

Manual to Plug-in 1 for EEP 18.1

Dear customers, first of all we would like to heart-fully thank you for purchasing EEP 18.1 Plug-in 1.

This plug-in includes both improvements and new functions. For this reason, we invite you to read the following information carefully and in particular the installation instructions.

Glossary:

Glossary	1
Installation instructions	2
New models	3
New features	7
• Scaling of trackside objects:	7
• Automated activation of routes with multiple destinations	8
• Display of the selected preset route	11
• Simplified route deletion	12
• Simplified « Close gap » function	12
• Reduced anchor point size for unselected real estate structures	13
• Custom loading screen when opening a railway layout	14
• Easier identification of the active train	15
• Fog reduction	15
• Improved pedestrian mode	17
• Improved camera control	17
• Adjustable tip text display distance	18
• Lua function column in the group contact window	18
• New adjustment options in contact points for 3-way switches	19
• Repositioning and show/hide options for the 2D editor bar	19
• Saving the GBS (control desk) and adding tip texts.....	20
• Saving the size and position of the GBS.....	21
• Improvements to the “Apply texture to entire surface” function.....	21
• Replace a specific texture across the entire layout	24
• Set a specific border texture.....	26
• Automatic season adjustment.....	26
• Lua offers new EEP-specific functions.....	27
Closing remarks	33

Manual to Plug-in 1 for EEP 18.1

Installation instructions

Please make sure that update #1 of EEP 18 is installed. This is the prerequisite for this plug-in. You can verify this by checking that the version number 18.1 is displayed in the lower-left corner of the loading window. If your system is running a 64-bit architecture, the notation (x64) will also appear alongside the version information.

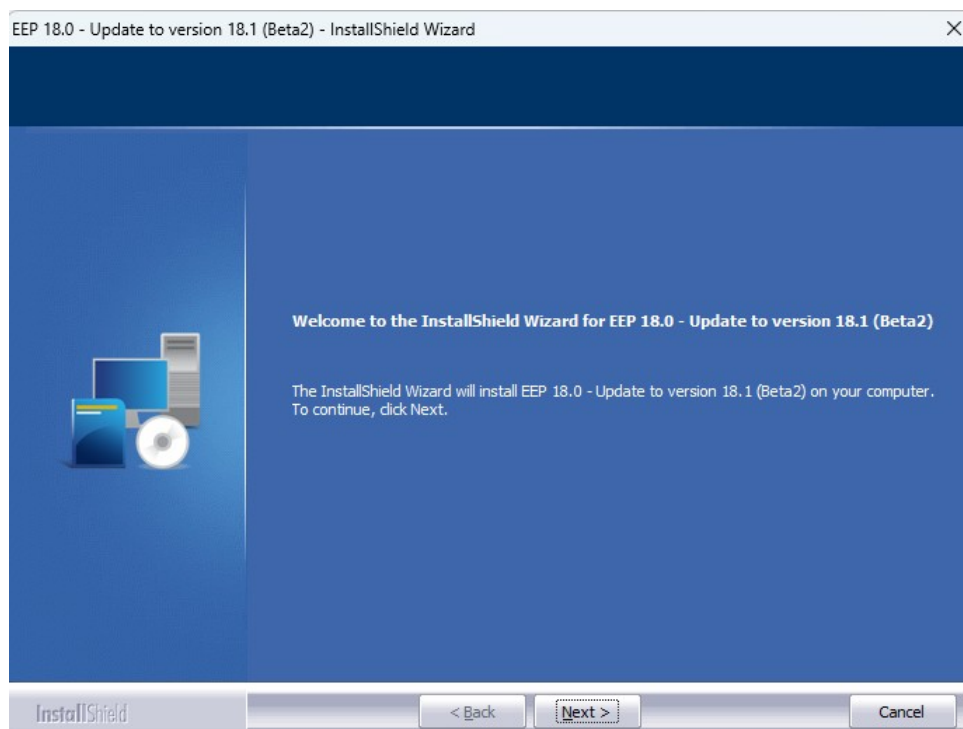


The Plug-in needs its own installer to upgrade, since it brings new features besides the new models. For this reason it is not possible to open this file directly via the "Model-Installer of EEP 18.1.

If necessary, please leave your EEP 18.1!

Please start installing the Plug-in by double clicking on the file **V17TSP10062**.

A message informs you that this program will operate changes to your computer. Please allow this by clicking Yes to proceed with the installation. The installation window then appears and prompts you to accept the user license and once these steps are completed, the program then extends the functionality of your EEP 18.1



Manual to Plug-in 1 for EEP 18.1

If the installation was successful, then you will see in the lower left part of the launch window the EEP 18.1 version followed by the mention „Plugins: 1“.



New models contained in Plug-in 1 for EEP 18.1:

Construction equipment automatically modifies the layers of a buildable road according to their internal scripts or according to actions chosen in the object properties or via contact points. The axes can also be used for manual adjustments (height, load, material, etc.).



For the scripts to work, the “Work Availability” axis must be set to maximum.

DAF XF 480SC Tipper (dump truck)

Used to construct layers 2 and 3 (gravel) with the Volvo L220H, and layers 4 and 5 (asphalt) with the paver.

