

POLISH TRAINZ

MDSz 1

MANUAL  
**locomotive shed**  
**building**  
**kit MD**

# KIT DESCRIPTION

Parts of kit *Szopa ver 1.* from series MD are:

Turntable 24m - kuid2:438004:38002:1

Wooden passage around turntable - kuid2:438004: 28015:1

Typical middle shed part - kuid2:438004: 28008:1

Right end part- kuid2:438004: 28009:1

Left end part - kuid2:438004: 28010:1

Middle shed part with two gates - kuid2:438004: 28011:1

Building helper tool - kuid2:438004: 60005:1

All listed elements are shown on Figure 1.

This kit allows to built locomotive sheds in module system. It was made for Trainz in version TRS 2004/2006.

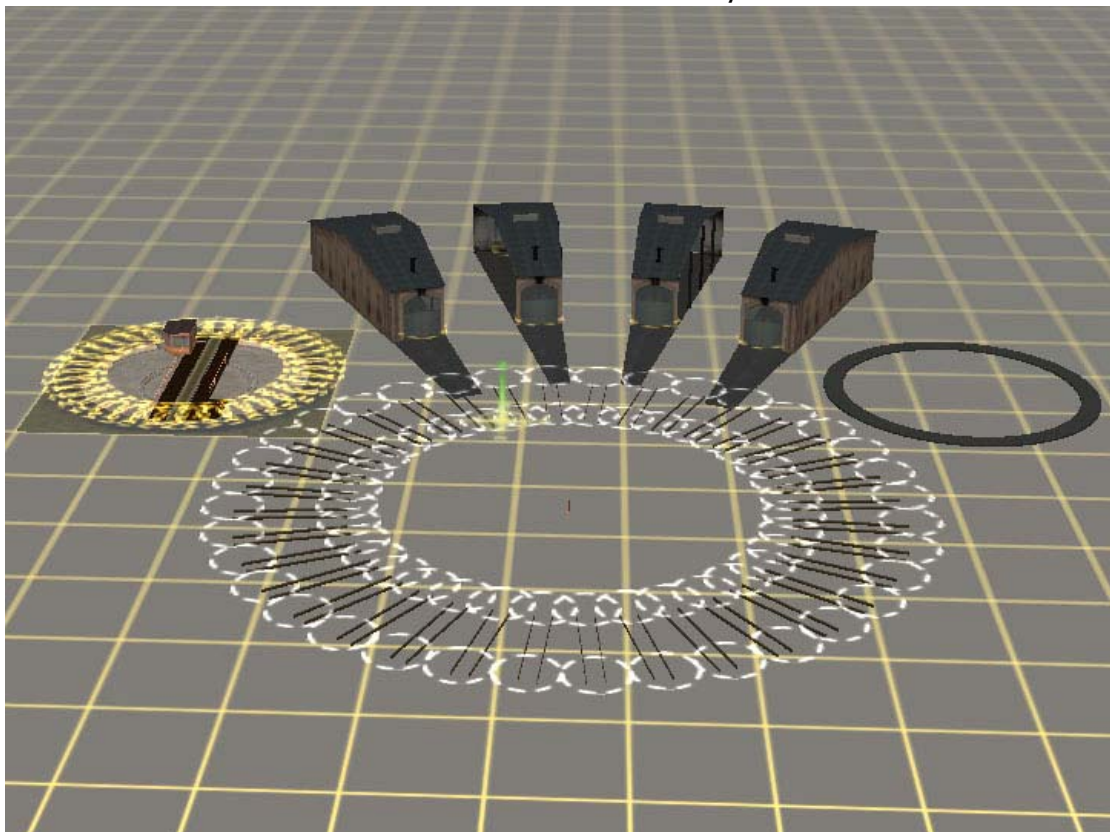
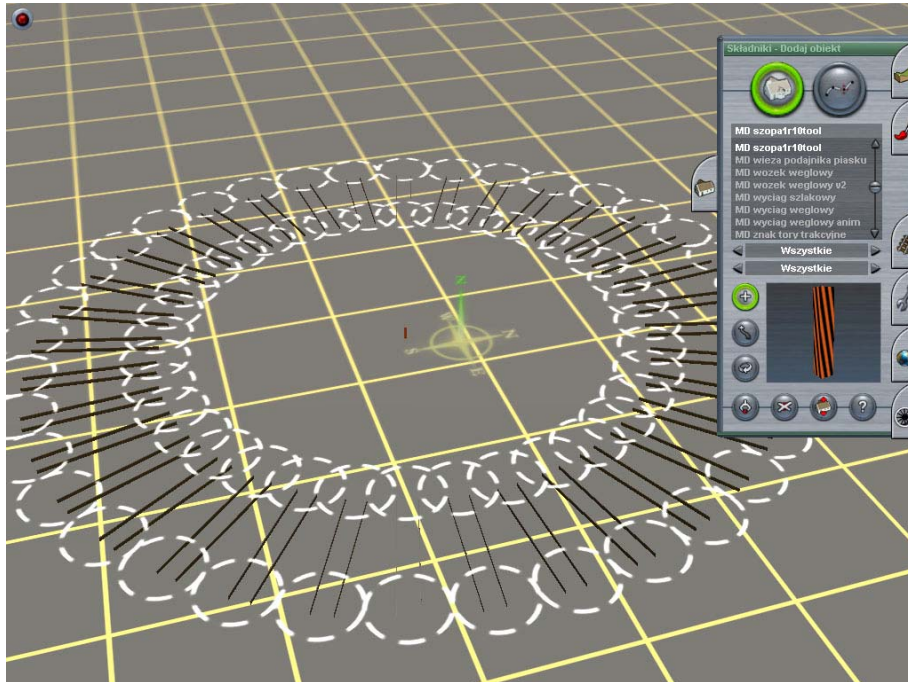


