

Livestock Pens

A scenery item kit for use with Rail Simulator[®] and RailWorks[®]
By Jeff Douglas (AKA JADsHome)

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THE BORING LEGAL BIT

These models are supplied for use by anyone in the community for use in any *FREELY* available Rail Simulator[®] or RailWorks[®] route providing I get a mention in the route documentation somewhere please.

If you feel the need to re-skin any of it please feel free to do so but you **MUST** share your output with the rest of the community. If you drop me a polite message (see Additional Assistance) I will happily send you the source textures if you need them.

The Blender model meshes will remain my intellectual property. Please do not attempt to change the models.

Rail Simulator[®] and RailWorks[®] are copyrighted to RSDL

INTRODUCTION

This kit came about because at the time of it's construction there was not any such item available for Rail Simulator[®] and I needed something for a small rural station. Facilities such as these were common in the past. The kit represents a generic model and is not modelled on any particular style.

It also gave me an opportunity to learn to use Blender for creating the 3D meshes required for export via the Rail Simulator[®] Asset Manager tool to see my creations in use in the simulation.

GETTING THE OBJECTS IN TO RAIL SIMULATOR[®]

Unpack the LivestockPens.rpk file from the zip file and install it using the Rail Simulator Package Manager.

Additional information can be found in Developer helpsheet 7.02 or on the RailWorks[®] Wiki page.

The files will be installed to *Rail Simulator\Assets\JADsHome\Livestock Pen Kit*

GETTING THE OBJECTS IN TO RAILWORKS[®]

Unpack the LivestockPens.rwp file from the zip file and install it using the RailWorks[®] Package Manager.

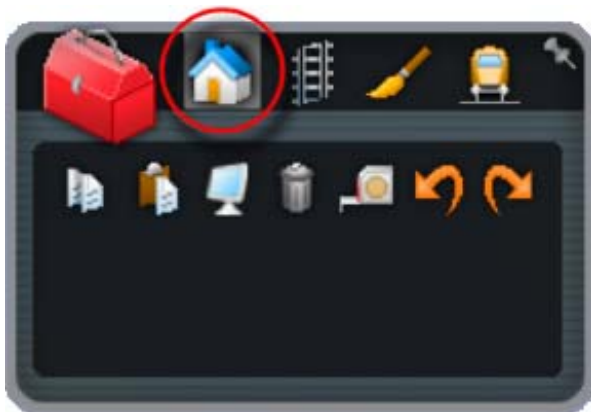
Additional information can be found in Developer helpsheet 7.02 or on the RailWorks[®] Wiki page.

