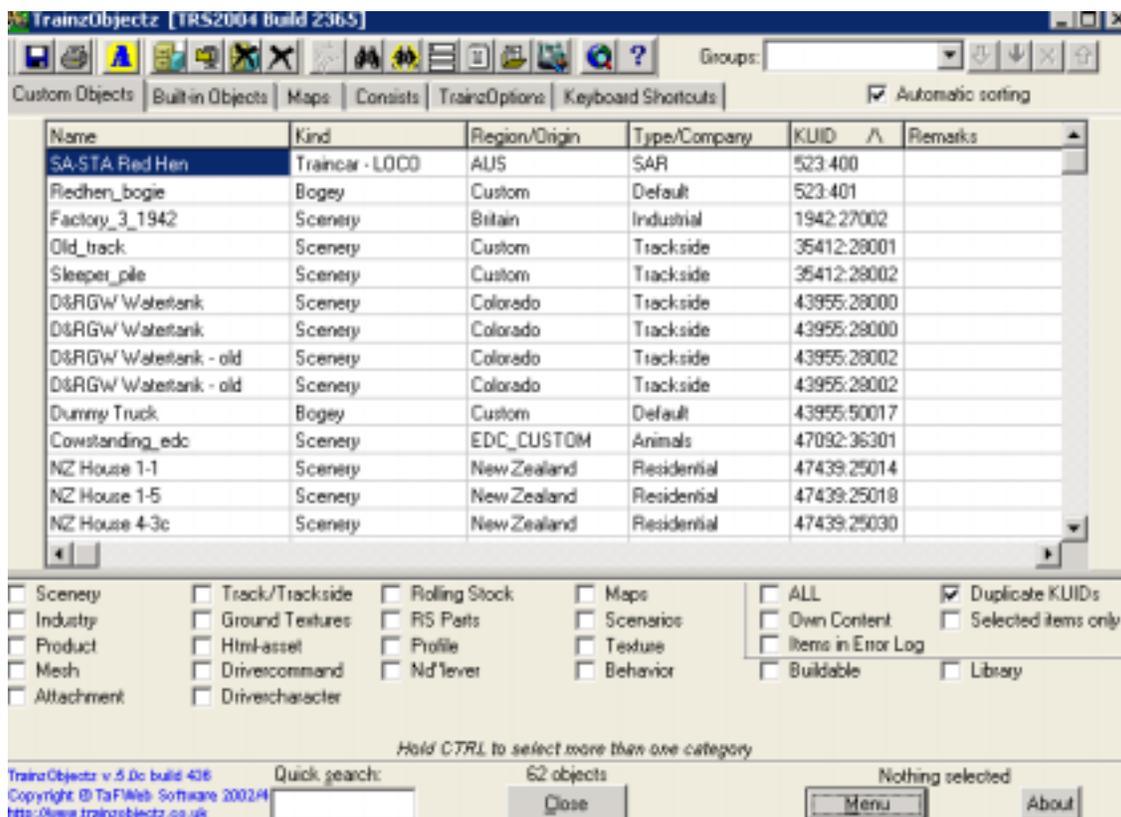


Trainz Feature

Winterizing a Trainz Layout Using TrainzObjectz

By Brian Eckard

Do you have a favorite layout that you would like to transform into a winter themed layout? Have you found foliage that would look great on your layout, but you simply don't want to put the time into replacing all those trees? Fortunately, we can easily transform layouts in *Trainz* using a great utility application called *TrainzObjectz*.



This application performs all sorts of housekeeping chores for *Trainz*. You can use this application to organize all of your *Trainz* assets. It allows you to easily replace objects in maps, and you can use it to fix problems with assets. It also allows you to easily change your *Trainz* Options so that you can tweak *Trainz* to run well on your system, and modify your keyboard shortcuts.

Procedure

Before we start, open *Trainz Surveyor* and load the route that you want to winterize. For this article we will be modifying the Turtle Creek Br layout. Save the layout to be modified with a new name; for example, **Turtle Creek Br winter**.

For our purposes, we will be able to make all of our changes in the *TrainzObjectz* application. We will not need to go into Surveyor to swap objects. When making a winterized version of a layout we do not want to move the position of any of the scenery objects. We also want to change the ground textures to look like snow, and the track so that it appears to have snow on it. Fortunately, *Trainz* comes with track that has snow on it. There are also ground textures available that represent snow. The foliage and buildings, however, are severely lacking for North American layouts. This means we will have to explore the *Trainz Download Station* (DLS) and Internet to see if we can find suitable buildings and foliage with snow, or foliage that looks like it is winter (e.g., trees with no leaves).