Fig.1.: Basic elements of kit MD.

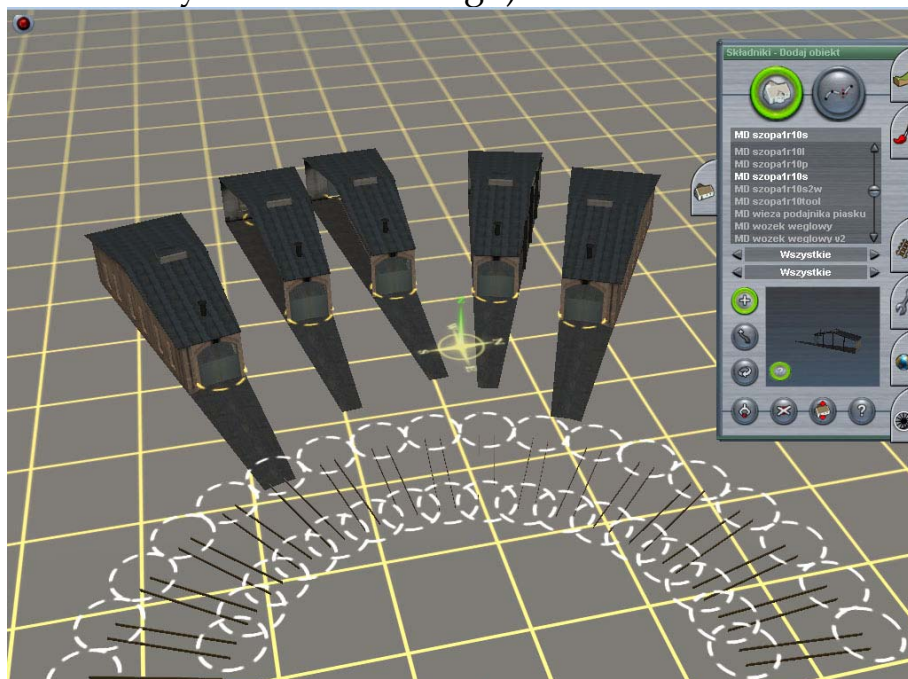
# ASSEMBLY

Kit *Szopa ver 1*. should be assembled using procedure listed below:

