

BUILDINGS FOR MSTs. by Freddy Ortmann Sørensen 2004-06-10

These buildings are all based upon the original texture **Factory 5** that are present in some of the MSTs 1 standard routes, it fits well for industrial- and railroad- buildings from before 1950.

- Factory5_indus Industrial factorybuilding in tree blocks and power central.
- Factory5_metal Iron foundry or other metal casting industry.
- Factory5_blik Small workshop, plumber or blacksmith.
- Factory5_garage Truck garage/workshop with filling station.
- Factory5_kontor Officebuilding, 4 storeys.
- Factory5_admin Officially looking company or civil service building, 3 storeys.
- Factory5_lager Storage building with office on the first floor.
- Factory5_fragt Freight central with platforms for train and trucks.
- Factory5_vand Watertower in concrete and brickwork.
- Factory5_olie Diesel fuel and lubricating oil storage.
- Factory5_kontrol Railway signal building.
- Factory5_remise Doubletrack engine shed, large and small gate, interior lit-up.

The buildings have been LOD level optimized.

INSTALLATION

Update the routes ref file with the content from the file AddToRef.ref from this package and copy the shape files to the routes **Shape** folder.

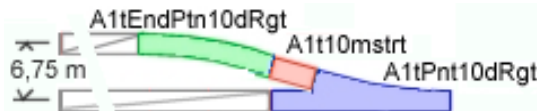
If you are using the MSTs building **Factory5** the texture is already in place, otherwise you will have to copy all the Factory5.ace files from one of the standard routes to the corresponding folders in your routes **Textures** folder.

USING

Not all of these building uses the night texture. This is because the frontlight of the locomotive cannot light-up a black texture, it looks weird on buildings placed close to the tracks.

The engine shed is special, although it does not use the night texture it is lit-up internally, this will be spoiled if night texture is applied. Below an example how to obtain the correct distance (ca. 6,75 m) for the engine shed:

Align after the door stop in the main gate and the track check blocks in the rear
Do not use buffers in the engine shed.



have fun, Freddy

DISCLAIMER:

These objects are Freeware, they should not be used professionally.

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Using

This package is Freeware and you are allowed to copy and use it for free. The models have been tested and work at my installation. Any use is done at your own risk. I disclaim any responsibility for failures resulting directly or indirectly from the use of the objects.

Distribution

Feel free to use these objects in freeware routes anyway you like, you do not need to ask for my permission, but it would be fun to hear about your project :)

You are allowed to re-distribute this package as an independant entity as long as:

1. No fee is charged for it, apart from distribution costs.
2. Files are distributed unchanged. You may add files if you describe what was added.
3. Please do not publish on web pages without my permission.

(note that the Factory5 texture files are part of MSTs and **not** freeware, they are illegal to distribute)