick FACE creation (filling holes) add on to save keystrokes when manually adding faces, especially in repetitive face creation. It used the [F](#) key.

Edit Mesh Tools

Another EDIT MODE addon tool and, like Loop Tools, it has a right side *N-Panel* menu and a [RMB](#) menu. It has sections that deal with vertices, faces, and edges. It has some features that require multiple steps to do normally. The menu options are pretty self explanatory, so its worth doing some experiments to see how its features can be helpful. Some of the best features are related to face manipulations.

Node Wrangler

This add-on gives you several tools that help you work with nodes quickly and efficiently. [CTRL-](#)

SPACE for general menu, **CTRL-T** for texture and UV Mapping nodes, **CTRL-SHIFT-T** for PBR Texture nodes, **CTRL-SHIFT-LMB** to isolate a texture, **ALT-RMB** for Mixed Shader nodes, and **CTRL-RMB** for quick links.

ADD CURVE: Extra Objects

Will add a number of additional Curve Object Primitives, such as Arc, Arrow, Cogwheel, Cycloid, Flower, Helix, Noise, N-sided, Profile, Rectangle, Splat and Star, some various knots, and additional variants of available primitives.

ADD MESH: Extra Objects

Will add a number of additional Mesh Object Primitives, such as five types of beams with Beam Builder, gears, honeycomb, diamonds, pipe joints, stars, some additional shapes similar to the Suzanne Monkey head, Add a single vertex, and wall builders.

Automirror

A quick and easy object mirroring tool with multiple options. A bit simpler than the Mirror Modifier.

3rd Party Add-Ons

We will initially start with some freely available 3rd Party add-ons from the Blender community that we will want to have, including one optional one if you plan to model for Dovetail Games Train Simulator.

1) Blender28toMSTS * Available From: https://github.com/pwillard/Blender_MSTS_ORTS_Exporter/blob/main/Blender_MSTS_ORTS_Exporter.zip * See the video:^[1] * Instructions say to un-zip the file before using the Blender **install** option, as it won't install correctly due to the additional support files included with the distributed **.zip** file. * DOCS: <https://github.com/pwillard/Ebook-MSTSORTSExporter/blob/main/MSTSORTSExporter.pdf>

2) Edge to Curve * Available From: <https://github.com/Stromberg90/Scripts> * A python script to create "Curves shapes from Edges" that can be converted back to a mesh. It can be used to create handrails and pipes.

3) Export To Blend * Available from: <https://blendermarket.com/products/export-to-blend> * Price: \$5.00 * This add-on allows you to export your selected model object to a new **.blend** file. * It allows you to export the model to a **.blend** file with all the materials, textures, and textures coordinates and is useful when you want to create a library of **parts** for your 3D modeling.

4) TrainSimTools * Available from: <https://github.com/pwillard/TrainSimTools/releases/tag/v1.0.0> * This is an optional add-on that is available to assist with setup and manipulation of the modeling process specific to MSTS/ORTS modeling. * For example, it will create the required "collections" setup on-the-fly so you don't have to hard-code the collection structure into your startup configuration. This is helpful when you are working with multiple models where some of them are

not Train Sime related. * This add-on is a work-in-progress.

Most of these are free add-ons, but some of the add-ons that you could want to install later might be add-ons you would need to pay for.

There are hundreds of add-ons that are not distributed with Blender and are developed by others. To add them to the list of available add-ons, they must be installed into Blender. BlenderMarket (Now called superhive, for some reason : <https://superhivemarket.com/>) and GUMROAD are the two most popular places to find add-ons.

To install the 3rd-party add-ons, choose the **[Install...]** button and use the **File Browser** to select the **.zip** or **.py** add-on file.

You will then have the option to enable to disable the installed add-on using the add-on check-box in the list.

BLENDERKIT

From Marek at ELvas Tower: I have been using the free **BlenderKit** add-on recently. It's enabled via **Preferences>Add-on**. **BlenderKit** has over 5000 materials and ones like rubber, metal, plastic come in handy for rolling stock texturing. I found a checker plate procedural material that I applied to the walkway sections of my model below. Because it's procedural you can scale the checker without loosing image quality.

I guessed at the scale and then rendered the image using the top down camera I had used to render the Ambient Occlusion. I then edited the resultant render image to remove the roof and other details so only the walkway was left and placed in on the texture file in GIMP. Because the scale of the orthographic camera did not change compared to the Ambient Occlusion everything was lined up. Blended with the Ambient Occlusion layer below and the subtle shading its light years ahead of what I have been able to achieve in the past.

And this was just the first try as a test that I spent about 20 minutes on. The render engine in Blender, along with 3D texture painting are tools that texture artists should look at as additional tools at their disposal.

Exit and Save Preferences

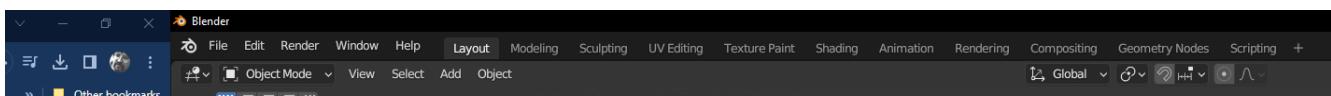
Exiting (closing) the **EDIT > PREFERENCES** section will save your changes. By default, it automatically saves your changes unless you have unchecked **Autosave Preferences** in the **hamburger** menu at the bottom of the **Preferences** window.

Other Settings

We will continue making changes to the header and properties panels near the top and right side of the screen respectively. Some, if not all, of these changes are purely optional but they are worth checking out.

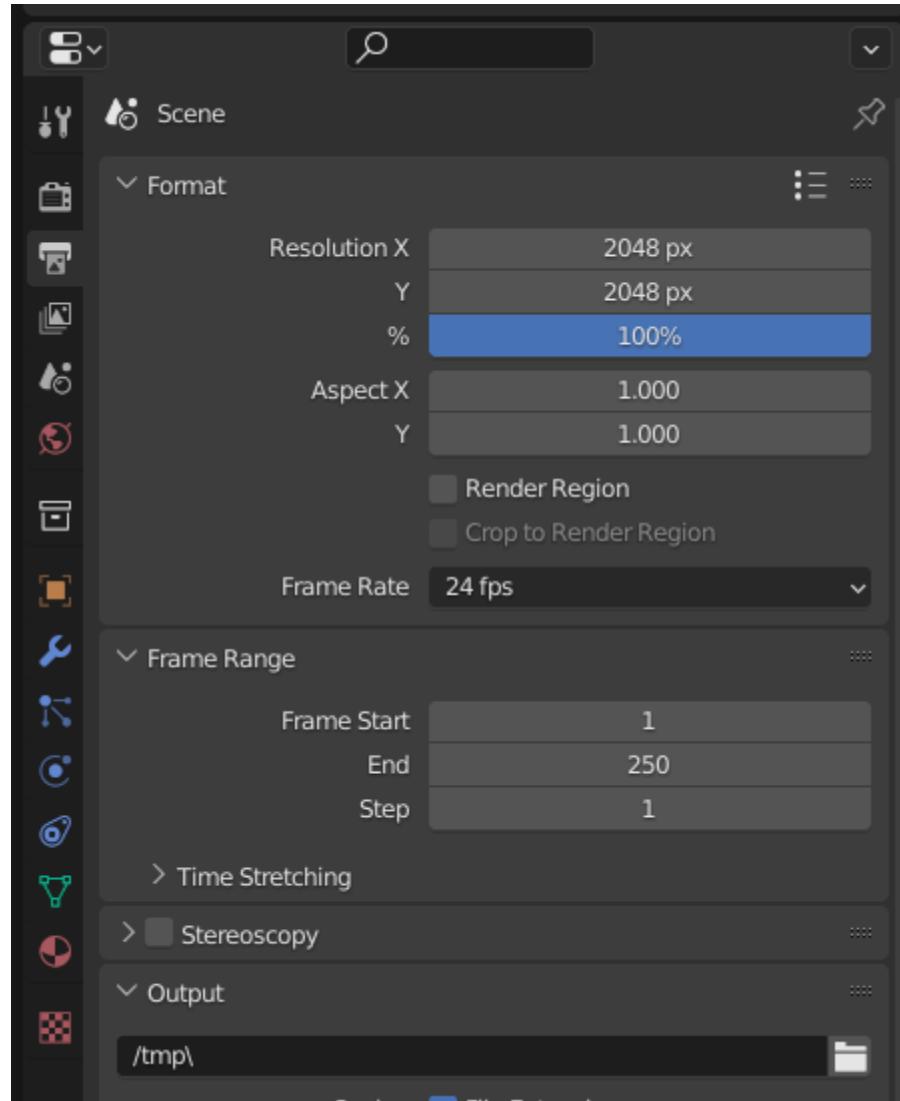
TABS

Along the top of the main Blender window, there are a series of tabbed menus. We don't actually need all of these to be available to us while modeling Open Rails content and you might notice that some of them seem redundant. Let me explain... the **Modeling** tab is actually a holdover window from earlier versions of Blender and is nearly identical to the newer **Layout** tab. Feel free to delete the **Modeling** tab as you really won't be needing it. Though you could use it to maintain an alternate view of your work in progress. To save a bit of screen real estate, you can delete the Sculpting tab as well since you would hardly ever need it for *Hard Surface Modeling*.



You can always tweak the TAB menus to your liking as these changes can be undone by clicking on the **+** symbol in the menu to **add** additional TAB menu options. Be sure to save your changes using the file menu option **File > Defaults > Save Startup File**.

Scene Settings



Define your default output resolution as 2048x2048 since we will generally be working with square textures. Open Rails does not demand square textures the way that Microsoft Train Simulator does but it is a good idea to use square textures for consistency.

Gismo settings



Below is a change that is very related to your personal preference, so it is optional. Some feel this creates a messy window.

In the Layout window there is the GIZMOS Drop Down menu. (Look for an arc with an arrow icon) You can enable the MOVE option with a check-box. This will give you AXIS based MOVE arrows that you can grab to assist with moving an object around your scene. (Or you can just use the "G" key options.)

Overlays

Right next to the GIZMO options, there is an icon for OVERLAYS.

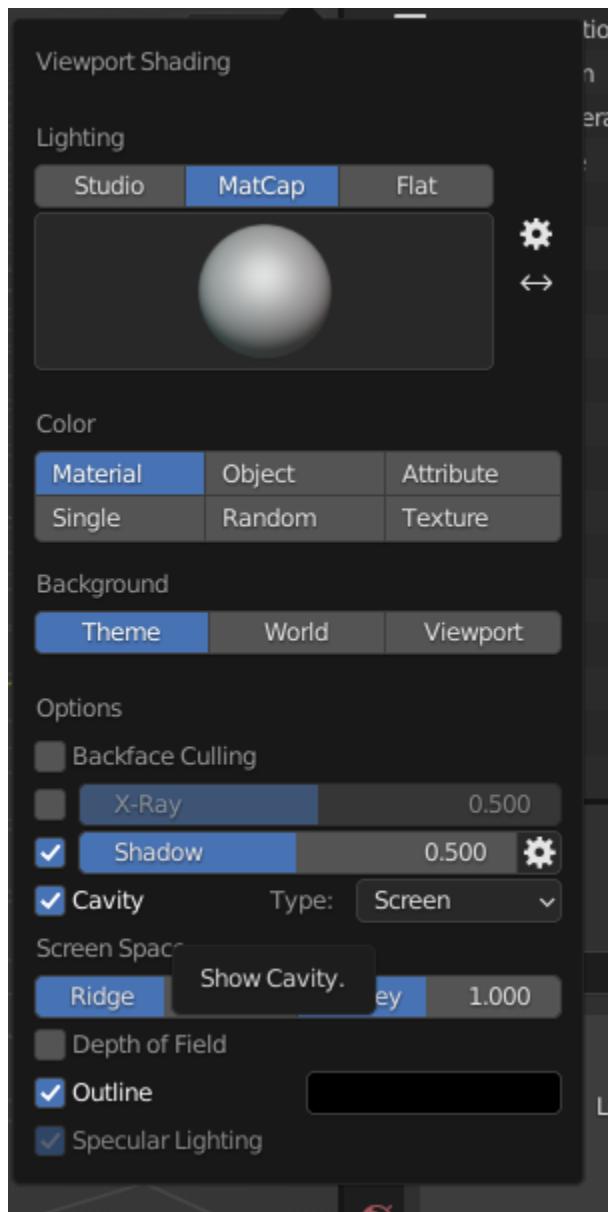
An option in Overlays that you might want enabled is **Statistics** at it will help you keep an eye on your poly count budget.



Below is a change that is also very related to your personal preference so it is optional. Some feel this creates a **really** messy edit window on complex shapes.

Under Overlays (Select the default cube and change to **EDIT MODE** using **TAB**. If there is no default cube, then use **Add > Mesh > Cube** to place a cube in the scene and go to EDIT mode using **TAB**.) In the **OVERLAYS** drop down, enable the **EDGE LENGTH** check-box. This will show the actual edge unit lengths of selected objects when you have an edge or edges selected. There are addons such as "Construction Lines" that do a better job if you want this feature.

Shading Settings



- Under SOLID VIEWPORT SHADING (Locate the Solid Circle Icon and use pulldown on the right of it), change the following:
 - Enable the check-box next to Shadow
 - Enable the check-box next to Cavity

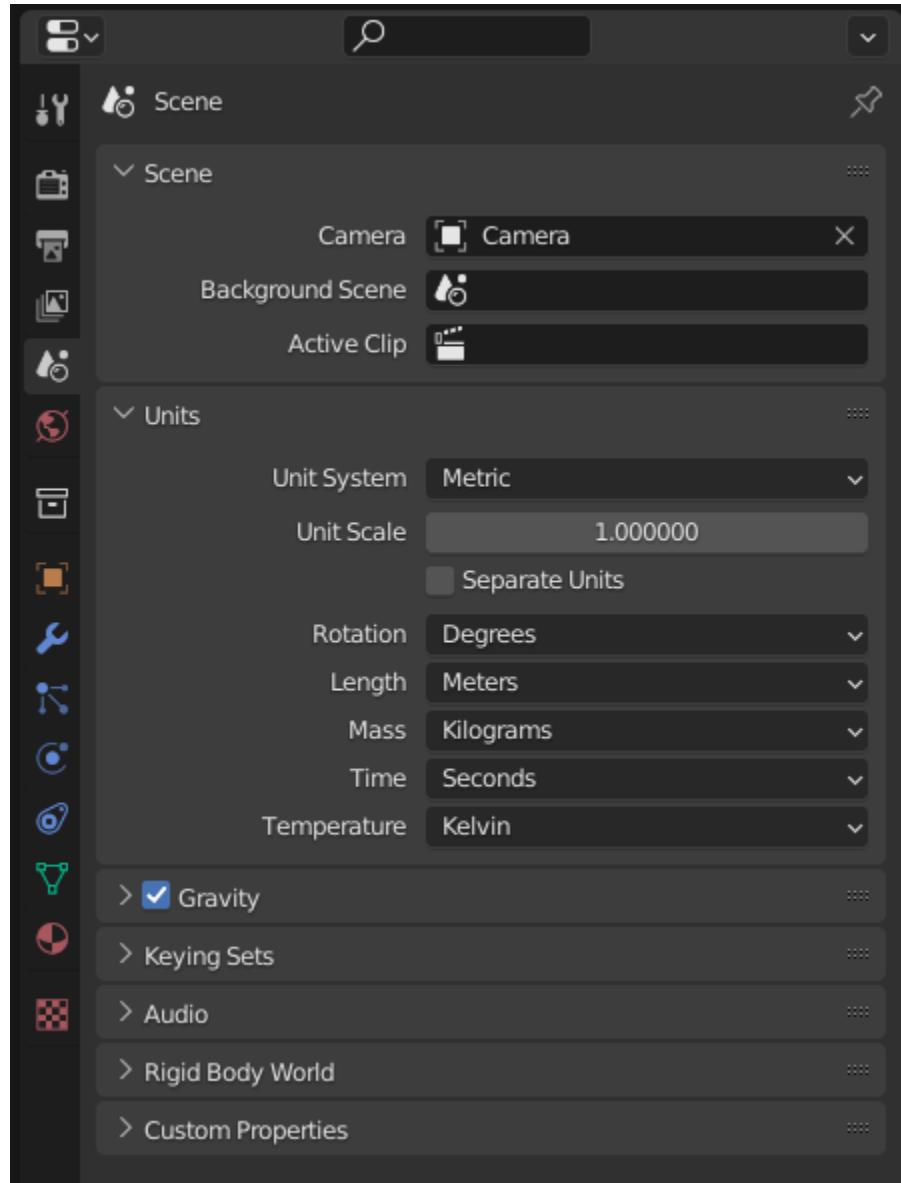
These steps help to make things more visible while editing objects.



I also sometimes choose MATCAP and pick the leftmost MATCAP option for better visual representation of what I'm working on in the early stages of modeling. It

can help to see the shape of an object in a more 3D way and also makes surface errors easier to see.

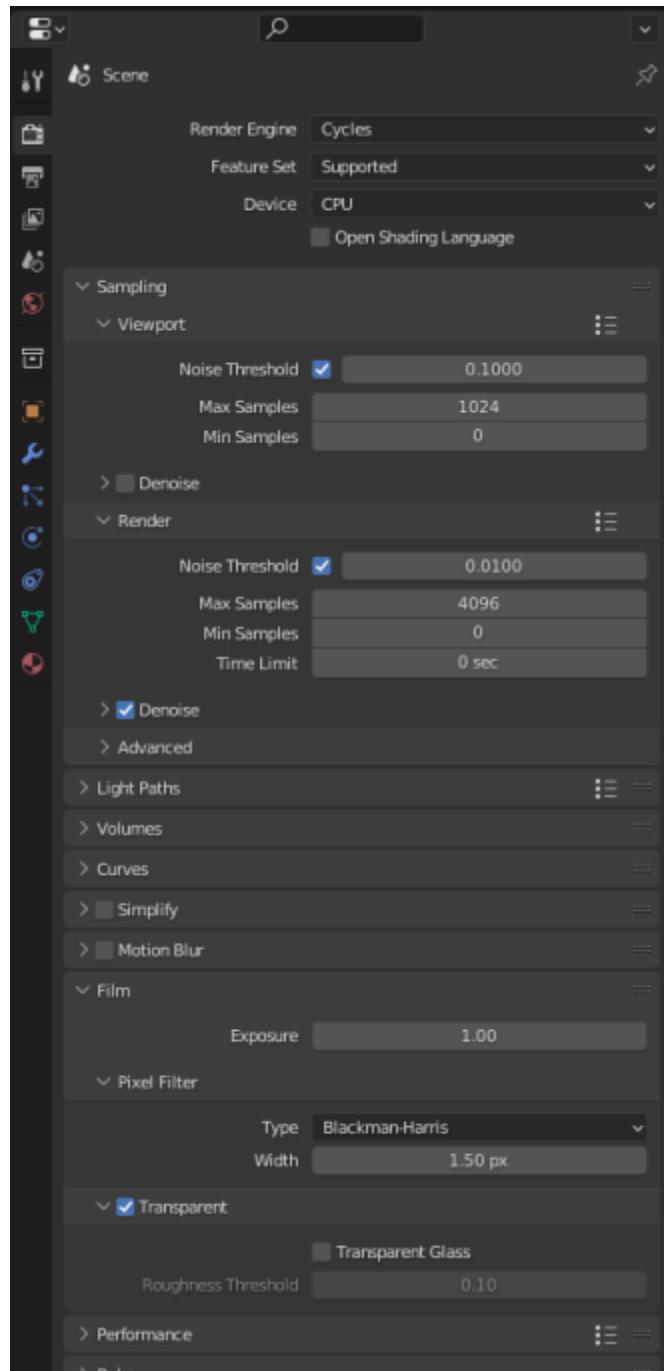
Units



If you need to work in U.S. customary units versus Metric, you would adjust the setting under the **UNITS SYSTEM** option in Scene Properties.

! Changes to **UNIT** settings can have effects in other areas, such as Camera View settings related to **Focal Length**, **Clip Start** and **Clip End**. To adjust these values after changing UNITS settings, use the **N-Panel View** tab to make adjustments. If you end up with unusual clipping or part of your model disappearing when you zoom out, you need to adjust your *clip end* settings.

Scene (Rendering)



The settings here are optional but give better render results.

Properties Panels > **Scene** > **Render Engine** > **Eevee** and modify SAMPLING > RENDER option to 200 SAMPLES

Properties Panels > **Scene** > **Render Engine** > **Cycles** and modify SAMPLING > RENDER option to 200 SAMPLES

Properties Panels > **Scene** > **Film** In the Film section, Enable the check-box for "Transparent" (This

removes any background from renders, you **will** want this)

Shading

Related to the **Shading** Tab on the Top Bar Menu, we will make some adjustments for lighting. Rather than rely on actual **light** objects in our scene, we can create general illumination effects based on HDRI images.

This step requires that you have already downloaded an example HDRI file from one of the HDRI WEB SITE locations mentioned at the beginning of this document. The downloaded HDRI files could be located in your **Documents > Blender > HDRI** folder that you create for this purpose. See TIPS below for usage details.

In the "World Properties" panel (globe icon on the right), Add "Background" in the Surface pulldown menu. In the Color section, select "Environment Texture". This will allow us to chose the HDRI we downloaded and made available for Blender to use. Select the "Open" button and choose the HDRI file you want to use using the "File Browser".

Now, when you chose Render, you will be using the lighting from the HDRI file.

If you now select the **Shading** tab and then choose the **Viewport Shading** view icon (The one to the right of Solid Shading Icon) you would then choose the pulldown on the right (viewport shading) and then adjust the default lighting setting to **Scene World**. You will now see your work with the new HDRI background in place.

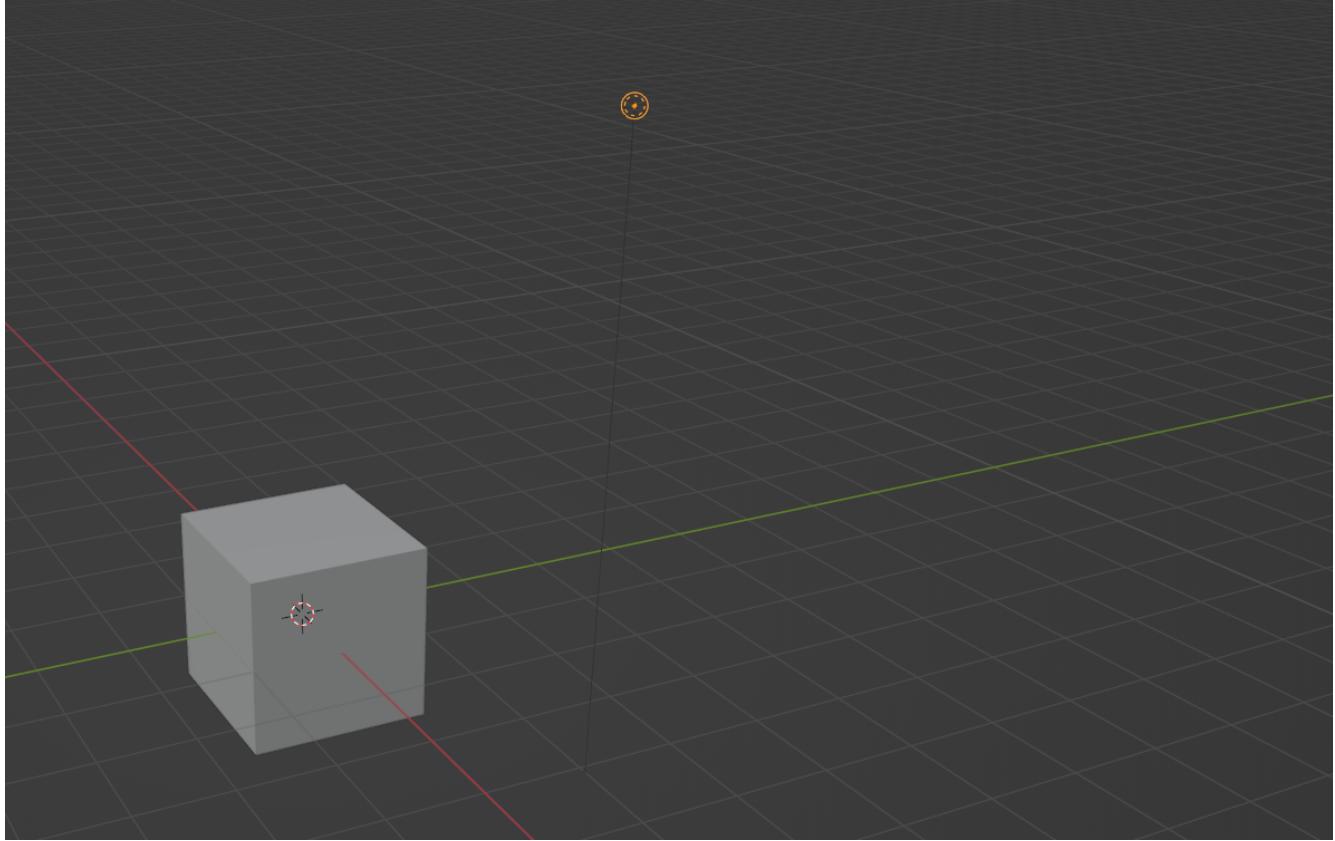
When you Render your model from here on, this would be your background if you had not chosen "transparent" in the FILM option earlier.



The **Abandoned Slipway** HDRI from <https://hdrihaven.com> comes recommended by **Josh Gambrell** for neutral outdoor lighting in the past. There is also a file called **hdri_004_nordicfxnet.hdr** aka "Railroad Crossing" from <http://www.nordicfx.net/> as it seemed slightly more appropriate. I did scale it down from 4K to 2K though.



There is a free HDRI addon that makes setting up the World HDRI lighting image files a bit easier called "EASY HDRI". *Totally optional of course.*

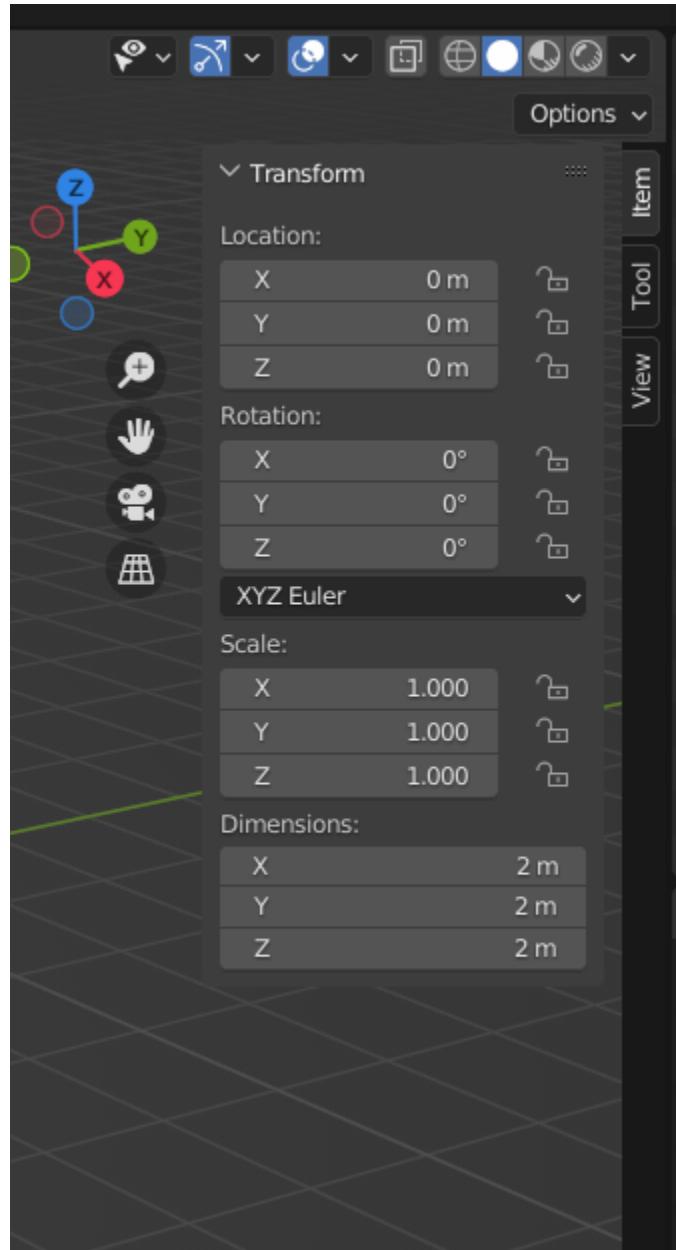


The last thing we need to do now that we have replaced how we do our lighting for renders is to delete the default light source in the default file. In the Scene Collection, or in the main 3d Window select and delete the default "light" object.

Done, for now... almost

One last step...

Press the **N** key to bring out the **Number Panel**, referred to as *N-Panel*, where you can adjust objects settings and locations by entering numbers. This will have the *N-Panel* available when we start new Blender projects.



With these changes done, its time to save our settings.

FILE > DEFAULTS > SAVE STARTUP FILE > Confirm

We will now have all of our basic user preferences and startup file options the way we want them for 3D modeling simulator assets.

== Folder structure

The layout of your project development folder is completely personal depending on how you organize your work. I'll share what I currently use as an example.

Name	
Completed	
Export	
Idea	
Import	
Notebook	
Projects	
Scripts	
Shared	
Text	
	3dp-carpet-cap
	auto-Saturn-Sky
	eng-50ft-DE-RS1325-CIM
	eng-58ft-DE-AS16-BLW
	eng-58ft-DE-AS415-BLW-EMD
	eng-60ft-DE-U18-GE
	eng-62ft-DE-B23-7-GE
	frt-38ft-TM-MiniWhale-GATX
	frt-40ft-NE-N6A-Caboose
	frt-48ft-TM-ClaySlurry-GATX
	frt-48ft-TM-ClaySlurry-SHPX
	frt-48ft-TM-CRYO
	frt-48ft-TM-DOT105100W
	frt-50ft-TM-chemicar-GATX
	frt-50ft-TM-OilRecycle-ACFX
	frt-52ft-MWG-Crosstie-NS
	frt-53ft-RBL-Evans
	frt-60ft-XP-Pullman-Auto
	frt-65ft-FL-Evans-spine
	frt-65ft-LO-4bay-5280-Pullman
	frt-89ft-FA-TTX-rack-low-deck
	frt-89ft-FA-TTX-rack-std
	frt-89ft-FM-TTX
	scn-12ft-JerseyBarrier
	scn-40ft-U-IsoContainer
	scn-45ft-trailer
	scn-53ft-trailer
	Project.txt



A lot of details have been snipped out for brevity. Regarding handy folders to create, EXPORT is for renders and such, IMPORT is for things being converted from 3DCANVAS and TSM or other external 3D model sources. PROJECTS, should be obvious, but using prefixes and a naming standard to make things easy to find. I use a SHARED folder for things that all projects will share, like Asset Libraries and common textures. I prefix my Freight cars with FRT, Scenery with SCN and Engines with ENG... you get the idea.

Content Creation Overview

The information presented below is not specifically about modeling with Blender, it is about how to create items that comply with the simulator requirements and guidelines. Some references to old 3DCrafter notes are included here, as well.



Reminder, this document is basically a "notebook" and it started life as my collection of notes about content creation. It may seem to jump around a lot while the concepts are being gathered. Expect changes and updates.

Orientation

There is a need to properly orient your model if you are making rolling stock or an engine. If you have used 3D modeling software in the past, maybe 3D Crafter / 3D Canvas or Maya, etc where you might be accustomed to Z axis being DEPTH and the X axis being WIDTH and Y axis being HEIGHT. Blender orientation is similar to 3DS MAX where Z is HEIGHT, X is WIDTH and Y is DEPTH.

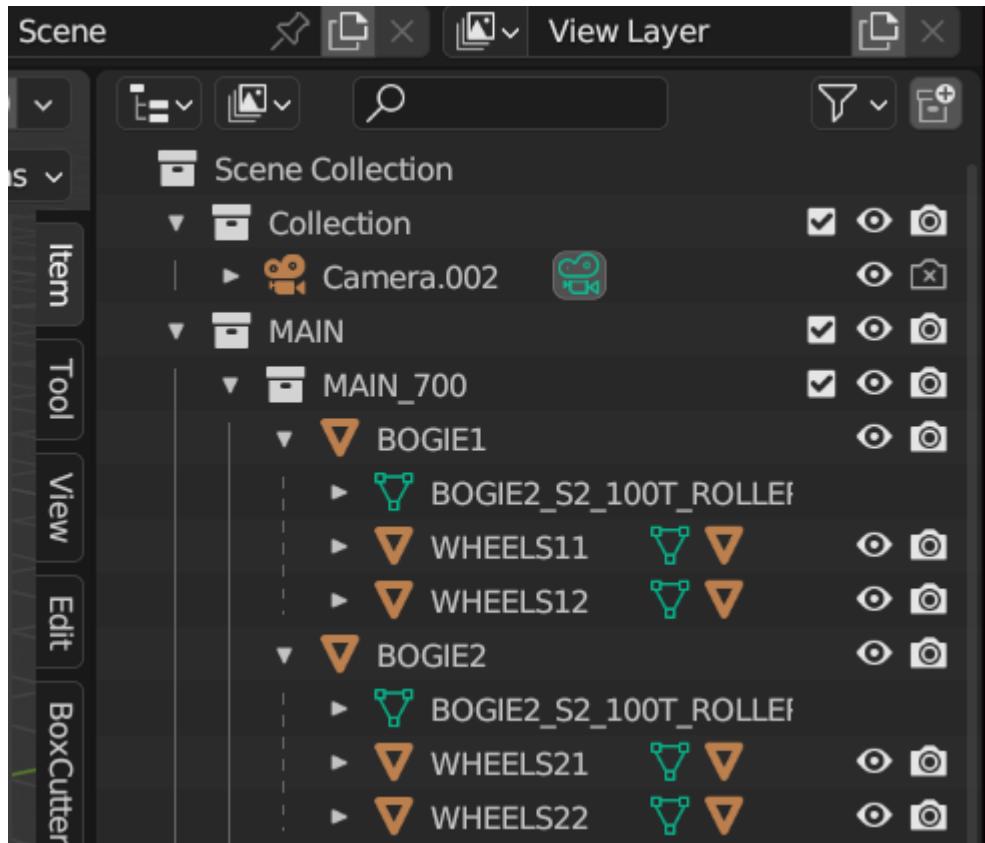
When working on items that roll on the track, the FRONT of a model is aimed towards the Positive values of the Y axis and the REAR of the model faces the negative Y axis.



Blender's default point of view differs slightly in that it considers the FRONT to be facing the -Y direction. This comes into play when using the view keys on the keypad, where pressing **1** for front view will have you looking at the back end of your 3D model from a Microsoft Train Simulator and Open Rails perspective.

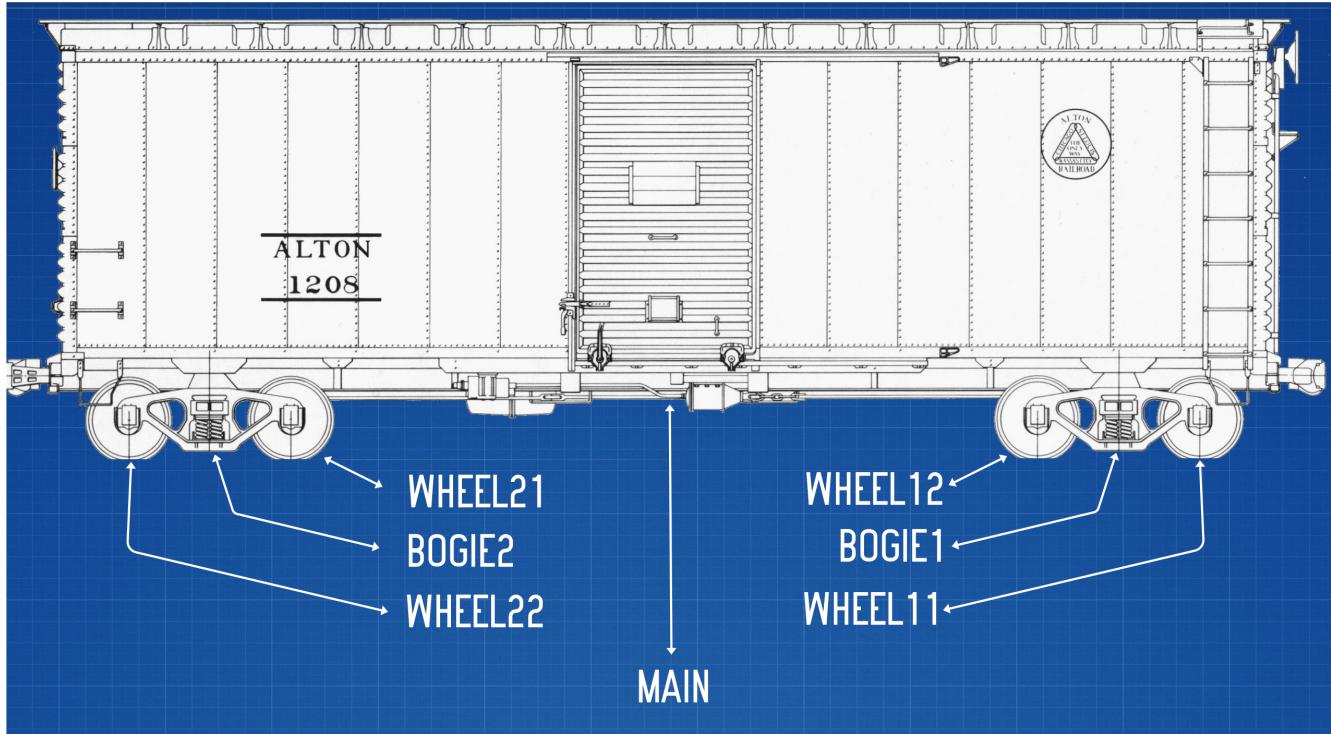
Engine/Wagon Model Hierarchy

For the Blender Exporter to properly process your model, you must have a "Collection" named **MAIN** in your scene. This is the root of your model hierarchy. Other exported Collections will be children of this Collection but the **MAIN** collection is where you will place your model hierarchy. **MAIN** will not contain your model directly, as models will be placed in SUB COLLECTIONS for each {LOD}, for example **MAIN_700**, **MAIN_2000** etc. These LOD collections will contain the actual "parts" of your model.



The Blender Exporter expects the model to be built with the collection names **capitalized**, such as `MAIN`, `MAIN_700`, `BOGIE`, `WHEEL`, etc. If you have a collection named `main` or `main_700` the Blender Exporter will complain and will not export your model.

For a model to work correctly in Open Rails, there are some requirements that need to be met if you want to have the simulator properly automate animations for wheels and bogies. For simplicity, I am implying that the A-END of the boxcar is on the right and the B-END (with Brakes) is on the left. The Boxcar's default direction of travel in this case then would be this way, →, or from Left to Right. (Refer to [ORIENTATION](#) section above)



The way to get the correct layout of a dual 2 axle **BOGIE WHEEL** arrangement is to have all **wheels** use the center of their axle as the pivot point and the bogie use its default center of mass as its pivot point. In general, all other parts in a model will all use world origin as the pivot point.



The primary body part mesh itself does not need to be called **MAIN**. Modelers have been using that as a convention since 2002 so it has become a standard *thing* to do but it's not a requirement for Open Rails. The Blender **S** file exporter by Wayne Campbell only requires that you use **MAIN** as the name of the **COLLECTION** that refers to where your model objects reside.



Be careful with selecting all objects in object mode and then applying "all transformations", as it will reset all objects to have their origin (pivot point) to be **world origin**. This would change the pivot points of the bogies and wheels, etc.

Standard 2 Axle Freight Bogies

If you are looking at the model from the Left Side View, the forward direction of the model is facing right. Starting at the right, the bogies and wheels are named according to the diagram above, where associated **WHEELS** parented to the related **BOGIE1** or **BOGIE2**.

If an additional axle is needed, use **WHEELS13** or **WHEELS23** located behind the bogie pivot relative to forward motion and shift wheel set 2 to the center of the related **BOGIE**. It's is important

that the naming sequence remains (11 to 23) as shown in the diagram or wheels will turn backward and shift improperly in Microsoft Train Simulator.



You would not have a 2 axle BOGIE with WHEELS13 or WHEELS23.

Isolated Axles

The Microsoft Train Simulator naming standard for isolated axles with non-bogie wheels, is WHEEL1, WHEEL2, WHEEL3.



These are primarily used for STEAM locomotives. Animating these wheels is not automatic and must be done using the animation tools within Blender. The Steam wheel and linkage animation uses a series of 16 frames. In general, it's non-trivial to create this animation and I won't be covering it in this document. (unless someone provides us with good notes about how it is done)

In Open Rails, it appears that only the WHEEL and BOGIE prefix is required for proper animation. The WHEEL prefix is required for the wheel animation and the BOGIE prefix is required for the bogie animation. The WHEEL prefix is also required for the wheels to be properly parented to the bogie. The BOGIE prefix is also required for the bogie to be properly parented to the engine.



Some Microsoft Train Simulator documentation leads you to believe that a third bogie is possible in Microsoft Train Simulator - it isn't. However, if you are modeling specifically for Open Rails, then you should know that the simulator will properly animate anything with the correct BOGIE and WHEEL prefixes as long as you follow the guidelines for parenting and local pivot origins.

Microsoft recommended the following topology for the Acela model as an example:

```
MAIN ENGINE
PANTOGRAPHTOP1
    PANTOGRAPHBOTTOM1
PANTOGRAPHTOP2
    PANTOGRAPHBOTTOM2
BOGIE1
    WHEELS11
    WHEELS12
BOGIE2
    WHEELS21
    WHEELS22
MIRRORRIGHT1
MIRRORLEFT1
WIPERARMLEFT1
WIPERBLADELEFT1
```

WIPERARMRIGHT1

WIPERBLADERIGHT1

Configuration Files Overview

The Open Rails (OR) manual provides a good understanding of the features only available in Open Rails, which can be used to create more capable and accurate content. Although the current manual is lacking in content creation details, much of the information available for Microsoft Train Simulator content creation still applies.

While I'm not going to create a full guide to `sd`, `ref,eng` and `wag` files here in this document, we will need to create a working file if we plan to add content to Open Rails. Peter Newell's website has an in-depth look into creating good `ENG` and `WAG` files for Open Rails.^[1]

Scenery objects, for example, would require an `sd` file if creating for Microsoft Train Simulator, however, Open Rails uses a different method to define scenery and it makes the SD file obsolete under many conditions.

Also, see [\[Creating Rolling Stock and Locomotives\]](#)

Include Files in Configurations

The use of `Include()` statements in SIMIS files is becoming more common in Open Rails configurations but use if the INCLUDE feature us entirely optional.

In both Microsoft Train Simulator (MSTS) and Open Rails Train Simulator (ORTS), `.wag` and `.eng` files are essential files that allow the simulators to identify an asset as either a locomotive or non motorized vehicle. Historically, these files are large and complicated and they contain a large amount of replicated data among similar items. Historically, MSTS files needed to be fully self-contained with limited ability to make callouts to other files. In ORTS, the `.wag` and `.eng` files are much simpler and easier to manage since they now have the ability to `include` other ready-made `.inc` files into them, resulting in a smaller file size and easier management.

This is particularly beneficial when you are create a group of similar cars that may only differ in a few details or maybe just the car reporting marks.

The `INC` file is an external file that doesn't even need to be in the same directory as the `.wag` or `.eng` file, although sometimes that option makes the most sense. The `INC` file just needs to be defined in a way that Open Rails is able to find it and include it into the `.wag` or `.eng` file.



When `.INC` files are used with your `.ENG` and `.WAG` files, they need to contain a blank line at the beginning of the file. For safety sake, you should also make sure

that they have a blank line at the end of the file as well.

When ORTS loads a locomotive or car, it reads the beginning of the main .eng or .wag file, until it gets to the “Include” statement. It then searches for the .inc file in the specified file path, after which it reads the data from the .inc file, and inserts the .inc file’s data into the locomotive or car’s physics data. When ORTS reaches the end of the .inc file, it then returns to the main .eng or .wag file and continues reading its data until it either finds another “Include” statement (at which point the .inc file reading cycle starts again) or reaches the end of the main .eng or .wag file.

For file locations, there are four general locations used

- In sub-folder in the .wag or .eng folder.
- Directly in the .wag or .eng folder. (Could get messy so use with caution)
- In a special folder somewhere else specific to .wag or .eng files having the same .s file.
- In a special folder somewhere else for use by many .wag or .eng files, referred to as **common** folders.

You should try to come up with your own naming standard that allows for common items as well as shared items specific to a particular master shape file.

General INC file structure

INC files are still Standard Open Rails configuration documents, so SIMIS format file rules and structure still apply. But there are some additional considerations to keep in mind when creating INC files.

- The first line of the INC file must be left blank
- There should be no SIMIS header in the file, so no "SIMISA@@@@@@@JINX0D0t" line
- It is probably quite helpful to liberally use "COMMENT()" sections in your INC file
- INC files are only really useful for configuration items that are shared among multiple locomotives or cars.
- INC files are for Open Rails only, as MSTS cannot use them.
- Open Rails will read include files in a top down fashion. Any duplicated content items would be overwritten by the last include file read.

Items well suited to INC files

- Coupler Details - Coupler details that are common to many locomotives or cars.
- Wagon Details - Wagon details that are common to many locomotives or cars, such as SMS (sound) and Empty or Loaded states vehicles.

- Brake Details - Brake details that are common to many locomotives or cars.
- Lights - Lights that are common to similar vehicles.
- Davis Coefficients - Davis coefficients that are common to similar vehicles.

Just be sure to make sensible choices as it can get complicated pretty quickly.

Specifiying relative references

Getting Open Rails to locate your INC files is important. You will use relative references to refer to include files by including in a way that references their location to the main file. Here is an example of how to do this:

- if the INC file is in the same folder as the main file, use a relative reference like this:
`INCLUDE("filename.inc")`
- if the INC file is in a subfolder, use a relative reference like this:
`INCLUDE("subfolder/filename.inc")`
- if the INC file is in a different folder, use an absolute reference like this:
`INCLUDE("C:/path/to/filename.inc")` or use 'referential naming' such as
`..\common.inc\filename.inc` to refer to a file in a common folder that is up one level from the current folder location.



There is a way to make content that uses this technique that remains compatible with legacy MSTS, but it will not be covered in this document.

An interesting discussion occurred in 2017 about making these files better and more useful in the post-Microsoft Train Simulator world.

KUJU, an organization, defined all of the folder names we use in Microsoft Train Simulator. The Include file concept, as applied to .engs and .wags, led me to conclude that something similar to KUJU's \common.cab directory tree was necessary for .inc files. By looking at how payware vendors used folders in \trains, I noticed that they sometimes used \common.cab, other times a product-specific folder, and occasionally something in between, such as a vendor-named folder for the un-skinned mesh (e.g., 3DTrains_FPack).

In KUJU's example of a CAB file, you will see a good template for locating the "include" files. After much experimentation I'm proposing am solution that addresses these needs:

- A folder for shared .inc files, much like what is in \common.cab. Recognition that many end-users have routes and equipment from many countries and therefore it might be useful to group certain files for each country.
- Acceptance that many payware vendors sell the same mesh skinned for many railroads but when distributed they use a unique folder for each railroad.
- Addressing the easiest to solve problems with minimal commonality, where everything belongs in one folder.

— Erick Cantu, 20 November 2017

Config File Deconstruction

To create a working configuration file, we need to understand the different parts of the file and how they work together. Here is a brief overview of the different parts of a configuration file:

- Header - This is the first line of the file and contains information about the file type and version.
- Body - This is the main part of the file and contains the actual configuration data.

Header

The first line of the file is the header and contains information about the file type and version. The header is always the first line of the file and always starts with "SIMISA@@@@@@@JINX0D0t". The header is followed by a blank line. The header is not part of the configuration data and is used by the simulator to identify the file type and version. Yes, different file type will have different header lines.

```
SIMISA@@@@@@@JINX0D0t-----
```

Body

The body of the file contains the actual configuration data.

Below is a randomly selected **basic**, MSTS-compatible body of a configuration file:

```
Wagon ( CP_218041_LD
    Type ( Freight )
    WagonShape ( CP_218041.s )
    Name ( "HiCube 60 CP 218041 LD" )
    Size ( 3.108m 5.211m 20.531m )
    comment ( 38.46t empty, ~115t full )
    Mass ( 120t-us )
    WheelRadius ( 36in/2 )
    InertiaTensor (
        Box ( 3.1m 3.54m 19.931m )
    )
    Comment("===== Coupling =====")
    Coupling (
        Type ( Automatic )
        Spring (
            Stiffness ( 8e4N/m 4.5e6N/m )
            Damping ( 2e6N/m/s 2e6N/m/s )
```

```

        Break ( 250000lb 250000lb)
        r0 ( 12cm 12cm )
    )
    Velocity ( 0.2m/s )
)
Coupling (
    Type ( Automatic )
    Spring (
        Stiffness ( 8e4N/m 4.5e6N/m )
        Damping ( 2e6N/m/s 2e6N/m/s )
        Break ( 250000lb 250000lb)
        r0 ( 12cm 12cm )
    )
    Velocity ( -0.2m/s )
)
Command("===== Derail, Davis and Braking =====")
DerailRailHeight ( 5cm )
DerailRailForce ( 2.5*115t )
DerailBufferForce ( 1123kN )
NumWheels ( 8 )
ORTSBearingType ( Roller )
ORTSDavis_A ( 1168.33 )
ORTSDavis_B ( 18.9210 )
ORTSDavis_C ( 1.928619 )
Command("===== Brakes =====")
BrakeEquipmentType ( "Handbrake, Triple_valve, Auxilary_reservoir,
Emergency_brake_reservoir" )
BrakeSystemType ( "Air_single_pipe" )
comment ( Load/Empty valve? = Yes )
MaxBrakeForce ( 67.665kN )
MaxHandbrakeForce ( 112.776kN )
NumberOfHandbrakeLeverSteps ( 100 )
BrakePipeVolume ( 0.61ft^3 )
EmergencyResCapacity ( 0.973ft^3 )
ORTSBrakeShoeFriction ( 0.0 0.49 8.0 0.436 16.1 0.4 24.1 0.371 32.2 0.35 40.2
0.336 48.3 0.325 56.3 0.318 64.4 0.309 72.2 0.304 80.5 0.298 88.5 0.295 96.6 0.289
104.6 0.288 )
EmergencyBrakeResMaxPressure ( 90 )
TripleValveRatio ( 2.5 )
MaxReleaseRate ( 50 )
MaxApplicationRate ( 50 )
MaxAuxilaryChargingRate ( 20 )
EmergencyResVolumeMultiplier ( 1.461 )
EmergencyResChargingRate ( 20 )
BrakeCylinderPressureForMaxBrakeBrakeForce ( 77 )

Command("===== Sound =====")

```

```
    Sound ( "..\\..\\TS_COMMON_SOUND\\freight.sms" )
```

```
)
```

Within this file you can see all of the key sections of the configuration file. The first section is the Wagon definition, which contains information about the wagon itself, such as the type, shape, name, size, and mass. The second section is the Coupling definition, which contains information about the coupling between the wagon and the train, such as the type of coupling, the stiffness, damping, break force, and velocity. The third section is the Derail and Braking definition, which contains information about the brake system, such as the type of brake equipment, the type of brake system, and the brake cylinder pressure for the maximum brake force and Davis Coefficients. The final section refers to the sound file used by the wagon.

You will notice that the S (shape definition) and the SOUND entry are references to external files. These are references that are compatible with legacy MSTS.



The coupler and braking sections could easily be shared among multiple models, so they could be placed in an INC file and included in the main configuration file. This would make the configuration file smaller and easier to manage.

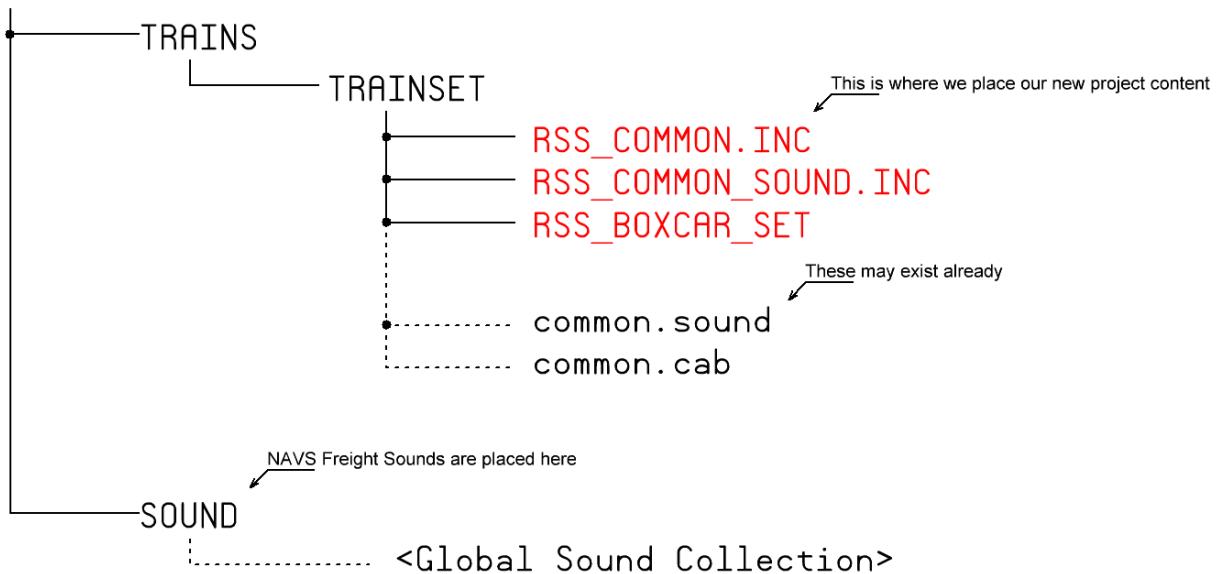
Example ORTS Configuration Layout

While the `Include()` statement can be added to any SIMIS file. AFAIK there isn't much use for them outside of `.wag` and `.eng` files. Here is an example of how the ORTS configuration files are laid out using the INCLUDE format:

We will outline an example of a standard boxcar WAG configuration file. Since my work is focused on RailSimStuff.com, I will use the RSS prefix for my files.

- We will use NAVS Freight Sounds - NAVSFR10.ZIP
- We will use RSS_COMMON.INC - RSS_COMMON.INC - Coupler Details
- We will use RSS_WAGON.INC - RSS_WAGON.INC - Wagon Details
- The main WAG file will contain the Freight ANIM decal definitions

TOP LEVEL



i If you use Visual Studio Code, you can use the [File: Open Folder](#) command to open the folder containing your `.wag` and `.eng` files. This will allow you to easily navigate to the `.inc` files and edit them. There is an addon for VS CODE that understands syntax highlighting of ENG and WAG files, so you can see what is happening in real-time. <https://github.com/matejpacha/ORTSFileSupportForVSC>

General Modelling Standards from Erick Cantu

It is felt that these comments about creating content from Erick are so important that they need to be documented here as a reference. These details have been extracted from forum posts at Elvas Tower and are meant as a guide if you want to emulate his results. While these are not hard rules, they definitely give us something to thin about and try to work with.



Erick supplies a lot of details about his approach to modeling here. It's worth reading and retaining these as guidelines for your own modeling. They are not hard rules, but they are a good guideline.

Erick Says:

- Match the right trucks to the right car. This goes beyond an A-3 or S-2 in that I make sure that my cars have the right wheel size and truck wheelbase (i.e. tonnage rating), hence why I spent so much time building a library of freight car trucks. Erick's truck library is available at Elvas Tower. Importing the trucks into Blender for modellers using that program could actually be very helpful.

- I map to a resolution of 1/2 inch per pixel on standard-definition cars. The alignment of all adjoining car surfaces should be within 1/1000 of a pixel so that continuous lines are not broken. I map all car sides separately. Most cars fill either the top or bottom half of a 2048 x 2048 pixel texture sheet so that large surfaces are continuous and one texture sheet can be used for two paints (for flat cars, it might be three because they take up so much less space).
- My standard setup now is to produce four shape files, with the first two mapped to the top and bottom of the first texture sheet, and the second two mapped to the top and bottom of the second sheet. This allows for four different paint schemes or weathering patterns per car folder, with numbers applied with decals so that each main shape can represent many cars.
- Texture mapping needs to be intuitive and functional. The key questions I ask myself are: "Would I want to paint this?" "Would I need to request a modified version of this car to do [insert railroad here]'s livery?" "Can I remove parts I might not need with the alpha channel?" "Could I paint this car without using shape viewer to check my work?" I have seen some really bad mapping in the MS Flight Simulator world where it was clear that the model builder was more interested in impressing everyone with how good they were at fitting some major part between spaces at an oblong angle than creating something functional (imagine entire airliner fuselage sections angled 20 or 30 degrees on a texture sheet to fit in a space - how are we supposed to do straight lines on that!?).
- Cars should all use consistent bitmap resolution and be designed with a wide variety of systems in mind. This consistency should apply both between cars and between the constituent parts of the cars themselves, including the texture mapping scale. Ideally, triangle counts should be around 12,000 or less at the top LOD, with aggressive optimization of vertex counts through the limiting of hard edges and careful welding of UV coordinates wherever possible.
- There should be no more than one texture sheet for the car body and no more than one for the trucks. Because most cars will need at least some alpha work, the entire car-body should use a single BlendATexDiff material (with the -Trans flag OFF) unless there is a compelling reason to apply a second material. Reasons include a need to have specular highlights applied to only some parts of the mesh, or, in the case of the *Foobie* hoppers, to allow the car side to be mapped as a single unit, with only parts of it using an alpha channel. Adding a material means adding a draw-call, so this should be a very conscious process. It's okay to have trucks in a separate texture because animated parts are going to be a separate draw-call anyway.
- The texture resolution and mesh resolution must be congruent and consistent with a target viewing distance. One of the things I really hate is when people build these super high resolution parts with super hi-res textures and then put them on a model where the gestalt is a much lower resolution. It's a waste of vertices and real estate on the textures for the detail parts because everything around them is going to look like garbage in comparison. The same goes for detail parts that are a high resolution when the rest of the mesh isn't, so you have this hilariously detailed builder's plate right next to a wheel with like 20 sides, so you'll never see the difference in the builder's plate detail without zooming in to a point where the wheel right next to it completely breaks the suspension of disbelief. A cursory glance at Turbosquid or CGTrader makes it plain that 3D model builders are terrible at this as a rule. There are some practical exceptions when running against OR limitations. For example, I backlight my number

boards with lights that change based on the locomotive's coupling status. But OR will render any alpha part ahead of another alpha part with a 1-bit alpha channel, and the light halo is a flat polygon with an alpha channel, so the only way to make the numbers look good is to bump up the texture resolution (again, 1-bit edges always look like garbage unless they're perfectly square).

- Splitting car sides into multiple sections is not recommended, as it adds unnecessary mesh divisions and UV coordinates. It may be necessary for very long cars, such as auto-racks, however, for most cars of 60 feet or less, it's really not necessary if you plan ahead. Using the top half of a texture sheet for one car and the bottom half for another creates a large, rectangular area to work with and allows for multiple cars to use a single texture sheet. Remember, Open Rails is sensitive to both draw-call counts and the total number of images across a train, so putting multiple cars in one texture isn't actually a bad idea.
- The top node's pivot should be 2 inches below the rail to ensure that wheels sit on the rails correctly. (Keep in mind that you might need to tweak this for proper ride height)
- Part of this consistency will be making the cars look good together, which means consistent air hose heights. I am willing to supply sample cars that can also be cannibalized for parts. If compatibility with all of the cars I am building is a goal, then the tips of brake lines should be 14.5" above the rail, extended to a position where it will meet the air hose on the next car, and held in place the way most are in the real world, with a chain or cable (I use a simple cable shape).
- Couplers going through other couplers are the worst, so it's probably best to have them as either part of the truck mesh (which is what Erick Cantu of NAVS does) or have them linked to the trucks in the hierarchy. The exception, of course, is cars where the truck centers and couplers are far apart, such as auto-racks, boxcars with end cushioning, and so on. Obviously, the couplers would have much too wide a range of motion through most curves under these circumstances.
- Keeping draw-call counts low is important. Keeping overall texture counts low is even more important. Car bodies should strive to use both a single texture sheet and a single material for that sheet unless there is a need to have more than one material (e.g., for specular roofs on cars with flat sides). We can always place multiple car-bodies in a single sheet if a single square texture is not adequate. This has been NAVS standard practice for freight cars for some time now.
- 1-bit alpha channels and aliased edges are unnecessary and unacceptable. OR renders 32-bit textures correctly, so there's no need to have separate materials just for alpha parts, accordingly, having separate materials for 1-bit alpha parts and 8-bit alpha parts is adding unnecessary draw-calls. It's much more efficient to use a single material with an 8-bit alpha channel if there's going to be any need for grey-scale alpha on a model at all. The only time a 1-bit alpha channel is acceptable is when a transparent area is perfectly square. Otherwise, any curved or angled lines just look like hot garbage.
- The Microsoft Train Simulator convention of having the underside of all freight cars be completely devoid of any geometry, leaving the user to see sky when the car is viewed from

below. This flies in the face of the fact that bridges are a thing, so this practice is best avoided. Car undersides do not need to be complex, but they should be present.

- Generally, it's wise to use whatever units match your reference materials to avoid unnecessary conversions. For example, when I build a Boeing, I work in decimal inches. When I build an Airbus, I work in decimal meters. For most US stock, reference materials will be in inches. It's not a rule though. If you have a scale calculator handy, it's not hard to convert U.S. customary units to Metric and visa-versa. (And you may learn to actually like the metric system.)
- No "imagineered" details, create as accurately as possible.
- Within the target viewing distance I set, I try to model everything that should be visible but at a consistent resolution with the rest of the model, for example, I build the brake rigging in its entirety, but I use very simple shapes to do it because my target viewing distance for a standard-definition car is no closer than when the whole car is visible on-screen. The resolution of every part on the model needs to increase exponentially as you get closer, so this was the balance I struck.
- Taper your wheel treads. Please, just do it. It's really obvious when you don't.
- Ensure that all UV coordinates that can be welded are welded and plan your mapping ahead of time to ensure that you can weld as many UV coordinates as is possible. Texture vertices matter just as much as draw-calls.
- For the same reason, plan hard edges with purpose. If an edge is always going to be in a dark area, smooth it.
- The cars should look good at all conceivable viewing angles, this includes the many situations where you might be viewing a car from below.
- Blender has an option to EXPORT UV IMAGE, which will provide shape outlines that can be imported into your paint program as a reference layer to show where your shapes are located in texture. This eliminates guess work.
- Round parts need fewer sides as the radius gets smaller, this is why my wheels might be 24 sides at the rims but 12 or 10 sides in the interior of the dish. Edges matter, but you can hide a lot behind them.
- Coupler heights may vary. Air hose heights may not. The ends of my brake hoses have been at the exact same height since 2004 so that there is never a mismatch. Maybe someday, we'll be able to script hoses so it won't matter...
- If a feature can't be done right, it doesn't get added. This is why my track sounds don't incorporate switch and crossing sounds, even though OR allows for it, because you can't account for the truck spacing or the different number of wheels as it presently stands, so it's always going to break the suspension of disbelief.

The main point is to really be purposeful about the choices that you make. Little things will really accumulate over the course of a long train, especially when AI trains enter the equation. This is why I was so intent on redoing my car sounds, because I had been less purposeful about the way that my streams were set up and it was maxing out the number of streams active at any given time.

This is also why I have moved from individual car textures to paint and weathering variations with car numbers applied via decals, because the number of textures, based on my testing, is the single biggest determinant of performance across an entire train. The tradeoff was one extra draw-call per car (the decal shape) so that an entire train with discrete car numbers and multiple weathering patterns could be built with a very small number of textures. In the case of my BN hoppers, 100 cars use 13 texture sheets (every 25 cars uses two car body texture sheets and one decal sheet, with all cars using the same truck texture). To do the same thing without the decal shapes would have taken 51 sheets (one for every two cars plus the truck texture).

Additional guidance from Blender Brothers

From Pete Willard

One of my mentors while I was in my beginning stages of learning Blender was Josh of the Blender Brothers. I subscribed to their Youtube channel and I get regular email updates about their ideas and helpful tips.

Josh and Ryuu of Blender Brothers Say:

"What's the secret to nailing the detailing stage?"

Well, it boils down to understanding where to add detail, how much to use, and what type suits best. Sounds easy, huh? But trust me, it's not as simple as it sounds.

Blender Brother's Gold Rule

Always think about visual anchors when adding details. Visual anchors are like stars in a constellation. Remove a star, and the constellation loses its sense. Your eyes dart from one star to another, ignoring everything else. What lies between the stars is just negative space. Let's dive into five tips that can help you get a grip on this concept and apply it:

- **Embrace the 70/30 Rule** Keep 70% of your design clean (that's your negative space) and cluster your details in the remaining 30%. This approach creates visual anchors, helping the eyes move from one cluster to another.
- **Keep Details to scale** Adding an oversized detail to an object can make it look cartoonish. If needed, use a scale reference to keep things realistic.
- **Do your homework** on reference images. If you're designing a sci-fi room, for example, look at screenshots from sci-fi games, movies, and so on.
- **Less is more** Instead of going all-in on detailing a specific spot, I hop from one area to another, progressively adding details.
- **Create your own library** of decals, trim sheets, kitbash items, etc. This helps you stay true to your style and speeds up the detailing process.



By the way, the Blender Brothers love making their own decals. They have even recorded a video showing their full decal workflow with the Decal Machine, a

Blender Add-on. It's worth looking at as well as their other videos.

General Texture Mapping Guidelines

- Microsoft had recommended using SQUARE texture shapes that corresponded to a specific evenly sized shapes with Microsoft Train Simulator, like 512x512, 256x256, 128x128, etc. This limitation no longer applies in Open Rails and you can reasonably use a 2048x1024 sized file if you desire.
- You should be using a paint program that understands layers and is able to save an image document in a format that maintains these layers between sessions. (PSD is a layered format, for example)
- PNG files understand ALPHA channels but they do not maintain layers
- Consider working with PNG files while modeling and DDS files in your final model for Open Rails
- Consider modeling Reporting Marks and Car Numbers as modeled DECALS instead of baking them into the main texture. Decals are much easier to edit and can be applied to multiple models.
- Export and check results as soon as you have created a UV Map for your model before proceeding to adding more details. It's better to find issues early.

[1] <https://www.coalstonewcastle.com.au/physics/format/>

Making A 3D Model

This section will provide an overview of how to create a 3D model in Open Rails Train Simulator using Blender. We will cover some basic concepts and tips for creating a 3D model in Blender.

Some Basic Things About 3D Models.

Scale

Open Rails Train Simulator as well as Microsoft Train Simulator each use a scale of 1:1, that is, 1 unit in the 3D drawing area is 1 meter in the simulator and this means all things are in real-world measurements.

3D Space

Comparing **Blender's view of the world** to Open Rails, **-X** value is left, **+Z** value is up and a **-Y** value is the front side of the object. The "ground" level is where **Z=0**

Material

In Blender, a material is a set of properties that defines how a surface appears when it is rendered. Materials can include information about the surface's color, texture, reflectivity, transparency, and other visual characteristics. It's not just the "texture" definition.



When creating rolling stock items for ORTS, Pressing Keypad 1 for front view will actually have you looking at the REAR end of the car or engine. You would press **CTRL + Keypad 1** to get a front view of your engine or wagon while drawing it. You have the potential to create backwards rolling stock if you get this wrong.

The **MAIN** object of your modeling collection should always be positioned at world origin, which is **X=0,Y=0,Z=0**, based on the orientation described above.



There are some general rules that all content creators should follow, regardless of the tools used. Take the next section to heart.



While you *can* have Blender work in Imperial units (feet and inches), It may be far simpler to always work in the Metric System since you won't need to change the "UNIT" settings in Blender. You just might need to have a unit converter handy and the easiest way is to just ask Google.

Some Basic Things About Modeling

Some additional recommendations From Erick Cantu of NAVS

1. In Open Rails, it is important to try to keep the polygon count of your models low, even though it is not as critical as in some other applications. While modern PCs and simulator software have improved in their ability to handle complex models and textures, it is still important to use complexity wisely. In Blender, you can view the polygon count and other details of your model by going to Object EDIT MODE and looking at the lower right corner of the screen. When creating your models, try to avoid including faces and edges that will rarely or never be visible in the final model.
2. Keep the texture files (that will eventually be included with your final model) to a minimum and use as much of the allotted texture as you can. Each texture creates a fresh API call (state change) to a new group versus being able to batch calls together to a single texture.
3. The most important tip. Don't get hung up drawing things that nobody will see. Avoid drawing details that will remain in shadows or small details like nuts and bolts if the camera will never see it. Inversely, now that we have the ability to have more complex models with Open Rails, we **can** add more modeled details where we historically were forced to rely heavily on alpha-channels in our textures.



Additionally, you can model the extra details on the main mesh if you are using the results to create the master texture. This is a great way to add more detail to your model without increasing the polygon count. This is known as hi-poly to low-poly baking. This is a great way to add more detail to your model without increasing the polygon count. The extra detailed model won't be your final model but it can be used to bake things into a texture like nuts, bolts, rivets and surface details like doors and such.

Polygon Count and Vertex Density

If you read item #3 in the previous section, you might think you can go crazy with details. However, there is always a balance to be achieved not just between graphical quality and performance, but also in computational performance. Every vertex that has to be mapped to a texture takes computing power. Thus, it's good to save polygons whenever possible and use texture maps instead for details like cutouts, structural members, and bolts. If you really feel like you want to model small details, keep in mind that every detail added might prevent the more generic use of the model for re-skinning later on. A flat sided boxcar is more flexible than one with specifically modeled door layout, latches and modeled roof details.

For large panels, though, a minimal amount of modeling is necessary. A flat plate like a wall or door can be made with only a few polygons. Like every rule, you can break it when you really want to show a particular detail, but also keep in mind that you should make good use of "Level of Detail" ranges (LOD) to reduce computational work when an object is farther away.

Preparation Of Work

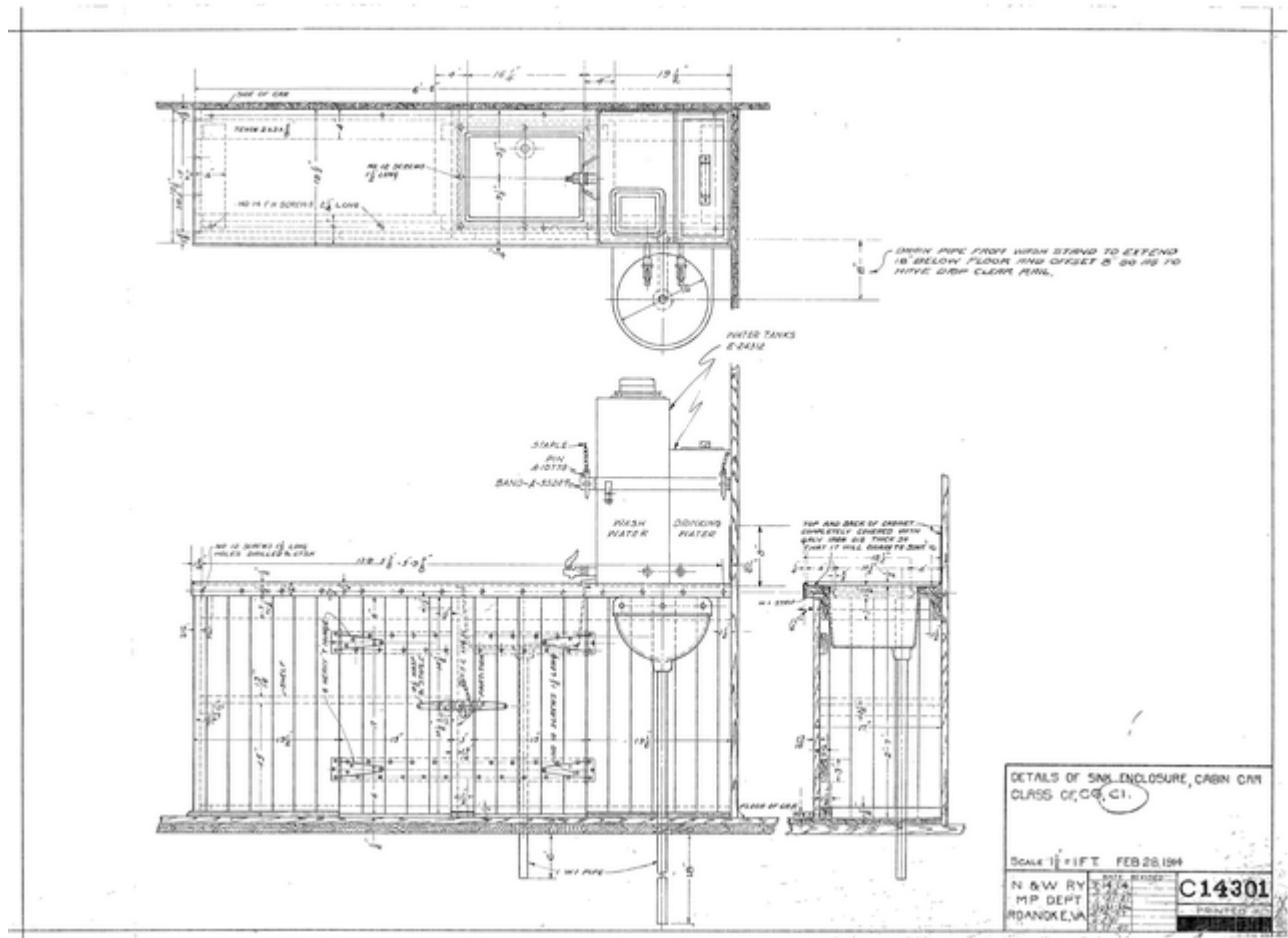
- Of course, you need to figure out what you want to model
- Find some design references (Blueprints, Scale Drawings). Referring to back issues of model railroading magazines can be helpful. There are also some railroad cyclopedia books for sale that were published by Model Railroader Magazine as well as issues of Railroad Model Craftsman.
- Create a collection of reference images, if doing modern content, grab your camera and snap some of your own references. There are a few railroad picture sites that are highly useful as well. (<https://www.railpictures.net/>, <http://www.rr-fallenflags.org/>, <https://www.railcarphotos.com/>)
- Determine which images you will use for background references in Blender. You should have available at least side and front images. In some situations, you can use the same image for both if the views are present.

Background Images

It is important to note that many scanned images of drawings and plans that can be found online may contain errors, as they are often reduced in size to fit on scanners and screens. Older plans, which are often very large (nearly one meter wide), are particularly prone to this issue. Plans created using computer-aided design systems tend to be more accurate and smaller in size, but these are less common and may only be found in hobby magazine articles. Some plans may also be stored as vectors, which allows them to be scaled without loss of quality. Keep these limitations in mind when using background reference images.

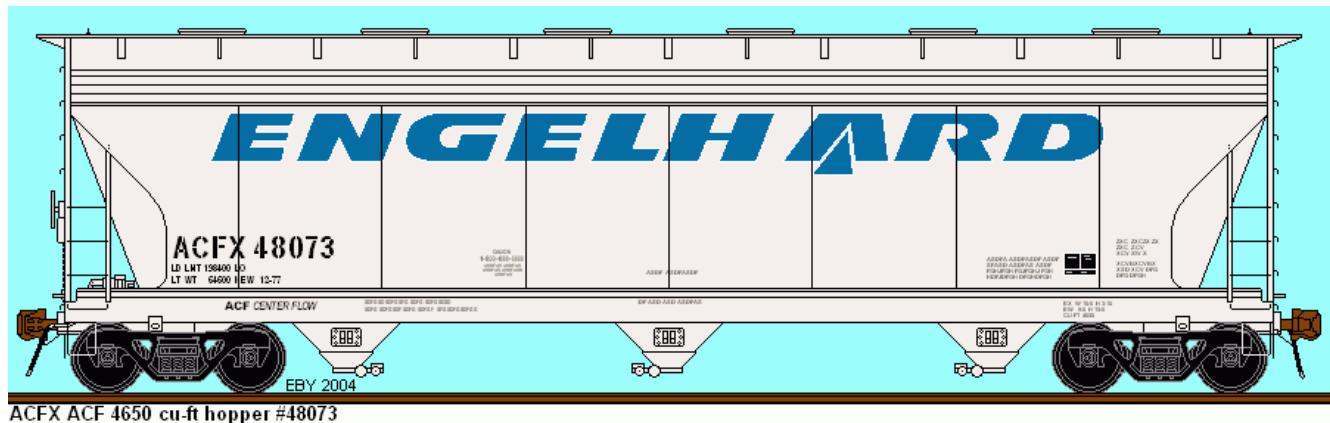
Original Plans

There are web sites online that will sell you scans of original plans. These are often related Railroad Historical Society websites. Unfortunately, there are large images and often quite costly. Example: <https://www.nwhs.org/archivesdb/>



General Drawings

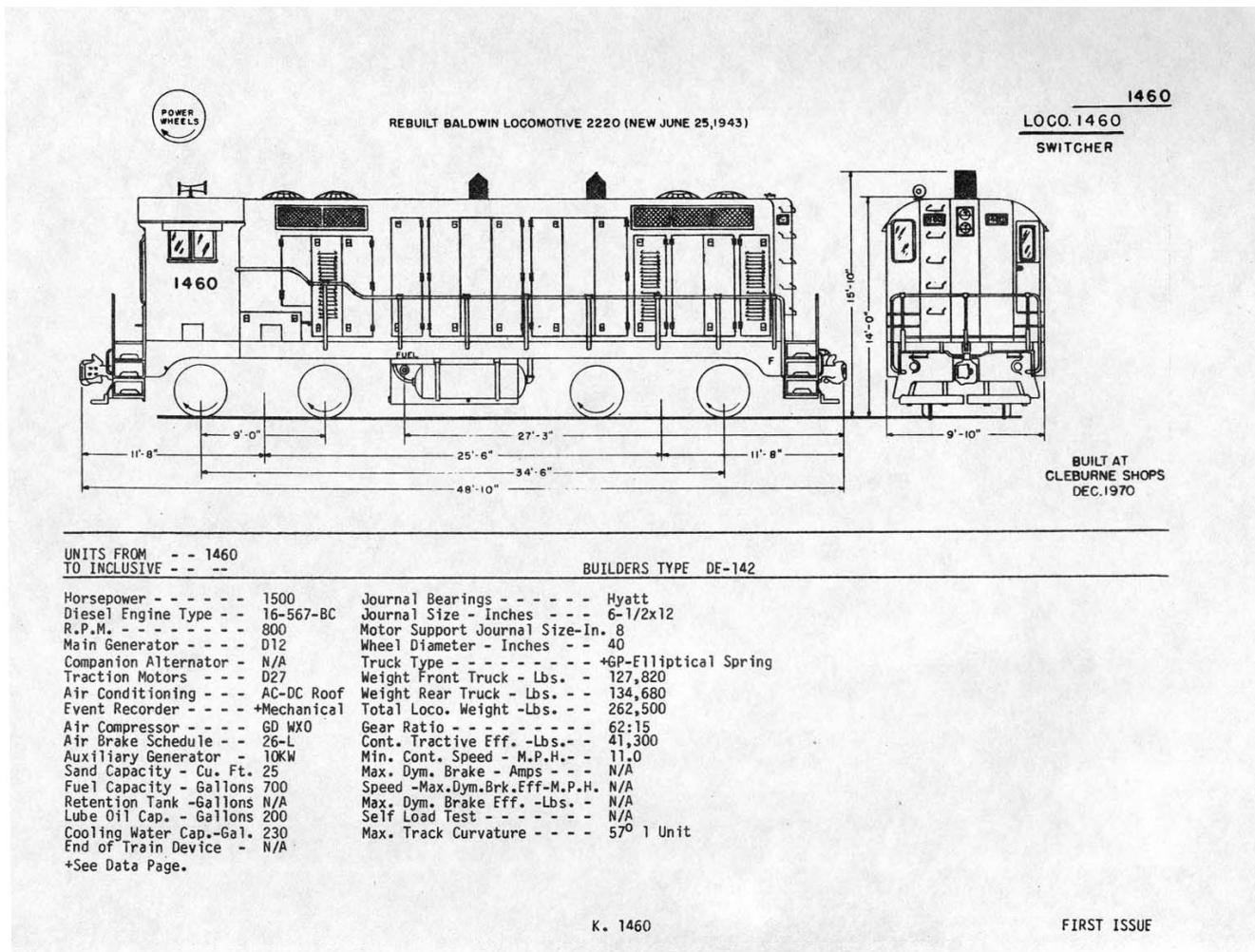
These are often found in back issues of Model Railroader and Railroad Model Craftsman magazines as well as sites like <https://www.trainiax.net>. These usually contain a good about of Steam Engine, Diesels and Rolling Stock but might lack all the details such as piping and such. These drawings are made based on originals by the staff of the magazines or staff that created the Cyclopedia collections. These have the ability to be a few percentage points off-scale even when they include a scaler reference.



