

## **Vehicle Creator for Locomotion**

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This product includes software developed by vbAccelerator (<http://vbaccelerator.com/>).

**Before you submit a bug or ask a question, please read this file entirely and read these two webpages:**

<http://www.catb.org/~esr/faqs/smart-questions.html>

<http://www.chiark.greenend.org.uk/~sgtatham/bugs.html>

**The official website of Vehicle Creator for Locomotion is:**

<http://www.buzzing-bumblebee.fiberworld.nl>

**The Vehicle Creator for Locomotion discussion thread is (-- submit bug reports, ask questions, request features, etc.):**

<http://www.tt-forums.net/viewtopic.php?t=11894>

**Brief Manual for the MSTs 2 Locomotion plugin:**

- Load a MSTs shape (\*.s file). Default folder is in Options (Default MSTs Folder)
- Make sure the distance is correct. Use the measuring tool to aid in this.
- Select either locomotive or wagon.
- Press export. This exports a complete BMP render sequence to a subfolder named after the loaded shape file in your Default Graphics Folder (Options).
- NOTE: You still have to convert the BMPs to PNG and apply the Locomotion palette yourself.