# Step 3: Export from Blender and Import into Trainz

Note: You can download a .pdf file of this page here.

Export

Note: In order to export your model from Blender you must have installed the Trainz
Exporter add-on (latest version export_trainz_v0.96) into Blender. The Trainz
Exporter add-on can only be installed in Windows. As a workaround, Mac users
can set up a Bootcamp partition with Windows installed. I currently
(August 2015) am modelling with Blender on an iMac running OSX 10.10.4
Yosemite. I port over my project folder with my finished blender file to a
Bootcamp partition running Windows 8.1. The files created in Windows with the
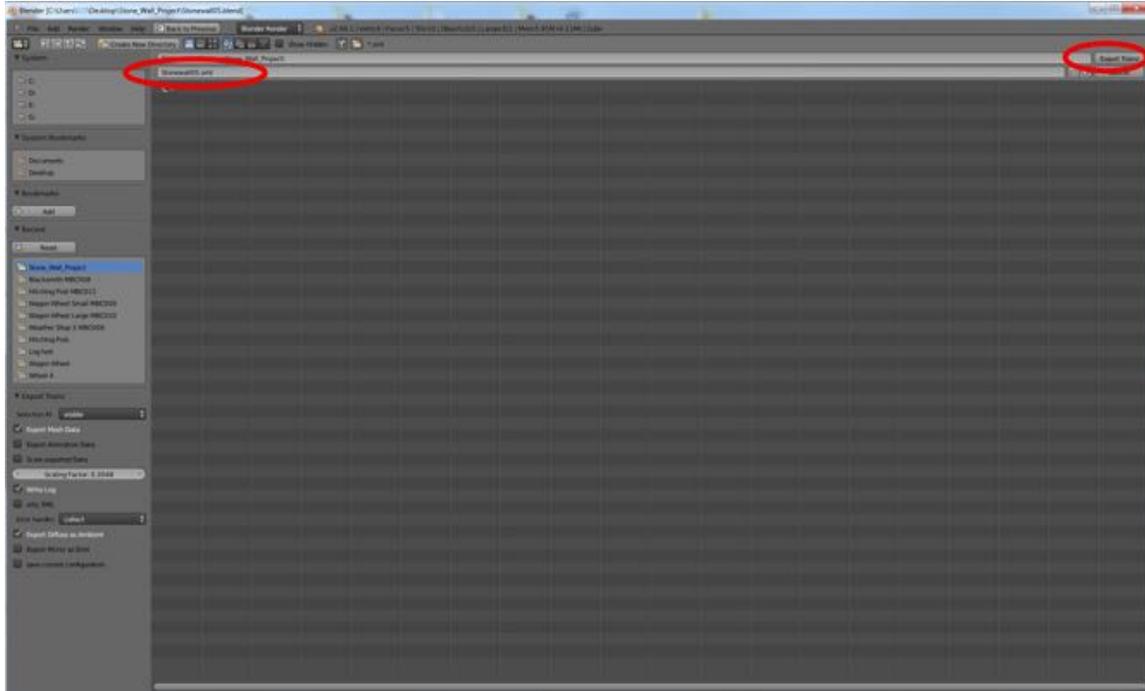Trainz Exporter are importing into Trainz 12 version 61388.

Exporting is easy (providing there are no errors in the construction and texturing of your
stone wall model).

