Transformation Matrix

Meshed can be rotated, translated and scaled using transformation parameters. This tool aims to help modders finding the correct parameters as well as helping to understand the general concept of transformations in Train Fever. Arbitrary rotations (in deg), translations and scaling can be defined. The tool will calculate the corresponding homogeneous transformation matrix and will also present the string to be included in .mdl and .con. files.

Transformation

Rotation in Degree:	**Scale:**	**Position:**
X-Axis 	X-Axis	X-Axis
Y-Axis 	Y-Axis	Y-Axis
Z-Axis 	Z-Axis	Z-Axis

Resulting Transformation Matrix

Resulting Transformation String

http://ftp.train-fever.net/transformation