

ATSF Alco S-4 Repainting Instructions

This kit is for Personal Use Only.

You are not permitted to upload or distribute this kit in any way, shape or form anywhere in the world.

This is a renumber and paint kit - it is not a reskin kit.

You are permitted to combine, renumber and repaint the models in this kit and upload screen shots to MSTs Forums providing they are models of ATSF units or secondhand units of ATSF Heritage.

If you have any issues with the foregoing - then delete this zip file.

If you have or find any problems using this kit, or you need a unit with features unavailable in this kit, then email me to discuss any issues or a custom shape file.

Bleating on a forum saying its broke, when I am more than happy to remediate any errors or work with you for a custom shape file, will make us both unhappy...

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At least some basic knowledge of image manipulation is required to use these files...

Files are included in Photoshop PSD format to retain the layers.

The textures were developed using Paint Shop Pro Ver 5.1 but should be compatible with newer versions and have been tested in Paint Shop Pro Ver 9 and Photoshop Ver 7.

You need to be or become familiar with using layers to use this kit.

You need to be familiar with Alpha channels.

You need to be able edit shape files to change the textures if necessary.

BEFORE STARTING TO EDIT THE TEXTURES - BACK THEM UP TO ANOTHER DIRECTORY !!!

Yes I am shouting at you - yes I want you to do this... working with layers it is soooo easy to delete something on a layer if you get mixed up as to what layer you are on... It is far easier to start again with your backups if you make a mistake, than go hunting up the zip file and extract the file again.

The main textures for the cab and body have multiple layers.

If you do not like my shades of colours you may of course change these any way you wish, 3DTrains website has triplet data for most US RR's, or you can take colours from photos.

I will be using Paint Shop Pro Ver 5.1 language in the main. It will be up to you to figure out what the interpretation is in your software.

The background layer should be the main colour of the area you are working on. Flood fill this layer. In general the cabside colour will probably be the same as the hood sides etc...

To get the 3D look in doors, rivets, louvres or grilles, pick a lighter colour and darker colour or even shades of colour of your body colour, and on the appropriate layer use a colour replacer tool to change the colours.

Again, the textures included should be considered a starting point and while usable as they are; they can certainly be improved.

On the lettering layer, you can change the number as required.

One layer called "number template" has all 10 individual digits for you to copy and paste onto the "lettering" layer. - unhide this layer to use it, then rehide it prior to saving the .psd as a .tga or .bmp

The SK_15yyd.tga does not have "number template" layer - I used Arial font, you may know of a correct or better font to use.

With certain software you can turn on and off individual layers, this can be used to hide a layer(s) without have to delete or manipulate them.

Some later S-4's may have been delivered with welded cabs ? Simply turn off the rivet layer to achieve a smooth look...

You can of course add your own layers if required; for example if you want a weathered unit. The order of the layers can also be changed if required.

The final layer is the demarcation lines, where the parts have been mapped to on the texture, in some cases you will want to stay within these lines.

The demarcation line layer must be turned off or deleted prior to saving as tga's

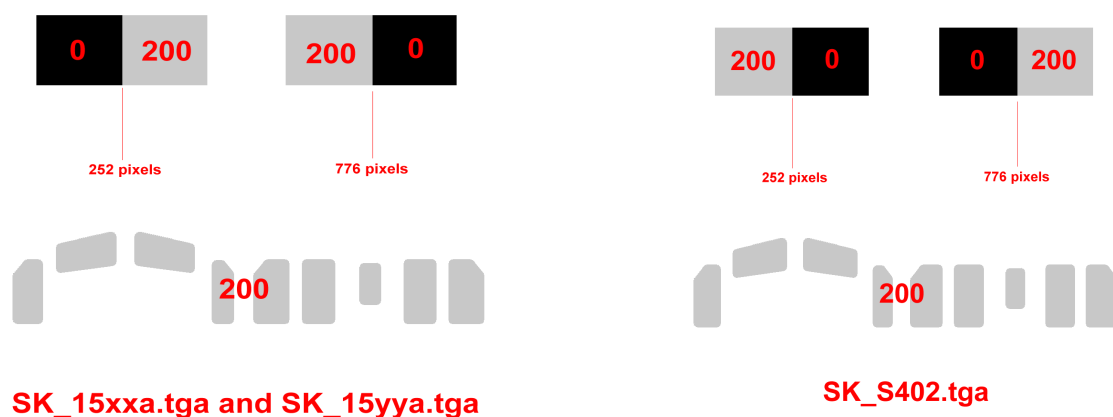
SK_Alxx.bmp and SK_Blxx.bmp has small blocks of colour that can be changed as required for your colour preference and while looking complicated it has been done for maximum flexibility. The A series is for the Zebra scheme and the B series is for the Bookend scheme.

The pilot and long hood handrails have been split at the parts that in later years were painted white or yellow for safety, this is the reason for two blocks for the handrails. Although this doesn't appear to be relevant for ATSF.

Also the handrail stanchions on the pilots and the long hood handrail stanchions are separate parts on the odd chance that your prototype has them different colours. Again not relevant for ATSF but has been standard on past kits.

Once you have finished editing the individual psd texture files, you will want to save them as tga to preserve transparency's or bmp files if no transparency, this will automatically flatten or merge all the layers into one, as the tga and bmp format does not support layers. Then you will need to convert them to ace files for use by MSTs.

SK_15xxa.tga, SK15yya.tga and SK_S402.tga have transparency's, all the others can be saved as ace's without alpha's. All these textures have had the window transparency darkened at 200 with the open area cab window left clear.



Once you have edited the xxa and/or yya textures you will have to replace the transparency as above if you wish or to your own taste.

Most important is to rename all the files to something other than the default ones so as you don't overwrite any

You then need to decompress the .s file and change the texture names to your names.

Oh, and recompress it when you have finished editing the texture filenames.

My suggested method would be:

- 1) do the research,
- 2) find a unit,
- 3) see if a default eng file is suitable,
- 4) if not pick the main shape file,
- 5) pick the FA,
- 6) pick an sd file,
- 7) Copy them,
- 8) then renumber and edit them to the unit number,
- 9) select the textures, copy and rename them as necessary,
- 10) edit the textures to suit,
- 11) edit the shape files to match the texture names,

finally edit an .eng file as necessary to suit

For your own personal use you may of course do anything you wish, we will never know...

Many thanks to Allen Norton for the fine model he has made and for allowing me to work with and produce this repainting kit.

A special thanks to Richard Cowen as it was his work that was the inspiration for all these kits.

A final reminder; this is for personal use only - no uploading whatsoever allowed... only screenshots...

and if something doesn't work - email me !

Richard.A.Percy and Allen Norton

May 2010