      • In the **Information Editor** select **Export** then **Trainz Mesh and
        Animation…** .
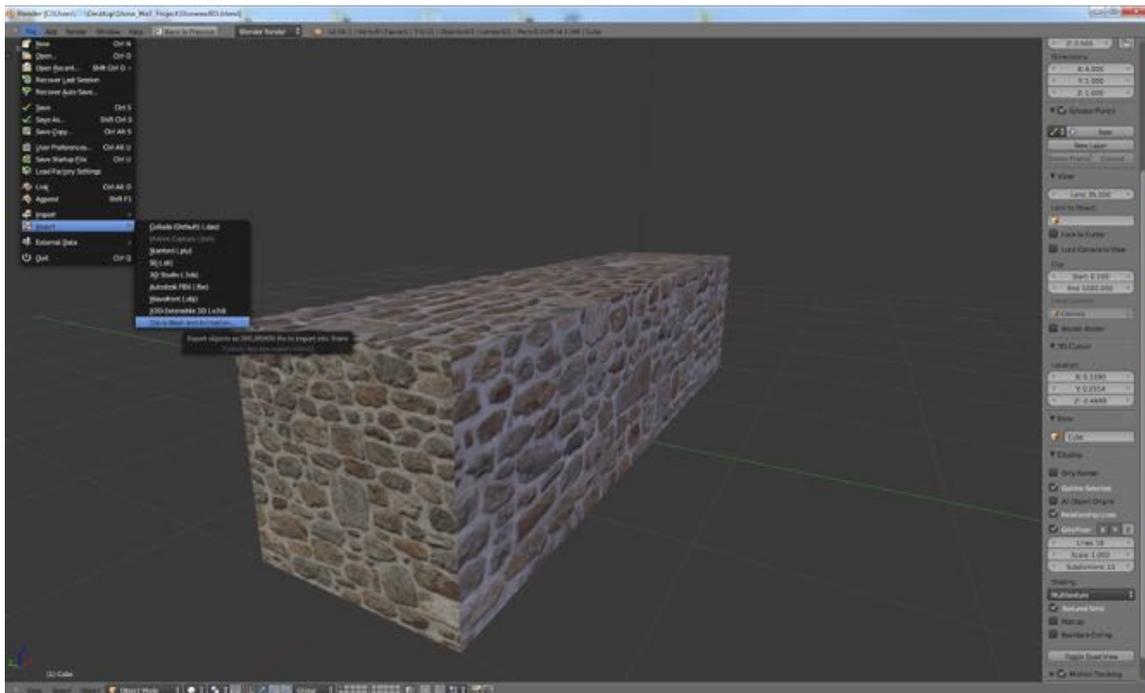
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      • **Save** the file as "**Stonewall05.xml**" to your **Stone_Wall_Project** folder.

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Have a look in your Stone Wall Project folder. You should see four new files:
- Stonewall05.im
- Texture.texture.txt
- Stonewall05.log
- Stonewall05.xml

along with the files you placed there earlier:

- Texture.tga
- Thumbnail.jpg
- Stonewall01.blend
- Stonewall02.blend
- Stonewall03.blend
- Stonewall04.blend
- Stonewall05.blend

The Stonewall05.log contains information on the export process. If there were problems with your file such that the .im and .texture.txt files could not be generated the errors will be described in the log file so that, hopefully, you will have little difficulty going back and making the necessary corrections.
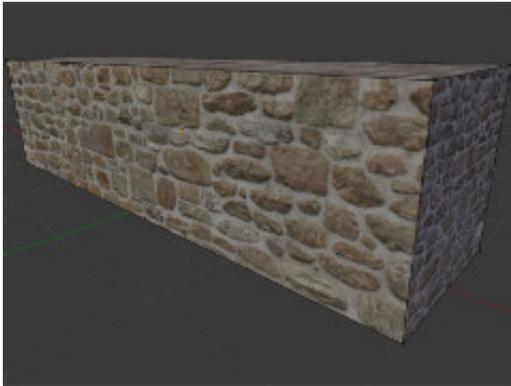
Thumbnail

In the file list above is a file called "Thumbnail.jpg" and you may ask, and rightly so, where did that come from?

Newer versions of Trainz require that you create a thumbnail image of your asset for uploading the asset to N3V's Download Station (DLS). This image is required when creating the asset in Trainz Content manager even though you may wish to wait until you have the asset and can install it in a route or scene to so as to create a better representation. This said, you need to still create a "Place holder" image at this time that can be replaced with your final image.