Classification and Painting and Lettering references

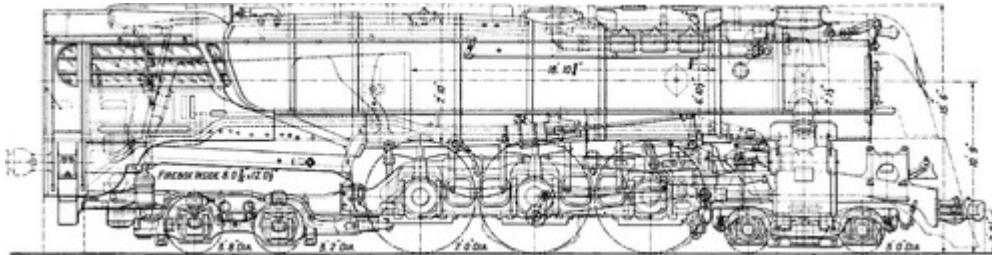
These seem to be rather plentiful and contain lots of useful dimensional data. They are often

from discarded rail road documents and might have notes scribbled in them. The drawings are often hand drawn and might be a bit messy. They are not that useful for small details but can get you started on a model if you also have good pictures to refer to.



Blueprint Websites

Sites like <http://www.the-blueprints.com> offer a variety of drawings to choose from. While this might seem like a good resource, I would use it with caution. The content is all user generated so there are varied degrees of clarity and accuracy.



Using background images is optional, but many modelers use blueprint backgrounds as modeling aids.

When inserting background reference drawings into Blender, it is not critical that you match up

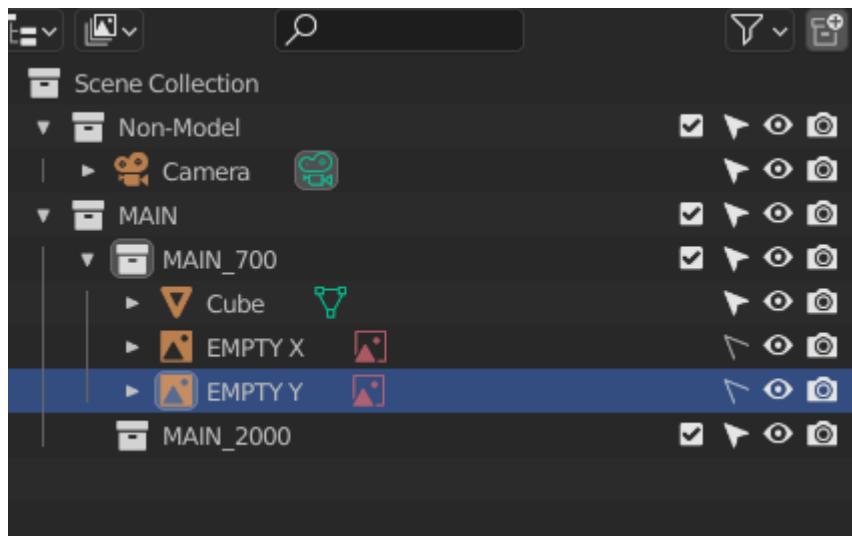
the image size to equal world space dimensions, but it can save a lot of re-scaling steps later. One of the main issues with using backgrounds in Blender is that some methods you might be accustomed to with other modeling tools don't work in Blender, such as applying background image to a cube and using that as your reference, since in Blender, you only see the texture in a texture viewing mode. It will disappear in Xray/Wireframe and even solid shading modes.

When you insert a background using Blender's **Add > Image > Background**, the image WILL show up while you are in wire-frame modes... but note that by default the image will ONLY be visible from the axis it faces. Be careful when you install a background image as you need to be in the Axis View you want, since the added image will orient itself to your current view. If you want to change this, you can enable the **Perspective View** check-box by clicking on the **EMPTY** and adjusting the setting it's properties window.

Background images are added to our scene as **EMPTIES**, which means that they are not going to be part of an exported model. To avoid accidentally moving or changing the background image, you can use the filter options in the Outliner, first enabling the "mouse cursor" icon and then setting the restriction toggles to disable the "mouse cursor" icon for the empties you added to the list, which will prevent you from accidentally selecting the background images.

The Outliner filter options are pretty handy as you can also SHOW or HIDE the background image empties as needed by clicking the "eye" Icon.

A nice feature of the Image Background is the ability to adjust the ALPHA setting, controlling the transparency slider to get a see-through effect. First, click the Opacity check-box to enable the feature and then adjust the opacity slider to your liking.



If you want to save the background images **INTO** your **.Blend** file, you can use the **File > External Data > Automatically Pack Resources**, which is OFF by default.

When using background images and modeling a freight car, for example, you would first figure out the distance between truck centers in meters and match the background drawing scale using the

grid in the 3D view. Adjust the background image scale using the **S** and position using **G**.

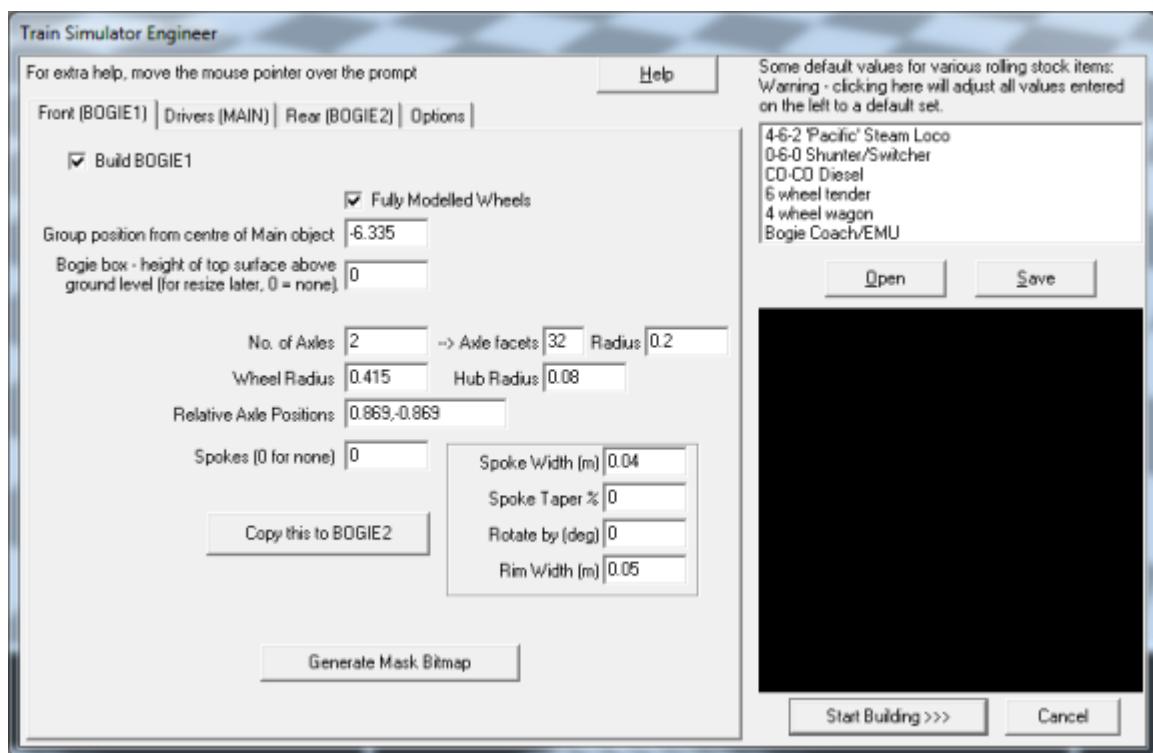


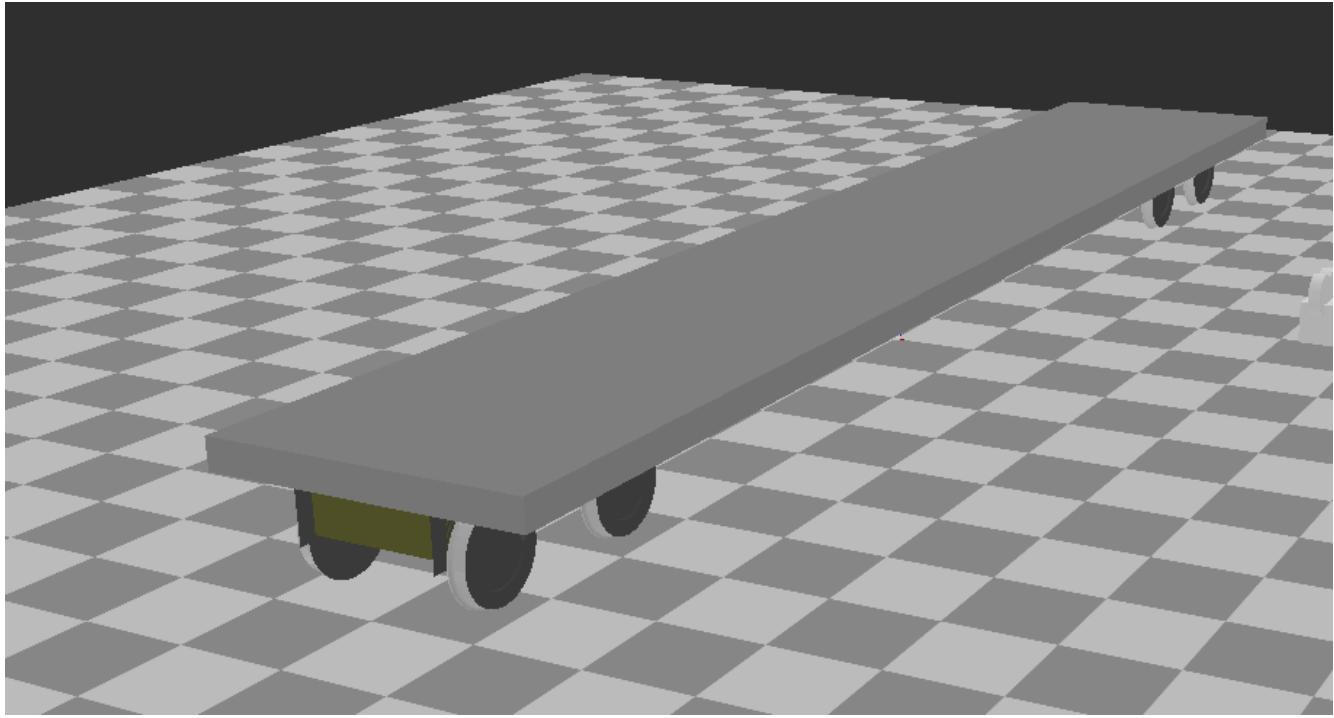
Speaking of working with images, Blender has an add on that you can install called "Insert Images as Planes". The ADD menu will now have this option available. It will assign the material of the image to the plane and allow you to rely on things like ALPHA masking. It is also affected by scene lighting, but like I mentioned above, this texture will only show up in a TEXTURE view mode, so this feature is not useful for a background reference drawing.

Some things I will miss about using 3D Canvas

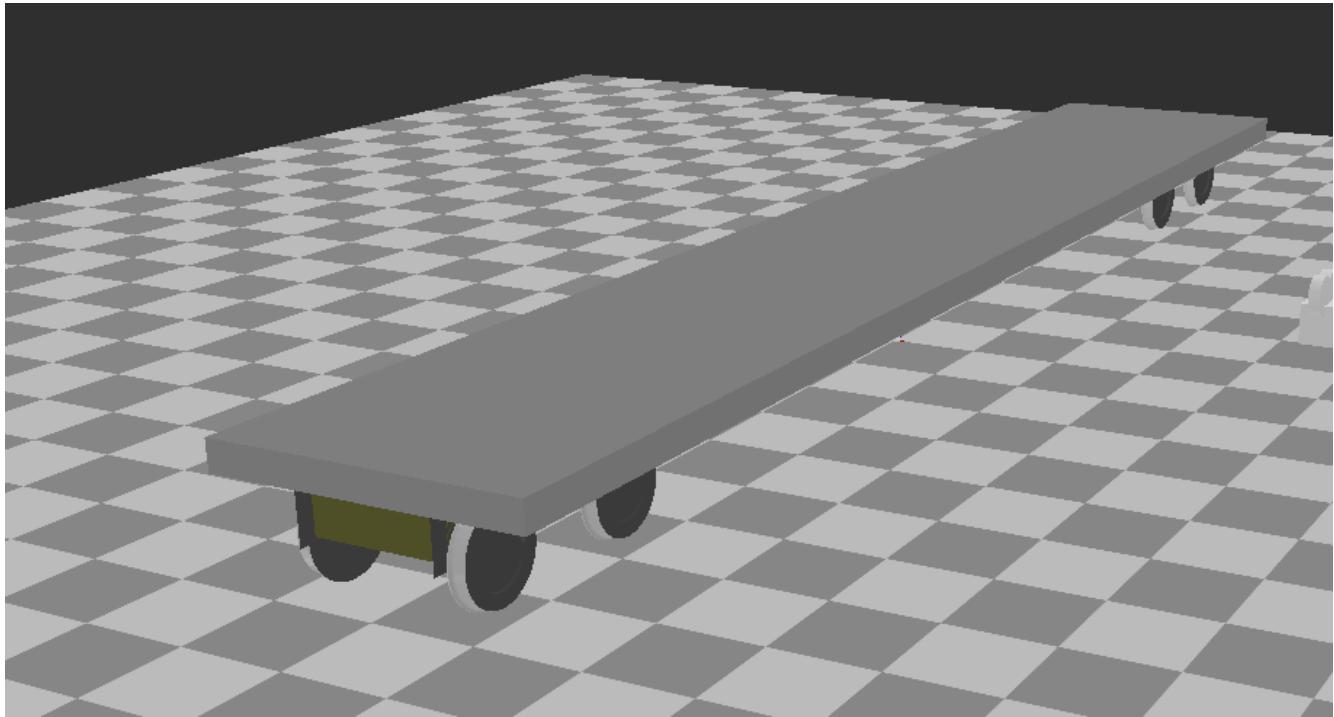
We will digress for a moment to share one of the reasons why using 3D CANVAS was so helpful in the initial stages of making a model.

The 3D Canvas/Crafter platform includes a train content ENGINEER add-on — Trainworks → Train Simulator Engineer — that functions as a quick-start utility for assembling train models. It automatically places fully modeled wheels, axles, truck assemblies, and a base body element, all of which can be customized. Unfortunately, Blender lacks anything comparable to this feature. In practice, though, the time savings are modest; if you already have a prepared truck set and couplers, positioning them correctly is straightforward. That said, a similar add-on for Blender is certainly under consideration.





Since this is really just a set of preset shapes with customizable values and locations, it's not impossible to consider that Blender's scripting language could be used to recreate the same tool using Python. While I'm not in any position to create this Blender Script myself, it would be a welcome sight to see one or literally any thing else Open Rails related beyond the existing .S File Exporter we have from Wayne Campbell.



Using this plugin with 3D Canvas we haven't even started modelling yet and we have a number of

things in place. In Blender, however we are going to have to create all of this content ourselves.

Something we could do with 3D Canvas was to enable "render 2-side faces" and it is not very clear how to do that with Blender. So, let me explain:

To create a double-sided plane in Blender, you can use the following steps:

1) Start by creating a new plane in Blender. You can do this by going to the "Add" menu in the 3D View and selecting **Mesh > Plane**.

2) With the plane selected, go to the "Object" menu in the Properties panel and enable the "Double Sided" option. This will cause the plane to be visible from both sides.



Alternatively, you can use a Solidify modifier to add thickness to the plane and make it double-sided. To do this, select the plane:

1) Go to the "Modifiers" tab in the Properties panel.

2) Then, click the "Add Modifier" button and choose "Solidify".

3) In the Solidify settings, you can adjust the thickness of the plane.

If you want to apply the Solidify modifier permanently to the plane, you can do so by clicking the "Apply" button. This will apply the Solidify modifier to the plane and make it double-sided.



Solidify will transform a plane into a cube and you will have all those sides to deal with.

Where to start?

A good initial project is to create a simple scenery object by modifying the default cube.

Do we need a quick 3D Modeling primer?

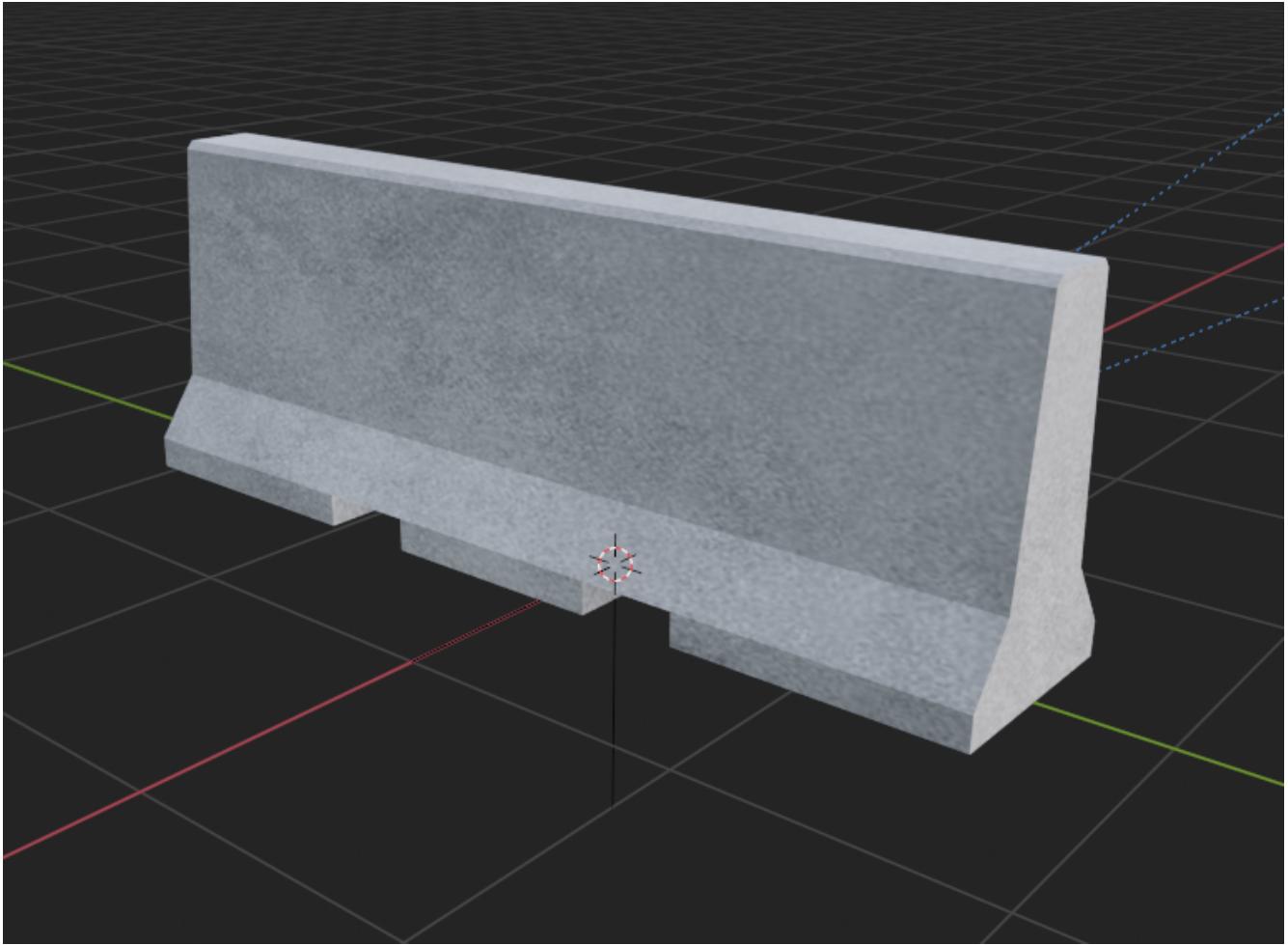
A fundamental concept in Blender is the close interaction between mouse and keyboard. The right hand is typically used for mouse navigation, while the left hand handles keyboard shortcuts. Although Blender has introduced optional pie menus and on-screen widgets in recent releases, it remains largely a key-driven program. Many operations can still be executed more efficiently through shortcut keys combined with precise mouse actions.

Like most 3D software, Blender is built around a set of core elements known as primitives. These are the foundational building blocks for creating models. Among them, the most commonly used for hard-surface modeling are the cube, followed by the cylinder and plane. Blender refers to these items collectively as mesh objects.

By adjusting the scale, rotation, and position of these primitives—or by manipulating their faces, vertices, and edges—it becomes possible to construct and refine virtually any shape. The process can feel overwhelming at first, but proficiency comes through hands-on practice. Observation and tutorials are helpful, yet true understanding develops only through active experimentation within Blender itself.

It is important to watch and read tutorials to become familiar with Blender's features and workflow. However, practical experience is essential. Experimenting and creating a few simple models is the best way to build confidence and skill.

For example, an excellent beginner project might be something straightforward, such as a 12-foot Jersey-style concrete barrier. It is simple, structured, and easy to refine.



When starting a new project, approach it with the understanding that some or all of the work may need to be redone. As new and more efficient techniques are discovered, revising or discarding earlier attempts is a natural part of the learning and creative process.

Although Blender has a steep learning curve, even a beginner can produce a simple model like the one shown above by applying a few basic commands.

The 3D Viewport

The 3D Viewport is the main workspace in Blender. It is where you will see your models, textures, and other objects. It is divided into two sections: the 3D View and the Properties panel.

Adding a new MESH object to the scene can be done by clicking on the "Add" menu and selecting "Mesh" and then "Cube". This will create a new cube object with default dimensions of 1x1x1. You can adjust the dimensions by clicking on the cube and dragging the edges or corners.

KEY	ACTION
G	Grab - To Move things. Can be followed by an Axis option and distance option
R	Rotate - Can be followed by Axis and Angle options
S	Scale - Can be included with other keys to limit scaling to desired axis



Pressing **GG** as in pressing the **G** key twice, will allow you to SLIDE vertices along an edge.



When scaling with the mouse, the closer your mouse is to the object, the more impact the mouse has on scale movement. If you want more control, begin the **S** operation with the mouse cursor further way from the selected item's origin.

These keys can manipulate basic objects. By using these keys and following them with additional commands like **X**, **Y**, or **Z** you can constrain actions to the specified axis. By pressing **SHIFT** prior to an axis key, you remove it from the list.

Example1

By pressing the sequence: **G SHIFT X** you will be able to move the selected item in the **Y** and **Z** axis, but not **X**.

The Modeling Interface

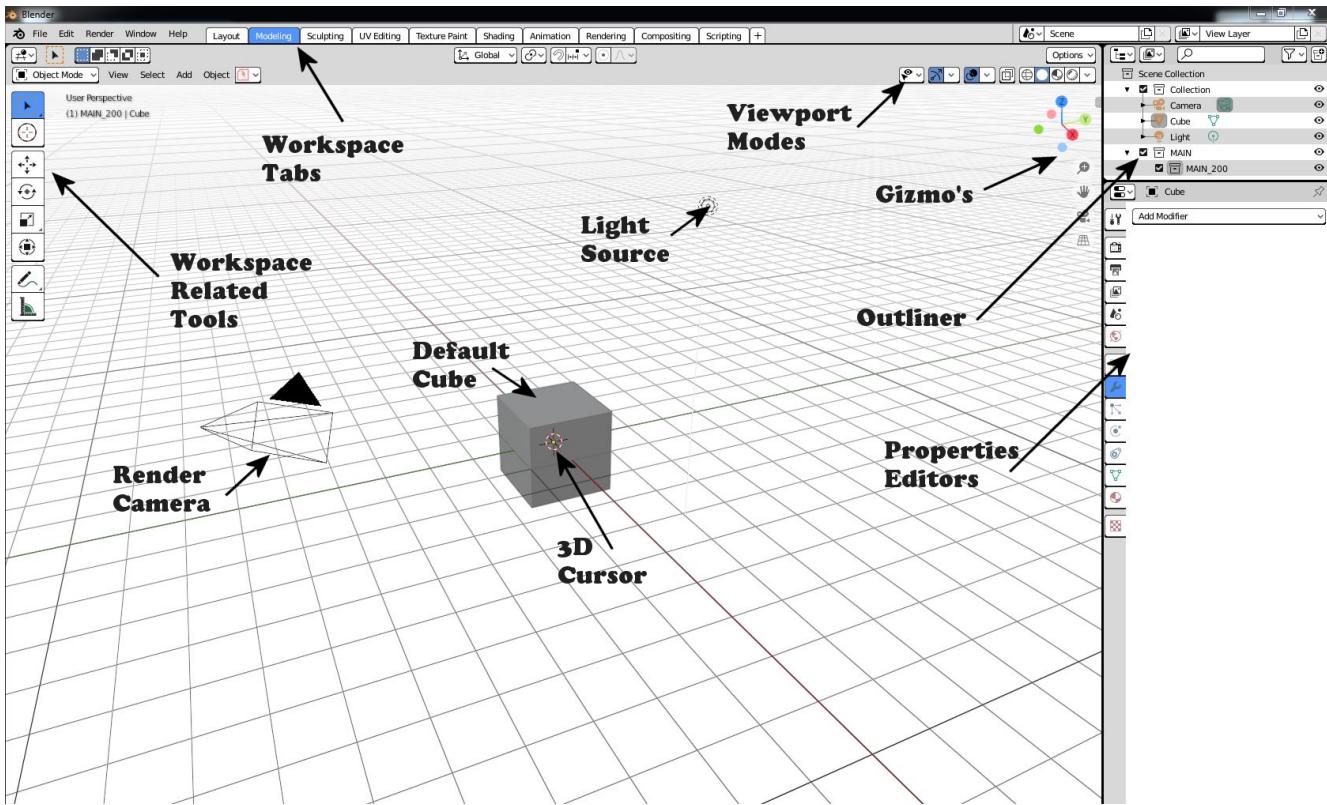
This is the initial default screen layout you will see when you start up Blender.



Don't get too attached to the default layout. It seems that the Blender developers like to change things up from time to time. Some of the examples shown here may not match the latest version of Blender.



For added clarity on printed copies of this document, I've switched to a high contrast theme in Blender Preferences. (Preferences → Themes → Presets [Pulldown for options])



The 3D cursor is where any new object will be placed. By default it is at world origin $0,0,0$ but it can easily be moved to new locations. The position of the 3D Cursor can also be manipulated using the cursor widget on the left side panel. It is available in both OBJECT and EDIT MODE. You can also place the 3d cursor position using the **Shift + S SNAP** Pie Menu.

Shortcut Keys

MENUS

To hide or reveal the Number Panel on the right side use **N** key (Not shown above)

To hide or reveal the tools Panel on the left side use **T** key

To see your "Quick Favorites" menu, use the **Q** key

Use **F3** for access to the search feature

Use **CTRL** + **TAB** combination for access to the **MODE** pie menu

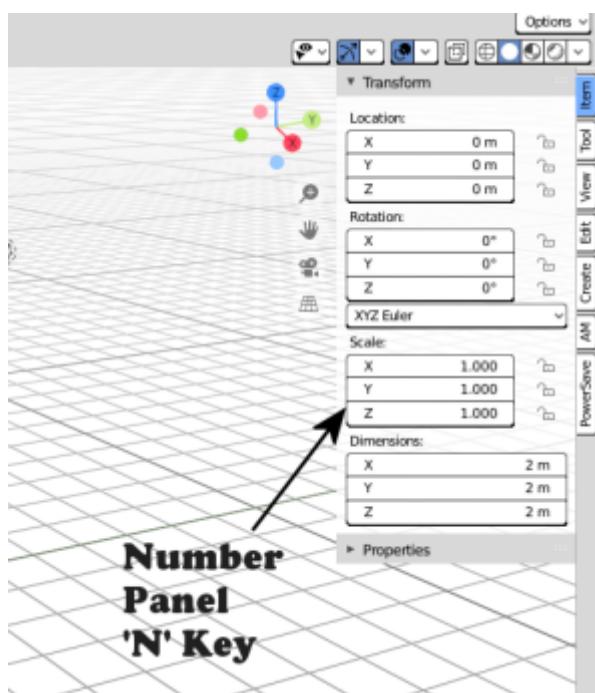
Use **~** for access to the **VIEWPORT** pie menu

Use **.** for access to the **PIVOT POINT** pie menu

Use **,** for access to the **AXIS ORIENTATION** pie menu

Use **SHIFT** + **S** to access the **SNAPPING** pie menu

Use **Z** to access the **VIEWPORT SHADING OPTIONS** pie menu



The above image shows what it looks like when rolled out. It is also where some installed add-ons will show up.

VIEWS

Use **HOME** to show all objects

Use **H** to hide a selected object

Use **ALT** + **H** to un-hide all objects

Use **SHIFT** + **H** to show all objects

Use **ALT** + **Z** to toggle X-Ray mode

The Number Pad Keys are also used to select various views.

View Controls



There is a check-box option in **Preferences > Input > Emulate 3-Button Mouse** for people who do not have a Middle Mouse Button. To create a **MMB** press while this mode is enabled, you hold **ALT** while pressing the **LMB**. There is also a checkbox to **EMULATE** the number pad for systems that lack a keypad. This option will enable the number pad key mapping on the TOP ROW number keys instead. (This will affect some options, like switching edit modes for vertex, line and face)

Orbiting

Select the default cube and press and hold your middle mouse button, **MMB**. Moving the mouse right and left, you will orbit your view around the selected object.

Panning

Select the default cube and press and hold your **MMB** and then press the **SHIFT** key. Moving left and right will **PAN** left and right on the screen view.

Snapping

Select the default cube and press and hold **MMB**, then press the **ALT** key and by moving left, right, up, down you will snap the screen to various orthographic views.

Zoom

Select the default cube and press and hold **MMB** and then press the **CTRL** key. Moving up, down will zoom the views in and out. You can also use the mouse **SCROLL WHEEL**.

Camera View

Pressing the **INS** key on your keypad will toggle the Camera View. In this view, you will see what the camera sees of your screen which is also what your render will output.

Zoom to Selected

Pressing the **DEL** key on your keypad will zoom in and give preference to the selected object.

Front/Rear View

Keypad 1 / CTRL + Keypad 1

Side View Left/Right

Keypad 3 / CTRL + Keypad 3

Top/Bottom View

Keypad 7 / Ctrl + Keypad 7

Rotate Z axis

Keypad 4 & Keypad 6

Rotate X axis

Keypad 2 & Keypad 8

Toggle Perspective and Orthographic view modes

Keypad 5

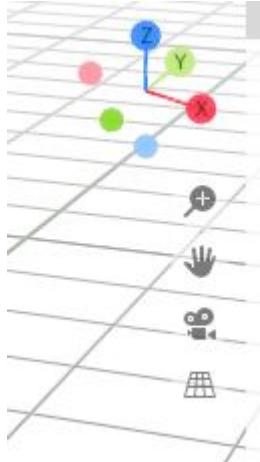


Most of the time, you will be using the default **BOX SELECT** mode of the Arrow (Select) tool. Use the **B** to switch back to **BOX SELECT** if you end up changing it from default. Other modes include **CIRCLE SELECT** **C** (Note, use **RMB** to exit **CIRCLE SELECT** mode), and **LASO SELECT** **CTRL + RMB**. The **W** key will cycle between modes sequentially. You can also **INVERT** selections by using **CTRL + I** and add to an existing selection by holding **SHIFT** and selecting with **LMB**.



BOX SELECT ICON

You can move around using the mouse with the screen gizmos (X,Y,Z) in the upper right. The multi-color Axis tool will allow you to drag to a new orientation, the Magnifier is for Zoom, the Hand is for panning , the Camera icon will toggle the Camera view and the Plane icon will toggle between Perspective and Orthographic. These on screen items are helpful when using a laptop that does not have a keypad.



ON SCREEN GIZMO

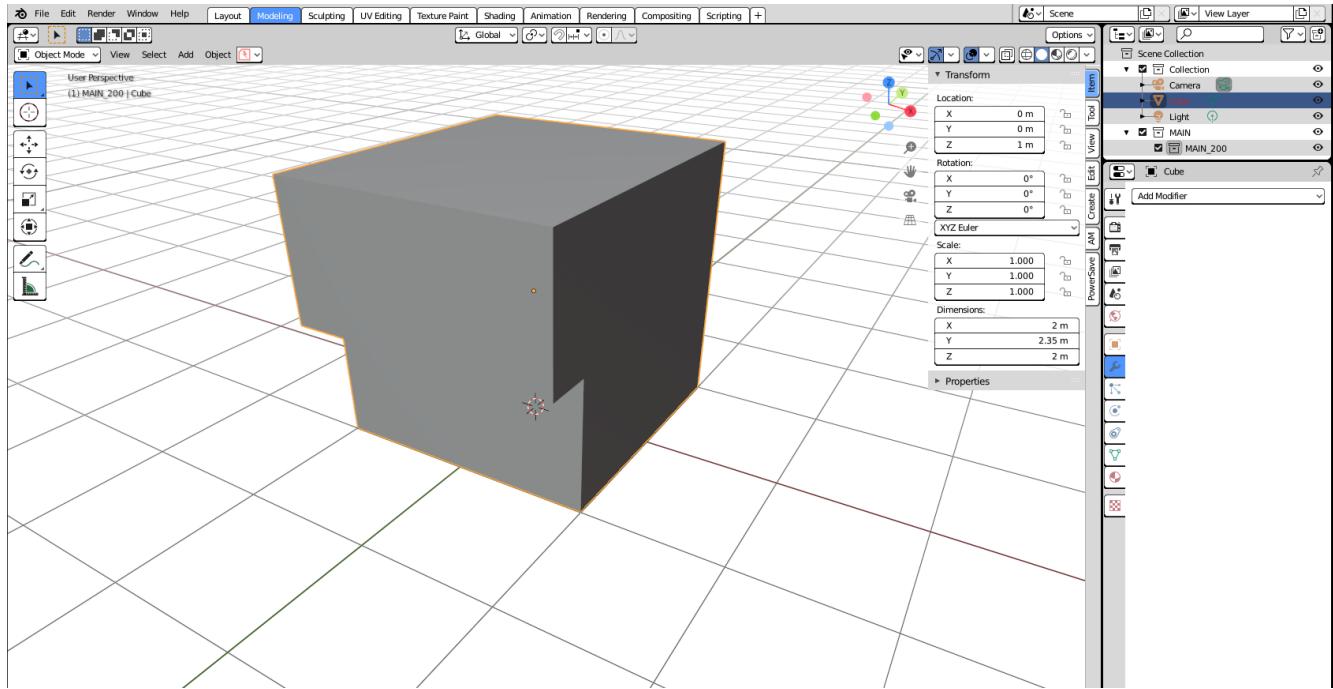
Modeling Modes

In Blender, there are 2 primary 3D model manipulation modes. These are **OBJECT MODE** and **EDIT MODE**.

Use the **TAB** key to switch modes.

OBJECT MODE

With **OBJECT MODE**, which is the default mode in Blender, actions are available for all object types since this mode is dedicated to Object data-block editing (e.g. position, rotation, size) as well as Modifiers. Edges, Faces and Vertices cannot be modified in this mode.



In this mode, you can select individual objects that make up your design so they can be further manipulated in **EDIT MODE**.

In object mode, the following shortcut keys are useful:

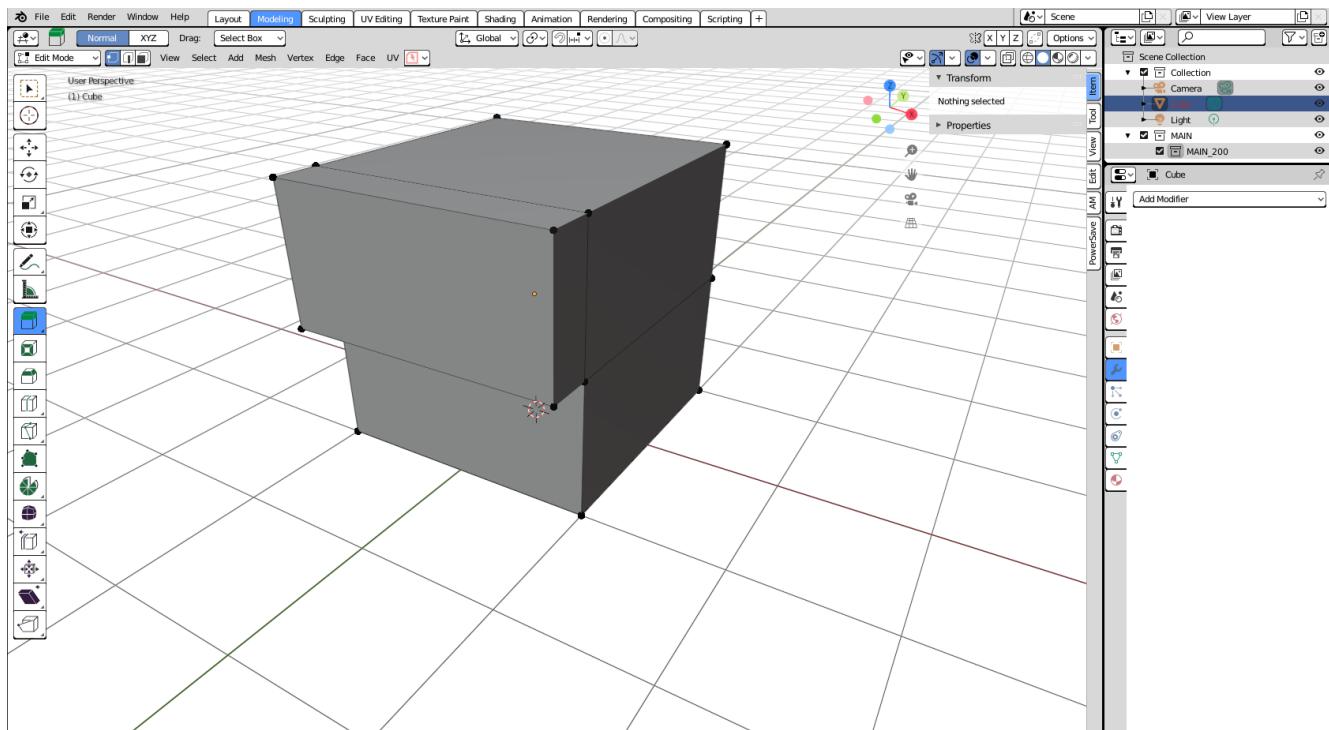
- Use **SHIFT** + **A** to Add a new object
- Use **SHIFT** + **TAB** to toggle **SNAPPING** modes
- Use **CTRL** + **A** to Apply transformations
- Use **CTRL** + **J** to Join objects together
- Use **SHIFT** + **C** to reset cursor to center
- Use **SHIFT** + **D** to Duplicate the selected object

EDIT MODE

The **selected** item in **OBJECT MODE** becomes the focused object when moving to **EDIT MODE**. **EDIT MODE** is a focused mode and you will not accidentally select other parts of the model in this mode. This mode available for all object types that can be rendered, as it is dedicated to manipulating their “shape”. The **EDIT MODE** allows adjustment of Vertices, Edges and Faces for mesh object types as well as the control points for curves, surfaces and points.



In **EDIT MODE**, the object selected will show Vertices, Edges and Faces. Selected edges, vertices or faces will adopt a highlight color when selected. Also notice the larger tool set on the left compared to **OBJECT MODE**.



In Edit mode, the following shortcut keys are useful:

Use **1** Vertex Mode

Use **2** Edge Mode

Use **3** Face Mode

Use **P** Create Separate objects from the selection in various ways

Use **F** Fill Face



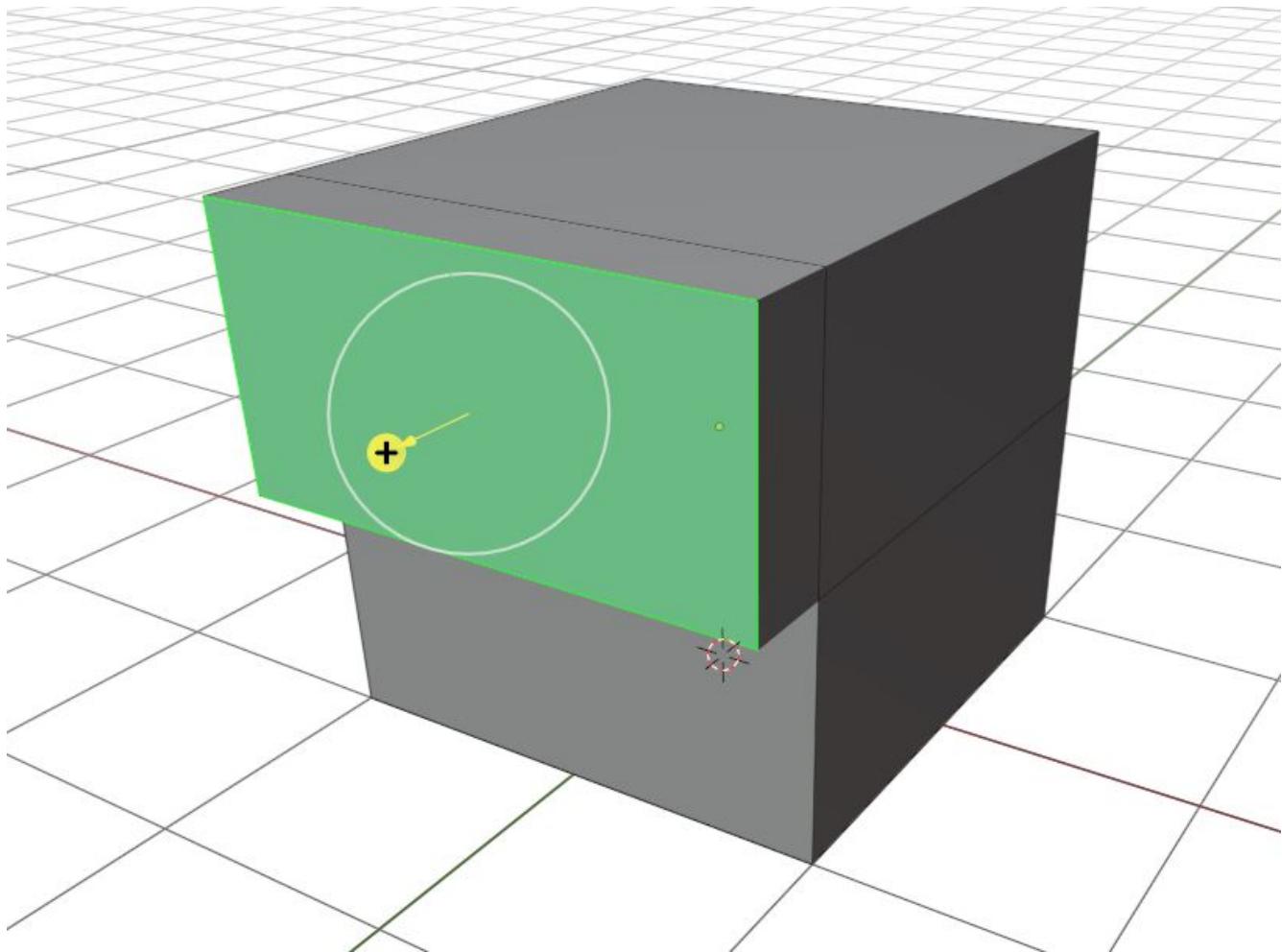
There are three sub-modes in **EDIT MODE**; **1** Vertex Edit, **2** Edge Edit and **3** Face Edit.

The four major edit-mode tools you are likely to use the most are listed below.



There are now thousands of YouTube videos about modeling in Blender if any of these concepts mentioned here are not clear.

EXTRUDE



E Key

The official definition of the extrusion operation is: *The extrusion operation duplicates vertices, while keeping the new geometry connected with the original vertices. Vertices are turned into edges and edges will form faces.*

There are various options with extrusion operations that define how the extrusion will behave, these include "Extrude Region", "Extrude Individual", "Extrude Edge". Extrude works by shifting position along "Normals".



When using EXTRUDE and you don't get the behavior you wanted, try using **ALT** + **E** to get the Extrude Options pop-up menu. Try the other EXTRUDE options.



When using EXTRUDE, you can extrude to the mouse gizmo location (MOVE MODE) in by using **CTRL** + **E** and right click. This object tool is directly under the ARROW SELECT tool.



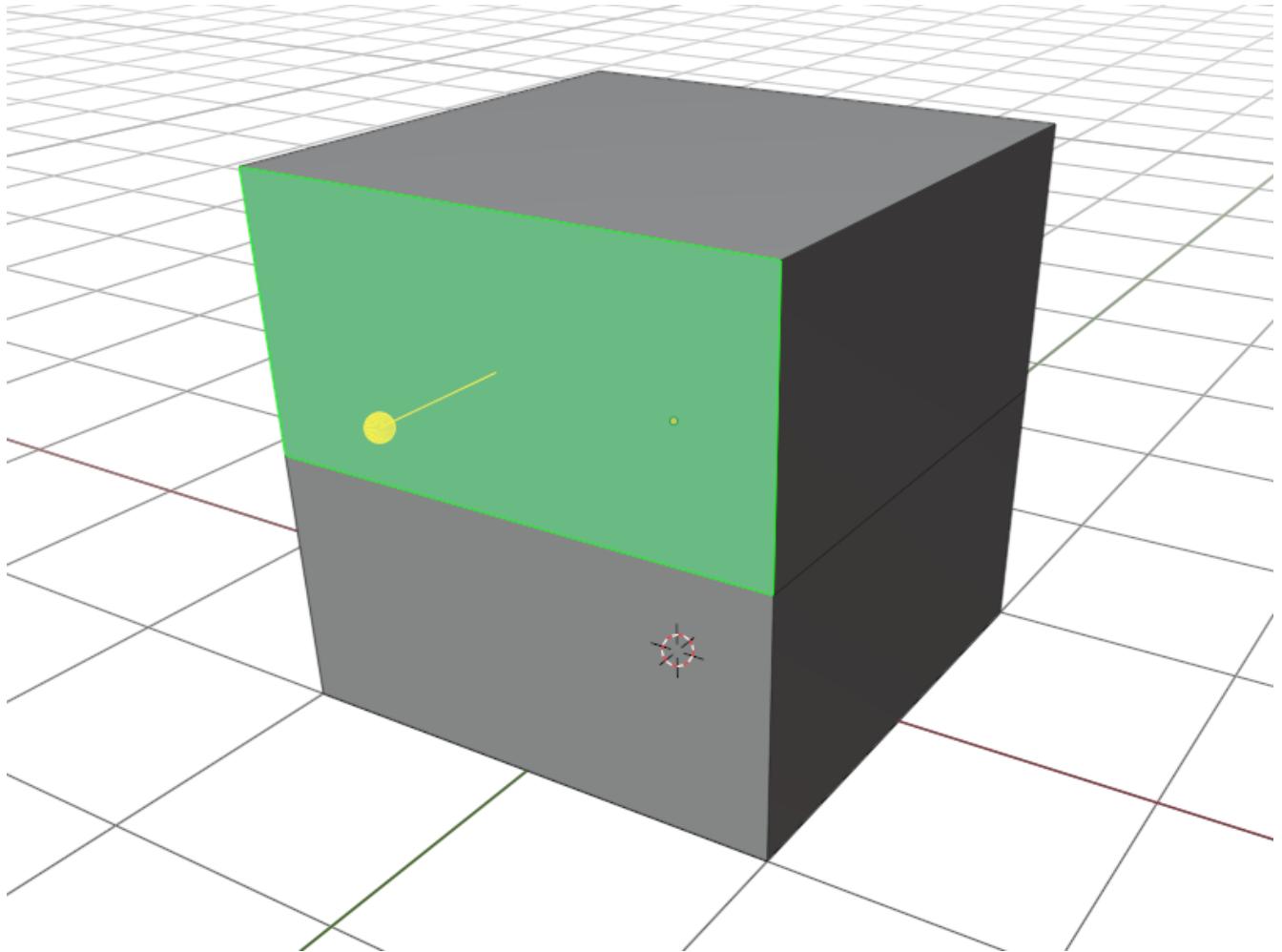
If you select extrude and accept the extrude without dragging a distance away from the selection, the extrude "still happened" even though you might not be able to see it.

INSET

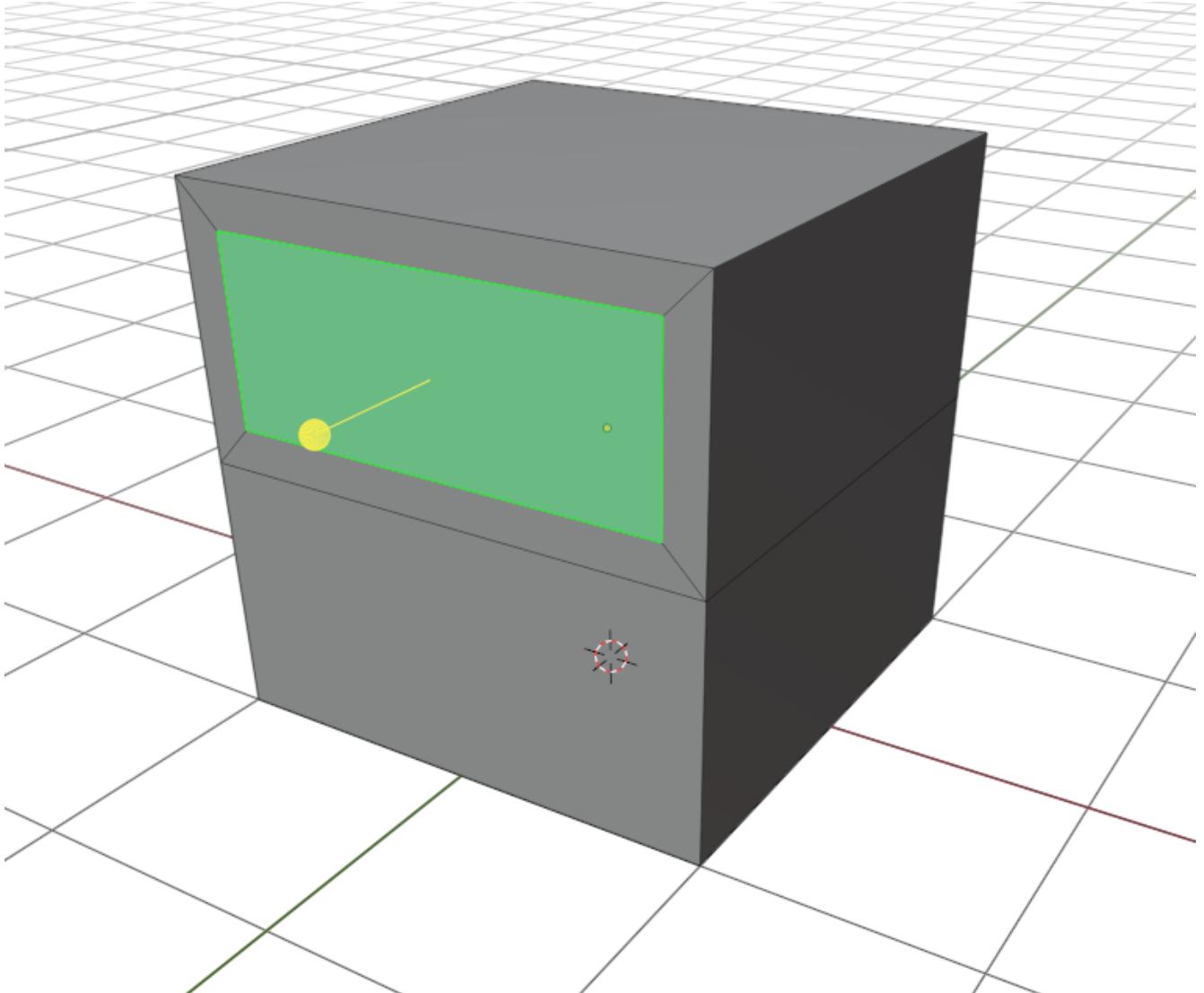
I Key

This tool takes the currently selected faces and creates an inset of them, with adjustable thickness and depth. (For clarity, we are referring to the letter **i** on the keyboard)

- Select the faces to inset:



- Press I to inset:



When you use inset and the inset amount appears to be unevenly applied, you likely have not applied your scale transformations to the underlying object ahead of time. In other words, your scale values in the object transformation numbers panel are not all set to 1.00. You correct this in **OBJECT MODE** by selecting **OBJECT→APPLY→SCALE** from the top menu.



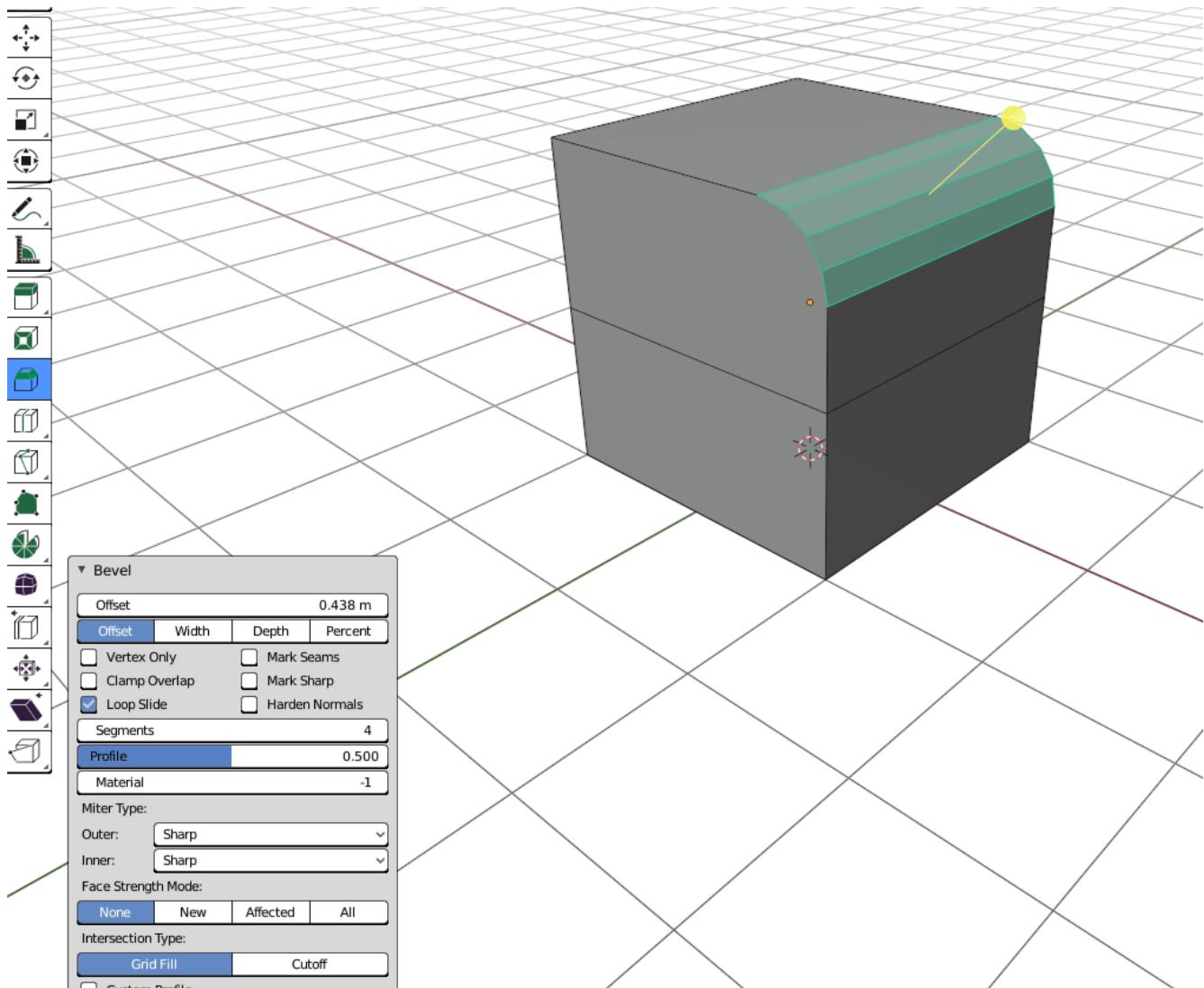
You might need to press **I** again to enable INDIVIDUAL ORIGINS if you notice that inset is not doing what you expect.

BEVEL

CTRL + B Key Combination

The Bevel Edges tool works only on selected edges with exactly two adjacent faces. It will recognize any edges included in a vertex or face selection as well, and perform the bevel the same as if those edges were explicitly selected. In “vertex only” mode, the Bevel Vertices tool works on selected vertices instead of edges, and there is no requirement about having any adjacent faces.

The Bevel tool smooths the edges and/or “corners” (vertices) by replacing them with faces making smooth profiles with a specified number of segments.



A Bevel on a FLAT PLANE will create an INSET.



There are multiple bevel options in Blender version 5. Worth looking into if that's

the version you are using.

LOOP CUT & SLIDE

CTRL + R Key Combination

This tool splits a set of faces by inserting new edge loops intersecting the chosen edge(s). It will preview the loop cut as you move the mouse cursor around the object, snapping from horizontal to vertical based on position. The Loop-Cut will stop at **NGON** Intersections so it is better to use this tool early before you add a lot of geometry changes or booleans. If your mesh has non-NGON shapes, IE; it has been triangulated already... then this and other some other tools won't work as expected.

Press **E** if you want it to evenly match one of the adjacent edges.

Press **F** will flip the edge it matches

Use the Scroll Wheel on your mouse (before pressing **E**) to add or remove additional cuts.

After **[Left-Clicking]** the mouse, you can slide the loop cuts up or down and **[Left-Click]** again to confirm. **Right-Click** center the Loop Cut.

The operation has an "Adjust Last Operation" panel where you can still adjust some values. Use **[F9]** to open this option if you don't see it on the screen.



For more precise adjustments, you can turn on the "Edge Length" feature in "Viewport Overlays" to visually see the edge lengths.



The "smoothness" value will scale the selected loop cuts using a fall-off profile.



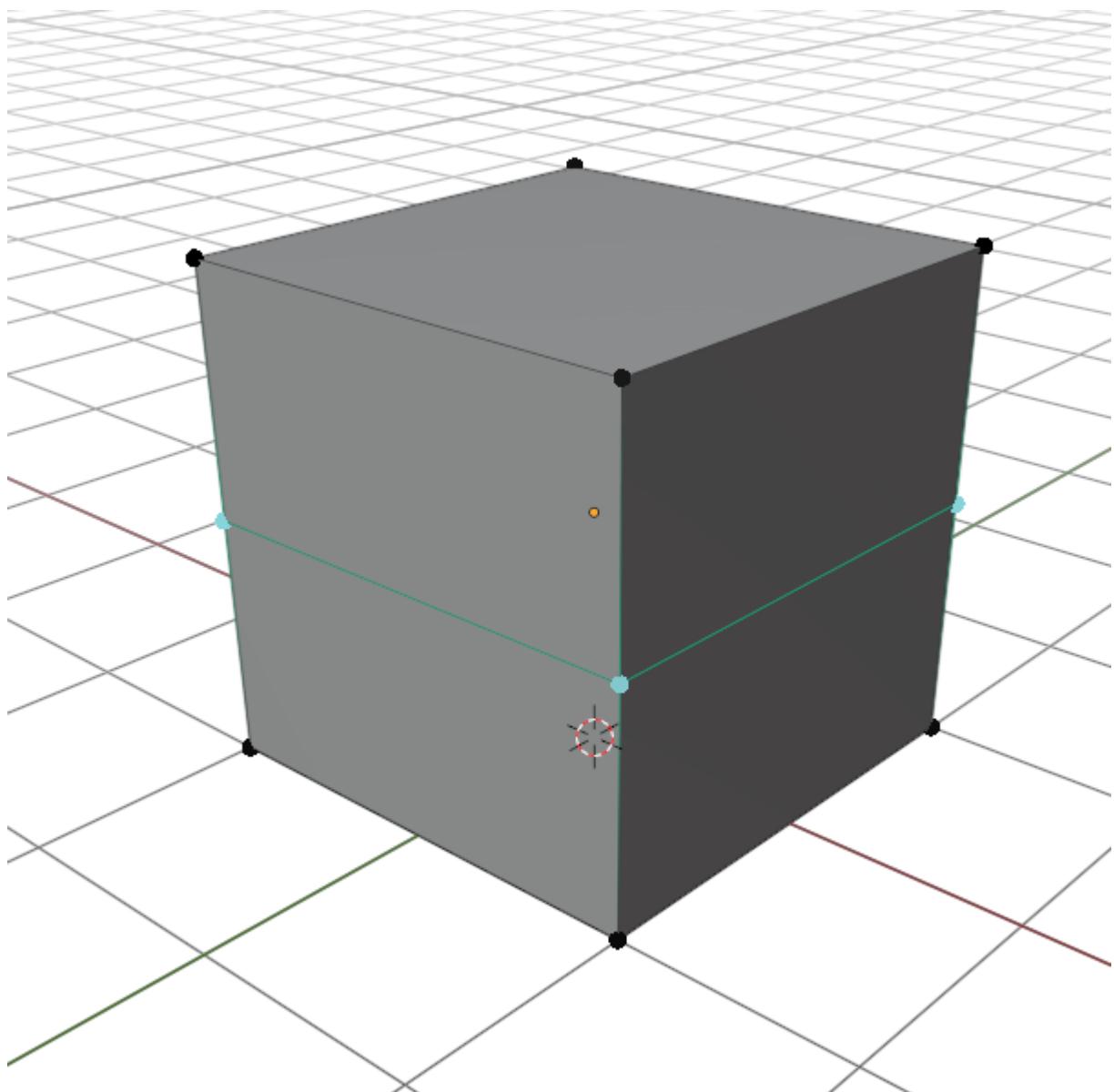
You can use the function **CTRL-F** or Search for "Tris to Quads" to un-triangulate a shape to possibly regain the ability to use the Loop Cut options again.

Later on... you can also shift selected vertices or edges with **GG** (G twice) to slide the selected vertices along edges... (You can do this with faces as well, but, well, its usefulness is limited.)



You can use the mouse to SLIDE the the selected edge loop(s) into position before confirming. You can add multiple edge loops at once by using the scroll wheel on the mouse or by entering a value with the keyboard before confirming.

You can also use the options box that shows up in the bottom left of the screen to adjust parameters manually.



Additional Tips

Here are some tips from some lessons I've learned while using Blender.

MIRROR and FLIP

Sometimes, when working on a vehicle model particularly, you might find that using the MIRROR option is not enough. You might also need to FLIP the item along an axis. For example, lets say you are adding coupler lift bar to your model and you have finished adding it to the rear end of your model. You now want to do the logical thing and mirror it to the opposite end of your model. But, mirror alone will have the part end up on the opposite end of the model, but on the same side of the model. It needs to also be flipped.

STEPS:

- On your active part (coupler lift bar), **CTRL** + **A** and choose, "Apply Rotation and Scale"
- **RMB**, from pop-up menu. choose "Set Origin to 3D Cursor", assuming 3D Cursor is current World Origin. If not, it should be for this.
- **Shift** + **D** to duplicate the current object, then chose **Object > Mirror > Global Y**
- And finally, flip it. **S X -1** which translates to **SCALE**, in the **X** axis, amount **-1**, which will FLIP the object in the X-AXIS.

 You might be tempted to try to use the Mirror Modifier, however, that operation will ultimately LINK the objects and the option within the modifier that says "FLIP X" actually doesn't do what you might think. The FLIP option here changes the active side of the Mirror.

Additional Modeling Tips

- Model one side of the mesh and mirror it to the other size using the Mirror Modifier. This helps to make sure you get symmetrical results
- If you have an item that will be replicated many times, like a handrail stanchion, create one, UV Map it and then replicate it. You can shift the UV coordinates later, but you only need to uv map it once
- Add MARK SEAM and MARK SHARP settings while you work instead of saving these steps for later
- Export your model as soon as you get the initial UV mapping completed so you can find issues earlier rather than later as a time saver
- Remember that you can **hide** and **un-hide** collections and objects in the Outliner to help with focused modeling

- Remember to use **Smooth Edges** and **Auto Smooth** settings
- When you want to select a loop, you can use the **ALT** key to select all the edges that make up the loop.
- When you wan to select the shortest path of edges between to selected edges, use **CTRL** + **SHIFT**
- You can change the viewport shading options from studio to matcap and then select a lighting setup option to get different shading effects on your work. Some options really do make it easier to see what you are working on, such as "Clay" or "Metal Car Paint".

Setting up your Initial Workspace

Default workspace setup

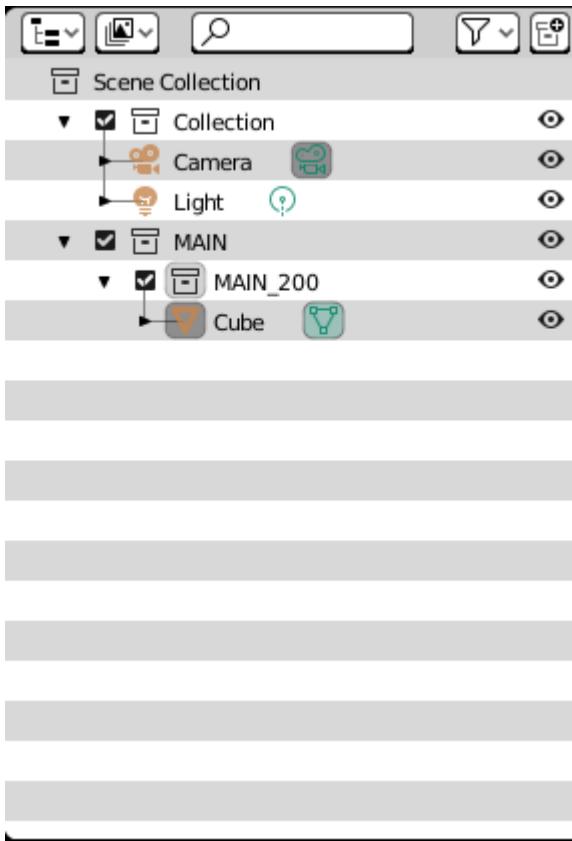
You have a way to set some custom options that you always need to change and then save that as default to avoid having to perform those changes when you start a new project.

The default workspace in Blender 2.8+ is something you will see in a lot of in YouTube tutorial videos. The first thing they will often do is select and then delete the "default cube". Rather than go through this every time, it is possible for you to delete it, and then save your current cube-less **.blend** file as your new startup file. (I don't actually recommend it though)

FILE→DEFAULT→Save Startup File will save your current workspace as your default startup file. This will help you get started faster and with a consistent layout.



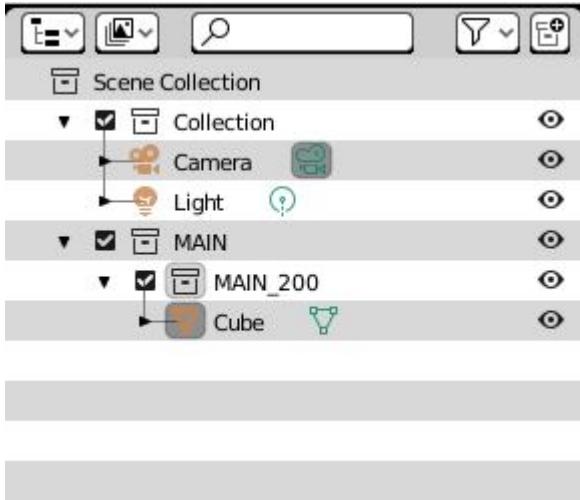
Before you do that just yet, go over to your **Outliner** window... and do the following:



1. Create a new collection by clicking the **box icon** in the upper right **Collections** window with a plus sign on it. Create a new collection called **MAIN**. (All uppercase)
2. Click the new collection **MAIN** and then create a new **Collection** again so it becomes a child collection under **MAIN** and call it **MAIN_0700** for LOD distance, or use any LOD distance value that makes good sense to you.
3. Now click on **SCENE COLLECTION** at the top and rename the original main collection to **Camera**.
4. Drag and Drop the Camera object into **Camera**.
5. Now you can save your **.blend** file as your default startup file and you will have the scene outline setup that will work with the MSTS exporter.
6. Optional: If you are going to continue to use the default cube, drag it from where it is to the **MAIN_0700** collection.



You would later create as many LOD based **MAIN_xxxx** collections as needed for your model.



Exporter

You will want to download and install the "MSTS Exporter". https://github.com/pwillard/Blender_MSTSORTS_Exporter/releases/download/4.8.2/io_export_mstsexporter_4-8-2.zip

The Documentation is included in the ZIP file. The documentation is also available separately at this location: https://github.com/pwillard/Blender_MSTSORTS_Exporter/releases/download/4.8.2/MstsExporterDocumentation.zip



Version numbers may change as updates are made. Use the latest version available at https://github.com/pwillard/Blender_MSTSORTS_Exporter/releases/

Actually Modeling Something

This is a quick tutorial on general model building. To get started, we are making a very simple scenery item.

Model Building Exercise #1

- We are building a very simple shape without using a background image.
- We only need a few general dimensions.
- We will re-make my first Blender project; The Jersey Barrier, 12', by 42" by 32".

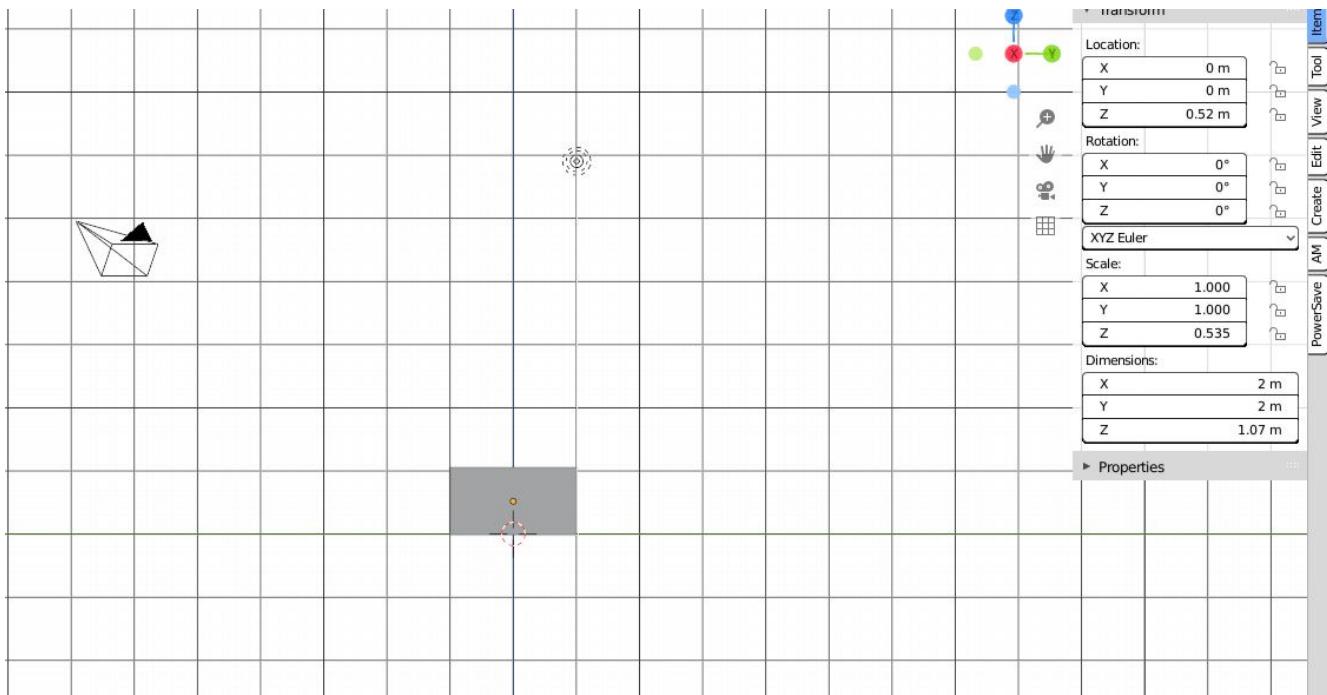
Key items to take away from exercise #1

- Object and View Manipulation
- Basic Edit Tools
- Quick UV Texture Mapping

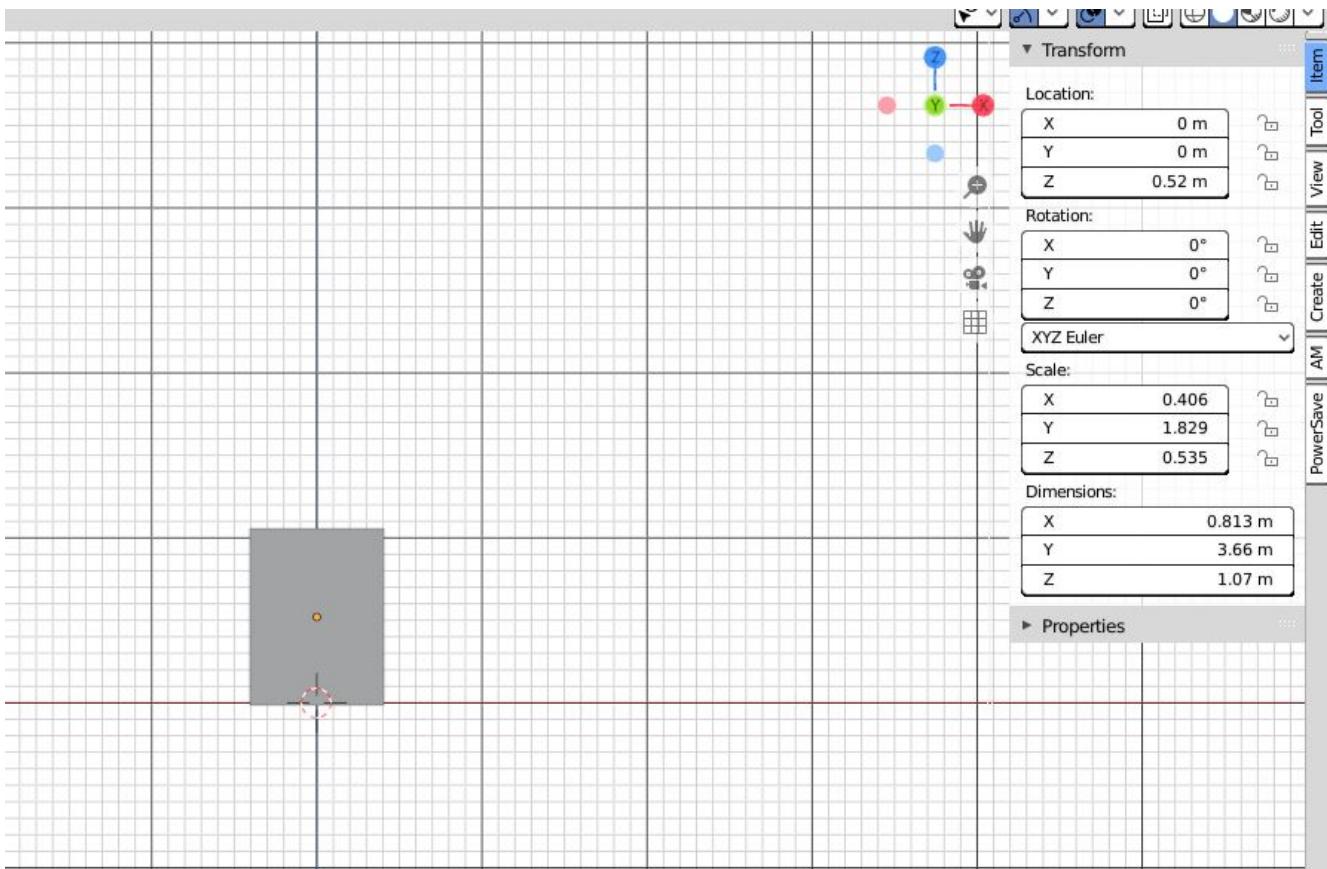


For added clarity on printed copies of this document, I've switched to a high contrast theme found in Blender Preferences.

- Start with the default cube, and select it with LMB.
- Shift it up 1 meter. G Z 1 ENTER
- As an aid to modeling, pull out the right side number panel by pressing N
- Scale to 42" (Z Height = 1.077m) Manually enter 1.07 in the Z dimension field.
- Shift it back to ground level. Keypad 3 on keypad for side view, G key Z, drag down to about ground level (Roughly: Location 0.52m in Z axis if you manually enter the Z position)



- Adjust your view so you can see the **Y** axis **MMB + DRAG** left to right (You can press "Y" in the axis gizmo on the upper right or use **KEYPAD 3**)
- Adjust cube length to 12', (3.6576m) by using **S Y** and dragging, or by manually entering 3.6576 in the **Y** Dimension field
- Switch to front view and adjust **X** width to 32" (0.8128m) **Keypad 1** then **S X** and **DRAG** or enter .8128 in the **X** Dimension field.



- Choose **Object > Apply Scale**
- With the **CUBE** still selected, switch to **EDIT MODE** using the **TAB KEY**.

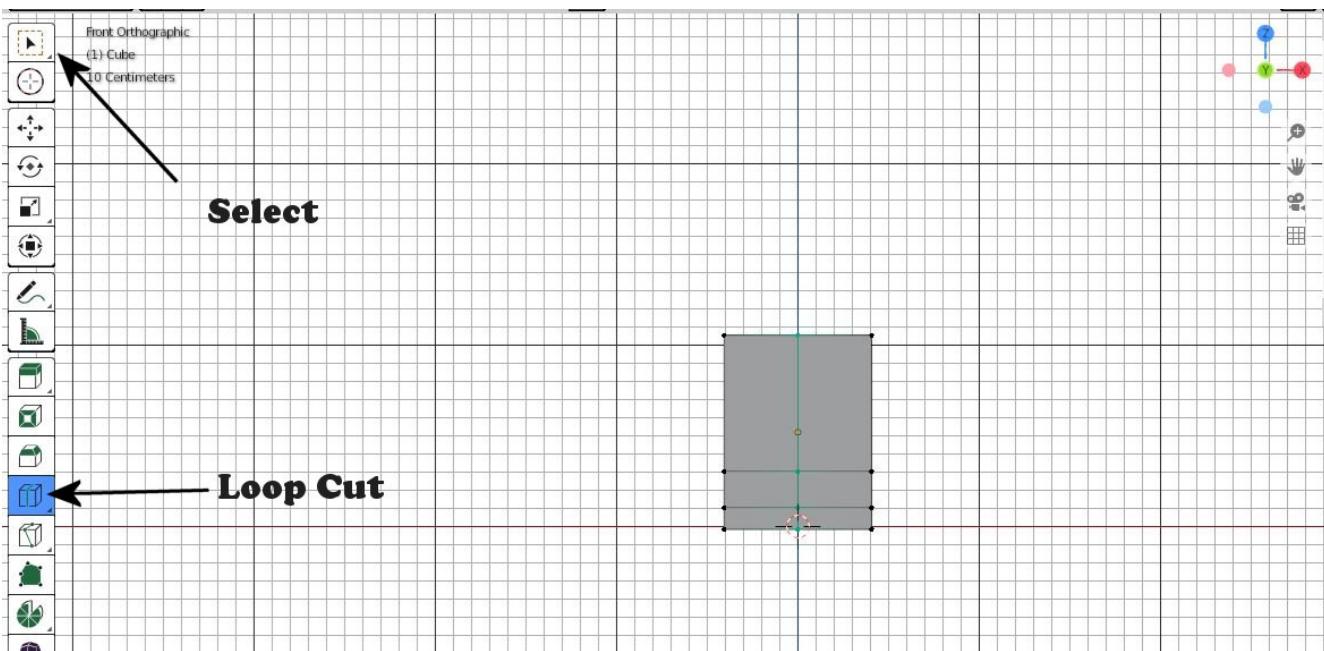


We are doing this without worrying about EXACT dimensions just to keep things simple.

- Add a **LOOP CUT** **CTRL + R** and slide it down (**Z axis**) to the grid line closest to the bottom, and add another **LOOP CUT** **CTRL + R** and drag it down to be 2 grid lines above the first one.
- Add a final **LOOP CUT** **CTRL + R** but this time, add it vertically. It should end up dead-center by default.



Drag the mouse around to get it to snap to a vertical loop.



- Go back to **SELECT** Mode by clicking the Arrow icon if its not already selected since we are done with **LOOP CUTS** for now.

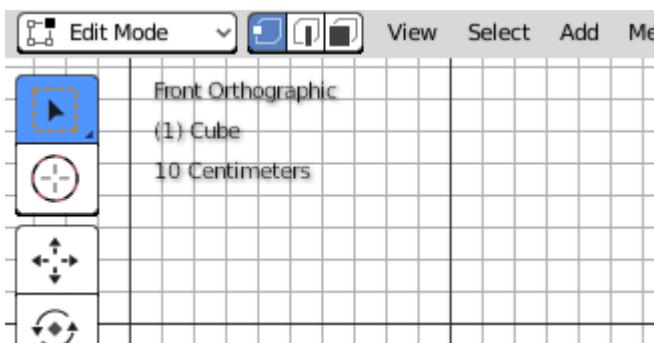


In these next steps, we will be using Vertex **EDIT MODE**. From the front view, we will **DELETE** the vertices on the left side of the object because we are going to use the Mirror Modifier to create a symmetrical object.

