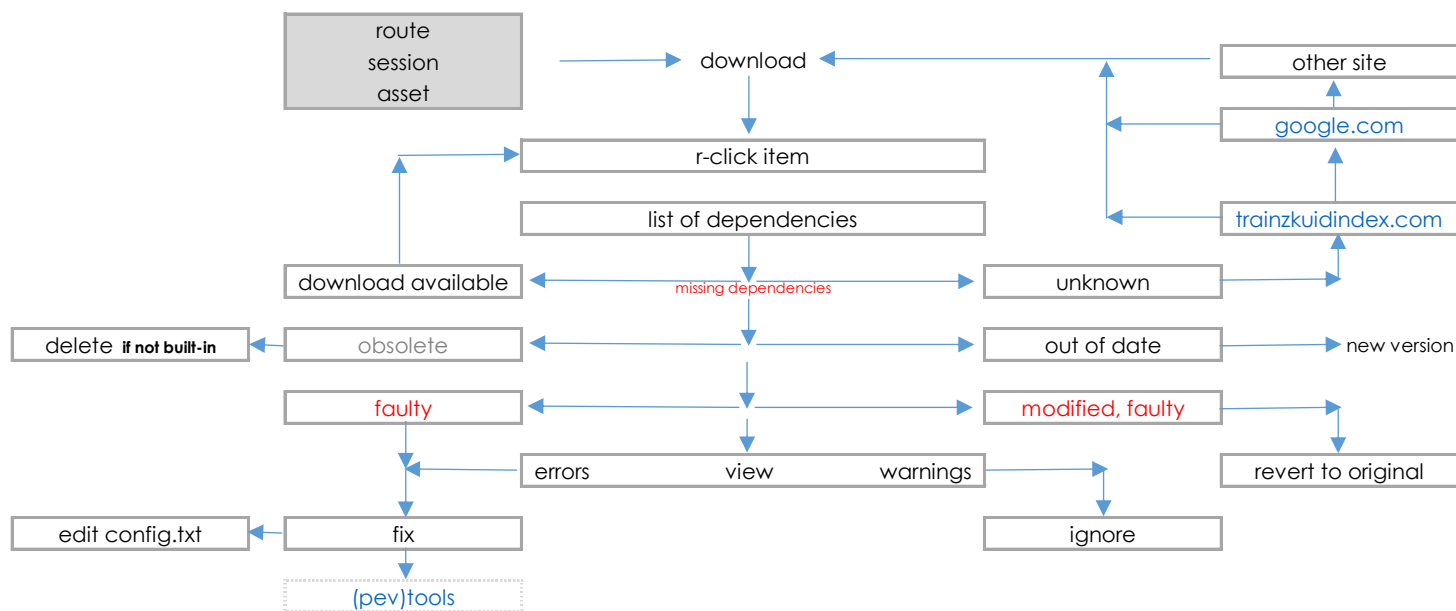


contentmanager



contentmanager			
issue	solution	procedure	info
open for editing	1 rightclick item(s)	submit edits	
	2 rightclick item(s)	revert unsubmitted edits revert if unchanged revert to original	
out of date	newer version	newer asset can be downloaded	by shaneturner12: thread out of date by oknotsen: post #2 of thread out of date
faulty (only)	1 rightclick item	view errors and warnings	goto errors / warnings
	2 richtclick item	open... edit config.txt	by jcitron: post #9 of thread skillbuilding
modified, faulty	1 rightclick item(s)	revert to original	mostly payware
	2 rightclick item	view errors and warnings	goto errors / warnings
	3 rightclick item	open... edit config.txt	check config.txt
missing depend.	1 rightclick item	list dependencies	
	2 rightclick item(s)	download if available	mostly routes / sessions
	3 richtclick item	open... edit config.txt	by jcitron: post #9 of thread skillbuilding
	4 find "unknown"	search website / forum / google goto http://www.trainzkuidindex.com	(small) annual subscription
	5 delete item	remove remove from kuid-table in config.txt	don't work (anymore)
obsolete	clean-up	delete (if not built-in)	because newer version of the asset is installed.. by oknotsen: post #2 of thread out-of-date-content
errors	see next page		
warnings	can be ignored		by jcitron

contentmanager			
author	searchfilter	action	info
jcitron	1 out of date	download + install new version	
	2 available for downl.	download + install desired item	
	3 faulty (only)	???	by jcitron: post #9 of thread skillbuilding
	4 missing depend.	check config.txt search tki	<ul style="list-style-type: none"> attachments related to 2nd or 3rd-place assets kuid-table
	5 obsolete and not built-in	delete obsolete	trainzkuidindex.com

search tips (general)			
author	issue	action	info
shaneturner12	identifying assets	1st part of KUID is Trainz User = creator	https://www.auran.com/planetauran/com_
Col_Klink	can't find asset	substitute with another that is suitable...	
jordon412	searchfilter CM	Location Local .. AND .. Author Location Download Station .. AND .. Author	