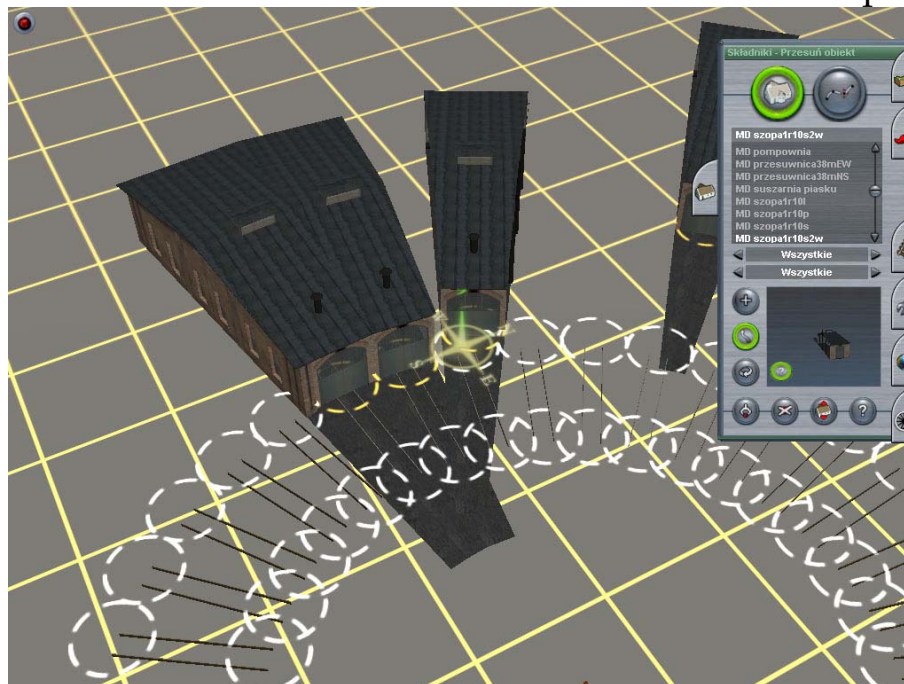
1. Put the building helper tool (original name in TRS is *MD szopa1r10tool*) in the place where you want build the locomotive shed. Central point of the turntable is marked with orange-green helper.



2. Now add basic elements of the shed and change their direction. Their orientation should be close to final look of the shed (few degrees accuracy should be enough).



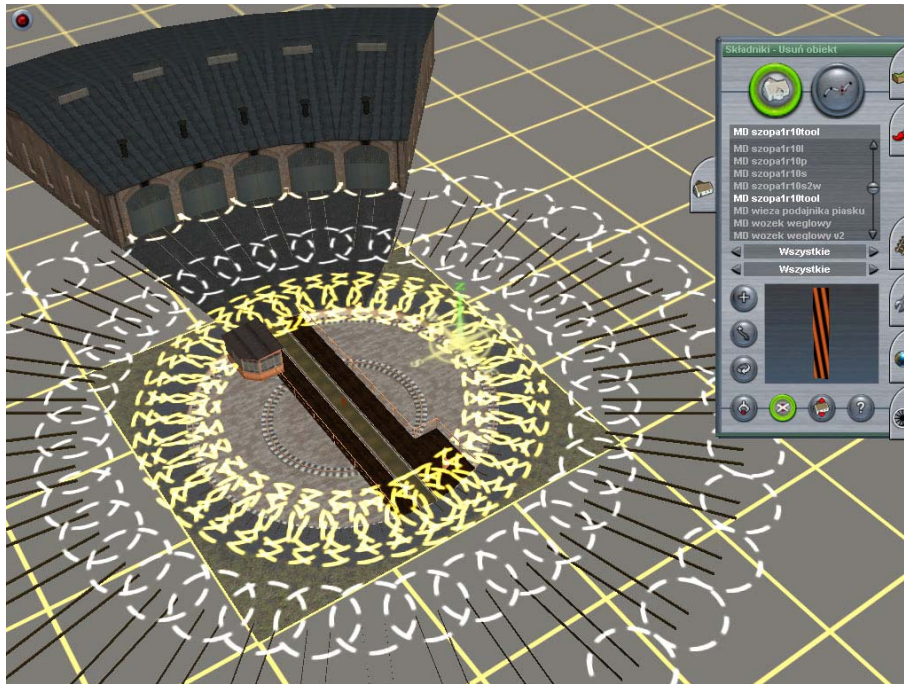
3. Connect elements of the shed with outer tracks of the helper tool.



