

**Various tank-trucks and trailers**

**Release date: 2004-01-11**

**Model and textures by Repairman ( [repman@telia.com](mailto:repman@telia.com) )**

**Some textures by Micke321**

**Liverys included in this package**

**Statoil**

**Shell**

**Norsk Hydro**

**Jet**

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**INSTALLATION**

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This model can either be used as a static model in the scenery, or it can be added to the car spawn, where it will drive along the roadways.

Before installing any models, I suggest you make a copy of all the files in the \ROUTES\your route) directory - failure to do this may result in a lengthy re-installation process.

Unzip all the files into a folder called Temp

Installing for first time

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Copy or move the S and SD files into the route shapes directory:  
( Normally - Program Files\Microsoft Games\Train Simulator\ROUTES\your route)\SHAPES )

Copy or move the Acefiles into the route textures directory.  
( Normally - Program Files\Microsoft Games\Train Simulator\ROUTES\your route\TEXTURES )

To add the coaches to the car spawner

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Open the carspawn data file using WORDPAD.  
( Normally - Program Files\Microsoft Games\Train Simulator\ROUTES\  
(your route)\carspawn.dat )

Add the following line of text somewhere in the existing list:

```
CarSpawnerItem( "xxx_xx.s" 25)
```

Then update the number on the third line to the new total number of items listed.  
Save and exit WORDPAD  
You are now ready to add the model to the route using the Route Editor  
supplied with Microsoft Train Simulator - the models will not be available in the simulator  
unless you do this.

This models can be found under the 'Fordon' (or if non swedish "vehicles") heading.in  
the route editor's object selection window

Instructions on how to use the MSTS Route Editor may be found in tutorials on the  
Internet.

WARNING: It is not recommended that you delete these files once installed.

## **Repairman**

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