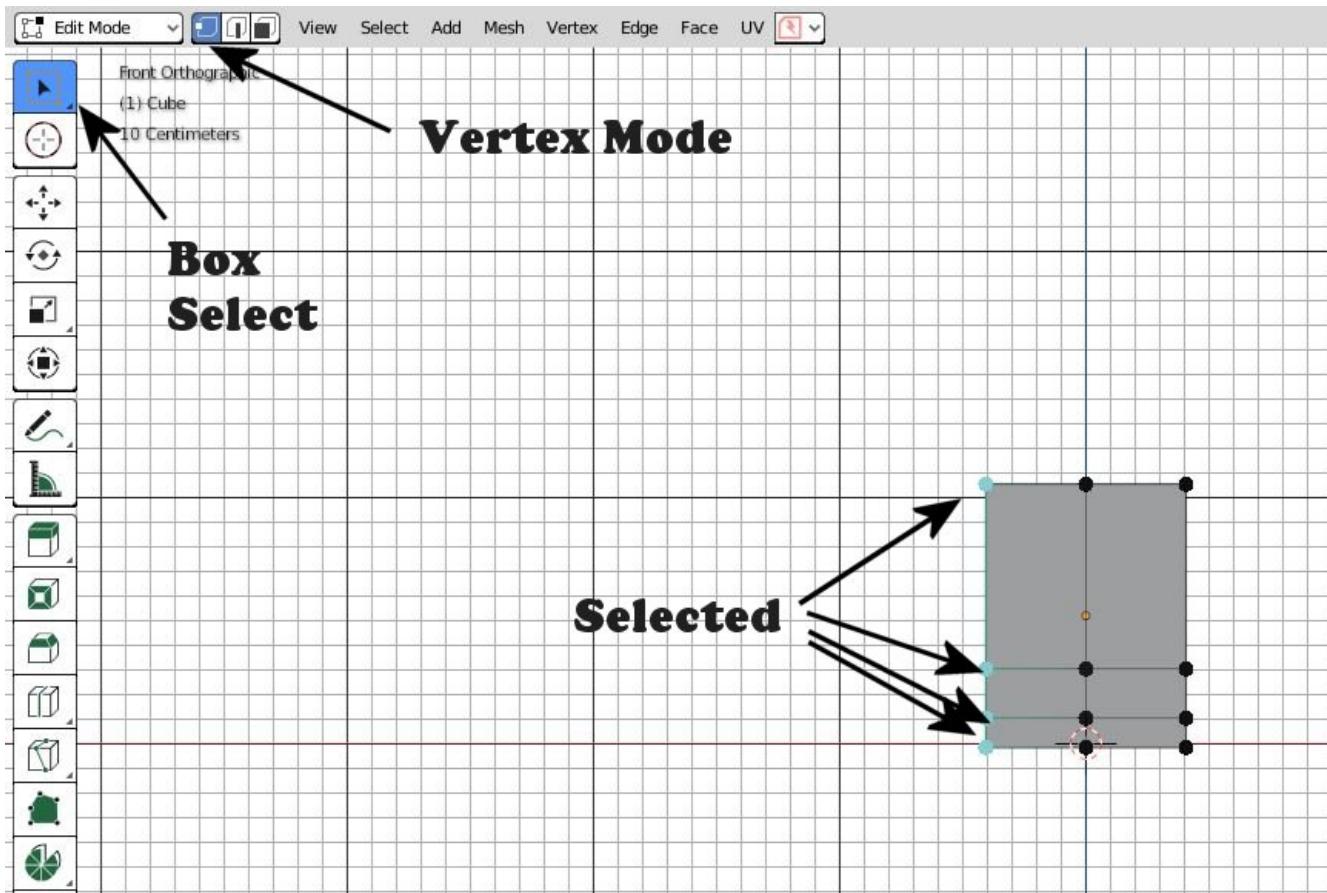
- Press **KEYPAD 1** for front view, and then **1** on the keyboard to select Vertex **EDIT MODE**. You should see the vertex dots on the selected object.



You can also select the vertex mode with the screen menu. Its the small square icon with a dot on one side next to the view tab.

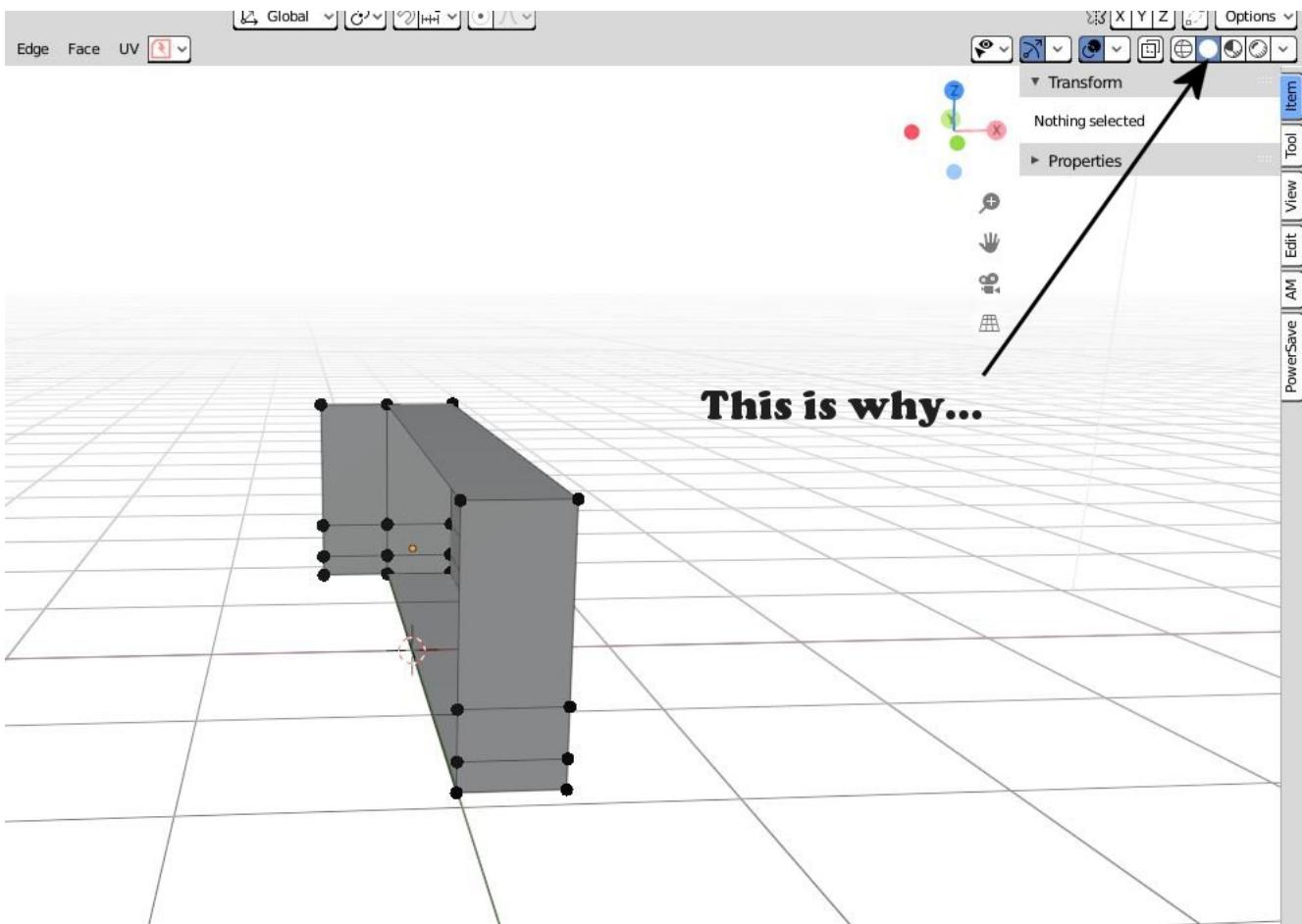


- Now use **BOX** select on the vertices on the left side with your mouse. (They will change to the **SELECTED** color)



- Press **X** for Delete and in the pop-up window, choose to **Delete - Vertices**. Blender will delete the selected vertices. Wait... What just happened?

It didn't perform a delete? Oh my, yes it did, but not what we wanted!

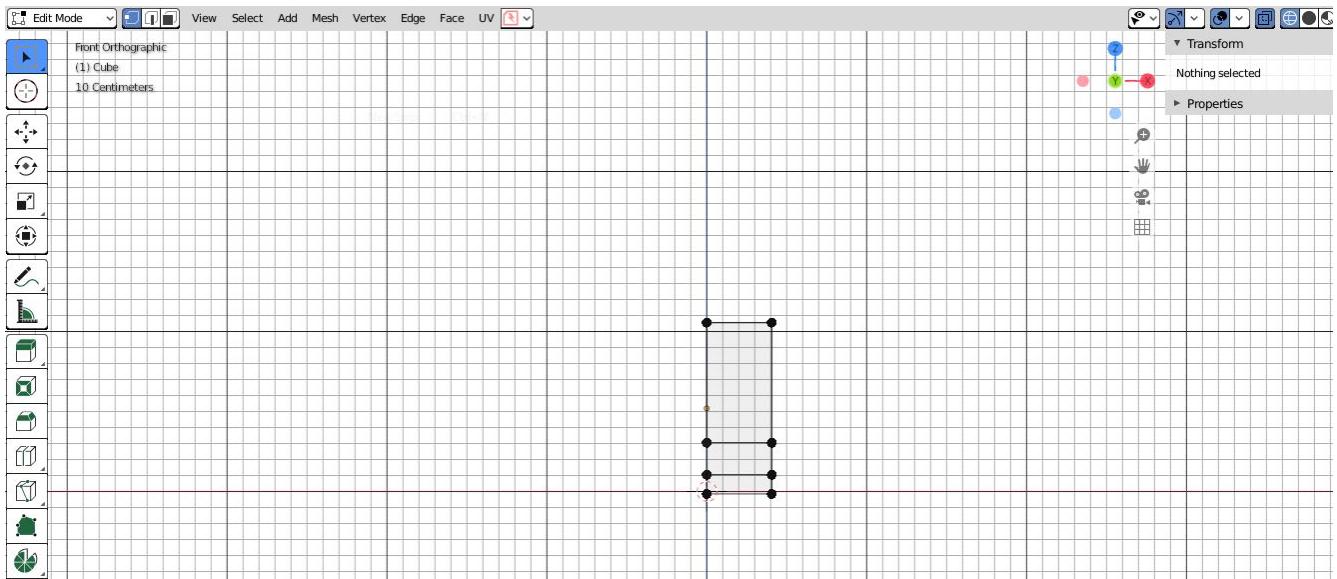


We are in ViewPort "Shading Solid" Mode.

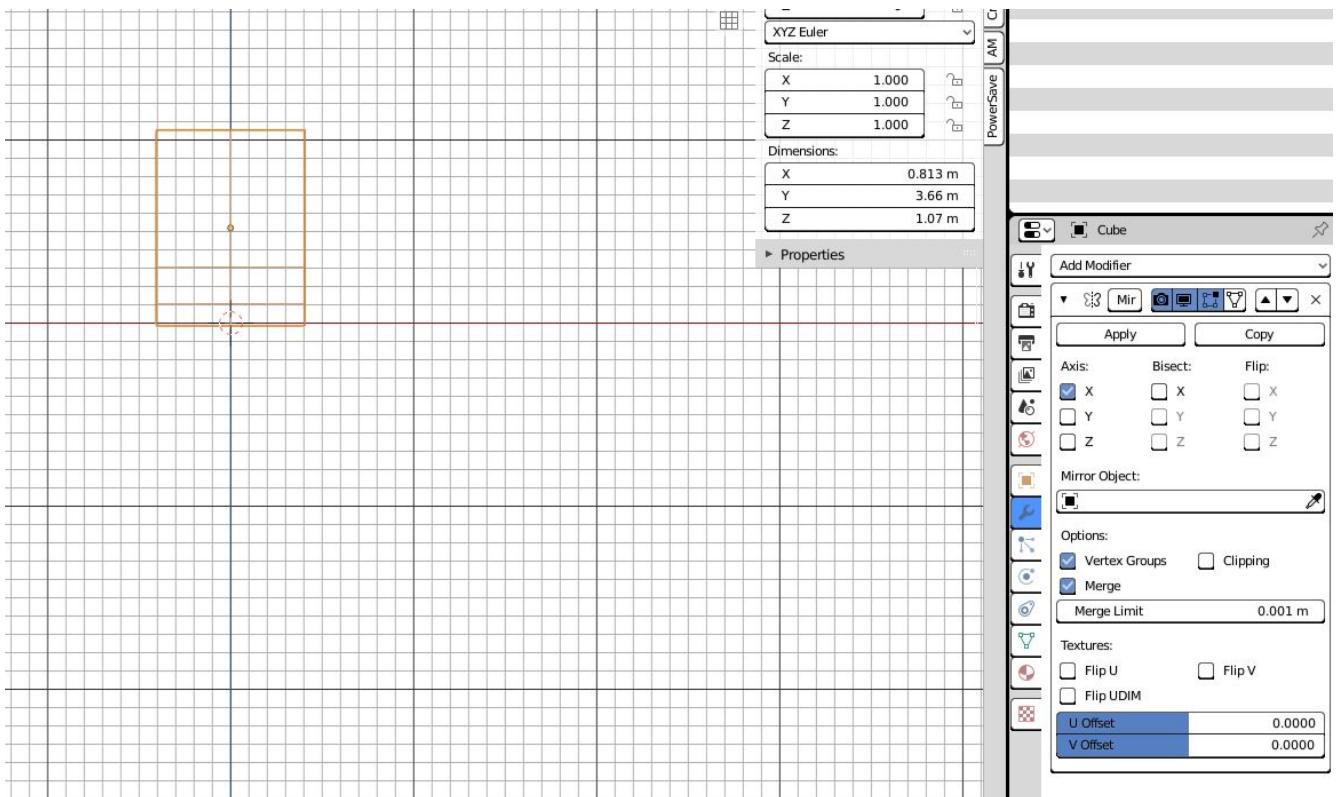


Do you understand what happened? We only selected the FRONT facing vertices! We didn't touch the ones in the back. Press **CTRL + Z** to undo if you completed the above step. To select ALL of the vertices that we really want to select, we need to be in **XRAY/Wireframe** mode. To chose this mode, press **Z** and chose **WIREFRAME**, making sure that the viewport mode on the top right of the screen agrees. You can also toggle Wire-frame mode by using **ALT Z**. The Circle with LINES in it and the **X-RAY** icon next to it should also be highlighted.

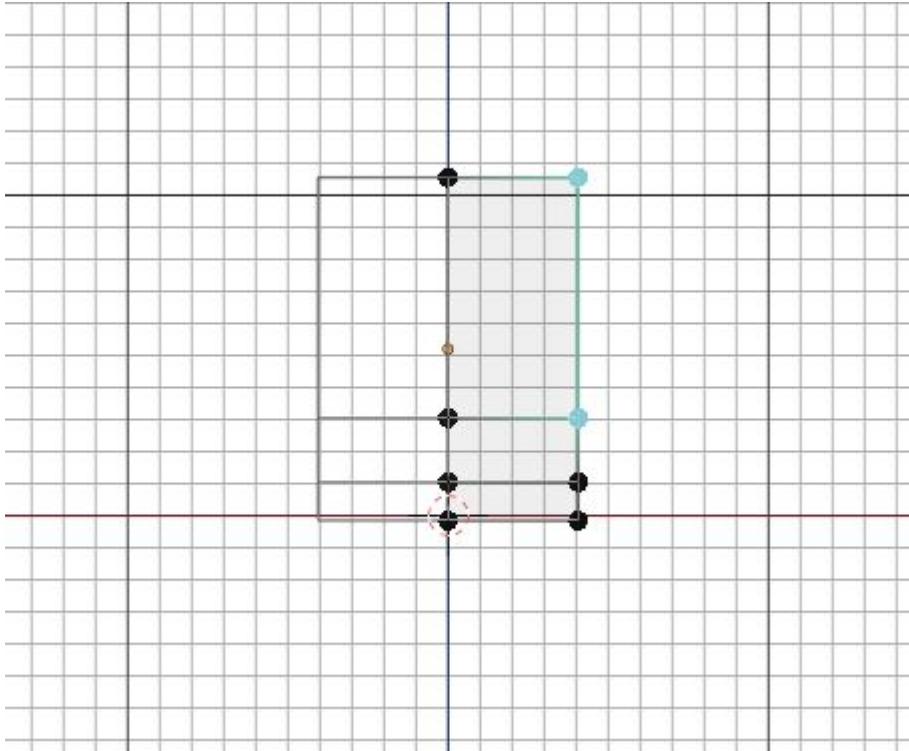
- Make sure you are in vertex select mode **1**, and also in the front view **1** we will remove the left side vertices. Press the **Z** key and select **WIREFRAME**, Press Keypad **1**, and then **1** on the keyboard to select front view & vertex mode. You should see your vertex dots and the model will look transparent now and not solid.
- Now, **BOX** select the vertices on the left side, like before. (They will change to the **SELECTED** color) and press **X** and choose to Delete Vertices. Blender will delete the selected vertices. Now, you will finally only see 1/2 of your object remaining.



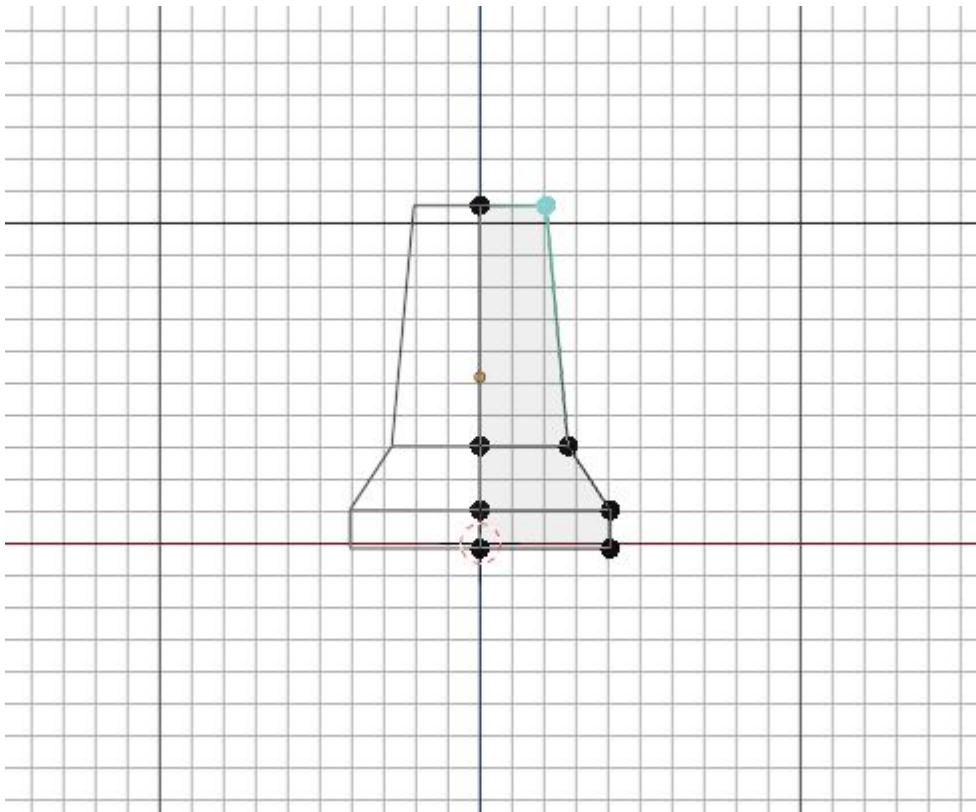
- TAB back to **OBJECT MODE** and with the current OBJECT selected, locate the **WRENCH** icon on the right panel on the screen.
- From the **Add Modifier** dropdown menu, select **MIRROR** Modifier. You should see the section we deleted above come back into view since the **MIRROR** is using the **X** axis to mirror of the original object by default. (See the Check Box that is already checked)



- TAB back to **EDIT MODE**. Note that you should now only see Vertex dots on the right side of the object, but you will see the full shape with the mirrored side visible. It's mirrored now, and whatever you do on the right side gets mirrored to the left side.



- Select the top 2 right side vertices and press **G X** to shift them inward until you get about a 55 degree angle.
- Repeat the same process with just the top right vertices until you get about an 85 degree angle.



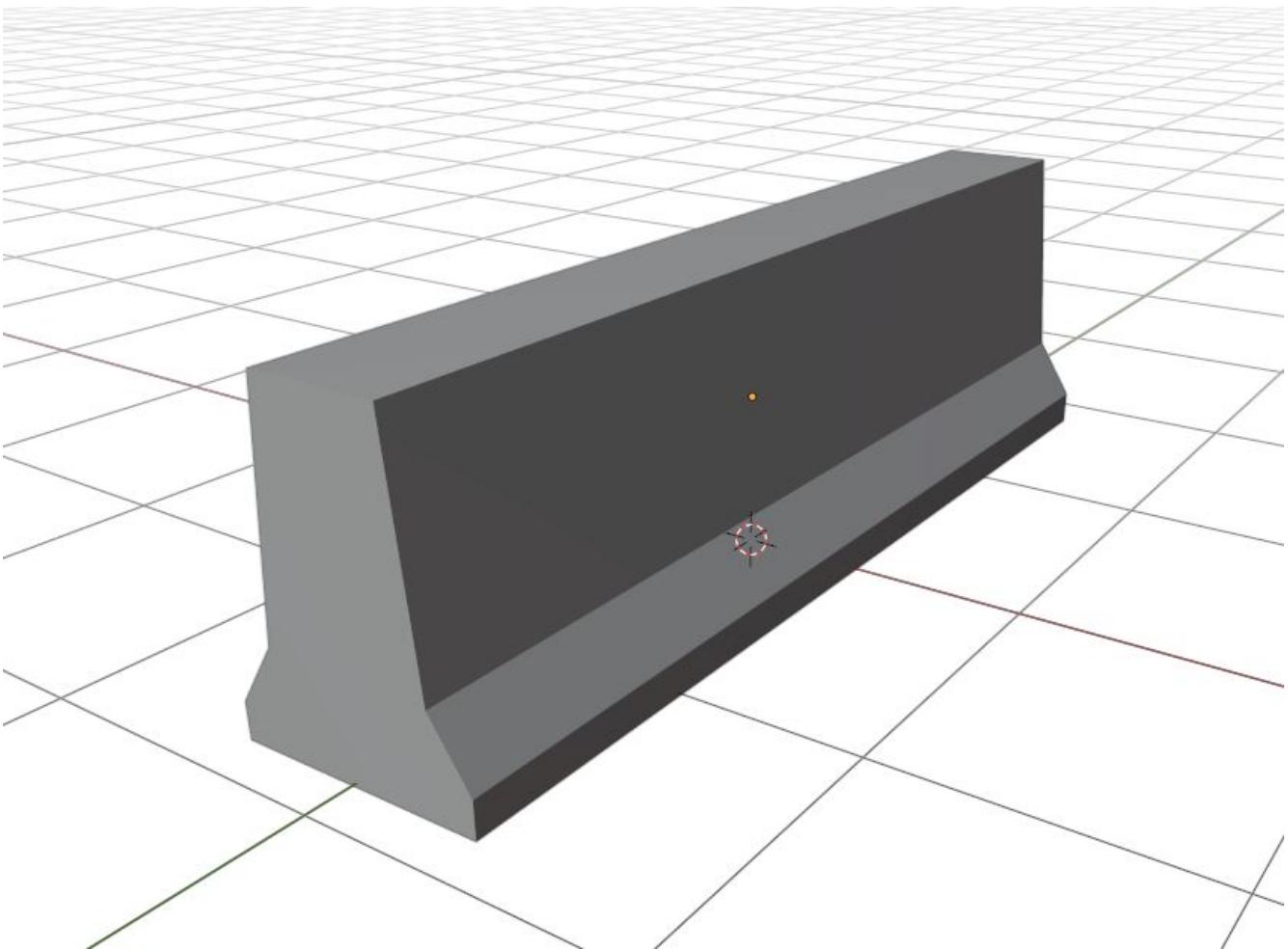
So now we have a basic shape of the concrete barrier. The next steps will complete the shape.



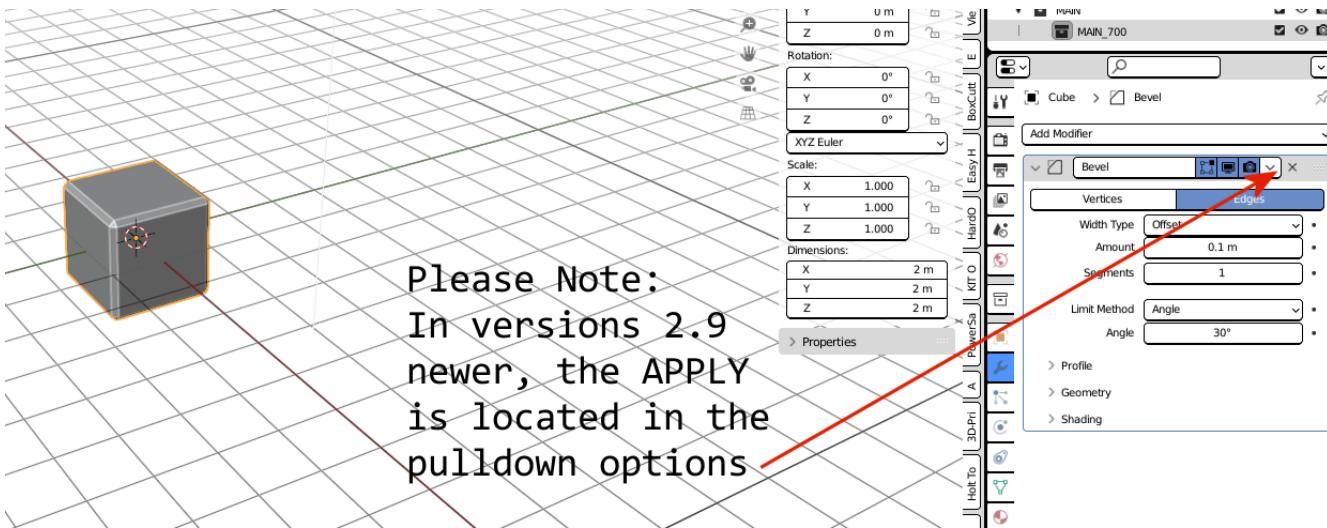
We can go back to **ViewPort SOLID** mode now.



If we look at the barrier closely, we will see that the edges are not sharp. They are beveled. So now we will use the Bevel tool. For this next operation, we no longer need the Mirror Modifier so we can Apply it.



The Apply button for modifiers was MOVED into the pulldown options in Blender version 2.9 and newer.



- Go back to **OBJECT** mode, select the **WRENCH** icon and with our object selected, click **APPLY**. The modifier will apply and go away.



When you apply a modifier, you lose the ability to adjust it further. Prior to applying it, you can still make adjustments to the shape. In our case, we were done with making a symmetrical object, so it was **OK** to apply the modifier.

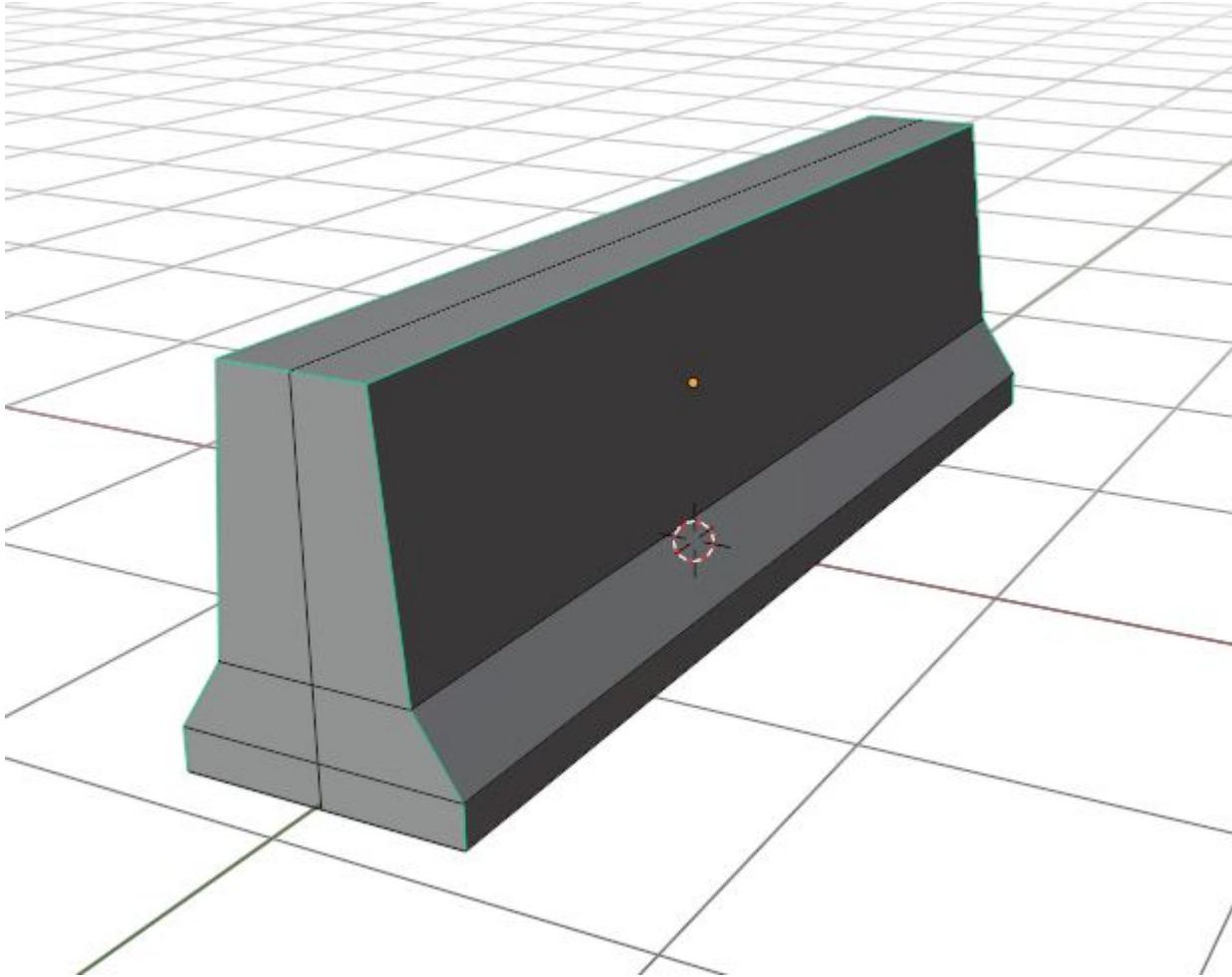
- Now, **TAB** back to **EDIT MODE** and select the **EDGE** select mode with **2** key.
- We will select the visible edges of the shape. You will need to **SELECT** multiple **EDGES** so here is what we will do. Hold **SHIFT** then select the **TOP LEFT** Edge, you will need to shift your view with the **MMB** to get a good viewpoint for selection. The **TOP EDGE** will be selected... Now click the remaining "outside" edges while still holding **SHIFT**.



This creates a selection group. If you left click an edge again without holding **SHIFT**, you will lose the selection group and will need to reselect all the desired edges again.



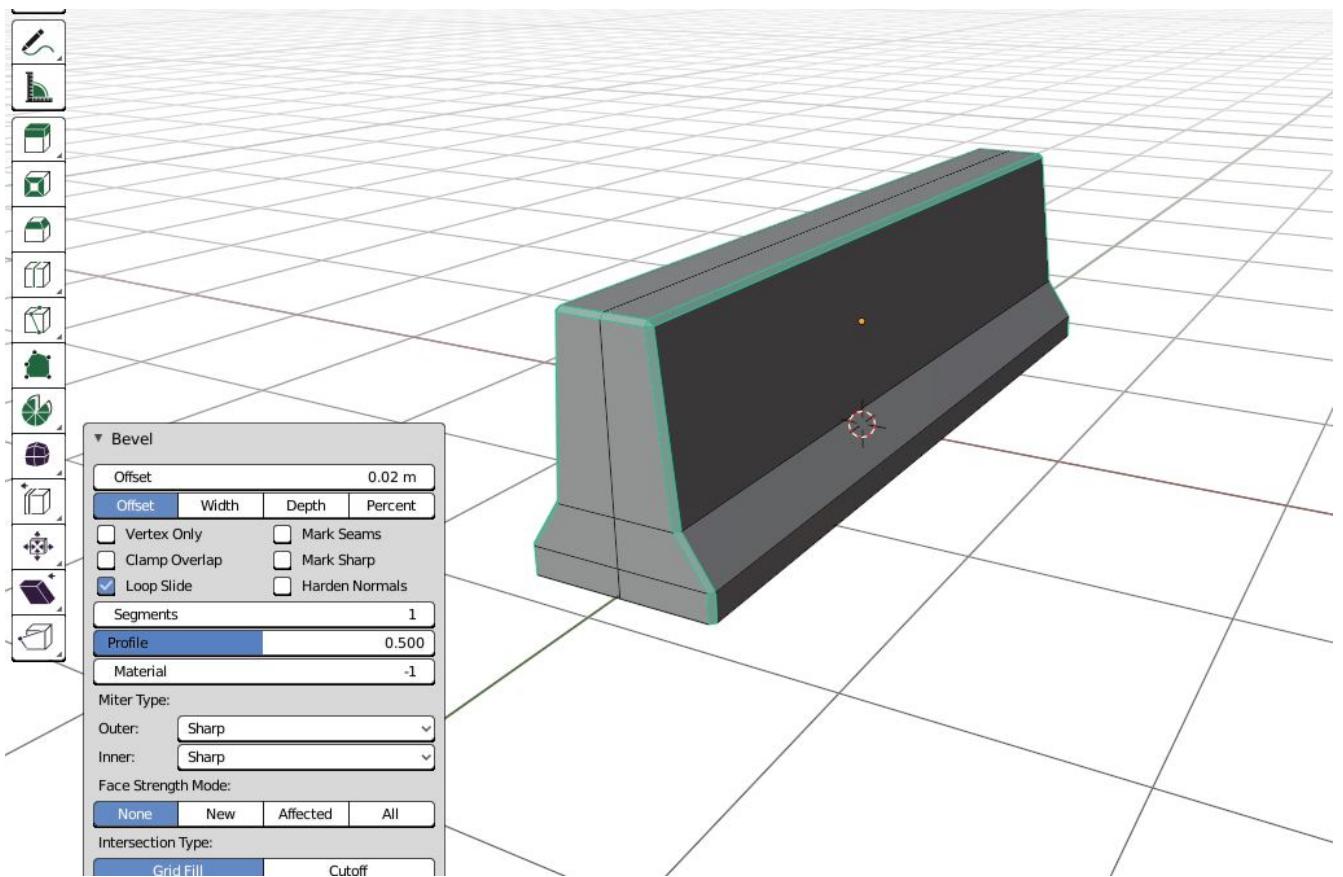
If you hold **ALT** + **SHIFT** you will select all connected **edges** at once. It often will select more than you actually need, so you might need additional **LMB** to unselect unwanted edges.



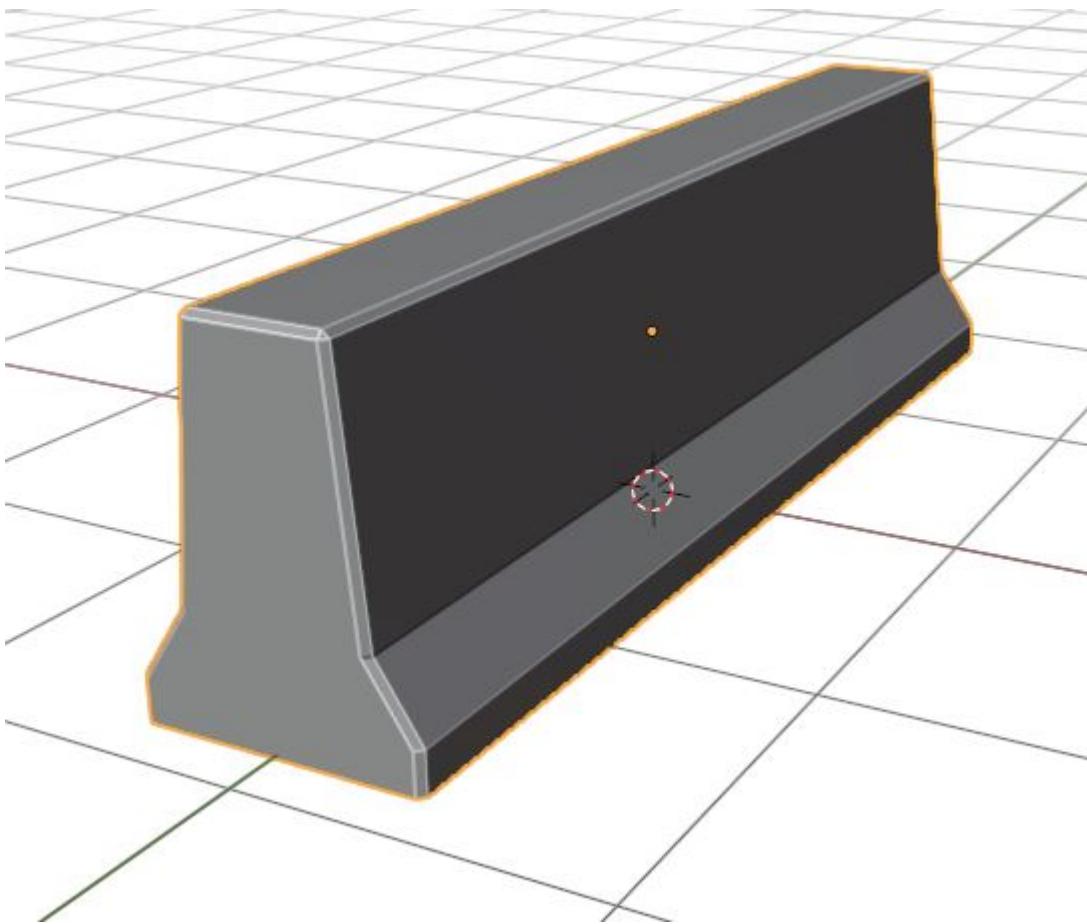
- Press **CTRL + B** to use the BEVEL TOOL. and adjust the offset to be about 0.02 and Left Click the mouse to accept.



I am aware that I could have left the modifier on during the BEVEL operation. I did not this time because it is good practice to rotate around a model and select specific edges manually.



Here is what we have now after the bevel operation.



If we look at the object back in OBJECT MODE with the Solid Viewport Shader, we see this.

Texturing

The goal with texturing is to be able to apply a 2 dimensional bitmap to a 3 Dimensional object. Its rather tricky and there are multiple ways to do it. The easiest is to just **Mark Seams** and then UNWRAP the object, then moving the resulting **UV Islands** into position on your bitmap.



While I say it is the easiest way here, that is a bit misleading. Sometimes, using the **Mark Seams** and **Unwrap** steps create more work for texture creation than is reasonable. Especially if the object is complex but non-organic, like a Boxcar, Engine or Building.

For the texturing steps, we will use a 512x512 texture that looks like this:

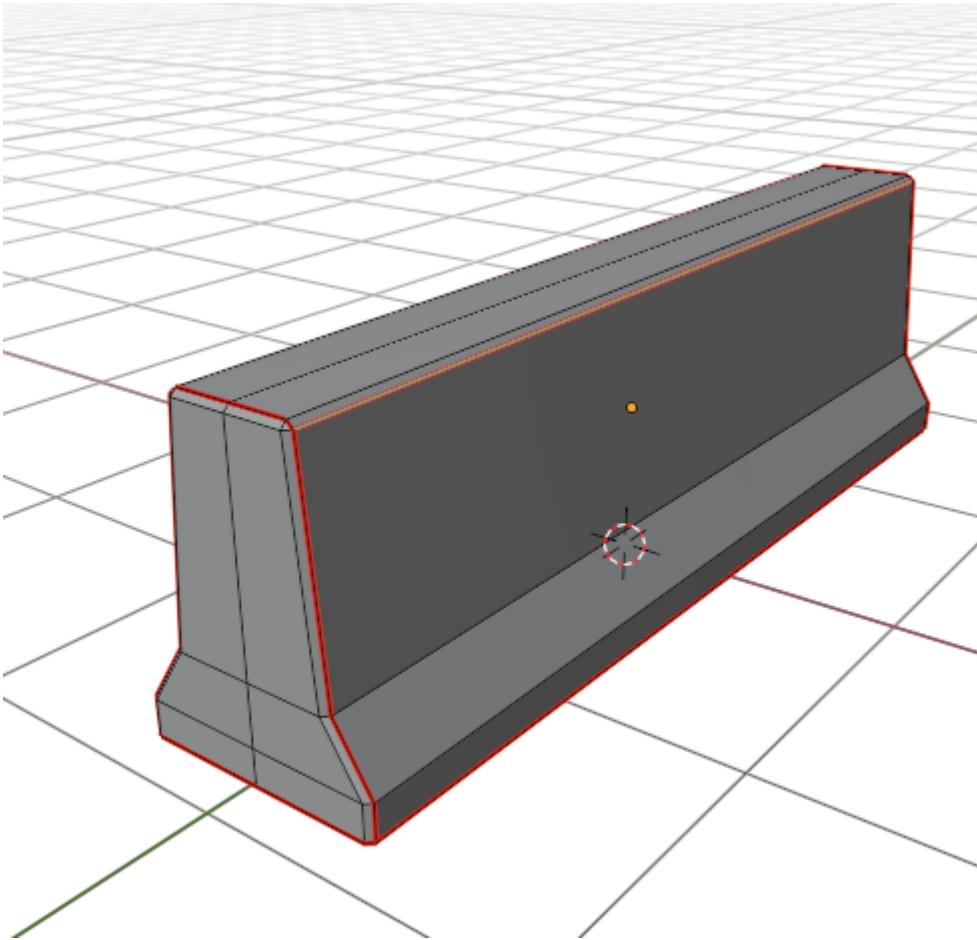


Let's Begin Texturing

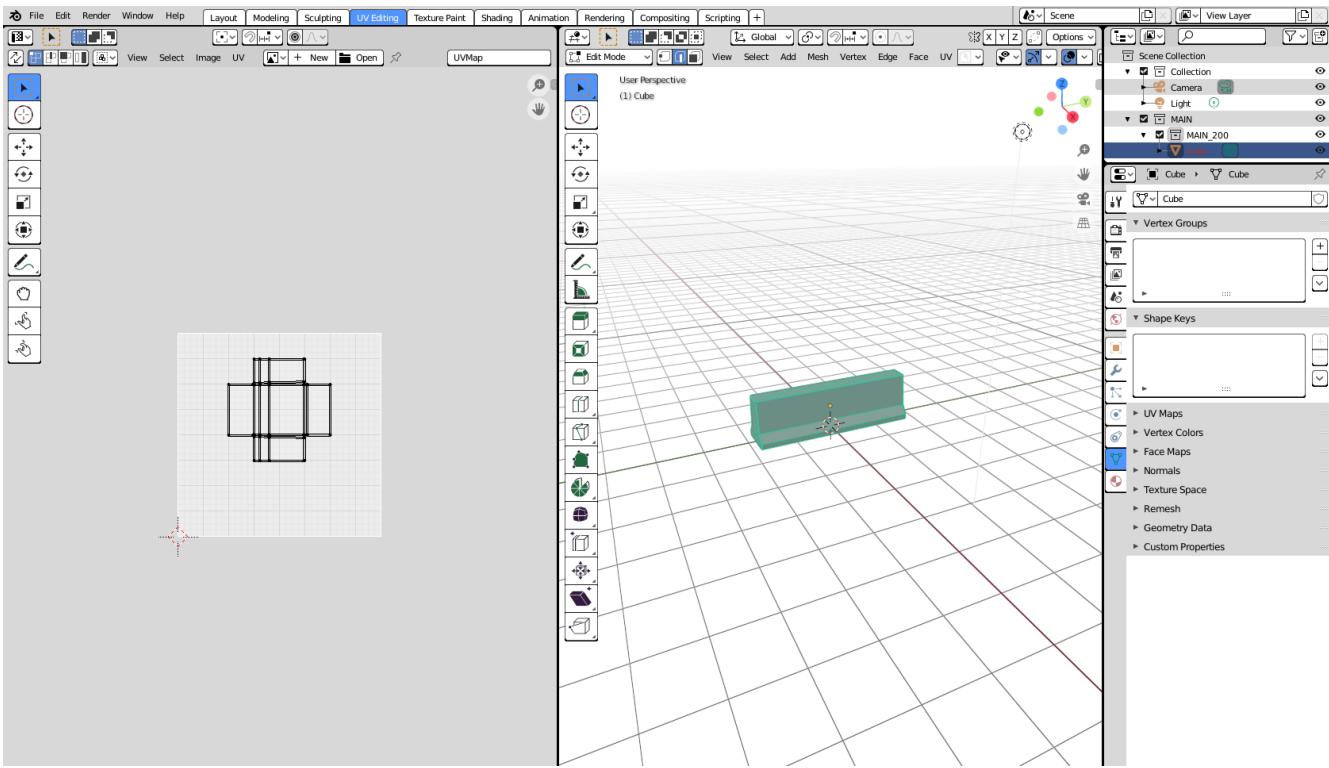
Marking Seams

You would Mark Seams (Edges) where the flat edges stop and in the case of our Jersey Barrier

model, we mark TOP, BOTTOM, FRONT, BACK and both SIDES by selecting all relevant edges and then use **EDGE→MARK SEAM** to define seams. These will now highlight in the SEAM COLOR.



- Make sure you are in **EDIT MODE** and select ALL parts of the object by pressing **A** and then change your **WORKSPACE** tab to **UV EDITING**. (Top of the screen)
- You will now have your **EDIT** window and the **UV EDIT** window on your screen. Also, you might see the UV UNWRAP of the default cube... which is not what we want.



- In the **EDIT MODE** window select the **UV** tab , or press **U** and then chose **UNWRAP**.



If you want the **EASY BUTTON** for Mark Seams, try this: menu>Select → Select Sharp Edges and then press **CTRL + E** and **Mark Seam**.

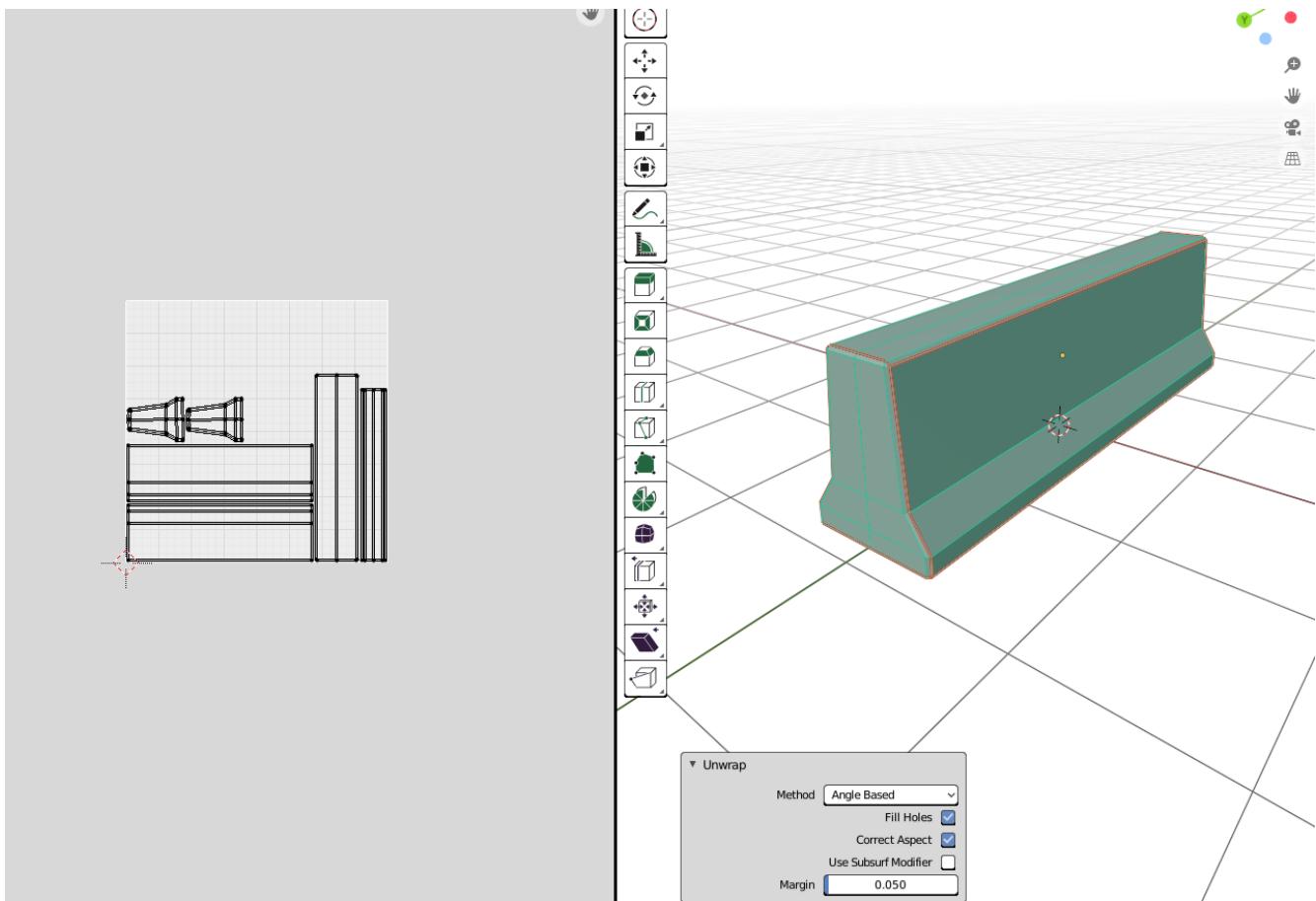


When unwrapping the kind of models we are making, it's usually a good choice to use the "conformal" method. It is a drop down option under unwrap.



If nothing happens in the left **UV EDIT** window, you probably didn't have everything selected.

- Now, before you do anything else, locate the **UNWRAP** tab that showed up at the bottom of the screen and adjust the **Margin** to be a value of 0.05 or 0.08. The default value 0.001 is just too small for our needs. This will give a greater separation between the generated UV Islands. we will want to move them around.



- Give your model a new material. In the **PROPERTIES** window on the right side, locate the sphere with a grid inside it near the bottom of the Properties window. That is the material panel.

Blender Materials

To create a material in Blender, you can use the Material tab in the Properties panel. In the Material tab, you can specify the material's color and texture, as well as adjust its properties such as specular intensity, roughness, and transparency. You can also use the Shader editor to create more complex materials using nodes.

Once you have created a material, you can apply it to an object in your scene by selecting the object and then clicking the "Assign" button in the Material tab. The material will be applied to the surface of the object, and will be used to determine how the object appears when it is rendered.

Materials are an important part of creating realistic and visually appealing 3D scenes in Blender, as they allow you to control the appearance of objects and surfaces in your scene

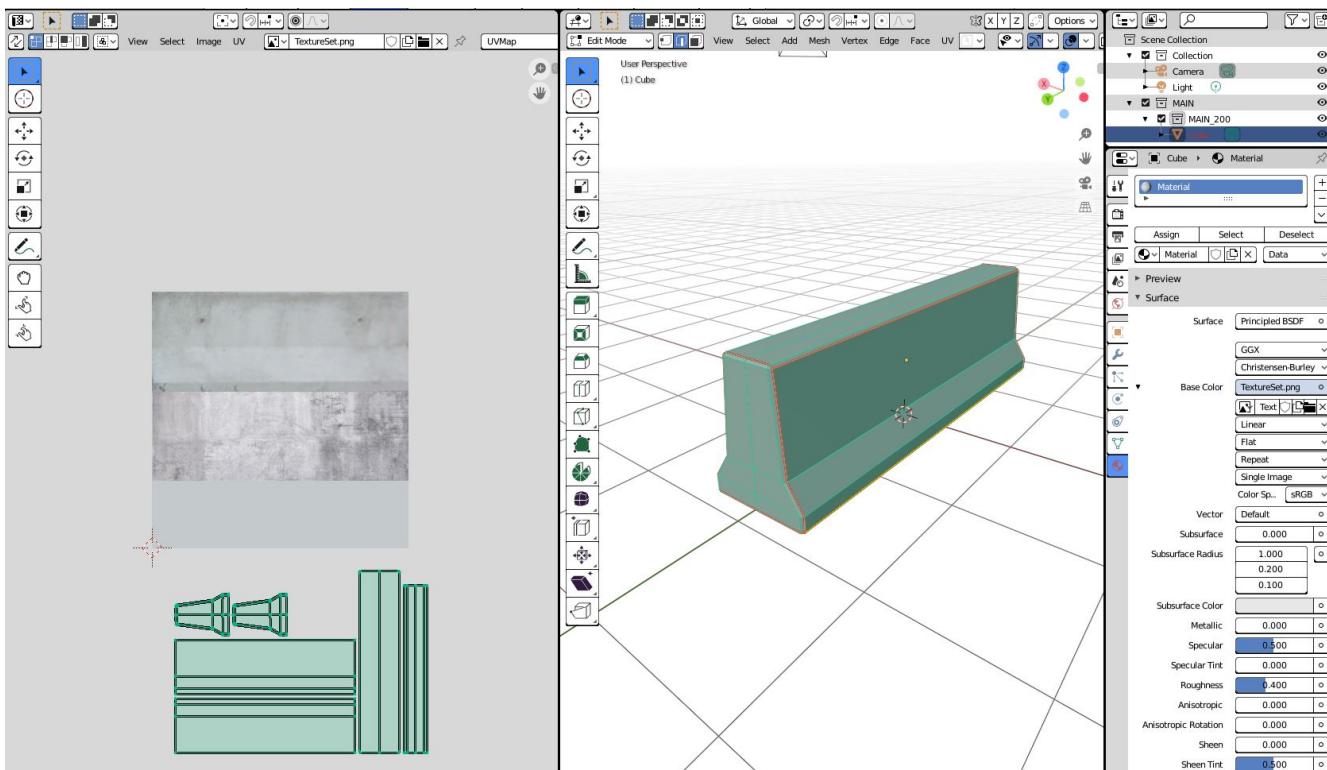
- Your object likely received a default empty material. Let's update it. Under **SURFACE PROPERTIES**, Click the small circle on the left side of the **BASE COLOR** field. You will get a list of options.
- Choose **Image Texture** and we will then locate the Concrete texture we will use. (You can create

your own or use the one I created for this) You should have some texture file ready in advance.

- Under **BASE COLOR** you now see **+NEW** and **OPEN** icons. Click **OPEN** and chose your existing texture file. The **UV SQUARE** background image in the UV Window should now display your image behind your **UV ISLANDS**. If you choose **NEW**, you will have a blank image assigned to the material, which in this case is not helpful.



The GITHUB page has a DEMO1.ZIP file that contains the concrete texture I used.



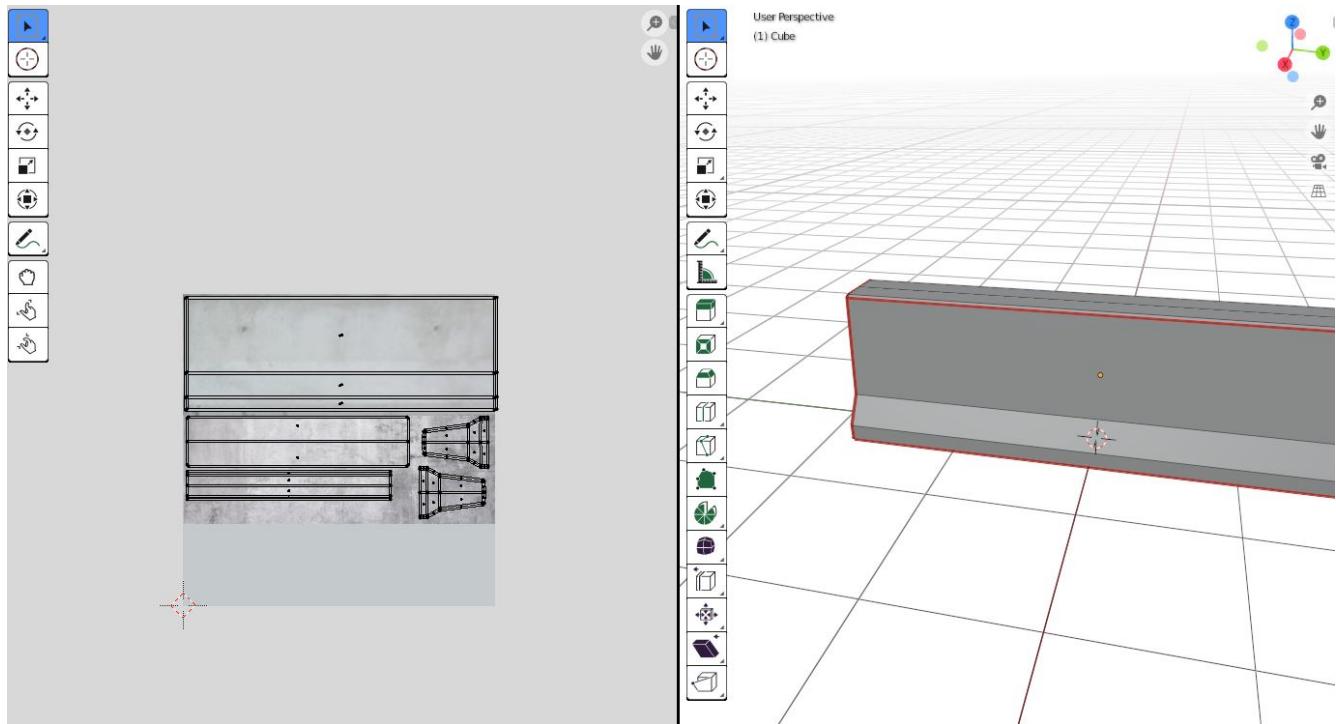
- The task now is to arrange the **UV ISLANDS** (Using the standard tools **G X**, **G Y** keys as well as resizing with **S** and rotate with **R**) You can temporarily shift islands outside the 1x1 **UV SQUARE**, but by the end of this process, all of the islands will need to be back within the 1x1 texture space.



When editing UV Coordinates, the **X** axis is left-right and the **Y** axis is up-down.

- Because we added some space between islands, they should be much easier to grab, rotate and place on the background. I recommend moving ALL UV islands outside the space and moving them back in 1 at a time. If you enable the **Double Arrow** icon in the **UV WORKSPACE**, updates will be reflected in both workspaces so you can see what you are doing in real-time.
- You can select faces in the **EDIT** window to isolate them in the **UV** window or use the **L** key to select linked faces.
- In this specific case, we will overlap the Left and the Right Side on the same texture space. When appearance is not critical, this works out just fine. Unlike 3DC, there is no "paint" with defined UV coordinates option.

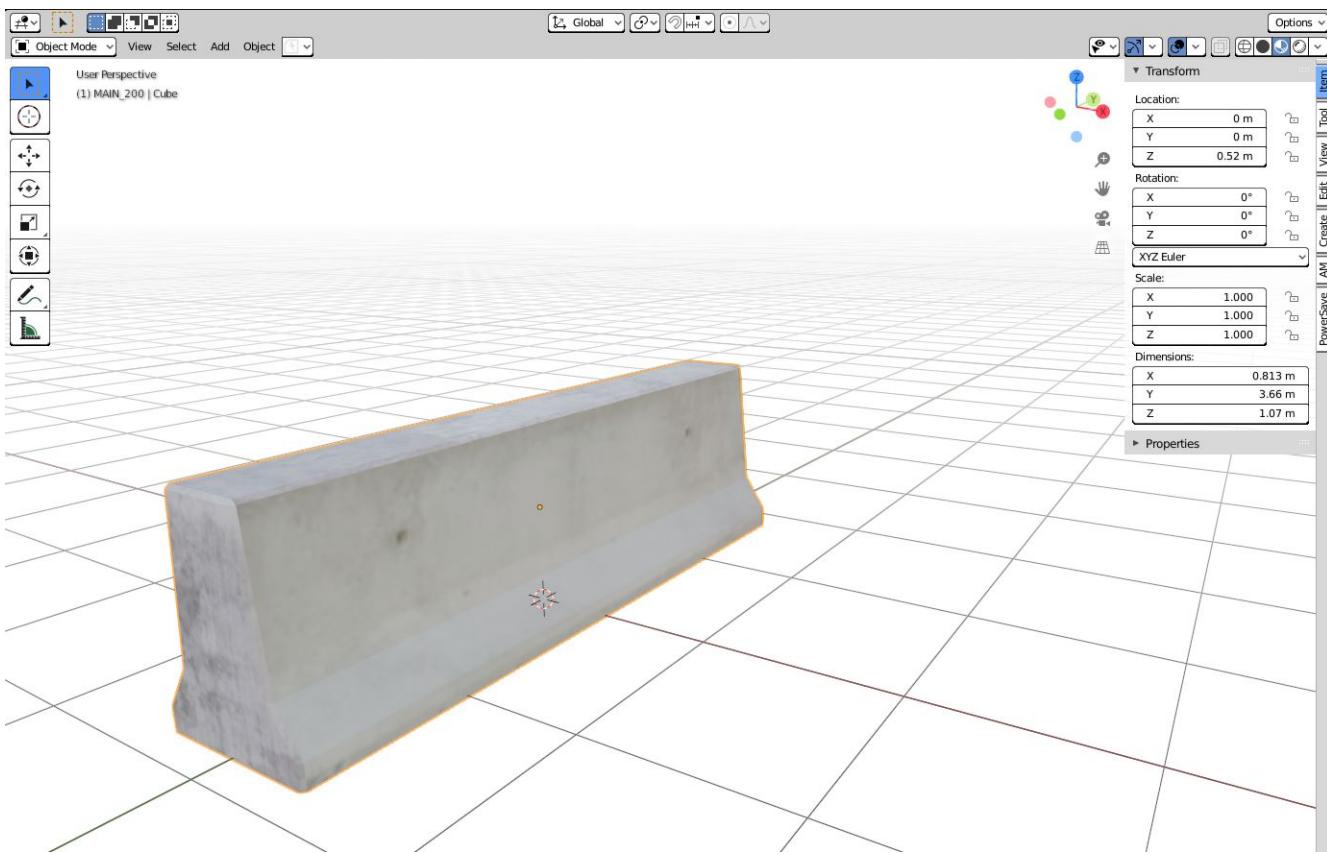
What I ended up with is shown below. Yours will likely be different based on what you marked as seams and how you laid out the islands. Again, its not critical with this type of model.



- Now we can return to the main modeling workspace and then change the viewport shader to Material Preview mode.



We now see the object with the material applied.



This model is now ready for the MSTS exporter.

The MSTS Materials shader properties provided by the exporter follow the standard material options available in MSTS:

- Solid - A material that is using an opaque texture only.
- Trans - A material that is using a transparent texture only.
- Alpha - A material that is using a semi-transparent texture only.
- Specularity - A lighting highlight effect that gives the illusion of shine.
- Gloss - A material that is using a glossmap, which is an artificially created reflection.
- Cruciform - A tree shape that requires its own material so that it can prioritize with the terrain and the surrounding objects.
- FullBright - A material usually assigned to the inside of trains so they never get dark.
- HalfBright - The same as full bright but at half the intensity.
- Dark Shade - The opposite to full bright, it reduces the overall intensity of light.

In **OBJECT MODE**, under the Materials property panel, scroll down to the bottom to where the MSTS exporter section is, titled: **MSTS Materials**.

1. Update the **BaseColorFilePath** (using the Folder Button) to select the texture of the highlighted object we have been working on.
2. Now switch to the **SHADING** window using the top menu bar. Note: that the **NODES** window now has a **UVMap** node and the text field says "UVMap". This is needed for the MSTS **S** file export.
3. With this verified, you can now use the MSTS exporter.
 - ° Chose **FILE > EXPORT > OPENRAILS/MSTS(s)** file, and choose where to save. Use the browser to select your project's **\final** folder and modify the filename as needed... I chose **barrier.s** for example. The bottom of the screen will say "Finished OK" when done.



The exporter will ONLY create the **.S** file and by default assume your texture is **.ace**. Converting your **TGA**, **JPG** or **PNG** textures to **.ACE** (or **.DDS**) remains for you do as you will need to do this manually outside of Blender.

For a sanity check... edit your exported **.S** file with a unicode editor to make sure your texture reference is correct.



When adding lighting/illumination effects to your model, you will need to separate the object that is the source of illumination from the rest of the model since the lighting effects are applied to the whole object. They can share the same Image texture but not the **same** material. This is important. You will need to create a new material with the same image texture and THAT is the one that you set to full-bright to be illuminated. Otherwise, the whole object will emit light, which is seldom desirable unless it matches your modeling intentions.



Version 4.4+ of the MSTS EXPORTER includes a button to define the textures used in the **.S** file as **.DDS** instead of **.ACE**. Though, if Open Rails does not find an **ACE** file, it will attempt to use a **DDS** file of the same name.

```
images ( 1
    image ( TextureSet.dds )
)
```

ABOUT DDS SUPPORT

With a master texture file, in a **PSD** format for example, and using PAINT.NET to keep the layers intact, you can save it from PAINT.NET as a **.DDS** file natively. As a result, a minimal amount of after-the-fact editing is needed. To work in Blender, save a copy the master **PSD** file

as a **PNG** file and to work with in Blender. Then save a copy of the master **PSD** file as a **DDS** file.

Also note that even if an S file references a **.ace**, Open Rails will attempt to find a **.dds** with the same name, and if found, it will use the **.dds** instead of the **.ace** file. This is a nice feature. To me, relying on it does seem to be a bit lazy so it's best to always specify what your intended format is.



Again, the Exporter script will **only** create the model **.S** file. You still need to create all the final textures and the ENG or WAG or similar related files that define your model to the simulator.

The final step would be to copy the contents of the project's **FINAL** folder into the Open Rails **trains** content folder for testing.

Creating Level Of Detail Distance levels

Once you have your main model created, you should consider creating Level of Detail or "LOD" entries. These are easy to add or change by editing LOD collection name, eg create **MAIN_0500** or rename **MAIN_0700** to **MAIN_0500**. You add content to a new LOD level collections by dragging parts around or using the **M** key to assign collections. With collections, all your LOD assignments show in the outline panel and you can hide or un-hide whole collections as needed since your LOD assignments are also clearly shown in the object's 'Collection' panel. Making use of the filter options and checkboxes of the Outliner helps to focus your work.

Blender WILL rename your parts when you add them to a new LOD, but the MSTS exporter is looking at the COLLECTION and BASENAMES of the objects, like WHEELS, which means you won't need to rename entries that suddenly have 001 appended to their name.

You can select a group of objects in the Outliner by using the **SHIFT-LMB** to copy multiple items at once to a new COLLECTION. It would be good to experiment with the Outliner filter options so you are aware of what is available.

Guidelines for creating LOD versions

Level of Detail of versions of a base model are determined by how much detail is visible based on the distance the camera is from the camera (or player view). When your camera is very close to an object in Open Rails, then you want to see the maximum detail available. As your view of an object becomes far away, there is no reason to display the full detail of the object as much of it will be hidden or too small to see. The reduced polygon models (LODS) will increase graphic performance by reducing the amount of drawing that needs to be performed by the graphics card. For example, your main model might have 2000 polygons, but at 750 meters, you might only need to display 200 polygons and at 3000 meters, you might only need to display 50 or so polygons to get the same

overall effect.

You define your intentions for each level of detail in your outliner. As explained earlier, you define your LODS using a naming convention under the MAIN collection where each lod distance setting is part of the sub-collection name, for example:

NAME	DEFINITION
MAIN	MAIN COLLECTION
MAIN_0500	0 - 500 meters
MAIN_1000	500 - 1000 meters
MAIN_2000	1000 - 2000 meters

```
MAIN
  MAIN_0500
    BODY (20,000 polys)
    BOGIE1
      WHEELS11
      WHEELS12
    BOGIE2
      WHEELS21
      WHEELS22
    etc

  MAIN_1000
    BODY (3000 polys)

  MAIN_2000
    BODY(200 polys)
```



You can use the DECIMATE operation in Blender to quickly reduce the polycount of a shape while maintaining most of the topology of the original shape. This can give you a head start on reducing what gets drawn on each LOD level in addition to just removing the finer details that won't be seen. Remember though... reducing Drawcalls is better than Polygons.



ACE files are no longer mandatory for Open Rails and if you do not plan to make your work compatible with Microsoft Train Simulator, the DDS format is a good choice, provided you can get your PNG or TGA files converted to DDS format.



Pete Willard has been working on Command Line tools that batch convert ACE files to PNG files. You can then convert these to DDS format using the command line tools. (or you can use Microsoft "texconv.exe" to convert the files) You can find

the tools at: <https://github.com/pwillard/Ace2DDS>

Next Steps

Now that we have mastered the basics of creating a model in Blender, we can move on to preparing the solution for use within Open Rails.

1. Export your model as an **.S** file using the MSTS exporter.
2. Create all the textures and related files for your model. This would mean converting your textures to the proper format for Open Rails DDS or ACE. For DDS, you can use PAINT.NET to save the PNG files as DDS
3. If you had collected all of your work into a folder named "final" in your work area, copy the contents of the project's **FINAL** folder into the **route** or **trains** folder you will use with Open Rails.
4. Start Open Rails or TSRE and review your model.

For Scenery

The FINAL folder would contain the **s** file, the DDS or ACE textures, and an SD file if special lighting or seasons are involved.

- The **.s** (shape) and **.sd** (shape definition} files go in the shapes folder.
- The **.ace** files (textures) go in the textures folder. OpenRails can also use **.dds** textures and they go in the textures folder.
- If the **.sd** (shape definition) calls for night or snow or spring textures they will go in their respective folders within the textures folder. You don't need to have these textures if they aren't called for.

Day/Night texturing is handled by adjusting the texture properties in the **.s** file. Illuminated items would use an emission related texture setting, while other components would use the normal texture settings.

Traditionally, scenery is added to a route by adding a reference entry in the routes **REF** file. **<routename>.ref** This is also control how TSRE will display the scenery item by name.

For the Open Rails to know that a Scenery item exists, it would to be added to the existing route **REF** file. The **REF** file is a text file that contains a list of all the Scenery items that are available to the route. The **REF** file is located in the root of the **ROUTE** folder.

Sample REF file format, use this format to add items to the existing REF file:

```
Static (
    Filename ( "dealership.s" )
    Class ( "MyBuildings" )
    Description ( "Car Dealership" )
```

)



IN TSRE v8.004 and newer, the program will automatically list the contents of the routes **SHAPES** folder, sort of bypassing the need for REF file edits.. This is a nice feature.

For Trains

The FINAL folder would contain the **s** file, the DDS or ACE textures, and an ENG or WAG file.

Vehicle related content resides in the **trains** folder. The ENG or WAG, Shape and Texture files reside in the same folder unless making use of Open Rails's **INCLUDE** feature. Rolling stock no longer needs **SD** files in Open Rails.

Higher resolution models should have more LOD levels than lower resolution models. Building the LODS is best done just before the model is exported and before separate pieces of the model are merged together, allowing you to isolate sections that will still be visible at a distance. You really should save object merges until the very end.

Surely you can export test versions of the model before any merging of objects to see if the model is working as expected. The goal in the end though is to simplify the final hierarchy in the model.



While Blender does have a method of saving incremental edits and numbered saves, you will probably be better served if you make use of the "SAVE AS" option and create your own WIP VERSION saves to numbered files... (IE; **ProjectA_01.blend**, **ProjectA_02.blend**, etc). When my project working folder gets crowded, I usually move all of the opder saves into a folder named "OLDER".

Initially, you will save the main model as the top Level of Detail version or LOD0. You would then Clone this into a new collection, following the LOD NAMING convention of the MSTS/OR Exporter. You would then hide the contents of the LOD0 collection and work on the cloned version, renaming the parts to match the new LOD LEVEL. You would then start removing or simplifying objects that would not be seen at the new LOD distance. IE; Interiors that won't be seen are a good candidate at this stage. Gladhands, stirrups and any indide facing polygons are candidates as well.

On a 3rd LOD setting, you might want to just remake shapes from cube and cylinder primitives to keep the polycount low.

Building a Library of Reusable Parts

This section mainly applies to users who still use a version of Blender prior to version 3.0.



Blender 3.0+ has a new Asset Library feature where you can store pre-made objects and textures that are shared among your projects. A perfect place to store various pre-made Bogies, Couplers and other common objects. In fact, this is one of the best reasons to consider upgrading to 3.0.

It is common to see regular parts used multiple times in a single design. Handgrips, railings, wheels, trucks etc are often regularly available parts purchased by Rail Vehicle companies as commodity items. In the same way, we should not have to keep making the same parts over and over again.

One way to accomplish the re-use of the common parts is to **duplicate** one with **SHIFT + D**. A selected part will be duplicated and ready for a location transform to move it to a new location. This is easier to manage after you have completed the UV-Unwrapping of the object. All duplicated parts will share the same UV MAP locations so if you need them to have different mapping, its a matter of shifting them around in the UV Editor.

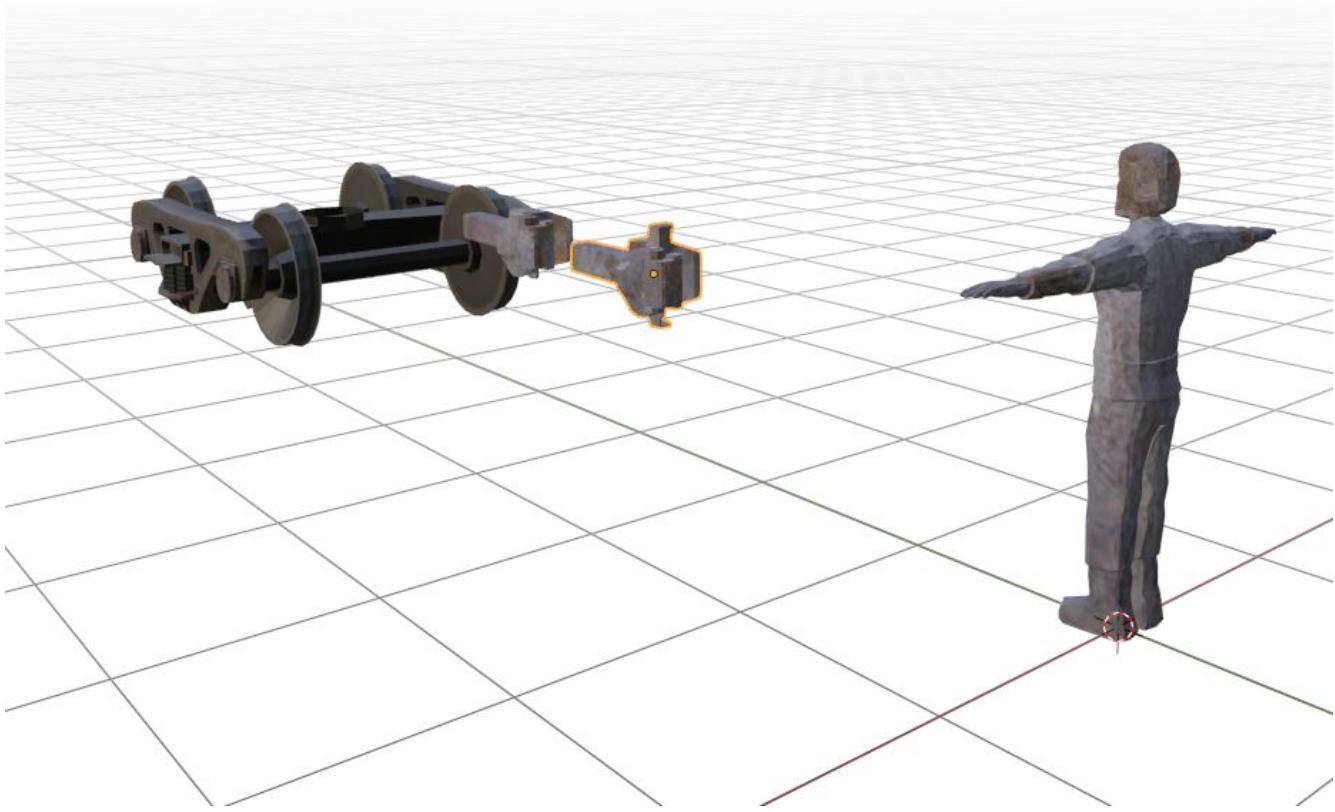


You should not use **CTRL + C** and **CTRL + V** to duplicate objects as an alternative to **SHIFT + D** because the standard copy/paste operation will make new copies of everything, including Materials. So your MAIN texture would become MAIN001, MAIN002 etc on each copy/paste operation.

A Brute-Force Library solution

A simple and rather easy way of creating a collection of re-usable parts is to **COPY** and **PASTE** specific parts, adding them from your current file to a library specific **.blend** file. It does require that you have 2 copies of Blender running.

- Save your current project, just in case.
- Highlight the object you want to export to a library file, but first make sure you set the origin to object geometry. **View > OBJECT MODE > OBJECT > SET ORIGIN > ORIGIN to GEOMETRY**
- To copy, press **CTRL + C**. The object will be copied to a system buffer.
- Open a *fresh instance of Blender* so you have 2 blender sessions running, clear out all unwanted default items from your new scene and press **CTRL + V**
- The copied object(s) from your first Blender session will be placed in your new blend file. Copy as many objects into this file as you need. It is best to avoid overlapping them.