To create the temporary image:

- **Open** your **model** in Blender and **take** a **screen shot**
  (on a Mac **SHIFT + CMD + 3-KEY**).
- As shown on the previous page called "Preparation" **crop** and **scale** you image
  to **240 pixels** by **180 pixels**. (This is only a low resolution image.)
- Save the image as a .jpg file and name it "**Thumbnail.jpg**".

Import

We now need to create a new asset in Trainz Content Manager and import four of the files (Stonewall05.im, Texture.tga, Texture.texture.txt and Thumbnail.jpg).
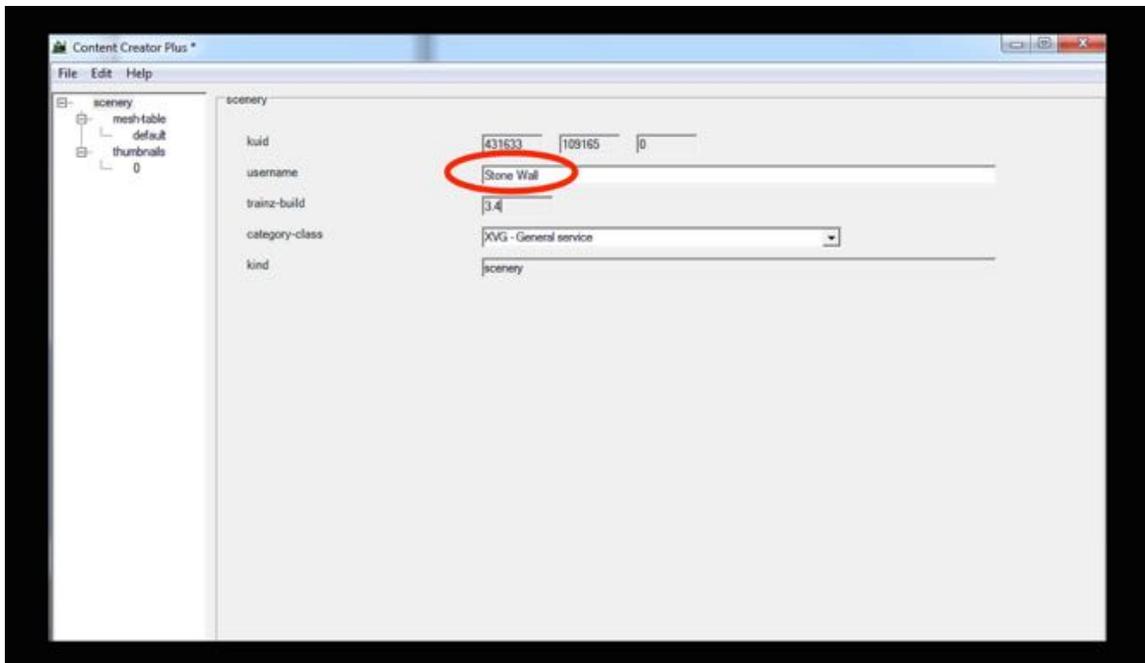 To create a new Trainz asset:

- **Open** Trainz and the **Trainz Content Manager**.
- From the File Menu **select** "**New Asset**".