Several actions available:

[2] Gravel layer, [3] Base layer, [4] Asphalt layer, [5] Finishing layer.

Moves automatically to the correct height and empties its bed while driving at 2 km/h.

When the load is empty, it detaches and moves away.



Volvo L220H – Loader with gravel spreader

Used to construct layers 2 and 3.

Works with or without a dump truck.

Actions [2] and [3] activate the scripts and set the layer to be laid.

Adjustable settings: height, thickness, spreading width, gravel visibility, engine noise.

The width can be adjusted to 3.0 / 3.5 / 4.3 m.



Manual to Plug-in 1 for EEP 18.1

Paver:

Used to construct layers 4 and 5.

Fully scripted, it lays asphalt on the active layer and adjusts its height automatically.

Settings: height, screed width, material level, driver, engine noise.

Main actions:

[4] Base layer, [5] Finishing layer, [-] Transport.

The machine displays the active layer on its console.



Road roller

Used to smooth the top asphalt layer.

Operates at the normal road height.



Line marking machine:

Used to paint lines for layers 7 to 10.

Must be offset to the right for proper marking.

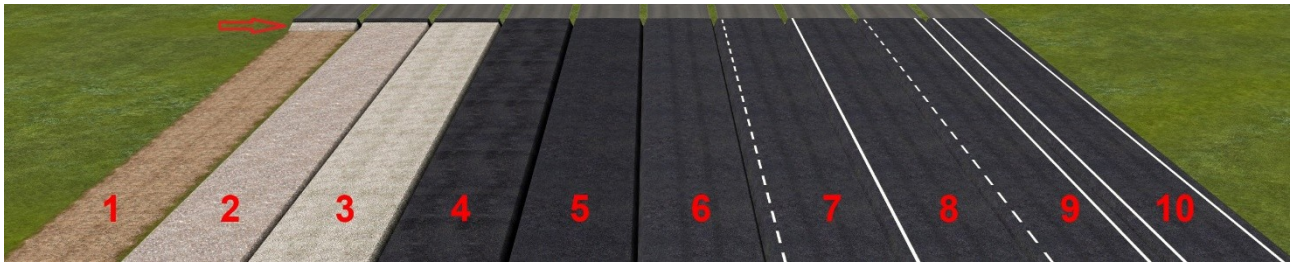
[7] Right dashed line, [8] Right solid line, [9] Add a line on the left, [10] Double line.

When entering a buildable road, it lowers its guide marker and fills its paint tank.



Manual to Plug-in 1 for EEP 18.1

Single-lane road with multiple texture layers:



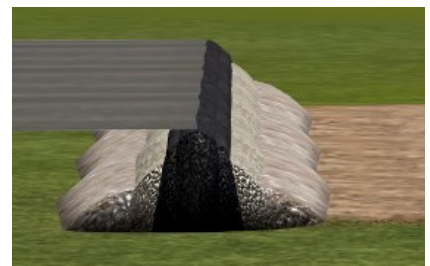
“Buildable Road – One Way (SM2)”

File name: RC_S_OneWay1.3dm

One-way buildable road with 10 layers:

1. Bare / compacted soil
2. Gravel 1, “surface layer” or “frost protection layer”
3. Gravel 2, “foundation layer” or “gravel base layer”
4. Asphalt 1, “base layer”
5. Asphalt 2, “wearing course”
6. Compacted wearing course
7. Dashed line painted on the right side in the driving direction
8. Solid line painted on the right side in the driving direction
9. Dashed line on the right and solid line on the left
10. Solid line on the right and solid line on the left

Through the properties window, it is optionally possible to display a transition structure at the start and end (image on the right and arrow at the bottom).



“Buildable Road – Curb (SM2)”

File name: RC_S_CurbOnly.3dm

Non-buildable single lane, which can be used to mark the construction area on each side.

Through the properties window, it is optionally possible to display a finishing structure (arrow) at the start and end.

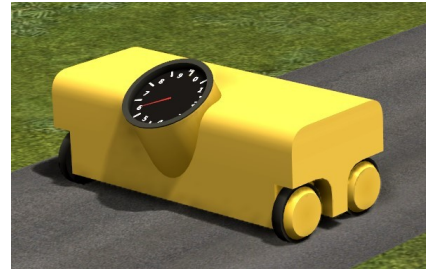


Manual to Plug-in 1 for EEP 18.1

“FieldStateAxis Machine ”

Filename: TrKMchn_FSAmachine.3dm

Basic rolling stock used to select the desired track layer.



Traffic signs

The files for the following traffic signs are stored under:

Resources\Static_structures\Traffic\Traffic_signs_and_traffic_lights



Please note that these traffic signs are placed at height 0.0 m.

Warning board (SM2)

Filename: RC_WrnngBrd_SM2.3dm

Simple warning board for securing construction sites.



Traffic Cone (SM2).

Filename: RC_TrffcCn_SM2.3dm

Simple traffic cone (orange).



Traffic Cone – Red (SM2)

Filename: RC_TrffcCnR_SM2.3dm

Simple traffic cone (red).



Construction Sign (SM2)

Filename: RC_Sgn_Cnst_SM2.3dm

Simple construction sign (no signal).