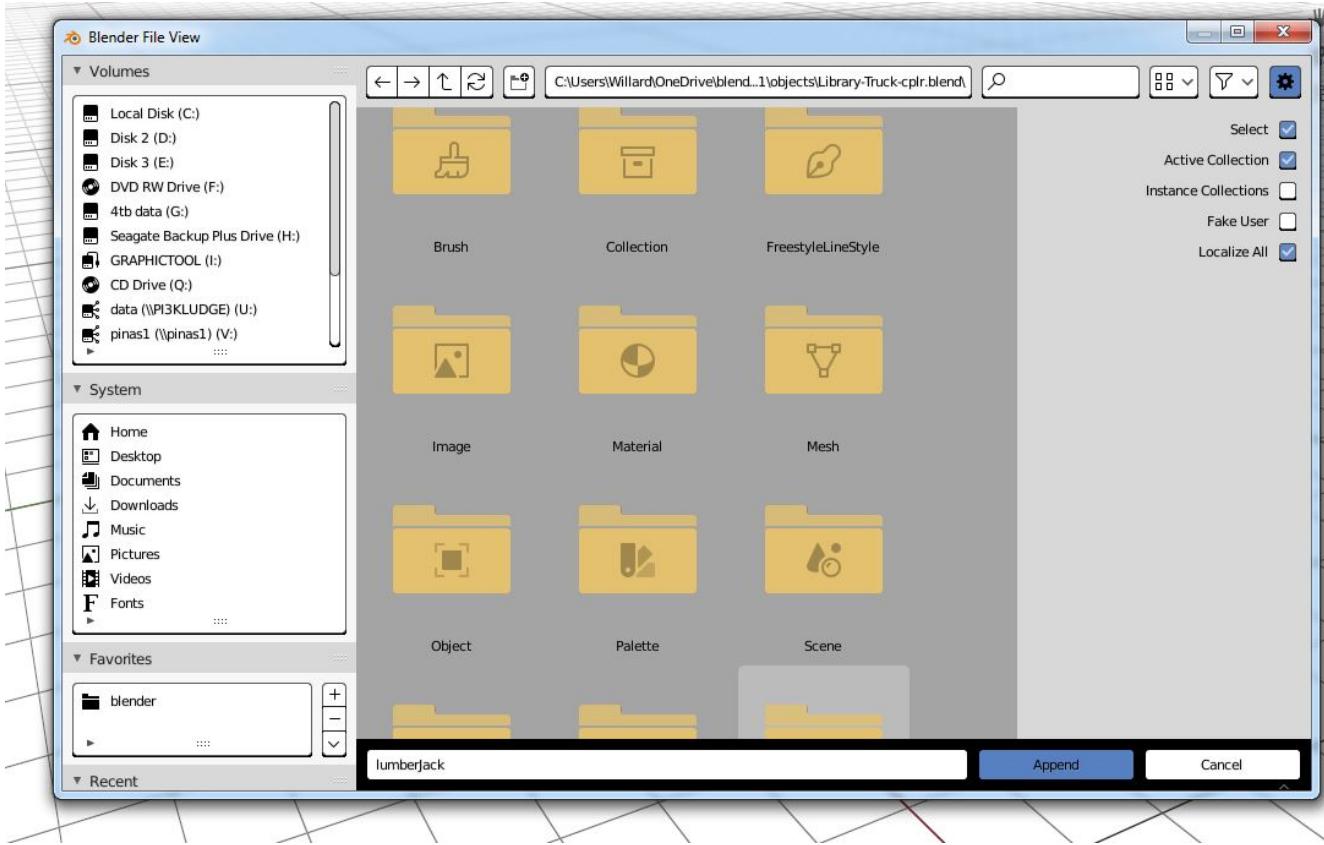


- Save it now with a name that refers to the new object library you are making. Example: **Library_Freight.blend** (Don't skip this step)
- Now the tricky bit, open a **NEW GENERAL Blender FILE**
- Choose **FILE > DATA PREVIEWS > BATCH GENERATE PREVIEWS** and chose the file name you used in the prior steps. Example: **Library_Freight.blend**

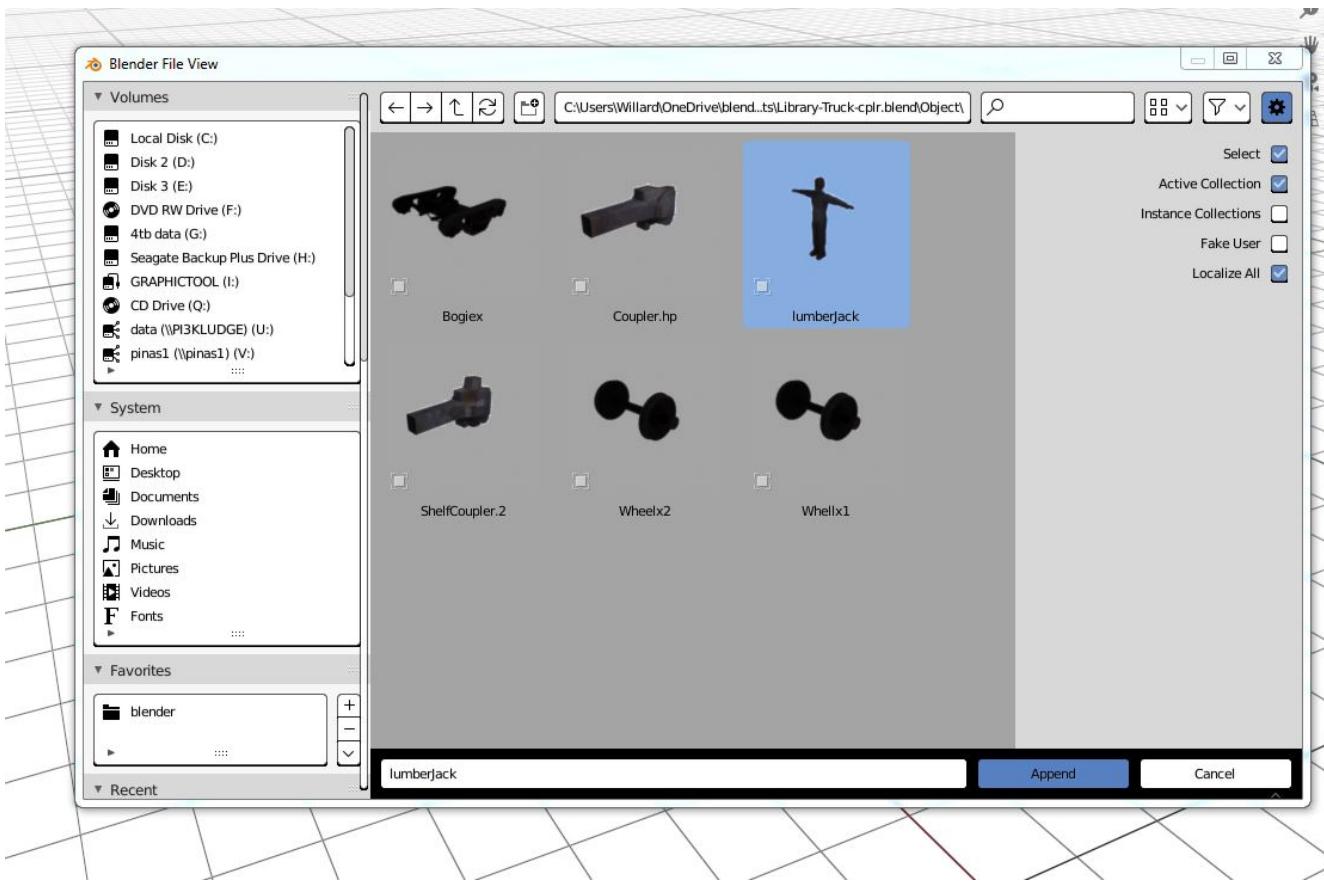


This will take a few moments and will eventually present you with a console screen when complete. By doing this, we are telling Blender to create Object Icons in the saved file.

- In the future, you just need to use **FILE > APPEND** option to insert the object into your current projects, but, the bonus is that you can select them using the **THUMBNAIL** view option in the **FILE APPEND** menu, so now you will know which part you are appending to your current **blend** file in a visual way.
- Choose append and select **THUMBNAIL** view you will see file menu.
- Choose the library file you saved



- Choose OBJECT folder and you will see ICONS of the parts in the file. Select one and it will be appended to your current file.



When using this technique for an object library or multiple object libraries, you should consider your file structure because when you build up a repository of .blend files it can become confusing when searching for a specific item later on. Using a well planned and organized file structure is better than having files all over the place or all in a single bucket.

It might mean that there are some redundancies in your files in the long run, but consider populating the OBJECTS and TEXTURE folders of each project local to that project versus using a master folder for all projects. This way you can make folder-relative reference to files and you have the ability to move folder as well as share with others without breaking Texture file references, for example.

Another somewhat flexible option is to export your selected parts as an FBX or Collada (DAE) files. These can be imported later with a **File-Import** process but it also means that you have something that can be imported to other applications as well. The main difference with this option is that these are no longer native .blend files and there could be some mangling of contents when being imported back into Blender.



For the curious,



A file structure that I often use for individual project folders is shown below:

```
<project>
<project>\final
<project>\mesh
<project>\objects
<project>\textures
<project>\tmp
<project>\reference
```



I would store any **local** object library collections created with the COPY/PASTE method under **\objects** folder. There is a handy tool available <https://www.dcmembers.com/skwire/download/text-2-folders/> "Text2folders", that makes creating this consistent folder structure easy. Just replace the text "<projects>" with the name of your current project and pass this text file to the "Text2folders" application and it will create all the folders for you. It can even do sub-folders.



Keeping the Part Library and Texture files available under the current project structure is helpful if you share your modeling content with others, provided you have the available disk space to allow duplicates in multiple project folders. It also allows for small tweaks that are specific to a project.



If using the **Asset Browser** feature of Blender 3.0, you would use the **3D View** ›

Object > Asset > Mark as Asset. Then, **Save the file** in your ASSET folder, otherwise your asset edits won't be available to other files. This is why it might be better to create specific library collection **.blend** files to be stored in the asset folders.

Importing Existing Objects

Importing shapes from other 3D Software can be a bit tricky and there are numerous reasons why. I will try to outline a few basic steps and possible pitfalls that can be avoided.

- Imported shapes often get renamed with a **S_** prefix when using Blender importers which might require you to rename your objects in the Outliner.
- When your source objects are in a Autodesk **3DS** file format, which is pretty common, you need to cope with the fact that, for some reason, Blender 2.8+ dropped support for it. 3rd-party software like 3D CANVAS or some online converters can do the conversion for you.



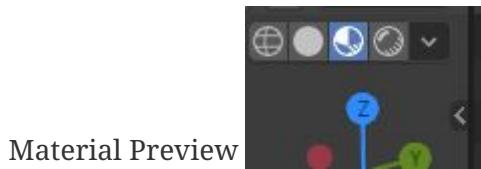
You can also run multiple versions of Blender side by side. Blender version 2.79 still supports importing and exporting **3DS** files and it is as simple as importing a **.3DS** file into Blender 2.79, perform a **Select-All** and **COPY** and then **PASTE** into your current Blender 2.8 session.



As of version 3.6 LTS, Blender once again supports importing of 3DS files.

- UVMapping might survive an import operation... but material and texture selection probably didn't. You most likely need to manually assign materials and textures to your imported objects.
- The import step has also probably assigned new material names for each object and to be honest, it's easier to manage if you have all objects that use the same texture also use the same material (unless you need special alpha or reflective properties for something like metal or glass).
- You also will probably need to manually tell the **S** file exporter (under MSTS Materials) where to find the texture file under the **BaseColorFilePath** input field in addition to assigning the texture to the material.
- Lastly, from personal experience, if you are importing a **DAE** (Collada format) file from say **3DCanvas**, you might encounter an issue with **UVMAP** assignment in **SHADER EDITOR** where you are not getting the right **UV map** assigned and you see no texture in the **Material Preview** mode (Commonly called **LOOKDEV** mode).

This is the second tab from the right in the viewport selections, by the way. Everything will LOOK right in the **Material Preview**, but exports will fail with a "Missing UVMAP in:" error when you try to use the **S** file exporter. See the next section for how to deal with this problem.



Fixing UV MAP Assignment Issues on Imported Objects so they work with the MSTS exporter

Each mesh that you export must have a uv map named **UVMap**.



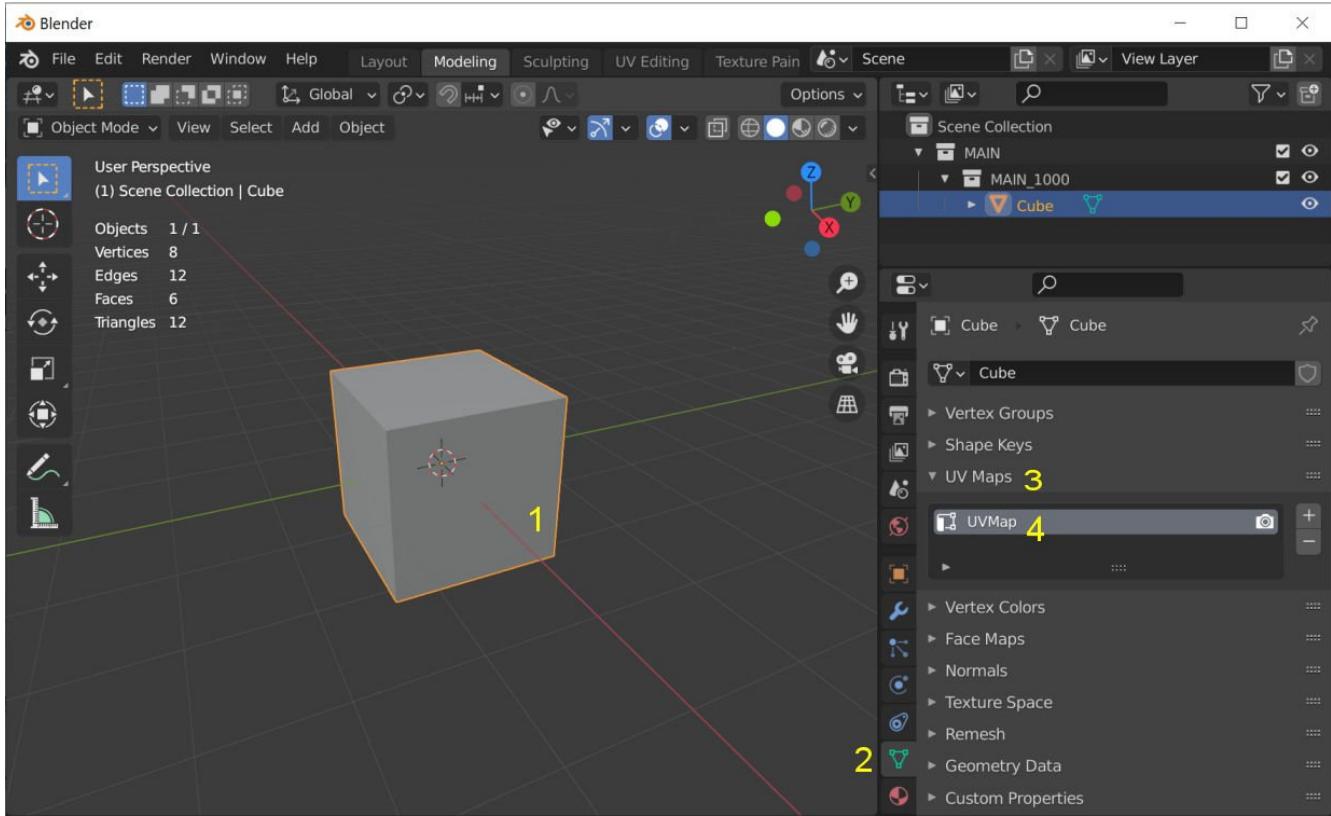
Since **UVMap** is the **default** name assigned by Blender for new **UV MAPPING data**, if you create everything from scratch, you won't encounter the problem when you export.

The mapping reference of **UVMap** is the only map that will get exported to an **S** file by the MSTS exporter. When using the **DAE** importer, for example, you might end up with a **UVMap** that is referenced using an object name from the time of importing.

There are some other cases where this could be an issue, for example:

- An advanced user may have multiple uv maps with other names assigned. (eg layered shaders, baking, etc)
- When importing a mesh from some other program it may come with different **uv map** names
- Some non-english versions of Blender may use a different default name.

You could check or try modify the name of a **uv map** like this:



1. LMB Click on your mesh object.
2. Select the MESH PROPERTIES tab.
3. Open the UV Maps panel.
4. Double click on a map name to change it to 'UVMap'

There is a tested script that will do this for you.

```
import bpy

for mesh in bpy.data.meshes :          # for every mesh in the .blend file
    if len( mesh.uv_layers ) == 0:      # if it doesn't have any uv maps
        mesh.uv_layers.new()           # create one, if it doesn't have one
                                         # with the default name
    if not mesh.uv_layers.get('UVMap'):
        firstmap = mesh.uv_layers[0]    #     rename the first map
        firstmap.name = 'UVMap'       #     to the default name
```

To use this code:

- You would select the Scripting Tab and LMB + CLICK the NEW option to get a new edit window.
- You would copy and paste this code snippet into the text editor window.

- Last, you would press the "RUN" arrow icon in the file window menu to run it.

It will fix the UVMAP naming on all objects for you.

This code is also included in the add-on: https://github.com/pwillard/Blender_trainsimstools

Model Exercise #2

Intermediate Modeling

Key items to take away from exercise #2

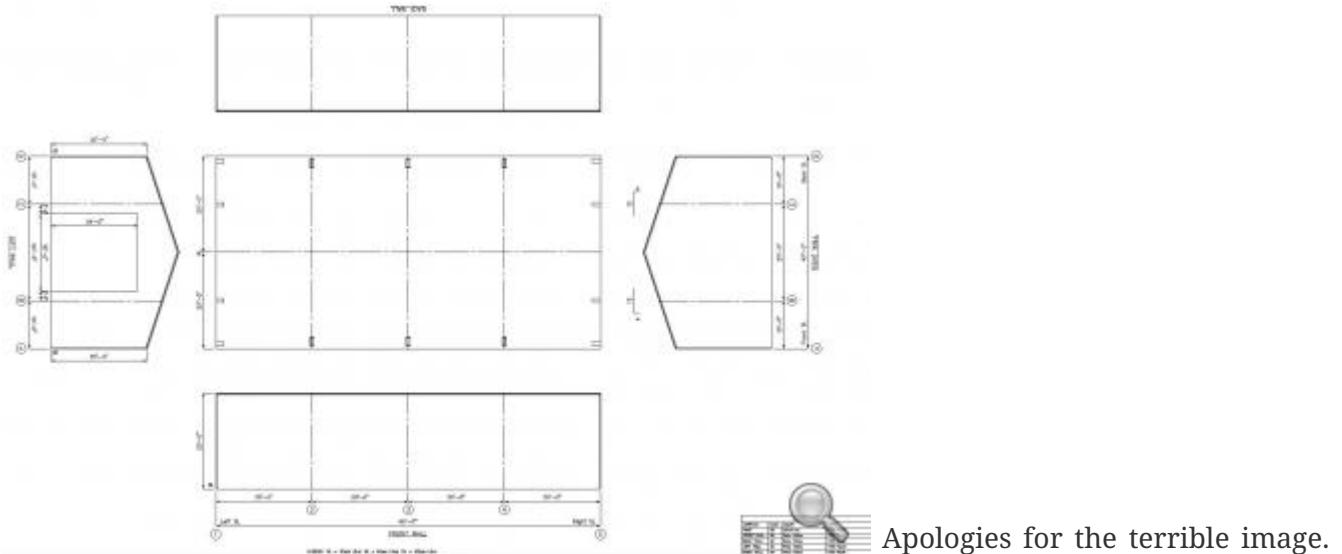
- Interiors
- Glass
- Texture preparation
- Back Ground Images

Building the General Shape



Let's say we are modeling a building. I'm thinking... 2 stall engine house 40' x 80', and 20' tall with two 12'x18' garage doors and standard metal door with an office window.

I will use this for a background image.



Apologies for the terrible image.

These are somewhat hard to find.

Importing the Background Images



Much of my previous content was created using Amabilis 3D Canvas modeling software. It was rather difficult to create and use good background images, so I seldom used this method. With Blender, the process is much easier and I highly recommend it.



You should pre-determine the center-point of each view and align them with the axis lines in Blender.

If you can find blueprints of at least the front/back and side view, you are all almost all set to use them as backgrounds.

If your blueprint is black and white, you might consider modifying it to be a negative image with the background as black and the convert the background to clear alpha.

In the "LAYOUT" workspace (in the top menu) in **OBJECT MODE** select SIDE VIEW (KEYPAD 3). Use the ADD → Image → Background menu tree to load in your side view image. Select FRONT VIEW (KEYPAD 1) and then ADD → Image → Background menu tree to load in your front view image.



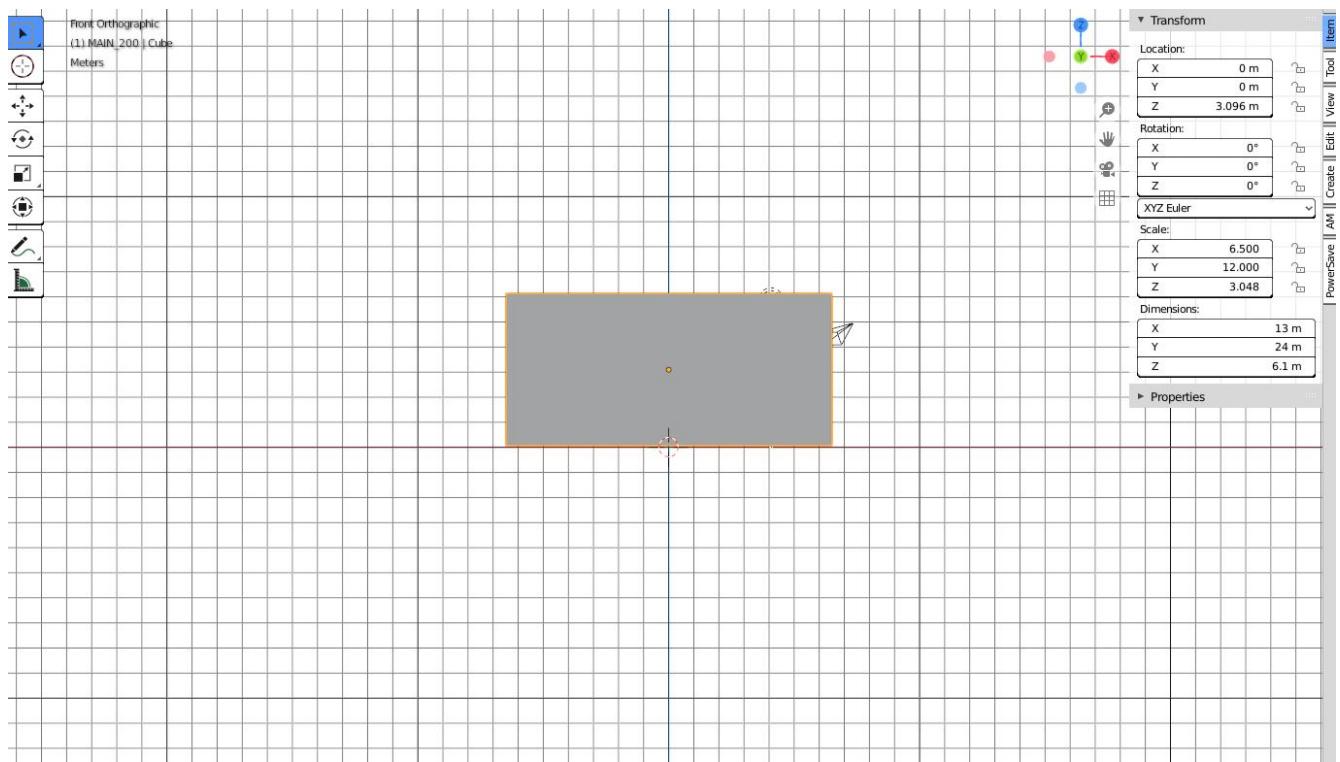
By default in Blender 2.8x, you will only see the Side or Front background images when in front ortho or right ortho view. The images will go away when you pan around your model. This is a setting in the Data Properties of the Background image object.

Setup

Use the file structure that was outlined earlier.

```
twostall
twostall\final
twostall\mesh
twostall\objects
twostall\textures
twostall\tmp
twostall\reference
```

- Add the Background image to **reference** folder
- Adjust the default cube Dimensions to be 40x80x20 (X=12.192, Y=24.384, Z=6.096). This will be the basic shape.
- Apply the scale with **OBJECT→APPLY→SCALE**

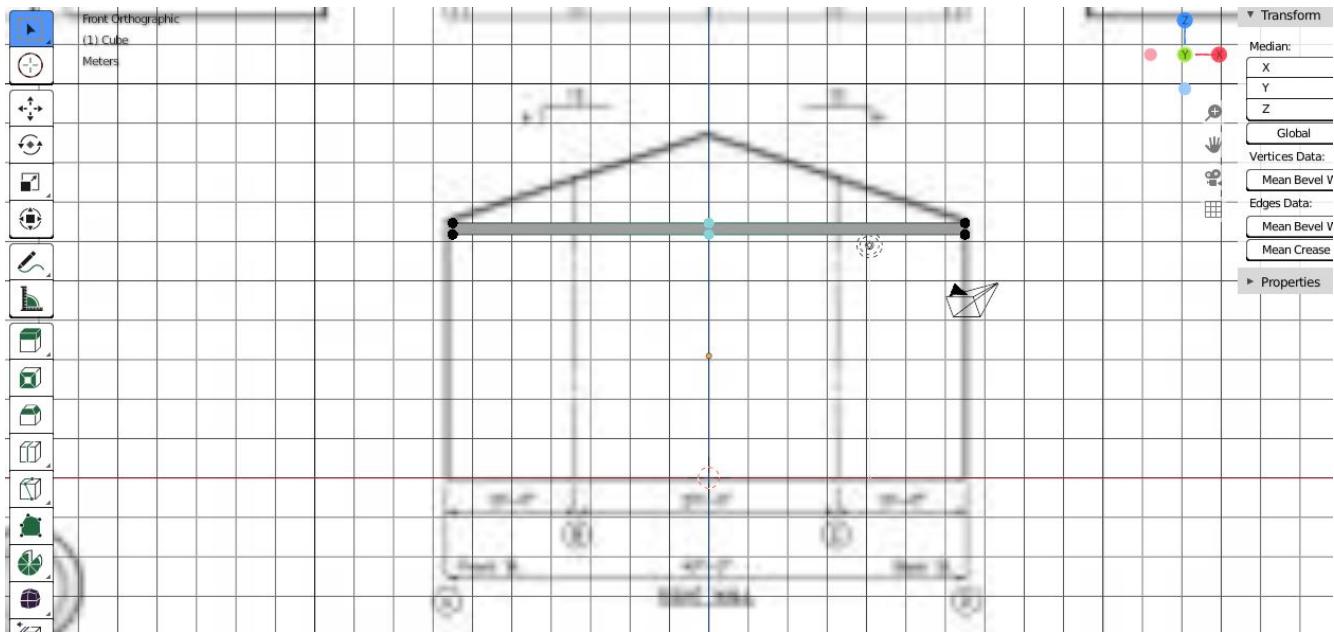


- Save the **twostall.blend** file under **twostall\mesh** folder.
- Switch to front view **KEYPAD 1** and select **ADD→IMAGE→BACKGROUND** and chose the image from **twostall\reference** we saved their earlier.
- Position and scale it to match the basic shape, but not the roof.

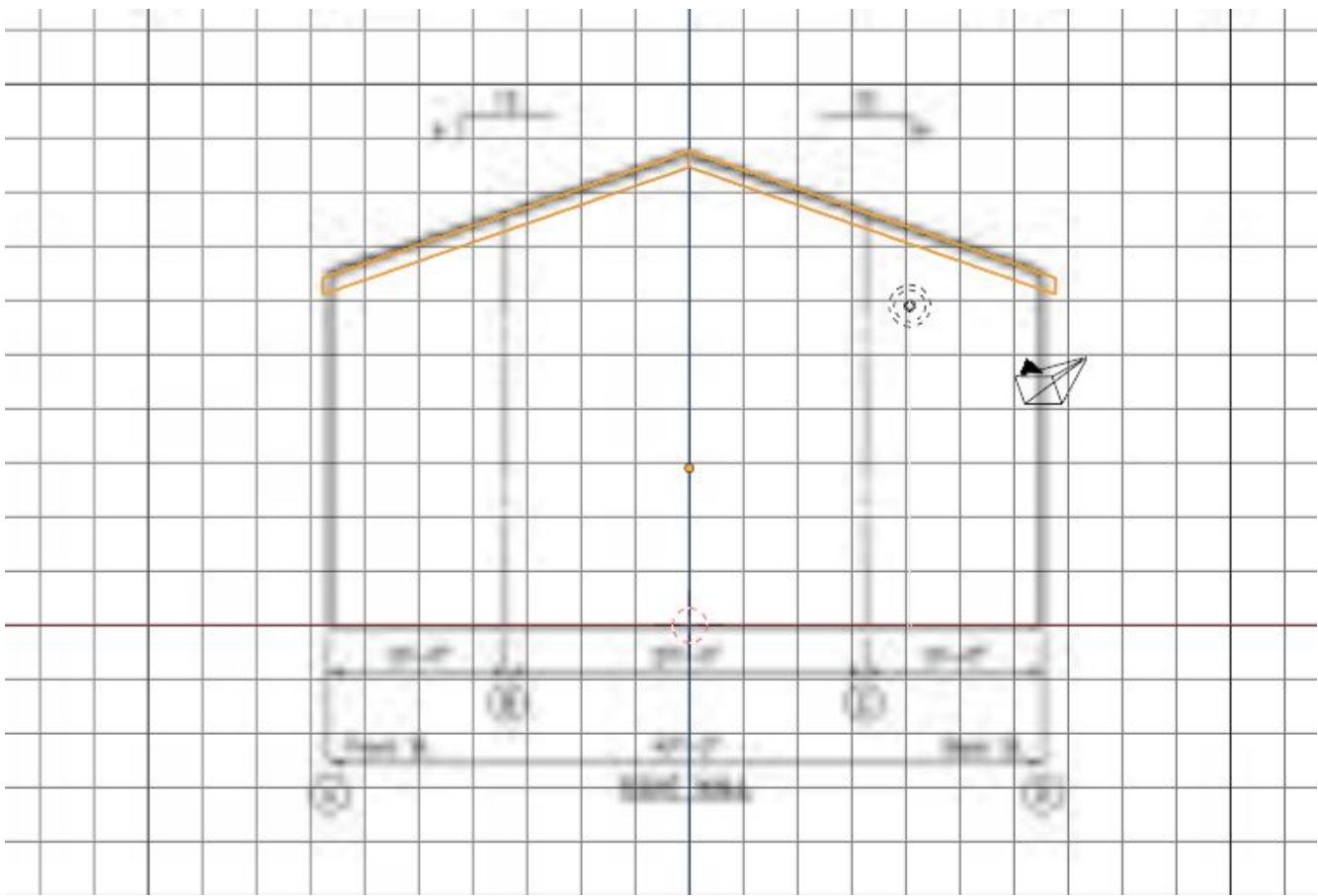
Now, it might seem intuitive to just use the basic outline we have now, insert a **loop cut** on the top and shift the top vertices upward to make the roof shape. Here is why that is the hard way. You

won't have a roof overhang and all roof edges have an overhang. We will instead shift the current shape so it is only as tall as the roof overhang.

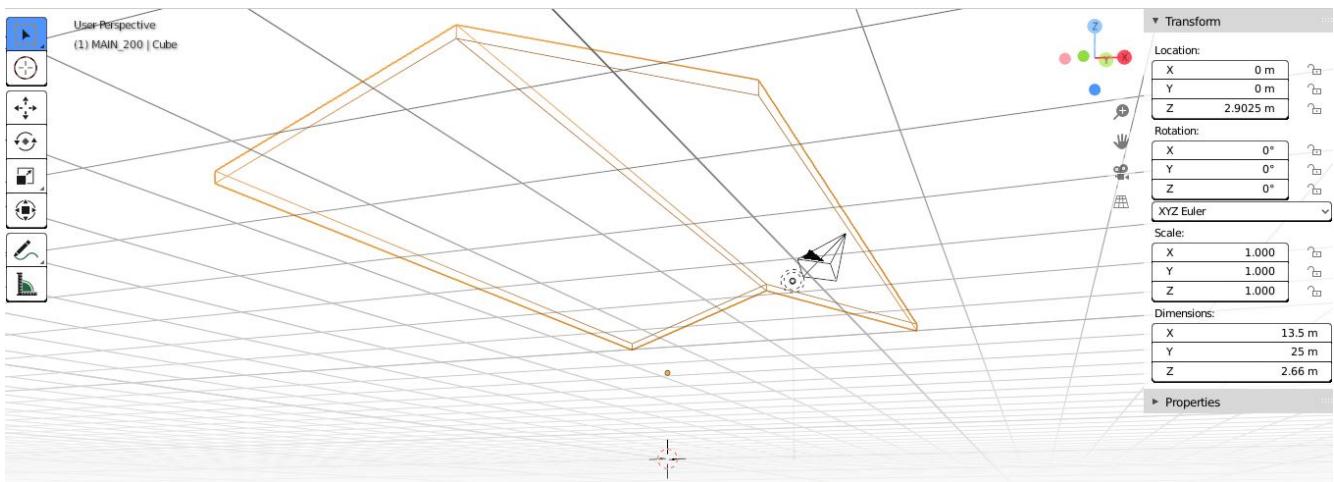
- Press **TAB** to reach **EDIT MODE** and **1** for vertex select and **Z** and select (WIREFRAME).
- Add a vertical **Loop Cut** **CTRL + R** in the center.
- **BOX** select the bottom vertices and shift **G Z** to be about the right height for the roof overhang.



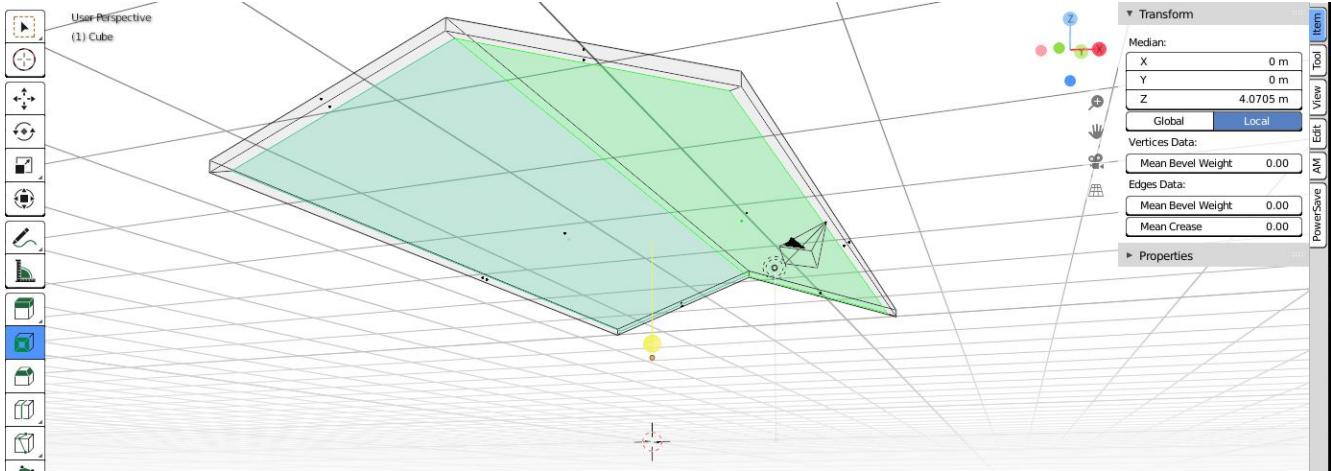
- Use **BOX** select to chose the central vertices and shift them upward to match the roof angle, **G Z**
- Switch to Face mode, **3**



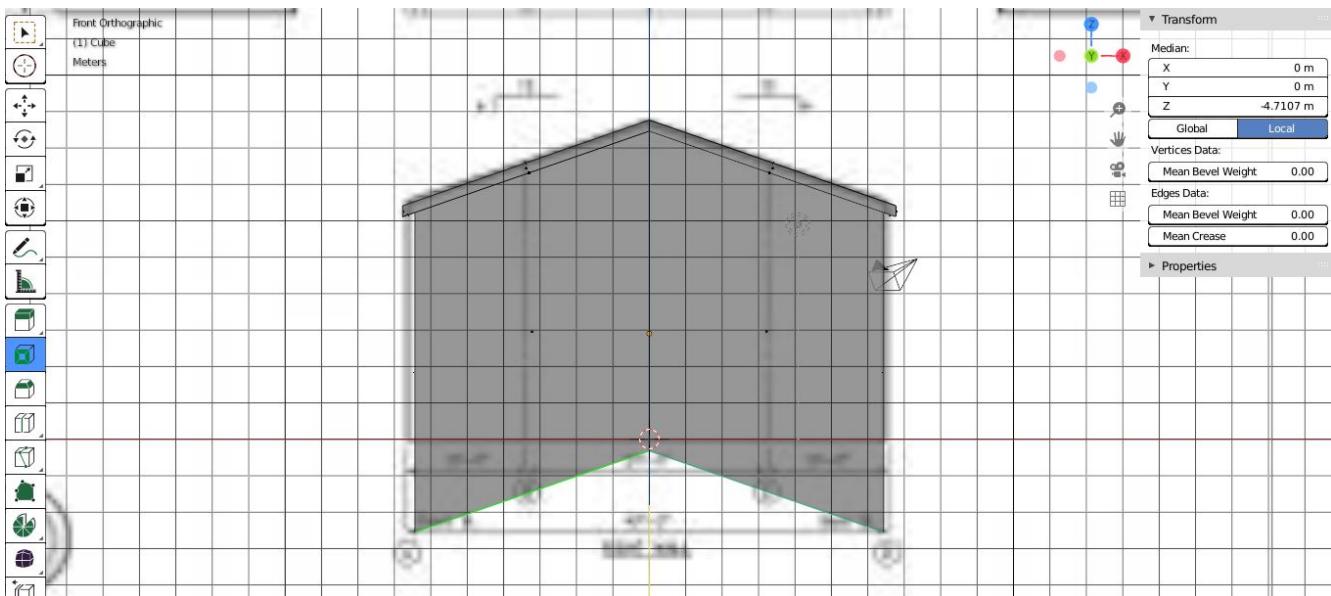
- Shift your view to be looking to the underside of the roof shape.



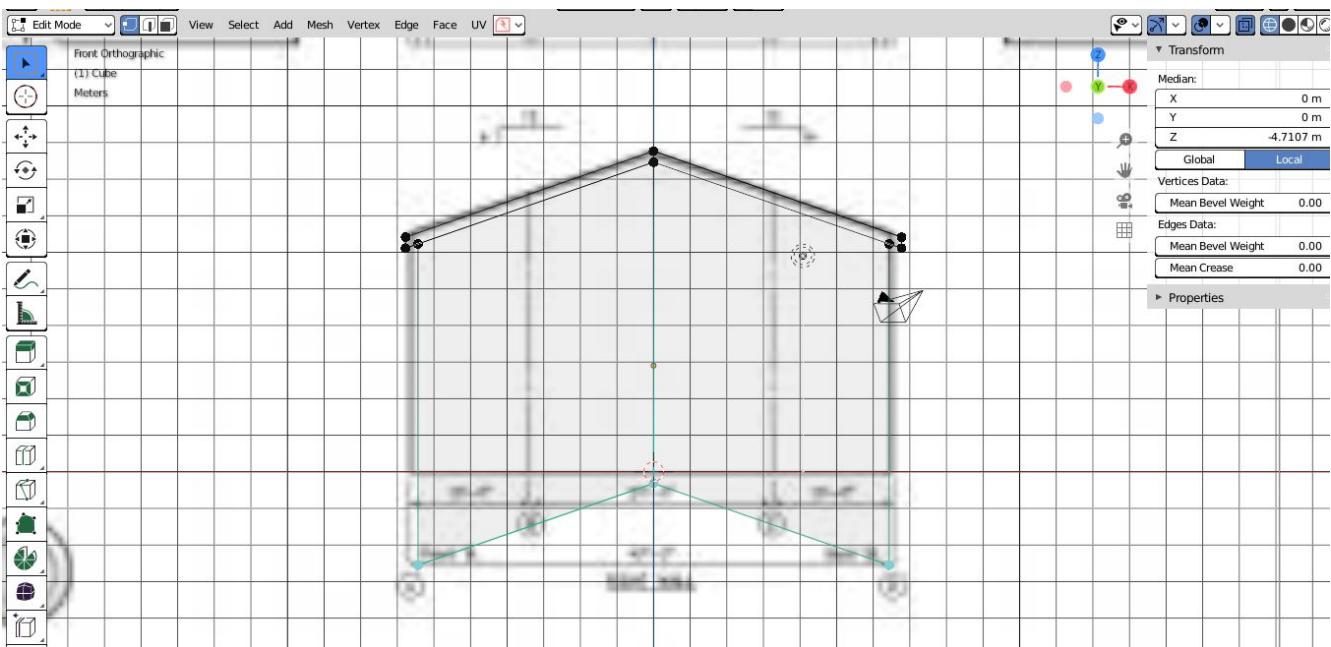
- Select the underside faces and use **I** to inset the selected faces to the amount of overhang that looks right.



- With these inset faces still selected switch to front view **KEYPAD 1** use the Extrude option **E Z** and drag the inset faces to ground level using the central vertices as a guide. Note: I used **solid view** mode for clarity.



ONLY the middle vertices will reach the ground, as the side vertices still have the roof angle and will temporarily dip below ground.

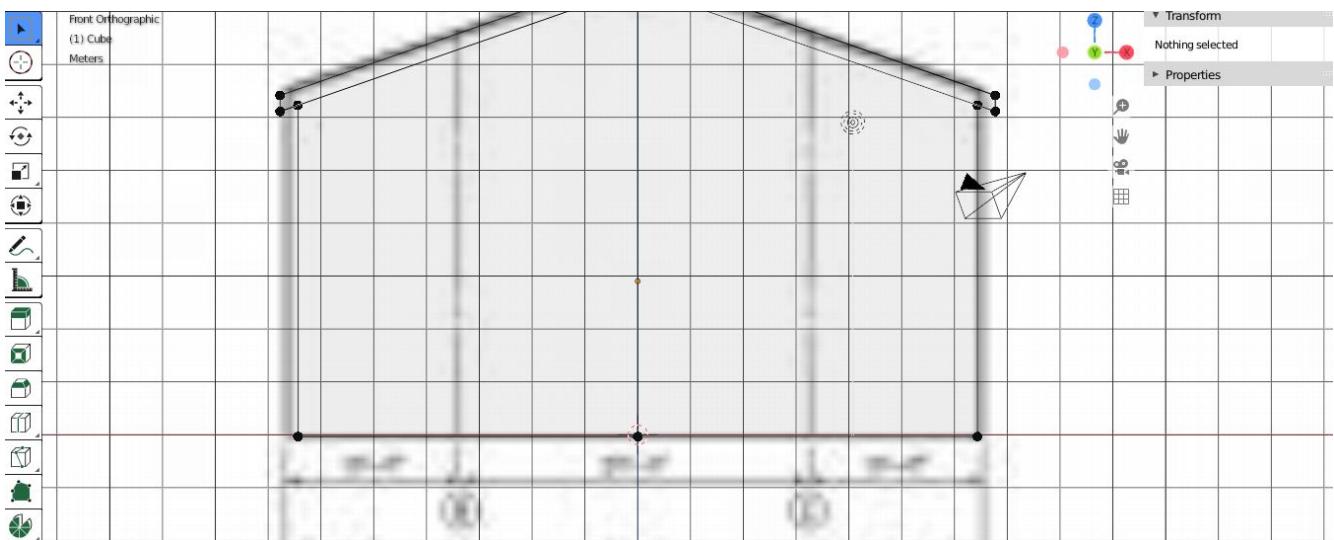


Some what hard to see, sorry

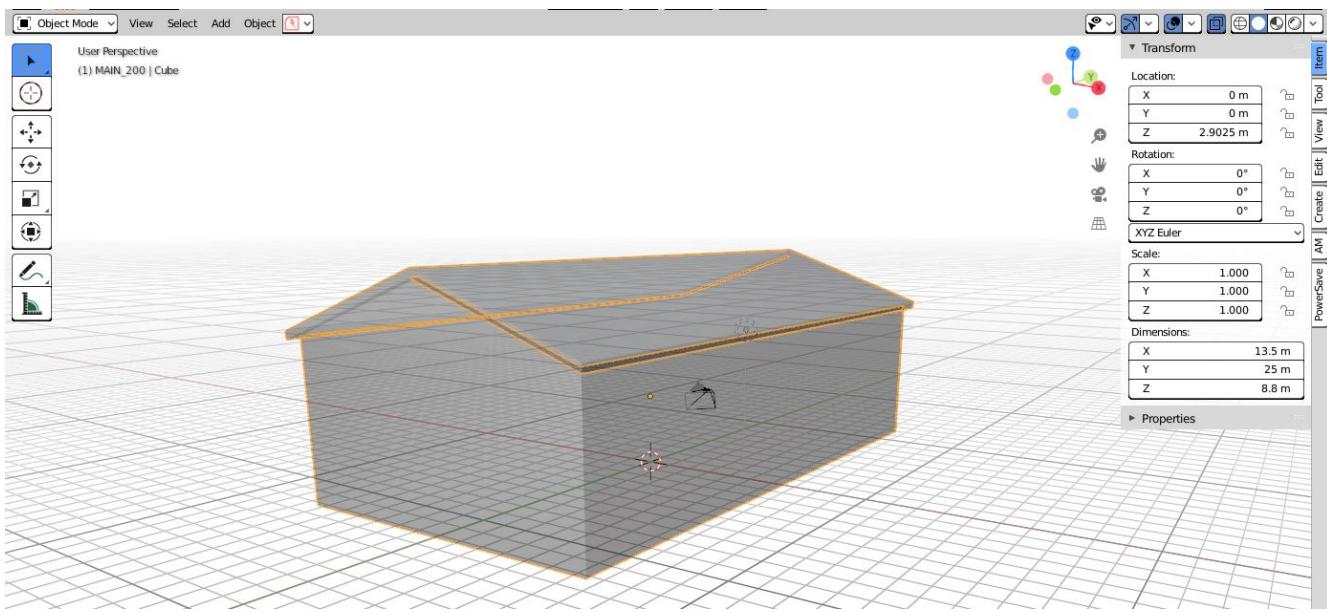
- **ALT Z** to toggle WIREFRAME mode on. Using **Wireframe/X-Ray mode**, switch to **vertex edit mode** with **1** and select all of the bottom vertices.
- Type: **S Z 0** to flatten out the vertices on the bottom.



S X,Y or Z 0 is a nice magical incantation to remember to align vertices to a specified axis

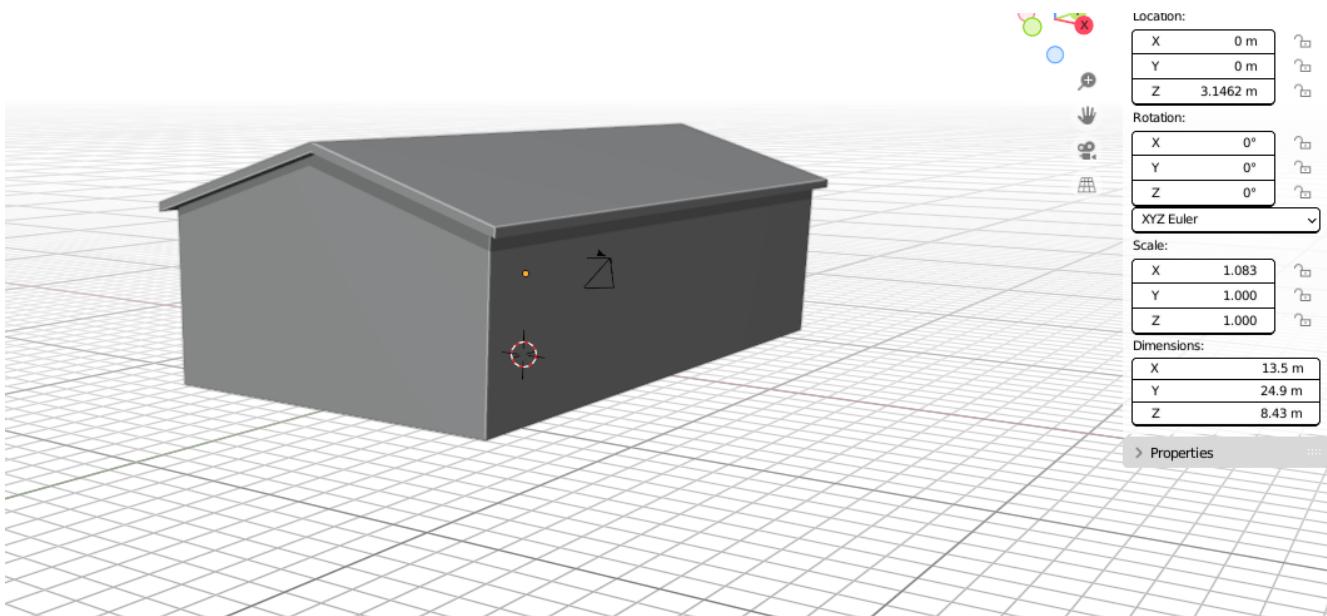


- While still in front view (**KEYPAD 1**), Shift all of the bottom vertices back to ground level with **G Z** as needed



- **TAB** back to **OBJECT MODE** and use Solid View, **Z** and select (SOLID), to view the result in greater detail.

Making the Interior



Now we need to give the building an interior.

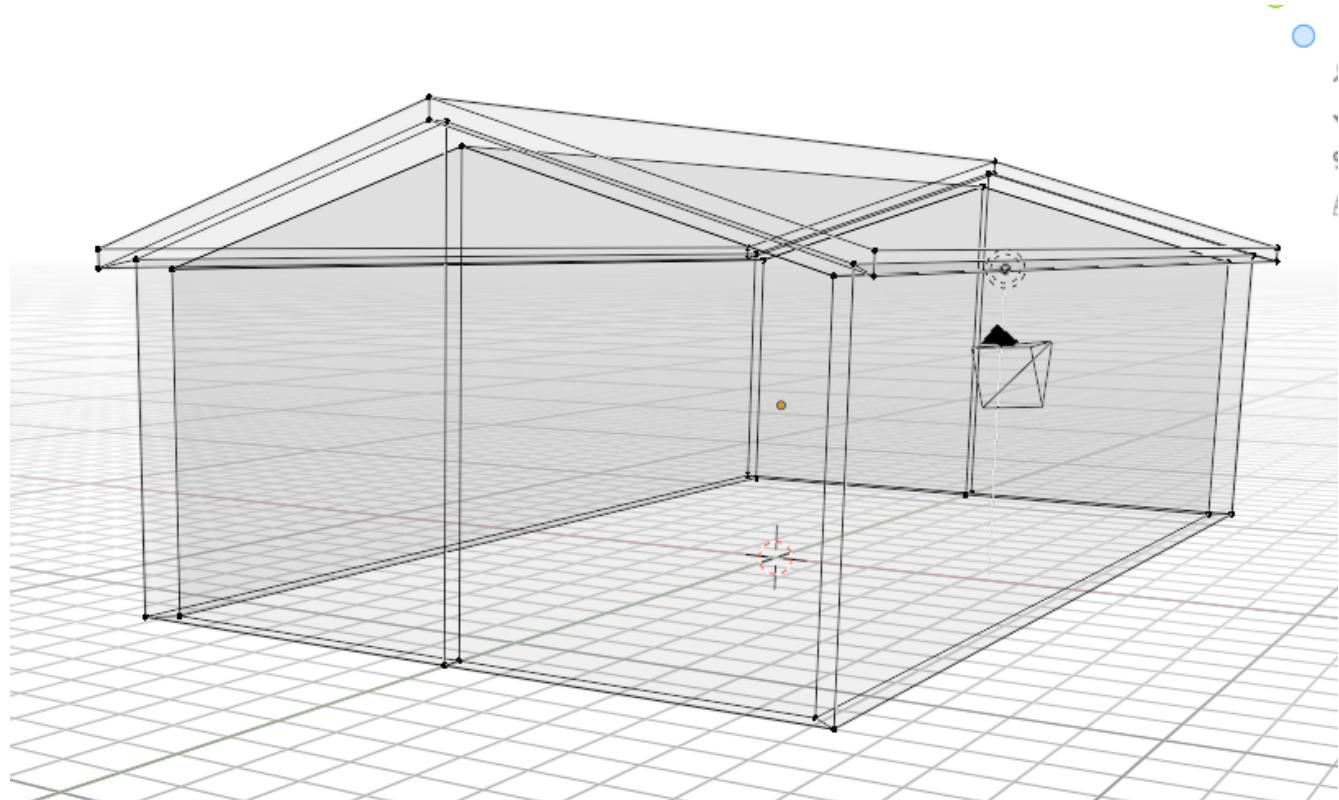
- Shift your view to be below the model.
- Select the building and press **TAB** to enter edit mode (Unless you were already in edit mode)
- Choose X-RAY mode by clicking the X-RAY button on the top right or **ALT Z**
- Press **3** to use face selection mode and choose the bottom faces.
- Press **i** to Inset and adjust until you get a realistic wall thickness and press [ENTER] to accept.

- Press **keypad 1** for front view and then **E Z** to extrude upward into (but not through) the model.

Note: The top of the inside of the model will be flat like the floor.

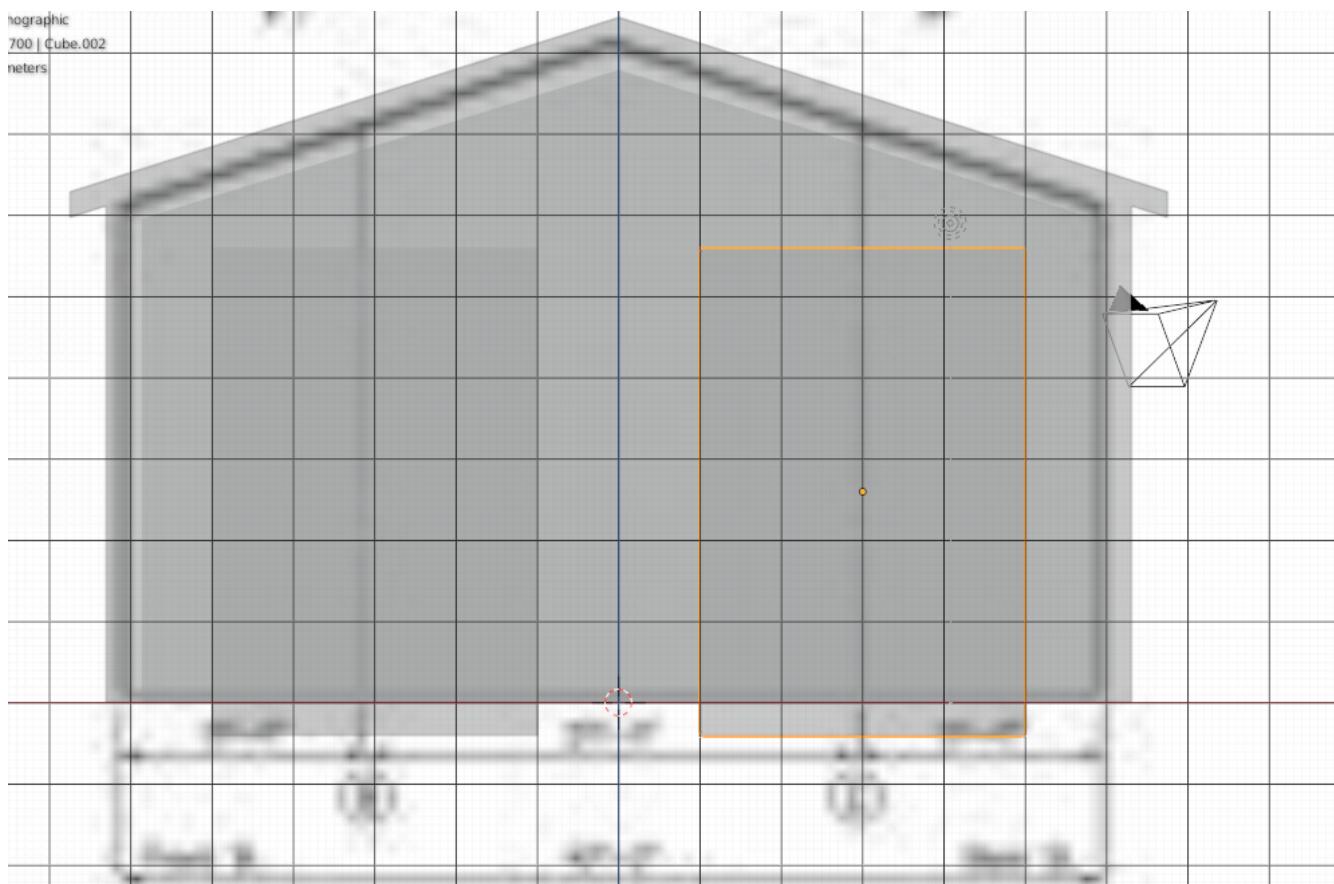
To make the roof match the top roofline and staying with the front view mode...

- Press **1** for vertex selection mode and then box select the middle vertices on top of the inside being cut out.
- Press **G** then **Z** and drag the vertices up to match the angle of the roofline.

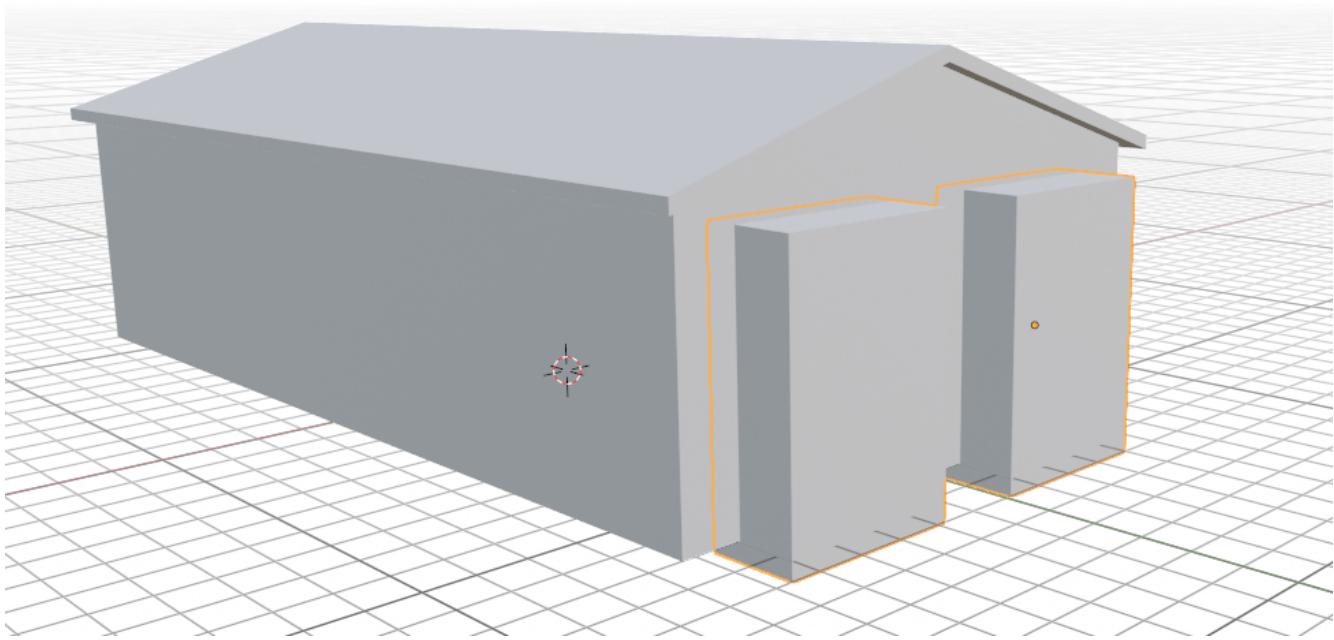


Making the Doors

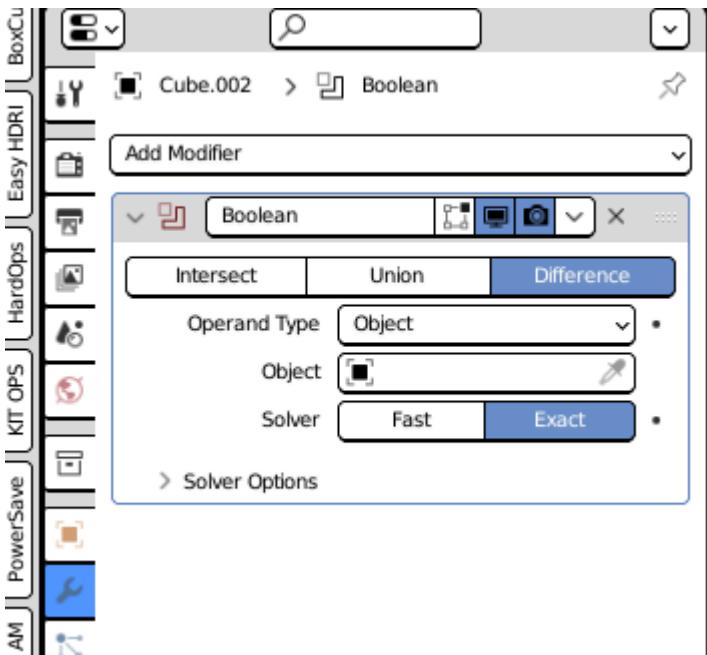
To make the main doors, we will use a boolean cutout method to remove the shape needed for door access.



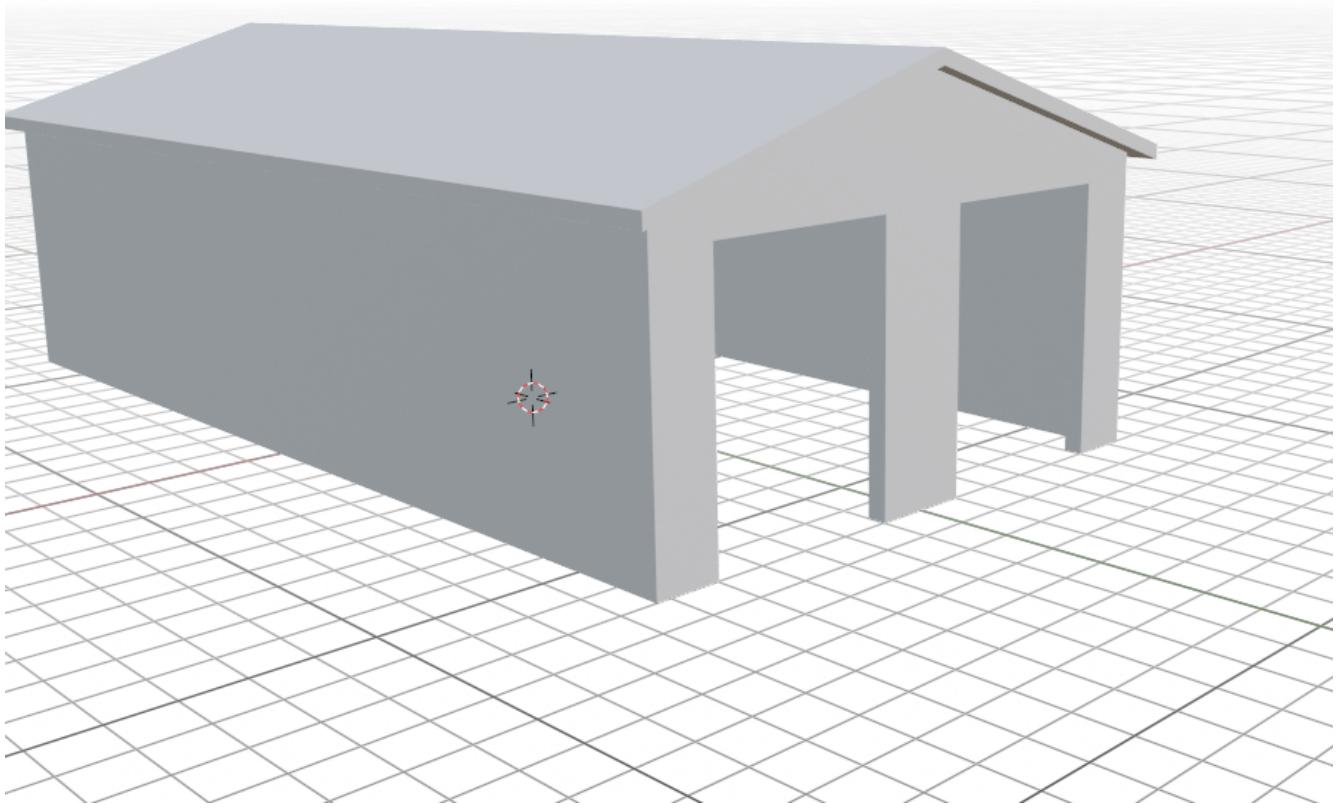
- Create a cube and resize it to: $X = 4\text{m}$ $Z = 6\text{m}$ using the dimensions fields in the N-Panel (press **N**)
- Move the cube so its X position is -3m. **G X -3m**
- Move the cube so its Z position is 2.6m. **G Z 2.5m**
- Duplicate the cube: **SHIFT D** and set its X location to **3m**
- Select BOTH cubes and press **CTRL J** to join them
- Make sure you are in Xray mode: **ALT Z** and top view **Keypad 7**
- Move the joined cubes along the Y axis until it intersects the front wall from both sides. **G Y** or set Y position to about **-12.3xx**
- Select the Building object and use the modifier panel (wrench) on the right side of the screen.



- Chose **ADD MODIFIER** and select Boolean
- Make sure boolean option is set as **Difference** and click the EYEDROPPER icon



- With the EYEDROPPER, select the cubes we just created to make the door shapes. Since we won't be adjusting the door frame further, you **could** apply the modifier and we will see the new cutouts for the doors.



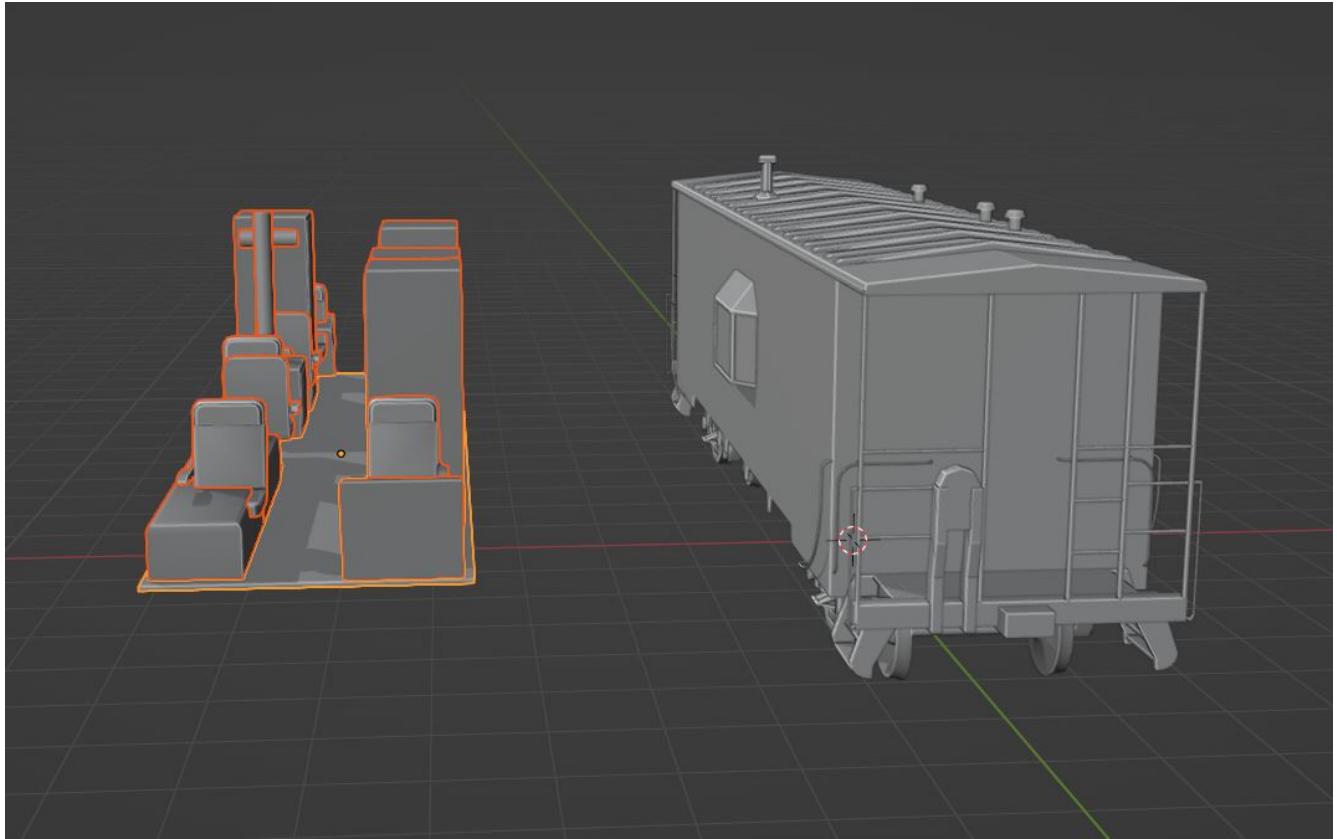
Moving multiple objects at once using the transform panel makes use of the **ALT** otherwise you are only able to move objects individually.

Example

Moving (transform location) ALL SELECTED objects at once.

Setup:

- Select a primary object in the group of objects that you want to move as a group.
- Press **SHIFT S** for the PIE menu and "Set Cursor to Active"
- Select ALL of your objects you want to move together and use **Object > Origin > Set Origin to 3D Cursor**



- Press **SHIFT S** for the PIE menu and "Set Cursor to World Origin"
- Now, lets say you wanted to move all of the objects to 0 on the X axis. Using the Transform > Location panel for X value input, HOLD **ALT** and key on "0" in the field.
- All of the objects should have moved to X = 0 location in the 3D View together.



Needs to be finished



The completed version of the model can be found in the Trainsim.com file download section. Title: 2-Stall Reparations Depot

Making a Vehicle

Creating a road vehicle is a challenge as many road vehicles involve complex shapes and curves. In this section, we are going to focus on making a vehicle used as a load on an open rack auto carrier.

As we delve deeper into the world of 3D modeling, we often find ourselves needing inspiration and reference materials to guide our creative processes. One powerful tool in the arsenal of a 3D artist

is the use of background images to model a specific object or scene. In this section, we will explore how to use background images to model a classic 1970s Ford van, capturing the essence of that era's automotive design.

Finding the Right Reference Images

Before we begin modeling, we need to gather a collection of reference images that showcase the van from various angles and perspectives. Luckily, the internet is a treasure trove of information and images from the 1970s, including photographs and advertisements for the Ford van. You might even be able to find an online model that you can rotate and position to take snapshots from various angles.

Online Searches

Start with a simple online image search using keywords like "1980s Ford van," "Ford Econoline 1970s," or "1970s van advertisements." This will yield a variety of images that can serve as your references.

Classic Car Websites

Explore classic car websites and forums. Enthusiasts often share high-quality images of vintage vehicles, which can be invaluable for your modeling project.

Archives and Magazines: Check out digital archives of automotive magazines from the 1970s. These publications often contain advertisements and feature articles that can provide detailed reference material.

Organizing Your Reference Material

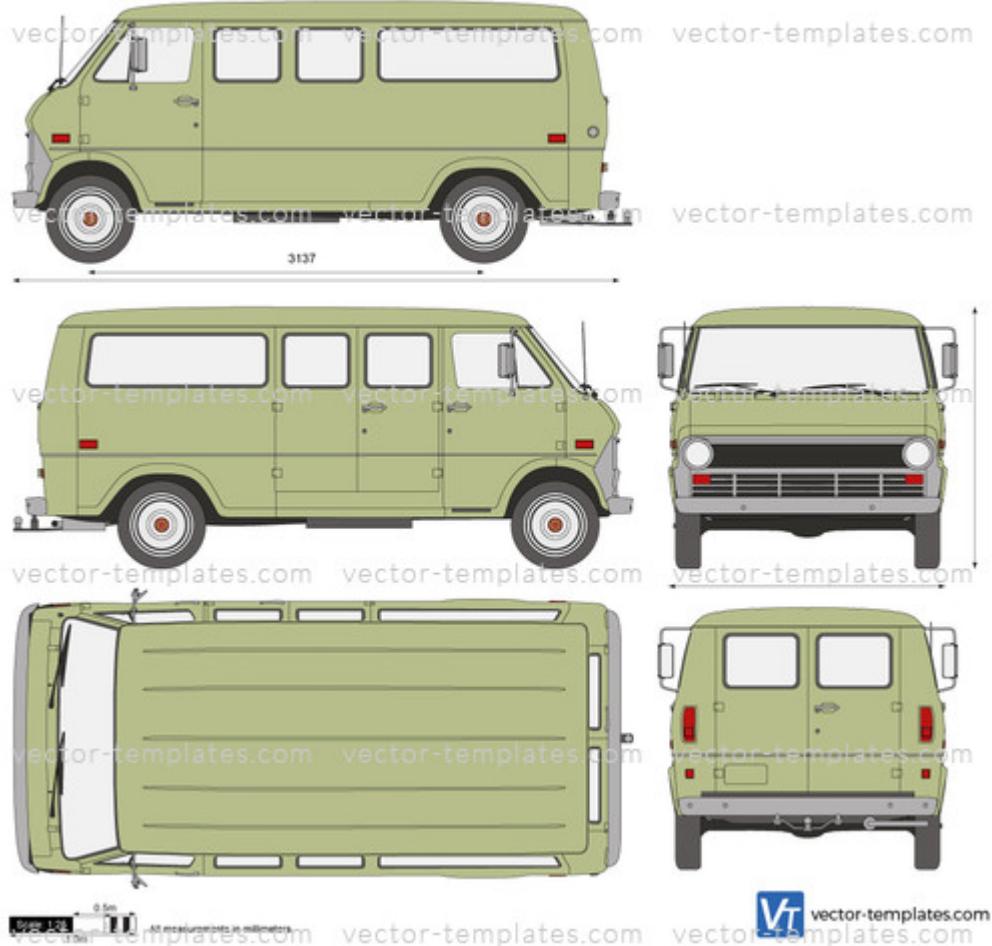
Once you have collected a sufficient number of reference images, it's essential to organize them for easy access during the modeling process. Create a folder on your computer dedicated to this project and categorize your images based on different aspects of the van:

- **Exterior:** Include photos of the van from various angles, showing details like headlights, taillights, grille, and body lines.
- **Color and Materials:** Pay attention to the color schemes and materials used in the van's design. This will help you accurately recreate textures and finishes.

Using Background Images

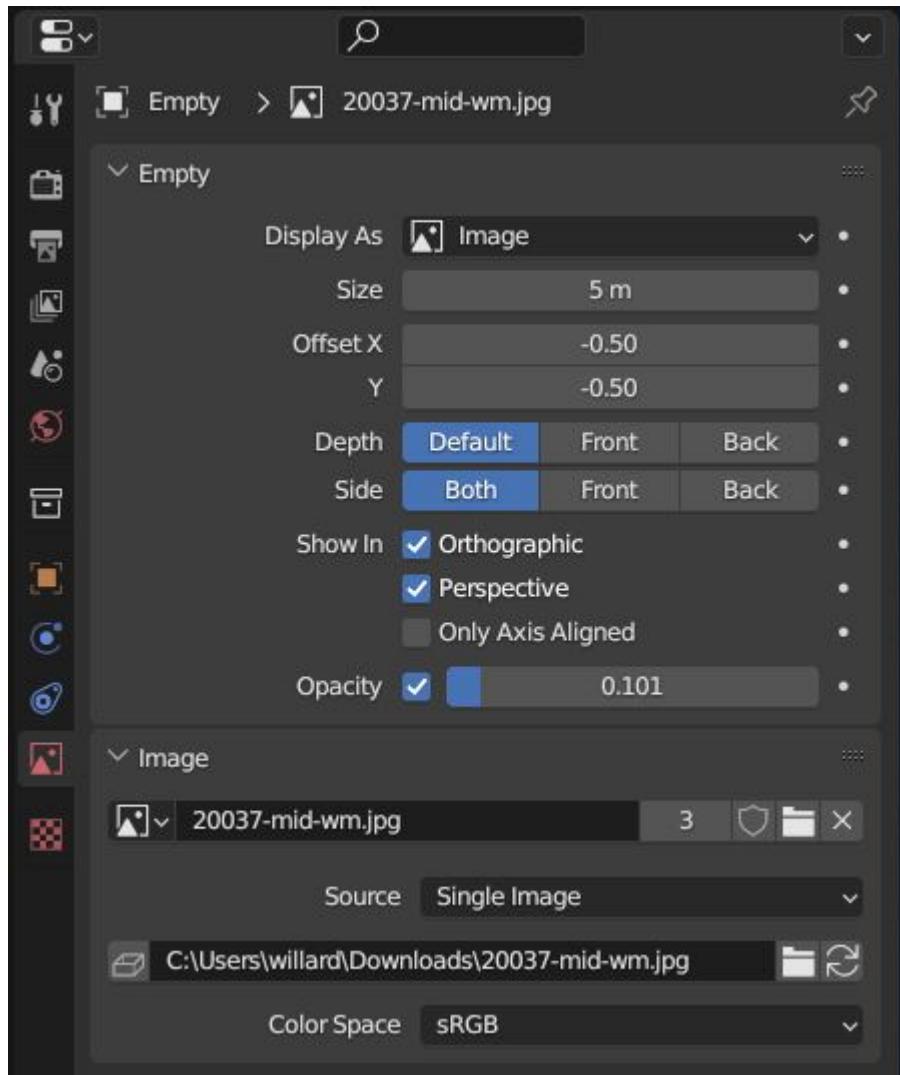
Now that you have a well-organized collection of reference images, it's time to use them as background references in Blender. If possible, you modify the images to contain an Alpha channel so there will be less "white" making the drawing reference less distracting.

Ford E-series Econoline Club Wagon Mark 2 (1971)



I often find that images are not 100% accurate, this one is no exception.

- Import images: In object mode, adjust your view to one of the primary viewpoints available in the reference images Keypad 1, Keypad 3, Keypad 7, for example. Using **Mesh > Add Image > Reference or Background**) to add an "empty" reference image to the scene as background images. Create separate views for the front, side, top, and rear of the van, and import the corresponding reference images for each view.
- Adjust Opacity: Reduce the opacity of the background images so that they don't obstruct your 3D model. You want them to serve as a visual guide rather than a distraction.



- Align and Scale: Ensure that the images are aligned correctly with your modeling workspace. You may need to adjust their scale and position to match the proportions of your model.

The Modeling Process

With your background images in place, you can now start the 3D modeling process. Use the images as a guide to create the van's exterior and interior components. Pay attention to the finer details, such as the curvature of the body panels, the shape of the windows, and the design of the wheels. You might want to break up the complex shapes as smaller faces that you can merge later.

The easiest way to start is to use a MESH PLANE, go to edit mode and use **CTRL-R** add then enough subdivisions **mousewheel** to match the edges in the drawings.

To do: Add example

Iteration and Refinement

Modeling a complex object like a Ford van from the 1980s may require several iterations and refinements. Continuously refer to your background images to ensure accuracy, and don't be afraid

to make adjustments as needed. The goal is to capture the spirit of the era in your 3D model.

Let's do it.

Example Session

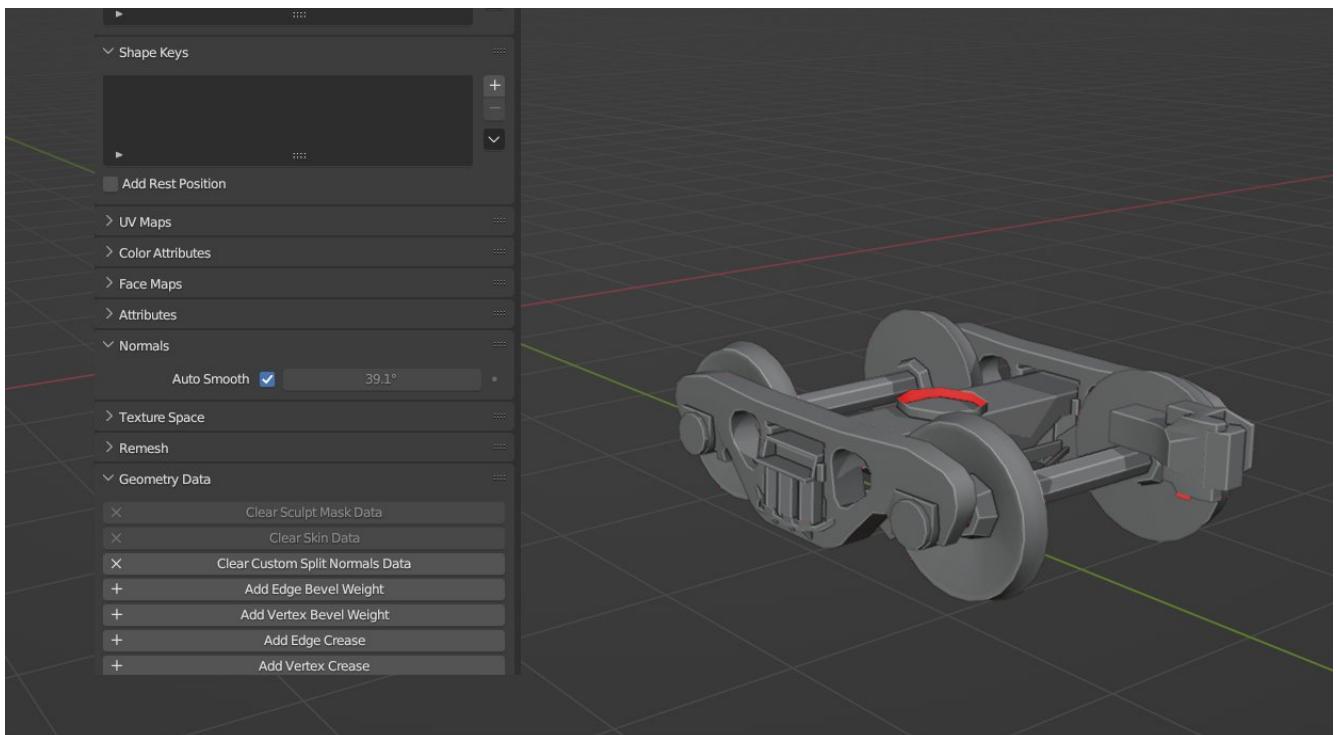
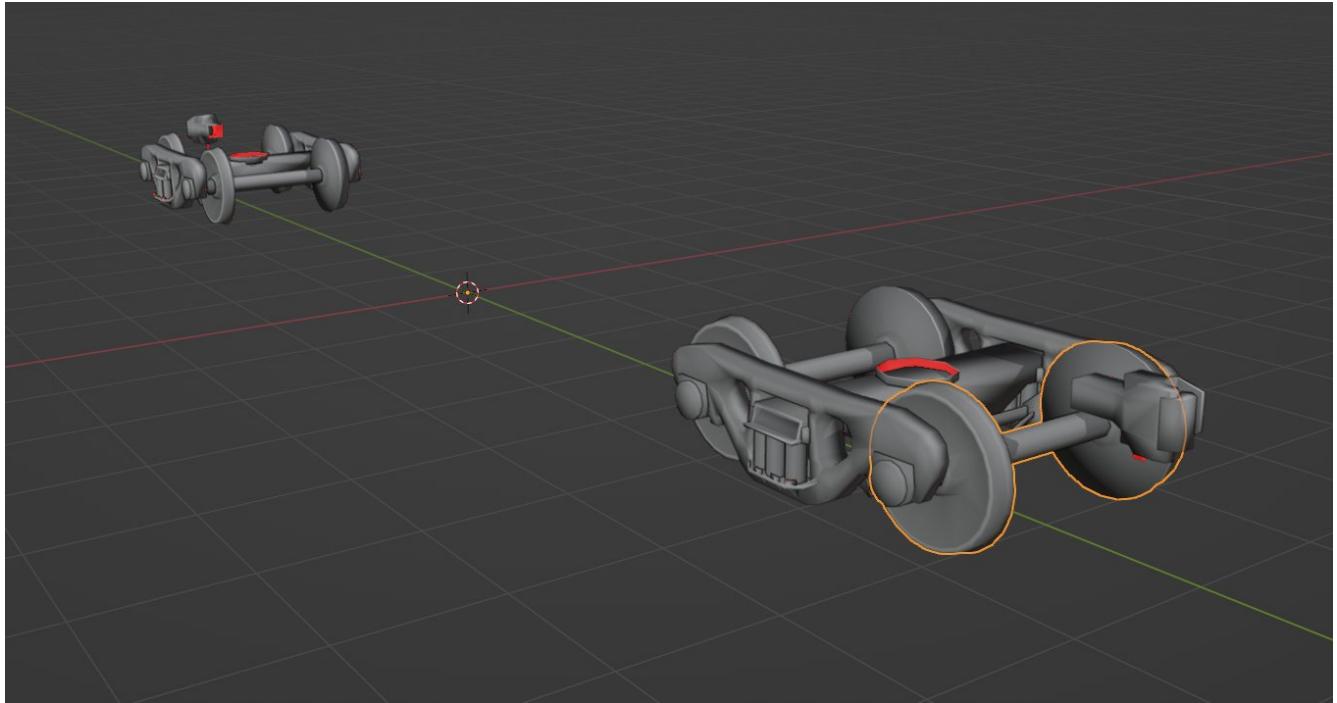
Importing Model Objects

There are going to be times when you have the ability to save time by importing previous work or importing model objects that people have shared.