abbreviations / expressions

<https://en.wikibooks.org/wiki/Trainz/refs/Notations>

term	meaning	note
.chump	Compressed config data file(s)	
ACS	Active Coupling System	
AFAIK	As far as I know	
ALCO	American Locomotive Company	
API	Application Program Interface	
ARN	Automatic Running Number	
ASB	Active Signal Box	
AssetX	Software Tool	PevSoft
ATLS	Advanced Traffic Light System	
AWS	Automatic Warning System	
BI	Built-in asset	
BI	Basic Industry	
bug fix	minor software upgrades	
CAB	Compressed Asset Base	
camera	In-game viewpoint	
CC	Content Creator	
CCP	Content Creator Plus	
CDP	Content Dispatcher Pack	
CM	Content Manager	a number after indicates version
CMP	Content Manager Plus	
CMPA	Content Manager Plus Archive	these are used to archive assets.
CMTM	Car Movement and Traffic Management	a number after this indicates version
CoC	Code Of Conduct	
commit	CM/CMP action on asset data	
CSAR	Conditional Search and Replace	
DEM	Digital Elevation Map/Model	
DLC	DownLoadable Content	Auran/N3V payware content e.g. Blue Comet,Duchess,SnC
DLH	Download Helper	
DLS	Download Station	
DRM	Digital Rights Management	
EDR	Extended database repair	
EK3	East Kentucky 3	
EMD	engine manufactured by General Motors Electromotor Division	
era code	enumerated type in the TrainzBaseSpec	
FCT	First Class Ticket	
FPS	Frames per second	
FWIW	For what it's worth	
GUI	Graphical User Interface	
Hardware TL	Hardware Transform and Lighting	
HKey	Hotkey (keyboard shortcut)	
HOG	Hand of God	
hotfix	minor software upgrades	
HUD	Heads Up Display	
IIRC	If I Remember Correctly	
IM	Indexed Mesh	
image file	BMP, JPG, TGA, and GIF image file types	
installation	code build	
instance	an occurrence of something...	
IWBNI	It would be nice if	
JA	Jet Archive (Compressed Asset Base file type)	
JR	Jointed Rail	http://jointedrail.com/ .
KUID	Koolthingz User ID	
KUID	Koolthingz UNIQUE IDENTIFIER	
LARS	Logistics and Resources System	
Launcher	..\bin\trainz.exe	
layout/route	Trainz virtual world we create or drive in	
LM	Level of Detail	mesh reference, to an somename.LM.txt text file.
Loader	varies, often confusedly trainz.exe	
LOD	Level of Detail	
MIN	Multiple Industry New	
MP	Multiplayer	
OP	Opening Post/Opening Poster	general forum abbreviation

PEV	Peter Villaume	
PEVsoft	Asset updating freeware	
PEVtools	Asset updating freeware	
PL	ProtoLARS	
PM	Private Message/Progressive Mesh	
Pre-SP3	Original version of Trainz	
PW	Password	
QDR	Quick Database Repair	
recommit	an asset open for edit	
revert	restoring an asset's files to a pre-change (backup) version	
RW/RS/MSTS	Railworks/Rail Simulator/Microsoft Train Simulator competitors to Trainz	
scenario	modular interactive scripted software elements	
Service Pack	major software upgrade	
session	driver module activities / driving a scenario	
set notation	list of 'xxx' typed things are:... values list	
SnC/S&C	Settle and Carlisle	a DLC pack (contributed by captainkman)
SP	Service Pack	a number after indicates version
SPAD	Signal Passed At Danger	
string	primitive (basic) data type	
TAD	Trainz Asset Database	
TADdaemon	Trainz Asset Database transactions manager	
TBD	To Be Determined (something unsettled yet)	
TBDL	To Be Determined Later	
TBS	TrainzBaseSpec	
TC	Trainz Classics	a number after indicates version
TCC	The Complete Collection = UTC+TR04+TR06+'Trainz Routes'	
TDH	Trainz Download Helper (pre-TRS2006 days)	
TDP	Trainz Downloader Pro	
TFYHW	Thanks for your hard work	
TLC	Tender Loving Care	
TLCP	Trainz Life-Cycle Policy	
TNI	Trainz Native Interface	
TPR	Trainz Pro Routes	http://www.trainzproroutes.org/
TPWS	Train Protection and Warning System	
trackmark	3D diamond shapes - most used as way-points	
train	loco and consists combined	
Trainz Objectz	3rd party TRS2004 utility to manage Trainz assets and files	
Trainz Routes	'extra content'-release of numerous small routes	
TRS	Trainz Railway/Railroad Simulator	a number after indicates version
TS	Trainz Simulator	a number after indicates version
TWB	Trainz Wikibook	
UAD	Updating Asset Database	
UN	Username	
unary	a single element or component	
USLW	U.S. Locomotive Works	http://uslw.net/
UTC	Ultimate Trainz Collection	
variable	variable value	
whitespace	binary values representing the 'end of line' code	
WIP	Work In Progress	

