

Modeling the 2010 Ford F250

Step 16

Import into Trainz

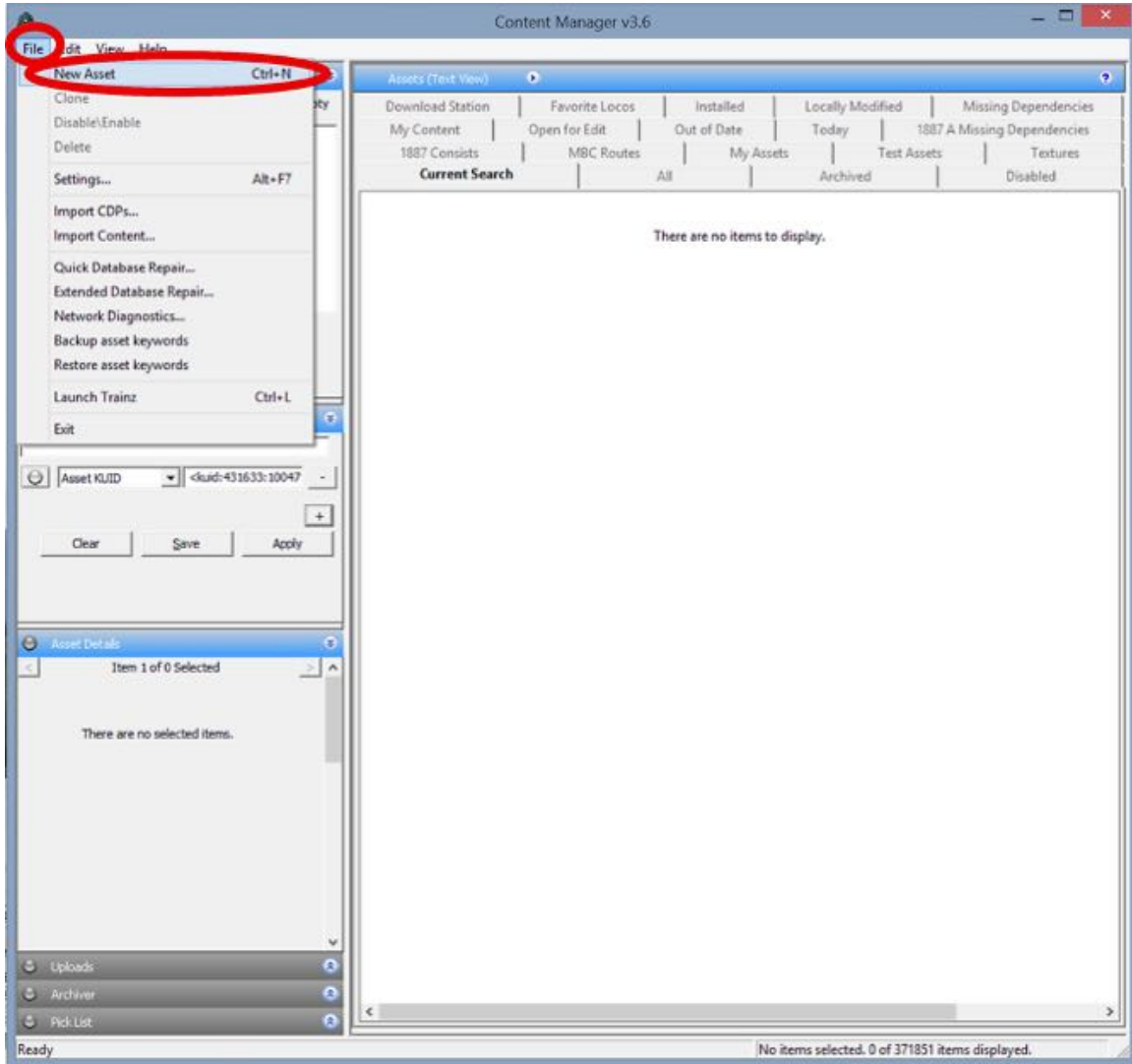
I am going to import the generated files into Trainz Simulator 12 Build 49922.

