SW1200 Reskinning Kit for RailSimulator
Also
SW9, SW7, TR5, TR4 SW8 and others

The SW1200 represents the culmination of a 1936 design of diesel switcher. Built between 1954 and 1966 A total of 1024 units were built some still in use today

This kit follows the same format as previous ones.

This basic kit comprises of files to produce the following:-
SW1200 with standard end rails and a single horn

The other versions seen in some of the pictures are available in the FT Xtra pack from my web site. Dickyjim.com

The Xtra pack has the shapes for TR cow and calf units plus fittings for drop steps, multy-tone horn and single stack (SW8) As the back of the unit is very obvious from the cab position four different cabs have been produced. The default single horn is a Leslie A-200 the multi tone horn option is a Nathan P5 but a lower tone than that of my GP9 To get out of the yard and onto the road a version with Flexicoil trucks is included. Just right for those mine runs.

You will need Rail Simulator's RSDevTools available at www.railsimulator.com and a program for editing xml files. I use Notepad2 which I find has some useful features.

A note on the psp files used. I am still using Paint Shop Pro 7.05 and see no reason to change. The graphics are layered which makes editing a doddle!!!!! The files you have are the main ones to edit to alter the loco's appearance. I suggest in practice the only one that you need is the SW-TR-c-01.psp file.

On the next page I will take you through the method I use in repainting a loco. As the saying is "there are more ways than one to skin a rabbit", or in this case "a locomotive", so please use your preferred method.

Again another reason for me producing these "kits" is to encourage you, the end user, to learn how to manipulate the simulator files yourself. This will enhance your enjoyment of our hobby.

This model is NOT to be used for any commercial purpose without my agreement.

You can re-skin for your personal use as much as you like, but before posting your work on the web please wait for my permission.

Any constructive observations will be appreciated.

I would also appreciate being credited for my part of your project in your readme file

Dick C. (KCJones)   29/03/09

1) If you have followed the instructions in the Readme1st.txt file in the zip you should have your unzipped files in a temporary folder. These will need transferring to the RailSimulator folder as follows.
A. Use the RS Package Manager to unload the rpk file
B. Move the Britkit folder and all its contents to the RailSimulator Source folder.

The RS hierarchy should look something like:-

The Textures folder is in fact your main working folder.

2) open two copies of explorer. One with Assets------Engine and the other with Source-------Textures

Are you lost yet!!!!

Now to work

3) Drag the file x-SW1200.bin in the first folder over the short cut to serz.exe in the second folder.
If all goes to plan you should get a file

Name	Size	Type ▲	Date Modified
DJ_Cab1.ace	5,470 KB	ACE File	08/11/2008 19:57
DJ_Cab2.ace	5,470 KB	ACE File	08/11/2008 19:57
GP9-01.ace	5,470 KB	ACE File	08/11/2008 19:57
GP9-01L-bump_NM.ace	21,882 KB	ACE File	13/11/2008 15:38
GP9-02.ace	1,370 KB	ACE File	08/11/2008 19:46
GP9-03.ace	1,370 KB	ACE File	08/11/2008 19:47
DJ_Cab1.bmp	3,073 KB	Bitmap Image	08/11/2008 19:54
DJ_Cab2.bmp	3,073 KB	Bitmap Image	08/11/2008 19:54
pspbrwse.jbf	23 KB	Paint Shop Pro 7 Br...	13/11/2008 20:26
DJ_Cab1.psp	3,261 KB	Paint Shop Pro 7 Im...	07/11/2008 11:33
DJ_Cab2.psp	11,255 KB	Paint Shop Pro 7 Im...	08/11/2008 19:44
GP9-01L.psp	5,340 KB	Paint Shop Pro 7 Im...	13/11/2008 20:24
GP9-01L.tga	962 KB	Paint Shop Pro 7 Im...	13/11/2008 20:26
GP9-01L-bump_NM.psp	668 KB	Paint Shop Pro 7 Im...	13/11/2008 20:18
GP9-01L-bump_NM.tga	1,111 KB	Paint Shop Pro 7 Im...	13/11/2008 20:19
GP9-02.psp	340 KB	Paint Shop Pro 7 Im...	28/10/2008 20:08
GP9-02.tga	981 KB	Paint Shop Pro 7 Im...	08/11/2008 19:34
GP9-03.psp	556 KB	Paint Shop Pro 7 Im...	08/11/2008 19:42
GP9-03.tga	648 KB	Paint Shop Pro 7 Im...	08/11/2008 19:42
Shortcut to serz.exe	1 KB	Shortcut	08/11/2008 19:26
Shortcut to ToAce.exe	1 KB	Shortcut	08/11/2008 19:26

called x-SW1200.xml appear in the first folder. If not check that the sort cut is linked to the serz.exe file in the RS root folder.