For example, on Elvas Tower, you will find that Erick Cantu has shared some of his modeled bogeys and couplers. Making use of these a little tricky if you are a Blender user because Erick doesn't model in Blender. Here is how we would go about importing these models and making use of them.

- Download NAVS-N Series trucks from the Elvas Tower - Elvas Tower> Downloads> Source Files & Utilities> 3D Modeling Utilites and Source Files
- Unzip them to your hard drive in a convenient spot for importing.
- Open Blender to a NEW drawing file
- File->Import->Wavefront(.OBJ) and select the 100Ton Trucks, for example.
- The import will place 2 sets of bogies and couplers. however, the S2 and the A3 variants will be stacked on each other.
- Use the Scene Collection interface to **HIDE** the A3 Series, leaving behind the S2 Series as "visible"
- Now, to address how the imported model "looks". It arrived SMOOTHED, but that does not mean it looks good. Normally, you would perform the 2-step process OBJECT-> SHADE SMOOTH followed by the Properties Panel DATA-> NORMALS-> Auto Smooth and tweak the Auto Smooth slider for best effect BUT!... the slider doesn't work! OUCH.
- To fix the issue with Auto Smooth... in the same DATA PANEL, move down to GEOMETRY DATA and expand it... then choose "Clear Custom Split Normals Data"
- You should now be able to use the Auto Smooth Slider to fix the smoothing.

After this, you can proceed with verifying the UV mapping and tweak the model as needed. (I prefer to use my own coupler, for example)



Back in 2004, when I started modeling, I was frustrated by 2 things 1) Everyone's Couplers looked different 2) I could not make a coupler look good on my own (yet). My solution was that I reached out to Larry Goss who was kind enough to willingly share his coupler source file so more of us could make models where the couplers matched each other versus being disparate when coupled, causing less jarring couplings.

Making Rolling Stock - Project #4

Starting off this section with some tips related to creating rolling stock.

Remember these tips?

- Rolling stock is typically symmetrical so making use of the **Mirror** modifier to create the opposite side of a shape is a timesaver
- Consider "MARKING SEAMS" while you are modeling instead of saving it until you are ready to UV map your textures.
- Recycle as much as possible from existing models (Bogies, Couplers, Coupler Lift Bars, etc) Hint: Create a collection of re-usable parts.

Let's say we are making a simple flatcar. Nothing too complicated.

Using Background Images

As with the previous project, we load in our reference background images. I picked a random image from the internet using a Google search because... Why not?

Starting from the ground up

I like to start constructing vehicles starting with the trucks, and for this I'm going to recommend downloading a *.blend file to simplify this. Erick Cantu has graciously provided various trucks that we can include in our own models. They can be downloaded from Elvas Tower.

You really should not need to make your own truck and coupler models. These are pretty standardized objects with a minimal number of variations. Chances are good that you can find available models to import instead of making them yourself. In the long run, this will lead to consistency between modelers.

Example: 100-Ton Truck Model

A usable Blender example of a 100-ton freight truck is provided, based on Erick's original model. Available resources include the following:

- **Source files for NAVS N-Series freight car trucks**
- **Source files for NAVS Z-Series freight car trucks**
- **100T Roller Bearing Truck Blender Object**

Some of these items are also available through Trainsim.com.

Erick's truck models include attached couplers by default. In practice, couplers can be separated if desired, depending on the needs of the project. Keeping them attached allows the couplers to follow

truck rotations accurately, which is the reasoning behind Erick's design choice.

Using these existing objects, we can Append the ready-to-use model into our initial blend file.

I have been able to adjust the wheel radius as needed, though it's probably not entirely prototypical to do so on the trucks provided so far.

If you feel so inclined, you could create your own wheel sets from scratch, but I leave that up to you. Also note, since it is very likely we will be using LOD ranges with this model, understand that we will make the highest detail model first. It is much easier to take away than add objects later.

Vehicle LOD - Level of Detail Settings

In realtime computer graphics, a technique called "level of detail" (LOD) is commonly used in various applications ranging from commercial simulators to PC and console games.

When 3D games are running on a graphics card, there is a limit to the number of surfaces (polygons and triangles) and textures that can be drawn. If this limit is exceeded, the game or simulation starts to slow down and the movements become jerky.

If the graphics engine is asked to do too much then the program's framerate drops. This drop in framerate results in jerky movements and slower update rates, which can become very noticeable and take away from the sense of immersion.

Lets also look at an excerpt from the Open Rails Manual:

Many visual objects are modelled at more than one level of detail (LOD) so, when they are seen at a distance, Open Rails can switch to the lesser level of detail without compromising the view. This use of multiple LODs reduces the processing load and so may increase frame rates.



Always apply textures before defining any LOD settings.

Referring to some example snippets from the Outliner window in a Blender Working session... Watch out for the "GOTCHA's"...

```
Scene Collection
  MAIN
    MAIN_1000
      BodyLOD1
      Bogie1
```

Copying a part and adding it to the collection BodyLOD2. Outliner Result...

```
Scene Collection
MAIN
  MAIN_1000
    BodyLOD1
      Bogie1
```

```
  MAIN_2000
    BodyLOD2
      Bogie1.001
```

Looking at it now, shouldn't MAIN_2000 be directly under MAIN_1000 like this

```
Scene Collection
MAIN
  MAIN_1000
    BodyLOD1
      Bogie1
```

```
  MAIN_2000
    BodyLOD2
      Bogie1.001
```

Answer: YES, What happened is that MAIN_2000 was created at the same level MAIN not MAIN_1000. Only what resides below the MAIN collection will be considered for EXPORT.

Let's Look at some other issues here with what is shown above... Don't forget capitalization.

For Example: All cases of **Bogie1** should be **BOGIE1**.

With the above example setup, the high resolution BOGIE1 part will disappear at 1000 meters. Then the low res BOGIE1.001 will take over. That low res bogie won't be animated, which is fine, since its too far away to see anyway.

Here's how to do it if you need the lower resolution bogie to be animated:

- Use an Empty for BOGIE1
- Link it to both MAIN_1000 and MAIN_2000 using drag and CTRL drop in the Outliner
- Attach the low and high resolution meshes to it in their respective LOD collections

Scene Collection

MAIN

MAIN_1000

BodyLOD1

BOGIE1

BogieLOD1

MAIN_2000

BodyLOD2

BOGIE1

BogieLOD2



Don't forget to check out the sample locomotive file that is provided with the MSTS exporter download.

Once you copy the completed model to the Alternate LOD Collection, you can begin deleting details that won't normally be visible at longer distances.

Bitmap Editing and Texture Workflow

This chapter describes practical methods for creating, editing, and exporting textures for 3D models. It focuses on clear, repeatable workflows and avoids tool-specific bias. Texturing, like modeling, improves with regular practice.

UV Mapping Overview

UV mapping (also called unwrapping) defines how a 2D image is applied to a 3D surface. The process involves laying out a model's polygons on a flat 2D plane, forming a UV map. During rendering, the GPU uses this map to wrap the texture image onto the model's geometry.



UV mapping and 3d object unwrapping are the same process. The term simply refers to creating a 2D layout of a 3D mesh for texture application.

Author's Note

I'm not an Adobe evangelist. My goal is to help you get great results with the tools you prefer—whether they are free/open-source or commercial. If you're new to texturing, starting with a free tool is perfectly fine. If you're already comfortable with a particular bitmap tool, the techniques in this guide focus on workflows that use layers, which most modern tools support.

My concern with Adobe products is the subscription model—you pay monthly just to keep access to the software. If you already subscribe, it makes sense to continue using the tools you know. But I do not recommend purchasing Adobe Photoshop solely for occasional 3D texturing work.

Bitmap Tools Overview

In this section, we will provide an overview of the various bitmap tools available and why they are important for creating textures for 3D models. We will also discuss the features and capabilities of bitmap tools that make them essential for texture creation and editing.

Bitmap Tools Overview

Bitmap (raster) editors let you paint and manipulate pixels on a grid. They're essential for photo editing, digital painting, and texture authoring. Typical features include layers, blend modes, masks, brushes, filters, color correction, and precise per-pixel control. Popular choices include GIMP, Krita, Paint.NET, Affinity Photo/Designer, and Photoshop. Raster images are resolution-dependent—scaling them up can reduce quality—so work at an appropriate resolution from the

start.

Why bitmap tools matter for 3D

Proper bitmap tools or pixel based editors are crucial for creating and refining textures for 3D models because they allow artists to craft the detailed surface details that make a model appear realistic and visually appealing. A pixel editor enables artists to create intricate textures, such as fabric patterns, skin details, metallic finishes, or weathering effects. These details are mapped onto the surface of 3D models, bringing them to life by simulating real-world materials. Bitmap tools bridge the gap between 2D artistry and 3D modeling, enabling the creation of rich, lifelike textures that elevate the visual quality of 3D assets. Finding the right tool for the job is essential for creating high-quality, realistic 3D assets but in the end, it's up to what fits your workflow and preferences.

Layered Format Files

For serious texture work you should be using layers (with opacity and blend modes). Save a master file that preserves layers; export flattened copies for your game/sim.

To recommend a few tools and formats, the following list should be a guide on what you can use (These all support layers):

Tool	File Type	Comment
Affinity Designer	.afdesign	Proprietary, Native
Affinity Designer	.psd	An Import/Export Option
Affinity Designer	.tiff	An Import/Export Option
Gimp	.xcf	Native
Gimp	.psd	An Import/Export Option
Gimp	.ora	An Import/Export Option (plugin)
Krita	.krt	Native
Krita	.ora	An Import/Export option
Krita	.psd	An Import/Export Option
Krita	.tiff	An Import/Export Option
Paint.Net	.pdn	Native
Paint.Net	.psd	An Import/Export Option
Paint.Net	.ora	An Import/Export Option (plugin)

Tool	File Type	Comment
PaintShopPro	.psp	Proprietary, Native
PaintShopPro	.psd	An Import/Export Option



You will not find Adobe Photoshop listed here. Photoshop continues to rely on its native PSD file format, and if you already own (or subscribe to) it, it is certainly capable of producing layered textures. I no longer use Photoshop and cannot speak confidently about its current import/export capabilities, but it is reasonable to assume that PNG and DDS are supported.

- All of the above programs support the [PNG](#) image export format, used for final textures.
- Some of the above support [DDS](#) image format, eg. Paint.Net and GIMP through the use of external plug-ins
- The [PSD](#) format was originally a proprietary format used by PhotoShop and some software has trouble opening all [PSD](#) format variations seen in the wild
- [TIFF](#) is also a layered format, though not as common and in some cases prone to some tools not fully understanding file contents. Testing is needed.
- Open Raster, [ORA](#), is a newer file format that is supposed to replace [PSD](#) as a standard solution for exchanging layered images between graphics editors. It's still not widely used.



One additional tool to mention is InkScape, which like Affinity Designer, is a Vector Graphics program that contains a "make a bitmap copy" option. Vector graphics are scalable without creating "jaggies" like you see with bitmaps. Unlike Affinity Designer, Inkscape is free.



DDS uses lossy compression. Treat DDS like a final delivery format (similar to PDF for documents), not a master format for repeated edits. Always keep a lossless layered master.



Very simple editors (e.g., legacy MS Paint) are poor choices for layered texture work.

While the list above does not attempt to catalogue every bitmap editor capable of using layers, it highlights the most common options in regular use.

In summary, choose a tool that has a native layered file format that can also support PNG and possibly DDS. For maximum compatibility, choose a free tool, like GIMP or Paint.net, otherwise, save your master documents in [PSD](#) or [ORA](#) format

You can do some rudimentary texture painting inside blender. Many improvements have been

made in recent years, but it's still a bit clunky. You can use the paint tools to create some basic textures, but it's not as good as using a dedicated tool. You can also use the texture editor in Blender to create more complex textures, but it's still not as good as using a dedicated tool.

The best approach is to use a dedicated tool for texture creation and editing. There is also a free add-on called UCUPAINT (from Blender Extensions) that can be used to create textures in Blender. It's not as good as a dedicated tool, but it's a decent starting point if you want to try it. It has a number of options though that are probably overkill for Open Rails texture creation.

While some tutorials mention [Substance Painter](#), it also falls into the category of overkill for Open Rails texture creation. It's a great tool for creating complex materials, but it's not necessary for Open Rails texture creation. If you already have it and want to use it, it's a good idea to use it for creating the base textures and then export them as PNG or DDS for use in Open Rails. There is pretty much no reason to get it if you are only going to use it for Open Rails texture creation.

Using DDS Textures

DDS (DirectDraw Surface) stores GPU-friendly compressed textures (with optional mipmaps). Benefits include smaller memory footprint and fast GPU upload. Ideal for large scenes or hardware with limited VRAM. Export from modern editors (Paint.NET, GIMP+plugin) rather than legacy tools.

Using [.DDS](#) textures for your materials has the advantage of reducing the memory usage of textures by slightly decreasing their quality (Though honestly, not as bad as the ACE file format). This is helpful if you have a limited amount of graphics card and system memory and want to include as many textures as possible. Additionally, this method is particularly suitable for organic/nature textures where precision is not critical.



Always maintain a layered, lossless master. Do not round-trip edit DDS; repeated saves degrade quality.

For working with DDS, the easiest approach is to utilize Paint.net or GIMP as both can export DDS textures directly. Exporting large 32-bit ACE textures using the original MSTS tools is often not feasible and some people won't even have access to MSTS tools if they only use Open Rails. The most significant advantage of using GIMP or Paint.net is that exporting is much more straightforward and faster compared to outdated programs like TgaTool2.

DDS is a useful format but many of the export options are not suitable for best performance.

The short explanation is:

Always use DXT1 compression with full MIPs, except... you can use DXT5 compression when you need alpha translucency (ie; alpha values other than on/off)

One of the most significant performance issues with current GPUs is related to the texture size. All

textures used on loaded tiles in a scene must fit into the GPU at once. Although modern GPUs have 2G, 4G or more, adding up the texture file sizes for all buildings, terrain, and rolling stock will quickly reveal that the GPU's capacity can be reached. This is especially true when using 2K and 4K textures. When the GPU reaches its limit, performance suffers because additional textures must be swapped out to the CPU every frame.

So maximum compression is the key to good performance. Just compare the size of uncompressed textures and you will see how bloated they are.

TYPE	USAGE	Comment
DXT1 no alpha	Textures without transparency	Normal maps without shine, All glow maps
DXT3	Menu icons / UI elements	No mipmaps but has transparency
DXT5	Textures with transparency	Mip Maps and Normal maps with shine (if we ever get that ability)

An alpha channel increases the file size so it should be left out unless it is needed. On color maps, the alpha channel is used for transparency, on normal maps for glossiness. If the texture has no transparency or the normal map has no glossiness saving them as DXT1 (no alpha) instead of DXT5 instantly saves on the file size for no loss.

Authors Note

You know how sometimes people report that their icons or textures become a rainbow pixel mess? That is related to Gimp saving the "no mipmap" textures incorrectly, it writes in the header that the image has 1 mipmap, but it has none and the game gets confused. I never used Gimp and I can't find where I read about this right now, but if I'll do, I'll update this comment.



Ensure you are keeping uncompressed versions of the source files that you can load for editing so you don't accumulate compression artifacts.

With **GIMP**, you would use `export as` and then chose `select file type` and set the options for DDS such as Compression, mipmap, etc. Latest versions of GIMP seem to come with DDS support so no post-install plugin is needed.

With **Paint.net** versions newer than 4.2.2, DDS support comes bundled with the program. You would use the `save as` option and `save as type: DDS`. In the Save Settings window, you would select **DXT1** and under **Error Metric**, and check **Generate Mip Maps** and **Use Best Quality**.

Using ACE Textures

Microsoft Train Simulator uses a proprietary Kuju image file format known as ACE (extension **.ACE**). ACE files are used for textures applied to shapes and the bitmaps used for the cab panels and controls aka. bitmap ACE's.



A conversion utility called **MAKEACE.exe** was supplied with Microsoft Train Simulator. Newer tools have been created that eliminate some of the limitations that come with the original and updated **MAKEACE** program.



Open Rails has the ability to automatically use DDS files if they are present, even if the model's **S** file defines an ACE file. This is a great way to use DDS files without having to convert them to ACE files. The downside is that the DDS files are really not editable as they will lose detail on every export. In other words, the DDS files use a lossy compression method, which means you will lose detail and color information compared to the original texture.

ACE File Types:

There are three types of ACE files:

Solid

these are created by converting 24-bit BMP or TGA files and the resulting ACE file contains only solid pixels. You might use such ACE files for the general texture detail on buildings and trains you are creating.

Trans

these are created by converting 32-bit TGA files and specifying the transparency mask option. The resulting ACE file will contain both solid pixels and transparent pixels. You can still use solid areas of this ACE type for the general texture detail on your object but in addition you can use areas containing transparent pixels for details such as railings, ladders and other areas that require the appearance of a "hole" in your object. This is also a good choice for simple cab backgrounds and controls.

Alpha

these are created by converting 32-bit TGA files and not specifying the transparency mask option. The resulting ACE files will contain solid and both partially and completely transparent pixels. This texture type can be used in a similar way to the Trans type, except it also allows you to create effects such as tinted windows.

ACE File Compression

There are two types of compression that can be applied to ACE files:

No compression

the image is stored uncompressed.

ZLib compression

this is a lossless compression technique similar to that used by programs such as PKZIP and WinZip.

DXT compression

this is a lossy technique that can only be used for Solid and Trans type texture ACE files. It may create unwanted artifacts.



DXT compression cannot be used for bitmap ACE files.



For Alpha type ACE files you cannot use DXT, so the recommended option is ZLib.



I'm relatively sure that even the updated MAKEACE only supports textures up to 1024 x 1024 in size.

Digital Graphics Basics

The following is a brief introduction to some of the basic concepts of digital graphics.

Bit Depth and Color Depth

Color depth describes the maximum number of colors an image can contain. This is dependent on the bit depth of its pixels. The higher the bit depth value, the more color information each pixel can display and the greater the number of colors the image can contain.

Bit Depth

Bit depth is a value that describes the number of colors that an individual pixel can display. A bit can either be on or off. Therefore, a 1-bit pixel can display two colors: black and white. An 8-bit pixel displays 256 colors. Each bit can be on or off (2 states). When combined in eight different ways ($2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2$ or 2⁸) it can display up to 256 colors.

Pixels are usually one of five standard bit-depths. Rarely is anything above 8 bits necessary.

Bit Depth	No. Colors	Calculation
1	2	2^1
8	256	2^8
16	65,536	2^{16}
24	16,777,216	2^{24}
32	16,777,216 plus 8-bit alpha channel	24 + 8 bits

Color Depth

Sometimes the terms bit depth and color depth are used interchangeably. We're going to use the term color depth to describe the overall ability of an image to display colors. The distinction lies in the fact that some color modes use more than one color 'channel'. For example, The RGB color mode contains 8 bits in each of its three color channels (red, green, blue) giving an RGB image a color depth of 24 bits (8 bits per channel x 3 channels). Below are examples of an image displayed in various color modes to demonstrate how image quality and file size are affected.

Color Modes and Bit Depth

1-bit bitmap image	Color Mode: Bitmap, Color Depth: 1-bit (1 channel x 2), Colors: 2, File Size: 4 kb (as GIF)
4-bit indexed color image	Color Mode: Indexed Color, Color Depth: 4-bit (1 channel x 24), Colors: 16, File Size: 8 kb (as GIF)
8-bit gray-scale image	Color Mode: gray-scale, Color Depth: 8-bit (1 channel x 256), Colors: 256, File Size: 24 kb (as GIF)
8-bit indexed color image	Color Mode: Indexed Color, Color Depth: 8-bit (1 channel x 256), Colors: 256, File Size: 16 kb (as GIF)
24-bit RGB image	Color Mode: RGB, Color Depth: 24-bit (3 channels x 8 bits per channel), Colors: 16,777,216, File Size: 12 kb (as JPEG)

The increase in file sizes theoretically should be proportional to the number of bits used in an image; however, the difference in GIF and JPEG compression resulted in a smaller-than-expected 24-bit image file size.

Photoshop supports 16 bits per channel. This provides for slightly better color rendering (if your monitor supports it) but increases the file size dramatically. A 16-bit pixel will display 65,536 shades of color. For Web graphics, this would be overkill.

Bit Depth and Color Depth Summary

- Bit depth is a value that describes the number of colors that an individual pixel can display.
- The higher the bit depth, the more color information it can display.
- Color depth describes the maximum number of colors an image can display.
- An image's color depth is dependent on the bit depth of the image's pixels and the number of channels it contains.
- The file size of an image is proportional to its color depth.

JPG Format, lossy compression and UpScaling

JPG is a lossy compression format. It is a compression format that is designed to reduce the file size of an image while maintaining the quality of the image. It should be avoided for images that contain text or graphics with fine detail and is really not suitable as a general-purpose "saved" image format for the textures used in the simulator.

A new thing to try though is Artificial Intelligence (AI) tools that offer image upscaling. Many have tried this and have shown that can offer some improvement to the master textures that needed to be a bit larger and sharper. One example is <https://www.topazlabs.com/gigapixel> from Topaz Labs. It is not a free tool but it does offer a free trial. It is a bit expensive but it does offer some improvement to the textures.

Another option is to try <https://github.com/upscayl>. Upscayl is a free and open source desktop application that lets you upscale your low resolution images using advanced AI Models. It is a bit slow but it does offer some improvement to the textures.

PNG Format

Portable Network Graphic is a new bitmap file type developed in part with the Internet in mind. Its development was instigated by the GIF licensing issue and was intended as a replacement for GIF.

There are two PNG sub-types, **PNG-8**, and **PNG-24**. Both use the same compression method. PNG-8 supports a single alpha channel and PNG-24 supports variable transparency (covered later). PNG-8 is limited to 8-bit color depth (256 colors), and PNG-24 can have millions of colors (24-bit color depth). Both are lossless compression formats

PNG Format Summary

- The Portable Network Graphic format was designed to replace GIF.
- PNG-8 supports 256 colors and a single alpha channel.
- PNG-24 supports 16.8 million colors and variable transparency.

Vector Graphics

Vector graphics are created by a computer program using mathematical formulas. The program draws lines and curves using mathematical formulas. The program then stores the formulas in a file. The file contains the information needed to recreate the image. Programs that create vector graphics are called vector graphics editors. Examples are Adobe Illustrator, Affinity Designer and Corel Draw and Inkscape.

Vector graphics are referred to as resolution-independent because they do not plot images on a pixel-by-pixel basis and so are not tied into a monitor's resolution. Vector images describe images in terms of shapes, lines, curves, points, colors, length, etc. These images rely only on the resolution of an output device (like a printer for example) to determine their final resolution. Examples of images suitable for vector graphics are logos and type.



Vector graphics are not suitable as a replacement for bitmap images, but they are suitable for logos and typed lettering inside bitmap images that then get rasterized.



Fonts used by windows programs are vector graphics. This is why RailSimStuff creates their own fonts with railroad symbols and logo's for others to use.

Vector Graphics Summary

- There are two main types of digital graphic files: bitmap and vector.
- Vector files are resolution-independent.
- Vector graphics use mathematical formulae to create the image, not pixels on a grid like bitmapped images.
- Simple vector images can be quite small compared to bitmap; complex images like photographs are difficult and inefficient with vectors.
- Bitmap is still more common than vector.
- Vector images can scale without loss of detail or a change in file size.
- Vector graphic images must be rasterized into a bitmap format for use as a 3D model texture

image.

Preparing a texture

When creating textures, remember

Texture mapping needs to be intuitive and functional.

— Erick Cantu

Probably the best way to start a texture file is to create a background layer that contains the primary colors of your final model. If your base model is primarily "Tuscan Red", then fill your background with "Tuscan Red". Variants for Pennsylvania, for example, would be RED `rgb(121,68,59)`, BROWN `rgb(111,78,55)`, TAN `rgb(166,123,91)`. Many tools allow you to enter a RGB color value into your editor.

You don't need to complete your texture before you apply it to your 3D Model. Even starting with the single base color would be OK.

For texture size, consider working with 2048x2048 textures. Try to avoid creating multiple smaller texture files versus one large file. You can always shrink your texture to 1024x1024 when all your work is done as the coordinate mapping will remain relative as long as the proportions remain the same. You could not, however, adjust 2048x2048 to 2048x1024 though, keep that in mind.

If your model is wide but not tall, as many vehicle models are, then you might consider starting with a 2048x1024 texture size, provided that you are only creating content for Open Rails. Open Rails will not have issues with textures that are not square, unlike Microsoft Train Simulator.

Once you have created your base texture for your model, you should a) Save it in the native format of your editor or in one of the Layered formats like [PSD](#) or [ORA](#). b) Save a copy in [PNG](#) format for use with Blender. Copy the [PNG](#) file to your project folder for your current model so it is easily available during a Blender working session.

Keep in mind that some people who might consider repainting your model will want to make use of their own photographs of actual vehicles or buildings. This means that it would be "unkind" to these "re-skinners" if you were to split up the sides of your model into multiple sections as they would have difficulty getting the sections to rejoin cleanly from their photographs. Try to keep the side and top views as continuous shapes in your model and your textures. However, if the model is unlikely to be re-skinned by 3rd parties, then you can conceivably create a separate texture for each section of the model. This will allow you to rejoin the sections as needed.



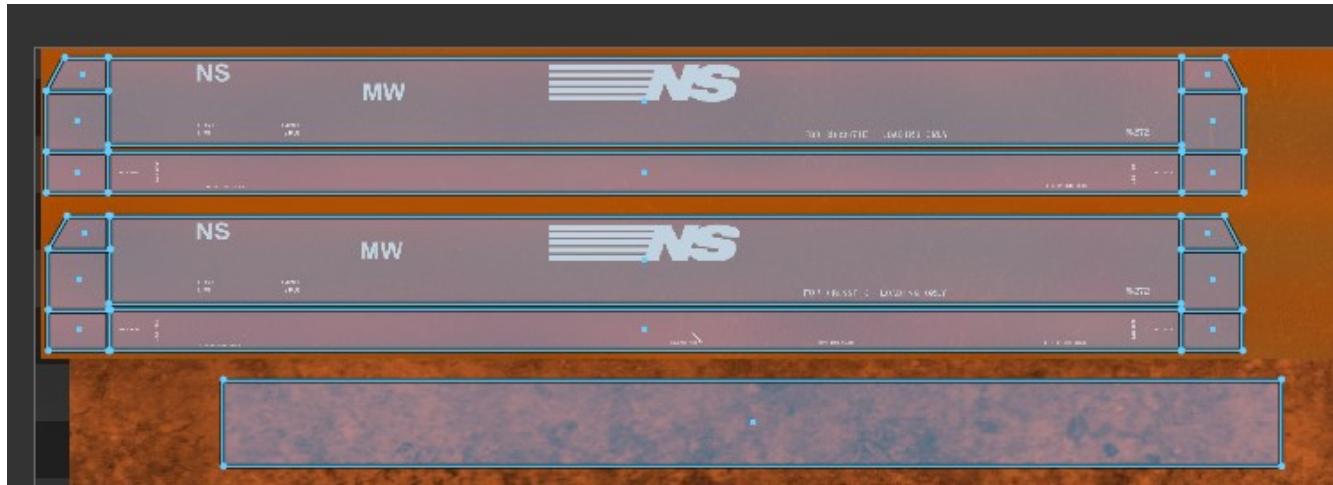
For scenery like brick buildings, use a seamless base layer (e.g., brick) below windows/doors layers.

Which Comes First?

The model or the texture? It depends on your references and goals.

- Texture first: works when starting from photos and rough dimensions.
- Model first: is best with drawings/specs; unwrap, UV → Export UV layout, paint against the guide, then replace the blank texture in Blender.

UV Mapping Basics



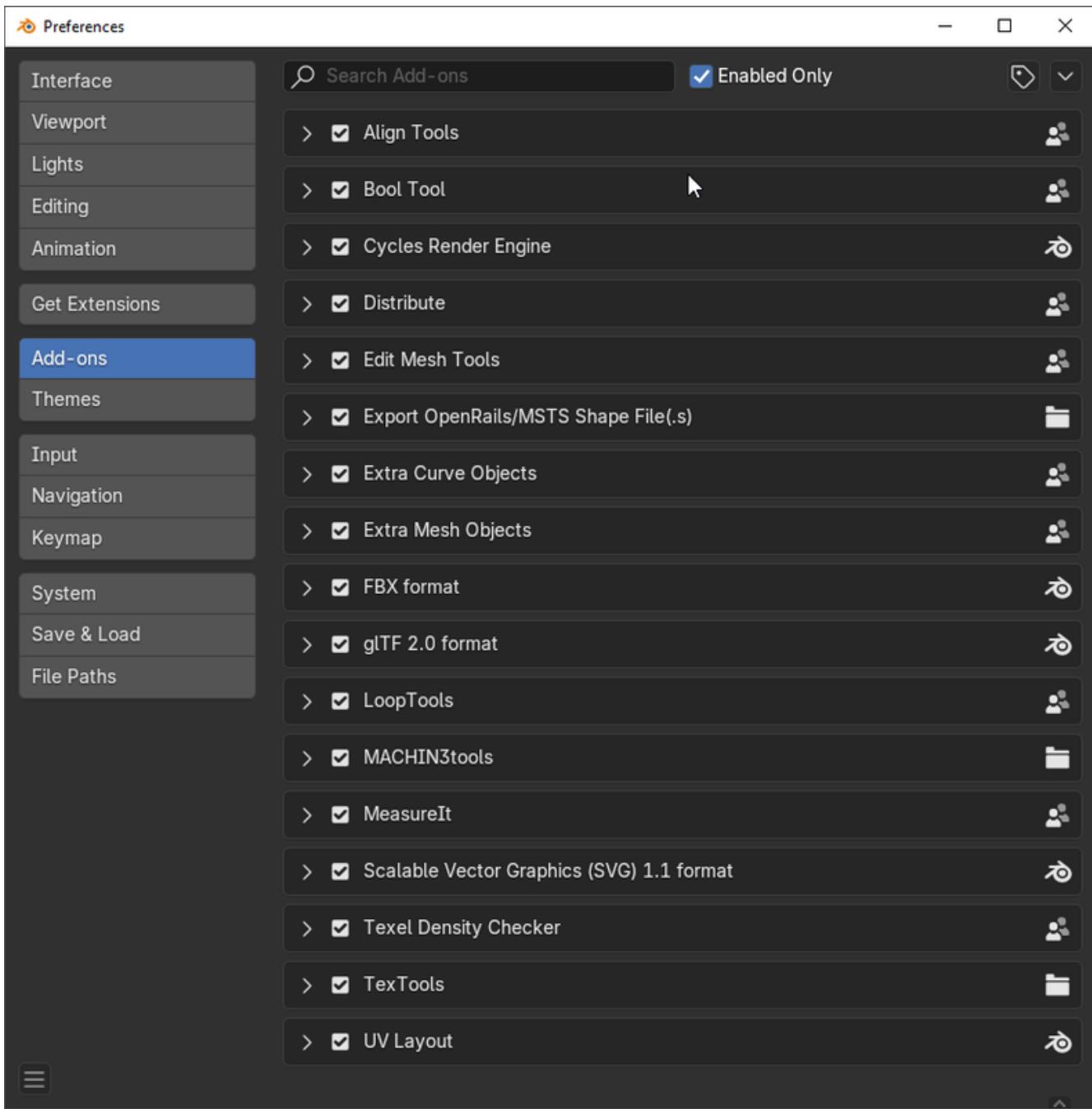
Setting up Blender for Texture Mapping and Baking

This section contributed by Scott Brunner.

This is intended as a primer, not a tutorial, so we'll be addressing the concepts involved that need to be considered for Mapping and Baking operations in Blender.

Author Tips

Blender is an application that can utilize 3rd-party addons and there are thousands of them. I'll only be discussing a few that I find essential for {OR} related work. These are free. I've tried many others as well and another modeler might prefer a different set of addons. Experimentation is key here.



In this setup, Blender 4.3 is being used and since Blender 4.2 many of the external addons are now available in the **Get Extensions** option under **Preferences**. **Texel Density Checker** is available via **Get Extensions** in Blender 4.3. **UV Layout** is an official Blender addon available via **Add-ons** option. The last one, **TexTools**, is available from GitHub and needs to be installed from the downloaded zip file.

Texel Density Checker

shows up the **N Side Menu** when in the **UV Mapping** window. It allows you to get or set the bitmap density of a UV island. For the best-looking models, you want a relatively consistent texel density, and this add-on makes it extremely easy to set on each island as you map it.

UV Layout

adds mapping functions to the **Top Menu** in the **UV Mapping** window. Some of the most important features are the ability to export your **UV Map** to a texture file so you can load it into your paint program, and the **Pack Islands** function help to pack your islands in the most efficient manner possible.

TexTools

shows up the **N Side Menu** when in the **UV Mapping** window. This adds a host of operations for manipulating your **UV Map** and single click **Baking**. If you've tried the default Blender **Baking** operation - this add-on makes your life much easier.

Textools Download: <https://github.com/franMarz/TexTools-Blender>

Textools Addon Video: <https://www.youtube.com/watch?v=rEcJQ6Jdue4>

Lets do a quick review of terms again...

Texel Density

- refers to the number of texture pixels (texels) per unit of 3D surface area. It's an important concept for ensuring that textures appear consistent and detailed across different parts of a model. Maintaining a consistent texel density is crucial for achieving a uniform look, especially when combining multiple objects in a scene. For isolated objects, a higher texel density can be used to create a more detailed look. Example: Air line hoses might benefit from a higher texel resolution than a typical car body.

Seams

- are the edges where a 3D model is "cut" or "split" during the unwrapping process. These cuts allow the 3D surface to be laid out flat in 2D space with minimal distortion. **Seams** only work under the following **Unwrap** operations: **Angle Based**, **Conformal**, and **Minimal Stretch**. *Regarding **Minimal Stretch**, this might have been added in Blender 4.3.*

UV Mapping or Unwrapping

- is the process of projecting a 2D image texture onto a 3D model's surface. It involves unwrapping the 3D model into a flat 2D plane, much like peeling an orange and laying its skin flat. This allows textures, such as images or patterns, to be precisely applied to the model, ensuring that each part of the texture aligns correctly with the corresponding part of the model's surface.

UV Vertex or UV

- is a point in the 2D space of a UV map that corresponds to a vertex on a 3D model. These UV vertices are used to define the position of the texture coordinates, determining how a 2D texture is applied to the surface of the 3D model. Essentially, they serve as the anchors for mapping the texture accurately onto the model's surface, ensuring that the details of the texture align

correctly with the geometry of the model.

UV Island

- is a contiguous group of UV vertices and edges that form a separate, unbroken piece of the UV map. It represents a section of the 3D model's surface that has been unwrapped and flattened for texturing purposes. Each **UV Island** typically corresponds to a distinct part of the 3D model, making it easier to apply detailed textures accurately.

Pack Islands

- in **UV mapping** is the process of organizing and arranging **UV Islands** efficiently within the UV space to maximize the use of texture space. You can do this with entire texture sheets or any subset therein. You can define a Margin to set how much space is kept between Islands.

Tiling Texture

- is a small, seamless image or pattern that is repeated, or "tiled," across a surface to create a continuous, uniform appearance. This technique is particularly useful for covering large areas without visible seams or repetitions, like walls, floors, or any large surfaces in 3D environments. By seamlessly repeating the texture, it allows for efficient use of memory and resources, as a single small texture can cover extensive areas without noticeable patterns or disruptions.

Swatches

- I don't think this is an official name - just what I call it. It's using small little swatches of material - that won't have any detail or baking applied - used on small parts, edges, or parts that aren't seen often.

Baking

- refers to the process of capturing detailed lighting, shading, and other surface information, such as ambient occlusion and reflections, and storing it in a texture map. These affects are created with Ray Tracing and add a great deal of "pop" to any model.

Ray Tracing

- is a rendering technique used in computer graphics to simulate the way light interacts with objects in a scene to produce highly realistic images.

Material

- defines how a 3D object's surface interacts with light and gives it its color, texture, and reflective properties. If you change the specular shine on two different objects mapped to a single texture - that will require two **Materials**.

Draw Calls

- for our purposes - it's every time we need to load a texture sheet to the video card - which is a resource intensive process - **Draw Calls** significantly impact performance - so you want to minimize them. Each **Material** you use - will - at a minimum - be a single **Draw Call**.

Ambient Occlusion or AO

- is a shading and rendering technique used to calculate how exposed each point in a scene is to ambient lighting. It simulates the soft shadows and subtle shading that occur in corners, creases, and near intersections of objects, where light is less likely to reach. This effect adds a sense of depth and realism to the scene by enhancing the perception of surface details and contact points between objects.



Unique texture real estate - if you want to apply details or baked textures - you need to ensure no UV Island overlaps another. Baking also has an option to adjust the margin size.

Scott's Example

I'll be using the RS3 as a reference model. I typically start out with two fairly large texture sheets - one for parts that have a Specular Shine and another for Flat or no shine parts. Typically - the upper painted metal body gets shine - the lower body does not. Some parts don't look good with shine - like handrails - so experiment and see what works best for you. I'll be focusing on the main body of the model for our discussion - as the trucks/bogies are a child - forcing a **Draw Call** - so it makes sense to have a separate texture just for them.

On the following texture images - a couple things to note:

The first two images are of the same flat texture - one with **Ambient Occlusion** and one without. It clearly shows how much you gain by taking the time to **Bake AO** into your textures. It's practically required. On the first two images - you can see the **Swatches** I use on various parts of the model - the hinges are probably the most identifiable. Multiple parts overlay each other in these little squares so the Ambient Occlusion makes a mess of this - if it's included in the **Bake**. In your paint program this is easily addressed by simply placing the **Swatch** layer above your Ambient Occlusion layer.







Using SEAMS to Unwrap the Model

To create a seam - you must be in edit mode - select the desired edges - then **Edge > Mark Seam**.

Applicable Commands:

L - Select all parts by Texture or Seam.

Seams Supported Unwraps:

- **Angle Based**

- **Conformal**
- **Minimal Stretch**

Purpose of Seams

Unwrapping the Model

Seams allow you to "cut" your 3D model so it can be laid out flat in 2D space, similar to how you might cut and unfold a cardboard box. This process is known as unwrapping.

Reducing Distortion

By strategically placing seams, you can reduce the amount of distortion that occurs when the 3D model is flattened. This helps to ensure that textures are applied accurately and without stretching.

Isolating UV Islands

Seams help define UV islands, which are separate, contiguous areas of the UV map. These islands can be textured more precisely, making it easier to apply detailed textures to specific parts of the model.

Texture Alignment

Well-placed seams help align textures correctly, minimizing visible mismatches and ensuring a seamless appearance on the final model.

How to Place Seams

Strategic Placement

Place seams in less visible areas of the model, such as along edges or in natural creases, to minimize their appearance in the final texture.

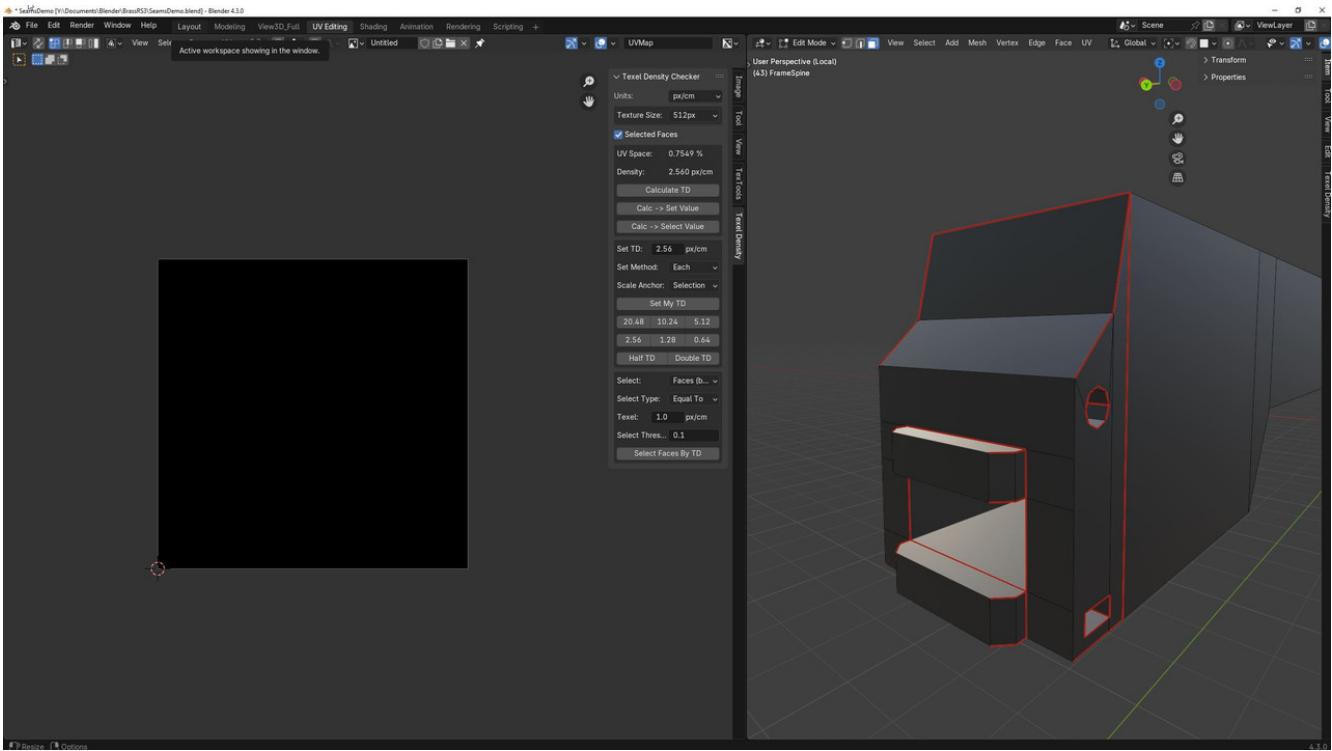
Testing Unwraps

Experiment with different seam placements and unwraps to find the best configuration that minimizes distortion and maximizes texture quality.

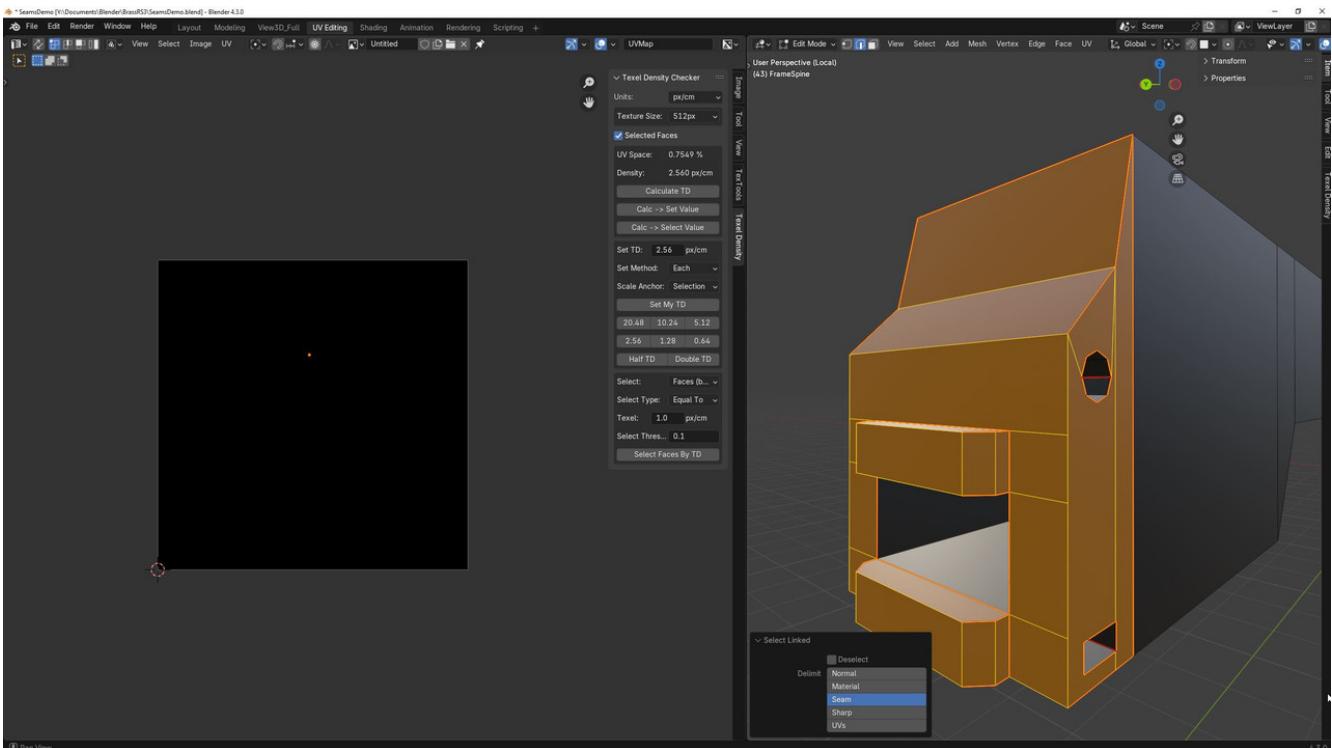
Consistency

Ensure that the seams create manageable UV islands that make texturing easier and more efficient.

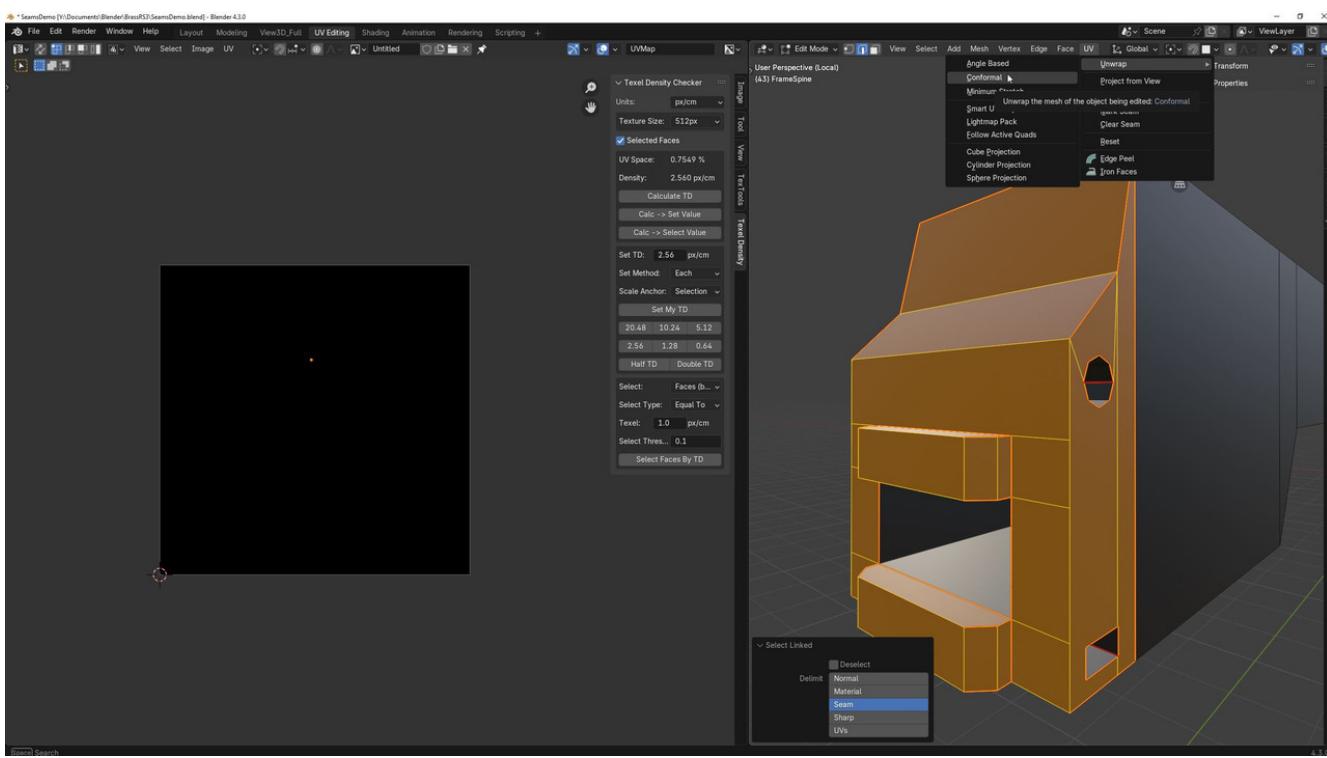
Marked Seams in Red



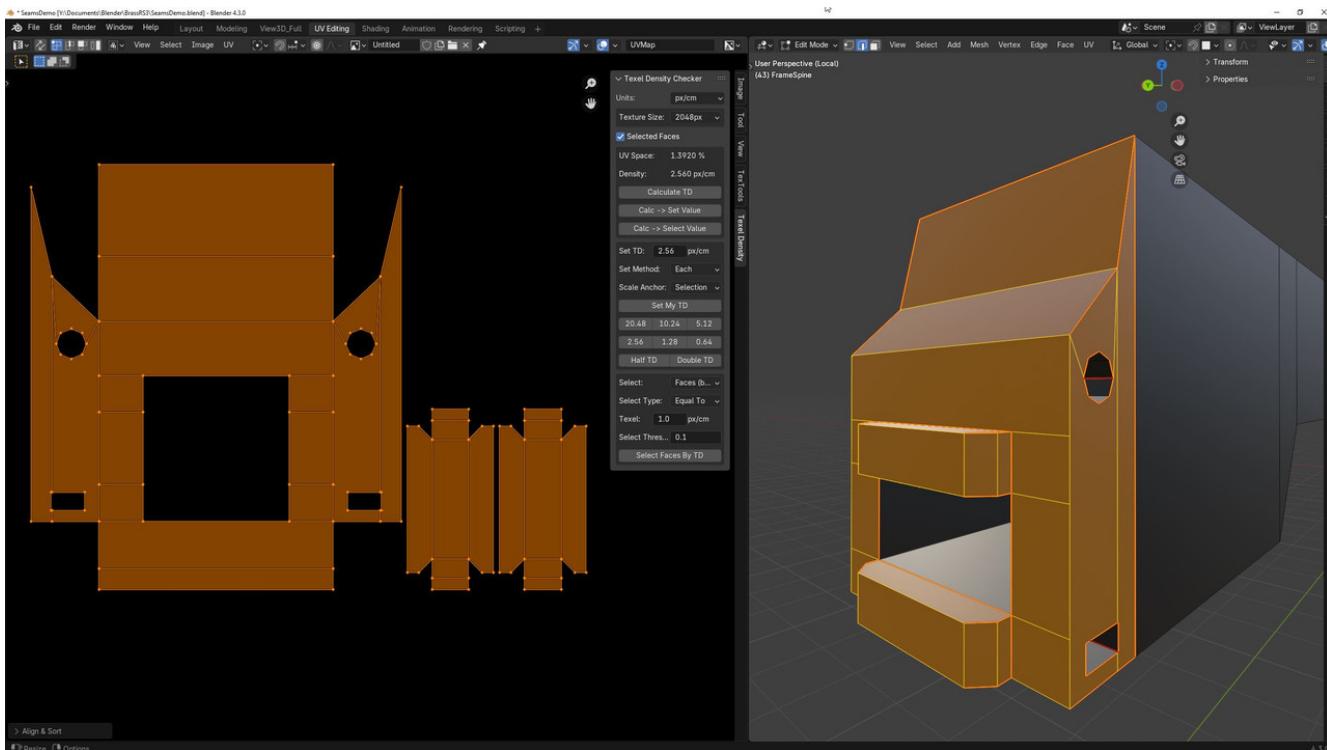
Select Desired Faces by Seam - Pressing **L** - Faces Must Be Fully Enclosed by Seams for Selection to Work



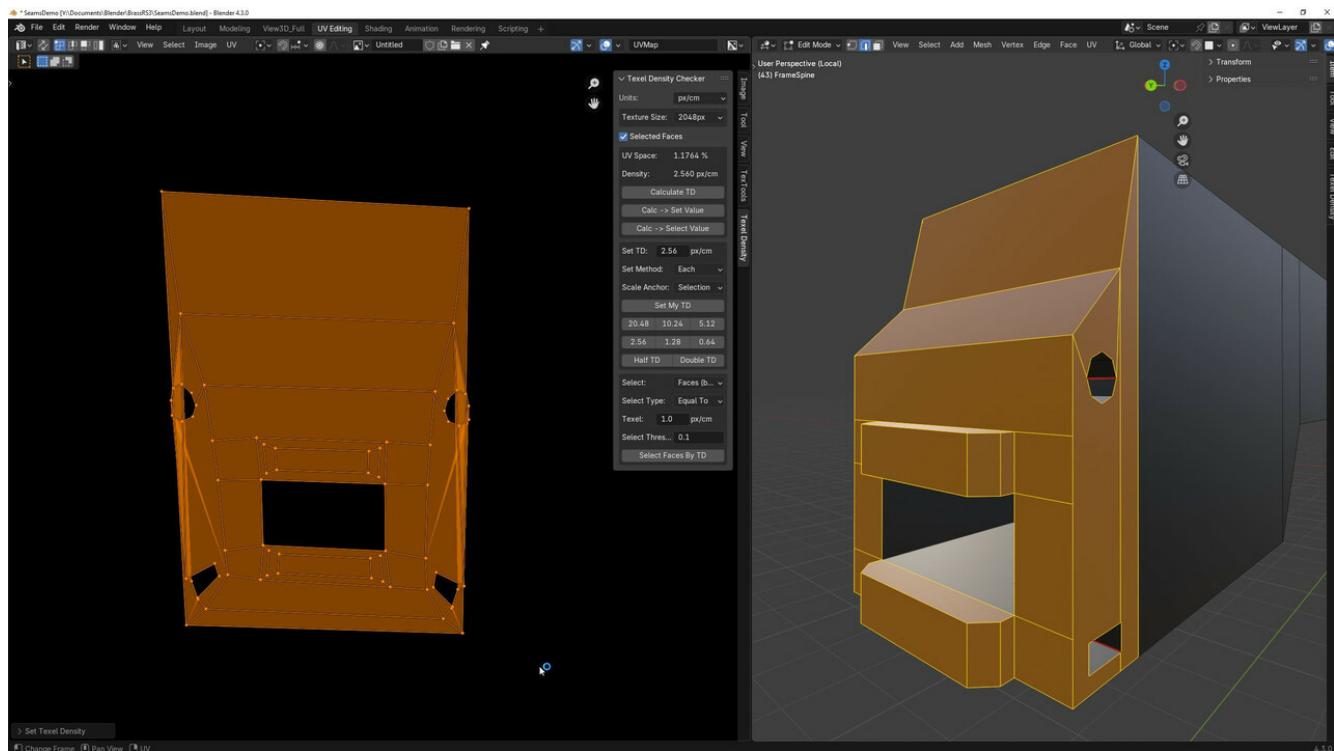
Conformal Unwrap



Results in (3) Perfectly Unwrapped Islands



Same Conformal Unwrap Without the Use of Seams - Completely Unusable

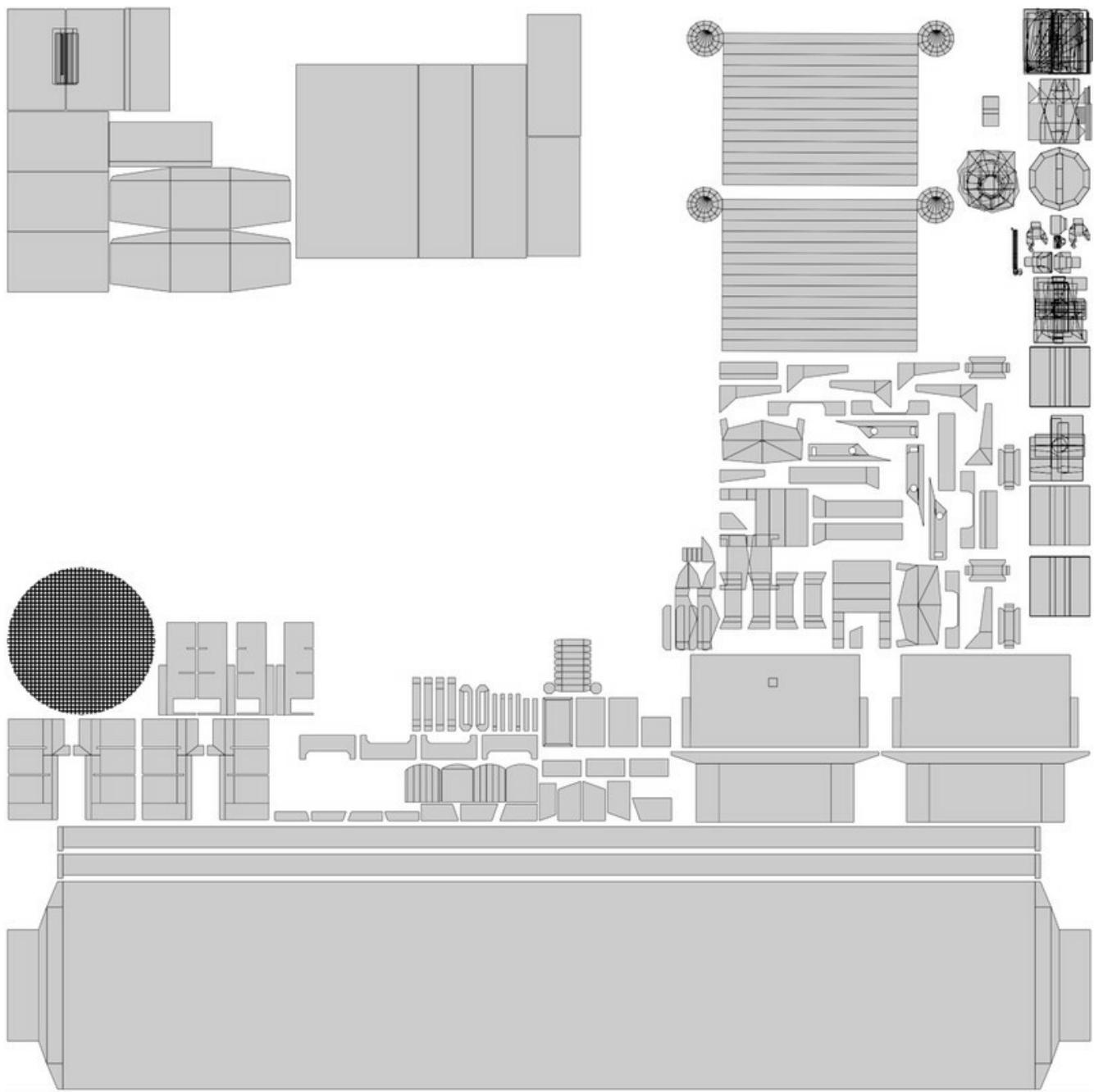


Once you have your **UV Islands** - you can set their **Texel Density** using **Texel Density Checker** - make sure you set your texture size appropriately on the top of the **Texel Density Checker** tool panel. Then just move them to where you want them placed on your texture.

You can save your **UV Map** to a texture file in the **UV Mapping** window by selecting **UV Export UV Map**. I would suggest setting the **Fill Opacity** to 1 for best results. It basically gives you a page out of a coloring book to apply your textures to.

One other important tip in the **UV Mapping** window - on the top left toolbar - there's a tiny little icon that has two arrows - one up the other down - at a 45 degree angle. This synchronizes the **UV Map** to your mesh. Where this comes in handy - you can select a **UV Island** and you may not know what it's mapped to - then move your mouse over to the **3D Viewport** and press **.** - it focuses and zooms in on the object that is mapped to your **UV Island**. Extremely helpful.

So easy a caveman could do it.



Packing Islands

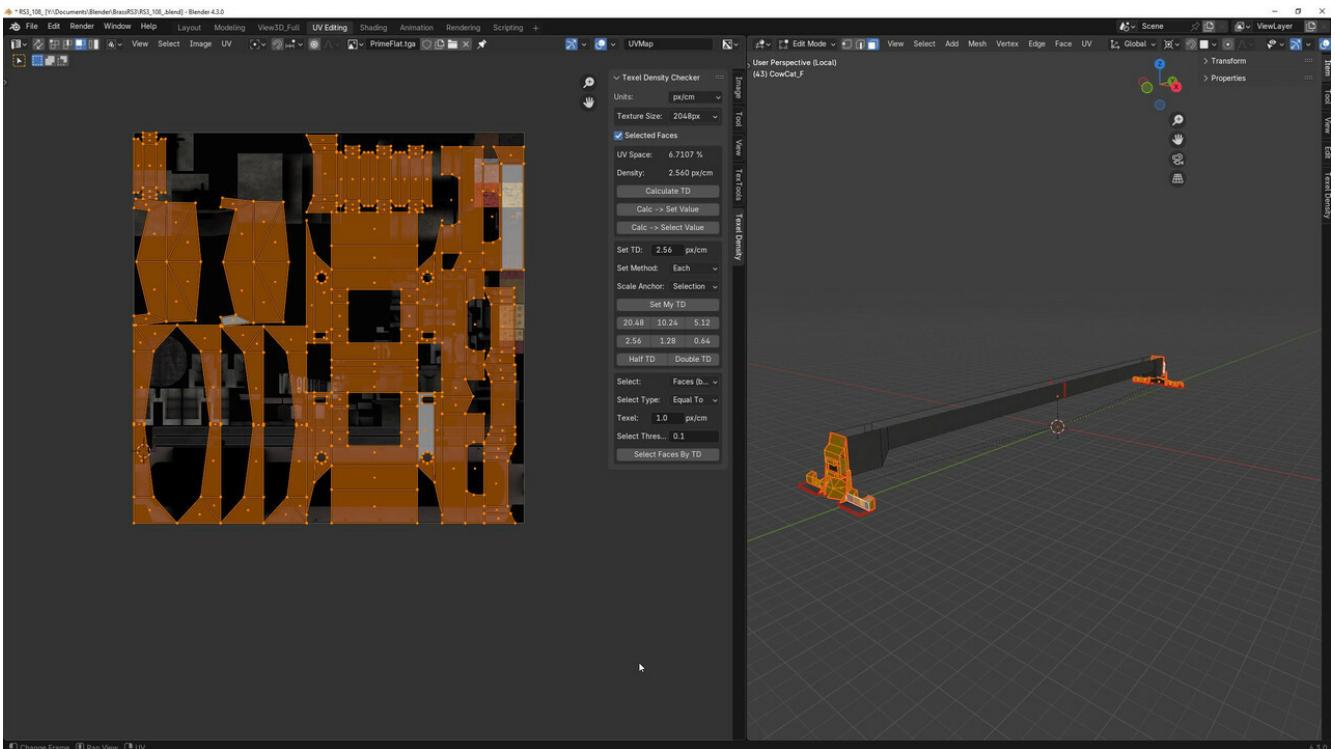
Pack Islands

- in **UV mapping** is the process of organizing and arranging **UV Islands** efficiently within the UV space to maximize the use of texture space. You can do this with entire texture sheets or any subset therein. You can define a Margin to set how much space is kept between Islands.

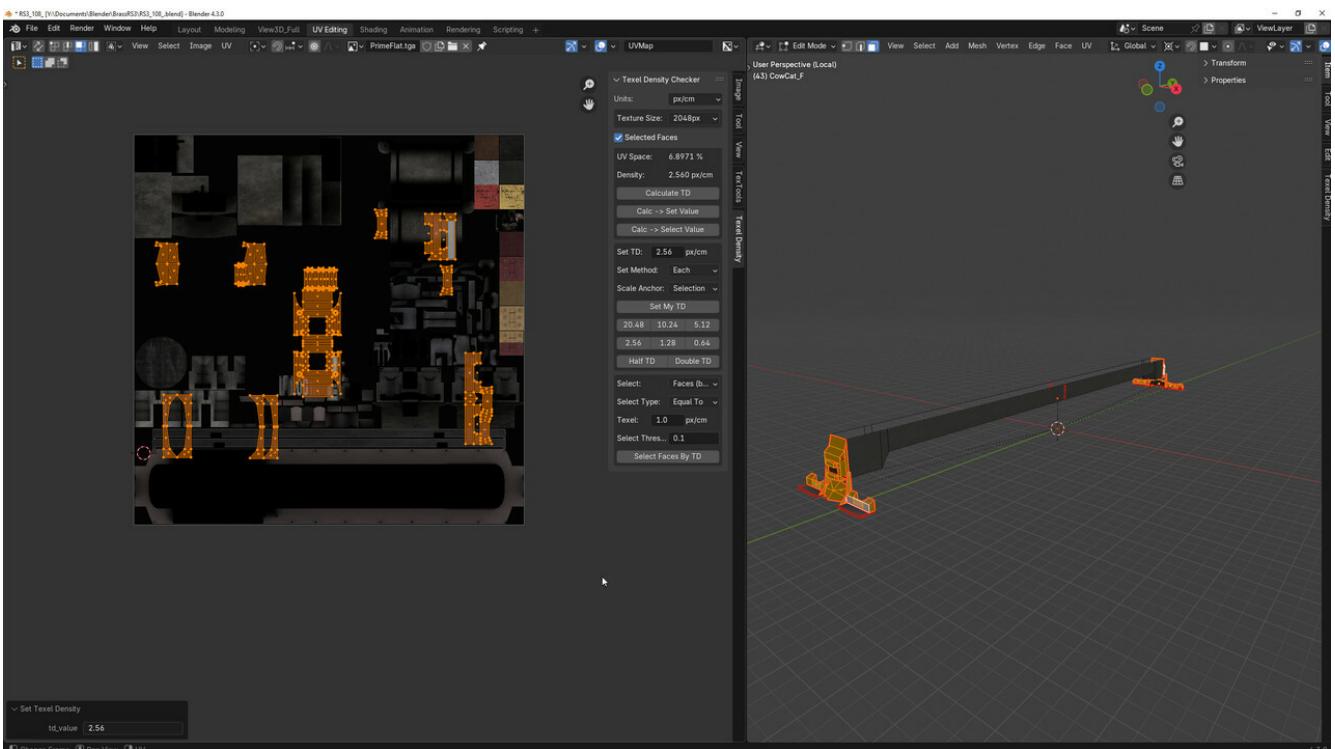
In practical use - you're probably going to be unwrapping far more faces than I did in my example above. You probably want to group them by texture used and perhaps proximity to each other. Instead of manually trying to juggle your **UV Islands** - Blender has included a great tool called **Pack**

Islands.

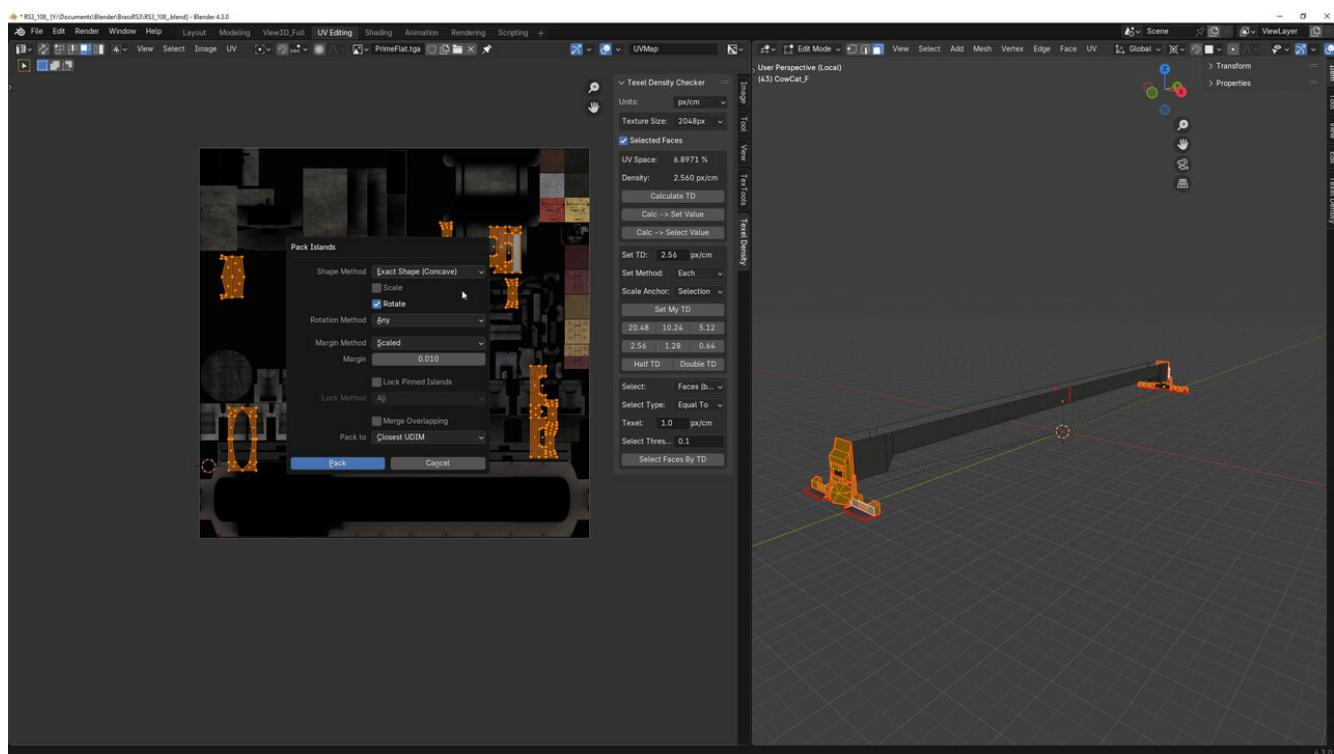
Realistic Unwrapping



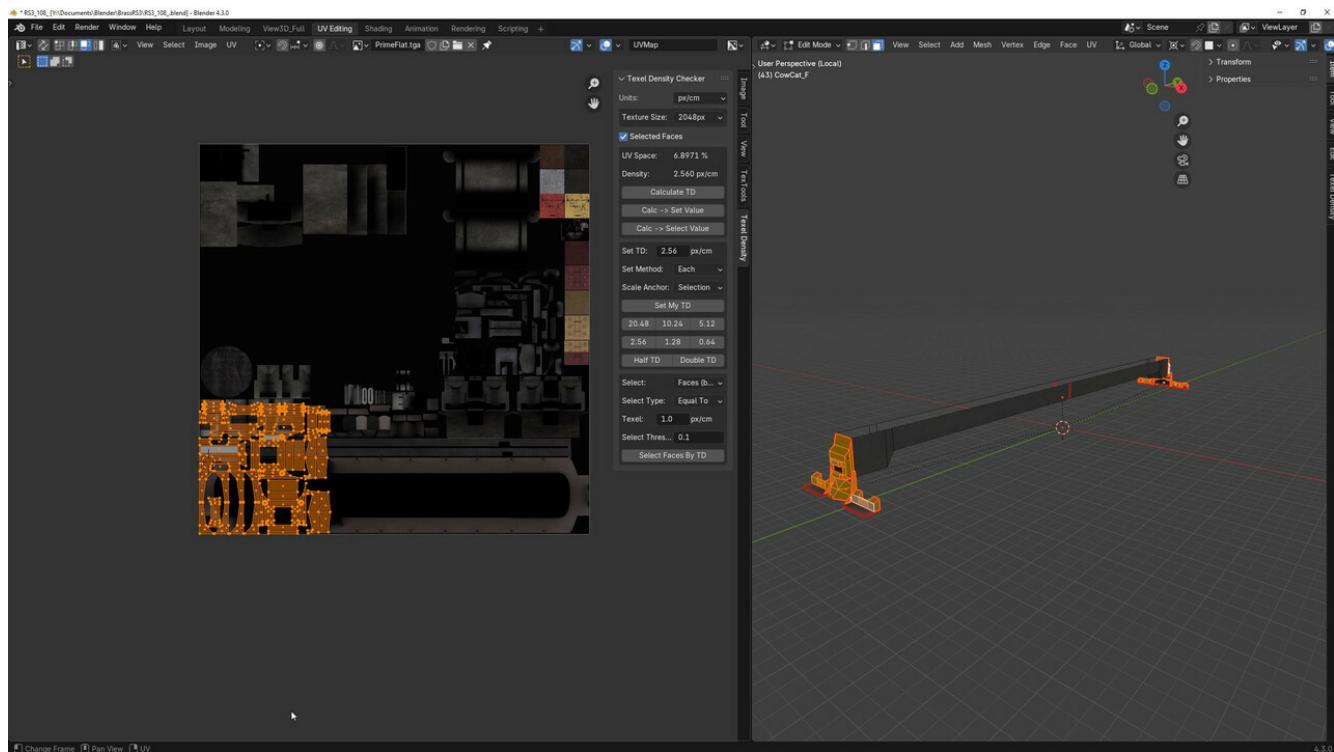
Set Your Texel Density as Required



Pack Islands - UV > Pack Islands - Uncheck Scale - Set Your Margin



Result - An Efficiently Packed Group of UV Islands



The packed group of UV Islands - is ready to be moved where desired on your texture sheet.

Windows

- Separated the glass faces into its own object.
- Apply a greyish blue texture partially translucent - `RGBA = 25, 28, 32, 220`
- In the MSTS Materials panel, set the Transparency to `Alpha Sorted, Lighting = Normal`.



Other Blender users have had success with using `alpha blended transparency`



Don't use DXT compression when you make your .ace file.

Texture Nodes

Texture nodes are a powerful tool in Blender that allow you to create complex and dynamic textures. They allow you to create procedural textures, blend multiple textures together, and apply filters and transformations to your textures. The problem is, that while these are powerful tools, the methods for creating them can be a bit daunting and not as useful as they might seem in our texture creation scenario. You would likely be better off with using the texture baking process to create your textures.

Lastly, the NODE system in Blender is a new-ish feature and is somewhat hard to explain. No additional mention of it will be made.

Decals

A newer concept, and one championed by the NAVS technique, is to use a separate bitmap or multiple bitmaps to generate various car numbers without having the numbers be part of the main bitmap. This gives added flexibility to car rosters as custom car numbers are easily generated without resorting to difficult post-release editing of `.ACE` or `.DDS` files as many have done in the past. Changing numbers that are part of a final bitmap are particularly difficult.

A DECAL using this method is a small section of the main model that has a smaller `3d plane` object floated just above the surface of the model. This plane is assigned a set of UV coordinates that map to a specific number or numbers desired on a particular car from its assigned texture. Using the Open Rails `INCLUDE` statement in a WAG or ENG file, you can specify decal mapping using the `FreightAnim` keyword to locate the related decal `S` file(s).

I'll share a decal creation technique here using Python code for the so inclined in the programming section of this documentation. The benefits of a code approach is you have a nearly exact idea of how the texture is laid out and can easily adjust the layout to your needs. The disadvantage is that you have to have the Python programming language installed on your computer along with required graphic packages the code depends on. If you are not comfortable with Python, then you can use the manual method to lay out your decals, its just a bit more time consuming.



Notice the outline. That is the shape of the 3D Plane object. A plane is a single sided shape that we can butt up against the car body. We rely on the Alpha Mask channel so only the lettering is visible. The UV coordinates are set to map to the lettering we want to add. The plane object is saved as a separate `.s` file and used as `freightAnim` to customize the reporting marks.

998 235	NS 998235
998 375	NS 998375
998 369	NS 998369
998 366	NS 998366
998 344	NS 998344
998 343	NS 998343
998 355	NS 998355
998 349	NS 998349
998 293	NS 998293
998 292	NS 998292
998 279	NS 998279
998 270	NS 998270

Layering Basics

When working on a texture for a model, you are going to want to add bitmap layers that help to achieve the desired final result. This means being able to adjust the parameters and effects that each layer brings to the final result. These include making layers with more opacity so the details of lower layers are not obscured, or adding upper layers that contain effects for Grime, Rust, Dirt, Dust, as explained in the now lost "Painting Guide" that once existed on the 3DTrains.com website.



Since the 3DTrains website is now off the Internet, some of the things that I

learned from that website will be shared here. Hopefully, 3dTrains folks don't mind that I've tried to share that information here as a sort of archive of what was at the website.

There was an explanation there that you would have you add four NEW layers to your base image and name them Grime, Rust, Dirt and Dust.

Grime Layer

- Set the airbrush tool to a width between 150 and 200
- Select a black color, lets say RGB 10,10,10, for example
- Spray all over the layer making sure it looks uneven and spotty
- Now **hide** this layer from view

Rust Layer

- With the same airbrush settings, choose a rust color like RGB 136,57,4
- Make sure its sprayed on so you can still see through it.
- Now **hide** this layer from view

Dirt Layer

- With the same airbrush settings, choose a yellowish/brown color like RGB 126,113,38
- Make sure its sprayed on so you can still see through it.
- Now **hide** this layer from view

Dust Layer

- With the same airbrush settings, choose a light color like RGB 192,192,192
- Make sure its sprayed on so you can still see through it.
- Un-hide all the layers

Finalization of effects

- Set the transparency-opacity properties of each of the new layers to somewhere between 10 and 30 percent
- Adjust the percentages of each weathering layer to get the best effects
- Save the file in the layered format

- Save a copy in the PNG format for use with Blender

Applying Fonts and Lettering

With the layered format file open, create a new layer just above the BASE layer in the document. This will make sure that the lettering being added is below the weathering effects.



While it might seem like a shameless plug for my website, you will find a number of railroad related fonts at <http://www.railsimstuff.com> to help with adding lettering and logo details to your textures. In case you are wondering, the fonts are all free and I make no money from this web site, in fact it only costs me money to keep it running so it is a labor of love that I have provided for nearly 20 years.

As mentioned above, the opacity of the DECAL layer should also be adjusted so it does not hide underlying details. The effect for decals though needs to resemble having been painted on, so the opacity will mbe much closer to 75% versus a lower value.

Layering Tips from Erick

Erick Cantu on Weathering

When I'm walking around, I often find myself taking photographs of dirt, gravel, grass, concrete, and the like. You might think that I take these photos to use as textures. You're sort or right, but mostly wrong. I take these photos primarily to create layer masks used in weathering cars.

The master textures for all of my cars are always set up like this, from top to bottom:

1. A top mask to keep the overall image tidy
2. Any standalone parts that need to not be affected by the shadow layer
3. A highlight layer which adds a little bit of highlight to selected areas
4. A shadow map which contains the bulk of the detail, including panel lines, ribs, and so on
5. Several weathering layers
6. Car markings
7. The base color layer
8. A wireframe layer for reference (I never look at my cars in shape viewer as I'm painting - first, it wouldn't work, second, the wireframe layer makes it unnecessary)

Here's an example of a simple weathering technique. Freight cars get beaten up pretty severely on the road. They often end up with dents, gouges, and scratches. We can easily create textures for gouges and scratches with photographs of grass. I start with this photo:



I then turn it to gray-scale and darken it significantly while bumping up the contrast:



When you use a gray-scale image as a layer mask, pure white areas will be opaque, while pure black areas will be transparent, with values in between being semi-transparent to varying degrees. It's an opacity map. I can then take a photograph or dirt, or really any image of the right size with some dark color, apply this image as a layer mask, set the properties to "multiply," and end up with dark, scratchy areas all over the car-body. But I can milk that image some more. If you're trying to

maximize your output while minimizing your time, it pays to get the most out of all of your resources. I copy the layer, rotate it 180 degrees, invert the colors, and set the properties to "addition." I decrease the opacity to 30%. The end result is this:



Because the textures for the car are not perfectly symmetrical, it's hard to tell that the light, additive layer is the same image as the dark layer, but rotated 180 degrees. Similarly, I can rotate both images 180 degrees, change the opacity values slightly, and add perhaps another layer of spotty dirt, and those same layers easily create a car-body that looks totally different. You could go back to the original image and flip the scratch layers horizontally for a third car-body, or vertically for a fourth.

