

ATSF Alco S-4 Construction 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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There are two basic paint schemes included; the ATSF Zebra Stripe scheme and the later Blue/Yellow scheme known as the Bookend scheme.

There are 14 main shape files described:

S-4_15xx-01.s - S-4_15xx-07.s in Zebra paint

and

S-4_15yy-01.s - S-4_15yy-07.s in Bookend paint

These are exactly the same bar the paint.

There are 8 FreightAnims described:

S-4_15xx-01_FA.s - S-4_15xx-04_FA.s in Zebra paint

and

S-4_15yy-01_FA.s - S-4_15yy-04_FA.s in Bookend paint

The only difference is the Bookend FA's do not have a Toolbox on the walkway.

All shape files are mapped the same.

It is up to you to do the research (or not) as to which FA to combine with which Main shape file. You can even edit the Bookend shape files to use the Zebra textures if you want a unit without a toolbox or vise versa.

See this link for some prototype info:

<http://rosters.gcrossett.com/atsf/master/S4/reference.htm>

14 eng. Files have been included using various main and FA shape files. You may find one that suits your purpose. If not then you can combine them differently to make yet another variation.

The easiest way to see the options, is to use Shapeviewer with the .eng file option. This will display both shape files with one click.

If you do combine different shape files, make sure you edit the .eng file to reflect the correct lighting code.

There is only one set of textures for Zebra Stripe units and one set of textures for the Bookend scheme, so all default locos have the same number, it is up to you to renumber them and edit the colours if you wish and/or add weathering.

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...

Richard.A.Percy and Allen Norton

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