- In the dialogue box that appears select "**Scenery**" then press **OK**.
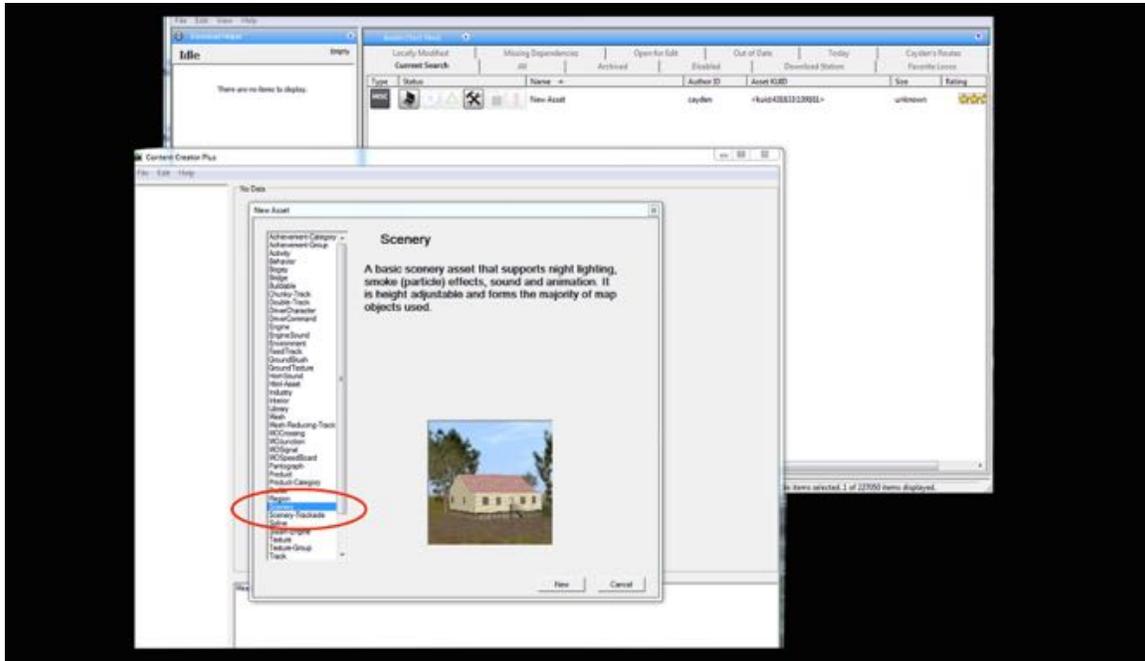
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- Under **Username** type "**Stone Wall**".
- In the **Category-Class** Drop Down Menu locate and **select "SS - Structure"**.
- Click on the **File Menu** and **select** "**Save**" then close the window.