important links

update		2020- jan 01			
issue	solution	name	link	date	info
overall		maint. of way - support - <version>	Maintenance-of-Way-Support">/forums.auran.com/----->Maintenance-of-Way-Support		
info item	forum	workshops - your creations - <issue> <search: creator / item>	Workshops-Your-Creations">/forums.auran.com/----->Workshops-Your-Creations		
howto	info	Forums (Powered by vBulletin)	http://forums.auran.com/trainz/forum.php		
		Forum - Home	http://forums.auran.com/trainz/content.php		
		wiki main page	http://online.ts2009.com/		
		wikipedia - N3V Games	http://en.wikipedia.org/wiki/N3V_Games		
		wikipedia - Trainz	http://en.wikipedia.org/wiki/Trainz		
		FAQ (Knowledgebase base)	http://faq.trainzportal.com/		
		FAQ	http://www.trainzportal.com/pages/vi...-a-new-era-faq		
		Helpdesk	http://support.trainzportal.com		
		Favourite TrainzSites	http://www.auran.com/TRS2004/fansites.htm		
		Life-Cycle Policy	http://online.ts2009.com/mediaWiki/i...e-Cycle_Policy		
		N3V - On Youtube	https://www.youtube.com/user/n3vgames		
	upload	Download Station - Kind Table	https://www.auran.com/trainz/faq_DLS_kind.php		
		howto	http://online.ts2009.com/mediaWiki/index.php/HowTo		
	tutorials	tutorial videos	/online.ts2009.com/mediaWiki/index.php/Tutorial_Videos		
		tutorial videos	https://www.twitch.tv/trainz_simulator		
		tutorial videos	https://forums.auran.com/trainz/showthread.php?106500-quot-	2013	philskene
		tutorial videos - modelrailroad	https://youtu.be/f_X5OvItoK0		
tutorial for content creation		/en.wikibooks.org/wiki/Trainz/Tutorials_for_Content_Creation			
tutorial		http://trains.0catch.com/tutorial.html			
tutorial - smart signal props		http://jointedrail.com/smart-signal-manual/			
	track - single w/ bi-directional AI and more	https://forums.auran.com/trainz/showthread.php?113130-Confi search google (or other searchengine....): <u>trainz tutorials</u>	2014	philskene	
tools	pevsoft	homepage shaneturner			
		assetx			
		attachmentmaker			
		images2tga			
		meshviewer2	trainz.shaneturner.co.uk		
		pm2im			
		quickshadows			
		soundz			
		swayer utility			
		texcturetxt			
	vmmm	cdp explorer			
		chump expander			
		kuid lister			
		kuid2hash	https://yadi.sk/d/Yp1zqNucmcdWd		
		tzarchiver			
		trains patcher			
	trainz settings viewer				
	other	cdp browser2			
		.ja extractor	https://yadi.sk/d/Yp1zqNucmcdWd/Other%20Tools		
		trainz enginespec editor			
im editor		https://yadi.sk/d/Yp1zqNucmcdWd/TrainzUp%20Tools			
kuidwizard					
manage	content - management tool	http://online.ts2009.com/mediaWiki/index.php/TrainzUtil			
viewer	cdp-viewer	https://forums.auran.com/trainz/showthread.php?137040-SKILLE	2018		
create	Trainz Content Creator Program	http://www.trainzportal.com/news/vie...ram-now-online			
	create: - trainzdev wiki	http://online.ts2009.com/mediaWiki/i...TrainzDev_Wiki			
	create: - blog	http://www.trainzportal.com/blog/content-creation-blog			
	create	https://whitepasstrainz.blogspot.nl/	2016		
	create	http://online.ts2009.com/mediaWiki/index.php/Create_conten	2014		
	create consist	https://forums.auran.com/trainz/showthread.php?137504-Fiddle	2017	philskene	
	create driver	https://forums.auran.com/trainz/showthread.php?143533-Make	2018	dinorius_redundicus	
create scrap engines	https://forums.auran.com/trainz/showthread.php?107639-Scrap	2013			
thumbnails - multiple	https://forums.auran.com/trainz/showthread.php?129114-Addir	2016	oknotsen		
fix	content - error	https://forums.auran.com/trainz/showthread.php?143853-Cont	2018		
	asset fix	https://en.wikibooks.org/wiki/Trainz/AM%26C/Fixing_Assets	2018		
	asset fix	http://oldhome.trainztutorials.com/index.php?page=trainz-a-ne			
	asset fix	http://online.ts2009.com/mediaWiki/index.php/Repairing_asset	2015		
	loco edit	https://forums.auran.com/trainz/showthread.php?131786-New-	2016	philskene	

content	edit	loco reskin	https://en.wikibooks.org/wiki/Trainz/Tutorial_for_Reskinng_a_Lo	2017		
		loco revive	https://forums.auran.com/trainz/showthread.php?111067-How-	2014		
		routebuilding	https://en.wikibooks.org/wiki/Trainz/refs/Tips_And_Tricks-route_b	2017		
		rename - route/session	https://forums.auran.com/trainz/showthread.php?136710-Rena	2017		
	import	older routes	https://support.trainzportal.com/index.php?/Knowledgebase/A			
		import tutorial	http://trainz.shaneturner.co.uk/tutorials/			
		import .ja	https://forums.auran.com/trainz/showthread.php?143870-Settle	2018		
		import session from other route	https://forums.auran.com/trainz/showthread.php?141317-Wood	2017	philskene	
		download - sessions	https://forums.auran.com/trainz/showthread.php?112977-My-se	2014	philskene	
		dls - cleanup	http://online.ts2009.com/mediaWiki/index.php/Download_Stat	2014		
		dls - faulty assets	http://www.trainzportal.com/blog/view/repairing-faulty-assets-	2013		
	industry	manager	https://forums.auran.com/trainz/showthread.php?143034-ExTrai	2018	ethan bertsch	
		production chain	https://forums.auran.com/trainz/showthread.php?142567-Produ	2017		
		interactive	https://forums.auran.com/trainz/showthread.php?113770-Interc	2017	philskene	
		interactive	https://www.dropbox.com/s/et4rke84pixdlcc/LARS_ProtolARS_M	2014		
		lodi	http://www.madelinesmakery.com/LODI/index.html	2006		
		lumber	https://forums.auran.com/trainz/showthread.php?129965-Dispc	2016		
		multiple w/ channels	https://forums.auran.com/trainz/showthread.php?132346-A-mu	2016	msgsappper	
		multiproduct	https://forums.auran.com/trainz/showthread.php?100200-Tutori	2013		
	flora	tree	https://forums.auran.com/trainz/showthread.php?124076-Tree-f	2015		
		tree - speed-	https://forums.auran.com/trainz/showthread.php?122875-Spee	2015	dinorius_redundicus	
		tree - speedtrees replace	https://forums.auran.com/trainz/showthread.php?127694-Replc	2016		
	update	Service Packs	http://www.auran.com/servicepacks/			
		Service Pack 2 Hotfix 1 Offline	http://www.trainzportal.com/pages/tane-sp2-patching			
		Patches Offline ALL	http://www.trainzportal.com/pages/tane-sp1-patching			
	sc/tdd	complete dlc list	http://online.ts2009.com/mediaWiki/index.php/Help:In-game_Downloading			
	old	waybackmachine	http://web.archive.org/			