4) Rename this file as you wish. In this example FLC-SW1200.xml
Open the xml file in your chosen editor and replace the first four occurrences of x-SW1200 with, in my case, FLC-SW1200.

Drag the xml file over the short cut to serz.exe in the second folder. Hopefully this should produce FLC-SW1200.bin If you wish at this stage the FLC-SW1200.xml and x-SW1200.bin files can be deleted.

5) Open up the SW-01.psp file and do you art work. You may need the -02 file too.

A note about alpha channels here.
In the -02 file the alpha channel is for transparency and specularity. If you don't like my dirty windows the -02 file can be edited accordingly. The -01 file is a different kettle of fish. RS uses the alpha channel for specularity. No NOT spectacularity!!!! In other words shininess. You may need to experiment with with the colour of the mask layer for your needs.

You will also need to tone down your colours, particularly bright ones as in the sim they look bright, very bright. The shiny is shiny!!!

The -01 and -02 files will need reducing to 1024x1024.

Any edited files need to be saved in tga format, naming it SW-01, TR or TRc accordingly before the next stage.
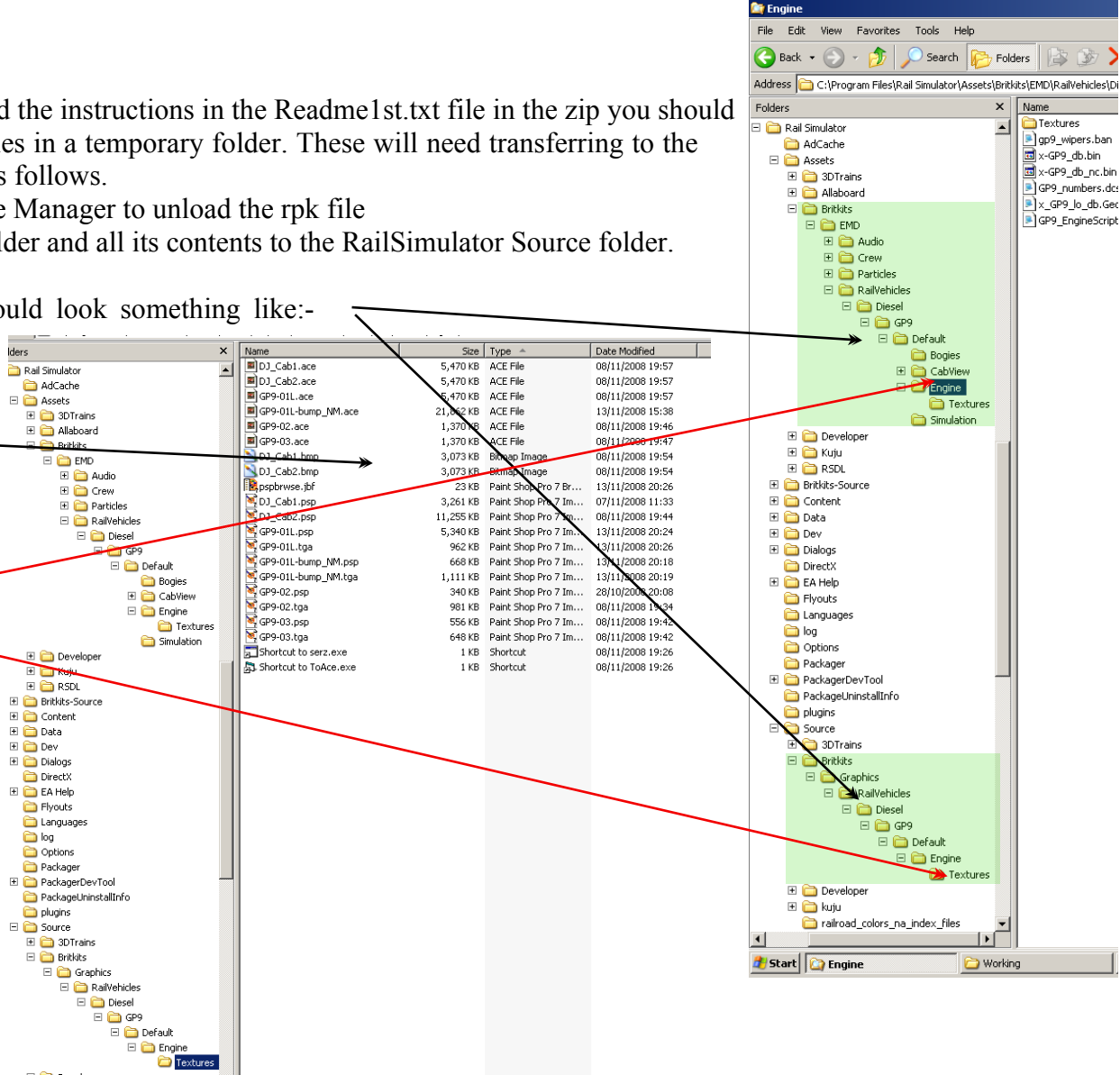
6) Now the fun starts!!! Double click on the shortcut to ToAce.exe (This should have been downloaded from the Rail Simulator web site and installed) Load any edited tga files and save them. This produces the required ace files.
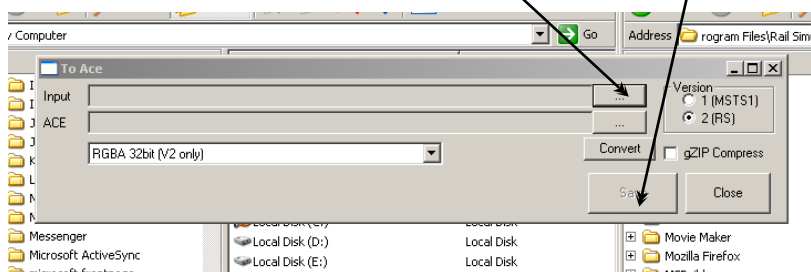

