OnTrack Simulation

Thank you for downloading this add-on: RES Weathered Mk1s.

This pack brings three weathered and graffitied variants of the RES Mk1 BG with numerous custom decals, objects, and scripting to fully represent these old, battered coaches.

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Features

- Three variations of weathering and graffiti to depict the coaches in different weathered states over time
- Three variations of smashed and boarded windows, which are scriptable on and off, and also have the option of graffiti on the boarded windows
  - Custom-modelled smashed and boarded windows
    - Custom graffiti decals
    - Custom numbering scripting

Requirements

[Armstrong Powerhouse Mk1 Coach Pack Vol. 1](#)

Installation

Simply run the installer named 'RES Weathered Mk1s Installer.exe'. This should install all the included files and copy any necessary files from your TS install.

Variants

Each variant has different textures on each side, allowing for different weathering and graffiti.

Weathered 1 (AP Mk1 BG RES W1)

Weathered 2 (AP Mk1 BG RES W2)

Weathered 3 (AP Mk1 BG RES W3)

There are also versions for each of these weathered states BUT without graffiti.

In the editor these are called:
AP Mk1 BG RES W1 NG
AP Mk1 BG RES W2 NG
AP Mk1 BG RES W3 NG

These are identical to the versions with graffiti (including all the numbering options). The only difference is the lack of graffiti on the coach sides.

Numbering

This reskin pack utilises custom scripting and numbering to allow the customisation of the three weathered variants further. This customisation is done via the coach number in the scenario editor, and allows you to tweak several visual options.

Smashed Windows

You are able to control whether the coach has smashed windows, as well as which of the three variations of smashed windows it uses. By default, coaches are placed down with smashed windows enabled, however it is random as to which variation is placed. Please see below for numbering details.

Add the following to the end of the coach number:
;SW=1 for the first smashed windows variation
;SW=2 for the second smashed windows variation
;SW=3 for the third smashed windows variation

To remove the smashed windows, remove ;SW=x from the coach number.

Boarded Windows

You are able to control whether the coach has boarded windows, as well as which of the three variations of boarded windows it uses. By default, coaches are placed down with boarded windows enabled, however it is random as to which variation is placed. Please see below for numbering details.

Add the following to the end of the coach number:
;BW=1 for the first boarded windows variation
;BW=2 for the second boarded windows variation
;BW=3 for the third boarded windows variation

To remove the boarded windows, remove ;BW=x from the coach number.

Graffiti on Boarded Windows

If a coach has boarded windows, you are able to toggle whether there is graffiti on the boarded windows. By default, coaches are placed down with a 50% chance of having graffiti on the boarded windows. Please see below for numbering details.

Add the following to the end of the coach number:
;GW=1 for graffiti on the boarded windows

To remove graffiti from the boarded windows, remove ;GW=1 from the coach number.

Credits

Matthew Cox – inception of pack, weathered texturing, graffiti creation
Jack Hales – modelling of smashed windows and boarded windows, numbering, scripting, manual and installer creation
Thomas Harrison – testing