Russian (RMM)	Russian (Pofig)	English	Nederlands	Deutsch	Francais
derevo (misc)	D	tree	boom	baum	arbre
Akacia		Acacia	Acacia	Akazie	Acacia
Bereza	B	Birch	Berk	Birke	Bouleau
Buk		Beech	Beuk	Buche	Hêtre
Dt		Dead tree	Dode boom	Toter Baum	Arbre mort
Dub	Dbl	Oak	Eik	Eiche	Chêne
Egevika		Blackberry	Braambes	Brombeere	Mûre / Ronce
Elka		Spruce	Den	Fichte	Épicéa
Evkalipt		Eucalypt	Eucalyptus	Eukalyptus	Eucalyptus
Gr	Gr	Grass	Gras	Gras	Herbe
Gr rogoz		Grass Cattail	Gras Lisdodde	Gras, Rohrkolben	Herbe Quenouille
Grusha		Pear	Peer	Birne	Poirier
Ingir		Fig	Vijg	Feigenbaum	Figuier
Iva		Willow	Wilg	Weide	Saule
Kamish		Reeds	Riet	Schilf	Roseaux
Kashtan1		Chestnut	Kastanje	Kastanie	Châtaignier
Kashtan2/3/4		Horse Chestnut	Kastanje	Kastanie	Marronnier (d'Inde)
Katalpa		Catalpa	Trompetboom	Trompetenbaum	Catalpa
Kedr		Cedar	Ceder	Zeder	Cèdre
Kiparis	Chy	Cypress	Cipres	Zypresse	Cyprès
Klen	Kl	Maple	Esdoorn	Ahorn	Érable
Kust	K, Ks or Kt	Bush	Struik	Busch	Buisson
Lavr		Laurel	Laurier	Lorbeer	Laurier
Lipa		Linden	Linde	Linde	Tilleul
Magnolia		Magnolia	Magnolia	Magnolie	Magnolia
Mandarin		Mandarin	Mandarijn	Mandarine	Mandarinier
Oleandr		Oleander	Oleander	Oleander	Oléandre
Olha		Alder	Els	Erle	Aulne
Oreh		Walnut	Walnoot	Walnuss	Noyer / Noix
Osina		Aspen	Esp	Aspe	Tremble
Osoka		Water soldier	Zegge	Wasseraloe	Carex
Palma		Palm	Palm	Palme	Palmier
Persik	Ph	Peach	Perzik	Pfirsich	Pêcher
Platan	PL	Plane	Plataan	Platane	Platane
Riabina		Rowan (Ashberry)	Lijsterbes	Vogelbeere	Sorbier
Siren		Lilac	Lila	Flieder	Lilas
Sosna	S	Pine	Pijnboom	Kiefer	Pin
Topol		Poplar	Populier	Pappel	Peuplier
Vinograd		Grape vine	Wijnrank	Weinrebe	Vigne
Vyaz		Elm	Iep	Ulme	Orme
Yablonya		Apple	Appel	Apfelbaum	Pommier
Yasen		Ash	Es	Esche	Frêne
	Abh	Small series	Kleine serie	Kleinere Gewächs	Petite série
	E or El	Fir	Zilverspar	Tanne	Sapin
	T	Thuja	Thuja	Thuja	Thuya

started 2012 - june

	My Forum	http://newforum.trainztutorials.com/
	PevSoft Tools	http://trainz.shaneturner.co.uk/tutorials/index.php?page=pevsoft-trainz-tools
	Tutorial List (inc DirectX)	http://forums.auran.com/trainz/showthread.php?87067-Full-Listing-of-my-tutorials-as-of-20-03-2012
	My Utilities	http://trainz.shaneturner.co.uk/tutorials/index.php/home/utilities/
	TrainzTutorials.com	http://oldhome.trainztutorials.com/
	quick database repair	This should help sort things out. Do not do an extended one as this will make things
	Quick way of downloading content	download a piece of content quickly using Content Manager, you can right-click the asset and click 'Download'. This will automatically place it into the Download Helper list and start to download it.
	View Asset Versions feature	used to undo problematic updates by deleting the latest version of an asset.
	obsoletes	apart from built-in assets, can be deleted without affecting game play. Be aware though that some assets may report missing dependencies after doing so due to a bug in the system.
	trainz build number	For patching purposes, it's the 5-digit number on the Launcher. For working out which Content Manager version you have as well as working out what the maximum trainz-build you can use, the title bar in Content Manager will tell you. http://online.ts2009.com/mediaWiki/i...5/Trainz-build for the Trainz-build information
12	open ... for editing: nothing in .../UserData/editing	you got Trainz set to run as administrator (if upgrade OS)
12	unknown location (after DLS upgrade ...)	repair database
	Filtering out content higher than your Trainz version	adding the following two search terms to a search. AND NOT Minimum Build Version = (version directly above your current version - see http://online.ts2009.com/mediaWiki/i...5/Trainz-build for the Trainz-build information) For example, if you have TS2009 SP3, your search would include: AND NOT Minimum Build Version = 3.3
search filter	Out of Date Local	Out of Date = True Location = Local
	Local Obsolete and NOT Built-in	Location = Local Obsolete = True AND NOT Built-in = True
	Today -- DLS	Location = Download Station AND Date Installed = Today's date / Previous date
	locally installed + available DLS	Installed = True On Download Station = True
	not installed + available DLS	Installed = False On Download Station = True
	locally installed + not DLS	Installed = True On Download Station = False
	locally installed + not DLS + not built-in (MP)	Installed = True On Download Station = False Built-in = False
	locally installed + inside/not inside an archive	Installed = True Archived = True/False
	installed + non-disabled/disabled	Installed = True Enabled = True/False
	View Asset Versions	to find different versions of an asset. Very useful if you've inadvertently downloaded a faulty update, or want to download an updated version
View Errors and Warnings	for revalidating content, and for finding out why an asset has a yellow or red ! mark	
Enable Hardware Accelerated Texture Compression	option on Miscellaneous tab of Content Manager settings box. It's advised that the option is unticked to avoid issues with assets having black or multicolour textures.	
unable to find a valid serial number on Planet Auran	entered your Planet Auran username and password into the Configure Trainz box (Planet Auran tab)? - this can be re-accessed by clicking Options on the Launcher.	
loses my saved searches	only time I've personally lost saved searches is when I've reset tabs to default. possible place: assets.tdx, or it's .bku counterpart It seems to hold various other bits and bobs, so it's worth checking. (hex editor)	