The files will be installed to

Program Files\Steam\steamapps\common\railworks\Assets\JADsHome\Livestock Pen Kit

HOW TO LOCATE THE OBJECTS

Select the Objects (house icon) option from the toolbox panel



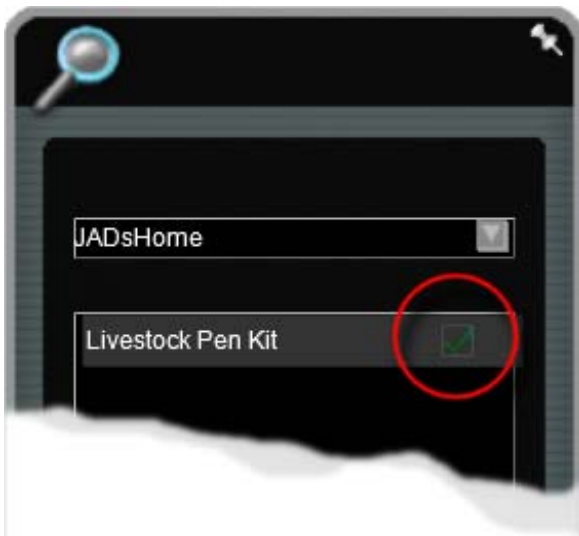
Open the Object Set Filter panel



From the Developer List dropdown locate and select JADsHome



Tick the Livestock Pen Kit option in the list



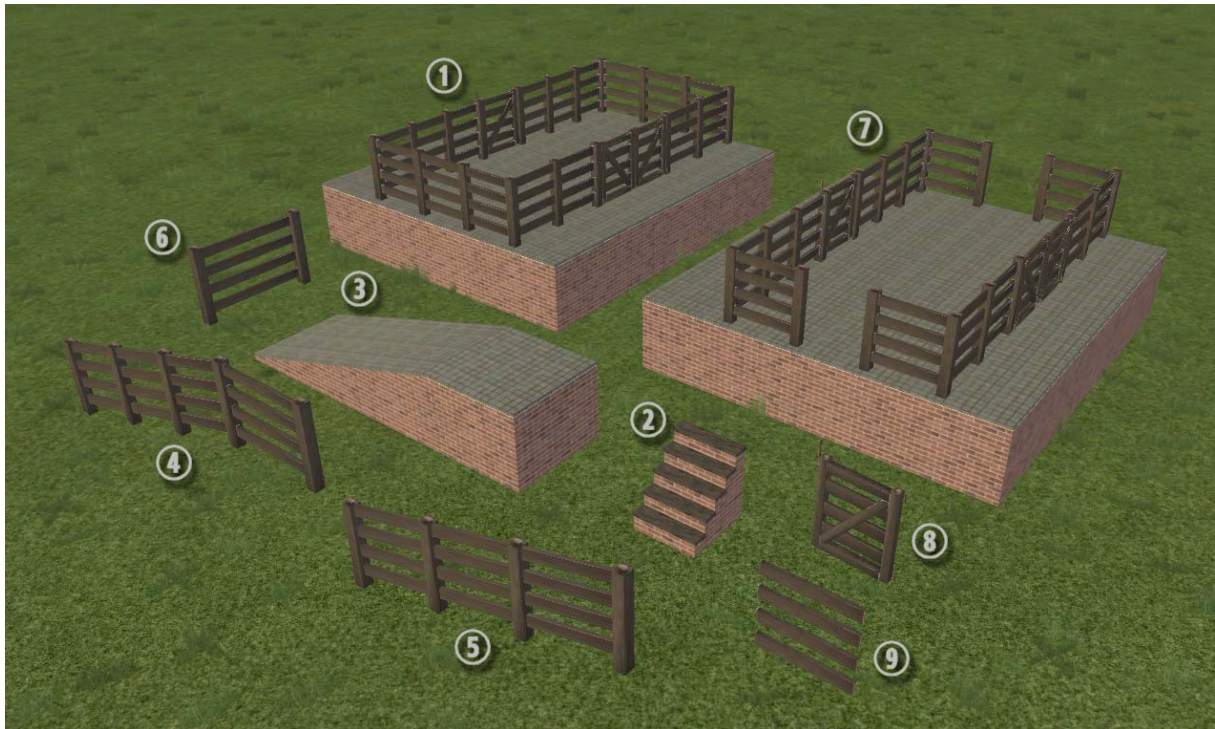
Select the Stations menu and press the letter P on your keyboard and locate the Livestock Pen objects. All objects in this kit begin with the word 'Pen' with a description of the module contained in brackets after.



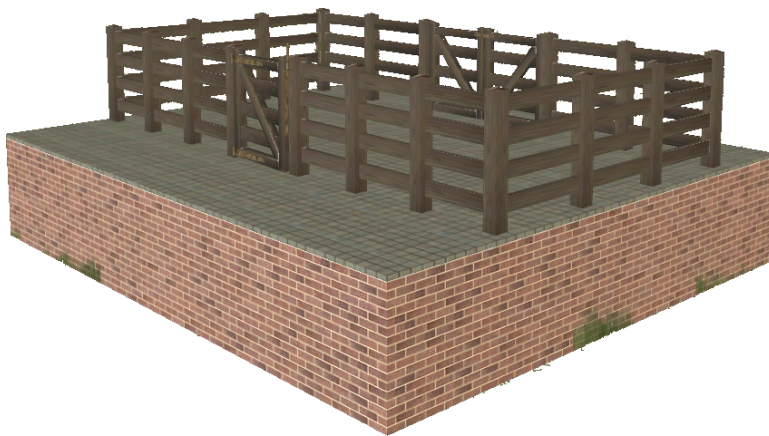
Each item contained is described on the following pages.