Manual to Plug-in 1 for EEP 18.1

New features:

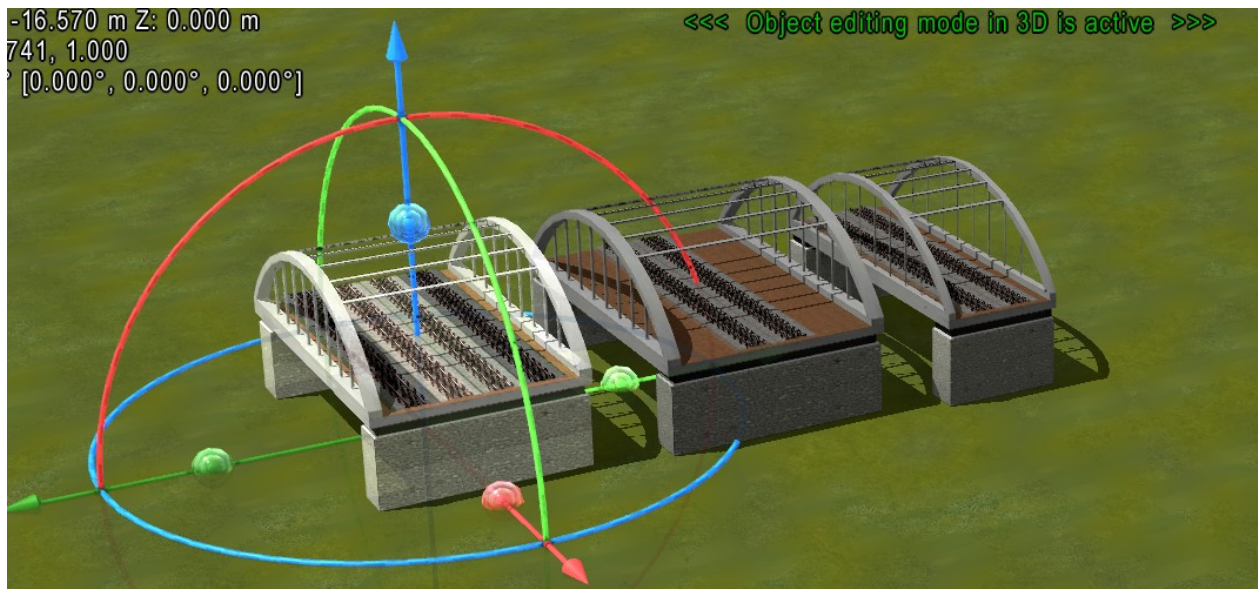
Scaling of trackside objects:

Plugin 1 for EEP 18.1 introduces the ability to scale trackside objects.

It is now possible to scale separately both the real estate structure of a trackside object and its track itself.

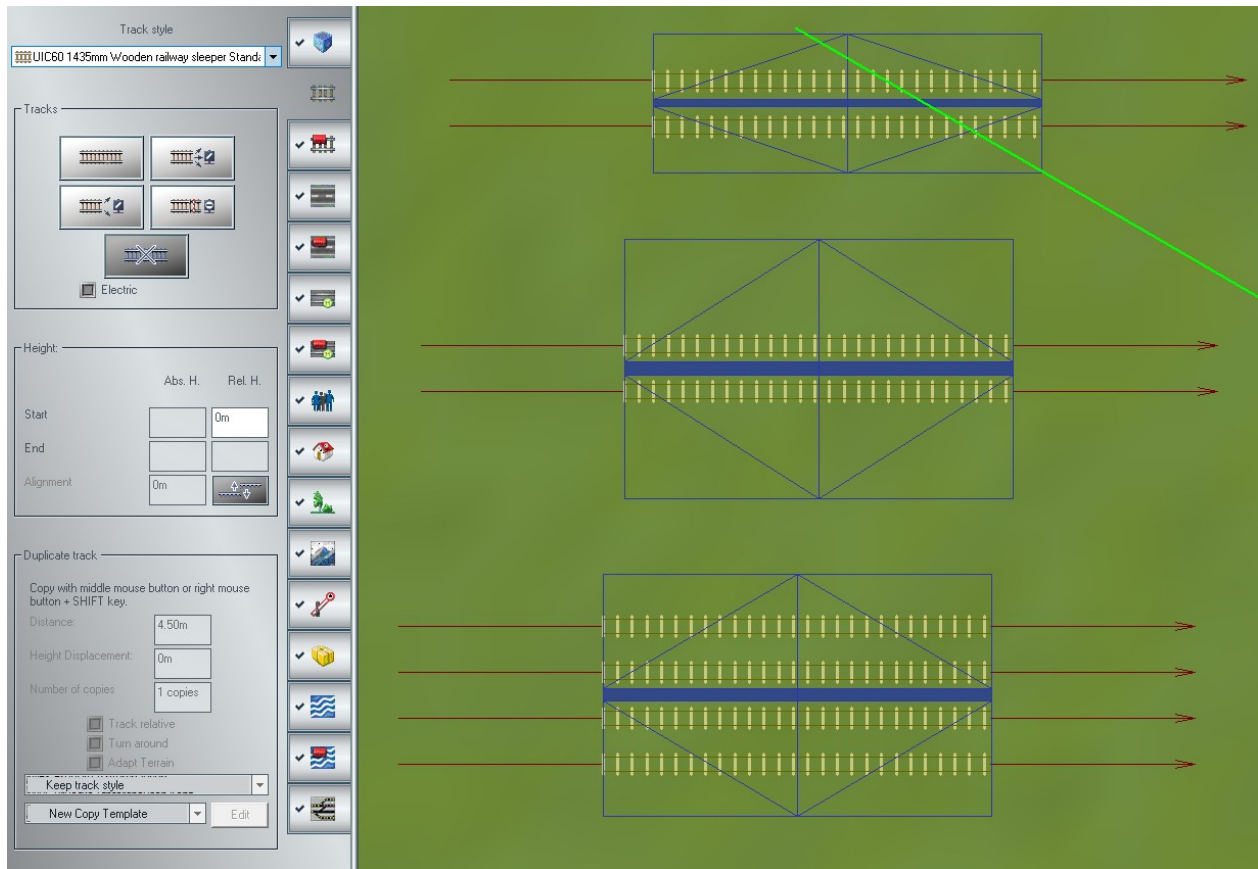
Scaling the real estate structure can be done from the 3D window by pulling on the scaling points of the gizmo that appears when the object is selected. This scaling is possible in all three dimensions (X, Y, Z). For example, you can widen a bridge designed for 2 tracks to accommodate 4 tracks, or reduce it to the width of a single track.