I am always on the lookout for walls with streaks of dirt from the rain, rusty metal, or anything that looks patchy. You can get so many great layer masks from those things, and most of us are carrying a perfectly-adequate camera in our pockets these days anyway. I used to hate weathering. Now it's quite easy and enjoyable, taking very little of my time.

Working with Alpha Channels

Historically, Microsoft Train Simulator has relied heavily on image transparency, the alpha channel in an image, to show intricate details on a model by applying a texture you can see through instead of having to model the actual shapes, thus replacing many object faces with a surface. It doesn't always work well, but has been used heavily by creators wanting to keep poly counts to a minimum.

In addition, you would use Alpha Channels in an image to create the translucency you see when looking at/through glass such as a window.

Both of these techniques require that you start with an image format that understands the concept of a transparency mask. In the case of "image cutting", you would rely on a 1 bit Alpha channel that is either see through or opaque, however, in the case of a Window, which is semi opaque, you would rely on a 8 bit Alpha channel with 255 shades of gray between Full Black (transparent) and Full white (opaque).

The tricky part is that every bitmap manipulation tool, GIMP, Paint.NET, PaintShop Pro, etc has their own idea about how to manipulate this Alpha Masking.

- You can't just use ANY bitmap editor to edit files for transparency manipulation... you need one that actually understands files (like TGA) with an alpha channel embedded.
- If you use TGA tools, it can separate the MAIN texture from the ALPHA channel and allow you to edit them separately (but they need to come back together at some point, as in - with a TGA FILE.)
- A .bmp FILE "technically" cannot contain an Alpha Channel... so if you are using a .BMP file... the alpha channel will just be **gone** and it would be something you need to fix/recover.



There are many formats of BMP bitmap file, including those with alpha channel support. The catch is that those such formats are not commonly encountered on Windows, and most bitmap editors won't edit or deal with them correctly. Therefore, its best to just consider that **.BMP** has no Alpha channel support... so just use **.TGA** or **.PNG**.

Creating Alpha Channels with GIMP

This document is a brief tutorial on Alpha Channel usage in GIMP (GNU Image Manipulation Program). It covers the basics of creating and editing alpha channels (transparency) in GIMP, including how to use the tools, how to select and refine the selection, and how to save your work.

Step 1: Start GIMP

Open GIMP (GNU Image Manipulation Program).

Step 2: Open your image

Go to [File → Open](#) and select the image you want to edit. TIP: GIMP supports many formats, such as [.png](#), [.jpg](#), [.bmp](#), and [.tif](#).

For this example, we'll use a [.png](#) image that has a sky background that we want to make transparent and a cityscape in the foreground we can't keep.



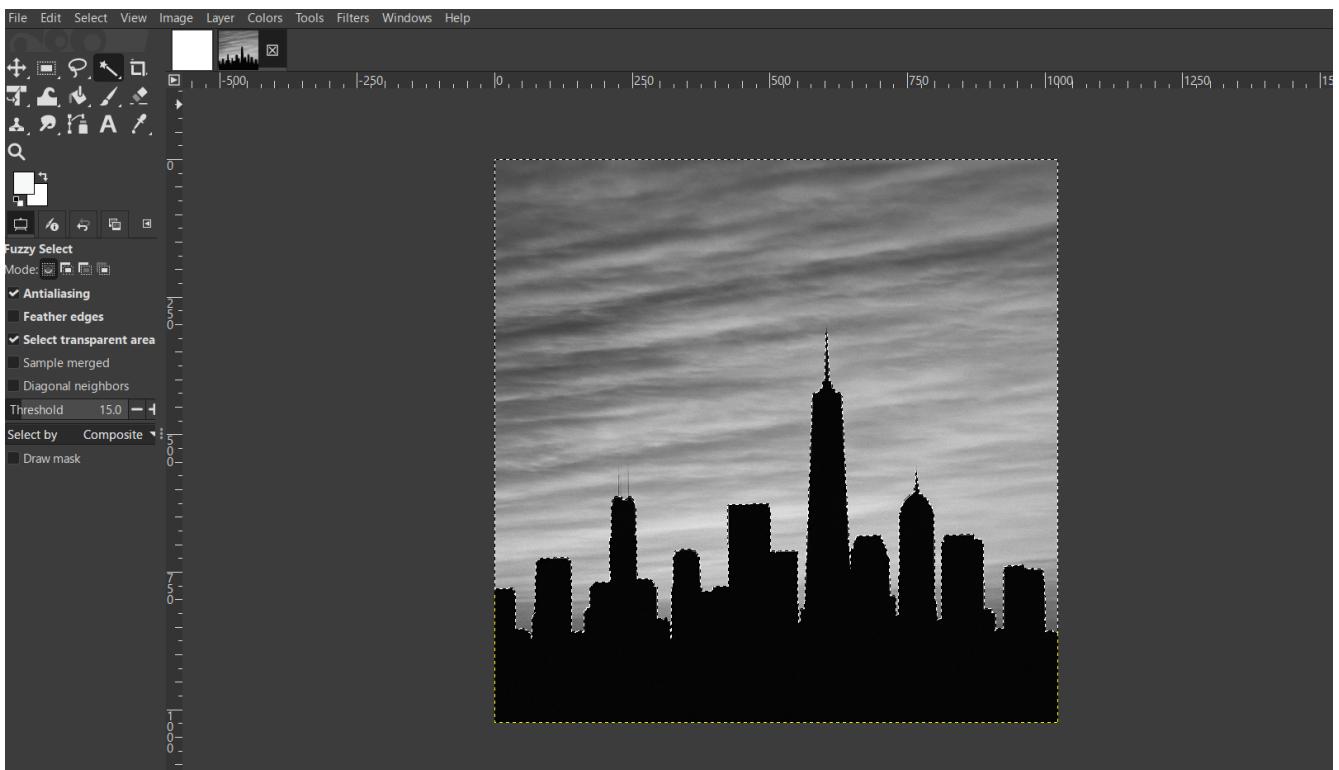
Step 3: Add an alpha channel

To allow transparency, add an alpha channel if one doesn't already exist: [Layer → Transparency → Add Alpha Channel](#) (If this option is grayed out, the layer already has an alpha channel.)

Step 4: Select the image area

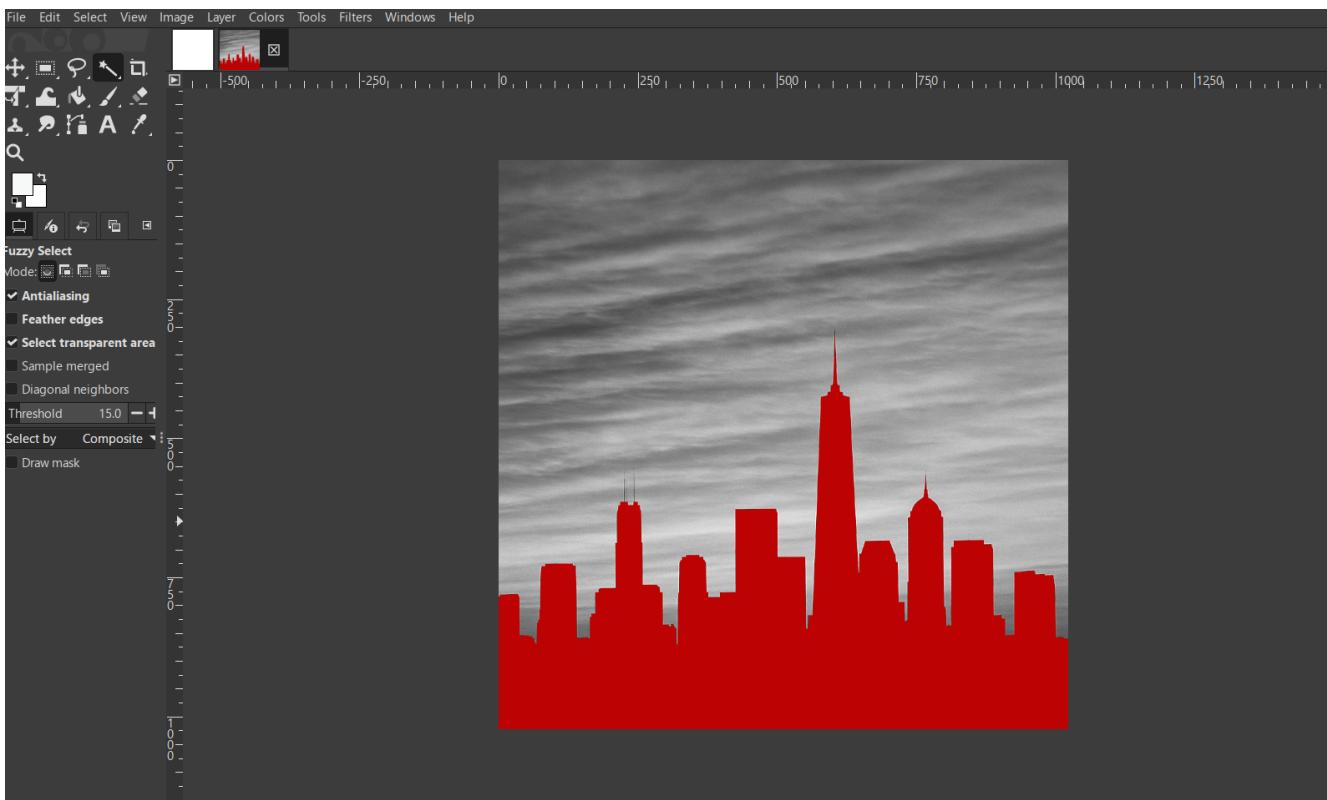
Choose the **Fuzzy Select Tool** (the “Magic Wand” equivalent). Click on the part of the image you want transparent. Adjust the **Threshold** in the Tool Options to expand or limit the selection.

It might take a few tries to get the selection just right. Or maybe even invert the selection if you selected the wrong part or selection is easier. To do this, choose [Select → Invert](#) or press [Ctrl+I](#).



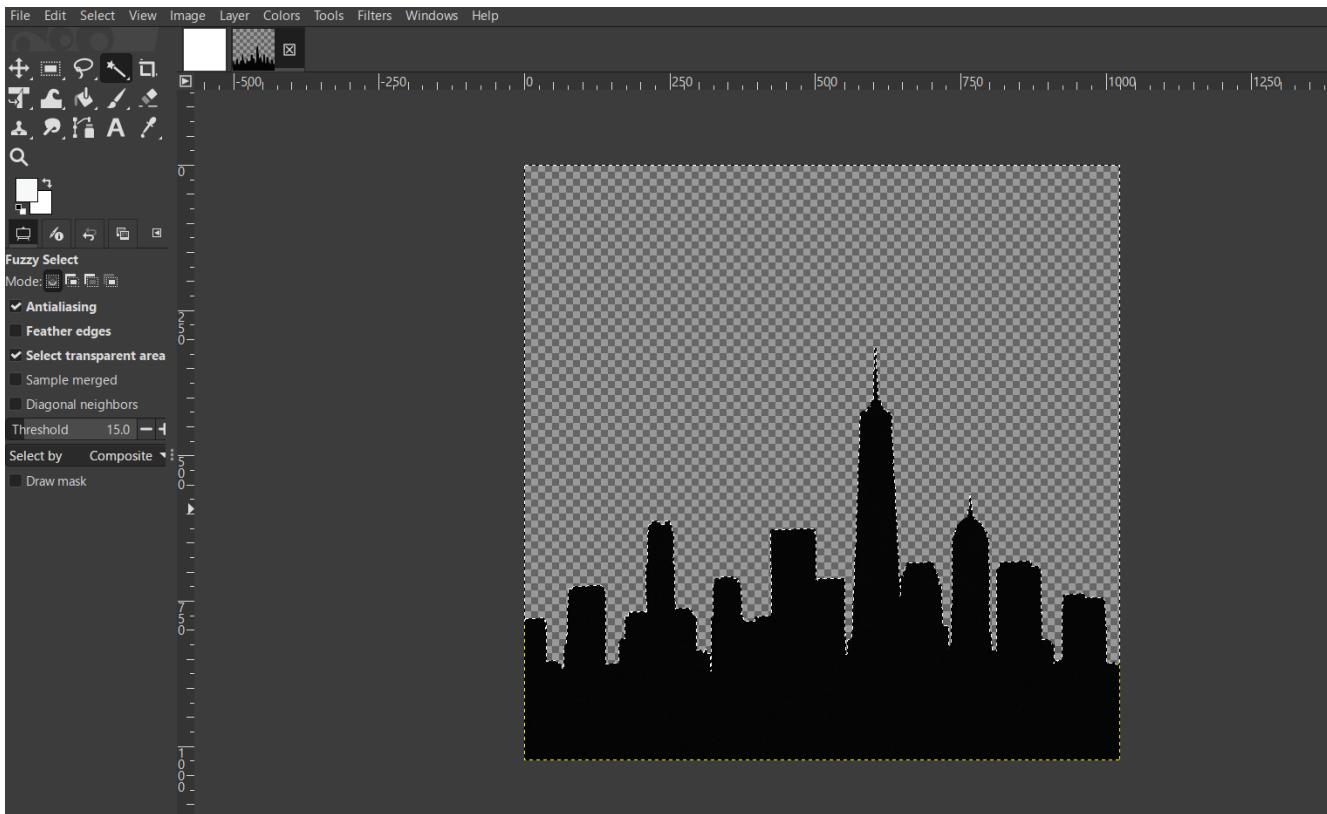
Step 5: Refine the selection

Use the [Select → Grow](#) or [Select → Shrink](#) commands to fine-tune edges. You can also use **Quick Mask** ([Shift+Q](#)) for precise painting.



Step 6: Clear or fill the selection

With the selection active:
* Press **Delete** → removes the selected pixels (they become transparent).
* Or go to **Edit** → **Fill with FG/BG Color** (set FG or BG to black/white for alpha control).

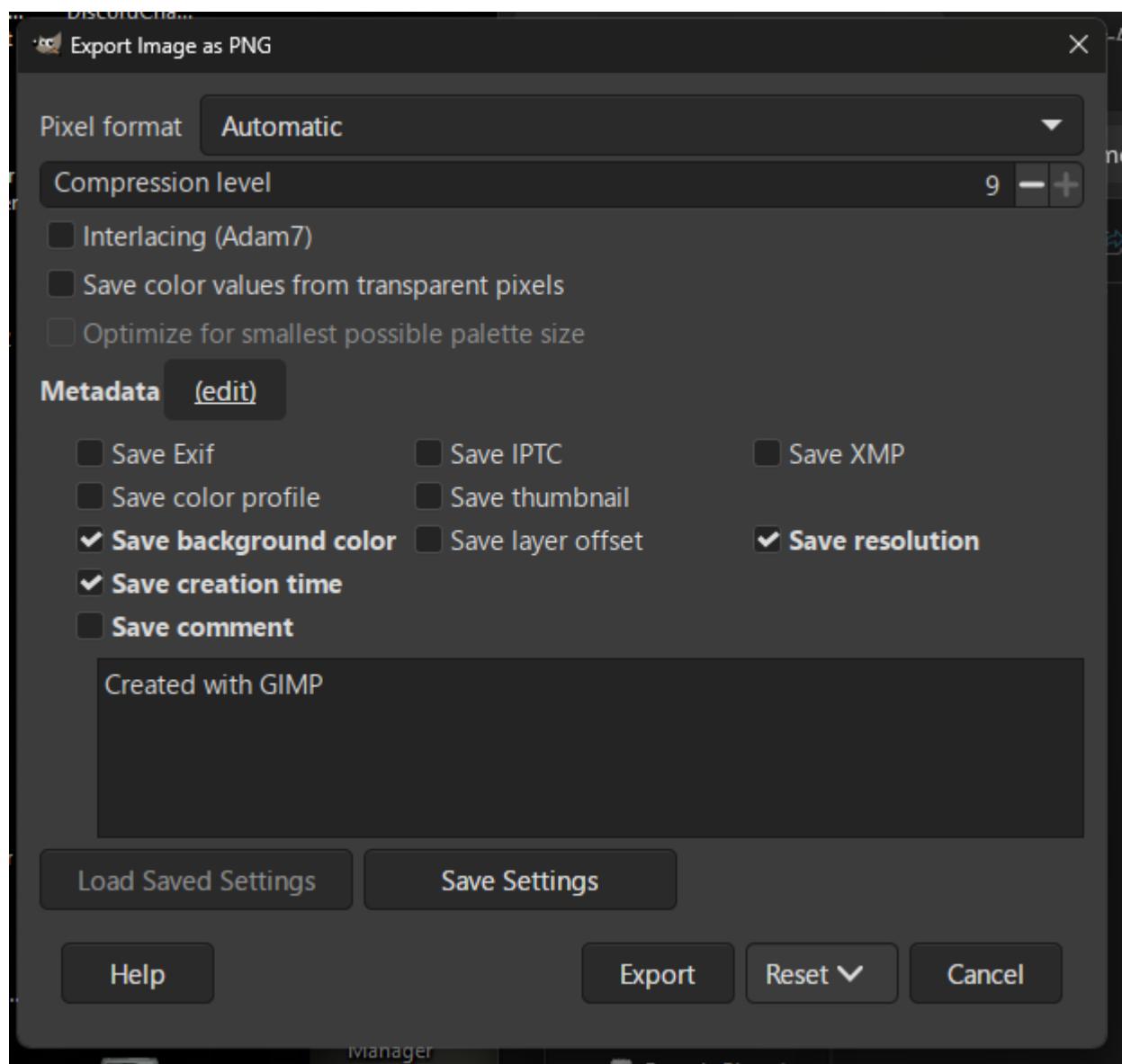




In GIMP's alpha channel, * Black = fully transparent * White = fully opaque * Gray = semi-transparent

Step 7: Save your work

To preserve alpha transparency, export to a format that supports it: * **.png** (recommended for web and most modern uses) * **.tga** (if specifically required) * **.xcf** (GIMP's native format, for keeping layers and masks editable)



Use **File → Export As ...** and select your preferred format. For PNG, ensure **Save color values from transparent pixels** is enabled. For TGA, disable **RLE compression** if compatibility is an issue.

Step 8: Optional: Use a layer mask

Instead of directly editing transparency, you can create a layer mask: [Layer → Mask → Add Layer Mask](#) → **Initialize to Selection**. This gives you non-destructive control over transparency and can be applied later.

Gimp Alpha Wrap Up

Remember to save your project frequently in GIMP's native `.xcf` format, and keep backups of original images.

TIP: Using a **layer mask** is usually safer than directly erasing pixels. You can always refine the mask with brushes, gradients, or filters — and convert it back into an alpha channel at export.

Image Tools

This section lists some of the "extra" tools and functions that are used to create or work with textures.

Measuring Tools

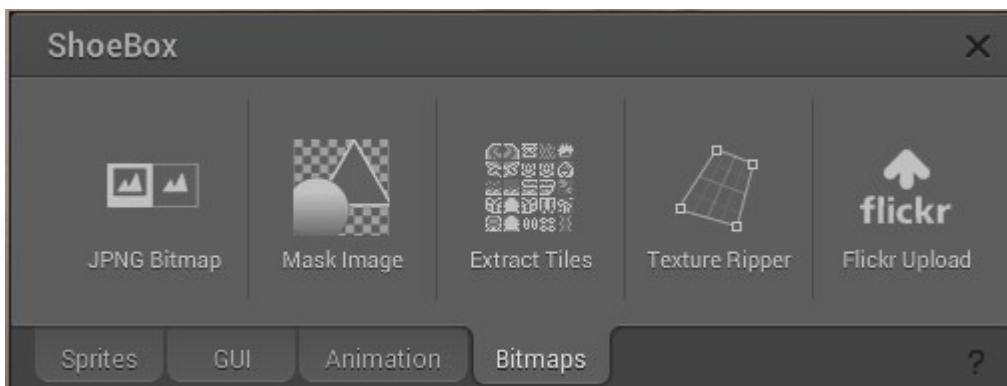
Measurements from photos. Not perfect... but it helps.

<https://eleif.net/photomeasure>



Dealing with perspective distortion

For texture pre-processing, particularly for photo-based texturing, I use the following tool: <https://renderhjs.net/shoebox/> to perform a fix for perspective warping when the photo is not taken directly square on the object. It requires ADOBE AIR to run, which is available from Harman International since Adobe stopped supporting it. <https://airsdk.harman.com/download>



The "texture ripping" option in the program allows you to clip pieces from a master image and you are able to adjust the alignment while you are doing it. This is a great way to get a good start on your photo based textures.



The image to be manipulated should be in your copy/paste buffer before starting the texture tipping process. You then click 4 adjustment points on the image and the program will automatically adjust the image to fit the 4 points.



You can then save the image to your drive as a texture file you can import into your bitmap editor.



ACE2BMP

ACE2BMP is a command line tool - to use in scripts - to covert ACE texture files to BMP texture files. It was created by David Webb and tested by me. Usage: ACE2BMP.exe [Source Ace] [Destination BMP]. (issued under GNU General Public License) By Scott Brunner

It is available at ElvasTower Downloads section. For the technical types, the original author's source code is available at <https://github.com/djw-zr/ace2bmp>

ACEIT

AceIt is a program designed to produce Kuju ACE format texture files from many common image formats. It is intended to be used as a replacement for the Microsoft Train Simulator supplied tools **MAKEACE** and **MAKEACEwin** tools.

Aceit contains the newest and best methods for working with .ace files.

- You start with a .bmp file which you can generate using MS Paint or other drawing program. (Unless your texture has an alpha channel (transparency) then you would generate a .tga file).
- Then run Aceit.
- Enter as the input the .bmp file you created then enter where the output will go (usually your routes texture folder)
- Then finally, save it.



Aceit itself is very old and it may have difficulty being installed or get running on modern Windows systems. You may need to run it in compatibility mode for Windows XP SP3 or consider using ACE2BMP utility.

TGATOOL2 and MAKEACE tools

If you want to continue to work with .ace file format defined by Microsoft Train Simulator, then these 2 tools, TGATool2 and MAKEACE were pretty much the starting point for texture manipulation. These tools are quite old.

TGATool2

a standalone program for working with the .bmp, Targa .TGA and .Ace files used by Trainsim. It works in conjunction with the MAKEACE utility. There is an updated version in ACEIT.

MAKEACE

The MAKEACE utility converts industry-standard image file formats into the Kuju image file format known as ACE (extension .ACE) which can be used with Microsoft Train Simulator. MAKEACE supports Windows Bitmap files (extension .BMP) which contain 24-bit RGB encoded images and Truevision Targa files (extension .TGA) which contain 24-bit RGB encoded or 32-bit RGBA (Red, Green, Blue + alpha "translucency" channel) encoded images.



The default MAKEACE utility that was supplied with Microsoft Train Simulator has limitations and it is highly recommended that you replace it with the ACEIT utility. At the very least, get the MSTS TOOLS 1.4 update.



I no longer recommend using TGAtools2 from MGGrapphics unless you are just trying to recover images from existing ACE files.

When you need to modify a texture that has been saved in the .ace file format, TGATools2A is typically the software of choice for opening the .ACE file. You can obtain TGATools2A through an Ace-It utility installation. Once you have the .ace file open in TGATools2A, it's advisable to promptly save it as a .tga file.

While the .ace format is primarily used within MSTS (Microsoft Train Simulator), the Targa format (.tga) is more versatile and compatible with a wider range of software applications. TGATools2A offers the capability to independently edit the color and alpha components of the texture. Alternatively, you can also open the .tga file in software like Photoshop, PaintShop Pro, etc and make direct edits.



It's important to understand that simply "applying alpha" to any texture and expecting it to function seamlessly on any model is not always feasible. While it's possible to "transparently remove" portions of a model by adding an alpha channel to the texture, it may also be necessary to modify the shape file to properly utilize the alpha component of the texture. However, if your goal is to merely correct the existing alpha, and the shape is already set up for it, these considerations may not be applicable in this context.

DXTBMP

This is a tool that is also available from MWGFX website, as is TGATOOLS2. Images can be passed to any paint program for editing in 24 bit and then re-imported and saved in any of the 16/24/32 bit formats. Transparency (Alpha) channel of textures can be viewed and edited separately from the main image. It supports .DDS files.

Example Session:

- Open the "Original " ace with the alpha included.
- Under the "Alpha " setting go to extract the alpha.
- Click **yes** , **ok**
- Name the "alpha" you extracted and place in the **ace** you created.
- Open your image with DXTBMP and import the "Alpha" into your image.
- At the bottom of the "Alpha" setting, Click **Apply Alpha to Image** and you should be done.



This applies too both **ace** and **dds** files



It's really just easier to use a tool like Paint.net for creating the **.DDS** file.

Alpha materials in Blender

If you want to just keep your hair in your head, versus pulling it out... here is a recommendation.

- Use Paint.Net or GIMP (if you have some extra cash, use Affinity Designer)
- Use the NATIVE format of your selected Bitmap Editor as your master file. (They will support "layers")
- Export your bitmaps in TGA or PNG format for use as Blender Texture files.

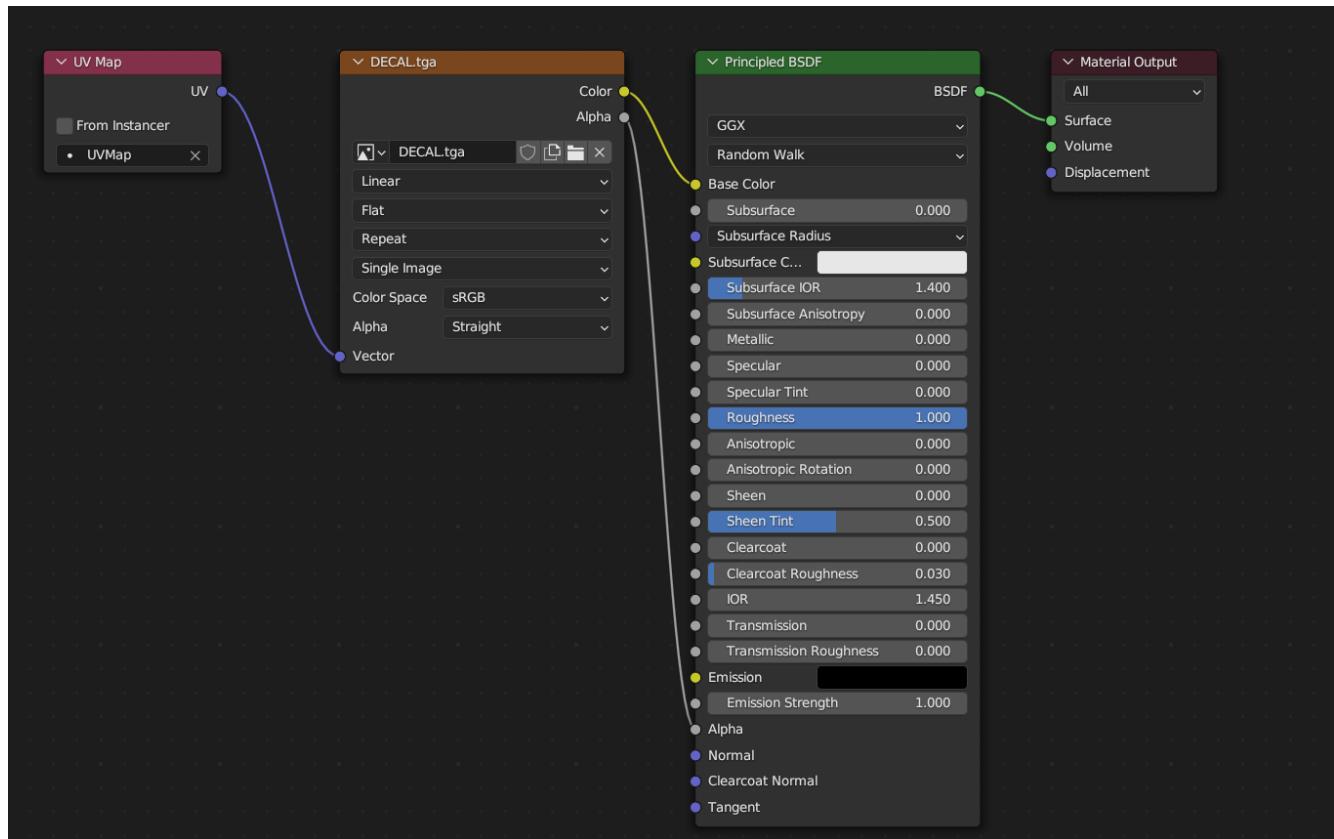


Affinity products do not support exporting to DDS, but you can use Paint.NET or GIMP to export the file used by Blender to the DDS format usable with Open Rails.

When you finally export your model(s) to the **S** file format using the MSTS/Open Rails Exporter script, export the DDS format from Paint.net or GIMP as a follow-up step.

The Shader Editor

If you were look at a typical setup in the shader editor for a texture that contains an alpha channel, you would see this.

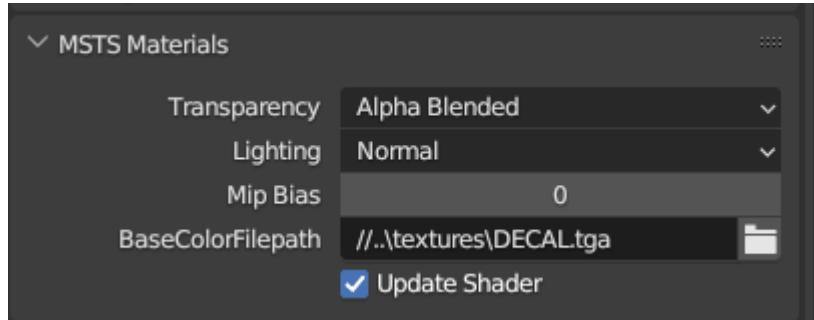


It looks pretty straight-forward, but heed this warning, this is just related to what you **SEE**, and not

what you export.

The MSTS Materials Settings

For exporting to Open Rails and Microsoft Train Simulator, you need to also have the MSTS Materials settings adjusted. See below:



For most scenarios where an alpha channel is used, this **Alpha Blended** setting is good enough and it works OK in my experience, so try it first. It is the gray scale Alpha Channel used for Glass, while **Transparency ON/OFF** is the one bit mask where only BLACK RGB (0.0.0) is transparent in a mask.

How to Make Night Textures



Much of this content is a summary of KUJU supplied documentation along with some other notes from other sources.

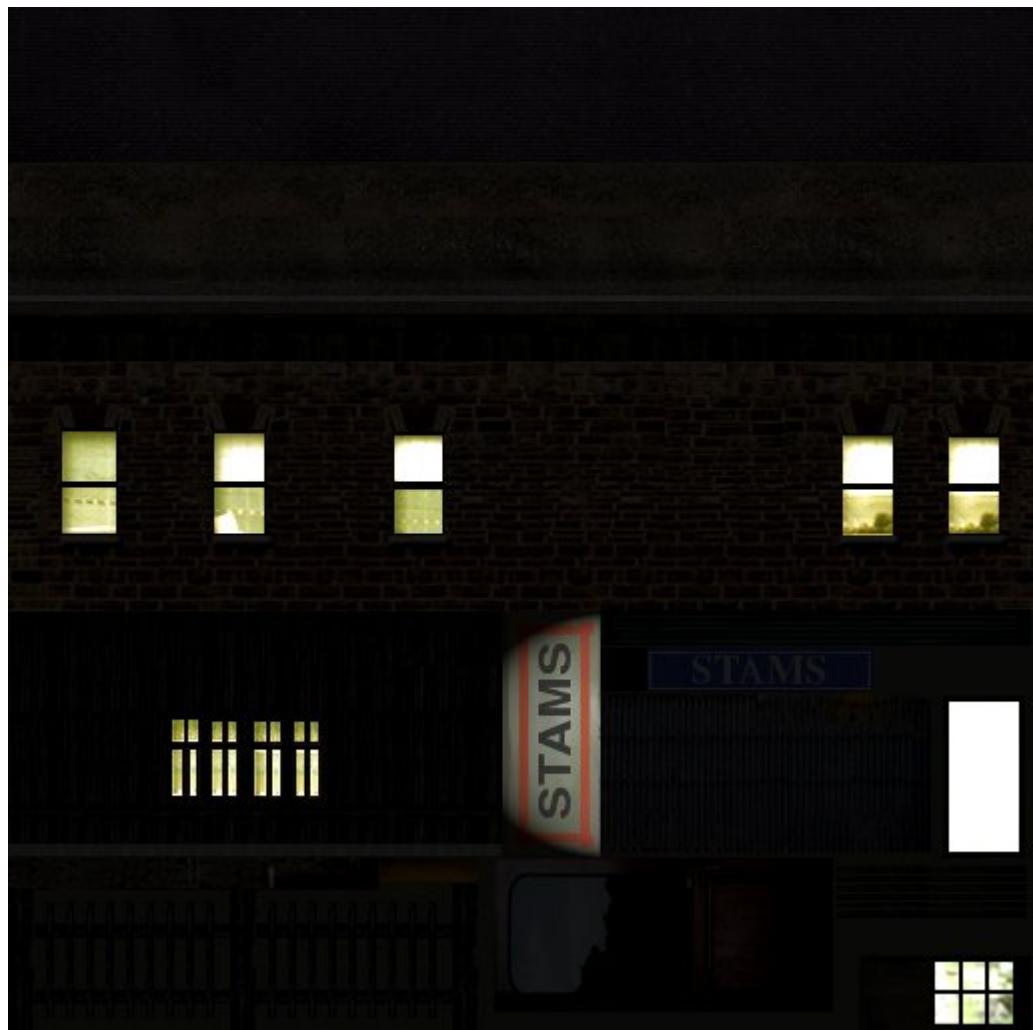
Night textures on shapes are created by editing the original texture, darkening it and perhaps adding a couple of touches for effect.

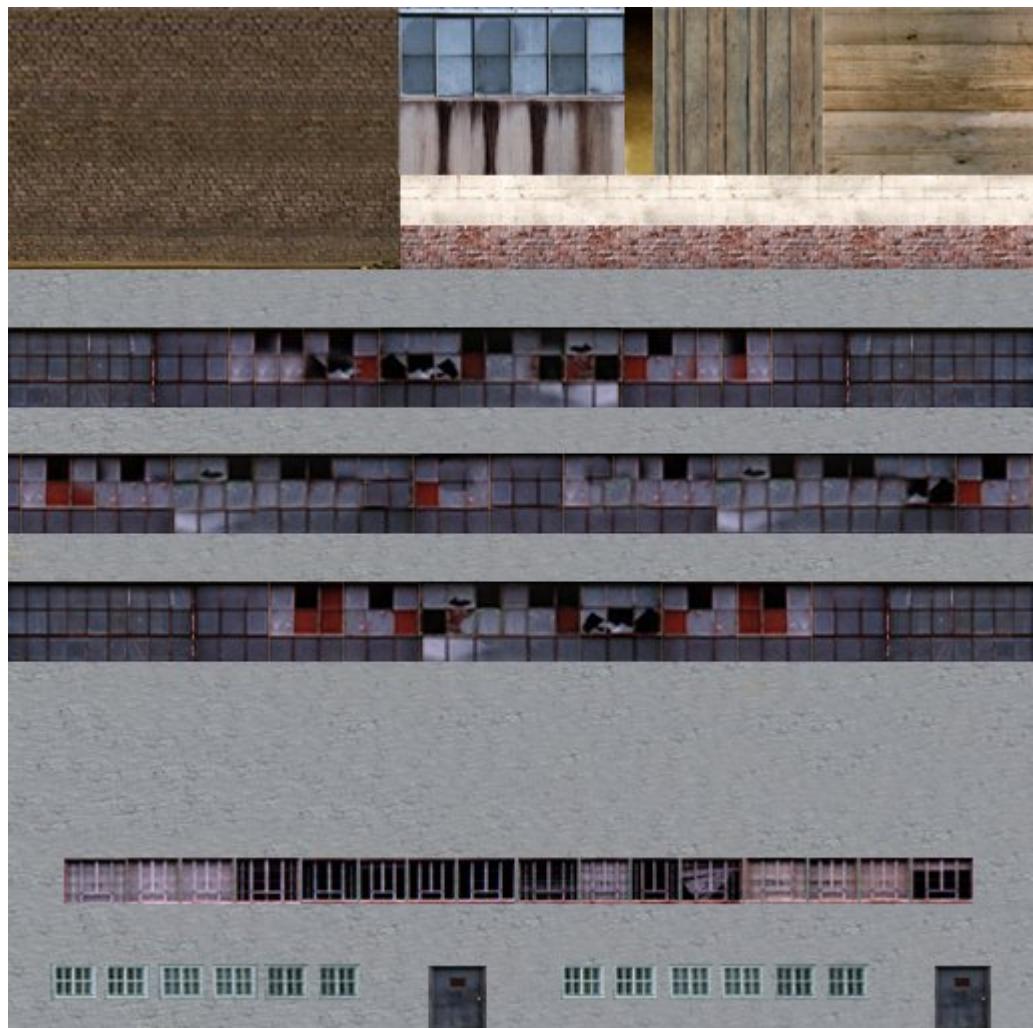
The night textures take effect at a predetermined time within the game environment, so as to replicate a real world environment. The `extshape.dat` file must be updated with the correct parameters so that the shape is declared as having night textures (see the “How to write a .ref file” document for further clarification).

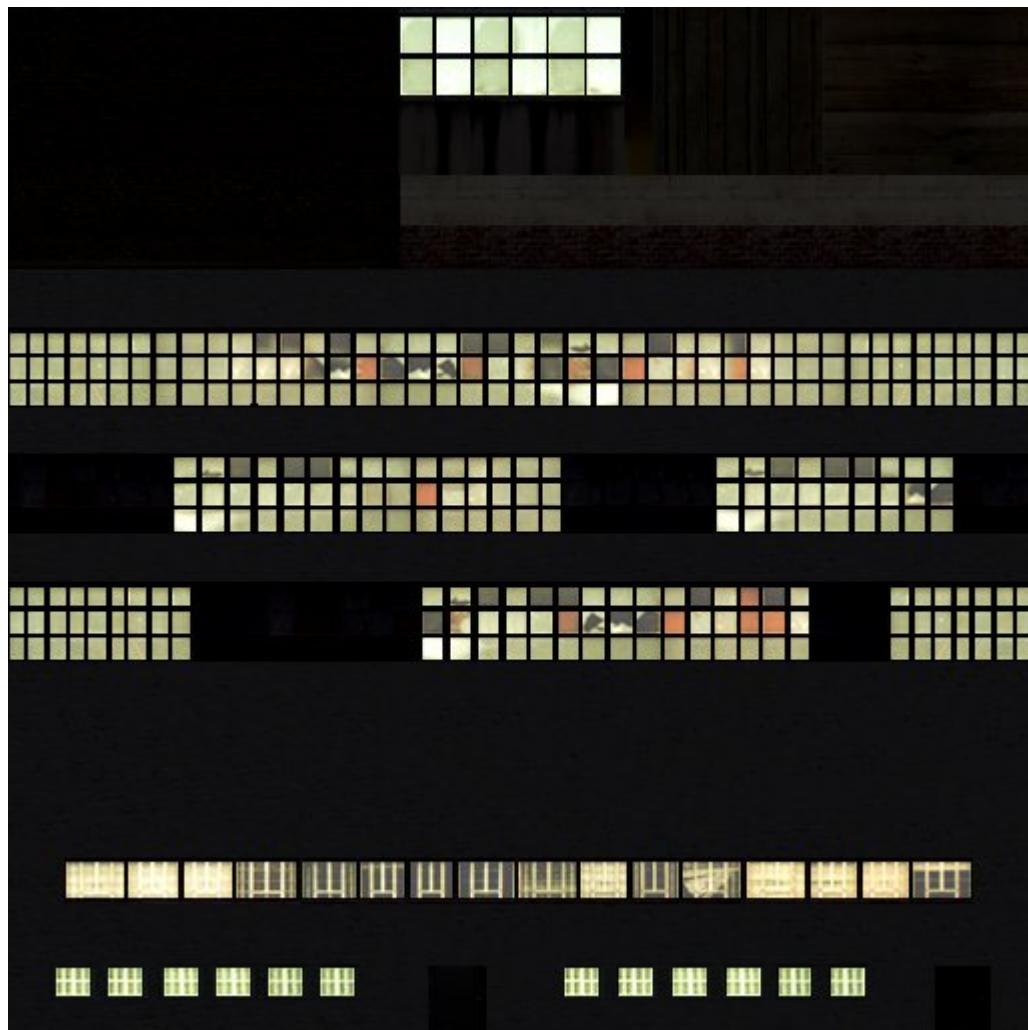
Once created, the night and day textures must have the same filename so that the code can pick up the correct texture. This means that the daytime / normal texture must be entered into the normal route textures directory and the night version into the route night textures directory.

Below are two textures taken from the Orient Express level. These were manipulated in a two dimensional drawing package:









This means that the texture on the left will be replaced with the texture on the right once the correct night timing has been switched on.

How to Make Night Textures with Back Lighting

Example:

Create the image for the building you want to texture, making sure that anything that requires a backlight is a separate objects and textures. Items such as windows should be separate objects, often created by just using a PLANE object.

The basic building shape should not have modeled windows. The window parts of the texture will be modified to use an alpha channel. The image can then be saved as a working PNG file if your editor allows it, or you could use a PSD format as you just need a format that retains layers.

If you are also working on the 3D MODEL while texturing, you would not model the windows doors or outdoor lights. You would work on these items as the last steps in the process. In essence, you would completely texture the model before proceeding to work on the lighting effects.

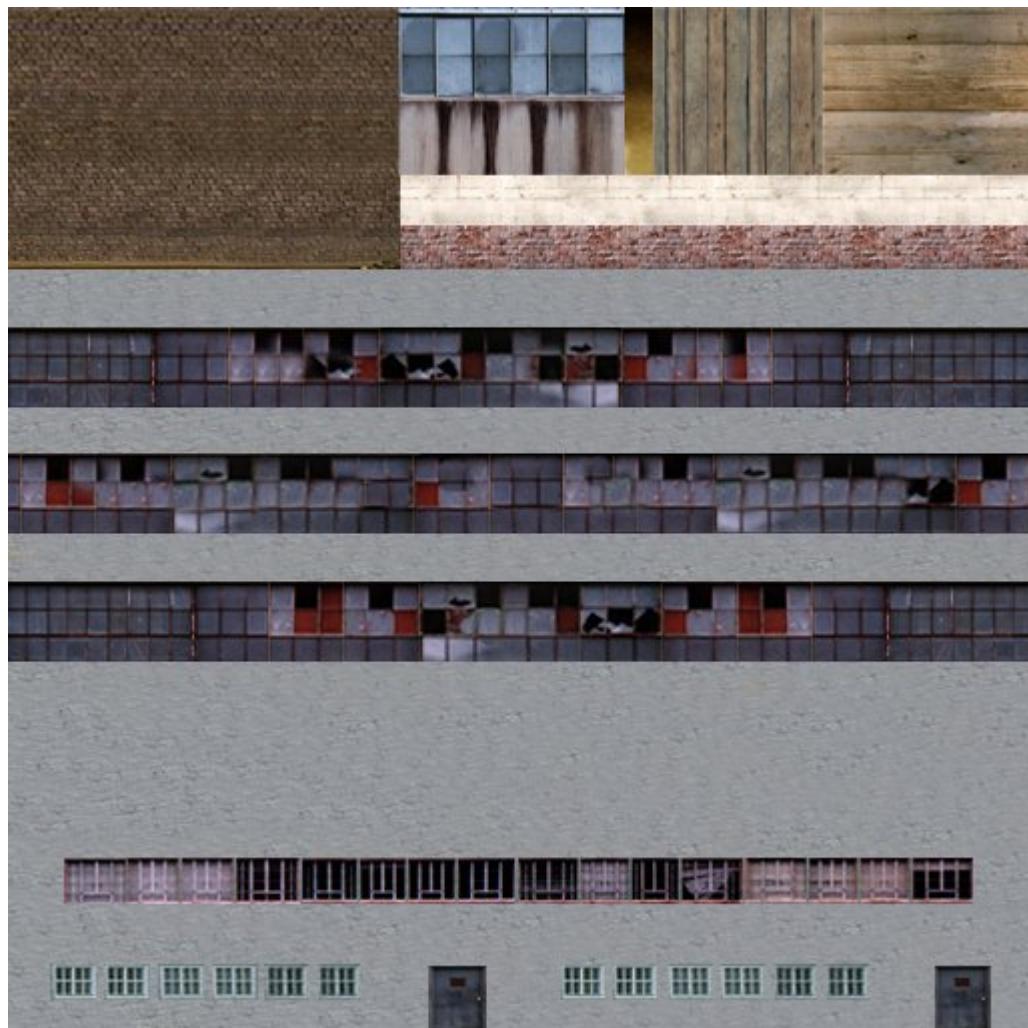
How to Make Snow Textures

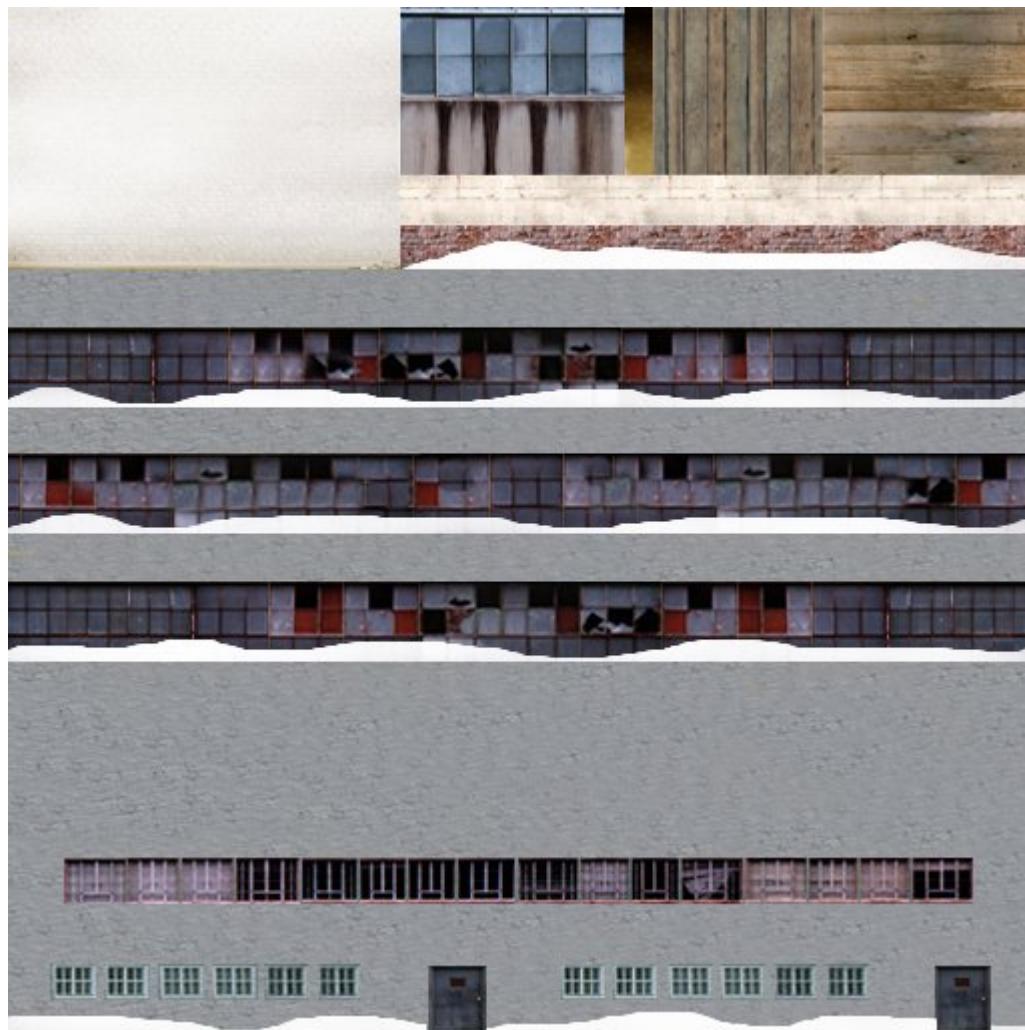
Snow textures must also be created, so that your buildings and other objects will look correct when there is snow lying on the ground. These, too, are created using the original, daytime textures. The `extshape.dat` file must be updated in relation to this (see the “How to write a .ref file” document for further clarification) and must be placed in the route’s snow textures directory accordingly. The snow texture will only be used when the snow environment settings have been switched on through the Drive a Train User Interface.

Below are the snow versions of the textures above.









Highlights and Shadows

A layer, or layers, used for "hard coded" shadows and possibly highlights, which could otherwise be known as the Ambient Occlusion layer, should reside near the DECAL layer and the BASE layer for a decent effect, though you could migrate the highlights layer higher in the stack. How to create an Ambient Occlusion layer using the Blender render engine is covered in another section of this document, but if you do create this layer using Blender, this is where it would be inserted. The color of this layer will essentially be only black and white. You can always choose to create and edit this layer manually as well.



The blend mode for the [ao] layer could also be "multiply" instead of "normal"

Generated Shadows - Ambient Occlusion

Ambient Occlusion is the generation of hard-coded or **baked** shadows instead of relying in dynamic lighting to generate shadows for an in-game asset. It provides extra depth to an asset that would not be achieved otherwise.

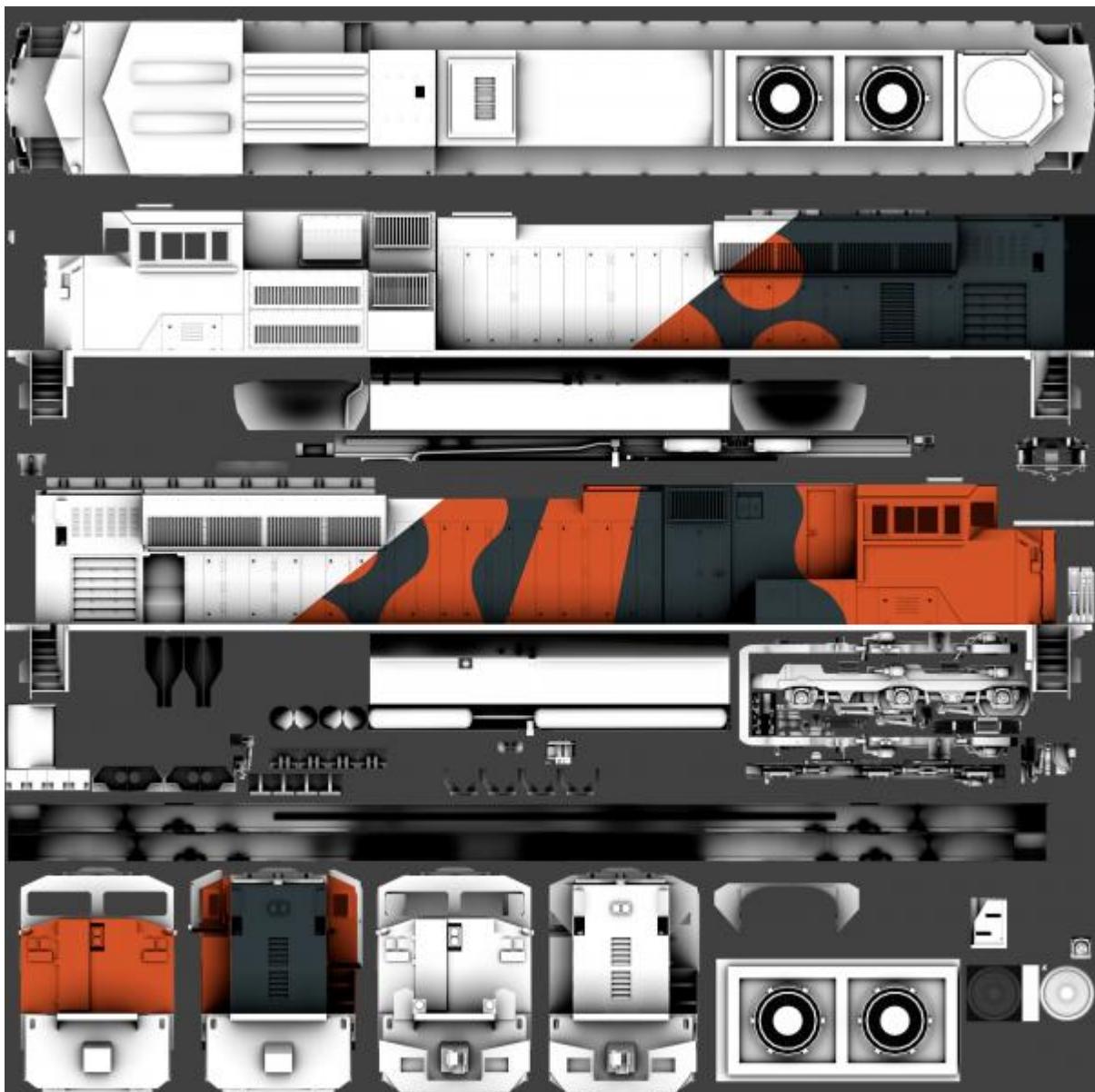
Marek on Elvas Tower shared how he achieves Ambient Occlusion on his models and it is shared here.



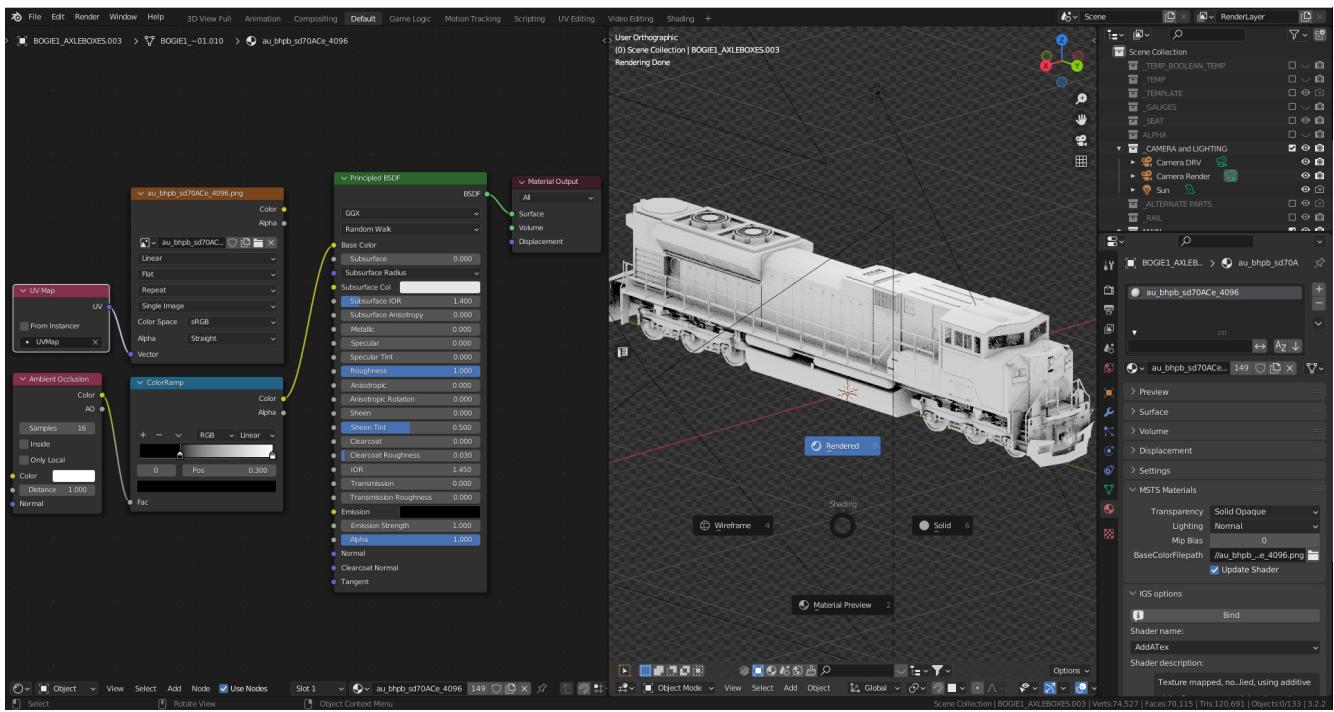
There are many ways to achieve Ambient Occlusion in Blender, so you will probably need to experiment with methods to see which one works best for your model or your sanity.



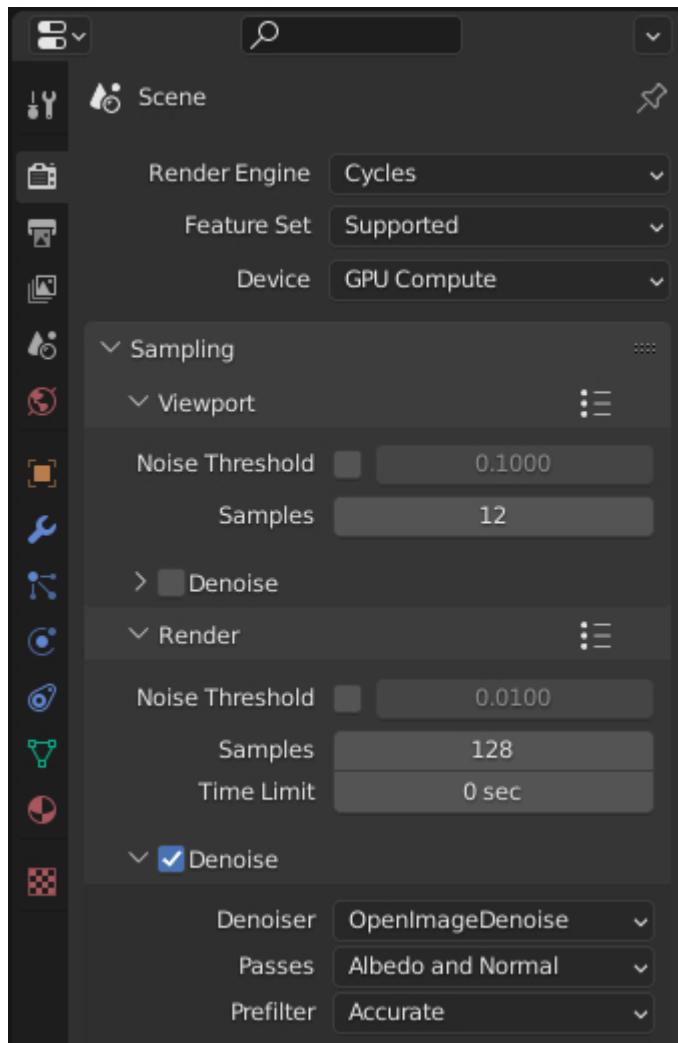
Your model needs to be UV UNWRAPPED prior to baking out an Ambient Occlusion image as described here.



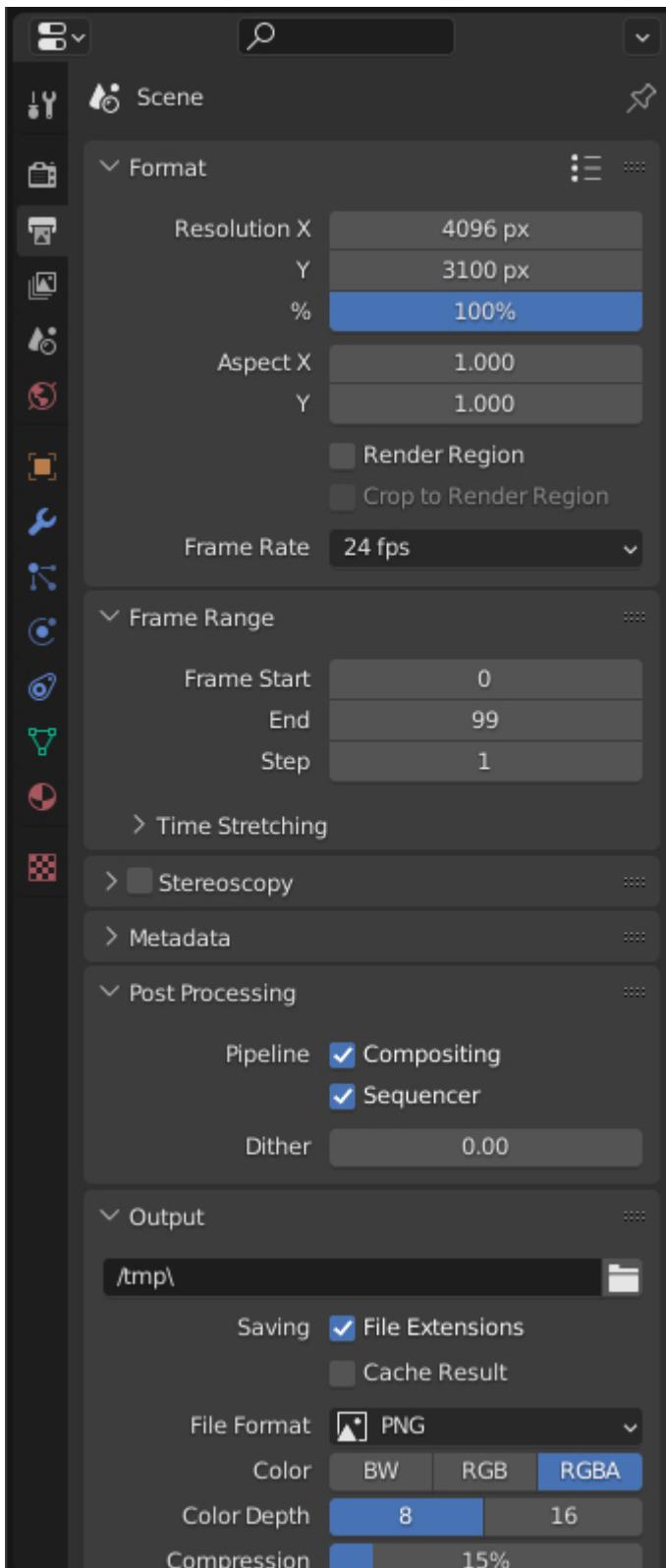
An orthographic camera can be used to render the Ambient Occlusion with all projection planes. Clipping planes can then be used on the camera to make certain parts invisible to the render camera, which helps exclude details that are not desired. The renders can then be imported into GIMP (or any other editor that supports layers) and used as the base for the final texture layout. The model can then be unwrapped to that. Livery colors can then be added in layers above the Ambient Occlusion layers and layer blend modes can be used to create the desired image. This method is more time-consuming than other methods, but it produces results that are far better than what can be achieved by hand in 2D alone.



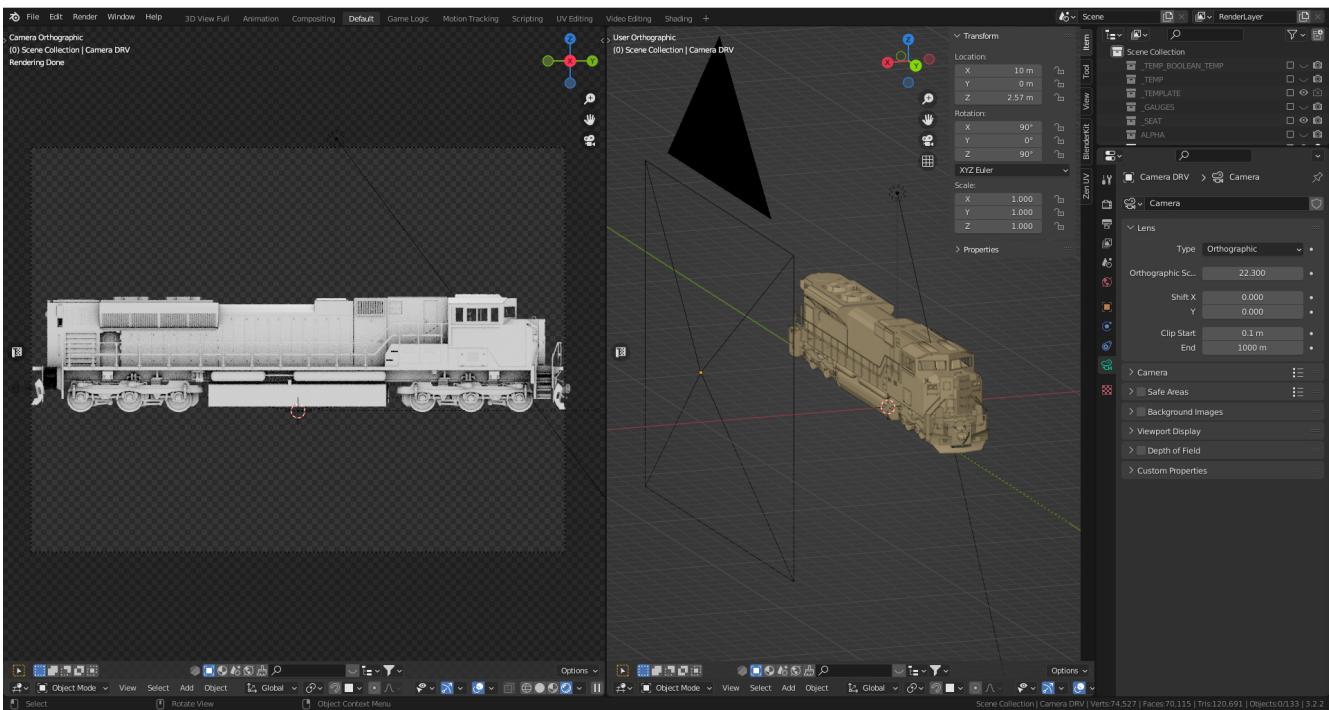
The image above shows a model with a single material applied to it called `au_bhp..._sd70Ac...4096`. In the shader editor, two inputs can be chosen for the Base Color of the **Principled BSDF**: either an image file applied to the model at the top or an Ambient Occlusion shader via a Color Ramp node below it. When exporting to `.S` or wanting to view the texture in Blender, the `texture` node needs to be plugged in, and when rendering the Ambient Occlusion, the Ambient Occlusion Shader needs to be plugged in. By setting the 3D viewer to **Rendered**, one can get an idea of what the output will look like and can adjust the shadow effect via the sliders in the ColorRamp.



In the Render properties tab, switch your Render Engine to Cycles and your Device to GPU Compute for faster rendering. With a Render sample setting of 128, rendering can take a while on a PC. To get a faster render time when testing, try using a lower number initially. Don't forget to turn on **Denoise** to give you a cleanly rendered image.



In the Output properties tab, the `Format Resolution X = 4096 px` is used because there is a 4K texture being used on the model. You can adjust the Resolution Y value later when you know how much vertical space the render will take (see below).



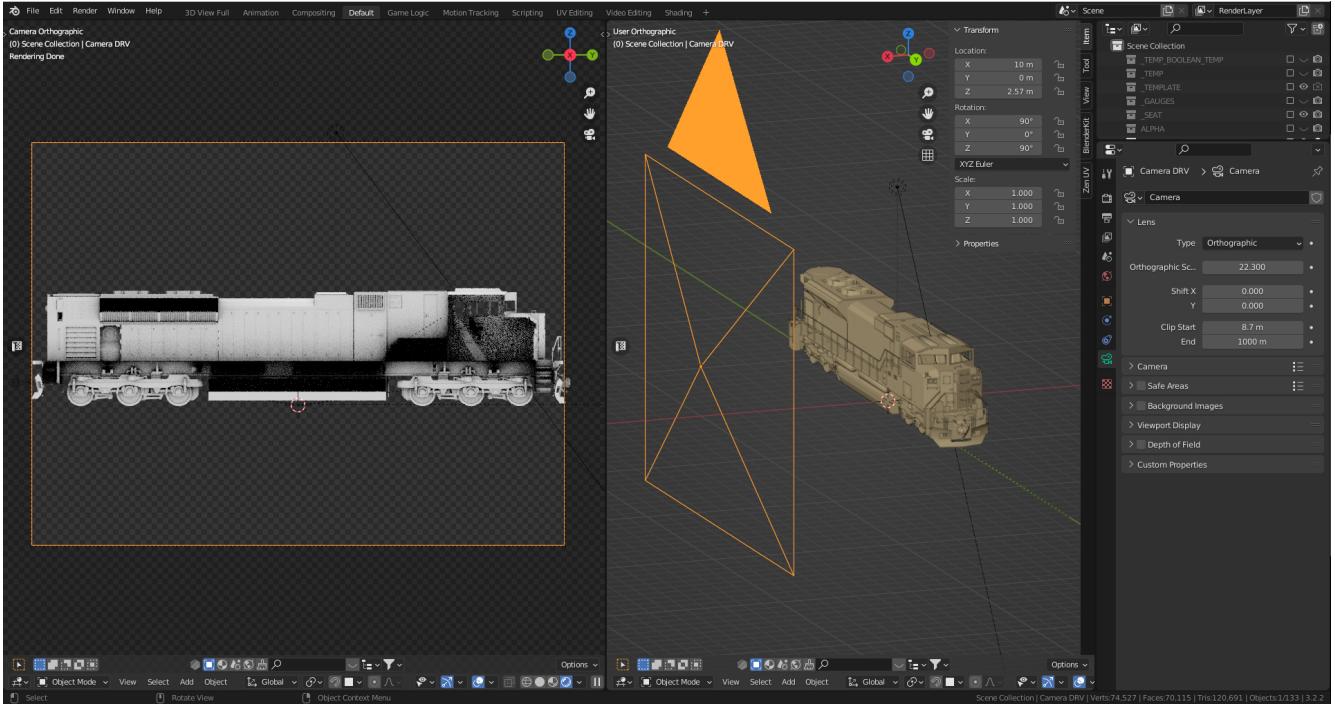
A camera should be added to the scene and moved to the side of the locomotive. The Rotation values in the Properties tab should be used to ensure that it is perpendicular to the locomotive. On the Object Data Properties tab, the Type of Camera should be changed to Orthographic. A separate 3D viewport should be opened and the Camera should be selected and **CTRL + Num 0** should be pressed to get a side view of the locomotive from the camera's point of view. If it is not already in Rendered view, pressing **Z** should allow for Rendered view to be selected; the Ambient Occlusion shader should be visible in the camera view.

The Orthographic Scale should be adjusted for the camera so that the entire length of the locomotive body fills the camera view (for this locomotive, the scale is 22.300). The camera should be moved in the Y and Z axes to ensure that it is in frame. Then, the **Format Resolution Y = value** should be adjusted so that no empty space is rendered above and below the locomotive. When the entire locomotive is framed in the camera view, **F12** should be pressed and Blender will render the Ambient Occlusion into a new window.

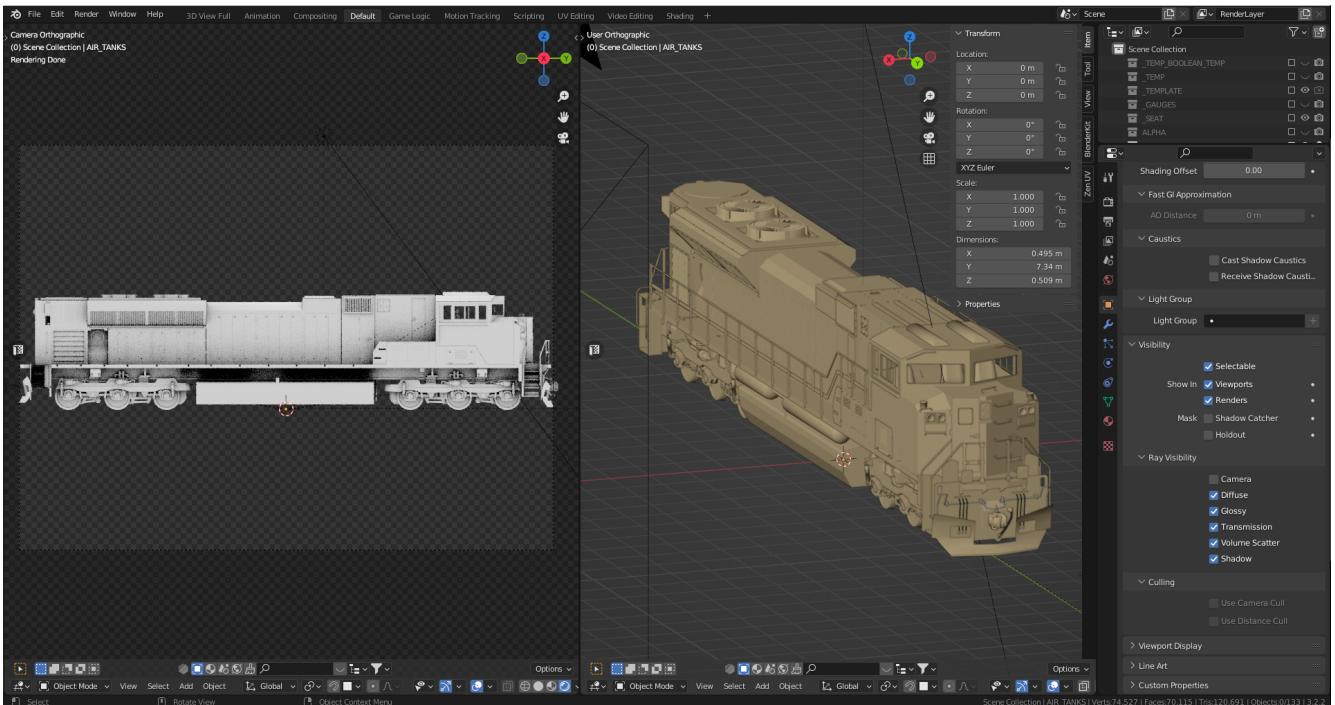
If denoise is enabled, the rendering may appear to hang, but it will complete after a while. Making multiple copies of the camera and moving them to the sides, ends, top and bottom is recommended in order to render the Ambient Occlusion from the different projections. Keeping the **Orthographic Scale** the same on all the cameras will result in the render being at the same textural density. Additionally, unlike a perspective camera, the distance of the camera from the object does not change the size of the resultant render.

Once you have finished rendering the image, you can save it to your computer and import it into your 2D graphics program to use as a base for your texture. To make sure the texture has the same textural density, you should make multiple copies of the camera and move them to the sides, ends, top and bottom. Again, unlike with a perspective camera, the distance of the camera from the object will not affect the size of the render. However, the hand rails may obstruct the details on the

body behind. To fix this, you have multiple options.



In the image above the **X** location of the camera is 10m to the side of the locomotive. The **Clip Start** distance has been changed from its default value of 0.1m to 8.7m. When rendered, the view no longer includes the handrails but displays the side of the body as the camera is drawing what it can see from 8.7m to 1000m, beyond the hand rail closest to the camera. This clipping results in the cab side, fuel tank and air tanks being cut off. The same outcome can be achieved by keeping the **Clip Start** and **End** at their default settings and moving the camera in the **X** direction, allowing for 'slices' of the scene similar to an MRI machine.



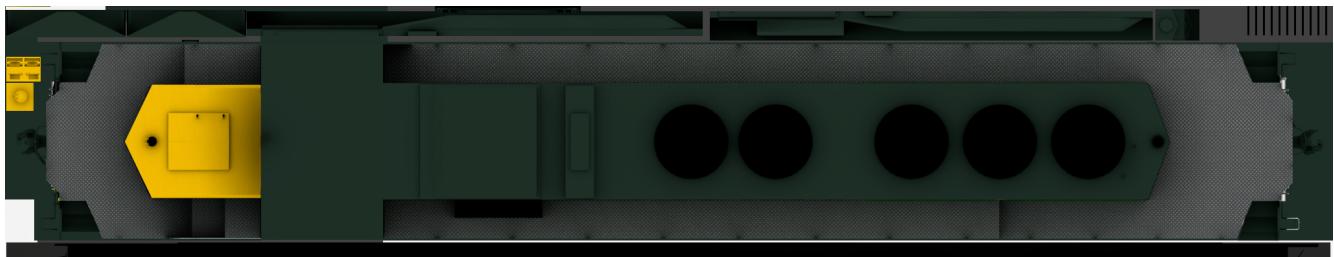
It is possible to make parts invisible to the render camera. In the image, the **Camera** checkbox in the Object Properties tab for the hand rails and air tank objects has been unchecked. This results in the entire side of the locomotive body being visible in the render view, but the handrails and air tanks not being rendered. These methods can be used to exclude objects in the foreground that are not required for the desired image.

The Ambient Occlusion can be rendered for all the different views and then mashed together in a 2D graphics program to export as the `au_bhpb_sd70ace_4096` texture to use for unwrapping and in Open Rails.

This technique for Baking Ambient Occlusion is a good way to get the added shadow details on a texture but the method described here is not the only way to accomplish Ambient Occlusion shadows. It might not be the most efficient way either, but it seems to work.



It is important to be aware that any lights in the scene, including environment lighting, will impact the rendered Ambient Occlusion. Lights are not used when baking an Ambient Occlusion, so if the rendered Ambient Occlusion image is too dark, the environment brightness can be increased or area lights can be added, typically the length of the locomotive, placed on either side to minimize shadow casting. If the lighting is changed later on, this will impact subsequent renders and will not match earlier renders. It is essential to be aware of this.



Ambient Occlusion, workflow

To Recap... Blender Ambient Occlusion (AO) is a rendering technique that simulates the subtle shadows that occur where surfaces meet other surfaces or when they are blocked from direct light. AO can be used to add realism and depth to your renders, and it can be especially effective for close-up shots or scenes with complex geometry.

There are a few ways to add AO to your renders in Blender, these include:

1. Render settings: Go to Render Properties > Render Settings > World and enable the Ambient Occlusion checkbox. You can then adjust the Distance and Strength settings to control the intensity of the AO effect.
2. Shader node: Add an Ambient Occlusion node to your material shader and connect it to the

Surface output. You can then adjust the Distance and Strength settings directly on the node.

Tips for using AO in Blender:

- AO can be computationally expensive, so it is important to use it sparingly. If you are rendering a scene with a lot of geometry, consider using a lower sample count or baking the AO to a texture.
- AO can be used to add subtle details to your renders, but it is important not to overdo it. Too much AO can make your renders look dark and muddy.
- AO can be used to create a variety of effects, such as weathering, dirt, and grime. Experiment with different settings to achieve the desired look.

Here are some examples of how AO can be used to improve the realism and depth of your renders:

- Close-up shots: AO can be used to add subtle shadows and details to close-up shots of characters, objects, and environments. This can help to make your renders look more realistic and believable.
- Scenes with complex geometry: AO can be used to add depth and definition to scenes with complex geometry, such as city scapes, forests, and interiors. This can help to make your renders look less flat and more immersive.
- Weathering and dirt effects: AO can be used to create a variety of weathering and dirt effects, such as dust on a car or moss on a tree trunk. This can help to make your renders look more realistic and worn-in.

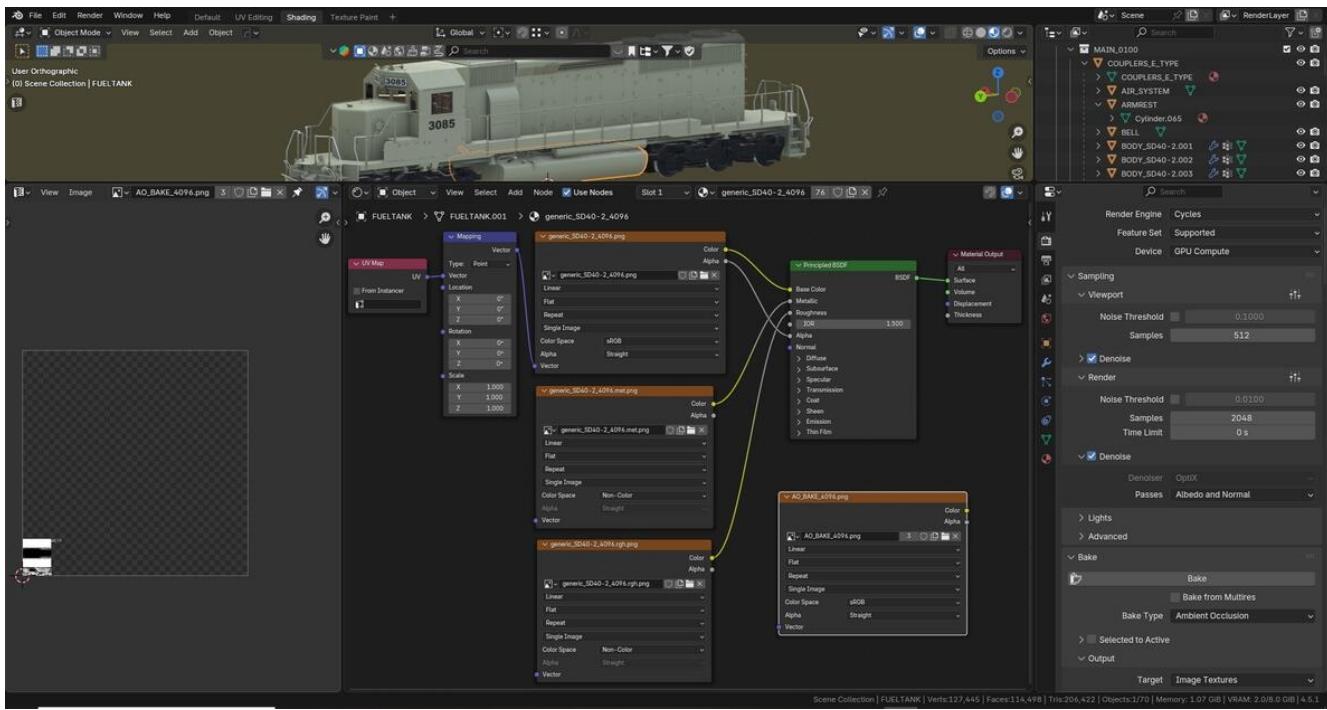
Overall, AO is a powerful rendering technique that can be used to add realism and depth to your renders. By understanding the basics of AO and experimenting with different settings, you can achieve a variety of effects to enhance your renders.