	Columns	add or remove column headings : 'View' menu sort database to your choosing by clicking on the column heading
12	status icons meaning	http://trainz.shaneturner.co.uk/tutorials/index.php/understanding-the-various-icons-in-search-results
	black pages	Auran download page
	download (large file) via CM	use the Download Station link using FTP Buy a First Class Ticket
		if your Trainz build version is less than 49922, you may get an improvement by patching to that version. The patches are available at http://www.auran.com/servicepacks - you will need the one where the first number in the patch filename matches your current build number on the Launcher, and you will need to temporarily turn off your antivirus software during the process. I think the type of asset being downloaded can be a problem
	OFFLINE mode	will not work fully when offline, due to it needing to get your user ID from the Planet Auran systems avoid any commands that are likely to require your user ID, which includes creating new content, cloning existing content etc. be aware that if it's your own assets, you may have trouble finding them as the My Content tab will not work properly offline Disabling/Enabling assets should not be affected by being offline
		Database repairs are not a good idea to do whilst offline, as part of it involves identifying missing dependencies which usually requires a connection in order to get the right information CDP installing/creation should not be affected.
		versions of Trainz >TRS2009 remember the UserID when offline (at least once online to get the UserID) TADDAemon also requires it to verify that your username and password are valid, and to get your user ID, which it normally does once per session.
		For missing dependencies, right-click the asset and click View Dependencies. Items with a ? next to them will need to be located manually. In some cases, right-clicking the asset and clicking Download will pick up most missing dependencies. As for faulty dependencies, you will need to use the View Dependencies/View in Main List combination until you find the faulty asset, then right-click and use View Errors and Warnings to find out what is wrong with it.
	fix broken and faulty dependencies	
	#84	https://forums.auran.com/trainz/showthread.php?90080-Content-Manager-Tips-and-Tricks-(any-version)&p=1114367#post1114367
	own FTP program	details for this can be found under Planet Auran > FTP Settings. Bear in mind though that you will not be able to browse content using the FTP method. If you want to be able to download content using FTP, the details for each asset can be found on the the relevant Download page when using the 'black pages' (online) version
	difficult for me to log on to CM3.6 #102	does your password contain special characters? Does anything strange report in the Network Diagnostics option in the File menu? It may be a firewall issue.
		have you tried temporarily turning off the firewall via Control Panel then trying it? shutting down laptop to re-set, "Improper login attempt from TAD client" = That may be a case of TADDAemon either using wrong details, or just plain acting up https://forums.auran.com/trainz/showthread.php?90080-Content-Manager-Tips-and-Tricks-(any-version)&p=1121011#post1121011
	100mb limit	cleared you download list out after activating, anything there before will have been queued on the pre FCT speed.
	sounds	Click Configure Sounds on the Miscellaneous tab in the Settings box, and check that the Content Manager sound events have a speaker next to them. If not, you may need to re-assign the sounds.
	Power failures	will corrupt databases if half way thru a commit. run a quick database repair and if that don't work then an extended database repair.
	routes adding screenshots	There is a facility in Surveyor to capture a screenshot for use in thumbnails in config.txt but you need a thumbnail to open the route. So I'm just pasting a random but technically correct file in the asset and then using Surveyor to produce a better thumbnail.
	#133	https://forums.auran.com/trainz/showthread.php?90080-Content-Manager-Tips-and-Tricks-(any-version)&p=1146512#post1146512
	faulty in CMP - fails to appear in railyard	SP1 has caused some content to become faulty and may require manual changes through Content Manager to fix them.

several issues

get object tool	http://forums.auran.com/trainz/showthread.php?136695-Can-Not-quot-GET-quot-Object-in-route
sailordan	close-up view
jcitron	temporarily move larger asset goto cm --> rightclick asset open... edit config.txt: change privileges
JR content missing	2017 29 dec https://forums.auran.com/trainz/showthread.php?139818-NARM-New-Release-Columbia-Switching&p=1646928#post1646928 <kuid:175455:200717>
trigger rail crossing	https://forums.auran.com/trainz/showthread.php?128866-Trigger-Rail-Crossing-a-new-version-now-available-!
chump	https://forums.auran.com/trainz/showthread.php?73551-config-chump-files
Dcatrambone:	remove it first then re downloaded THEN The Chump file should be gone here's the video i found how to do it https://www.youtube.com/watch?v=tuXPf9Z8Cio
chump	https://forums.auran.com/trainz/showthread.php?143728-Config-chump-issue
836166-ktain-ny	asset whose config file is in .Chump form, as opposed to .txt format.
65125-dleblanc	Chump Expander https://yadi.sk/d/Yp1zqNucmcdWd
error	https://forums.auran.com/trainz/showthread.php?95994-Problem-with-content very messy thread with impatience of the op
321561-hholdenaz	2013 jan the head gives a taneDLX, but seen the topic date it has to be ts12 1 Error: Texture 'e4_loco_body/env_metal.texture' is missing or could not be loaded for mesh 'e4_loco_body\e4_loco_body.im'. 2 Error: Texture 'e4_loco_body/14x gw copper.texture' is missing or could not be loaded for mesh 'e4_loco_body\e4_loco_body.im'. 3 Error: Unable to load primary texture 'pit/hard_standing_2.bmp' for texture file 'pit/hard_standing_2.texture.txt'. 4 Error: The texture 'lms 3f_body/coaldoor.tga' is not a power of 2, please resize it. 5 Error: Binary conversion failed for texture resource 'gresley_a1_lner_green_art/gresley_a1_lner_green_art_512.texture.txt'. 6 Error: Attachment point animated-mesh (load) in 'queues\load-coal' was not found. 7 Error: Texture 'asset_body/env_metal.texture' is missing or could not be loaded for mesh 'asset_body\asset_body.im'. 8 Error: Texture 'grey01-env_metal.texture' is missing or could not be loaded for mesh 'sr_usa_body.im'.
94863-JCitron	Open up the loco and ensure the textures are there. If they are there, run PEV Software's PM2IM to fix the texture slot. This will ensure they're in the right place to be picked up by the game.
204888-shaneturner12	4 = You need to use an image editor to resize the image so it is 1,2,4,8,16,32,64,128,256,512,1024,2048 or 4096 on each side. 5 = That's usually a case of missing image file, or in some cases a corrupt/compressed image file. I have TS2009 and encounter engine specs problems, I think. At the very beginning when I could not create my own assets, just learning to work in CCP I started to swap enginespecs between different trains in order to learn the concept of how Trainz interprets content from CMP. I gave F7 specs for RENFE 447M out of curiosity. Upon restarting game RENFE 447M did not make enginesound, headlights did not turn on. Later upon learning to create my own content, I thought, maybe copyright reasons (same author specs will make traincar effects function) but then, I created my own enginespecs, enginesound and my own basic traincar. I got the same problem, no engine sound, no headlights. Substituted specs to 'default_loco', all effects, enginesound, lights were in place. Has anyone encountered this? What is the reason behind disappearing enginesound?
425458-Antrain	@7 = I am pretty sure it is not a mesh but texture problem. Although meshes are recommended to be in .IM format and .PM ones are not displayed in Content Creator, they work fine in Trainz. Everytime I know how texture looks, I draw it in paint, and create for example: metal.bmp or jpg instead of metal.texture with text file "metal.bmp.texture" within the text file' Primary=metal.bmp Alpha=transparency.bmp (optional for example if you paint glass, the darker the shade, the more transparent the texture is), make sure it matches with primary texture and dimensions are exponents of 2: 4, 8, 16, etc. Tile=st Apparently metal.texture is an archive which contains both graphical and coordinate data, which only works on built-in assets which are not supposed to be changed (I have a content change problem with enginesound, read my post above yours, I think concept is similar) but for local content extensive textures and parameters are required as separate files.
425458-Antrain	