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- In the **Trainz Content Manager** window, **RMB select** the **new asset** and
  in the Drop Down Menu**, select** "**Edit"** then in the submenu select
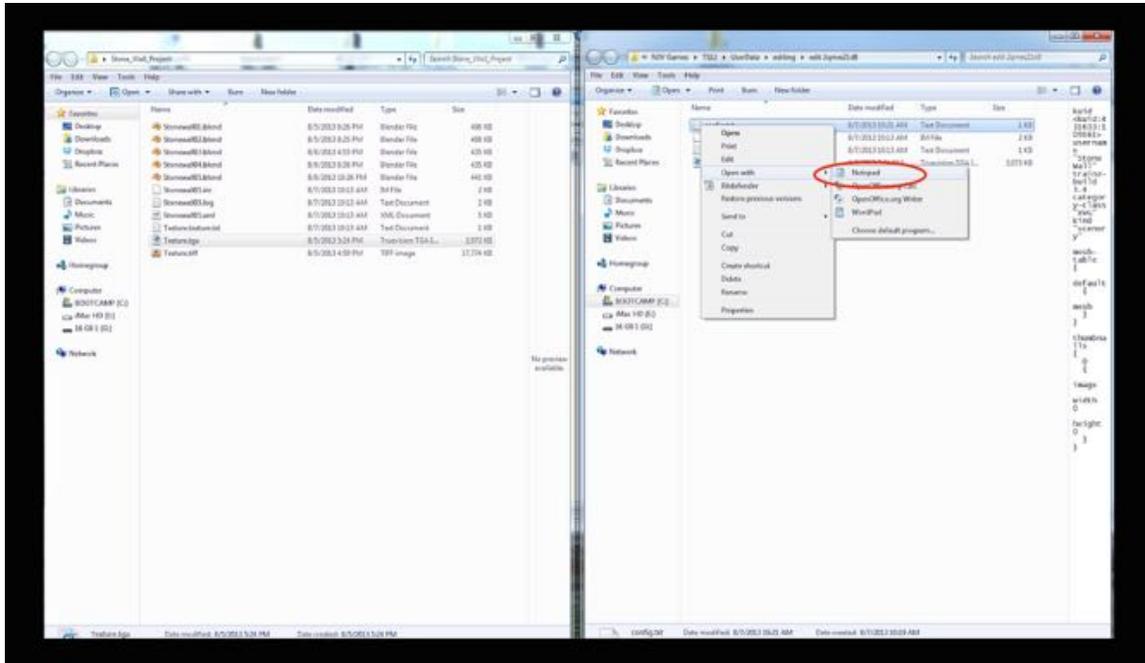 **"Edit in Explorer"**.
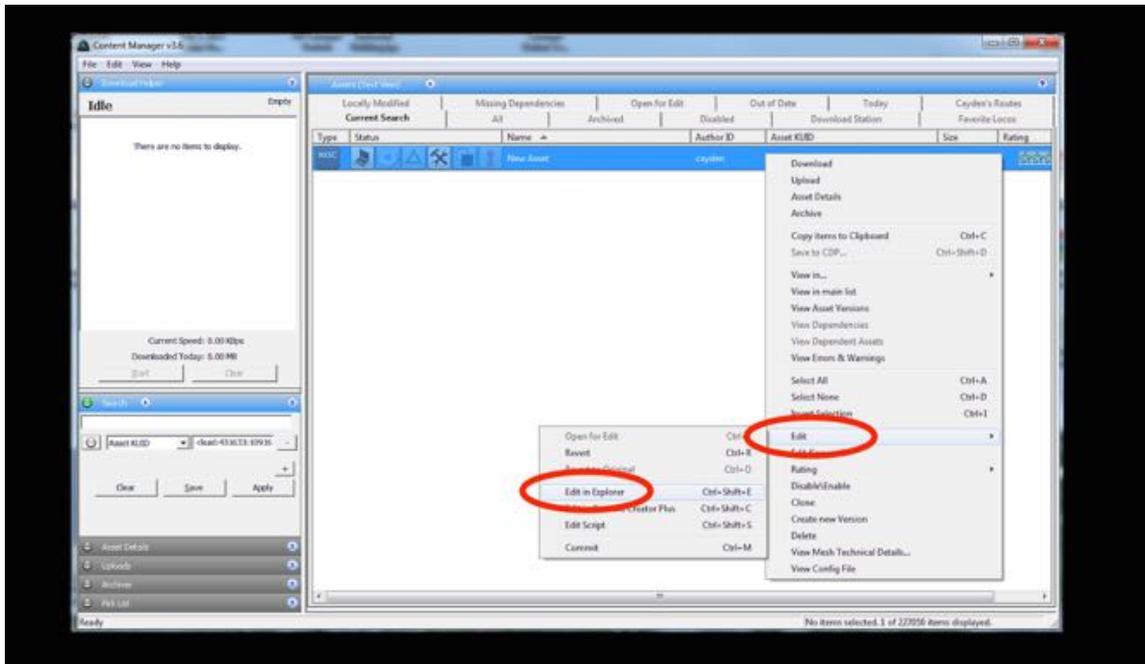
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- **Reposition** the window to the **right** half of your screen.