7) Double click on the shortcut to the previously downloaded and installed BlueprintEditor.exe   Navigate through the Britkit folders to Engine. Double click on the DeleteMe file and Press export.
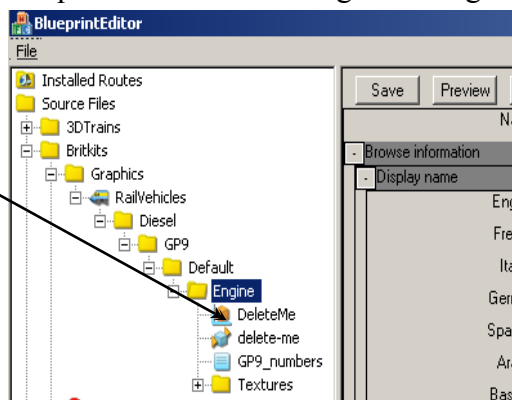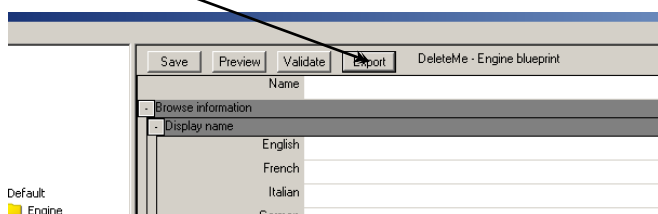
For the technically minded. In the Engine folder is a shape with all your needed graphics files in the Textures folder associated with it. The file you click on is a blueprint tying things together. The exporter will export. Now look in your other Explorer window, if need be refresh the view, and it should look like this. The files you need are the TgPcDx type. Move the ones you need across to the EMD ---
Engine -Texture folder.
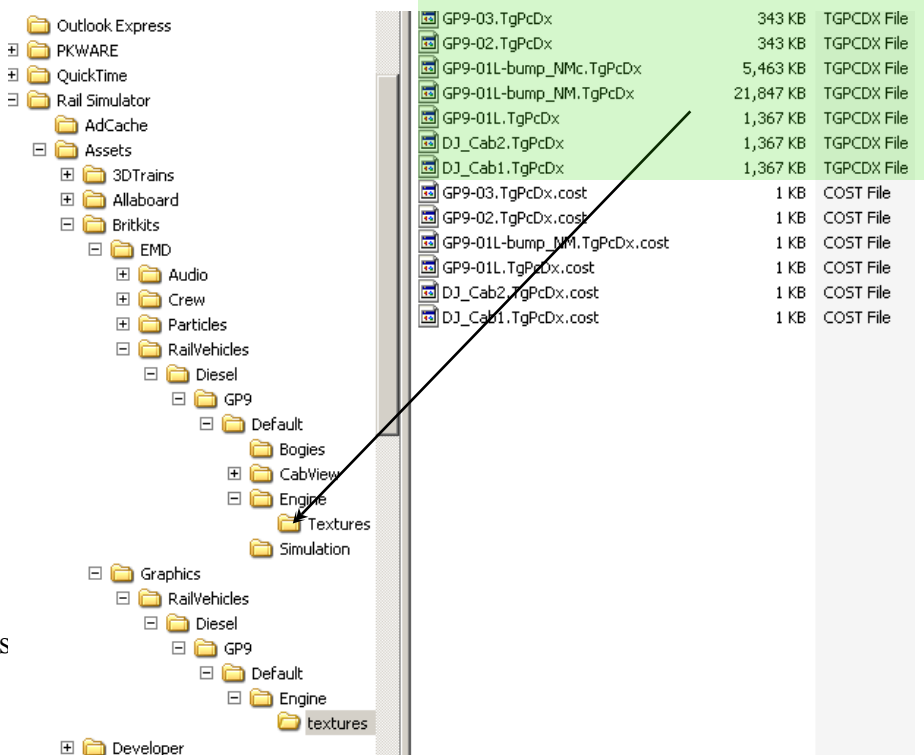
How are you doing so far? Not lost I hope!