WHAT DOES THE KIT CONTAIN?

The kit currently contains the following items...



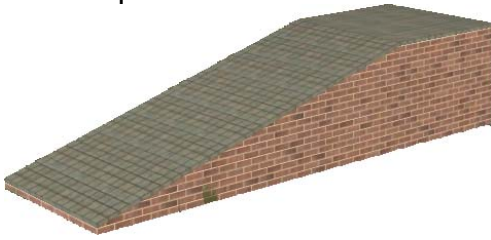
1 - Single pen



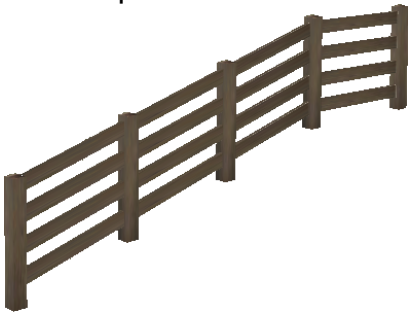
2 - Steps



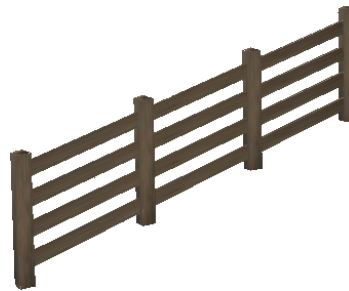
3 - Ramp



4 - Ramp side fence 1



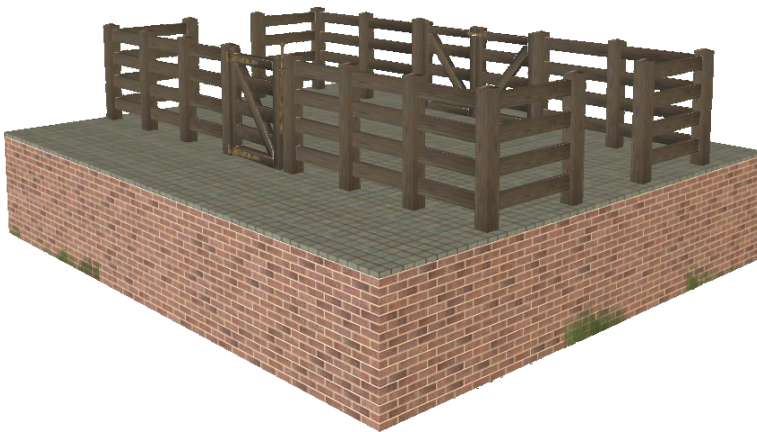
5 - Ramp side fence 2



6 - Ramp end / Generic fence piece



7 - Single linkable pen



8 - Single gate