- **Open** your **Stonewall Project Folder** if it is not already open and **position** it on the **left** half of your screen.
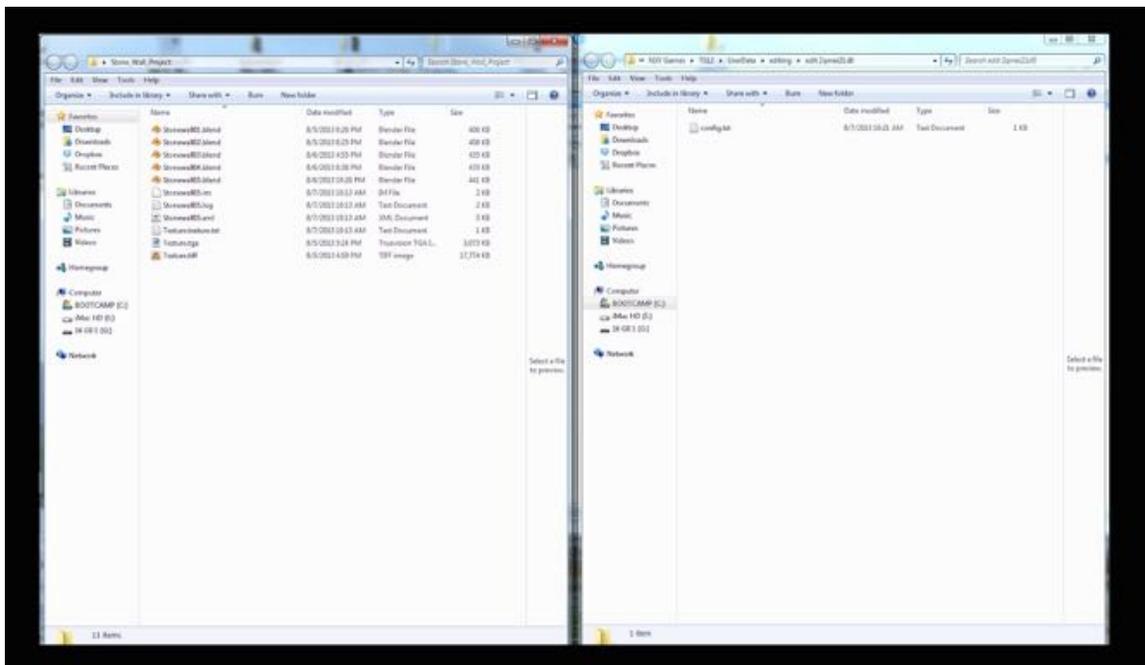
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- **Copy** (do not drag) from the Stone Wall Project folder and **individually** paste into the New Asset folder:

