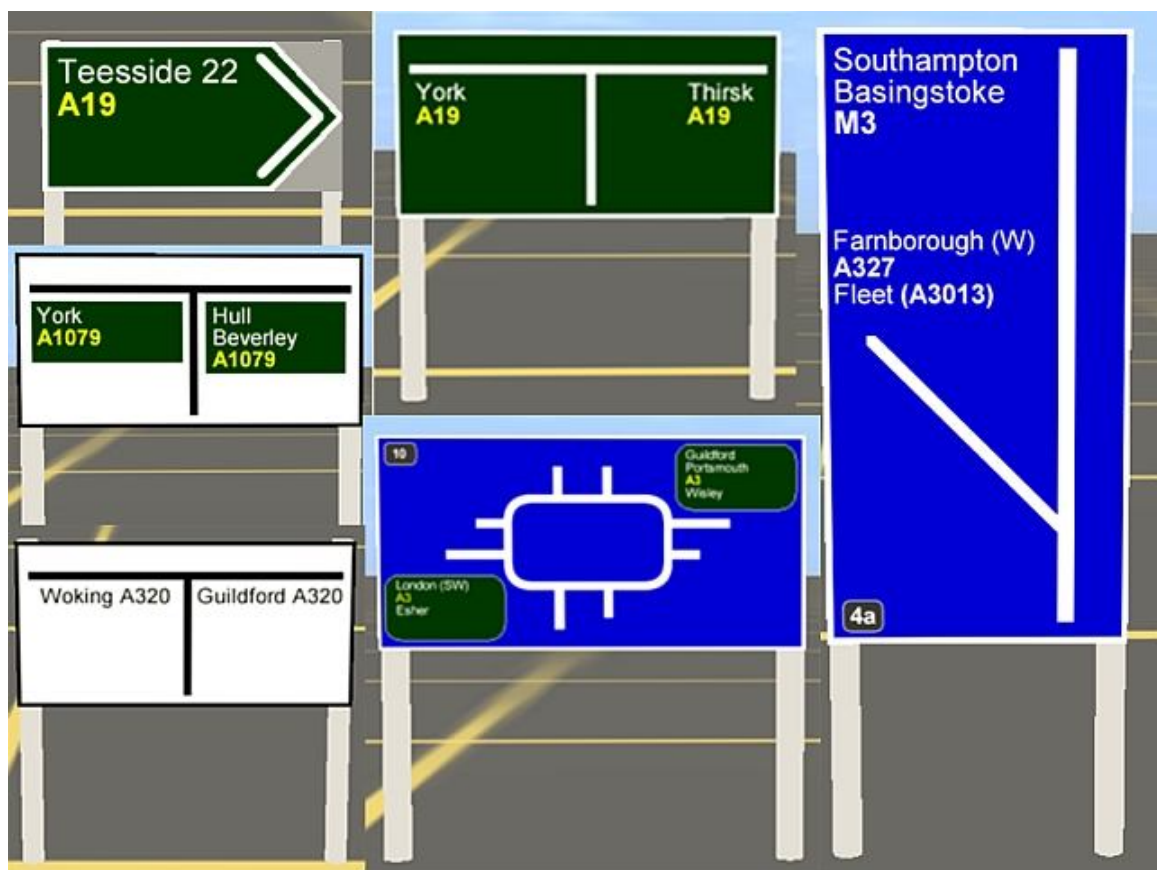


UK Roadsigns

For TRS2004/2006

By Glenn Mitchell



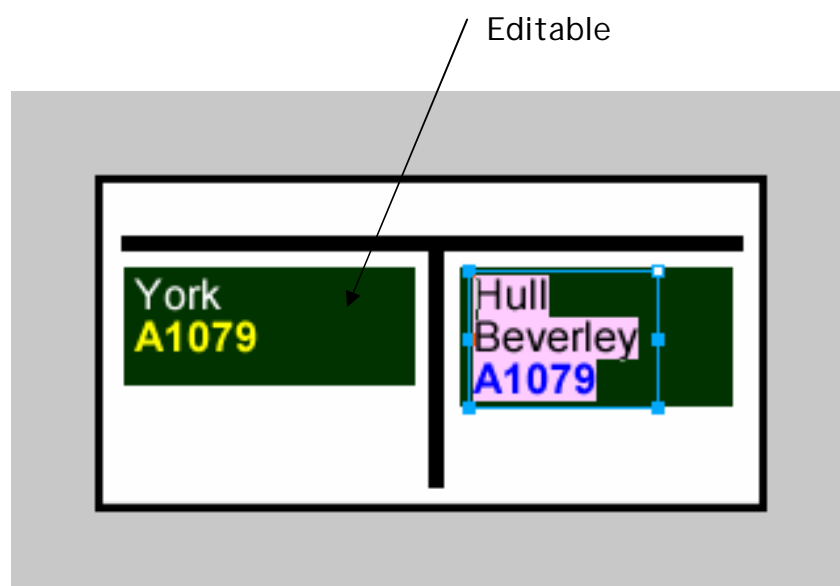
TRS 2006 Re-Skinning guide

Thank you for downloading this sign pack. This guide is to help you re-skin the signs in the pack for use in your own routes to increase your enjoyment.