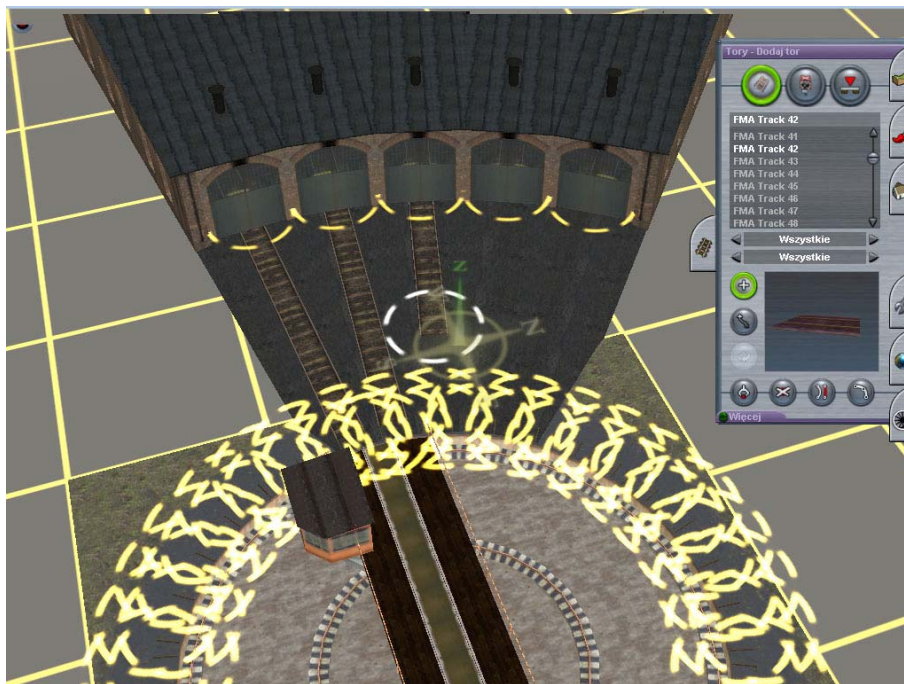
4. Add turntable *MD obrotnica24m* in the central point of the shed (marked with the orange-green helper).



5. Remove the building helper tool from the layout.



6. Connect all the shed gates with the turntable. You can use any track.



7. Add (only if you want) wooden passage around the turntable (element named *MD obr24m10st kladkaA*). You may change the look of the passage in the properties of the asset (by changing the name). Add the passage to the layout in any location. Type numbers 0 and 1 in name field (in properties window). Each 0 in name means that there is no track connected to the sector of the turntable. Each 1 means that there will be a track in the sector. If name is shorter than the number of possible sectors there will be a 0 given to the non coded sectors. According to that the look of the passage in sectors with 0 or 1 is shown in the properties window of the asset. For example name 1101 means that there will be two tracks connected to the turntable, then one sector without track, and one more with track. The rest of sectors will be without tracks. Accept the change of the name and open this property window once again. After second approval the changes should be visible on the passage. At the end turn round the passage (the holes in the passage should mach their sectors!) and move it to the ring of your turntable.



8. Each gate of the shed can be opened or closed in properties window. You can do that in the surveyor or in the driver module.



9. Next... your own imagination.



Qcyk