

## Steam Locomotive SO17-4377 For Trainz 2010-2012 Demo !!LINK!!

the trs version of the locomotive has been kept identical to the 2011 release. however, the resource requirements have been upgraded significantly and are now comparable with the vr version of the locomotive. the same material processing methods and same spec files have been used, with these materials, making the physical simulator considerably more realistic. this new locomotive is much more powerful than its predecessor, and is a significant improvement over the locomotives that were distributed for trainz 2017 and trainz 2011. the textures have also been improved. this has been necessary because the engine was not built with any particular focus on realism in mind, and because we were waiting on the availability of the vr engine textures. in addition to the fixes listed above, the code and content was also completely overhauled to bring it in line with the content processes in place. this resulted in a complete rewrite of the engine, and allowed us to handle the greatly increased complexity of the steam locomotive much more effectively. i love steam locomotives since trainz 2016, so it's really great to see it get a proper update. but then why is it free for ps+ members? the answer is simple: the campaign will also start a new section in our store under the "gift" section, called steam locomotive bundle. all steam locomotives are purchasable from the steam store, they work as expected and can be used for up to 1000 hours of driving. if you like, you can visit their home base in your game to train them even further (and earn money while you are at it):



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in addition to a brand new engine and boiler, we have updated the trs engines to improve durability and realism. all of the main locomotives now have hardware scaling engines that can be configured with an improved scaling engine editor that can be attached to most of the locomotive. the inserter has been improved to make track transfers more reliable, and to automatically group transfers so that they will appear on the editor context area as soon as they are initiated. the remote control interface has been completely rewritten, adding more functionality and stability. the remote control engine is completely modular, so a new screen editor can be added without requiring the existing remote control engine to be updated. this has been done to simplify the creation of new custom remote control screens. loaded routes have been updated to improve compatibility with the improved asset loading system. this makes it much easier to load and reload routes, which increases the time to create and render a route as the level of detail of the loaded assets increases. this is a significant improvement over the original, but in some cases requires tweaking to achieve the right speeds. in addition to the new features listed above there have been several improvements to the user experience of the trainz engine. trs users who are new to trainz may find that their first experience is now much more positive due to the streamlined interface, better documentation, and the reduced variety of areas of confusion. the asset importing tools have also been completely overhauled to streamline the importing process, whilst the quality assurance tools have been updated to provide the information necessary to improve the quality of the imported content. 5ec8ef588b

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