- **Open the Content Manager (LMB click on the Content Button).**



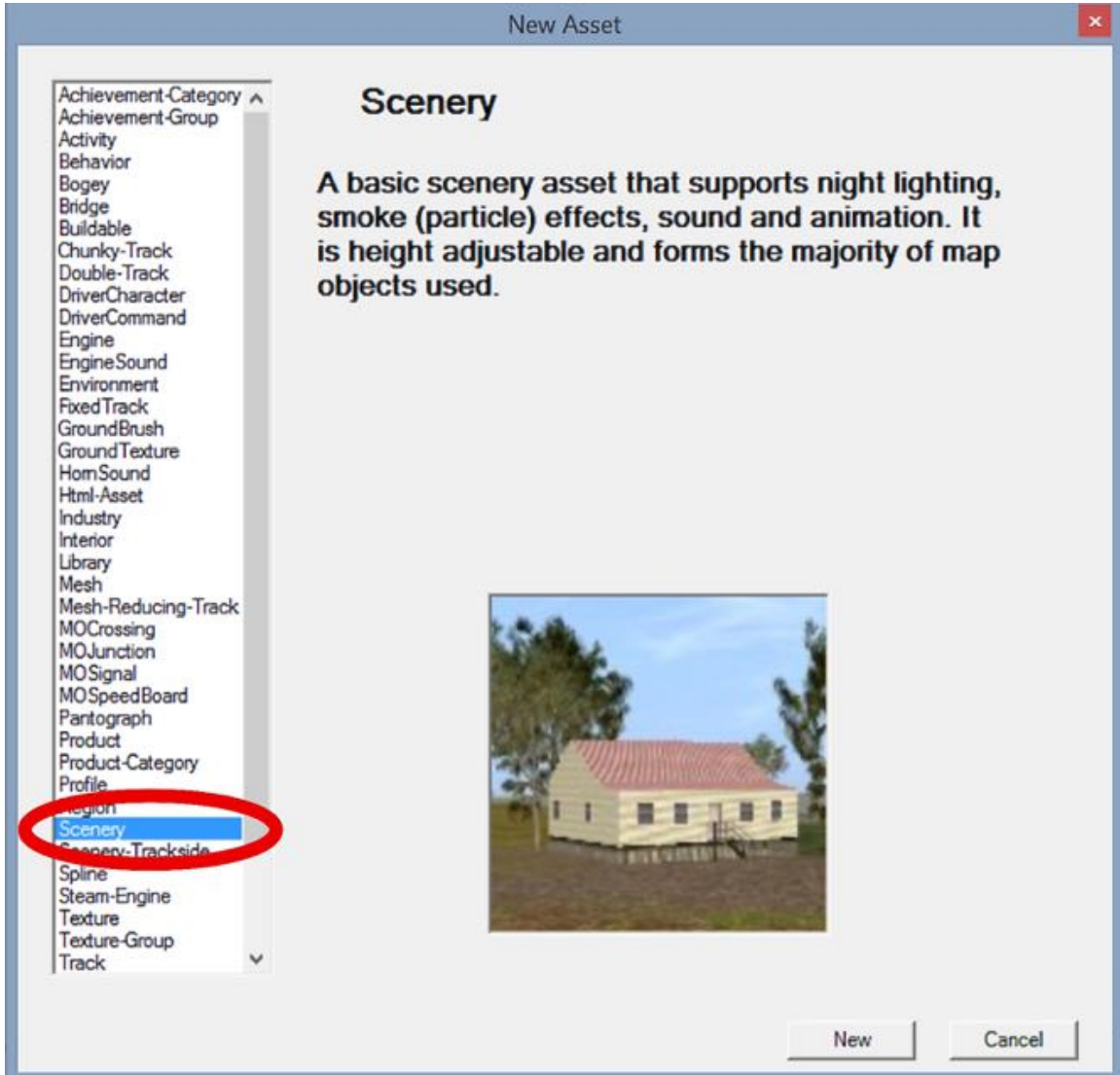
973

- **LMB click on the File Menu and select New Asset.