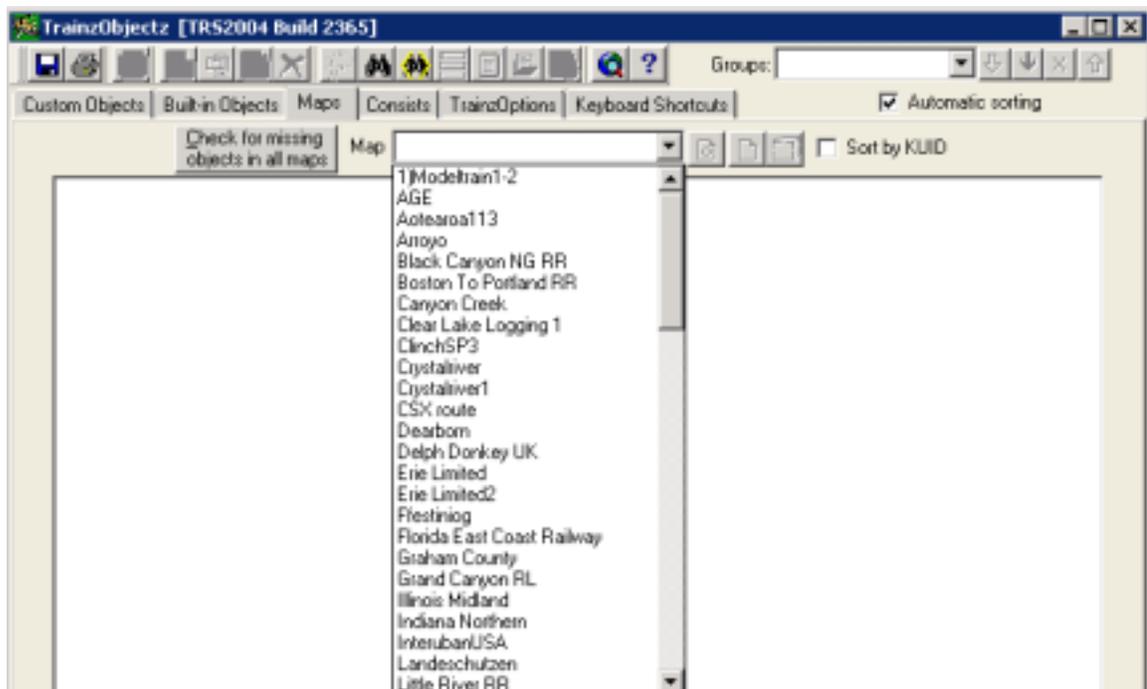
The layout we will transform into a winter scene is my *Turtle Creek Br layout*. It is a small layout that is based off of a track design that I found in *Model Railroader*.

The structures on it are default objects in *TRS 2004*. The trees are the English Trees available for download at the TrainzObjectz site (<http://www.trainzobjectz.co.uk>). That is also where you can download the most recent version of the *TrainzObjectz* program. Make sure that you have downloaded the English Elm tree in both the spring/summer and winter versions. The track on the layout is the default single wood tie track available in *TRS 2004*. All of the ground textures are the default textures available in *TRS 2004*. The layout is available for download in the DLS.

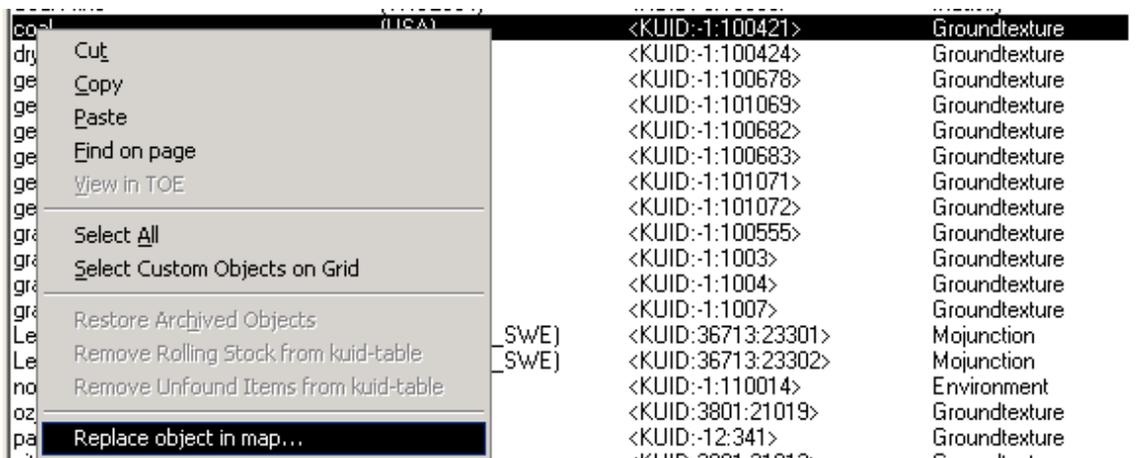
Since the structures do not have winter versions, we will overlook the fact that they will not have snow on them when we have finished our winter scene. I think you will find that even with that one issue we can still come up with a convincing winter scene that is fun to drive your trains in.