Ambient Occlusion Baking with GIMP



Tips from Marek

Here are the settings I use in the shading menu when I perform an AO bake.



Firstly, ignore the Metallic and Roughness texture nodes connected to the Principled BSDF shader. These are used for glTF exports and will not impact on AO baking or .S export.

This model uses a single 4K texture for the external model called generic_sd40-2_4096.png. Each object on the model has had its faces UV Mapped to a unique location where I want it on the texture file.

When ready to bake, I create a new 4K image texture node called AO_BAKE_4096.png. You can see this node below the principled BSDF but it is not connected to anything. I leave it below and to the right of the Principled BSDF so that it is easy to find and to remind me not to connect it to anything.

In the Render Properties tab I have set the samples to 2048 which is high but gives a fine high resolution AO. Denosie is ticked as it improves the quality of the bake. I use the OptiX Denoiser as this is faster on my graphics card. Bake type is set to Ambient Occlusion. Device is set to GPU compute because Nvidia 2070 is considerably faster at baking than CPU. Version 4 of Blender can use the Vulkan engine which is supposed to be faster than OpenGL which is limited to being single threaded as I understand it. Test both to see which is faster for you using Edit > Preferences > System > Display Graphics > Backend > Vulkan or OpenGL

I always bake at least 2 objects at the same time. If I bake a single object I get a black background for some reason. If I have 2 or more objects selected when baking, I get a transparent background which is what I want when importing into my 2D graphics program.

Also before baking, I unplug the Alpha noodle between the Base Colour and Principled BSDF. If the alpha noodle is connected, and the UV Map of the object being baked is over an untextured/alpha area of the base colour, the resultant bake will be all black. Took me ages to work this one out.

When the objects I want to bake are UV Mapped over a unique area of the texture file, I again

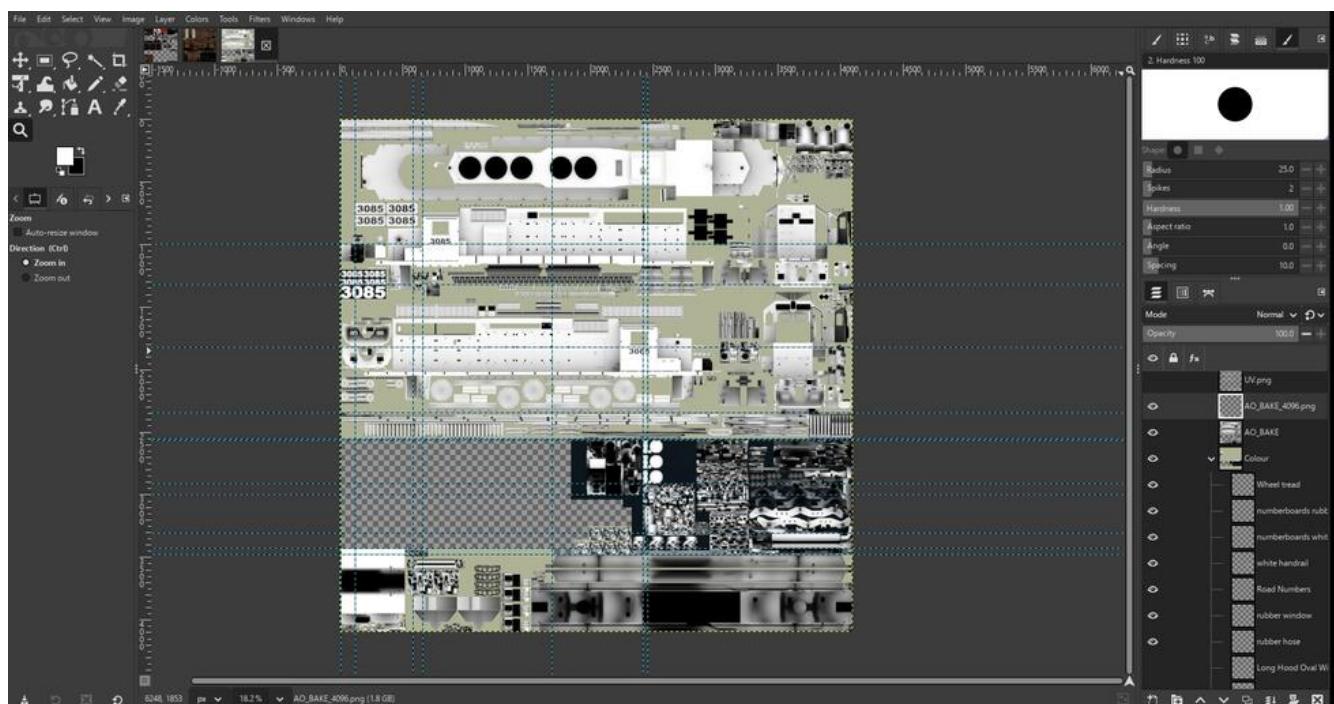
ensure that the alpha noodle is not connected. I confirm I have 2 or more objects selected. I then left click to highlight the AO_BAKE_4096.png texture in the Shader Editor. This is important as Blender will now render the bake to the selected texture. In the UV editor on the left hand side I have the target AO_BAKE_4096.png texture selected so I can see the progress of the baking process.

I then click on the 'Bake' button in the 'Render Properties' tab. The progress bar along the bottom of the screen shows how slowly it is going. The denoising does not show in the progress bar and makes Blender look like it has frozen. Baking objects with a small number of faces does not take long. For large parts with many triangles 10-15 minutes at 2048 samples is the norm with my models on my computer.

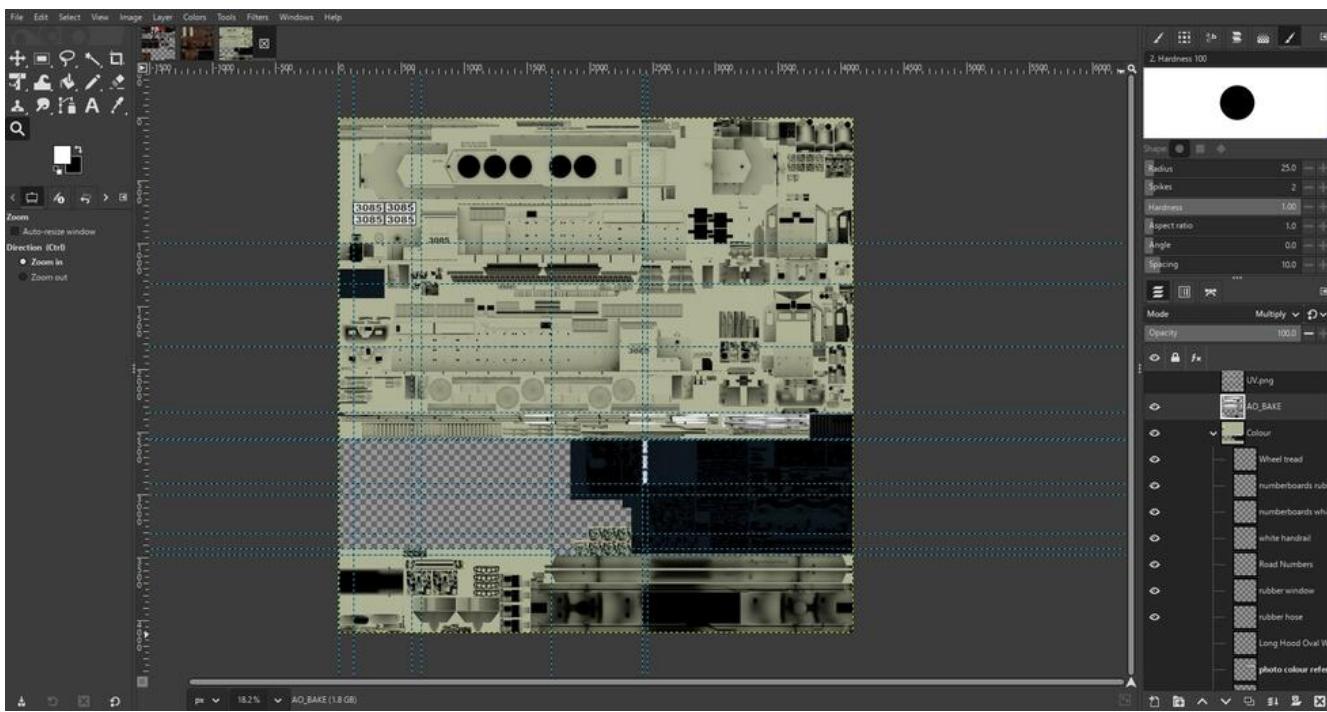
Once the bake has completed, I use the Image > Save As drop down menu in the UV Editor and I save the file as AO_BAKE_4096.png.

In the Blender screen shot you can see the AO for the fuel tank on the bottom left of the texture with the rest of the area being transparent/alpha.

I then go into GIMP and then import the AO_BAKE_4096.png file as a layer on top of my already present AO layer which is a combination of all the other objects that have baked the AO for over time.



I then merge that imported AO layer into the existing AO layer so I have a single AO layer. Below this AO layer I have the diffuse colours. I then apply the 'Multiply' mode to the AO layer that blends it with the underlying coloured layers.



I then export this from GIMP as the texture file that is applied to the model in Blender, in this model it is generic_SD40-2_4096.png and export it as generic_SD40-2_4096.dds for use directly in OpenRails.

The next object/s that need to have their AO baked, are unwrapped to another unique location on the texture file, selected and baked to the AO_BAKE_4096.png file as described above. This same file is used to transfer the AO bake from Blender to be combined with the AO layer in GIMP.

If you are using texture files with different resolutions then make the texture file you are going to bake the AO to the same size.

If you get unexpected black areas in your bake then that can be caused by different things. Having the alpha noodle connected when baking has already been mentioned above. Flipped normals are another common cause. Other geometry overlapping the baked surface is another common cause. These can be hard to find, especially if you have hidden some objects, they still mask the baking process.

More About Baking Ambient Occlusion

Ambient Occlusion Baking is potentially a confusing task in Blender. Here is an alternate method for baking ambient occlusion if you want a bit more control over the process.

When Baking occlusion, Here are some general tips (From Wayne Campbell):

1. Gather parts that will receive Ambient Occlusion into a collection to make them easy to select.

2. Ensure the UV Maps for those parts do not wrap off the edge of the texture sheet.
3. Coplanar surfaces are a problem, including two sided, they bake black.
4. Set 'Render Engine' to Cycles.
5. Set Render Max Samples low eg 8, for testing, high for better quality , eg 128, 256 etc
6. If your model has secondary LOD's ensure they don't cast a shadow on your primary model, use 'Disable In Render' in the outliner



When baking Ambient Occlusion, you should select at least 2 objects at the same time. If you select only one object, the bake will be black. If you select more than 2 objects, the bake will be properly transparent.

Ambient Occlusion Steps

To bake Ambient Occlusion in Blender, you can use the Bake tool in the Render tab of the Properties panel. Here's a step-by-step guide:

- Select the object or objects that you want to bake the Ambient Occlusion for.
- In the Properties panel, go to the Render tab and then click on the Bake tab.
- In the Bake tab, set the Bake Mode to clusion.
- Set the Samples value to the number of samples you want to use for the Ambient Occlusion bake. The higher the value, the more accurate the Ambient Occlusion will be, but the longer the bake will take.
- Set the Margin value to add a margin around the baked texture to prevent texture bleeding.
- Set the Space to either "Object" or "World" depending on whether you want the Ambient Occlusion to be baked in object space or world space.
- Check the "Clear" box to clear the image before baking.
- Check the "Normalized" box to normalize the Ambient Occlusion values, which can help with artifacts and banding.
- Click the "Bake" button to start the Ambient Occlusion bake.

The Ambient Occlusion bake can take some time, depending on the complexity of the objects and the number of samples you are using. Once the bake is complete, the Ambient Occlusion map will be saved as an image in the UV/Image Editor. You can then use this image as a texture to apply the Ambient Occlusion effect to your object.

Introduction to Blender Scripting

Some of Blender's true potential is unlocked through scripting. Blender scripting allows users to automate repetitive tasks, create custom tools, and extend the software's capabilities to suit their specific needs.

Blender provides a Python API (Application Programming Interface) that enables users to interact with its internal functionalities and control almost every aspect of the software programmatically. Whether you're a beginner or an experienced programmer, Blender scripting offers a flexible and efficient way to work with 3D objects, materials, animations, and much more.

With scripting, you can perform complex operations that would be tedious or time-consuming to achieve manually. Mastering Blender scripting opens up many possibilities for efficiency in your workflow.

In this section, we will explore the fundamentals of Blender scripting, starting with some basics and gradually diving into more advanced concepts. We will cover essential topics such as accessing and manipulating objects, materials, as well as exploring scripting techniques for creating custom tools and add-ons.

Before diving into Blender scripting, it's recommended to have a basic understanding of the Python programming language. However, even if you're new to programming, this guide will try to provide you with the necessary foundations to get started.

Whether you're looking to automate repetitive tasks or wish to extend Blender's functionality, Blender scripting is a valuable skill that can enhance your workflow.

Actually Doing It

So we now consider diving in to Python. The Python that you find embedded in Blender is the same Python you find everywhere else, with one exception. That is, it includes the Python Blender Library (or API) for accessing the internal features of Blender. The **Library** is called "BPY". You will often see at the very top of Python code written for Blender the following line of code: `import bpy`. This is where you add all of the Blender functionality to your code.

To get started with Python though, you should probably set up a development environment for Python. This way you can begin to learn how to code in Python and practice and develop ideas without actually having to do it inside Blender.

Getting started with Python is relatively easy and straightforward. Here's a step-by-step guide to help you begin your Python journey:

Install Python

Visit the official Python website (<https://www.python.org>) and download the latest version of Python for your operating system. Follow the installation instructions provided by the Python installer.

Set up a development environment

You'll need a code editor or an integrated development environment (IDE) to write and run your Python code. Some popular choices include Visual Studio Code, PyCharm, and Atom. Choose the one that suits your preferences and install it.

Learn the basics

Familiarize yourself with the fundamentals of Python programming. There are numerous online resources, tutorials, and books available to help you learn Python. Some recommended beginner-friendly resources include:

- "Python.org" - The official Python website provides a comprehensive tutorial (<https://docs.python.org/3/tutorial/>) to get you started.
- Codecademy's Python course (<https://www.codecademy.com/learn/learn-python>)
- "Automate the Boring Stuff with Python" by Al Sweigart (<https://automatetheboringstuff.com/>)
- "Python Crash Course" by Eric Matthes

Practice coding

As you learn the basics, it's essential to practice writing Python code. You can solve coding challenges on platforms like HackerRank (<https://www.hackerrank.com/domains/tutorials/10-days-of-statistics>) or LeetCode (<https://leetcode.com/problemset/all/>).

Explore Python libraries and frameworks

Python offers a vast ecosystem of libraries and frameworks that extend its capabilities. Depending on your interests and goals, you can explore libraries such as NumPy for numerical computations, Pandas for data manipulation, Matplotlib for data visualization, or Django for web development. Look for resources specific to the libraries or frameworks you wish to explore.

Join the Python community

Engaging with the Python community is a great way to learn, ask questions, and collaborate with others. Participate in online forums like the Python subreddit (<https://www.reddit.com/r/Python/>) or join Python-related communities on platforms like Discord or Slack.

Build projects

To solidify your Python skills, start working on small projects. Projects provide practical experience and help you apply what you've learned. Think of something you'd like to create—a web scraper, a calculator, a data analysis tool—and work towards building it using Python.

Remember, learning programming is an iterative process. Start small, be patient, and gradually tackle more complex concepts. With practice and persistence, you'll gain confidence and proficiency in Python.



Embarcadero has a Python IDE that is quite handy and much better than the one that comes with Python by default. You can get it here: <https://www.embarcadero.com/free-tools/pyscripter/free-download>

As mentioned, Blender has a built-in Python API and Python interpreter that allows you to control its functionality programmatically.



There is a Blender Add-On called **SERPENS** that will help you develop Blender GUI based add-ons from your code. Its a paid add-on, but its really neat.

Blender and ChatGPT

If you have not been living under a rock this lately, you have probably heard about ChatGPT. ChatGPT is, quite simply, the best artificial intelligence chatbot ever released to the general public. ChatGPT — which stands for “generative pre-trained transformer” — became an instant Internet hit. It now contains a coding AI specifically trained on Python.

Running a Blender Python Script Inside Blender

To run a Blender script, follow these steps:

- Open Blender: Launch the Blender application on your computer. It's probably best to you have the latest version of Blender installed to have access to the most up-to-date features and improvements. As mentioned in other sections of this document, the Long Term Support, (LTS VERSION) of Blender is probably the best choice.
- Open the Text Editor: Once Blender is open, locate the Text Editor. You can find it by selecting the "Scripting" workspace from the top bar or by navigating to the "Editor Type" dropdown at the top left of any editor area and choosing "Text Editor".
- Create a New Text Block: In the Text Editor, click on the "New" button to create a new text block. This will provide you with a clean space to write or paste your script.
- Write or Import your Script: You have a few options here:
 1. Write the script: If you're familiar with Python scripting, you can directly write your script

in the Text Editor. Ensure that your script follows the correct syntax and indentation rules of the Python language.

2. Import an existing script: If you have a pre-existing script saved as a file on your computer, you can open it in the Text Editor by clicking on the "Open" button and navigating to the script's location.
 3. COPY/PASTE the script code from somewhere. For example, clicking `copy code` from a ChatGPT conversation and then pasting it into the code editor window of Blender.
- Run the Script: Once you have your script ready in the Text Editor, you can run it by clicking on the "Run Script" button or by using the keyboard shortcut `Alt + P`. Blender will execute the script, and its functionality will take effect within the Blender environment.
 - Observe the Results: Depending on the script you've written or imported, you will see the desired outcome within the Blender interface. This could involve creating or modifying objects, materials, animations, or any other aspect of the 3D scene.



It's important to ensure that your script interacts with Blender's API correctly and that it doesn't contain any errors that might cause unexpected behavior or crashes. Always double-check your code for syntax errors or logic mistakes before running it.

By following these steps, you can easily run a Blender script and leverage the power of scripting to automate tasks, create custom tools, or extend Blender's functionality to suit your specific needs.

A Collection of Scripts

The following scripts are tested examples of very simple scripts to help get you started with scripting. They are only a few lines each so you can take the time to digest them and learn how they work.

Fixing Material Problems

Let's say you have completed some steps with your project that involved using multiple copies of the same object to be placed around your scene. Let's also say that these parts actually came from another model so you ended up using a **COPY/PASTE** operation to get them into your scene. With this as our background setup, what is a possible issue that we might encounter? Do you know?

Well, one thing that happens when you **COPY/PASTE**, is that your parts get renamed to be unique, which is normal for a **DUPLICATE** operation as well, but your material reference gets replicated the same way, in other words, it gets renamed. So if your project has been using a Material named "MAIN"... you will likely end up with a material named "MAIN01" and so on. This will happen with any objects that were duplicated using **COPY/PASTE** instead of a **DUPLICATE** operation.



Duplicate objects are created by using **SHIFT** + **D** and the process will not try to create a duplicated unique material reference.

The goal of the script then is to fix this issue so you don't end up with 20 materials that are all actually 100% identical, you can run the following script:

```
import bpy

# Get the currently active material or create a new one
material_name = "main" # Replace with your desired material name
material = bpy.data.materials.get(material_name)
if material is None:
    material = bpy.data.materials.new(name=material_name)

# Assign the material to each selected object
selected_objects = bpy.context.selected_objects
for obj in selected_objects:
    if obj.type == 'MESH':
        if obj.data.materials:
            # If the object already has materials, replace the first one
            obj.data.materials[0] = material
        else:
            # If the object has no materials, assign the new material
            obj.data.materials.append(material)
```

Now selected materials will just have the one assignment of your choosing in slot 0. It doesn't completely eliminate the issue of material mismanagement, but its a start.

3DC Export/Import Issues

If you are exporting a 3D model from 3D Crafter/3D Canvas and importing it into Blender, you may encounter various issues with the UV mapping and materials.

Below is a more complete example of how to cope with these issues, submitted by Scott Brunner.



This script below contains a scale factor for converting FEET to METERS. If you are not using FEET, you can remove (comment out) the scale factor.

```
import bpy

for mesh in bpy.data.meshes :           # for every mesh in the .blend file
    if len( mesh.uv_layers ) == 0:       #   if it doesn't have any uv maps
        mesh.uv_layers.new()            #       create one
    if not mesh.uv_layers.get('UVMap'): #   if it doesn't have one with the default
name
        firstmap = mesh.uv_layers[0]      #       rename the first map
        firstmap.name = 'UVMap'         #       to the default name

# Remove "S_" prefix from object names
for obj in bpy.data.objects:
    if obj.name.startswith("S_"):
        obj.name = obj.name[2:]

# Remove "_mat" suffix from object names
for obj in bpy.data.objects:
    if "_mat" in obj.name:
        obj.name = obj.name.split("_mat")[0]

scale_factor = 0.3047999902464

for obj in bpy.data.objects:
    obj.scale = (scale_factor, scale_factor, scale_factor)

textures = set()

# get all textures used in current scene
for obj in bpy.data.objects:
    for slot in obj.material_slots:
        mat = slot.material
        if mat.use_nodes:
            for node in mat.node_tree.nodes:
                if node.type == 'TEX_IMAGE':
                    textures.add(node.image.name)
```

```

# create new materials
for texture in textures:
    material_name = texture.split(".")[0]
    new_material = bpy.data.materials.new(material_name)
    new_material.use_nodes = True
    bsdf = new_material.node_tree.nodes["Principled BSDF"]
    # create new texture node and set its image
    texture_node = new_material.node_tree.nodes.new("ShaderNodeTexImage")
    texture_node.image = bpy.data.images[texture]
    # link texture node to the material output
    new_material.node_tree.links.new(texture_node.outputs[0], bsdf.inputs[0])

# replace materials for objects
for obj in bpy.data.objects:
    for slot in obj.material_slots:
        mat = slot.material
        if mat.use_nodes:
            for node in mat.node_tree.nodes:
                if node.type == 'TEX_IMAGE':
                    texture_name = node.image.name
                    new_material_name = texture_name.split(".")[0]
                    obj.material_slots[slot.name].material = bpy.data.materials
[new_material_name]

```

Making Copies

While making a copy of an object is easy enough with **SHIFT** + **D**, sometimes you want to make a copy and offset it by a specific amount. This next ChatGPT generated script will do that.



To use this script, follow these steps:

- Open Blender and make sure the object you want to duplicate is selected.
- Open the "Scripting" layout.
- Create a new text block in the text editor and paste the script.
- Run the script by clicking the "Run Script" button or pressing Alt+P.

- The selected object will be duplicated, and the duplicate will be offset by 3 meters in the -Y axis.

Make sure you have the desired unit settings in Blender before running the script to ensure the correct offset distance. Using the Metric units is assumed since it is the default setting.

```
import bpy

# Get the selected object
selected_obj = bpy.context.object

# Duplicate the selected object
duplicated_obj = selected_obj.copy()
bpy.context.collection.objects.link(duplicated_obj)

# Offset the duplicated object
duplicated_obj.location.y -= 3.0
```

Make Selected Objects Become ASSETS



The Asset Browser is a Blender feature introduced in version 3.0, therefore, this script will not work on older versions of Blender as the feature is not available.

To use this script, follow these steps:

- Open Blender and switch to the scripting layout.
- Create or open a new Blender file.
- Select the objects that you want to mark as assets.
- Open the "Text Editor" panel and create a new text block.
- Copy and paste the script into the text block.
- Click the "Run Script" button or press "Alt+P" to execute the script.

The selected objects will now be marked as assets.



Please note that this script assumes you have the necessary objects selected in Blender before running it. Also, make sure to save your work before running the script, as it will modify the objects in your scene.

```
import bpy

def mark_objects_as_asset():
    # Get the currently selected objects
    selected_objects = bpy.context.selected_objects

    # Iterate over each selected object
    for obj in selected_objects:
        # Mark the object as an asset
        obj.asset_mark()

# Call the function to mark selected objects as assets
mark_objects_as_asset()
```

Automating the Boring Stuff with Python

"Hey, isn't that the title of a book from Al Sweigert?"

"Why yes, it is and it is the inspiration for the following Blender Python code"



The book "Automate the Boring Stuff with Python" is available from NoStarch Press or Amazon but it is also free to read. <https://automatetheboringstuff.com/#toc> I highly recommend it.

So what are we going to do next?

When working on a Blender model, you often encounter tasks that require repetitive steps. These tasks can become tedious, especially when you need to repeat them a large number of times, such as 56 times. This is how it all began. Now, let's discuss what led up to this.

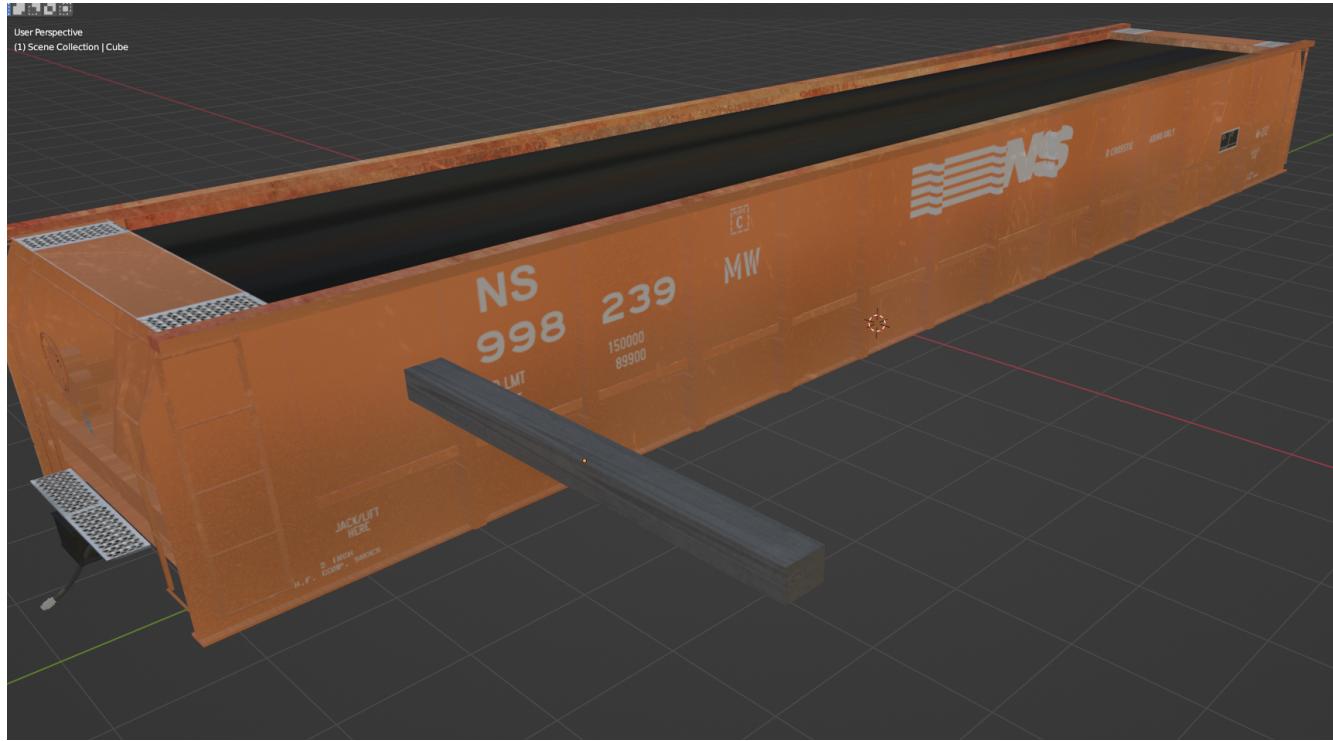
While working on the crosstie load for my Norfolk Southern Crosstie Gondola, it was realized that we only needed to create a single crosstie, apply a texture to it, and then use an ARRAY MODIFIER to duplicate it until the objects filled the gondola load area. Below is the final result.



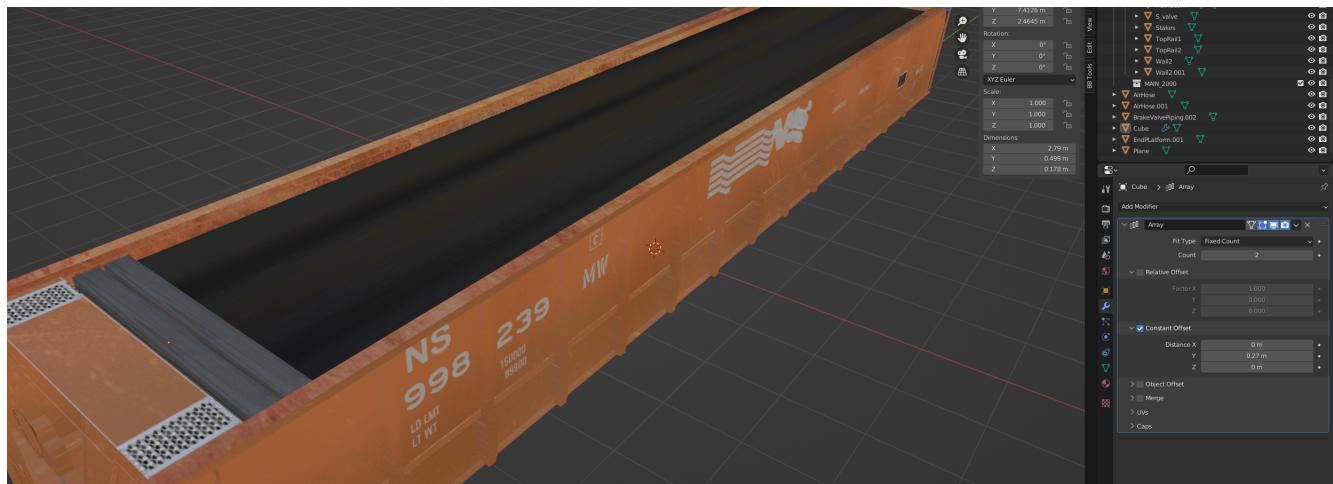
But how did I get there?

The initial crosstie shape is created using a cube primitive. The dimensions used are 7" x 9" x 9' or in Blender → Metric (Z = 0.1778m Y = .2286m X = 2.7492m). The next steps are to Apply Rotation and

Scale and then to texture it.



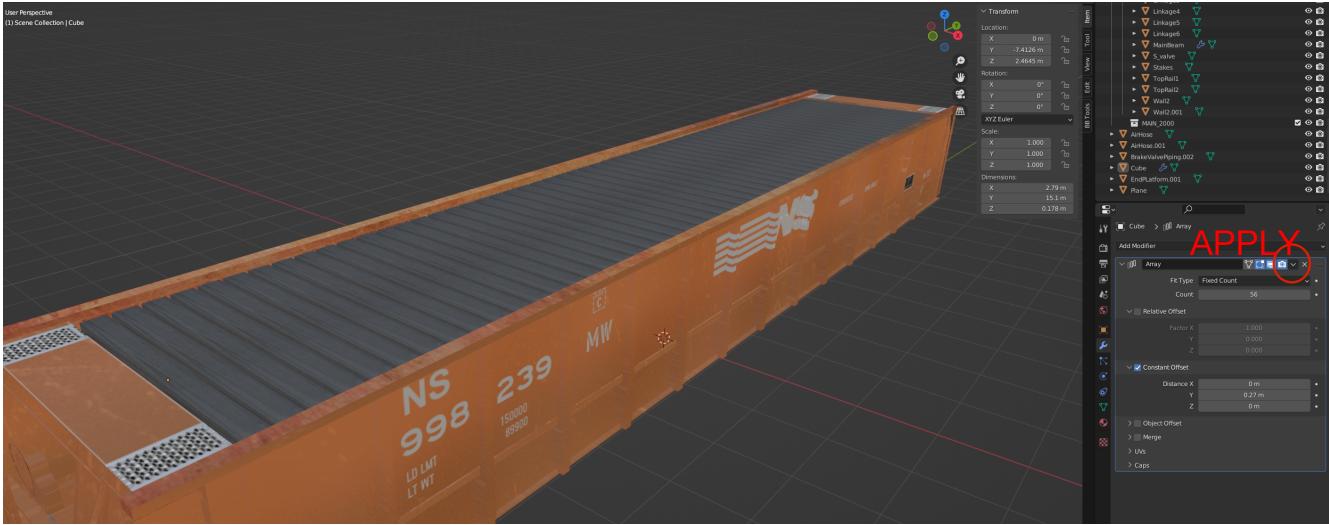
So now that we have a crosstie built and textured (Not covered here, sorry), it needs to be replicated to fill the gondola load area. This is made easier by using the **ARRAY MODIFIER** (Under Wrench Icon)



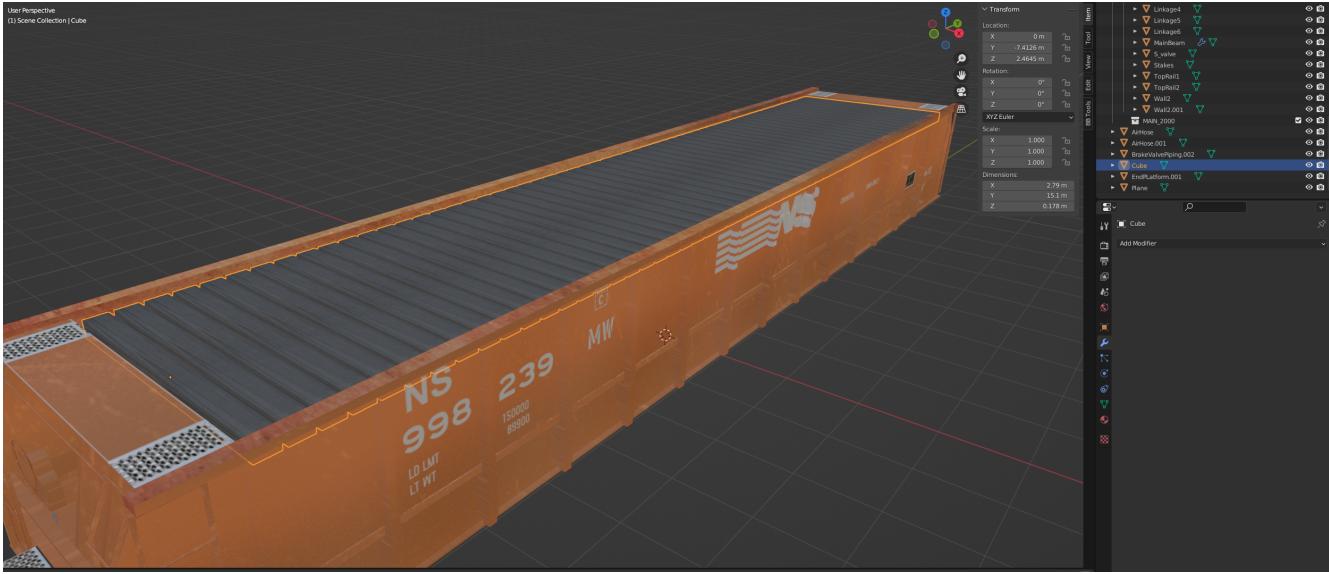
The settings used are: **CONSTANT OFFSET** (Not default) Y Axis OFFSET VALUE: 0.027 (or so).



Uncheck Relative Offset. Zero Out the **X** Field value. But we need to **FILL** the area... so the initial **Count** field is "2" and it needs to be increased to fit the area (in this scene, it needed 56 arrayed items to make it fit)



Great! We have a FILLED gondola with an array of crossties and we still only needed to make one crosstie to start with. BUT! They are all way too uniform and look unnatural. The problem is, these objects (as they are now) will all continue to imitate any changes we make to the original cube since the array modifier is still **active**. So now we need to **APPLY** the **ARRAY** modifier while in **OBJECT** mode.



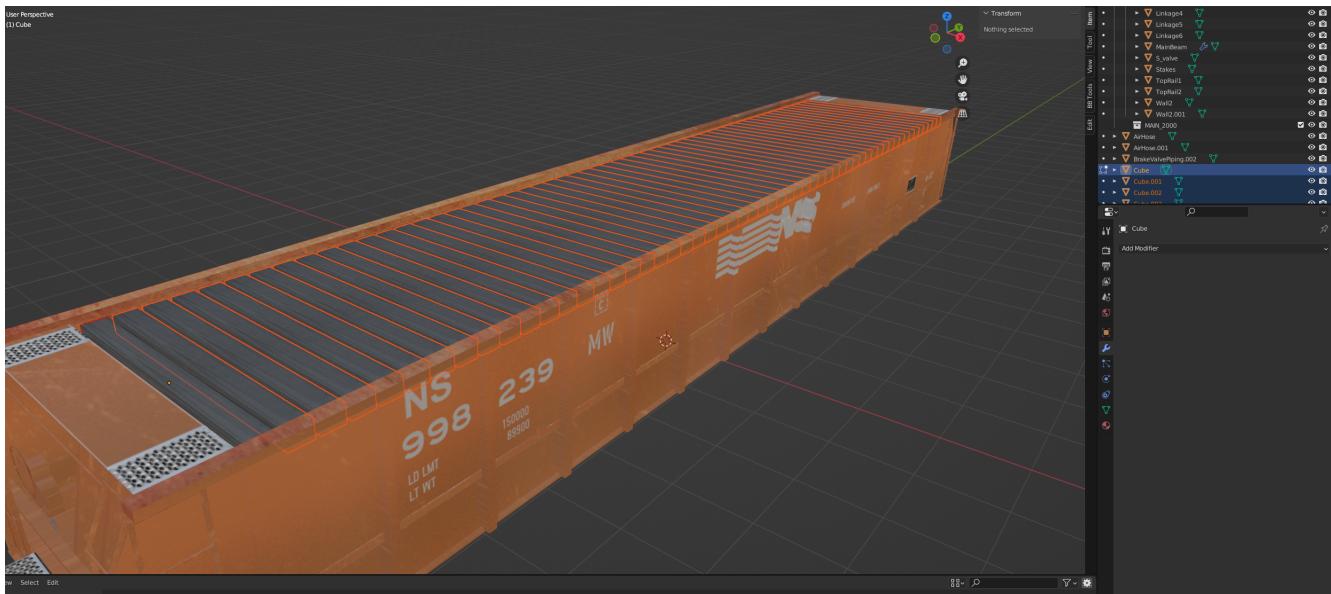
Our next problem is that these arrayed objects are all still basically the same grouped object. All of these objects will also share the **SAME** origin point as well. So the next step to do we to break them apart.

- Select the crosstie object (cube)
- Press **TAB** for **EDIT MODE**
- Press **P** - to Separate. Now choose: "By loose parts" from the menu.

Now all of the individual items are **created**, having been separated from the original. (Check your collection list as in this case we now have 56 CUBES that make up the crossties)

All the crossties share the same origin location, making individual adjustments to them is currently rather challenging. Therefore, it becomes necessary to assign each crosstie its own origin point based on its specific geometry. This will allow for easier customization and modifications to each crosstie.

Normally in this case, we would need to make 56 individual edits! Oh the DRUDGE! So, let's make use of Blender's scripting TAB.



Make sure all of your objects (crossties) are currently selected. (You might want to just select them all from the Collection list.)

```
# After running the script, the origin of each selected object will be set
# to its geometry. Please note that this script assumes you have the
# objects selected before running it.

import bpy

# Get the selected objects
selected_objects = bpy.context.selected_objects

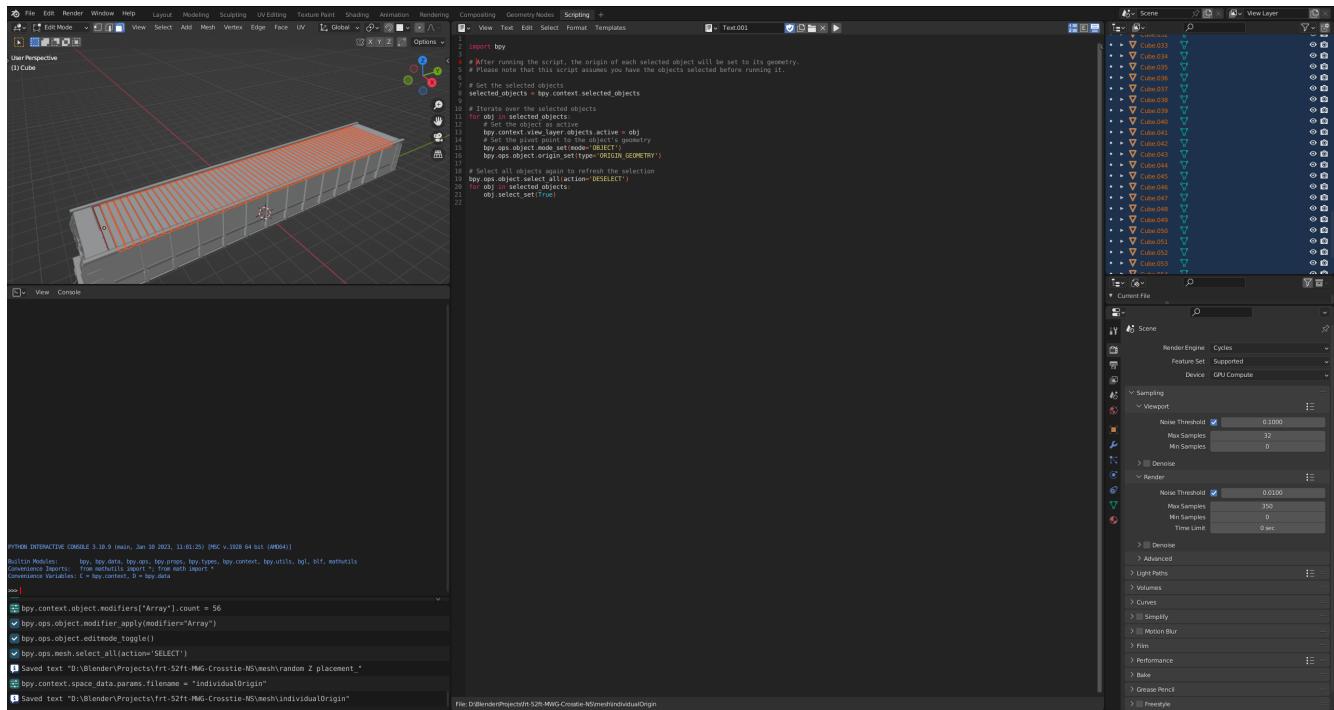
# Iterate over the selected objects
for obj in selected_objects:
    # Set the object as active
    bpy.context.view_layer.objects.active = obj
    # Set the pivot point to the object's geometry
    bpy.ops.object.mode_set(mode='OBJECT')
    bpy.ops.object.origin_set(type='ORIGIN_GEOMETRY')

# Select all objects again to refresh the selection
bpy.ops.object.select_all(action='DESELECT')
for obj in selected_objects:
```

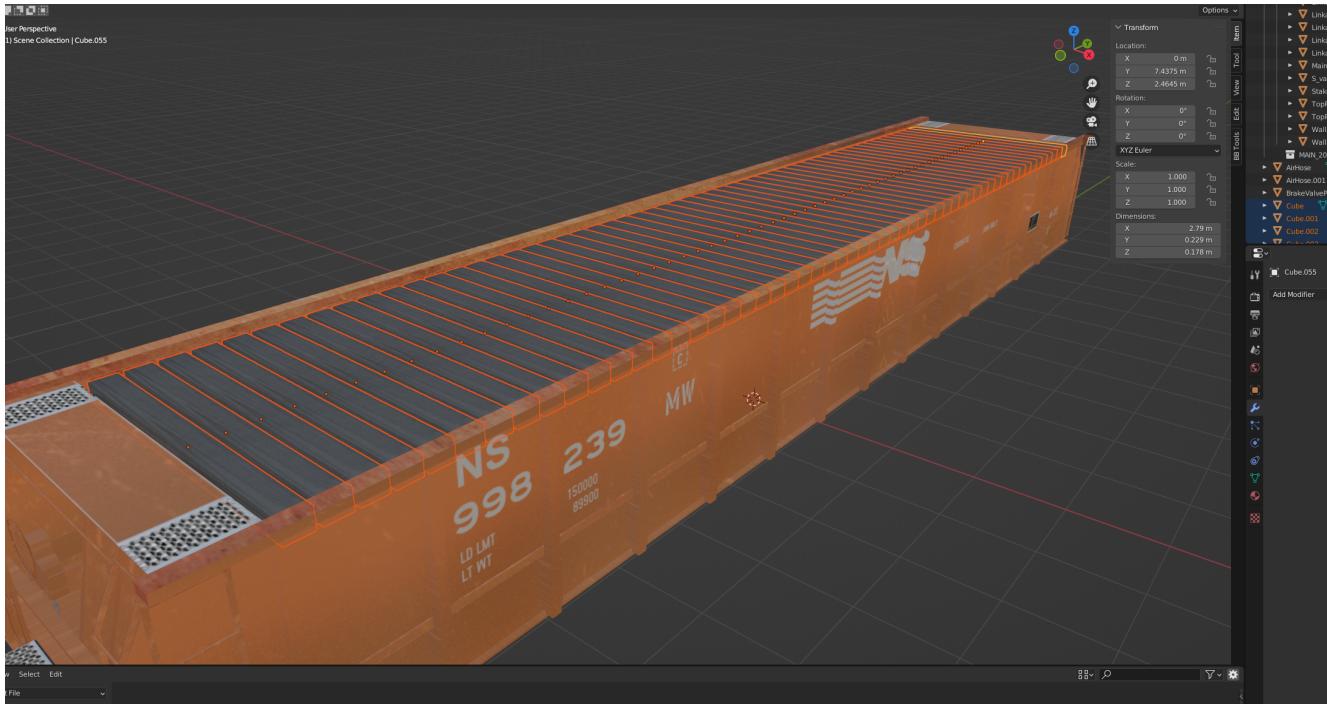
```
obj.select_set(True)
```

Open the scripting tab in Blender, follow these steps:

1. In Blender and navigate to the top header of the application.
2. Locate and click on the "Scripting" tab.
3. Within the "Scripting" tab, go to the "Text" tab.
4. Choose "Create New" to create a new file.
5. Enter or paste the provided code into the Blender Python Editor window.



Press the **RUN** icon to run the code. (You will see that it did something in the windows on the left). You can switch back to LAYOUT from the Scripting tab for a better view.



Now all of the objects have their own origin based on their specific geometry. (See all the orange origin dots on each crosstie?)

The next step is to randomize the `Z` axis location of these objects (crossties) so they look less uniform.

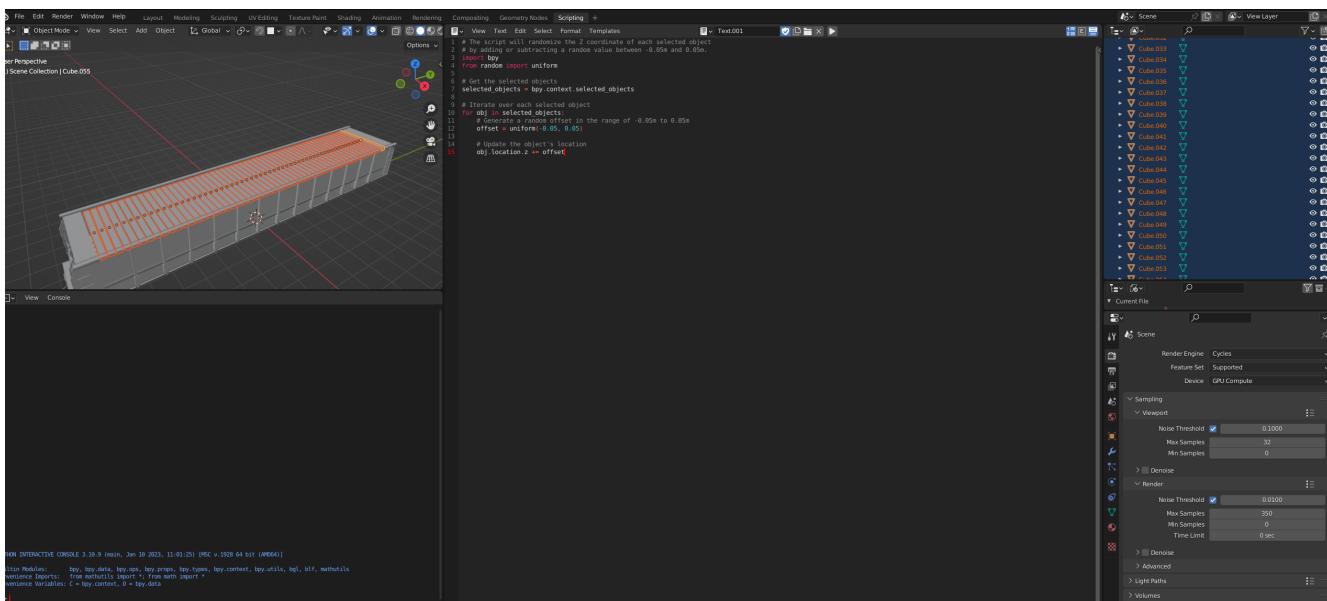
In the Blender Python Editor (Scripting Tab), create a NEW text document and enter/paste-in the following code:

```
import bpy
from random import uniform

# Get the selected objects
selected_objects = bpy.context.selected_objects

# Iterate over each selected object
for obj in selected_objects:
    # Generate a random offset in the range of -0.05m to 0.05m
    offset = uniform(-0.05, 0.05)

    # Update the object's location
    obj.location.z += offset
```



Press the **RUN** icon to run the code.

You will end up with the following...



and finally...



To summarize:

We encountered a situation where the crosstie load needed to be placed non-uniformly, but it was realized that creating just a single textured cube object and performing minimal additional steps, such as replication with offsets would suffice. Furthermore, as a result of this process, you now have two more scripts in your collection that can assist with future object manipulation in Blender.

Using a script from the console

You can execute the following code in the python console to execute an external script without opening it up in the text editor:

```
filename = "/full/path/to/myscript.py"
exec(compile(open(filename).read(), filename, 'exec'))
```

or run the following code in the python console to execute another script:

```
import bpy

script = bpy.data.texts["script_name.py"]
exec(script.as_string())
```

Using a script from the command line

Using a terminal window (command shell) in your operating system, you can execute the following code in the python console to execute an external script without opening it up in the text editor:

```
`blender yourblendfilenameorpath --python myscript.py`
```

A Few Setup Script Examples

So lets try some more scripting examples. Let's say we want to create a new vehicle in Blender. We can use the following code to create the beginnings anew vehicle in Blender if we know some of the key measurements

Lets say we know that the distance from the center of the vehicle to the center of the bogie is 3.5 meters. We also know that the vehicle is 10 meters long so we have an idea where the couplers are. We would also know that the vehicle is 2.9 meters wide.

So what if we could place some marker references using the AXIS Plane object in Blender to visualize the locations of the bogies and couplers. Here is some sample code to do that:

```
import bpy

# Define the locations where objects will be placed (in this case, a list of tuples).
object_locations = [
    (0.0, 3.5, 0.89), # Bogie location 1
    (0.0, -3.5, 0.89), # Bogie location 2
    (0.0, 5.0, 0.89), # Coupler location 1
    (0.0, -5.0, 0.89), # Coupler location 2
    # Add more locations as needed
]

# Create a new mesh object and place it at each location
for i, location in enumerate(object_locations):
    # Create a new cube mesh (you can use any object type)
    bpy.ops.object.empty_add(type='PLAIN_AXES', align='WORLD', location=location)

    # Optionally, give it a unique name (e.g., Cube_1, Cube_2, etc.)
    obj = bpy.context.object
    obj.name = f"axis_{i+1}"

    # You can also adjust other object properties like scale or rotation if needed
    # obj.scale = (1.0, 1.0, 1.0)
    # obj.rotation_euler = (0.0, 0.0, 0.0)
```

If we are following along with the MSTS/OPEN RAILS Exporter documentation, we would want to create a new collection called "MAIN" and then create a sub-collection called "MAIN_700" under "MAIN". We can use the following code to do that:

```
import bpy
```

```

# Function to create a new collection if it doesn't exist
def create_collection(name, parent_collection=None):
    if name not in bpy.data.collections:
        new_collection = bpy.data.collections.new(name)
        if parent_collection:
            parent_collection.children.link(new_collection)
        else:
            bpy.context.scene.collection.children.link(new_collection)
        return new_collection
    else:
        return bpy.data.collections[name]

# Create the main collection "MAIN"
main_collection = create_collection("MAIN")

# Create the sub-collection "MAIN_700" under "MAIN"
sub_collection = create_collection("MAIN_700", parent_collection=main_collection)

print(f"Created collections: {main_collection.name}, {sub_collection.name}")

sub_collection = create_collection("MAIN_2000", parent_collection=main_collection)

print(f"Created collections: {main_collection.name}, {sub_collection.name}")

```

Creating a basic UV Map layout

One of the things that Erick Cantu recommends is to get the right proportions for the UV map layout. Here is an example script to create a basic UV map layout for a 40 ft Boxcar with reasonably correct proportions.

Quick Start:

- pip install Pillow
- get the source code from github: <https://github.com/pwillard/blender-uv-layout>
- If you downloaded the ZIP file, Save it to a folder on your computer and extract it.
- You will have a folder called "blender-uv-layout" on your computer.
- Inside the folder will be the files: `blender-uv-layout.py` and `uv_meta.json`

The uv-meta.json file contains the metadata for the UV layout. You can edit this file to change the layout.

Rather than post the code here, I will provide a link to the Github repository. You can download the files and follow the instructions in the README.md file to create your own UV layout.

<https://github.com/pwillard/blender-uv-layout>

Creating a DECAL sheet

Here is an example script to create a decal sheet in Blender. The resulting image will be a set of reporting marks on an Alpha background that can be used with the freightAnim decal method discussed in the *making textures* section of this documentation.



Rather than post the code here, I will provide a link to the Github repository.

<https://github.com/pwillard/repmark>

Creating Rolling Stock and Locomotives

In order to ensure the precise functioning of locomotives and other rolling stock, it is crucial to acquire as much authentic data as possible and comprehend the expected behavior of the locomotive or rolling stock. These bits of collected data will be used to flesh out the [ENG](#) and [WAG](#) files that accompany the 3D Model and textures that make up a particular content item that can be added to Open Rails.

You would need to gather enough prototypical data to accurately complete the physics descriptions in the [WAG](#) or [ENG](#) file.



Please note that there have been many improvements and additions to the simulator that go well beyond the capabilities and options of the original Microsoft Train Simulator. Many of the options listed in this section contain values and parameters that are unique to Open Rails. It is assumed that the reader is NOT trying to retain compatibility with legacy Microsoft Train Simulator and doing so is beyond the scope of this section. If you wish to retain Microsoft Train Simulator compatibility, please refer to the technical documents that come with Microsoft Train Simulator.



The process of creating content and config files is often described as a complicated mess, and that description is not entirely inaccurate. However, there is a side project underway to develop a set of replacement files for MSTS 3D models, config files, and textures that are free to use and do not violate anyone's copyrights. These replacement files will serve as examples of the standards for creating 3D models, textures, and config files for Open Rails, which can be shared with everyone.

General Configuration File Format

The formatting of the configuration files are based on a standard known as S-Expression. This method, known as "symbolic expression format" pre-dates a lot of the more modern programming language solutions for managing data, like JSON or XML. It was originally devised to build tree-structured data notation and was commonly used with languages like LISP. Like LISP, it is heavily dependent on parentheses. You could even say that XML has a somewhat S-Expression like structure if you are familiar with it.

The SIMIS Game Studio which eventually became KUJU, used this format to store the configuration data for the Microsoft Train Simulator. Many of the files that form part of the sim are in one of a number of formats bearing the "SIMISA" signature at the top of the file. The SIMIS file format is identified by a 16 byte or longer signature and header, with the remainder of the file being an inner format/data. For example; you might see **SIMISA@00000000@JINX0D0t** at the top of a file. This header section does not get compressed with the rest of the file, and is only used to identify the file type. The remaining data is compressed using the Zlib's DEFLATE algorithm.

Open Rails "Units of Measure"



Source: <http://www.coalstonewcastle.com.au/physics/or-parameter-uom/>

Aim - this section describes the standard units of measure (UoM) available in Open Rails Train Simulator. These are the UoM used to input values from the ENG or WAG files.

Note:

- The UoM values shown in the "Default" column is the UoM value that OR assumes if no UoM value is included in the parameter statement. (**However it is always good practice to include the relevant UoM**)
- The "Alternative UoMs" column shows alternate UoM currently supported by OR.
- The UoM should directly follow the numerical value in the parameter with any spacing, otherwise it will not be correctly interpreted.

Unit of Measure	Description	Default UoM	Alternative UoMs	Typical Examples
Mass	Describes the weight of an object	kg	lb, t (metric tonne), t-uk (imperial ton), t-us (us ton)	Mass (106t-us)
Distance	Describes the length or distance between two points or locations.	m	cm, mm, km, ft, in	WheelRadius (21.5in)
Area	Describes the area of an object.	m^2	ft^2	ORTSSuperheatArea (295ft ²)
Volume (of a space)	Describes the volume of an object.	m^3	ft^3, in^3	BoilerVolume (340ft ³)
Volume (fluid quantity)	Describes the fluid quantity contained by an object.	l	g-uk (gallons - uk), g-us (gals - us)	MaxDieselLevel (800g-uk)
Time	Describes the elapsed time between two events.	s	m, h	

Unit of Measure	Description	Default UoM	Alternative UoMs	Typical Examples
Current	Describes the current flow in a circuit.	A		MaxCurrent (2700A)
Voltage	Describes the voltage of a circuit.	V	kV	
Speed	Describes the speed of an object.	m/s	mph, km/h	Sanding (20mph)
Mass Rate of Change	Describes the rate of change in mass for an object.	lb/h	kg/h	
Frequency	Describes the frequency of movement of an object.	hz	rpm, rps	
Force	Describes the force applied to an object.	N	kN, lbf	MaxForce (227kN)
Power	Describes the power of an object.	W	kW, hp	MaxPower (2650hp)
Pressure	Describes the pressure of an object.	psi	bar, kpa, inhg	MaxBoilerPressure (250psi)
Pressure rate of change	Describes the rate of change in pressure of an object.	psi/s	bar/s, kpa/s, inhg/s	TrainPipeLeakRate (0.01inhg/s)
Energy Density	Describes the energy density of an object.	kj/kg	btu/lb	ORTSFuelCalorific (13700btu/lb)
Temperature	Describes the temperature of an object.	degc	degf	
Davis B Coefficient	Describes the UoM for the Davis B value.	ns/m	lbf/mph	

Unit of Measure	Description	Default UoM	Alternative UoMs	Typical Examples
Davis C Coefficient	Describes the UoM for the Davis C value.	Nm/s ²	lbf/mph ²	
Stiffness	Describes the stiffness.	n/m		Stiffness (1e6N/m 2e6N/m)
Rotational Inertia	Describes the inertia due to the rotation of an object.	kgm ²		
Angle	Describes the angle of an object.	rad	deg	ORTSMaximumW heelFlangeAngle (75deg)



The contents of an ENG or WAG file use an S-expression type of notation for grouping of related items. Token definitions are delimited by opening (and closing) parenthesis. All strings are quoted using the double quote character ("') and are UTF-8 encoded. Tokens can have zero or more attributes. Human readability is a design goal.



With Open Rails it is very common that things like coupler and brake settings are consistent between many different pieces of rolling stock. For this reason, it is common to see content releases that share these common settings in a specific folder on the hard drive and make call-outs to the common settings using the Open Rails **INCLUDE** token in the **ENG** or **WAG** file.

Using **INCLUDE**

The INCLUDE token is new to Open Rails and did not exist in Microsoft Train Simulator. Using INCLUDE looks like the following example, where this NAVS content **WAG** FILE makes a call-out to FreightAnims for car body and numbers and then coupler and then the remainder of the specific car details:

```
SIMISA@@@@@@@JINX0D0t_____
```

```
Wagon ( NAVX_105007_MT
```

```
    ORTSFreightAnims (
        WagonEmptyWeight ( 64400lb )
```

```

FreightAnimStatic (
    Shape( ../NAVS_COMMON/Flatcar-GS-Type-53-6/Flatcar-GS-Type-53-
6_BULK_Carbody-4.s ) ①
    Offset( 0, 0, 0 )
    FreightWeight( 0lb )
)
FreightAnimStatic (
    Shape( ../NAVS_COMMON/Flatcar-GS-Type-53-6/Decals/Flatcar-GS-Type-53-
6_Decals_08.s ) ②
    Offset( 0, 0, 0 )
    FreightWeight( 0lb )
)
)

Include( "../NAVS_COMMON/INCLUDE/AAR_Type-E.inc" ) ③
Include( "../NAVS_COMMON/Flatcar-GS-Type-53-6/Flatcar-GS-Type-53-
6_S2_Roller_Bulkhead_MT.inc" ) ④

```

- ① Get the 3D MODEL of this vehicle
- ② Get the additional added modeled items, in this case, the DECALS
- ③ Include the common Coupler Type
- ④ Include the physics details that define this particular vehicle

While you **can** continue to place all of your physics data in a single **WAG** or **ENG** file, you might find that this method of including other files helps out when you create many variants of the same basic model. It remains totally optional to make use of this technique.



The INCLUDE token is a new token that did not exist in Microsoft Train Simulator. So using it means that you are using a feature that is not supported by the original Microsoft Train Simulator making the content Open Rails specific.



Erik Cantu has come up with a winning set of options here that would even allow swapping of trucks on an existing model because the trucks are defined in a separate file.

Basic ENG and WAG file Details

The goal of this section is to assist the reader when creating new vehicles or when upgrading their old MSTS ENG and WAG files to current ORTS standards.



The list of Open Rails ENG/WAG file parameters is very likely to be a constantly

moving target as new tokens/parameters are being added regularly.

Should there be a ENG/WAG standard layout?

So far, we have not been required to follow a rigid standard for ENG and WAG file layout and there is no indication that this will ever change. While this offers freedom of choice to the developer of content, it has created truly horrific examples of how the s-expression format does not lend itself to good results. Much uploaded content has suffered from the extra or missing parenthesis due opening and closing pairs not being very visible when spanning many lines of text.

There **should** also be an attempt by the reader to adopt a standardized or consistent way they create their own ENG/WAG files. The goal of making these files more easily readable and validated should be attempted.

One recommendation made by Peter Newell is to separate the contents of these files into sections with comment headers, for example:

```
Comment ( **** General Information  
*****  
Included in this section - Type, Shape, Size, Mass, etc  
***** )
```

It's not a bad idea, though you actually seldom see it being used.

There are essentially 2 sets of parameter types in Open Rails. These are BASIC and ADVANCED settings. For the most part, BASIC settings are compatible with legacy MSTS while ADVANCED settings are specifically used only in Open Rails.

For example:

Couplers Basic

- CouplingHasRigidConnection
- Coupling - Automatic Bar Chain
- Type
- Spring
- Break
- r0

Couplers Advanced

- ORTSTensionStiffness

- ORTSTensionR0
- ORTSTensionSlack
- ORTSCompressionStiffness
- ORTSCompressionR0
- ORTSCompressionSlack
- ORTSBreak

Universal Settings

These settings are found in nearly every type of rolling stock or locomotive content and while some are optional, most are really not. Many of the new ORTS tokens are related to Derailment Coefficient determination.

Token	MSTS	ORTS	Parameters
Type()	x	x	Steam Diesel Electric Freight Carriage Tender
Wagon()	x	x	Section contains all related wagon() tokens
WagonShape()	x	x	Defines the file path to locate the shape ".S" file
Size()	x	x	3 Dimensions: X Y Z, in meters by default unless a Unit is supplied
WheelRadius()	x	x	Wheel Radius in meters unless a Unit is supplied. Example: "33in"
ORTSLengthCouplerFace ()		x	DC - Length between coupler faces (Is this the same a 'length over strikers' + about 24"?)
ORTSLengthCarBody ()		x	DC - Actual length of car

Token	MSTS	ORTS	Parameters
ORTSLengthBogieCenter ()		x	DC - Actual length of distance between center of bogies
ORTSRigidWheelBase ()		x	DC - The distance between immovable axles
ORTSNumberBogies ()		x	DC - Number of Bogies on the car
ORTSNumberAxles ()		x	DC = Number of total axles for all bogies
ORTSWheelFlangeLength ()		x	DC - Wheel Flange length
ORTSMaximumWheelFlangeAngle (72deg)		x	DC - (Degrees or Radians) default is radians
include		x	Defines the file and path if external file to inserted into the current file



DC indicated that the token is related to the new Derailment Coefficient

See the [\[Appendix A\]](#) for a more complete list of tokens/parameters. Note: this list is still incomplete.

Example WAG file with INCLUDE

Probably some of the BEST examples of how to make use of the Open Rails ENG/WAG design goals is Erick Cantu with what he has done with the NAVS rolling stock and engines. Erick heavily makes use of the **INCLUDE** token and new **Freight Anim** options. I would recommend downloading and looking at one of Erick's SDK files for a good background on his techniques.

An **INCLUDE** related Excerpt from Elvas Tower Forum is below, where it is pointed out that you can redefine existing sections of a WAG/ENG file with replacement entries that come after the original definitions.

Let's start with the original WVOGrain.wag:

SIMISA@00000000000JINX0D0t_____

Wagon (WVOGrain

comment(WVO Covered hopper, hi-hip version)

comment(Physics by Chris Lee)

Type (Freight)

WagonShape (WVOGrain.s)

Size (3.243m 4.728m 17.503m)

comment(23.776t empty, 106.747t full)

Mass (73.78t)

WheelRadius (36in/2)

InertiaTensor (Box (3m 3.6m 13.5m))

Coupling (

Type (Automatic)

Spring (

Stiffness (1e6N/m 5e6N/m)

Damping (1e6N/m 1e6N/m)

Break (5.1e8N 5.1e8N)

r0 (20cm 30cm)

)

comment(CouplingHasRigidConnection ())

Velocity (0.1m/s)

)

Buffers (

Spring (

Stiffness (1e6N/m 5e6N/m)

Damping (1e6N/m/s 1e6N/m/s)

r0 (0m 1e9)

)

Centre (0.5)

Radius (1)

Angle (0.5deg)

)

Adhesion (0.2 0.4 2 0)

DerailRailHeight (4cm)

DerailRailForce (2.5N/kg*23t)

DerailBufferForce (400kN)

NumWheels (8)

Friction (

871N/m/s

0

1mph

3.26N/m/s

1.8

5.1N/rad/s

1

-1rad/s

0

1

)

Lights (2

```

Light  (
    comment( Rear red light flashing dim )
    Type      ( 0 )
    Conditions (
        Headlight ( 2 )
        Unit ( 3 )
    )
    FadeIn  ( 0.5 )
    FadeOut ( 0.5 )
    Cycle     ( 0 )
    States   ( 2
        State  (
            Duration ( 0.35 )
            LightColour ( 80ff0000 )
            Position ( 0.0 1.2 -8.955 )
            Azimuth ( -180 -180 -180 )
            Transition ( 0 )
            Radius ( 1.0 )
        )
        State  (
            Duration ( 0.35 )
            LightColour ( 00000000 )
            Position ( 0.0 1.2 -8.955 )
            Azimuth ( -180 -180 -180 )
            Transition ( 0 )
            Radius ( 1.0 )
        )
    )
)
Light  (
    comment( Rear red light flashing bright )
    Type      ( 0 )
    Conditions (
        Headlight ( 3 )
        Unit ( 3 )
    )
    FadeIn  ( 0.5 )
    FadeOut ( 0.5 )
    Cycle     ( 0 )
    States   ( 2
        State  (
            Duration ( 0.35 )
            LightColour ( 80ff0000 )
            Position ( 0.0 1.2 -8.955 )
            Azimuth ( -180 -180 -180 )
            Transition ( 0 )

```

```

                    Radius ( 1.0 )
                )
            State  (
                Duration ( 0.35 )
                LightColour ( 00000000 )
                Position ( 0.0 1.2 -8.955 )
                Azimuth ( -180 -180 -180 )
                Transition ( 0 )
                Radius ( 1.0 )
            )
        )
    )

BrakeEquipmentType( "Handbrake, Triple_valve, Auxiliary_reservoir,
Emergency_brake_reservoir" )      ----- THIS SECTION HAS SOME SORT OF ISSUE THAT I'M
GOING TO CHECK
    BrakeSystemType( "Air_single_pipe" )
<----- IN OPENRAILS AS THE BRAKES AREN'T RECOGNIZED
    MaxBrakeForce( 22.13kN )
!

    MaxHandbrakeForce( 22.13kN )
!
    NumberOfHandbrakeLeverSteps( 100 )

!
    EmergencyBrakeResMaxPressure( 110 )
    TripleValveRatio( 2.5 )
!
    MaxReleaseRate( 2.27 )
    MaxApplicationRate( 1.717 )
!
    MaxAuxiliaryChargingRate( 1 )
    EmergencyResCapacity( 2.604 )
    EmergencyResChargingRate( 1 )
!
    BrakeCylinderPressureForMaxBrakeBrakeForce( 64 )
<-----

    Sound ( "GenFreightWag1.sms" )
)

```

Make a new brake system section and typed it in a STD_Wag_Brake.inc:

```
BrakeEquipmentType ( "Handbrake, Triple_valve, Auxiliary_reservoir,
```

```

Emergency_brake_reservoir" )
    BrakeSystemType( "Air_single_pipe" )
    MaxBrakeForce( 78kN )
    MaxHandbrakeForce ( 57.2kN )
    NumberOfHandbrakeLeverSteps( 100 )
    EmergencyBrakeResMaxPressure( 110 )
    TripleValveRatio( 2.5 )
    EmergencyResVolumeMultiplier ( 1.461 )
    MaxReleaseRate( 22.2 )
    MaxApplicationRate( 13.9 )
    MaxAuxiliaryChargingRate( 20 )
    EmergencyResCapacity( 2.025ft^3 )
    EmergencyResChargingRate( 20 )
    BrakePipeVolume ( 0.307ft^3 )
    BrakeCylinderPressureForMaxBrakeBrakeForce( 90 )

```

Make an **Openrails** folder inside the WVOGrain folder, where I placed a text file with the following text called **WVOGrain.wag** (the well known include method, with comments)

```

<-----
REQUIRED EMPTY LINE
include ( "..\\WVOGrain.wag" ) <-----
CALLS THE ORIGINAL WAG FILE
Wagon ( <----- THIS
MEANS: INSERT THE NEXT LINES IN THE WAGON SECTION
    include ( "...\\Common.inc\\Wagons\\Std_Wag_Brakes.inc" ) <-----
CALLS THE .INC FILE WITH THE NEW PARAMETERS
) <-----
CLOSE THE WAGON SECTION

```



This trick is in the manual, where it explains how to add instructions to remove the trees on rails in a route without touching the original .trk definition file.

The final result, to Open Rails, would be:

```

SIMISA@0000000000JINX0D0t_____
<---- START OF THE ORIGINAL WVOGRAIN.WAG

Wagon ( WVOGrain
    comment( WVO Covered hopper, hi-hip version)
    comment( Physics by Chris Lee)
    Type ( Freight )
    WagonShape ( WVOGrain.s )
    Size ( 3.243m 4.728m 17.503m )

```

```

comment( 23.776t empty, 106.747t full )
Mass ( 73.78t )
WheelRadius ( 36in/2 )
InertiaTensor ( Box (3m 3.6m 13.5m) )
Coupling (
    Type ( Automatic )
    Spring (
        Stiffness ( 1e6N/m 5e6N/m )
        Damping ( 1e6N/m 1e6N/m )
        Break ( 5.1e8N 5.1e8N )
        r0 ( 20cm 30cm )
    )
    comment( CouplingHasRigidConnection () )
    Velocity ( 0.1m/s )
)
Buffers (
    Spring (
        Stiffness ( 1e6N/m 5e6N/m )
        Damping ( 1e6N/m/s 1e6N/m/s )
        r0 ( 0m 1e9 )
    )
    Centre ( 0.5 )
    Radius ( 1 )
    Angle ( 0.5deg )
)
Adhesion ( 0.2 0.4 2 0 )
DerailRailHeight ( 4cm )
DerailRailForce ( 2.5N/kg*23t )
DerailBufferForce ( 400kN )
NumWheels ( 8 )
Friction (
    871N/m/s          0          1mph          3.26N/m/s
1.8
    5.1N/rad/s         1          -1rad/s         0
1
)
Lights ( 2
    Light ( 
        comment( Rear red light flashing dim )
        Type ( 0 )
        Conditions ( 
            Headlight ( 2 )
            Unit ( 3 )
        )
        FadeIn ( 0.5 )
    )
)

```

```

        FadeOut ( 0.5 )
        Cycle          ( 0 )
        States (      2
                      State (
                        Duration ( 0.35 )
                        LightColour ( 80ff0000 )
                        Position ( 0.0 1.2 -8.955 )
                        Azimuth ( -180 -180 -180 )
                        Transition ( 0 )
                        Radius ( 1.0 )
                      )
                      State (
                        Duration ( 0.35 )
                        LightColour ( 00000000 )
                        Position ( 0.0 1.2 -8.955 )
                        Azimuth ( -180 -180 -180 )
                        Transition ( 0 )
                        Radius ( 1.0 )
                      )
                    )
      )
    Light (
      comment( Rear red light flashing bright )
      Type          ( 0 )
      Conditions   (
        Headlight ( 3 )
        Unit ( 3 )
      )
      FadeIn ( 0.5 )
      FadeOut ( 0.5 )
      Cycle          ( 0 )
      States (      2
                      State (
                        Duration ( 0.35 )
                        LightColour ( 80ff0000 )
                        Position ( 0.0 1.2 -8.955 )
                        Azimuth ( -180 -180 -180 )
                        Transition ( 0 )
                        Radius ( 1.0 )
                      )
                      State (
                        Duration ( 0.35 )
                        LightColour ( 00000000 )
                        Position ( 0.0 1.2 -8.955 )
                        Azimuth ( -180 -180 -180 )
                        Transition ( 0 )
                        Radius ( 1.0 )
                      )
                    )
      )
    )
  )
)

```

```

        )
    )
)

BrakeEquipmentType( "Handbrake, Triple_valve, Auxiliary_reservoir,
Emergency_brake_reservoir" )
BrakeSystemType( "Air_single_pipe" )
MaxBrakeForce( 22.13kN )

MaxHandbrakeForce( 22.13kN )
NumberOfHandbrakeLeverSteps( 100 )

EmergencyBrakeResMaxPressure( 110 )
TripleValveRatio( 2.5 )
MaxReleaseRate( 2.27 )
MaxApplicationRate( 1.717 )
MaxAuxiliaryChargingRate( 1 )
EmergencyResCapacity( 2.604 )
EmergencyResChargingRate( 1 )
BrakeCylinderPressureForMaxBrakeBrakeForce( 64 )

Sound ( "GenFreightWag1.sms" )

BrakeEquipmentType ( "Handbrake, Triple_valve, Auxiliary_reservoir,
Emergency_brake_reservoir" ) <---- THIS IS THE ADDED SNIPPET FROM THE .INC
BrakeSystemType( "Air_single_pipe" )
MaxBrakeForce( 78kN )
MaxHandbrakeForce ( 57.2kN )
NumberOfHandbrakeLeverSteps( 100 )
EmergencyBrakeResMaxPressure( 110 )
TripleValveRatio( 2.5 )
EmergencyResVolumeMultiplier ( 1.461 )
MaxReleaseRate( 22.2 )
MaxApplicationRate( 13.9 )
MaxAuxiliaryChargingRate( 20 )
EmergencyResCapacity( 2.025ft^3 )
EmergencyResChargingRate( 20 )
BrakePipeVolume ( 0.307ft^3 )
BrakeCylinderPressureForMaxBrakeBrakeForce( 90 )
<---- ...TO HERE
)
<----- END OF ORIGINAL FILE

```

Clear are mud still, I suppose... more examples are needed.

Option 1 - The Benefits of Common Folders for Re-skinners

Lets say you were going to repaint one of Erick's models. If this is the case, all you really need to do is create a new folder for your content, develop a new SKIN and adjust the existing SHAPE details to refer to the new TEXTURE. Many of the NAVS releases also include a paint kit release that offer much in the way of guidance for re-skining, making these the best choice for newcomers that want to give it a try.

For example, if you used the NAVS 40 ft Boxcar kit as a base model, your WAG files would basically look like this (Taken from CP 40 foot Grain Boxcars by JW Mercer and based on NAVS_BOXCAR_40_PS-TYPE car by Erick Cantu):

```
SIMISA@000000000000JINX0D0t_____
Wagon ( CP_123541_LD ①
    Name ( "CPR_Grain_Boxcar_123541_LD" ) ②
    ORTSFreightAnims (
        MSTSFreightAnimEnabled ( 0 )
        FreightAnimStatic (
            Shape( ../NAVS_COMMON/Boxcar_40_PS-Type/Boxcar_40_PS-Type_carbody_2.s ) ③
            Offset( 0, 0, 0 )
            FreightWeight( 0lb )
        )
    )
Include( "../NAVS_COMMON/INCLUDE/AAR_Type-E.inc" ) ④
Include( "../NAVS_COMMON/Boxcar_40_PS-Type/PS-Type_40_LD_A3_Conv.inc" )

)
```

- ① The updated name of the new content, Note: Its is common to use ReportingMark_CarNumber_LD or MT (Loaded or Empty) format for naming.
- ② The Updated Descriptive name that will be used.
- ③ The updated .S file with the reference to the new texture being applied
- ④ The default includes for common data

If you did not have the NAVS 40 Ft Box car installed, you would need to install [NAVS_Boxcar_40_PS-Type.zip](#) (Elvas Tower or Trainsim) and [navsfr10.zip](#) (Trainsim).

Option 2 - Completely New Content (with possible help from NAVS)

When creating new content, the amount of work involved can seem daunting at first. Not only do you need to consider the 3D Model and Texturing details, you need to research the Physics and Sounds for the model.

For Sounds

It would be a good recommendation to consider employing the file: [navsfr10.zip](#) aka "Open Rails NAVS Car Sounds v2.5" available at [trainsim.com](#). Current Link: <https://www.trainsim.com/forums/downloadnew.php?fid=37487> If you are working on an ENG file, consider [navscf10.zip](#), Current Link: <https://www.trainsim.com/forums/downloadnew.php?fid=34168>

For WAG file

It would be a good recommendation to use Erick's examples as guidance for how a model Open Rails WAG or ENG file could be formatted.



If you are not a legacy Microsoft Train Simulator user, you may not have access to some of the track and weather sounds used by Microsoft's simulator. If this is the case, you will also want [navs_env.zip](#) which is a public domain replacement for potentially missing environmental sounds.



If you do want to follow the **NAVS** guidelines, consider indicating this in the naming of your content by adding the **NAVS** prefix to your file names. So what does using this approach mean? Well, it is a well thought out plan for implementing rolling stock that differs greatly from legacy Microsoft Train Simulator. It is a framework that fully embraces Open Rails and its feature set.

Erick Cantu is very particular about how to model a 3D Model freight car. Using his work as reference material is probably the best place to start. So let's take a deep dive into a model.

Gathering Details

Things that you already know would be Car Dimensions, Coupler Type, Brake Type but you might still need to gather details related to Car Empty Weight and Car Loaded Weight.