**



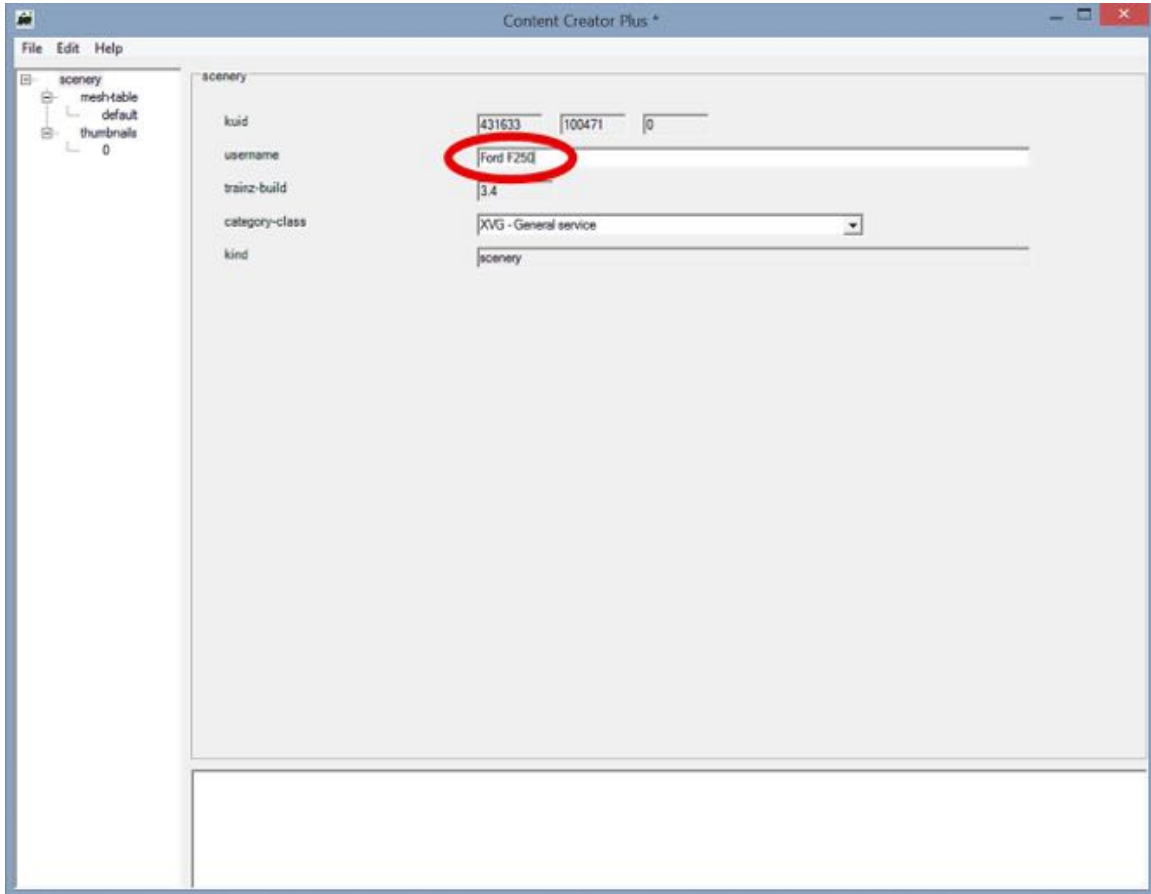
974

- From the list that appears **select Scenery** then **LMB click New**.



