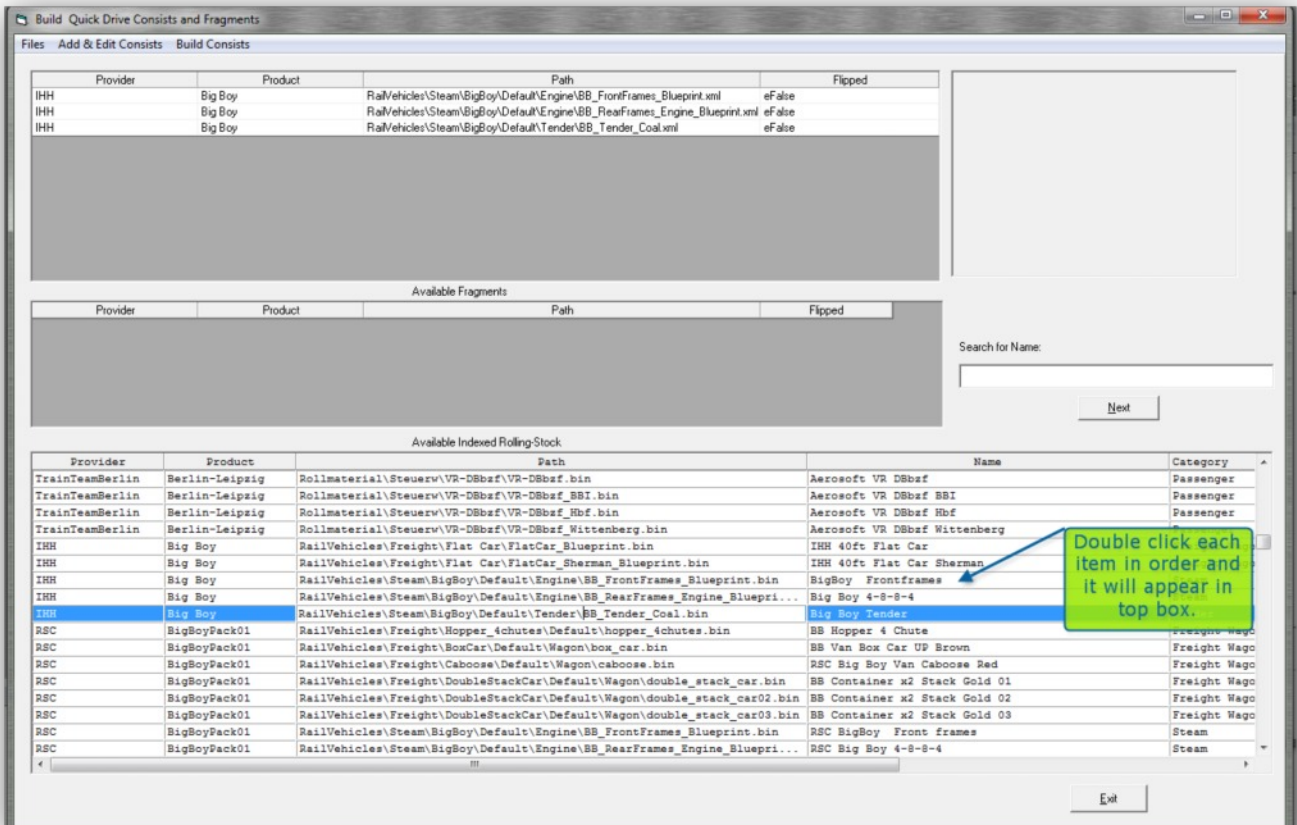


Using RW_Tools to add QD Consists in TS2014

1. Make sure you make an Index.csv file which at least includes the Big Boy front/rear/tender parts and save it in your RW_Tools\Reports folder - obviously a full Index file is better, but takes a long time to make, so just making a short version saves a lot of time.
2. Make sure you have set up a PreLoad file - something like Assets\Otto\MyQDLocos\PreLoad is fine
3. Run RW_Tools and go to Scenarios/Build QD Consists or Fragments and you get this screen. Go to the Add & Edit Consists/New QD Consist menu, double click on each item you need, in order as under.



4. Go to the Build Consists/Build QD Consist menu and fill in the next form as under:-

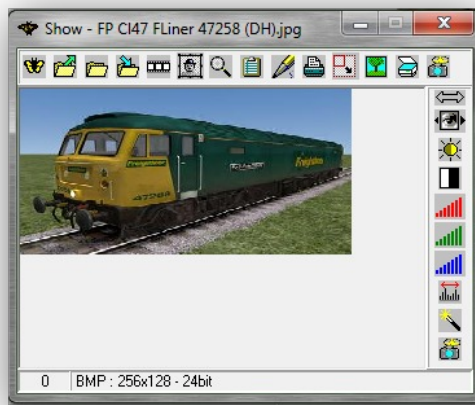
The screenshot shows the 'Set up new QD consist' dialog box. It contains the following fields and options:

- Consist Name (Must be unique): Big Boy Light Loco
- Locomotive Name (appears in QD Select Loco screen): Big Boy 4-8-8-4
- Display Name (appears in QD Select Consist screen): Big Boy 4-8-8-4
- Locomotive Type (Diesel, Electric or Steam): Steam
- Locomotive is drivable
- Route Name list: Bristol to Exeter, C&O Allegheny, **Cagon Pass**, Cambridge Branch Lines v1, Castle Rock Railroad, Chaddock Engineering Signalling Tabletop, Chicago Yard, Cologne - Dusseldorf, Colton And Northern
- Folder Name: 888f94a0-027c-4991-ab4f-08ad1dd5f, 64cb501f-5c7f-4198-b0ee-7d554844, 76b3a30f-c8b0-49f2-9eff-1a9600169, bca878a5-d9de-42fe-ad47-ea34cab7, 00000006-0000-0000-0000-00000000, afc3be81-5a14-47b2-a967-55af1afad, 00000031-0000-0000-0000-00000000, bb721875-b3e3-42b2-b003-3572673, e75e54bd-b150-4301-a9d7-4b70a79c
- Era (start year - end year): 1945 - 1955
- Consist Type: Consist Type Freight Coal
- Buttons: OK, Cancel

5. The file Big Boy Light Loco.bin should now appear in your PreLoad folder. And the Big Boy 4-8-8-4 should appear as a Steam loco in the QD select loco screen if you have the filters set correctly, however it will not have a Loco thumbnail picture, just a silhouette. If you have a thumbnail of the Big Boy in the RW_Tools\Thumbnails folder, you can convert it for use in the LocoInformation folder as follows:-

6. Open the Edit Assets screen and scroll down to IHH\Big Boy and click the 'Add to list' button. Then click on the Name column for Big Boy 4-8-8-4. If you have the full set of thumbnails, then a picture of the Big Boy should appear in the top right corner of the screen.

7. Click the button 'Add LocoInformation' and this brings up a thumbnail picture in a small window:-



Right click on the thumbnail and you get the option to resize the picture in the Image/Resize menu. Resize it to 256*128 and then click on the Save icon 4th from the left, top row.

This gives the options Save and Save As - click on 'Save' leave the filename as it is and in the bottom box select 'Portable Network Graphics (png)' and .png will be appended to the file name. Click save and the thumbnail will be saved in the Thumbnails folder and then renamed to image.png and transferred to the LocoInformation folder. It should then appear in the TS2014 main menu when you select a scenario with the loco in question.

8. Now all is done, run TS2014 and go to QD and run the Big Boy