8) Check your repaint in the sim. To help me I also have RS running in window mode in the background. So I will have running at one time. Two copies of Explorer, Paint Shop Pro, BlueprintEditor and Rail Simulator!!!!

Adjust your graphics as needed.

9) One more thing before deleting all your temporary and working files. In the source Engine folder is a file SW1200_numbers.cs This holds all the numbers the sim will generate on your loco. In the file you have they run from 100 to 160. You will
need to edit this for the numbers you need for your project. BUT do not alter the file format, note where the commas are, and only use four digits in the final column. Sorry you can only have 9,99 versions of the same loco. Correction 10,00 if you use 0000 at the start. :-) The processed file you need is Sw1200_numbers.dcsv

10) When you have finished you can delete the Graphics folder from the Assets\EMD hierarchy and the EMD folder from the Source hierarchy. There you are. Now you should have a repainted Sw1200

In conclusion, firstly HAVE FUN. Enjoy creating something, but don't let it take over. We were designed to do that. Learn by your mistakes. Use the various forums to ask questions.

Don't be put off by negative comments. If there is any truth in what is said and you can do something about it, do it. If it's not true, well it's not true and it doesn't matter.

We all had to start somewhere. I was very proud of my first efforts at modelling, a sailing ship. My brother was very rude and called it the "Black Pig" Some of you older ones, particularly in the UK may remember Captain Pugwash and the Black Pig!!! It didn't stop me and I still enjoy modelling. Now in cyber space of course. It takes less space and doesn't get covered in dust.

If I made a list of all those I want to thank for giving me so much pleasure in this hobby it would be a long one. Some I have had direct dealings with by email or phone (I live in one of the most rural counties of the UK) Some I have just read their comments and suggestions on the various rail simulation forums.

TR5 cow and calf unit. These are designed to work as a pair being joined together with a draw bar rather than standard buckeye couplers, Though the TR5 cow looks very much like its counterpart the SW9 the rear pilot is different with a drop step giving the engineer access to the calf.