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> • **Stonewall.im**
> • **Texture.tga**
> • **Texture.texture.txt**
> • **Thumbnail.jpg**

Note: Do not drag the files from your project folder. Use Copy and Paste.

> • **Open** the **config.txt file** by LMB clicking on it (it should open in notepad).
> • **Type** in the **information outlined in yellow**.
> • In the File Menu select **Save** then close the config.txt window.

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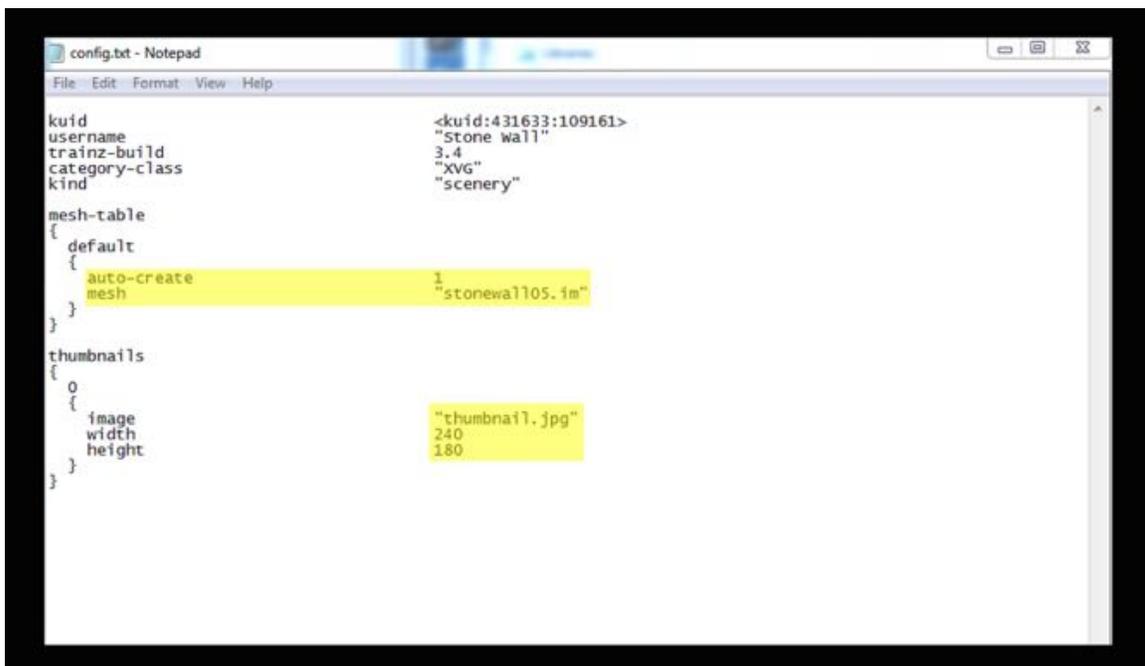> • **Open** the **config.txt** using **Notepad**.