204888-shaneturner12 @7 = Your new error is usually a case of a missing attachment point. It is possible though to change 'load' to 'default' in the config.txt file to clear the error, or remove the line completely.

429464-captainkman Try opening it for edit in Explorer, not CCP. Edit the config by opening it in Notepad or any other simple .txt editing application.

You can use AssetX from the PEVSoft site to fix the bogey problem. A bogey table needs to be written, and AssetX does this well.

For the category-region error, just remove the -0 at the end.

For the category-era error, put category-era "1940s,1950s,1960s,1970s,1980s,1990s,2000s,2010s" and delete the other tags (category-era-1, -2, etc) You can remove the name and asset-filename lines.

I should also mention that editing in CCP causes more problems than it fixes. Always fix errors using the Edit in Explorer method.

I hope this helps. Kieran.

i stopped here

HUD (Heads Up Display) trackmonitor http://online.ts2009.com/mediaWiki/index.php/Session_Rules_By_Categories_With_Properties#Display_Custom_HUD_Rule
15176-pware and it is available as a built in rule, Display Custom HUD Rule.

zsuda => VE52: The Tag 'trackview-defaults' is not permitted within a container of type 'behavior'.
<http://online.ts2009.com/mediaWiki/index.php/Help:VE52>
The tag is not valid for this container. It may be misspelled, or it may be misplaced.

176816-p-dehnert Completely **delete** the trackview-defaults container. The same default values are set by the script, if there is no trackview-defaults in the config.txt.

cons -> static scenery <https://forums.auran.com/trainz/showthread.php?143891-MoW-Equipment>
43492-stouthm Forum member msgsapper has some very nice looking MoW equipment as locomotives. Can you make them as static scenery? If so, can you please explain to me what I have to do in the config file. Thank you.

You need to change both the engine(s) themselves and their related bogies to scenery assets. On the engines remove the engine spec, sounds, and other things related. When done, you'll have a scenery object. I did that with a Jay Connecting RR switcher.

94863-JCitron I put the track down then fiddled until I got the bogies in position then fiddled again with it to position the engine itself into position on top of the bogies.

I have a few assets like this including some trolley cars which I was turning into static objects for a railroad museum project which never came to fruition.
I took a look at the tamper.

remove:
mass
engine tag
interior
enginespec
enginesound
hornsound
KUID-table, which is all of the above.
bogies.
change
the name to reflect it's a scenery object for my own use to a type scenery from type traincar.

config.txt

```

username                "Plasser and Theurer MoW Tamper - Scenery"
category-class           "AH"

description              "Plasser & Theurer Tamper. A ballast tamper or tamping machine is a machine used to pack (or tamp) the track ballast under railway tracks to make the tracks more durable. Prior to the introduction of mechanical tampers, this task was done by manual labour with the help of beaters. As well as being faster, more accurate, more efficient and less labour-intensive, tamping machines are essential for the use of concrete sleepers since they are too heavy (usually over 250 kg (551 lb) to be packed into the ballast by hand. This is an update of the original plasser 1 tamper by Alien3 which was faulty in TRS2010 and had no shadow and could not be used because of these problems. I have repaired all of this. All credit should be given to Alien3 for a truly great piece of maintenance of way content!"

kind                    "scenery"
author                  "MSGsapper - modified as a scenery object by JAC"
contact-email           "xxx@xxx.xxx"
category-region         "DE;UK;US"
category-era            "1990s;2000s;2010s"
trainz-build            3.3
category-keyword        "tamper;mow;maintenance;msgsapper"
obsolete-table
{
}
thumbnails
```

```

{
0
{
image          "preview.jpg"
width          240
height         180
}
}
mesh-table
{
default
{
mesh           "plasser_1_body/plasser_1_body.im"
auto-create    1
}

shadow
{
mesh           "plasser_1_shadow/plasser_1_shadow.im"
auto-create    0
}
}
kuid           <kuid:124863:100851>

```

I'll probably go back and do the rest of the series of Plasser & Theurer equipment.

I understand everything you did except the kuid: 124863:100851. The 124863 is your user number but what is the 100851? Should I be using my user number in place of yours. I'm getting the error message that it's the wrong kuid. My user number is 73492.

43492-stouthm
94863-JCitron

- 1) Clone the asset ---- that will put your KUID at the bottom where mine is.
- 2) Make changes.
- 3) Submit (and hope there's no errors).

Repeat with the other equipment. The process took me 10 minutes to do the complete set.

dashed white line

<https://forums.auran.com/trainz/showthread.php?144891-Vanishing-3rd-party-content&p=1665590#post1665590>

The dashed white lines isn't "a missing asset" - it's the asset that Trainz turns to when it can't find the asset it is supposed to draw there. These white lines are, in themselves, an asset. You can find this asset in CM. It's called "Missing spline", and it's by Rob. Open it for edit. Change the KUID from <kuid:523:1124> to <kuid2:523:1124:1>, and remove the whole privileges container (containing the line "permit-listing 0") Then install that asset as if it were a new asset - e.g. drag the folder from windows explorer back onto the CM interface. Once it's installed, revert the original one (you can't commit changes to it as it's a built-in asset). Result: The dashed white lines now show up in the menu, and can be selected just like any other track spline. You could lay some down if you wanted. More to the point, you can now use the 'replace items' tool to change them to any track spline you have installed...