Included in the pack of source files you will find some PNG files. You will need software that is capable of editing these. These are the files that will form the basis of re-skinning the models.

Firstly, you need to find the PNG file that is relevant to the type of sign that you wish to re-skin. For example, if you wish to re-skin the tall motorway sign, use the file "Tall_Motorway.PNG" or "ArdT.PNG" for the A Road T Junction sign.

Open this file with the editing program of your choice. The destinations on the signs are simply in text boxes and can be edited in the normal way (shown). On certain signs, such as where the normal A road meets the main "green" A road, the green boxes on the sign can be resized to fit the new destinations on the sign.



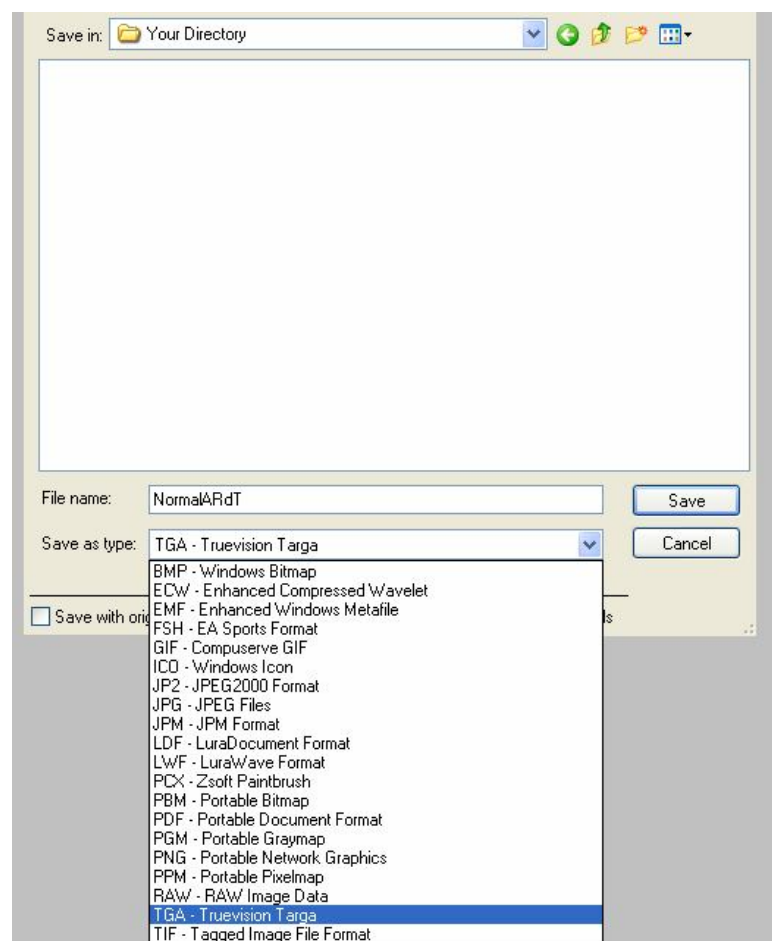
Make sure that you save the file with the same name, but save in a different location so as not to overwrite the original. I suggest having a new folder somewhere in which you can save all parts of new skins that you create, in which there should be separate folders for every skin.

Next the sign needs to be converted to the "TGA" format which can be understood by trainz. Firstly, you will need a program that can read TGA files, such as IrfanView.

[\(http://www.irfanview.net/\)](http://www.irfanview.net/)

Right click on the file you just saved, point to open with, and choose IrfanView. Now you need to save as a TGA file.

Point to File>Save As.



In the save as box click on the "save as type" box and choose "TGA - Truevision Targa." Save this in the same folder as the PNG file you created earlier.

Now you are ready to prepare for importing into trainz:

- 1) Open CMP
- 2) In the main window, find the type of sign which you are re-skinning
- 3) Right Click, then click Edit>Edit in explorer
- 4) Copy all of the files in this folder to the folder in which you have saved the textures you made earlier. Do not copy the file with the same name as the PNG you have just edited, as this is the texture that will be replaced.
- 5) You can now close the folder which trainz opened and in the main window right click the model you just opened and click Edit>commit. This puts the model back into trainz so it can be used as you do not need it again for the editing process)

Next you will need to edit the config file so that trainz does not get confused. In the folder that you have just copied the files from trainz to, open the config.txt file with notepad. You will first need to change the KUID number. If you have made content before, you need to find out the KUID number of the last piece of content you created, and add 1 to the last part of the "kuid" tag in the config file. If you haven't you need to have registered with Auran on the trainz website (see TRS manual for information on registering.) Your KUID number can be found on your planet Auran profile. Once you have found out your KUID number, replace the first set of numbers in the kuid tag with your KUID number. Then replace the other part of the kuid tag (after the colon) with zeros, except the last digit which would be a 1. (Your second piece would be 2, the third would be 3 etc.)

Now you can go on to adjust the username tag (the name of the new model when it appears in trainz,) the author tag (your name or trainz alias whichever you prefer,) and the description and license tags to your requirements.

Now you can import into trainz. First, Open CMP, then point to file>import content (NOT import CDPs) and select the *specific* folder in which you have been working, not its parent folder. A list should appear of all content imported from that folder. Find the item in the main window, right click it and select Edit>commit. The model should now be available in trainz.

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