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- **Type** in the **information outlined in yellow**.
  (The username should already be there. The thumbnail
  information will not be used at the moment but
 needs to be adding.)

Note: Use Notepad or a similar program, not a word processor program such as
       Microsoft Word as these programs can introduce unwanted hidden characters.


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     • **Click** on the **File Menu**, **select** "**Save**" then **close** the **config.txt file** window.

     • **Select** the **New Asset**, **RMB** on it and from the Drop Down Menu **select** "**Commit"** (**CTRL + M-KEY**).

If there are no errors your Trainz Content Manager should look like this:
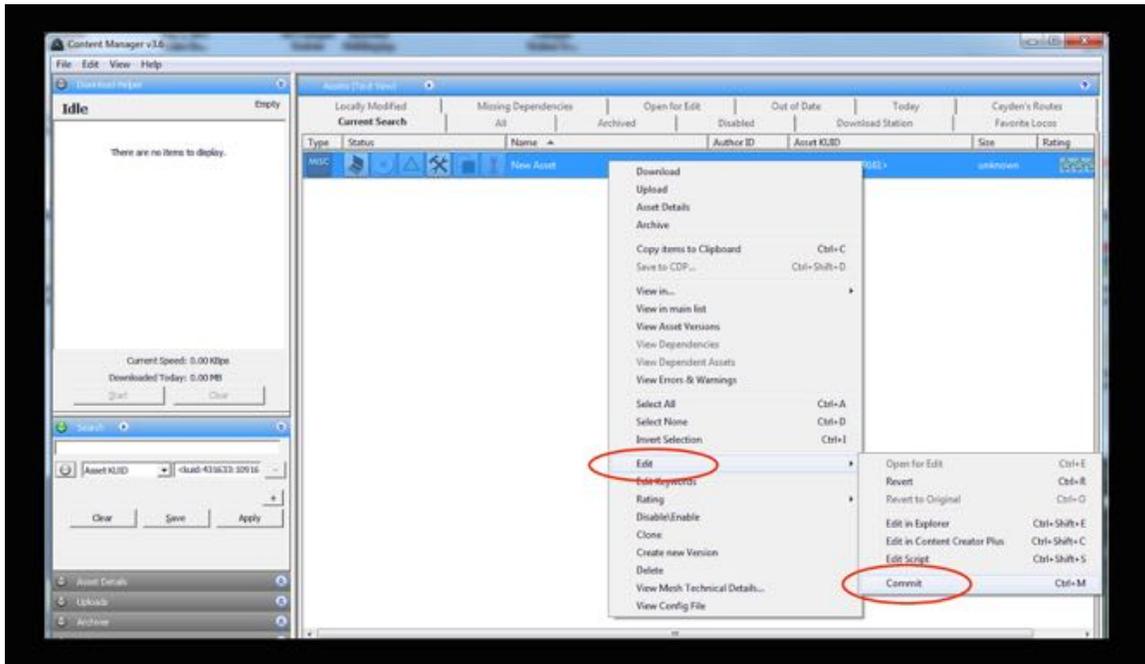
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If there are errors (a red exclamation mark showing) reopen your config.txt file and check for error including spelling errors. If you have to make corrections re-save the file and re-commit.
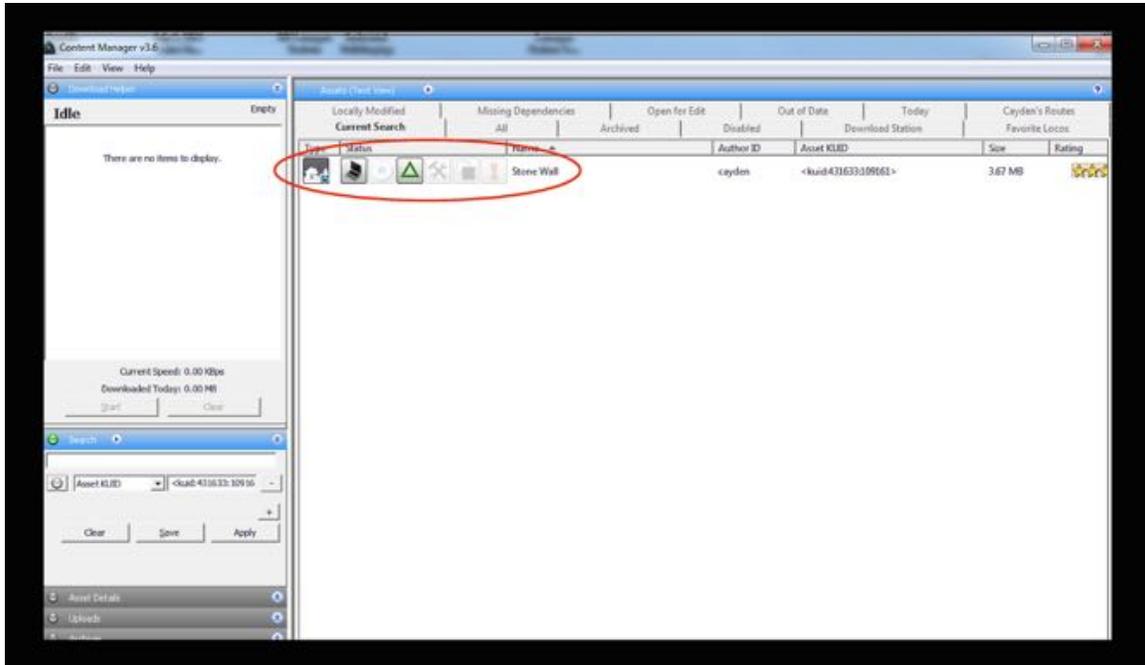
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Placing the Stone Wall in a Trainz route

The final test is to open Trainz, create a new route and place the Stone Wall asset in the route.

  • **Open** Trainz **Routes** and create a **New Route**.
  • **Open** the **Object Tab**, **find Stone Wall** and **place** it in the route.

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Add some grass or sit a person on the wall in conversation with another person (i.e., Peron Western Man 1B, KUID:63290:35008 and Person Western Man 11H, KUID2:63290:35130:1) to give it some perspective.

If the stonewall is visible and looks like the object you created in Blender you have been successful!

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When I made my first object in Blender, converted it to a Trainz assets, and successfully placed in a route I was ecstatic.

The stone wall created here is a crude model not suitable for uploading to Auran's (N3V) Download Station. For example, take a look at the stone on the end of the wall. The rows are running the wrong way. In the next note I hope to record how to correct that.