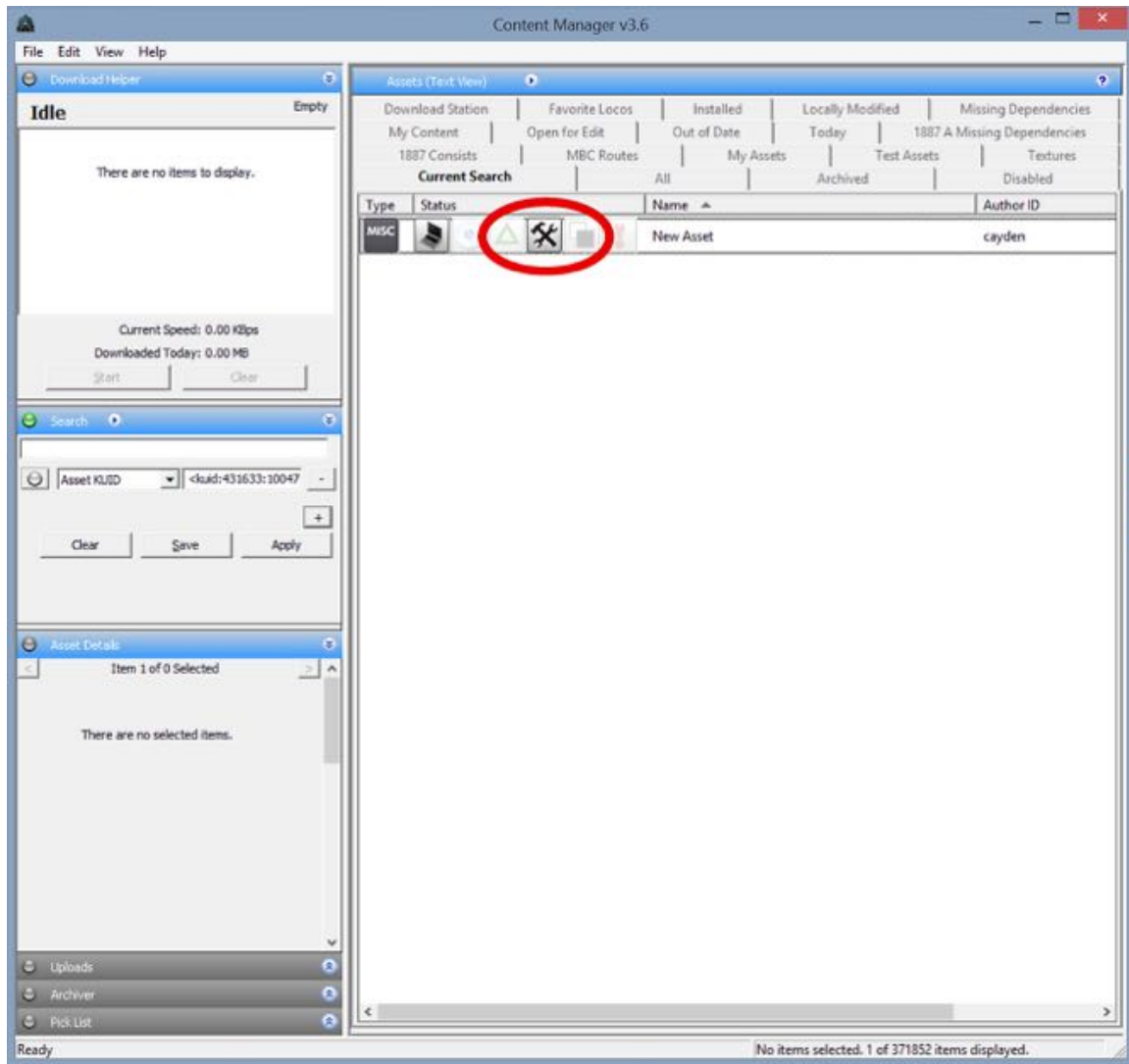
975

- **Enter a name** for the asset (e.g., username = Ford F250).