Calf units were never built for the SW1200, single units being mu'd being more economical.
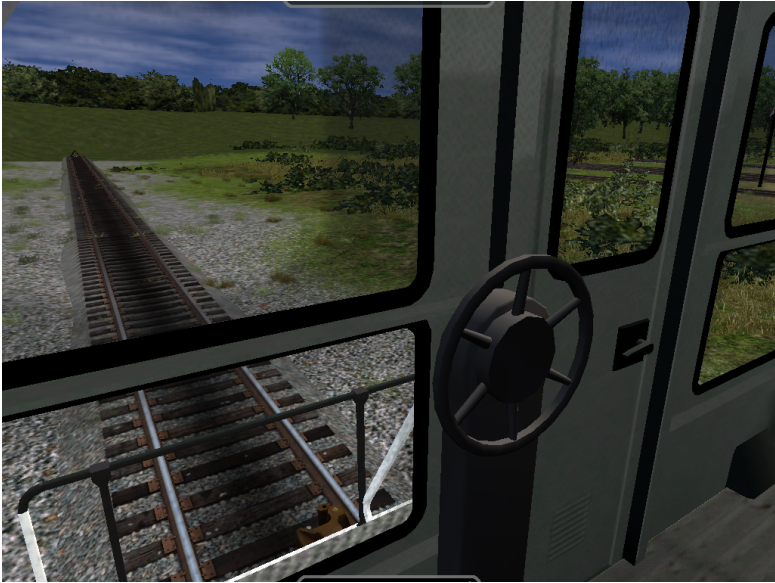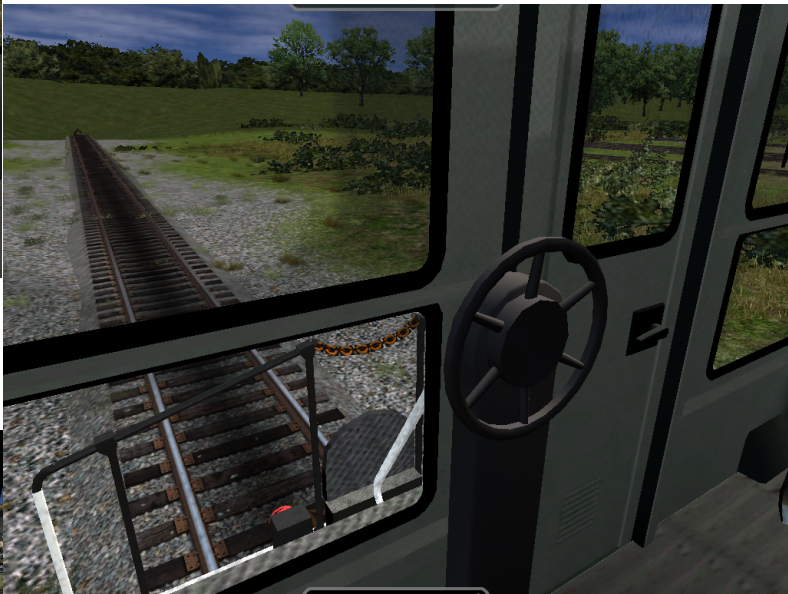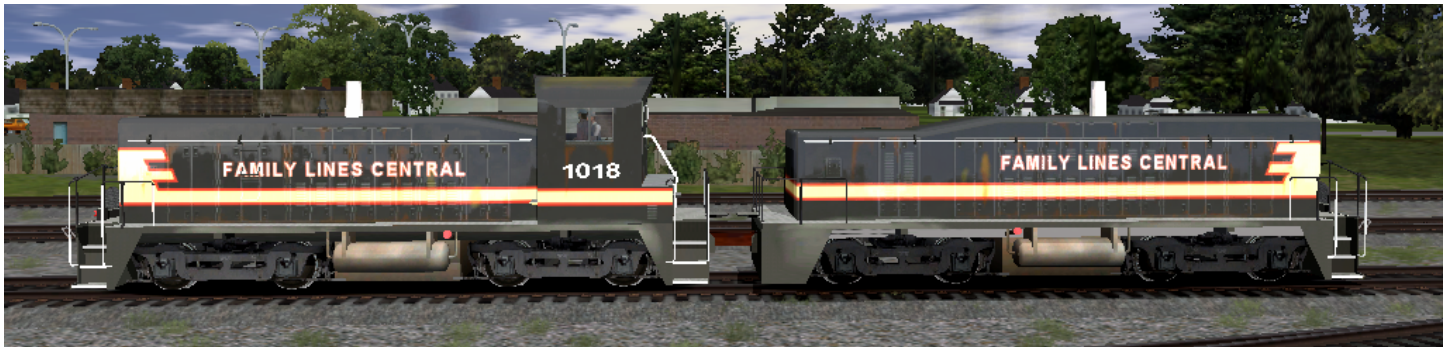
Standard end rails

Drop step end rails

Cow & calf
Standard or drop step end rails
At the outer ends available

Single stack TR6 (SW8)

With Flexicoil trucks for
getting out of the yard
onto the road