In 2D mode, you can copy tracks individually in parallel using the new method (mouse wheel click), or, as before, scale the width of a track, for example, changing from standard gauge to metric gauge.



As a result, it is no longer necessary to detach the track from the infrastructure structure of the track element.

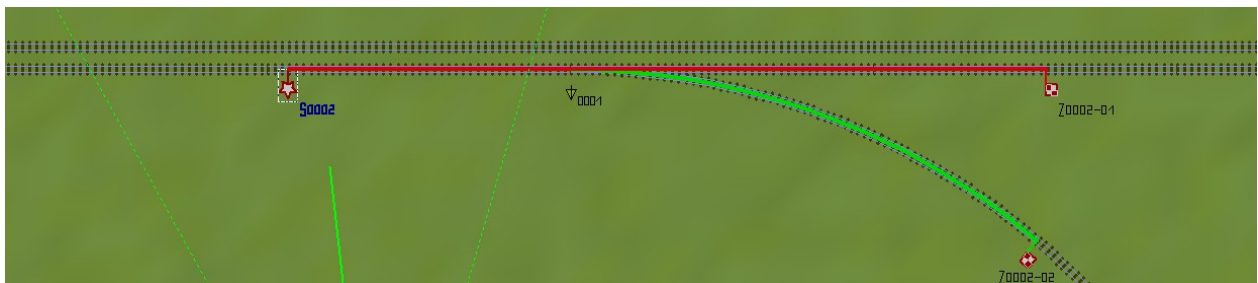
Manual to Plug-in 1 for EEP 18.1



Automated activation of routes with multiple destinations

While EEP 18.0 only allows activation of a single route with one final destination, Plugin 1 for EEP 18.1 now allows automatic selection of an available route from a set of possible destinations.

To do this, in the properties of the route's departure signal, double-click on the Automatically open the route option so that a cross (x) appears.



Manual to Plug-in 1 for EEP 18.1

Preset Route Start Id: 2

Preset Route finish: No. 1 finish 0002-1

Preset Route condition: Activate

No.:	Signal/Switch	Position
1	Signal #0005	Clear
2	Switch #0001	Branch
3	Track #5	Status: OK
4	Track #6	Status: OK
5	Track #2	Status: OK

Position:

☐ Hide Signal in 3D

☒ Automatically open the route

Delete the route

OK

Contact for preset route: 0002

Trigger when train passing:

☒ Direction one Delay operation 0

☒ Direction two Offset trigger spot 0

☒ End of train Every 1

☒ Automatic/manual operation Counter 0

Route:

For

Train: Any Filter name:

If signal/turnout # is

Lua function: Time from: 00:00:00 Time to: 00:00:00

Position:

Tip text Delete contact OK Cancel

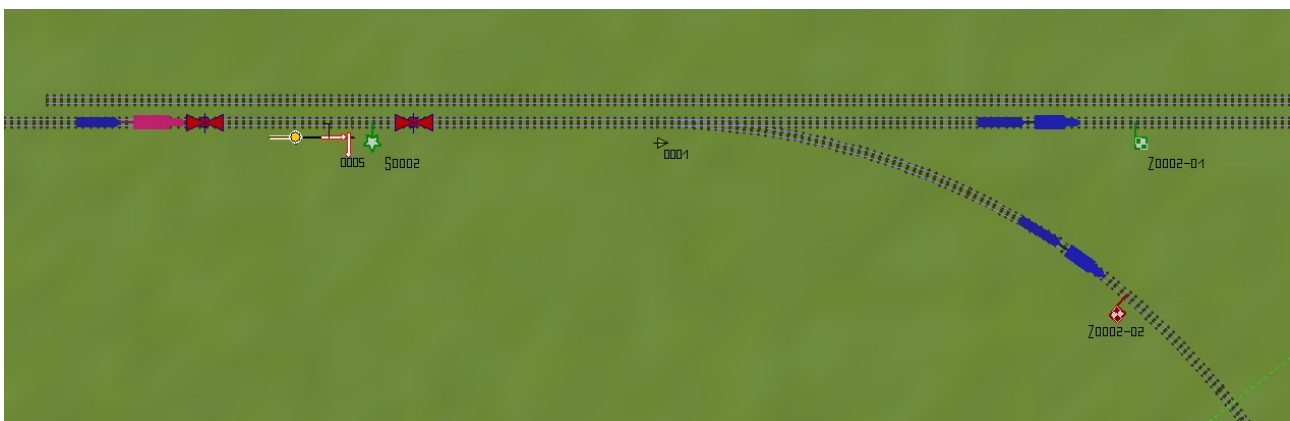
EEP checks which of the possible routes is available. The check starts with the route you prioritize using the contact point. If this route is not available, the train will be diverted to the second route, or at least to the first route indicating that all tracks are free.