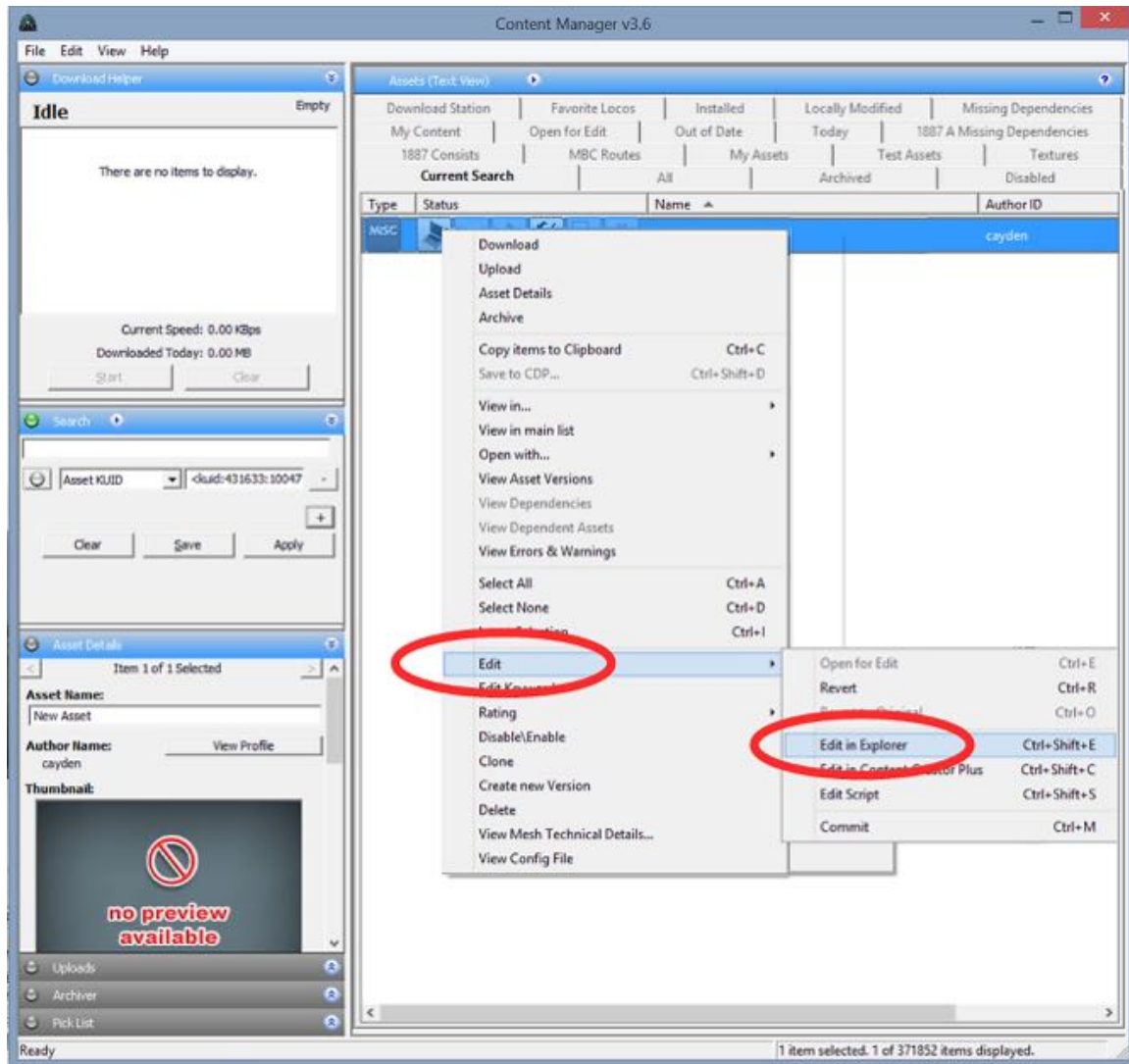
976

The asset will appear in the main Content manager window. The hammer and wrench icon means that the asset has not yet been “committed”.