94863-JCitron

When you install the folder, use the install content option. This will save so much time. Also don't panic when the creator is shown as AURAN. I hope this helps some one.

<kuid2:523:1124:1> ===== Update from <kuid2:523:1124:2> to <kuid2:523:1124:3> for T:ANE. All other procedures apply.

797706-Roine

I also needed to change the .texture files to .tga files using Images2TGA.

cone of light

To eliminate the cone of light that appears with most Prowler901 locomotives remove this section from the config.txt

```

default-night-forward
{
mesh "d&rgw_k-36_481_body/night/night.im"
auto-create 0
att "a.bog2"
att-parent "default"
}

```

normhart

reskinning

	https://forums.auran.com/trainz/showthread.php?143628-help-with-blender&p=1651997#post1651997
blender	http://online.ts2009.com/mediaWiki/index.php/HowTo/Export_from_Blender http://doug56.net/Blender2/page117.html = Install Blender Exporter https://en.wikibooks.org/wiki/Subject:Blender_3D https://en.wikibooks.org/wiki/Trainz/Tutorial_For_Blender https://wiki.blender.org/index.php/Main_Page
paint.net	Trainz/Tutorial for Reskinning a Locomotive using Paint.Net https://en.wikibooks.org/wiki/Trainz/Tutorial_for_Reskinning_a_Locomotive_using_Paint.Net
gimp	https://forums.auran.com/trainz/showthread.php?143991-GIMP-reskin https://www.youtube.com/watch?v=GAeMeuC2TFs The person walks you through getting the layers setup and stuff. Really helpful.

If you want to make your rolling stock looking more dirty, you can use the aerosol, with opacity set to 40%, and then you select the same color that you used for the area you're working on and you change the cursors to find a "dirty" color. After that, select the area of your reskin that you want to make dirty and apply the aerosol.

<http://3dtrains.com/guides/painting/>

This link gives a useful guide on using layers to produce dirty or rusty effects.

Trainz: Virtual Model Railroading and Simulator System

<https://en.wikibooks.org/wiki/Trainz>

<https://forums.auran.com/trainz/showthread.php?144019-Making-good-blank-textures-on-locomotives>

http://online.ts2009.com/mediaWiki/index.php/HowTo/Reskin_an_Asset

How To Reskin - A step-by-step guide

- 1) Open Content Manager (CMP, CM2 or CM3 depending on what version of Trainz your using)
- 2) Find the asset, using the search function, then clone it, by right - clicking it, and selecting "clone asset"
- 3) Close or minimize content manager
- 4) Open "My Computer"
- 5) Go into the C:// drive, then open "Program Files" then open the folder "N3V Games".
- 6) Open the folder that corresponds to your version of Trainz e.g, if you use Trainz Classics 3, the folder would be called TC3
- 7) Open the folder titled "editing"
- 8) Open the asset that your reskinning (NOTE: sometimes the asset folder is named "New Asset" but do NOT change the folder name, as CM will sort itself out)
- 9) Open the folder "(asset name)_body" and find the desired file, normally it is named 'main' or 'body' but occasionally the loco is broken down into parts, such as "boiler" and "cab".
- 10) Edit the image file, save it as a .TGA file, unless it was originally a .bmp file, then close the reskinning program.
- 11) Re-open Content Manager, find the asset (most likely in the "Open For Edit" tab), then commit it (CTRL + M)

Reskinning programs

Besides PhotoShop and PaintShopPro, there are a variety of programs available. Below are the links to some of the most used:

[1] Paint.net is a versatile and free program suited to reskinning, and this is what i use to reskin.

[2] GIMP is another well - known program, along with irfranview, is one of the most popular programs used for reskinning.

[3] Irfanview is another well - known program, along with GIMP, is one of the most popular programs used for reskinning.

Notes and Licences

As a general rule, you are allowed to reskin assets for personal use (i.e - for your own use only) However, it is always a good idea to ask permission from the author, and ALWAYS ask permission before releasing the reskinned asset, and you are obviously not allowed to release reskinned payware assets, as this is against many laws and rules.

<https://forums.auran.com/trainz/showthread.php?144060-SP-Cab-Forward-AC-12-4294-Brass-brass-model&p=1657225#post1657225>

Hi Bob --

Are there any settings in TANE that you are familiar with, that might be able to improve the contrast of the locomotive?

39871-philskeni

I'd suggest not making any changes to T:ANE. What I would suggest is editing the brass texture file to make it darker.

Find the locomotive in Manage Content. You will find it as "Loco SP Cab Forward" Open it for editing in Explorer. You will find a texture, "brass.tga". Open this with an editing tool (I use PaintShopPro) and make it darker. Save. Fiddle with this texture. You can make it lighter / darker / increase the saturation / change the hue

When you are satisfied with the appearance of the revised brass.tga texture in Driver, copy it to all the other folders that make up the locomotive - tender, locomotive bogeys and tender bogey. You will find these as "SP AC 12" and "SP Tender Wheels"

If you wanted the locomotive in say Works Grey you could use the same technique.

Phil

TrainzUtil is capable of performing some content management tasks including:

- Installation, removal and editing of custom content.
- Limited searching of local content.
- Packaging local content for distribution.

TrainzUtil provides a small subset of the available content management functions, for most operations Content Manager should be used.

TrainzUtil is a command line utility and cannot be started from the Trainz Launcher. To start TrainzUtil open a command prompt and navigate to your Trainz "bin" directory (e.g. C:\Program Files\Auran\TS2010\Bin or D:\N3V Games\Trainz A New Era etc). You can then launch TrainzUtil with command arguments as below.