So, if we look at a typical NAVS Example again as a guide, what will we find? Once again we see the minimal MAIN File that references a specific shape .S file and freightAnim references for Reporting Mark decals.

```
SIMISA@0000000000JINX0D0t_____
```

```
Wagon ( NAVS_Boxcar_NAVX_103100_LD
```

```
ORTSFreightAnims ( ) {  
    FreightAnimStatic ( ) {  
        Shape( ..../NAVS_COMMON/Boxcar_50_PS-Type/Boxcar_50_PS-Type_carbody_1.s )  
        Offset( 0, 0, 0 )  
        FreightWeight( 0lb )  
    }  
    FreightAnimStatic ( ) {  
        Shape( ..../NAVS_COMMON/Boxcar_50_PS-Type/DECALS/A1.s )  
        Offset( 0, 0, 0 )  
        FreightWeight( 0lb )  
    }  
}  
  
Include( "../NAVS_COMMON/INCLUDE/AAR_Type-E.inc" )  
Include( "../NAVS_COMMON/Boxcar_50_PS-Type/PS-Type_50_LD_A3_Plain.inc" )  
}
```

The rest is coming from INCLUDE references... so lets look at those as well. In the folder reference `../NAVS_COMMON/INCLUDE/AAR_Type-E.inc` we find the Coupler Type details and these values can be shared among many many vehicles.

```
Comment ( //////////////AAR Type E Couplers\\\\\\\\\\\\\\\\ )  
  
Coupling (  
    Type ( Automatic )  
    Spring (  
        Stiffness ( 1.1e6N/m 4.8e6N/m )  
        Damping ( 1.1e6N/m/s 1.1e6N/m/s )  
        Break ( 3900001bf 3900001bf )  
        r0 ( 20cm 30cm )  
    )  
    Velocity ( 0.1m/s )  
)  
  
Coupling (  
    Type ( Automatic )  
    Spring (  
        Stiffness ( 1.1e6N/m 4.8e6N/m )  
        Damping ( 1.1e6N/m/s 1.1e6N/m/s )  
        Break ( 3900001bf 3900001bf )  
        r0 ( 20cm 30cm )  
    )  
    Velocity ( 0.1m/s )  
)  
Buffers (  
    Spring (
```

```

    Stiffness ( 1e6N/m 5e6N/m )
    Damping ( 1.1e6N/m/s 1.1e6N/m/s )
    r0 ( 0m 1e9 )
)
Centre ( 0.5 )
Radius ( 1 )
Angle ( 0.5deg )
)

```

And then we have the references to the specifics of this type of car in [..../NAVS_COMMON/Boxcar_50_PS-Type/PS-Type_50_LD_A3_Plain.inc](#). This folder would could many alternatives configurations of the main model as well.

```

WagonShape ( ..../NAVS_COMMON/Boxcar_50_PS-Type/Truck_50T_S2_Plain_50_PS-Type.s )

Type ( Freight )
Size ( 122.00in 180.00in 652.00in )
Mass ( 169000lb )
WheelRadius ( 16.5in )
NumWheels ( 4 )
AntiSlip ( 0 )

Comment ( //////////Friction////////// )

ORTSBearingType ( Friction )
ORTSDavis_A ( 225.84lb )
ORTSDavis_B ( 3.8025lbf/mph )
ORTSDavis_C ( 0.061998lbf/mph^2 )

Comment ( //////////Brakes - general////////// )

BrakeEquipmentType( "Handbrake, Triple_valve, Auxilary_reservoir,
Emergency_brake_reservoir, Retainer_4_Position" )
BrakeSystemType( "Air_single_pipe" )

MaxBrakeForce ( 18928lbf )
Comment ( 169,000-lb loaded weight x 35% loaded cast iron shoe brake ratio x 32%
brake shoe friction coefficient )

MaxHandbrakeForce( 5408lbf )
Comment ( AAR minimum 10% handbrake ratio x 169,000-lb Gross Rail Load x 32% brake
shoe friction coefficient )
NumberOfHandbrakeLeverSteps( 100 )

ORTSBrakeShoeFriction  (
    000.00      0.32

```

```

016.09      0.15
032.19      0.10
048.28      0.08
064.37      0.07
096.56      0.05
128.75      0.05
160.93      0.05
)

EmergencyBrakeResMaxPressure( 90 )
EmergencyResVolumeMultiplier ( 1.50 )
EmergencyResCapacity( 1.86ft^3 )
EmergencyResChargingRate( 10 )

TripleValveRatio( 2.5 )
MaxReleaseRate( 2.50 )
MaxApplicationRate( 10.00 )
MaxAuxiliaryChargingRate( 11 )
BrakeCylinderPressureForMaxBrakeBrakeForce( 70 )

Sound ( "freight_33_LD_castiron.sms" )

```

Notice how Erick has carefully laid out the design of the overall **WAG** file and the related INCLUDES to allow for sharing of common settings and to allow for a refinement of specific details. Also note that the CAR BODY is actually a Freight Anim entry and the MAIN BODY of the vehicle is actually based on the type of BOGEY used. A novel idea that is worth imitating in our own designs. The TRUCK texture file (shared among all variants) is located in the same folder as **../NAVS_COMMON/Boxcar_50_PS-Type/PS-Type_50_LD_A3_Plain.inc** while the car body texture and decal texture is located in the same location as the main WAG file.

While you can still use a **default** MSTS-like WAG file with Open Rails, after seeing what Erick has done, you might be able to see why embracing the new way could be beneficial. This NAVS method is very re-painter-friendly and the fact that Erick also supplies a layered BITMAP file is the ultimate in "being nice to re-painters".



My recommendation is to use these settings as a guide for making new USA Based Rolling stock. If you would like guidance on other types of vehicles, I would recommend using the resources at Peter Newell's Coals to Newcastle website: <https://www.coalstonewcastle.com.au/physics/>



It's up to you how you want to handle your ENG and WAG files. You can even go with the location reference of \common\

Another Example of Rolling Stock

Here is an example of a traditional MSTS style WAG file for USA style rolling stock. This is a BLLW release. It contains NONE of the new tokens related to Open Rails specifically so should work reliably in MSTS as well. It does utilize **FreightAnim** though the WAG for this car is to an EMPTY car, so the freight anim setting is commented out. In Open Rails, only one Coupling entry is used, so Open Rails will only need to see one in the WAG file.



The **SIMISA0000000000JINX0D0t** entry is a header requirement of [msts] and is not required for Open Rails

```
SIMISA0000000000JINX0D0t_____  
  
Wagon ( BLLW-H21a-PRR01  
    Type ( Freight )  
    Comment ( BLLW H21a 2.0 Model by Thomas J Pearce )  
    Comment ( Models setup for Empty Coal or Ore Loads )  
    Comment ( Freightanim ( BLLW-Coals 1 1 ) )  
    Comment ( Freightanim ( BLLW-Ore.s 1 1 ) )  
    Name ( "BLLW H21a PRR 137788 CK" )  
    WagonShape ( BLLW-H21a-PRR01.s )  
    Size ( 2.965933m 3.463495m 13.28m )  
    CentreOfGravity ( 0m 1.771784m 0m )  
    Mass ( 22.90641t )  
    WheelRadius ( 0.4604005m )  
    InertiaTensor ( Box (2.965933m 3.463495m 13.28m) )  
    Coupling (  
        Type ( Automatic )  
        Spring (   
            Stiffness ( 9.8e5N/m 1.76e6N/m )  
            Damping ( 1.77e6N/m/s 1.77e6N/m/s )  
            Break ( 2.45e7N 1.78e6N )  
            r0 ( 0cm 4cm )  
        )  
        Comment ( CouplingHasRigidConnection ( 1 ) )  
        Velocity ( 0.1m/s )  
    )  
    Coupling (   
        Type ( Automatic )  
        Spring (   
            Stiffness ( 9.8e5N/m 1.76e6N/m )  
            Damping ( 1.77e6N/m/s 1.77e6N/m/s )  
            Break ( 2.45e6N 1.78e6N )  
            r0 ( 0cm 4cm )  
    )
```

```

)
CouplingHasRigidConnection ( 1 )
Velocity ( -0.1m/s )
)
Buffers (
  Spring (
    Stiffness ( 9.8e5N/m 9.8e5N/m )
    Damping ( 1.7e6N/m/s 1.7e6N/m/s )
    r0 ( 20cm 30cm )
  )
  Centre ( 0.5 )
  Radius ( 1 )
  Angle ( 0.5deg )
)
Adhesion ( 0.2 0.4 2 0 )
DerailRailHeight ( 4cm )
DerailRailForce ( 2.5*27t )
DerailBufferForce ( 400kN )
NumWheels ( 8 )
Friction (
  100N/m/s      1      -1mph      0      1
  5.1N/rad/s     1      -1rad/s     0      1
)
BrakeEquipmentType( "Handbrake, Triple_valve, Auxilary_reservoir,
Emergency_brake_reservoir" )
BrakeSystemType( "Air_single_pipe" )
MaxBrakeForce( 50kN )

MaxHandbrakeForce( 35kN )
NumberOfHandbrakeLeverSteps( 100 )

TripleValveRatio( 2.5 )
MaxReleaseRate( 15 )
MaxApplicationRate( 25 )
MaxAuxilaryChargingRate( 5 )
EmergencyResCapacity( 7 )
EmergencyResChargingRate( 5 )
EmergencyBrakeResMaxPressure( 90 )
BrakeCylinderPressureForMaxBrakeBrakeForce( 50 )

Sound ( "GenFreightWag2.sms" )
)

```

If you keep up with changes in Open Rails, you will see that some items have changes to be a bit more logical, for instance, if you supply the new DERAIL COEFICIENT tokens then you no longer need to supply **NUMWHEELS** as **ORTSNumAxles** from the Derail values makes it redundant. Additionally,

you only need to supply one **COUPLING** token, not two. Refer to Derail Coefficient section of the Open Rails manual for further details.

Specifying Lights on Locomotives and Wagons

Introduction

In Microsoft Train Simulator, you can use the in-built lighting system to create a variety of lights for locomotives and wagons, including headlights, warning lights, and ditch lights. These lights can be used on both computer-controlled and player-driveable trains. The lights can be set to be steady or flashing, and can also be programmed to change based on certain parameters, such as a penalty brake application, or to turn on automatically based on the time of day or weather.

Lights are specified as part of a locomotive/wagon's .eng file (the same file that defines the physical characteristics of the unit, such as its height and weight, and its cab controls). Essentially, a set of conditions is defined and then lights that should light in this case are listed). Like all of the hand-editable files in Train Simulator, the .eng file can be edited in any Unicode text editor.

Available Tokens for Lights

- Type Glow Cone
- FadeIn
- FadeOut
- Cycle
- Headlight
- Unit
- Penalty
- Control
- Service
- TimeOfDay
- Weather
- Coupling
- Duration
- LightColour
- Position
- Radius

- Azimuth
- Elevation
- Transition
- Angle

Setting requirements

The first thing you must specify is when you want the light or lights in question to come on. This is done by setting a number of flags to define the requirements for the lights concerned to light – if no requirements are listed, the light will always be on.

Possible Requirements

- Headlight (0) (ignore headlight control status)
- Headlight (1) (the headlight control is at “Off”)
- Headlight (2) (the headlight control is at “Dim”)
- Headlight (3) (the headlight control is at “Bright”)
- -----
- Unit (0) (ignore unit status)
- Unit (1) (the unit is in the train but isn’t at the front or back)
- Unit (2) (the unit is the frontmost unit of the train)
- Unit (3) (the unit is the rearmost unit of the train)
- -----
- Penalty (0) (ignore penalty status)
- Penalty (1) (the train has not “stopped due to a penalty brake application”)
- Penalty (2) (penalty) (the train has stopped due to a penalty brake application” (useful for specifying an emergency warning light))
- -----
- Control (0) (ignore control status)
- Control (1) (the player is not control of the unit [i.e. it is a helper locomotive or wagon])
- Control (2) (the player is in control of the unit)
- -----
- Service (0) (ignore service status)
- Service (1) (the unit is not in service e.g. a failed train lying in a siding)

- Service (2) (the unit is in service)
- -----
- TimeOfDay (0) (ignore time of day)
- TimeOfDay (1) (only come on if it's daytime)
- TimeOfDay (2) (only come on if it's night)
- -----
- Weather (0) (ignore weather)
- Weather (1) (only come on if it's fine)
- Weather (2) (only come on if it's raining)
- Weather (3) (only come on if it's snowing)
- -----
- Coupling (0) (ignore coupling status)
- Coupling (1) (original front of wagon is coupled)
- Coupling (2) (original rear of wagon is coupled)
- Coupling (3) (both ends of wagon are coupled)

Defining lights

Once you have defined a set of requirements, you must list all the lights which you want to light when those requirements are fulfilled.

Type of light

Two types of lights can be defined in Train Simulator.

Glow

Two textured triangles. Glows are relatively inexpensive in terms of processing time and are perfect for use when you merely wish to show that a light is on rather than off. They do not affect polygons around them (i.e. they do not “light things up”).

Cone

A “real” light which has an effect on the polygons around it. Again, this takes more processing time than a glow and should only be used if you wish to “light something up” as opposed to merely showing a light is on. Headlights are a suitable use for cone lights – one cone can simulate the light from a bank of headlights, with a glow being used to highlight each individual light if desired.

Type(n) (where n = 0 is glow, n = 1 is cone)

Fade-in and Fade-out times

These values simply let you define a number of seconds that the light will take to brighten to the brightness of its current state when it is lit, and the number of seconds it will take to die away when it is switched off. If you specify 0 for both values, the light will light and darken instantaneously.

`FadeIn(t) (where t is the time in seconds) FadeOut(t) (where t is the time in seconds)`

Cycle

If this value is set to 1, the light's states will be cycled through first forwards, then backwards and so on (e.g. 1, 2, 3, 4, 5, 4, 3, 2, 1, 2, 3, 4...). If this value is left as 0, the states will be played through in order repeatedly (e.g. 1, 2, 3, 4, 5, 1, 2, 3, 4, 5, 1, 2, 3, 4...)

`Cycle(n) (where n = 0 is play in order repeatedly, n = 1 is cycle)`

States

A light has a number of states – a state is simply the form of the light at a given time. States can be played through in order repeatedly or made to cycle backwards and forwards (see above). For example, to define a red flashing light, you would define one state that had the light bright red for 1 second and another that had it off for one second. When the two states were cycled between, the light would appear to flash. By altering colours, coordinates and durations of states, you can make lights appear to change colour, move around or flash.

A state is made up of the following values:

- Duration(t) Specifies the duration of this light state where t is the time in seconds.
- Colour(aarrggbb) A 32-bit hexadecimal value specifying the colour and translucency of the light. aa, rr, gg, bb are 8-bit hexadecimal values specifying the translucency (how "solid" the light is - this only affects glows) and red, green and blue colour components of the light colour respectively. (If you are not familiar with hexadecimal, a brief explanation is included in the appendices of this document).
- Position(x y z) The position offset in Cartesian coordinates from the centre of the unit.
- Radius(r) This is the radius of the light sphere for cone lights and the radius of the polygon "disc" for glow lights.
- Azimuth(min centre max) This specifies the heading (rotation about the Y-axis) of glow lights – in the simplest case min, centre and max can all be set to the same angle (in degrees). For more complex situations where you want to define the arc of the light you can specify for example -45, 0 and 45 degrees respectively to produce a light with a 90 degree arc. Essentially glow lights attempt to always face the camera but are limited by the azimuth and elevation settings.

The best way to see what the values do is to experiment - set up a light with a set of values and then move the camera around it to see what happens.

- Elevation(min centre max) This specifies the elevation (rotation about the X-axis) of glow lights and (apart from the axis of effect) works identically to the azimuth.
- Transition(n) This specifies how the transition from one state to the next occurs - if n equals zero then the transition is instantaneous, if it is one then the light parameters are interpolated from this state to the next.
- Angle(n) (Cone lights only) the radius of the cone, in degrees.

Examples

Here are a few examples, taken from the Dash 9 .eng file.

Example 1 – the Dash 9’s front headlights

```
Lights ( 10
    Light (
        comment( Sphere of light )
        Type ( 1 )
        Conditions (
            Headlight ( 3 )
            Unit ( 2 )
        )
        Cycle ( 0 )
        FadeIn ( 0.5 )
        FadeOut ( 0.5 )
        States ( 1
            State (
                Duration ( 0.0 )
                LightColour ( ffffffff )
                Position ( 0.0 3.5 18 )
                Transition ( 0 )
                Radius ( 400.0 )
                Angle ( 15.0 )
            )
        )
    )
    Light (
        comment( Head light dim )
        Type ( 0 )
        Conditions (
            Headlight ( 2 )
            Unit ( 2 )
```

```

        )
FadeIn ( 0.5 )
FadeOut ( 0.5 )
Cycle ( 0 )
States ( 1
    State (
        Duration ( 0.0 )
        LightColour ( 80ffffff )
        Position ( 0.15 3.20 9.679 )
        Azimuth ( 0.0 -5.0 5.0 )
        Transition ( 0 )
        Radius ( 1.0 )
    )
)
)
Light (
comment( Head light bright )
Type ( 0 )
Conditions (
    Headlight ( 3 )
    Unit ( 2 )
)
FadeIn ( 0.5 )
FadeOut ( 0.5 )
Cycle ( 0 )
States ( 1
    State (
        Duration ( 0.0 )
        LightColour ( ffffffff )
        Position ( 0.15 3.20 9.679 )
        Azimuth ( 0.0 -5.0 5.0 )
        Transition ( 0 )
        Radius ( 1.0 )
    )
)
)
Light (
comment( Head light bright )
Type ( 0 )
Conditions (
    Headlight ( 3 )
    Unit ( 2 )
)
FadeIn ( 0.5 )
FadeOut ( 0.5 )
Cycle ( 0 )

```

```

States ( 1
    State (
        Duration ( 0.0 )
        LightColour ( ffffffff )
        Position ( 0.15 3.20 9.679 )
        Azimuth ( 0.0 -5.0 5.0 )
        Transition ( 0 )
        Radius ( 1.0 )
    )
)
)

```

Example 2 – the Dash 9's front right flashing (ditch) light.

```

Light ( 
    comment( Front right flashing light )
    Type ( 0 )
    Conditions (
        Headlight ( 3 )
        Unit ( 2 )
    )
    Cycle ( 0 )
    FadeIn ( 0.5 )
    FadeOut ( 0.5 )
    States ( 2
        State (
            Duration ( 0.3 )
            LightColour ( ffffffff )
            Position ( -0.60932 1.98713 10.600 )
            Azimuth ( 0 -17.0 -17.0 )
            Transition ( 0 )
            Radius ( 1.5 )
        )
        State (
            Duration ( 0.3 )
            LightColour ( 00000000 )
            Position ( -0.60932 1.98713 10.600 )
            Azimuth ( 0 -17.0 -17.0 )
            Transition ( 0 )
            Radius ( 1.5 )
        )
    )
)
)

```

Example 3 – the Dash 9's rear red light

```
Light (
    comment( Rear red light )
    Type      ( 0 )
    Conditions (
        Headlight ( 3 )
        Unit ( 2 )
    )
    FadeIn ( 0.5 )
    FadeOut ( 0.5 )
    Cycle   ( 0 )
    States  ( 1
        State (
            Duration ( 0.0 )
            LightColour ( 80ff0000 )
            Position ( 0.98651 2.12618 -10.677706 )
            Azimuth ( -180 -180 -180 )
            Transition ( 0 )
            Radius ( 0.5 )
        )
    )
)
)
```

A brief explanation of hexadecimal numbers

Hexadecimal is a base 16 counting system used by computers. Humans generally use base 10. In base 10, we have a units column, a tens column, a hundreds (ten squared) column, etc. and numbers can be described by specifying a value for each column.

For example, 57 has 5 in the tens column and 7 in the units column and $(5 * 10) + 7 * 1 = 57$.

In base 16 you have a units column, a sixteens column, a 256s (16 squared) column, etc. The extra digits are A to F so you count in hex like this : 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A (10 in decimal), B (11 in decimal), C (12), D (13), E (14), F (15), 10 (remember this is hex so that's one in the 16s column and zero in the units column giving you 16).

Another example the hex number 4D is 4 in the 16s column and D in the units column, but D is 13 so that's $(4 * 16) + (13 * 1) = 64 + 13 = 77$.

In the case of lights, hexadecimal values are used to set an alpha, red, green and blue value for a

light. Each value is set by a two-digit hexadecimal number, so can be anything between 00 (zero) and FF (F in the 16s column and F in the units column, so since F=15 that's $(15*16) + (15*1) = 240 + 15 = 255$). So a two-digit hexadecimal number can be anything between 0 and 255, i.e. there are 256 possible values.

Therefore the following setting:

0000FF00

...would result in a light that has no alpha (i.e. it's completely “transparent”), no red, full green and no blue. The result would be a transparent green light.

A more realistic example is:

80ff0000

The first two values (80) control the alpha. $80 = 8*16 = 128$, so this light will be half-alphaed, or semi-transparent. The two red values are set to ff (255, as explained above) so the light's red value is at maximum. Since the green and blue values are set to 00, the light will be bright red (if they were set to ff as well, the colours would combine together to form a bright white light).

One final example. The value:

60808000

Would result in a yellow, slightly more than half transparent (i.e. more transparent than the red light above) yellow light.

Effects

Available tokens for Effects

- StackFX
- CylindersFX
- WhistleFX
- SafetyValvesFX
- Exhaust
- Cylinders2FX Open Rails
- CompressorFX Open Rails
- GeneratorFX Open Rails
- Injectors1FX Open Rails
- Injectors2FX Open Rails
- HeatingSteamBoilerFX Open Rails

- WagonGeneratorFX Open Rails
- WagonSmokeFX Open Rails
- HeatingHoseFX Open Rails
- WaterScoopFX Open Rails
- TenderWaterOverflowFX Open Rails
- BearingHotboxFX Open Rails

Freight Animations

Available tokens for Freight Animations

- FreightAnim
- IntakePoint FuelWater FuelCoal FuelWood FuelSand FuelDiesel FreightGeneral FreightLivestock FreightFuel FreightGrain FreightCoal FreightGrvel FreightSand
- ORTSFreightAnims Open Rails
- FreightAnimContinuous Open Rails
- WagonEmptyWeight Open Rails
- EmptyMaxBrakeForce Open Rails
- EmptyMaxHandbrakeForce Open Rails
- EmptyORTSDavis_A Open Rails
- EmptyORTSDavis_B Open Rails
- EmptyORTSDavis_C Open Rails
- EmptyCentreOfGravity_Y Open Rails
- EmptyORTSWagonFrontalArea Open Rails
- EmptyORTSDavisDragConstant Open Rails
- FreightWeightWhenFull Open Rails
- FullMaxBrakeForce Open Rails
- FullMaxHandbrakeForce Open Rails
- FullORTSDavis_A Open Rails
- FullORTSDavis_B Open Rails
- FullORTSDavis_C Open Rails
- FullCentreOfGravity_Y Open Rails
- FullORTSWagonFrontalArea Open Rails
- FullORTSDavisDragConstant Open Rails

- MSTSFreightAnimEnabled Open Rails
- IsGondola Open Rails
- UnloadingStartDelay Open Rails
- FullAtStart Open Rails
- Shape Open Rails
- MaxHeight Open Rails
- MinHeight Open Rails
- ORTSWaterScoopFillElevation Open Rails
- ORTSWaterScoopDepth Open Rails
- ORTSWaterScoopWidth Open Rails

Creating 3D Cabs

TESTING

22:00

Train

-Use the key page up/down

HOW TO MAKE 3D CABs

Includes a 3D Cab

A Quick Intro Guide

FOR OPEN RAILS WITH BLENDER 3



By ExRail

GETTING READY

Download blender 3.5 from
WWW.BLENDER.ORG
And learn to use it a bit!

Download S file Exporter plugin by
by Wayne Campbell
SITES.GOOGLE.COM/VIEW/BLENDERTOMSTS

SUPPORT TOOLS

Notepad++ (CVF 3D cab)
NOTEPAD-PLUS-PLUS.ORG

Gimp 2.10 (DDS support)
WWW.GIMP.ORG

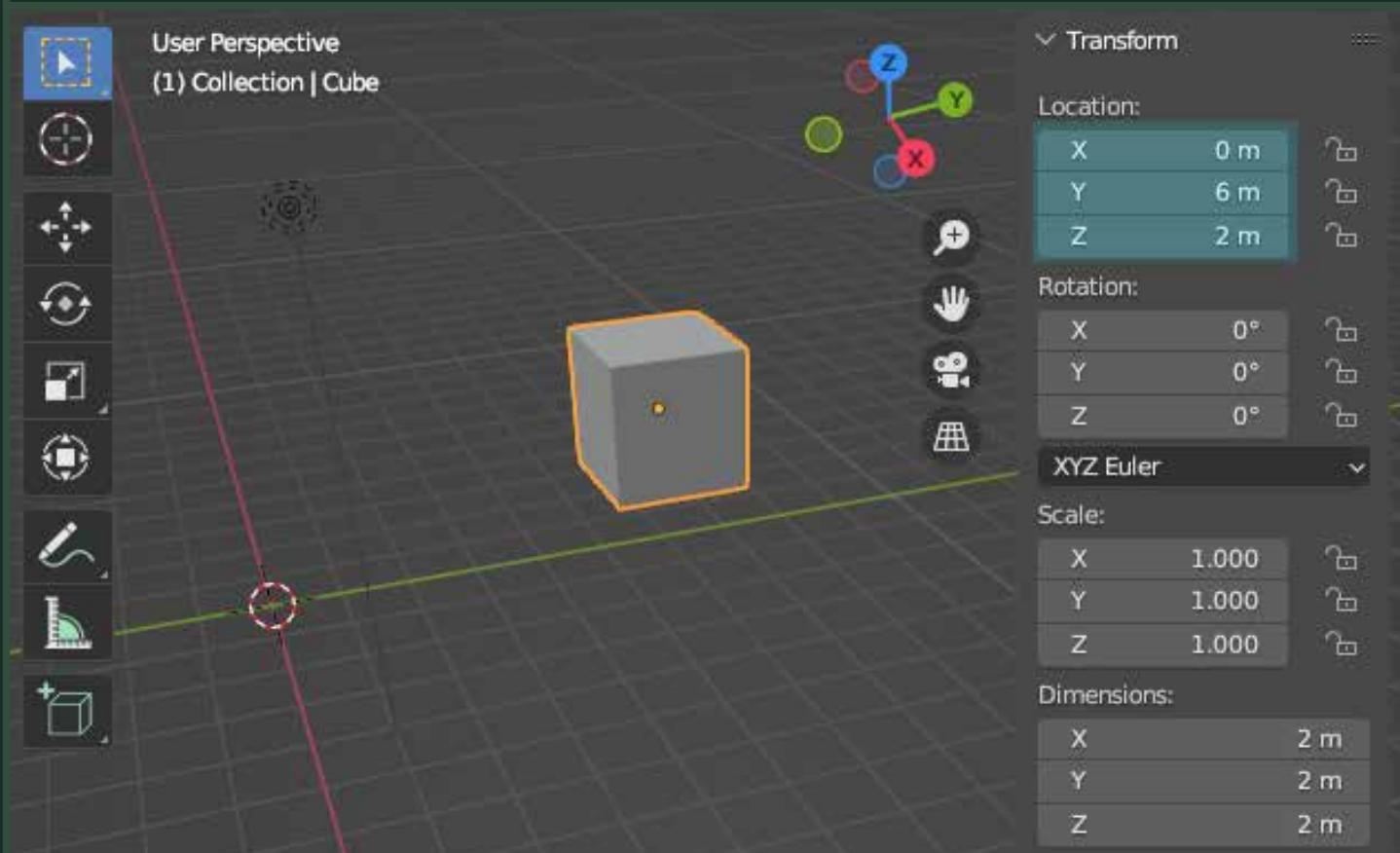
Total Commander
WWW.GHISLER.COM

CONTENT

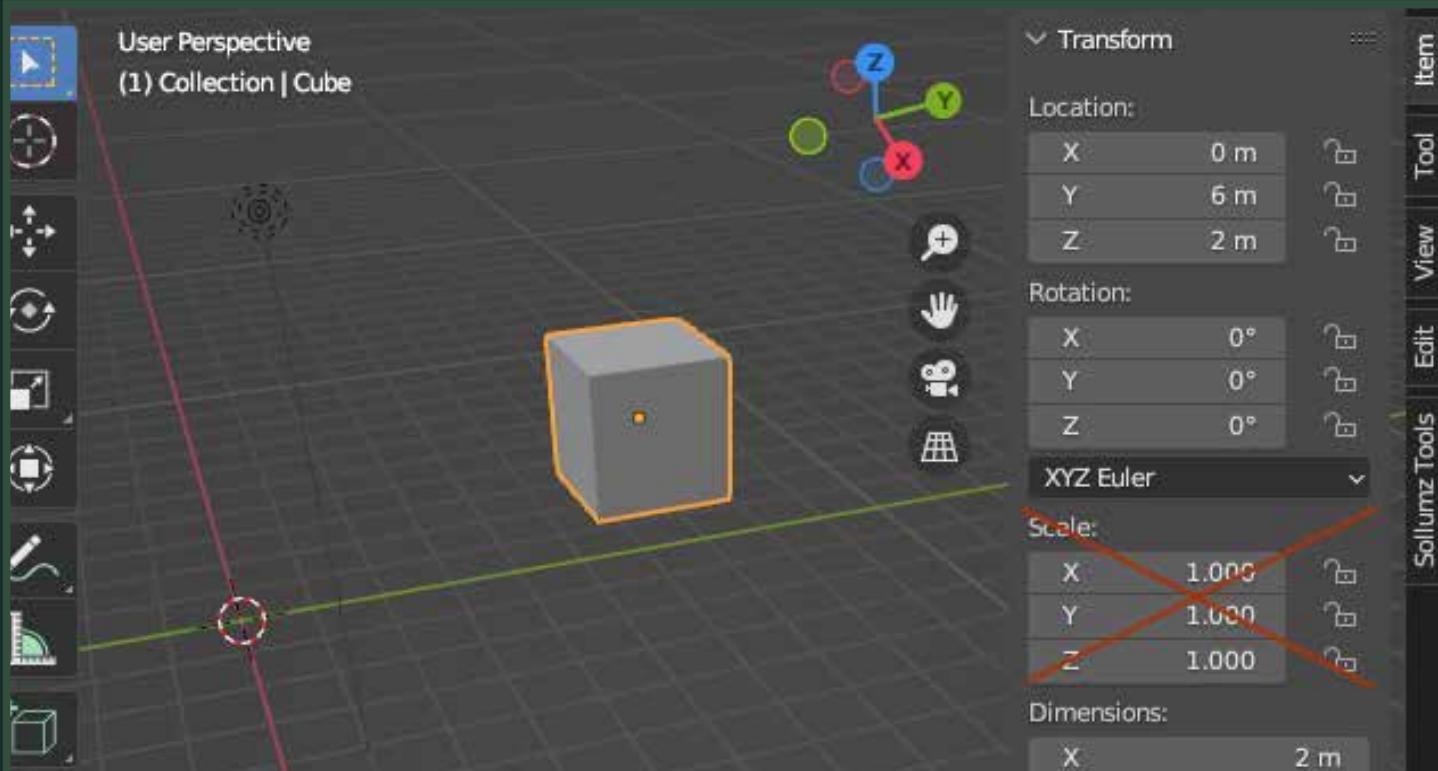
STARTING FROM SCRATCH A QUICK GUIDE IN 9 PAGES

1. Placing The Default Cube
2. Adding a plane
3. Changing the dimensions
4. Material & Illumination
5. Collection and Instrument Names
6. The 3D cab .cvf file
7. The 3D cab & the eng file
8. Export .s file
9. Testing

PLACING THE DEFAULT CUBE



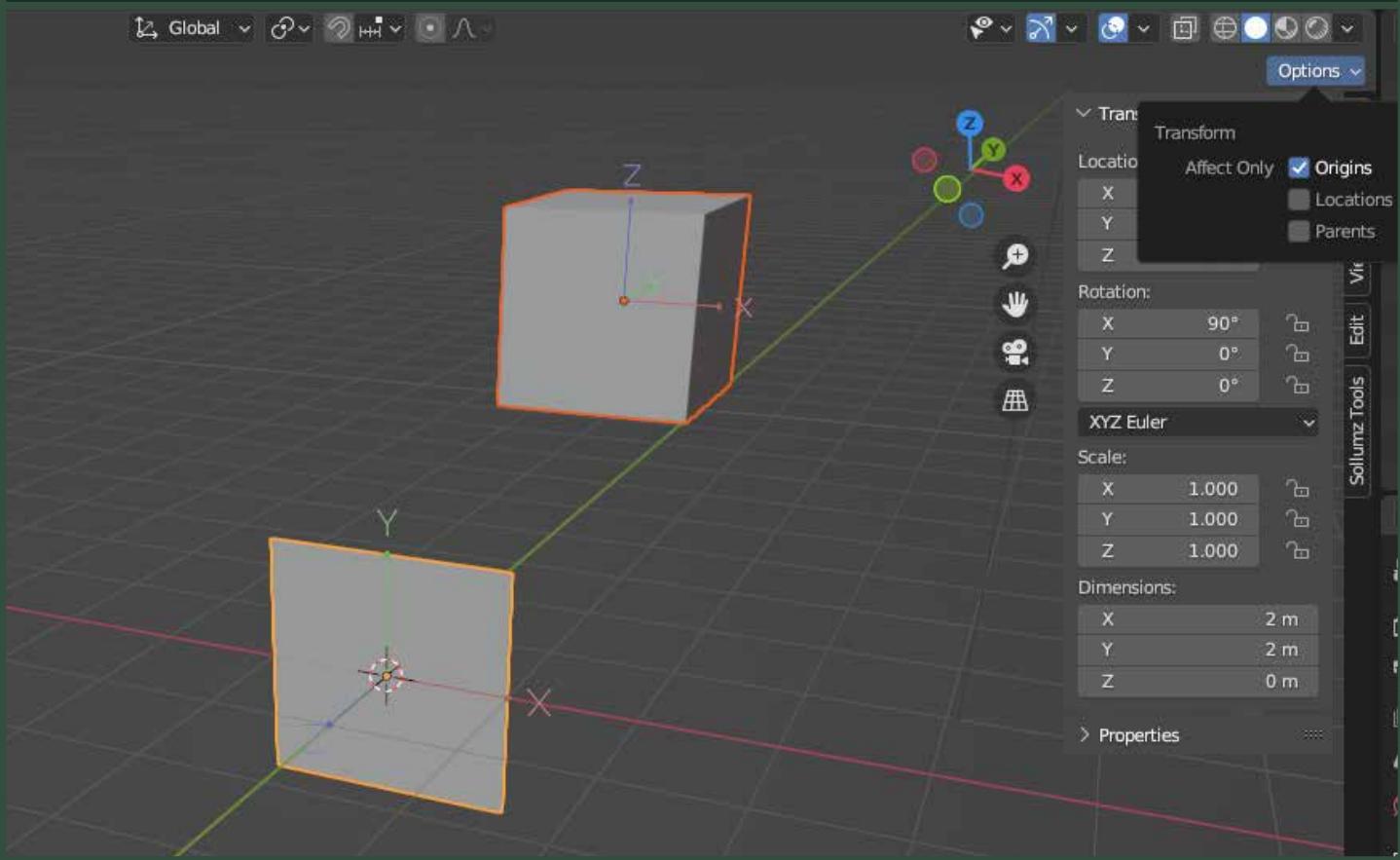
A good place to start is properly around X=0, Y=6, Z=2, change the numbers to move it there.



No scaling for objects to be used as instruments !

All instruments must be made with a scale 1.0 or they will appear bigger or smaller in Open Rails 3D cab, scaling can be done in Edit Mode.

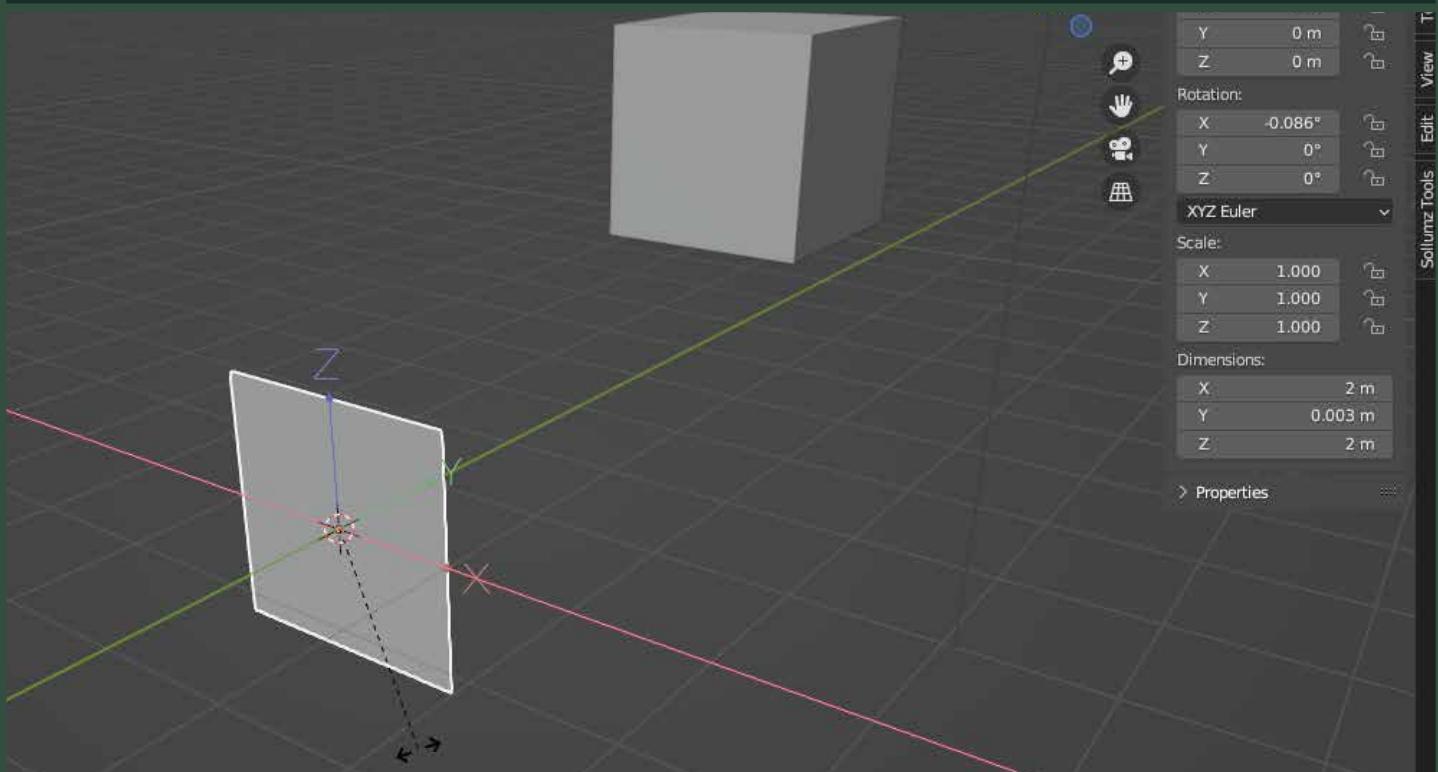
ADDING A PLANE



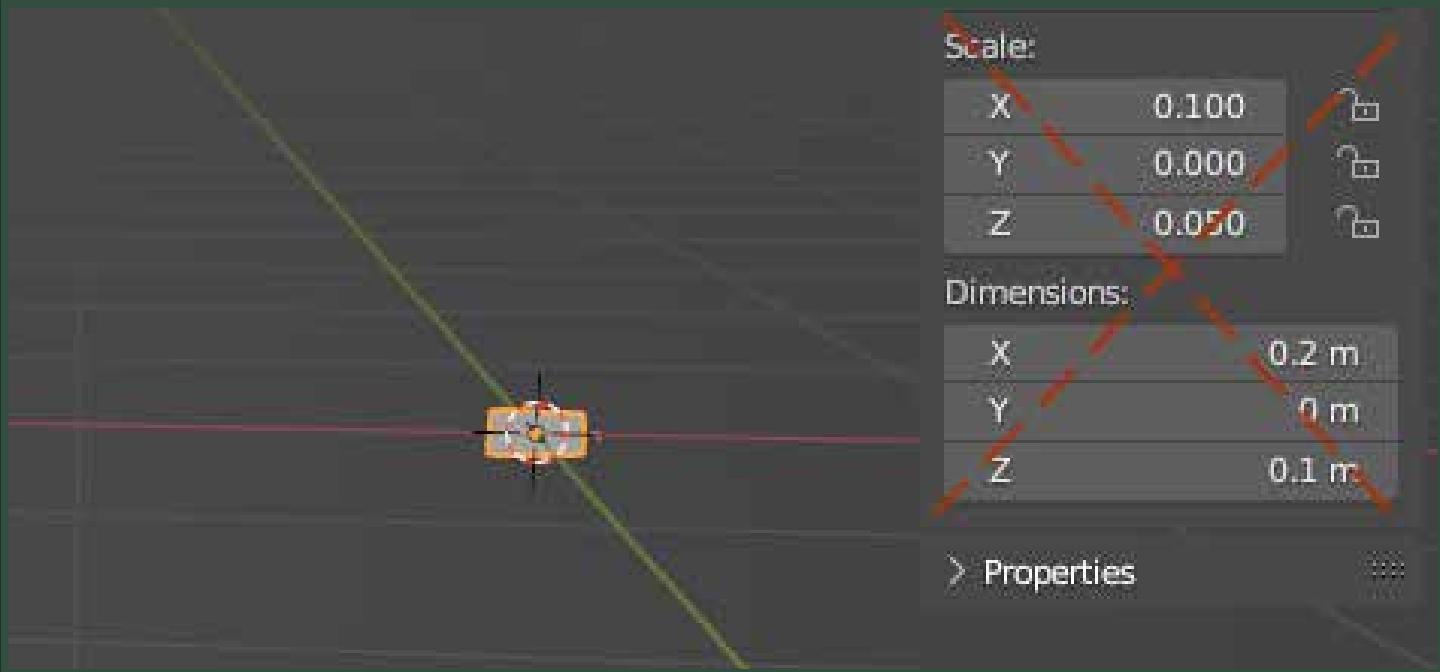
Add a plane and **Rotate it Into $X=90^\circ$** to be used as a Digital clock.

Note that the orientation of the pivot point is wrong! **Enable 'Affect Only'**

Rotate the pivot point 90° to match the cubes so **Z is up, Y forward** and
Remember To Disable 'Effect Only' again

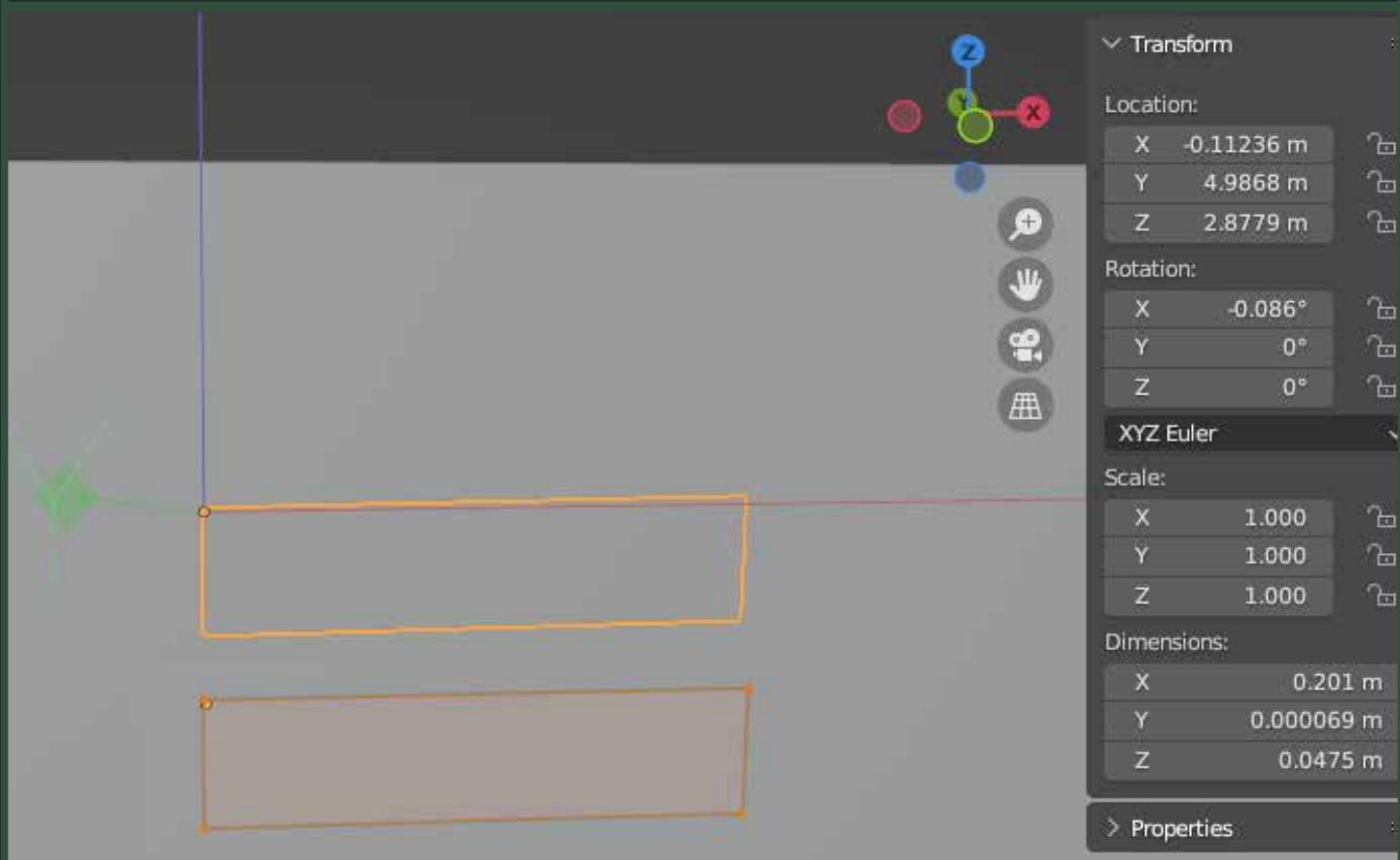


CHANGING THE PLANES DIMENSIONS



In Object mode altering the Dimensions also effect the scaling. **CTRL+A Scale set it to 1.0**

NB: Much time can be spent on fault finding where it turns out to be caused by scaling or pivot orientation.



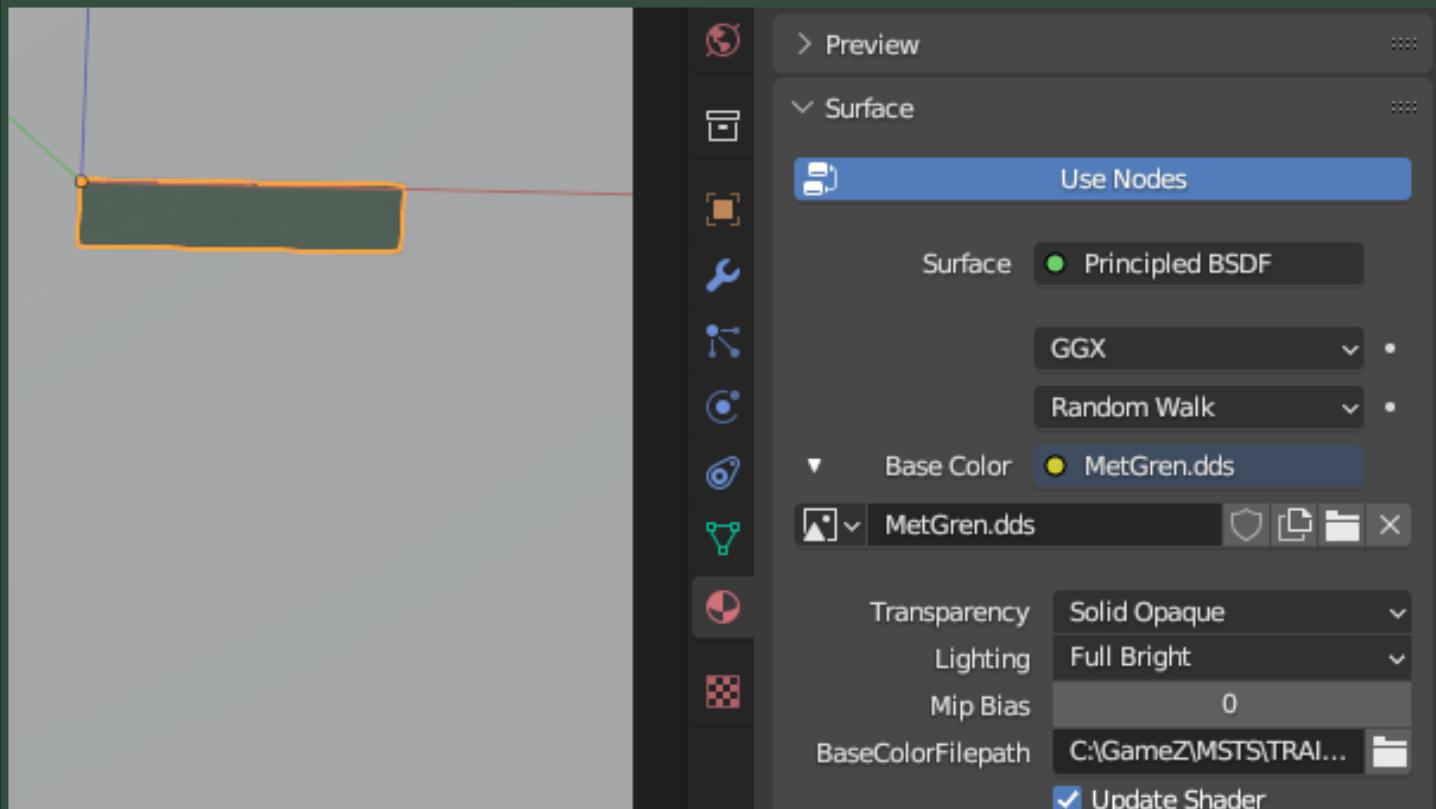
Go into Edit Mode

Change the vertex positions to get a **20 cm wide** and **5 cm high** rectangle, either by scaling or movement.

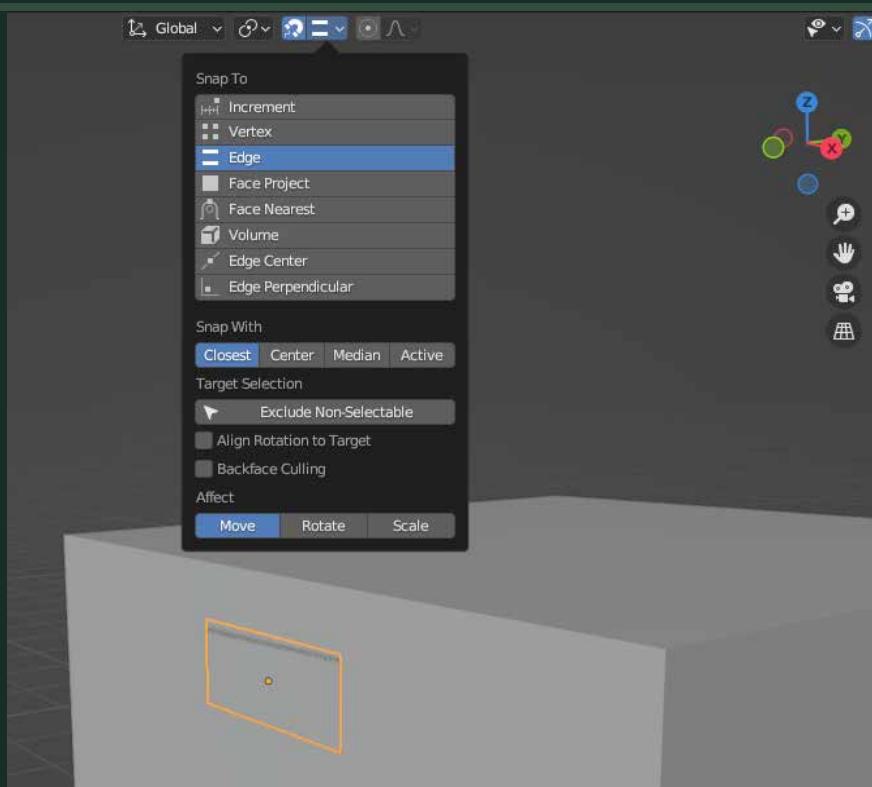
Go into Object Mode

Enable 'Affect Only' and move the pivot point to the top left corner **Disable 'Affect Only'**

MATERIAL

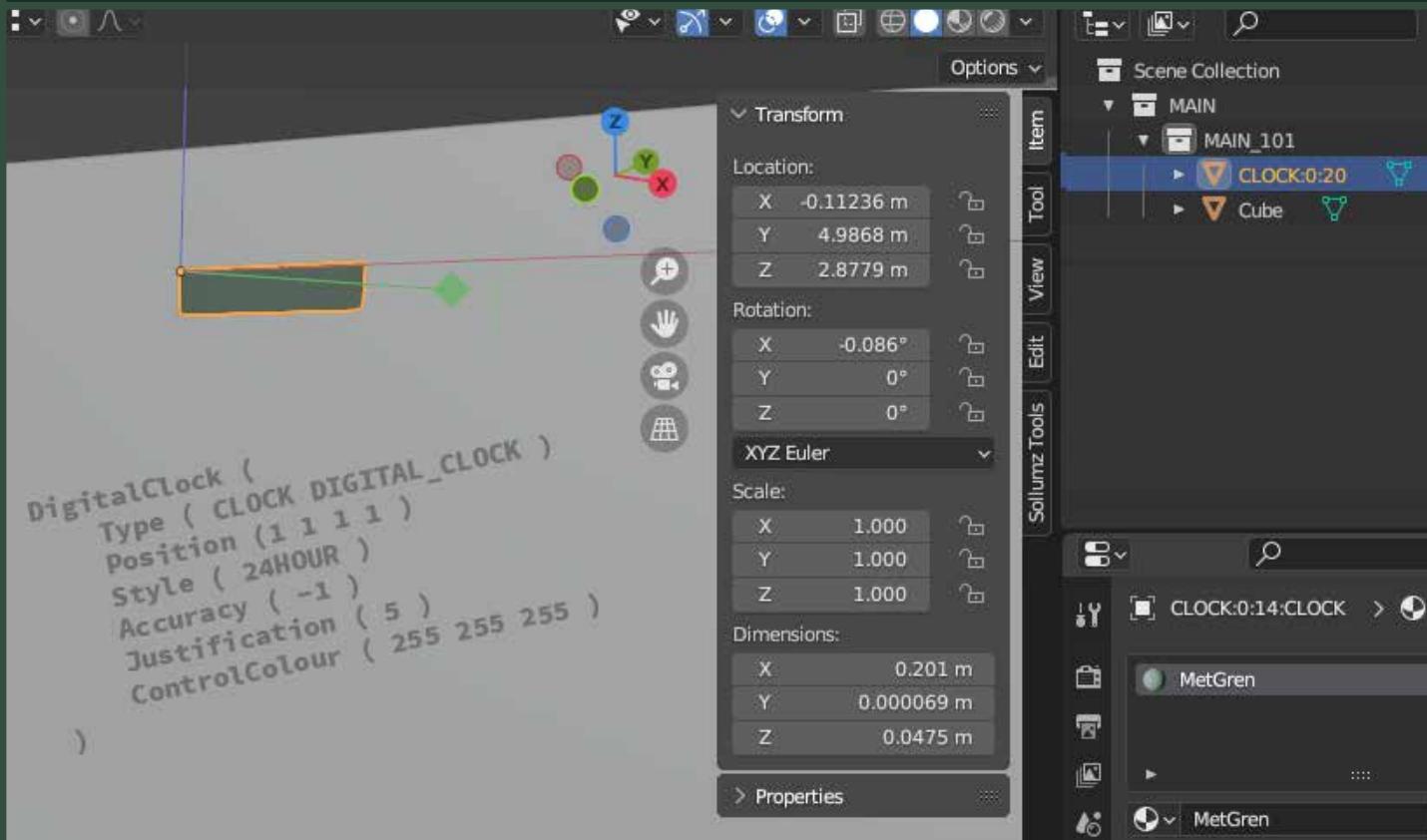


Create and assign a image texture material and set the illumination to Full Bright and point to the texture.



Enable Snap to Edge and move the plane close to the cube to snap it. Note the flickering Z collision, move it a bit out from the cube to avoid that.

COLLECTION AND INSTRUMENT NAMING



Rename the default ‘Collection’ to MAIN

Create a new collection inside it with the name MAIN_0101 and Move the objects into it.

Rename the plane object to CLOCK:0:20

Tip: CLOCK uses the texture clock.ace by default, it can be changed by using:
CLOCK:n:fontsize:myfont

Tip: MAIN_XXXX = LOD Distance in meters, the 3D cap becomes invisible after 101 m

Look at:

Decoding CabViewControls 1.5 on page xxx for a list of controls, states and data.

THE 3D CAB .CVF FILE

```
1 SIMISA@@@@@@@JINX0h0t_____
2
3 Tr_CabViewFile (
4     Position ( 0.0 0.0 0.0 )
5     Direction ( 13 -17 0 )
6     EngineData ( My 3D cab )
7     CabViewControls ( 1
8
9         DigitalClock (
10            Type ( CLOCK DIGITAL_CLOCK )
11            Position (1 1 1 1 )
12            Style ( 24HOUR )
13            Accuracy ( -1 )
14            Justification ( 5 )
15            ControlColour ( 255 255 255 )
16        ) COMMENT( CLOCK:0:18 )
17
18    )
19
20 )
```

Create a cvf file for the 3D cab - or copy the 2D cabs.

- If the train already has a 2D cab, the name of the 3D cab cvf must be the same or the 2D cab is not functionel - since the ENG file only has one entry.

Edit the text so it contains the following .

```
SIMISA@@@@@@@JINX0h0t_____
Tr_CabViewFile (
    Position ( 0.0 0.0 0.0 )
    Direction ( 0 0 0 )
    EngineData ( My3Dcab )
    CabViewControls ( 1
        DigitalClock (
            Type ( CLOCK DIGITAL_CLOCK )
            Position (1 1 1 1 )
            Style ( 24HOUR )
            Accuracy ( -1 )
            Justification ( 5 )
            ControlColour ( 255 255 255 )
        )
    )
)
```

594	594
595	CabView ("My3Dcab.cvf")
596	HeadOut (-2 3 7)
597	
598	AirBrakesAirCompressorPowerRating(1.6)

The .ENG file has the entry so be sure the filenames match.

THE 3D CAB & THE ENG FILE

```
569  
570  
571  
572     ORTS3DCab(           )  
573         ORTS3DCabFile ( Cab.s )  
574         ORTS3DCabHeadPos ( 0.655 2.2 5.025 )  
575         RotationLimit ( 40 60 0 )  
576         StartDirection ( 0 0 0 )  
577         Sound ( "Vectron_eng.sms" )  
578     )  
579  
580 )  
581 Engine ( DSB_Vectron  
582     Wagon ( DSB_Vectron )  
583     Type ( Electric )  
584     MaxPower ( 6400kW )  
585     MaxForce ( 350kN )  
586     MaxContinuousForce ( 300kN )  
587     RunUpTimeToMaxForce ( 4.0 )  
588     MaxVelocity ( 200km/h )  
589     MaxCurrent ( 1640A )  
590     WheelRadius ( 0.62m )  
591     MaxSandingTime( -1s )  
592     Sanding ( 30km/h )  
593     NumWheels ( 1 )  
594  
595     CabView ( "My3Dcab.csv" )  
596     HeadOut ( -2 3 7 )  
597  
598     AirBrakesAirCompressorPowerRating( 1.6 )
```

Open the ENG file of the loco you're desided to create a 3D cab for and add the following in the wagon section:

```
ORTS3DCab(  
    ORTS3DCabFile ( MyCab.s )  
    ORTS3DCabHeadPos ( 0.655 2.2 5.025 )  
    RotationLimit ( 40 60 0 )  
    StartDirection ( 0 0 0 )  
    Sound ("Mytraincab_eng.sms")  
)
```

CabFile (MyCab.s)

The exported shape file.

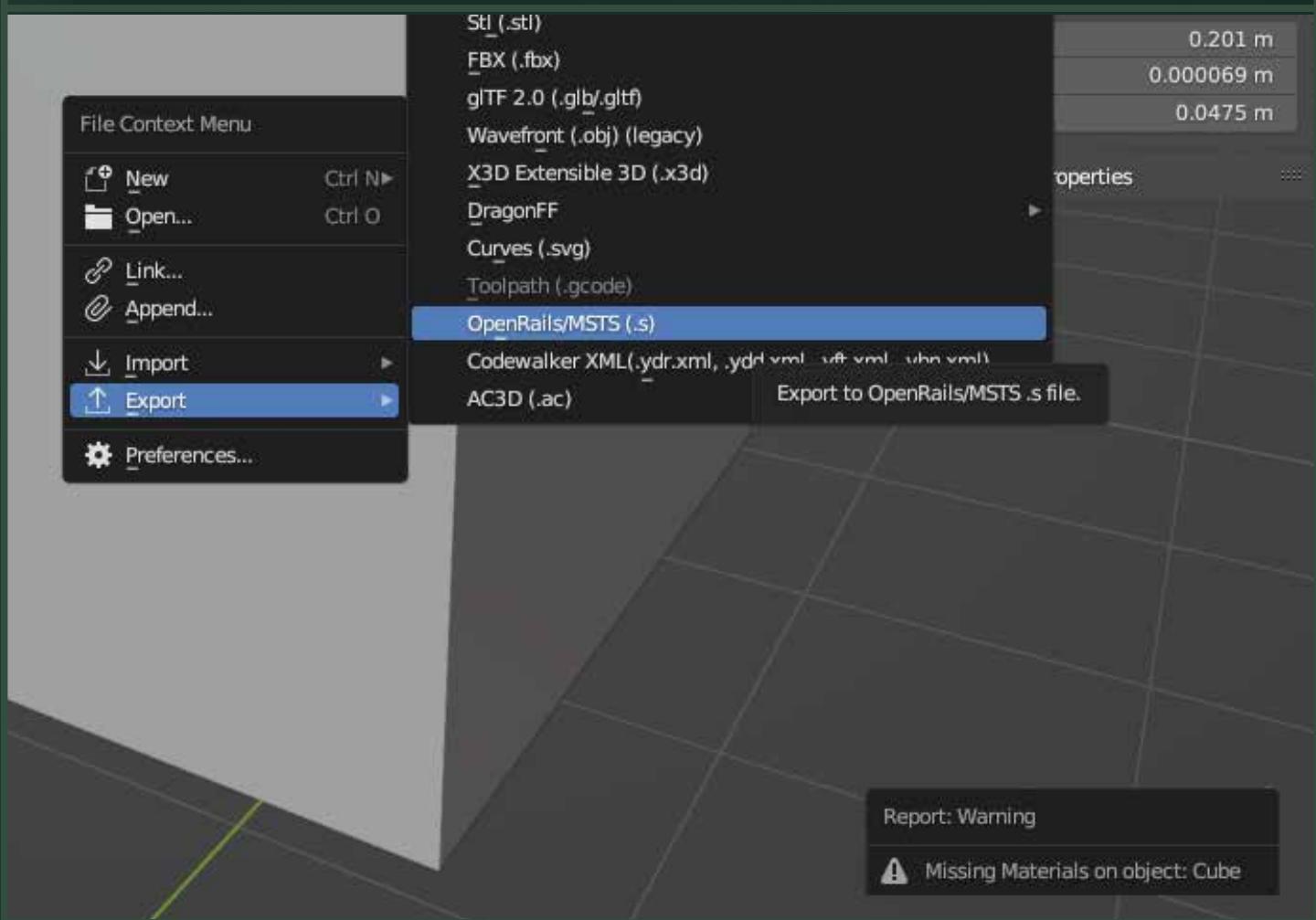
CabHeadPos (0.0 2.4 4.0)

Camera position - 2.2 m up and 5 meter forward from the locos center point

Direction (14.5 0 0)

- up / + down - looking 14.5° down

EXPORT



Exporter warning

Create a material texture for the cube to remove it.

THE FOLDER STRUCTURE

Train

.eng

.s

.ace/dds

Cabview

.cvf

.ace/dds

- The train definition
- The trains shape file/ Freight animation
- The trains texture files

- The trains 2D Cab definition
- The 2D cabs texture files

3Dcabview

.cvf

.s

.ace/dds

- The trains 3D Cab definition
- The 3D Cab shape file
- The 3D Cab texture files

TESTING

22:00

Train

-Use the key page up/down

Appendix A

Parameter	Program	Notes
Universal		
Type	MSTS	Steam Diesel Electric Freight Carriage Tender
WagonShape	MSTS	
Wagon	MSTS	
Size	MSTS	
Mass	MSTS	
WheelRadius	MSTS	
NumWheels	MSTS	
Sanding	MSTS	
Sound	MSTS	
CabView	MSTS	
HeadOut	MSTS	
Name	MSTS	
Description	MSTS	
Include	ORTS	
Steam Basic		
Type	MSTS	Steam Diesel Electric
WheelRadius	MSTS	
NumWheels	MSTS	
Sanding	MSTS	
IsTenderRequired	MSTS	
BoilerVolume	MSTS	
MaxBoilerPressure	MSTS	
MaxTenderWaterMass	MSTS	
MaxTenderCoalMass	MSTS	
SteamFiremanIsMechanicalStoker	MSTS	
NumCylinders	MSTS	

Parameter	Program	Notes
CylinderStroke	MSTS	
CylinderDiameter	MSTS	
ORTSSteamLocomotiveType	ORTS	Simple Compound Geared
ORTSDriveWheelWeight	ORTS	
ORTSSteamBoilerType	ORTS	Saturated Superheated
ORTSEvaporationArea	ORTS	
ORTSSuperheatArea	ORTS	
MaxSteamHeatingPressure	ORTS	
ORTSGrateArea	ORTS	
ORTSFuelCalorific	ORTS	
ORTSSteamFiremanMaxPossibleFiringRate	ORTS	
LPNumCylinders	ORTS	
LPCylinderStroke	ORTS	
LPCylinderDiameter	ORTS	
ORTSSteamGearRatio	ORTS	
ORTSSteamMaxGearPistonRate	ORTS	
ORTSSteamGearType	ORTS	
Steam Advanced		
ORTSBoilerEvaporationRate	ORTS	
ORTSMaxIndicatedHorsepower	ORTS	
ORTSMaxSuperheatTemperature	ORTS	
ORTSSuperheatCutoffPressureFactor	ORTS	
ORTSCylinderPortOpening	ORTS	
ORTSCylinderExhaustOpen	ORTS	
ORTSBoilerEfficiency	ORTS	
ORTSBurnRate	ORTS	
ORTSCylinderInitialPressureDrop	ORTS	
ORTSCylinderBackPressure	ORTS	

Parameter	Program	Notes
Diesel Basic		
WheelRadius	MSTS	
NumWheels	MSTS	
ORTSDriveWheelWeight	MSTS	
Sanding	MSTS	
AntiSlip	MSTS	
MaxDieselLevel	MSTS	
MaxTemperature	MSTS	
MaxOilPressure	MSTS	
DieselUsedPerHourAtMaxPower	MSTS	
DieselUsedPerHourAtIdle	MSTS	
DieselEngineIdleRPM	MSTS	
DieselEngineMaxRPM	MSTS	
DieselEngineMaxRPMChangeRate	MSTS	
MaxPower	MSTS	
MaxForce	MSTS	
MaxVelocity	MSTS	
MaxContinuousForce	MSTS	
MaxCurrent	MSTS	
DieselSmokeEffectInitialMagnitude	MSTS	
DieselSmokeEffectMaxMagnitude	MSTS	
DieselSmokeEffectInitialSmokeRate	MSTS	
DieselSmokeEffectMaxSmokeRate	MSTS	
ORTSWheelSlipCausesThrottleDown	ORTS	
ORTSDieselEngineMaxPower	ORTS	
Diesel Advanced		

Parameter	Program	Notes
ORTSMaxTractiveForceCurves	ORTS	
ORTSCurtius_Kniffler	ORTS	
ORTSInderia	ORTS	
Couplers Basic		
CouplingHasRigidConnection	MSTS	
Coupling	MSTS	Automatic Bar Chain
Type	MSTS	
Spring	MSTS	
Break	MSTS	
r0	MSTS	
Couplers Advanced		
ORTSTensionStiffness	ORTS	
ORTSTensionR0	ORTS	
ORTSTensionSlack	ORTS	
ORTSCompressionStiffness	ORTS	
ORTSCompressionR0	ORTS	
ORTSCompressionSlack	ORTS	
ORTSBreak	ORTS	
Brakes Air		
BrakeEquipmentType	MSTS	handbrake retainer_3_position retainer_4_position vacuum_brake triple_valve graduated_release_triple_valve ep_brake ecp_brake auxiliary_reservoir emergency_brake_reservoir distributor
BrakeSystemType	MSTS	Air_single_pipe Air_twin_pipe Vacuum_single_pipe Vacuum_twin_pipe ECP EP Air_piped Vacuum_piped
MaxBrakeForce	MSTS	
MaxHandbrakeForce	MSTS	

Parameter	Program	Notes
EmergencyResVolumeMultiplier	MSTS	
TripleValveRatio	MSTS	
MaxReleaseRate	MSTS	
MaxApplicationRate	MSTS	
MaxAuxiliaryChargingRate	MSTS	
EmergencyResChargingRate	MSTS	
EmergencyResCapacity	MSTS	
BrakeCylinderPressureForMaxBrakeForce	MSTS	
AirBrakesMainMaxAirPressure	MSTS	
AirBrakesCompressorRestartPressure	MSTS	
AirBrakesMainResVolume	MSTS	
TrainPipeLeakRate	MSTS	
TrainBrakesControllerMaxSystemPressure	MSTS	
TrainBrakesControllerMaxReleaseRate	MSTS	
TrainBrakesControllerMaxQuickReleaseRate	MSTS	
TrainBrakesControllerMaxApplicationRate	MSTS	
TrainBrakesControllerEmergencyApplicationRate	MSTS	
TrainBrakesControllerFullServicePressureDrop	MSTS	
TrainBrakesControllerMinPressureReduction	MSTS	
ControlName	MSTS	
ORTSBrakeShoeFriction	ORTS	
BrakePipeVolume	ORTS	
ORTSBrakeShoeFriction	ORTS	

Parameter	Program	Notes
ORTSMainResChargingRate	ORTS	
ORTSBrakePipeChargingRate	ORTS	
ORTSBrakePipeTimeFactor	ORTS	
ORTSBrakeServiceTimeFactor	ORTS	
ORTSBrakeEmergencyTimeFact or	ORTS	
Brakes Vacuum		
BrakeEquipmentType	MSTS	handbrake vacuum_brake
BrakeSystemType	MSTS	Vacuum_single_pipe Vacuum_twin_pipe Vacuum_piped
MaxBrakeForce	MSTS	
MaxHandbrakeForce	MSTS	
MaxReleaseRate	MSTS	
MaxApplicationRate	MSTS	
ORTSNumberBrakeCylinders	MSTS	
VacuumBrakesMinBoilerPressu reMaxVacuum	MSTS	
TrainPipeLeakRate	MSTS	
BrakesTrainBrakeType	MSTS	vacuum_single_pipe_eq vacuum_single_pipe
VacuumBrakesSmallEjectorUsa geRate	MSTS	
VacuumBrakesLargeEjectorUsa geRate	MSTS	
VacuumBrakesHasVacuumPum p	MSTS	
TrainBrakesControllerMaxSyste mPressure	MSTS	
TrainBrakesControllerMaxRele aseRate	MSTS	
TrainBrakesControllerMaxAppl icationRate	MSTS	

Parameter	Program	Notes
TrainBrakesControllerEmergencyApplicationRate	MSTS	
TrainBrakesControllerFullServicePressureDrop	MSTS	
ControlName	MSTS	
ORTSBrakeShoeFriction	ORTS	
BrakePipeVolume	ORTS	
ORTSDirectAdmissionValve	ORTS	
ORTSAuxiliaryResCapacity	ORTS	
ORTSBrakeCylinderSize	ORTS	
ORTSBrakePipeChargingRate	ORTS	
ORTSBrakePipeTimeFactor	ORTS	
ORTSBrakeServiceTimeFactor	ORTS	
ORTSBrakeEmergencyTimeFactor	ORTS	
ORTSBrakePipeDischargeTimeMult	ORTS	
ORTSVacuumBrakesMainResVolume	ORTS	
ORTSVacuumBrakesMainResMaxVacuum	ORTS	
ORTSVacuumBrakesExhausterRestartVacuum	ORTS	
ORTSVacuumBrakesMainResChargingRate	ORTS	
Resistance		
CentreOfGravity	MSTS	
ORTSBearingType	ORTS	Roller Low Friction
ORTSDavis_A	ORTS	
ORTSDavis_B	ORTS	
ORTSDavis_C	ORTS	
ORTSBearingType	ORTS	
ORTSDriveWheelWeight	ORTS	

Parameter	Program	Notes
ORTSTrackGauge	ORTS	
ORTSRigidWheelbase	ORTS	
ORTSUnbalancedSuperelevation	ORTS	
ORTSTrackSuperElevation	ORTS	
ORTSSingleTunnelArea	ORTS	
ORTSDoubleTunnelArea	ORTS	
ORTSSingleTunnelPerimeter	ORTS	
ORTSDoubleTunnelPerimeter	ORTS	
ORTSWagonFrontalArea	ORTS	
ORTSDavisDragConstant	ORTS	
ORTSTrailLocomotiveResistanceFactor	ORTS	
Lights		
Type	MSTS	Glow Cone
FadeIn	MSTS	
FadeOut	MSTS	
Cycle	MSTS	
Headlight	MSTS	
Unit	MSTS	
Penalty	MSTS	
Control	MSTS	
Service	MSTS	
TimeOfDay	MSTS	
Weather	MSTS	
Coupling	MSTS	
Duration	MSTS	
LightColour	MSTS	
Position	MSTS	
Radius	MSTS	
Azimuth	MSTS	

Parameter	Program	Notes
Elevation	MSTS	
Transition	MSTS	
Angle	MSTS	
Effects		
StackFX	MSTS	
CylindersFX	MSTS	
WhistleFX	MSTS	
SafetyValvesFX	MSTS	
Exhaust	MSTS	
Cylinders2FX	ORTS	
CompressorFX	ORTS	
GeneratorFX	ORTS	
Injectors1FX	ORTS	
Injectors2FX	ORTS	
HeatingSteamBoilerFX	ORTS	
WagonGeneratorFX	ORTS	
WagonSmokeFX	ORTS	
HeatingHoseFX	ORTS	
WaterScoopFX	ORTS	
TenderWaterOverflowFX	ORTS	
BearingHotboxFX	ORTS	
Freight Animations		
FreightAnim	MSTS	
IntakePoint	MSTS	FuelWater FuelCoal FuelWood FuelSand FuelDiesel FreightGeneral FreightLivestock FreightFuel FreightGrain FreightCoal FreightGravel FreightSand
ORTSFreightAnims	ORTS	
FreightAnimContinuous	ORTS	
WagonEmptyWeight	ORTS	

Parameter	Program	Notes
EmptyMaxBrakeForce	ORTS	
EmptyMaxHandbrakeForce	ORTS	
EmptyORTSDavis_A	ORTS	
EmptyORTSDavis_B	ORTS	
EmptyORTSDavis_C	ORTS	
EmptyCentreOfGravity_Y	ORTS	
EmptyORTSWagonFrontalArea	ORTS	
EmptyORTSDavisDragConstant	ORTS	
FreightWeightWhenFull	ORTS	
FullMaxBrakeForce	ORTS	
FullMaxHandbrakeForce	ORTS	
FullORTSDavis_A	ORTS	
FullORTSDavis_B	ORTS	
FullORTSDavis_C	ORTS	
FullCentreOfGravity_Y	ORTS	
FullORTSWagonFrontalArea	ORTS	
FullORTSDavisDragConstant	ORTS	
MSTSFreightAnimEnabled	ORTS	
IsGondola	ORTS	
UnloadingStartDelay	ORTS	
FullAtStart	ORTS	
Shape	ORTS	
MaxHeight	ORTS	
MinHeight	ORTS	
ORTSWaterScoopFillElevation	ORTS	
ORTSWaterScoopDepth	ORTS	
ORTSWaterScoopWidth	ORTS	
Passenger Views		
Inside	MSTS	
PassengerCabinFile	MSTS	
PassengerCabinHeadPos	MSTS	

Parameter	Program	Notes
RotationLimit (No Longer Used ?)	MSTS	
StartDirection	MSTS	
Sound	MSTS	
ORTSAlternatePassengerViewPoints	ORTS	
ORTSAlternatePassengerViewPoint	ORTS	
Controllers		
EngineControllers	MSTS	
Throttle	MSTS	
Brake_Engine	MSTS	
Brake_Train	MSTS	
VacuumBrakesHasVacuumPump	MSTS	
NumNotches	MSTS	Dummy TrainBrakesControllerReleaseStart TrainBrakesControllerGraduate dSelfLapLimitedHoldingStart TrainBrakesControllerSuppressionStart TrainBrakesControllerContinuousServiceStart TrainBrakesControllerEmergencyStart
Notch	MSTS	
DirControl	MSTS	
BellToggle	MSTS	
AWS	MSTS	
Sanding	MSTS	
Horn	MSTS	
Wipers	MSTS	
EmergencyStopResetToggle	MSTS	
EmergencyStopToggle	MSTS	

Parameter	Program	Notes
Vigilance	MSTS	
BailOffButton	MSTS	
Regulator	MSTS	
Cutoff	MSTS	
FireDoor	MSTS	
Blower	MSTS	
HeatingTap	MSTS	
Shovel	MSTS	
DampersFront	MSTS	
DampersBack	MSTS	
Injector1Steam	MSTS	
Injector2Steam	MSTS	
Injector1Water	MSTS	
Injector2Water	MSTS	
CylinderCocks	MSTS	
Whistle	MSTS	
BellToggle	MSTS	
SmallEjectorOrCompressor	MSTS	
HeadLights	MSTS	

Appendix II

Consider Transitioning away from Microsoft Train Simulator to Open Rails

By the year 2026, Microsoft Train Simulator is roughly 25 years old clearly abandoned as a dead-end by its creators. The fact that it has lived on this long is a testament to its community and not specifically how well the program actually worked as it had numerous flaws that never got corrected. Many years after Microsoft Train Simulator was introduced and the sequel to Microsoft Train Simulator was ultimately cancelled a team of talented programmers decided to build an open source replacement. This is how we got OpenRails

At some point most Microsoft Train Simulator users will want to transition away from Microsoft Train Simulator to Open Rails. Open Rails, by design has an advantage over all other current train simulators in that it can utilize a vast amount of the existing legacy Microsoft Train Simulator content that has been created over the years. Most content will work without many issues, however, some items may need a bit of tweaking to be able to run correctly in Open Rails.

The Open Rails Program

The Open Rails program installs in a location that will remain totally isolated from simulator content, which is a fundamental difference from the way Microsoft Train Simulator works. The benefits of this approach are numerous but the primary benefit is that you will never need to reinstall content when you perform an update or re-installation of Open Rails. You can completely delete and reinstall Open Rails and then inform it about where your content is and you are ready to go.

You are also able to isolate content as there are some cases where some content installations will affect others. Since content locations can be switched within Open Rails, you can eliminate those issues and just select the isolated route installations as needed. This eliminates the need for legacy solutions like *Trainstore* with Microsoft Train Simulator.

Technically, you do not need any Microsoft Train Simulator content to use Open Rails but if you have an old Microsoft Train Simulator installation installed or saved then the beauty of the Open Rails solution is that the following items are the only things that have to be copied over from the old Microsoft Train Simulator installations:

- GLOBAL folder
- SOUND folder
- ROUTES folder
- TRAINS folder

All other Microsoft Train Simulator files are not required and are redundant under Open Rails.



As a content developer, you will still need a set of utilities like Aceit, TGATOOLS2 and FFEDIT_SUB to actually access and manipulate content without the Microsoft Train Simulator **UTILS** folder.

A typical Open Rails solution that does not depend on a complete Microsoft Train Simulator installation could be set up like this:

Installation

Program location	Comment
C:\program files (x86){OR}	Where the PROGRAM gets installed

Content

Program location	Comment
C:{OR}\TrainSimulations\	Any TrainSimulations Freeware/Payware content (Global, Routes, Sound, Trains)
C:{OR}\WORLD\	Copied over legacy Microsoft Train Simulator installation content folders (Global, Routes, Sound, Trains)
C:{OR}\GNRR	Any custom or 3rd party installations that don't have Microsoft Train Simulator dependencies
C:{OR}_xxx_\	Where XXX is any other route that will share (Global, Routes, Sound, Trains) from the OR folder
C:{OR}\developer	Any work in progress routes
C:{OR}\	(Global, Routes, Sound, Trains)

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