977

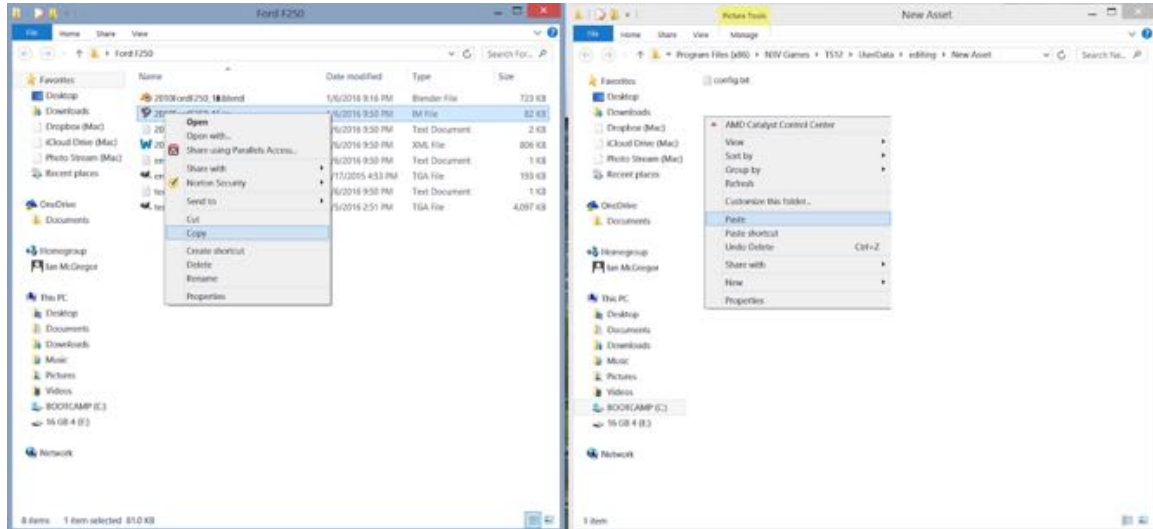
- **RMB click** on the asset and from the Drop Down Menu(s) **select Edit** then **select Open in Explorer**.



978

- Copy and Paste the following files from your folder to the open asset window:
 - 2010FordF250_18.im
 - env_metal.textre.txt
 - env_metal.tga
 - texture.texture.txt
 - texture.tga

Note: Do not drag the files to the asset window: Copy and Paste.

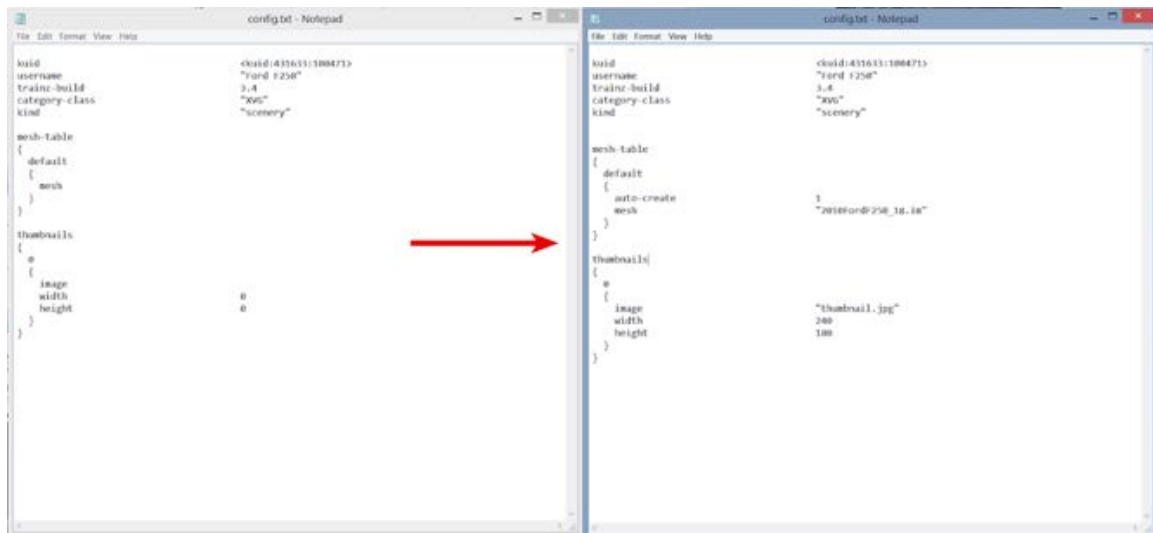


979

- Double click on the config file to open it in Notepad.