NOTE: Due to the Windows command prompt treating the '<' and '>' characters as pipe operators, be sure to include quotes around any KUID parameters. For example:

```
trainzutil delete "<kuid:87854:98251 1580>"
```

TrainzUtil help	Display TrainzUtil help text.
TrainzUtil version	Display the TrainzUtil build version.
TrainzUtil echo <TEXT>	Echo the supplied text.
TrainzUtil time	Echoes the current time in RFC 822 format.
TrainzUtil setlanguage <langCode>	Set the Trainz language to the language code supplied (eg. US, FR, RU, etc).
TrainzUtil installCDP <PATH>	Install an asset from a CDP file.
TrainzUtil installfrompath <PATH>	Install an asset from a directory.
TrainzUtil installfromdls <KUID>	Install an asset from the Auran Download Station.
TrainzUtil edit <KUID>	Open an asset for editing.
TrainzUtil generateKUID	Generate a new KUID number in the local user's KUID range.
TrainzUtil createCDP <OUTPUT PATH> <KUID1> <KUID2> ... <KUIDX>	Export assets to a CDP file.
TrainzUtil repairdatabase	Repairs the Trainz Asset Database.
TrainzUtil repairdatabase extended	Forces DLC packages to be reinstalled and fully repairs database corruption. Details here
TrainzUtil printconfig <KUID>	Print the contents of an assets config file to the console.
TrainzUtil backupkeywords	Backup all the keywords of your assets.
TrainzUtil importkeywords	Import keywords into the Trainz Asset Database.
TrainzUtil add-keyword <keyword> <KUID> [..]	Add a keyword to the specified assets.
TrainzUtil remove-keyword <keyword> <KUID> [..]	Remove a keyword from the specified assets.
TrainzUtil search-by-keyword <keyword>	Returns a list of all assets with the specified keyword.
TrainzUtil commit <KUID>	Commit any edits that have been made to the specified asset.
TrainzUtil revert <KUID>	Discard any edits that have been made to the specified asset.
TrainzUtil delete <KUID>	Delete the specified asset from disk.
TrainzUtil list <KUID> [..]	Parses the specified kuid list into the results.
TrainzUtil list-latest-versions <KUID>	Get the latest known version of an asset. Multiple KUIDs may be specified as multiple arguments.
TrainzUtil list-dependencies <KUID>	Get an assets direct dependencies.
TrainzUtil list-dependants <KUID>	Get an assets direct dependants.
TrainzUtil authors	List of all the authorIDs that have content in the game.
TrainzUtil searchbycategory [-a] <CategoryList>	List all the local assets with a category set in this format, "CMP;MESH BD;-ACTV VE SCEN". Use the -a parameter if you want to search the Download Station as well.
TrainzUtil filterbystatus <status> <KUID>	List all assets from the specified list which match the specified status flags.
TrainzUtil importconsists <PATH>	Import an old style Surveyor consist list, creating consist assets for any unknown entries.
TrainzUtil setnextcontentid <int>	Provides a 'next content ID' hint for the KUID generator.
TrainzUtil status <KUID>	Print the status of the specified asset.

This will output + <KUID> : <Flags> : <category> : <username> where flags are a series of letters with case indicating boolean state. (capital letters are flagged true and lowercase are flagged false.)

- Aa - The asset is archived.
- Bb - The asset is builtin or packaged content.
- Cc - The asset is in the base content set.
- Dd - The asset is on the download station.
- Ee - The asset is open for edit.
- Ff - The asset is faulty.
- li - The asset is installed locally.
- Ll - The asset is locally modified.
- Mm - The asset has missing dependencies.
- Oo - The asset is obsolete.
- Pp - The asset is listed in the DLS index as payware DLC.
- Uu - The asset has an update available.
- Xx - The asset is authorised for use in this Trainz installation.

TrainzUtil validate <KUID>	Perform validation and display any errors or warnings relating to this asset.
TrainzUtil compile <PATH>	Compile a script file.
	<-d> Display gamescript documentation.
	<-s> Silent mode.
	<-bPATH> Specify a file path for the compile log.
	<-pPATH> Specify the output directory.
	<-oPATH> Specify the output library filename.
	<PATH> Input source file.
TrainzUtil export-package <device-type> <package-name> <package-build-number> [<dependency-package-name>	Export assets to a device package. Multiple KUIDs may be specified as multiple arguments.
TrainzUtil update-package <package-name>	Update prebuilt data within a package.
TrainzUtil install-package <PATH>	Install a package from the specified path.
TrainzUtil clean-package [-a] <package-name>	Remove the local build's prebuilt data from within a package. Use the -a parameter if you want to strip all prebuilt data.
TrainzUtil uninstall-package <package-name>	Uninstall the specified package.
TrainzUtil list-package-assets <package-name>	List the assets available in the specified package.
TrainzUtil downloadcontentlistings	Fully download the latest content listings.
TrainzUtil listbuilds <PATH>	Print the list of installed build numbers to a file.
TrainzUtil quit	Requests the GUI to close.
TrainzUtil async <command..>	Begins running the specified command asynchronously.
TrainzUtil sync	Waits for all async commands to complete.
TrainzUtil wait <seconds>	Pause for the specified number of seconds.
TrainzUtil @<file.txt>	Batch-execute a series of commands from the specified text file (every argument must be between double quotes). Every line of that text file will be processed like a separate call to TrainzUtil
set <variable> <command..>	Used in a batch file, runs the specified command and overwrites the named variable with the result.
append <variable> <command..>	Used in a batch file, runs the specified command and appends the result into the named variable.
iferr <variable> <command..>	Used in a batch file, runs the specified command only if the named variable contains one or more errors.
iferrflag <command..>	Used in a batch file, runs the specified command only if an error has occurred in the batch file execution up to this point.
ifnone <variable> <command..>	Used in a batch file, runs the specified command only if the named variable contains no assets.

ifhas <variable> <command..>	Used in a batch file, runs the specified command only if the named variable contains one or more assets.
print <variable>	Used in a batch file, prints the content of the named variable.
printerrors <variable>	Used in a batch file, prints any errors contained in the named variable.
abort <TEXT>	Used in a batch files, aborts processing of the batch file immediately without raising any further errors. If arguments are present, they are logged as a single error string.
\${<variable>}	Used as a command parameter in a batch file, replaced with the KUID(s) from the specified variable.