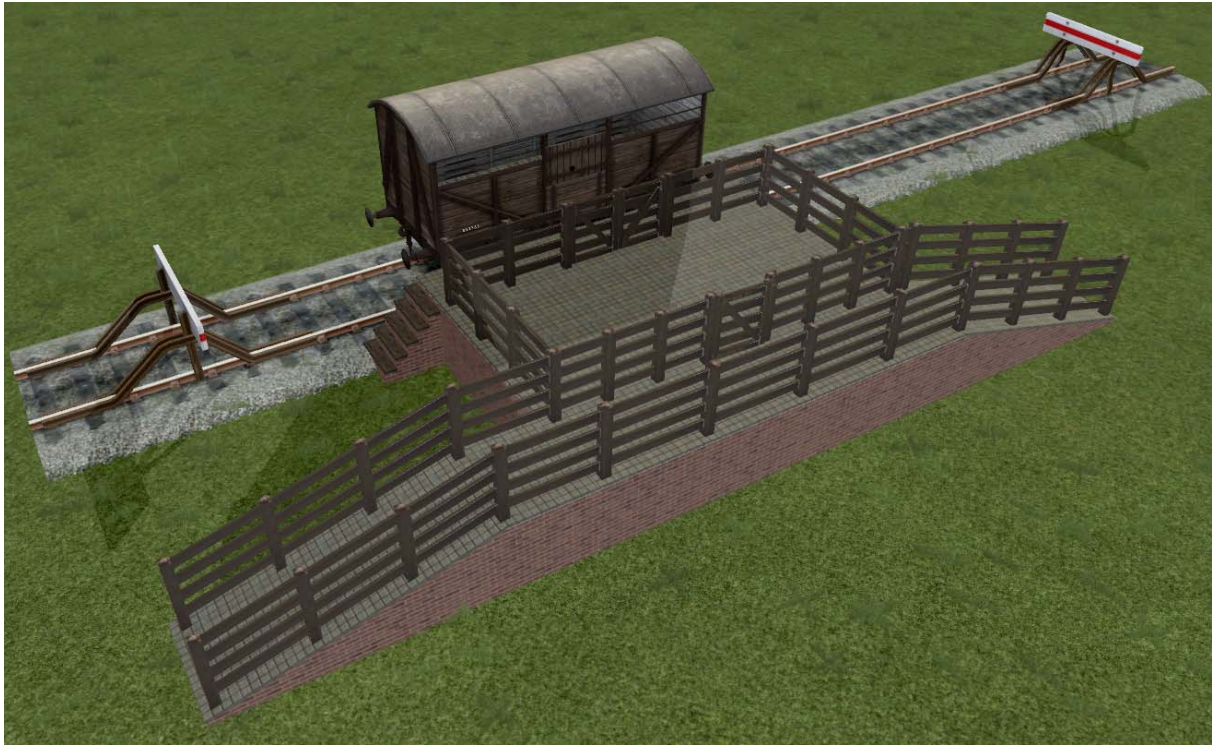


9 - Link fence filler

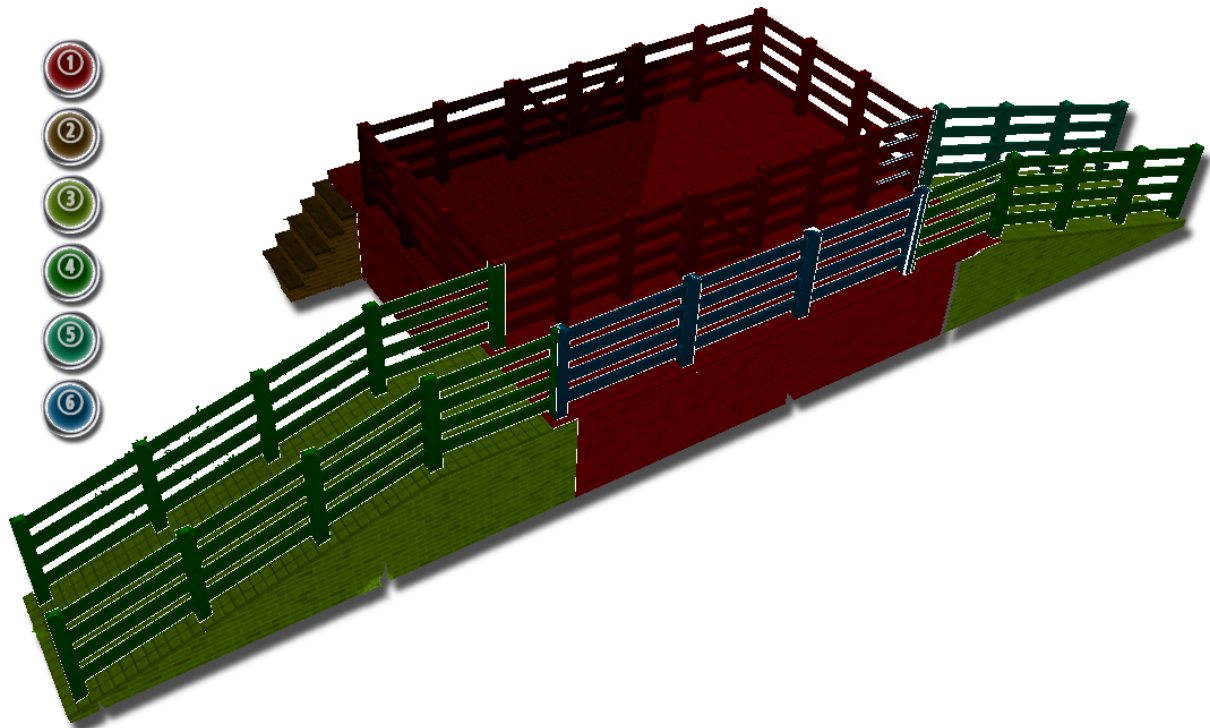


USING THE OBJECTS

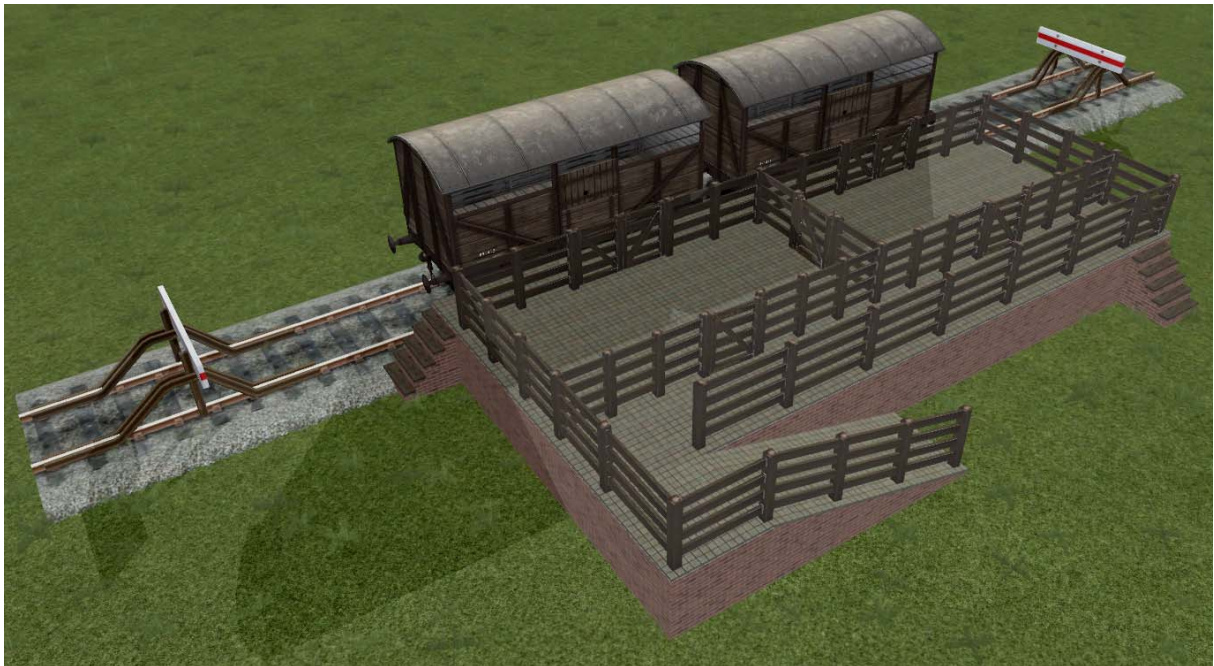
Single or unlinked pen(s)