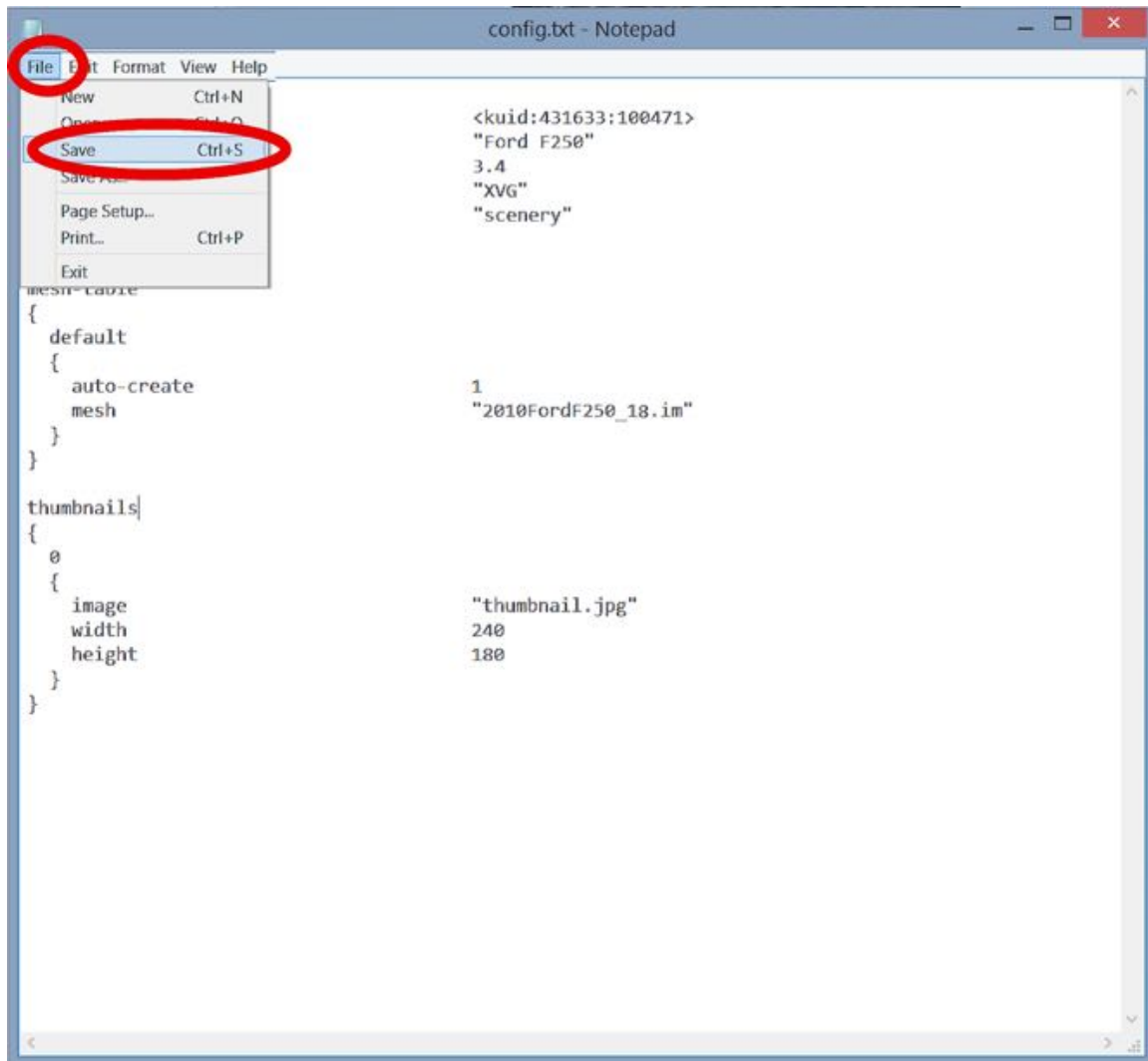
Note: Do not open it in a word processor such as Microsoft Word. This can introduce hidden characters which can interfere with the file being read.

- **Change** the contents as seen on the **left** to that seen on the **right** (i.e., fill in the Mesh Table and the Thumbnail part of the file).



981

- In the **File Menu**, **Save** the file changes.



982

- Now **commit** the file by selecting it (LMB click) and **pressing CTRL + M-KEY**.

If all goes well the file should look like this (i.e., no errors or warnings).