As soon as a free path is found, the corresponding route is activated.

For a preset route departure signal, only one automatic release mode can be set:

- With a check mark (✓) → only one destination possible per route
- With a cross (x) → multiple destinations possible per route

Example configuration:



Two possible routes: either straight ahead or take the branch.

Manual to Plug-in 1 for EEP 18.1

From left to right in the picture:

- A contact point linked to the route signal
- A signal (No. 5) that protects the preset route, which is stopped by default
- The route signal
- A contact point linked to signal No. 5 that protects the preset route and resets the signal to stop after the train passes

No.:	Signal/Switch	Position
1	Signal #0005	Clear
2	Switch #0001	Branch
3	Track #5	Status: OK
4	Track #6	Status: Occupied
5	Track #2	Status: OK

No.:	Signal/Switch	Position
1	Signal #0005	Clear
2	Switch #0001	Main
3	Track #5	Status: OK
4	Track #3	Status: Occupied
5	Track #4	Status: OK

Properties windows for preset routes

No.:	Signal/Switch	Position
1	Signal #0005	Danger
2	Switch #0001	None

preset route properties window

Contact point properties window

How it works:

If a train activates the contact point of the preset route signal, an occupancy check is performed on all possible routes.

If both routes are free, the train will favor the route specified in the contact point properties window (here, Route 1).

If Route 1 is occupied, the train will take Route 2 because in the preset route properties window, the check mark is placed next to Automatically open the route.

Manual to Plug-in 1 for EEP 18.1

If both routes are occupied, the train will stop at the closed signal.

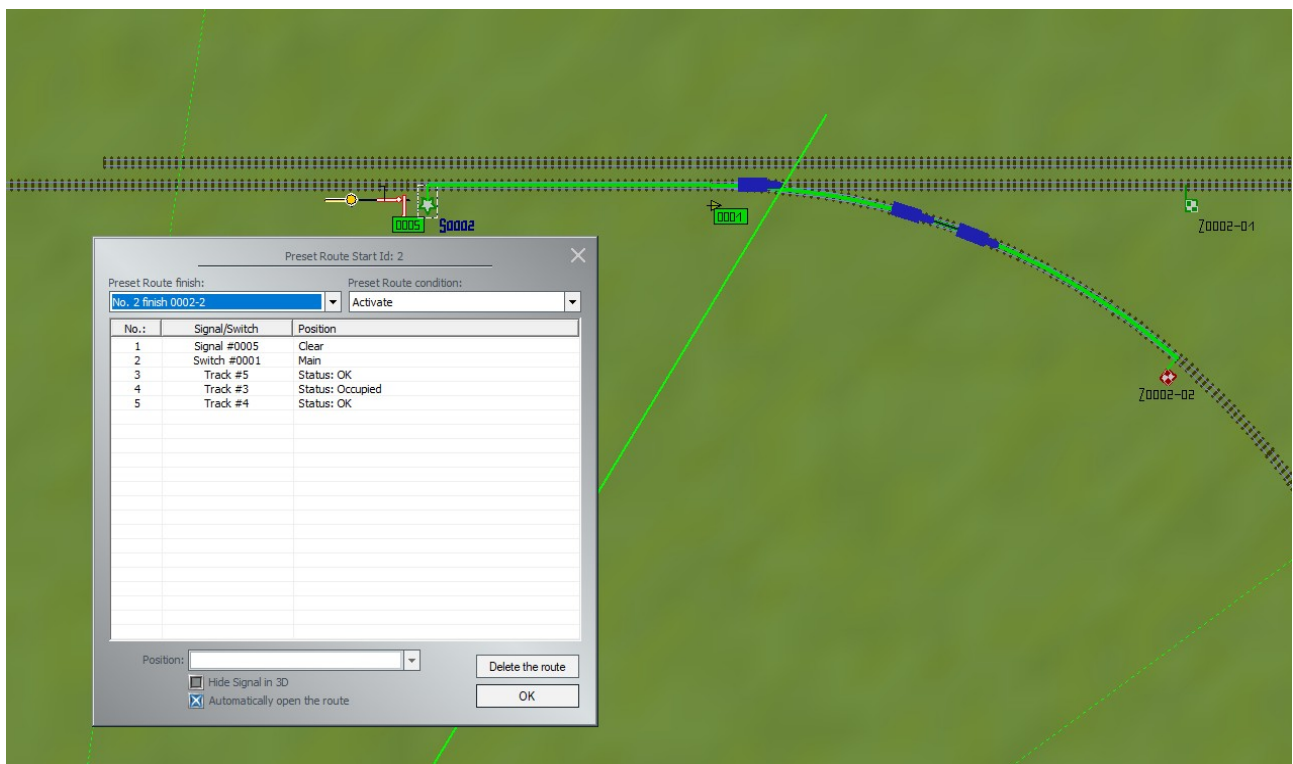


If, instead of a cross (x), a check mark had been placed in Automatically open the route, the train would remain at the closed signal until Route 1 becomes free, even if Route 2 is available.