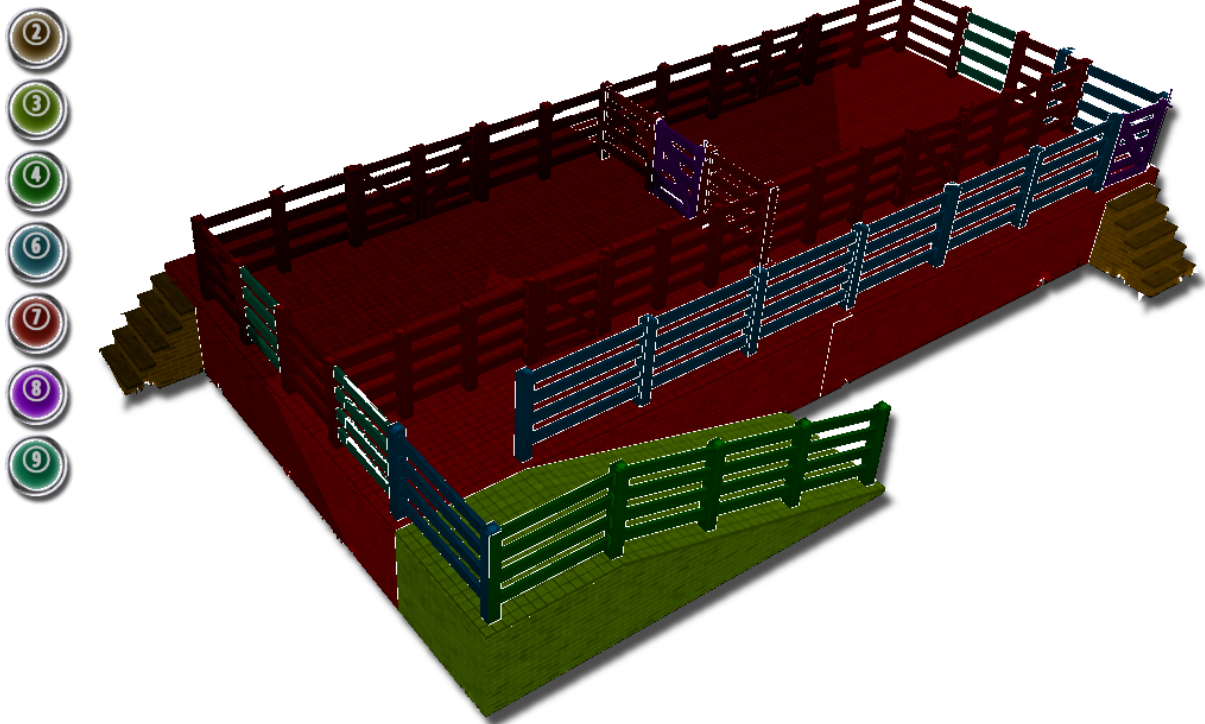
The following 6 objects are used in the above scene



Linked pens (linked by a gate)



The following 7 objects are using in the above scene



ADDITIONAL ASSISTANCE

Should you need further assistance there is a forum thread on the UKTrainSim forums. The thread for this kit is at

<http://forums.uktrainsim.com/viewtopic.php?f=234&t=93746>

Alternatively drop me a PM at UKTrainSim - username is JADsHome.

Failing that drop me an email to JADsHome@Yahoo.Com

ACKNOWLEDGMENTS

- Pete (Karma99) for his support through out the project. Also for carrying out the beta testing.
- Matt (NeutronIC) at UKTrainSim for creating and maintaining such a wonderful and friendly PC rail simulator community.
- Derek Siddle (RSDerek) for his wonderful work and friendly assistance on the forums.
- Adam (RSAdam) for the superbly useful tutorials on his blog.
- The rest of the RS team for their work in getting the simulation to us all and for their continuing support and work on the product.
- www.cgtextures.com for the free textures used in this project.

HISTORY

- v1.1 released to UKTS Sunday 14th June 2009.
Post RailWorks® release. Recompiled all assets for RailWorks® and resubmitted archive with both Rail Simulator® and RailWorks® versions included.
- v1.0 released to UKTS Thursday 4th June 2009.
Pre RailWorks® release.