After you have downloaded the layout and scenery items, use *TrainzObjectz* to analyze the layout map. It will tell you if you are missing any objects. If you are, download the missing assets and install them before proceeding.

We will first place the snow on the ground. This will be accomplished by replacing the existing ground textures with the snow textures. In *TrainzObjectz*, follow these steps to replace the textures:



1. Select the **Map** tab.
2. Load the layout map using the drop down list to select the map.
3. Scroll down the map listing and locate each ground texture.
4. For each ground texture:
 Highlight the texture name
 Point at it with the cursor and right click the mouse.



5. Select **Replace object in map**.

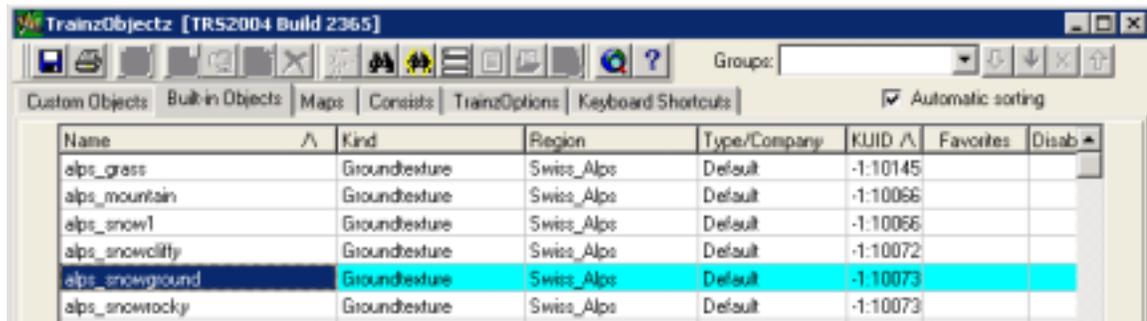
A dialog will appear asking if you want to back up the map. It is advisable to back up the map before you replace any objects.

Click **Yes** and a backup copy will be saved in the World/Custom/Map folder for the layout. Click **No** to bypass saving a back up file.

A dialog will appear asking you to select an object from either the Custom or Built in objects tabs. Click the **OK** button.



6. Click on the **Built In Object** tab.
7. Locate the **ALPS Snowground** texture and select it by clicking on it.



8. Press **F7** to replace the texture.
A dialog appears confirming that the object was replaced.



9. Repeat these steps for each ground texture.

Now that we have snow on the ground, we have to get snow on the tracks. Follow these steps to replace the track:

1. On our map, locate the track object (**1_track_wood_US**).
2. Highlight the track object name.
3. Point at it with the cursor and right click the mouse.
4. Select **Replace object in map**.

A dialog will appear asking you to select an object from either the Custom or Built in objects tabs. Click the **OK** button.

5. Click on the **Built In Object** tab.
6. Locate the Snowtrack object and select it by clicking on it.
7. Press **F7** to replace the object.

A dialog appears confirming that the object was replaced.

We now have snow on the ground and snow on the tracks. Now we have to replace the trees and shrubs with their winter versions. Follow these steps to replace all of the scenery objects with their winter versions:

1. On our map, locate the scenery object.
2. Highlight the object name.
3. Point at it with the cursor and right click the mouse.
4. Select **Replace object in map**.

A dialog will appear asking you to select an object from either the Custom or Built in objects tabs. Click the **OK** button.

5. Click on the **Built In Object** tab.
6. Locate the object and select it by clicking on it.
7. Press **F7** to replace the object.

A dialog appears confirming that the object was replaced.

Repeat these steps until all of the scenery objects have been replaced with their winter versions. We have now successfully created our snow scene by replacing the track, ground textures, and scenery objects. All that is left to do is place some rolling stock on the layout and drive around in our winter scene. Close the *TrainzObjectz* tool and start up *Trainz*. At the main menu select **Surveyor**.

1. On the Surveyor main menu locate our layout and load it.
2. Select the **Edit Session** option.
3. Under the **Start up** option, select light snow and periodic.

4. Click the **OK** button.
5. Place some rolling stock on the layout, and a train on the main line.
6. Save the layout and session.
7. Exit out of Surveyor.
8. Load Driver and select the layout.

Enjoy driving your train through our snowy winter scene!

Brian

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