Display of the selected preset route

By left-clicking on a preset route departure signal, all possible routes up to their destinations are displayed in different colors.

If you then right-click on the departure signal to open the preset route properties and select one of the routes under Preset Route Finish →, only this specific route will now be highlighted in color.



Manual to Plug-in 1 for EEP 18.1

Simplified route deletion

With Plugin 1 for EEP 18.1, deleting a route is also simplified.

To do this, open the properties window of the route departure signal, then under Preset Route Finish →, select the route you want to delete.

Next, click on the new “Delete the route” button.



Important: If multiple routes start from the same departure signal and you select a destination in the middle of the numbering, the numbering of the following destinations will be adjusted accordingly.

If you want to delete multiple destinations, you must repeat the operation as many times as necessary.

Departure and arrival signals of the preset routes must be deleted manually using the Delete key.

Simplified “Close gap” function

With Plugin 1 for EEP 18.1, the “Close gap” function has also been simplified.

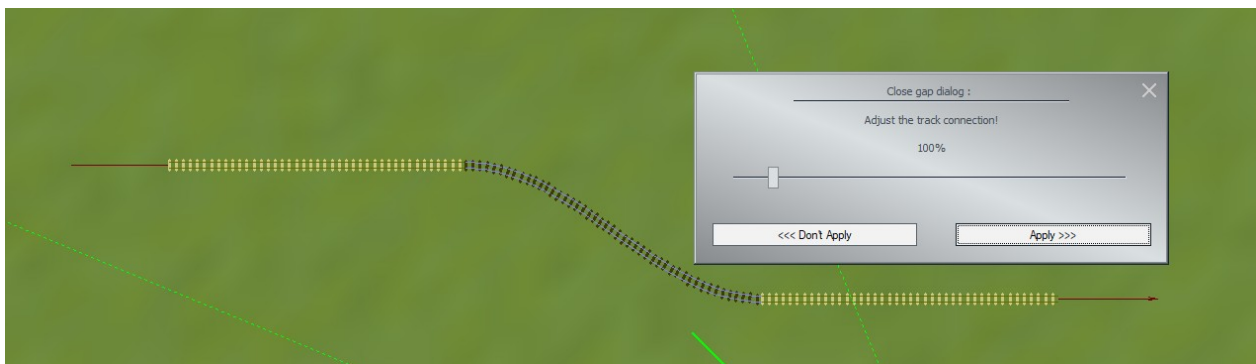
After selecting the Close gap in the Assemble menu or by pressing the keyboard shortcut Ctrl + G, and then selecting the two ends to connect, the connection is immediately made and a window with a slider appears.

You can then hold down the left mouse button and move the slider to see in real time how the track layout used to connect the ends changes.

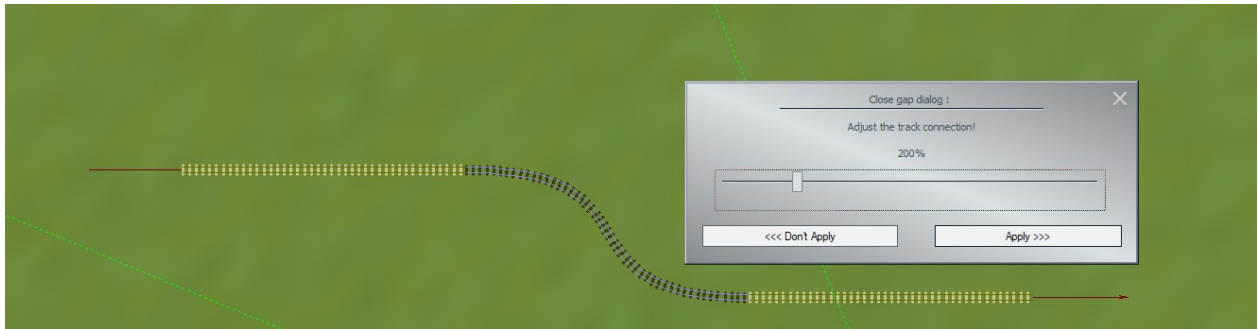
Adjusting the track layout with the slider is possible in both 2D and 3D modes.

Once the track layout meets your expectations, click OK.

If you want to reset the slider to its default value of 100%, right-click on the slider.



