

fastline simulation

Re-skinning Policy

Rationale

As a group we have all spent time in one way or another re-skinning other people's shapes, using other people's resources to create scenarios and planting other people's assets to create routes. Since the dawn of Train Simming this has been a way of life and is the way that people have developed the skills we see today.

As a consequence of this we feel strongly that we should support others in their desire to create their own little part of the simulation world. Our re-skinning policy is a part of this desire.

Overview

We have taken the direct decision that we will not spend our time making myriad versions of every item we create; in general we will stick to the 1974-1986 time period for the actual release versions. We will not ring fence our models and proclaim they cannot be re-textured on the off chance we'd like to use new textures to re-release the product later on.

For every stock pack that we release we will also make available a selection of files to assist those who wish to re-texture the models and share them with other members of the community. In general these resources will consist of flattened base textures without the pre-shaded layer and a separate pre-shaded file to merge in at a later date along with an xml version of one or more blueprints to be edited to display a new description for the re-skinned model.

Use of the Re-skinning Pack

The files in the re-skinning pack may be used by any person who has purchased a full retail copy of the core pack that the re-skinning pack relates to. The files may be used to make other prototypical livery variations and fictional repaints if the user so wishes.

If a user makes use of identities that may be subject to trademark registration or other controls the individual responsible for the re-skin takes full responsibility for the use of that identity and seeking respective permission or licenses where this is required by the owning party.

Support

Fastline Simulation Ltd. offers no support in the use of the contents of the re-skinning pack other than in the event of the inability to download the pack or extract its contents. Fastline Simulation Ltd will offer no support in the installation or use of derivative versions created using the re-skinning pack and distributed to third parties.

Distribution

Derivative files may be distributed free of charge by electronic means in either an archive format, using an installer or other suitable means via email, file sharing or upload to a community website.

In all cases the distributed version must only contain the new texture files and amended blueprint files with instructions or automation to copy the other required files from a core installation of the product. The files may not be offered for sale or uploaded to a website where the only reasonable way to download them would require a third party to pay a fee.

In all cases it must be made clear to the user that the files are downloaded at the users own risk, that Fastline Simulation Ltd. offers no support for, endorsement of or responsibility for the derivative files and takes no responsibility and accepts no liability for any issues, damage or loss caused by the use of them.

This should be accompanied by contact details for the person responsible for the files.

Software Licence

An additional license is included with the re-skinning pack allowing the use of the pack alongside a previously purchased copy of the core pack and the distribution without charge of derivative versions of the files included to be used alongside purchased copies of the core product by other users.

In downloading the re-skinning pack the individual responsible will have implicitly implied their consent to the license

included with the re-skinning pack and the requirements of this re-skinning policy.

The use of the re-skinning pack is outside the control of Fastline Simulation Ltd. and as such the company accepts no responsibility for misuse or misrepresentation by third parties using the pack.