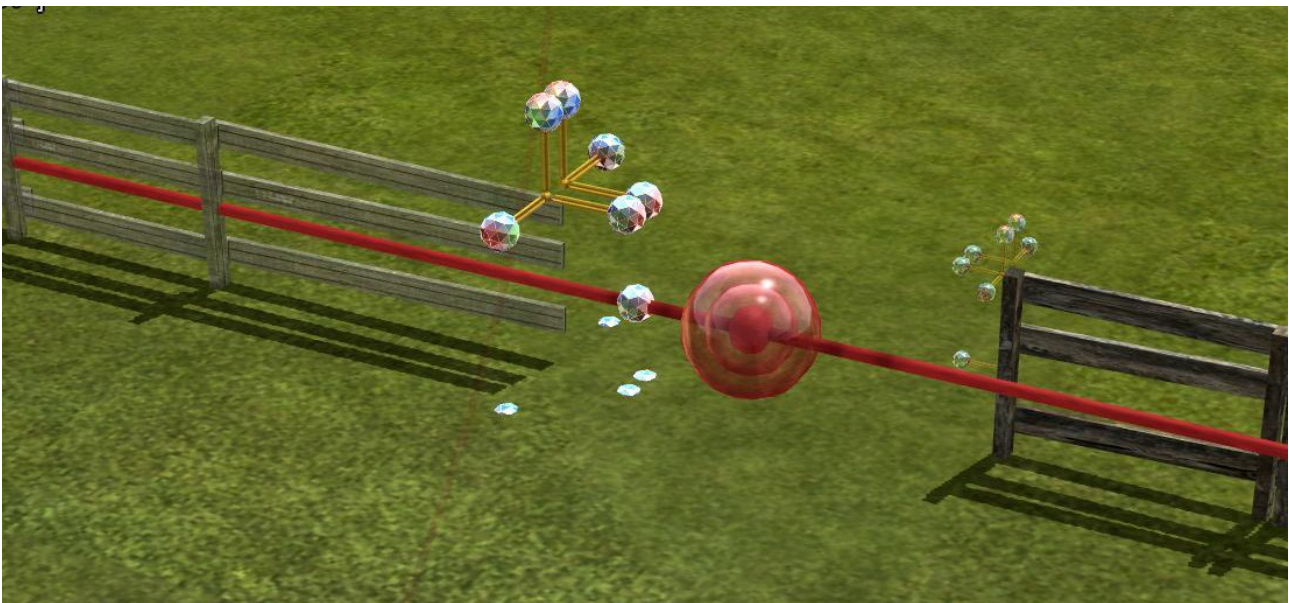
Manual to Plug-in 1 for EEP 18.1



The percentage value set remains active until you change it or close EEP.

Reduced anchor point size for unselected real estate structures

For unselected real estate structures, the anchor points have been reduced in size and displayed more transparently.



Manual to Plug-in 1 for EEP 18.1

Custom loading screen when opening a railway layout

With Plugin 1 for EEP 18.1, it is possible to create a custom loading screen for your own railway layouts.

The plugin provides several predefined loading screens as examples for layouts:

- “Demo”
- “Welcome to EEP”
- “Marsberg 2024”
- “Innofreight-Demo”
- “Tunnel-Demo”

Creating your own loading screen:

To create your own loading screen, follow these steps:

- Take a screenshot or photo of your layout.
- Save this image in the same folder as the corresponding .anl3 file.
- Give the image exactly the same name as the layout.
- This custom loading screen will then be displayed while your layout is loading in EEP.

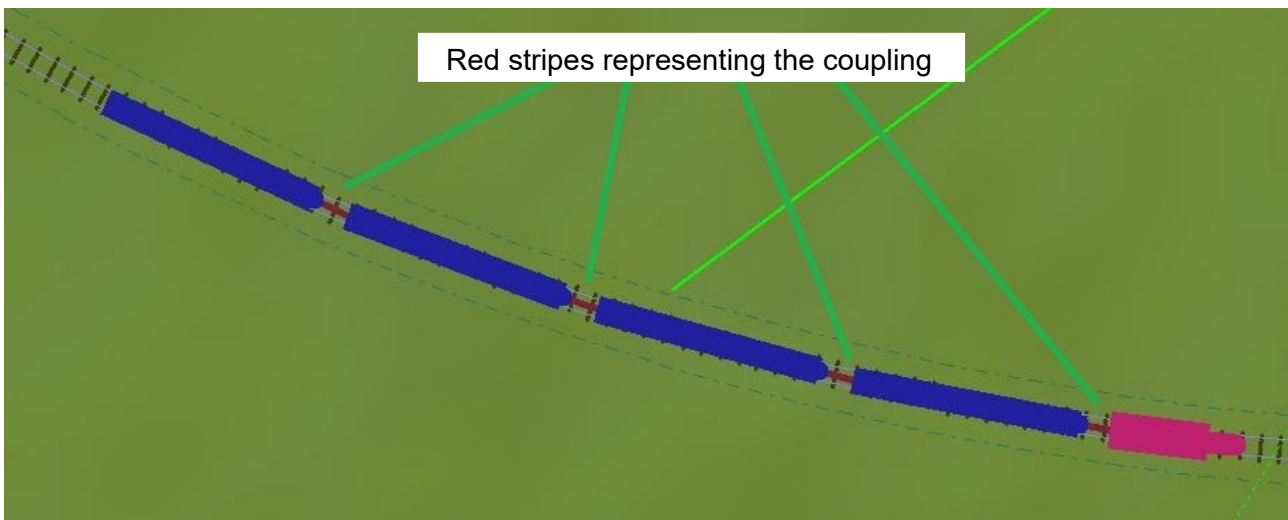


Manual to Plug-in 1 for EEP 18.1

Easier identification of the active train

With Plugin 1, the active train in EEP is now easier to identify:

In the 2D view and in the radar window, it is displayed with red lines connecting the wagons, making it easy to distinguish from other trains.

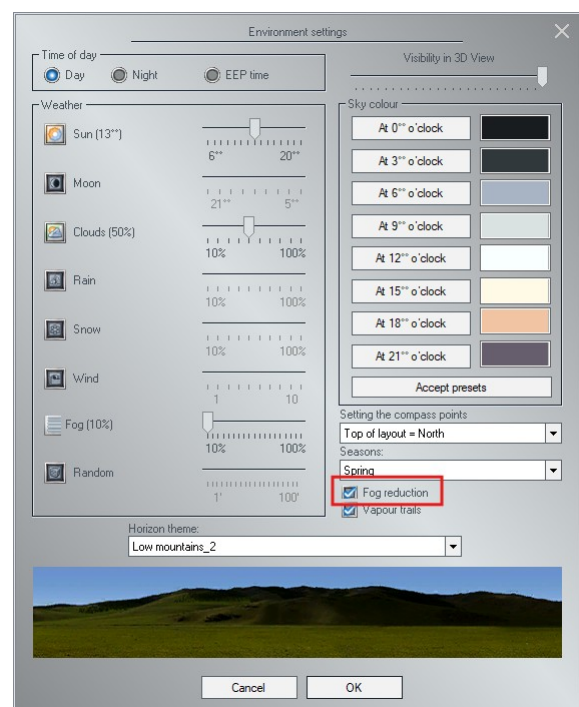


Fog reduction

With Plugin 1 for EEP 18.1, a new "Fog reduction" checkbox has been added in the weather settings.

When enabled, the fog appears as patches of mist instead of a dense, uniform fog.

EEP needs a few seconds for this visual effect to fully take effect.



Manual to Plug-in 1 for EEP 18.1

Function disabled



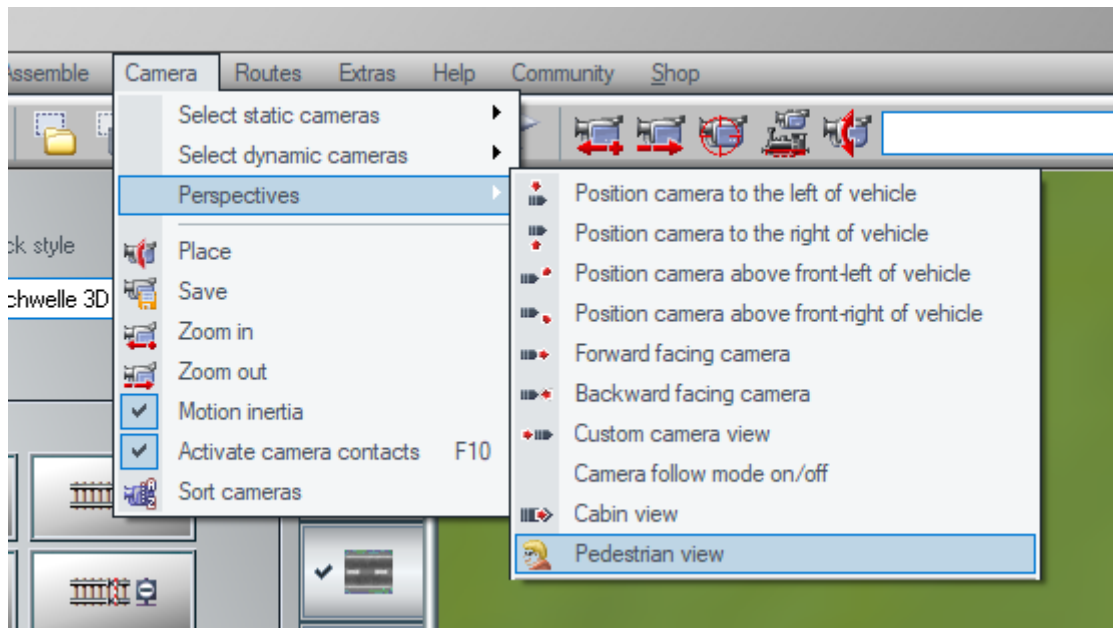
Function enabled

Manual to Plug-in 1 for EEP 18.1

Improved pedestrian mode

In pedestrian camera mode, thanks to Plugin 1, it is now possible to enter the cab of a locomotive or vehicle simply by approaching the compartment.

To do this, select Camera → Perspectives → Pedestrian view, then move toward the desired model using the arrow keys.



As soon as the pedestrian is next to the model, the camera automatically switches to the cab view.

To exit the cab, simply use the number keys 1 to 6, as before.

A new sound file named walk.wav has been added to pedestrian mode, and the volume attenuation now depends on the distance from the sound source.

It is also possible to move sideways in pedestrian mode using the combination Right Ctrl + arrow keys (with Plugin 1).

Improved camera control

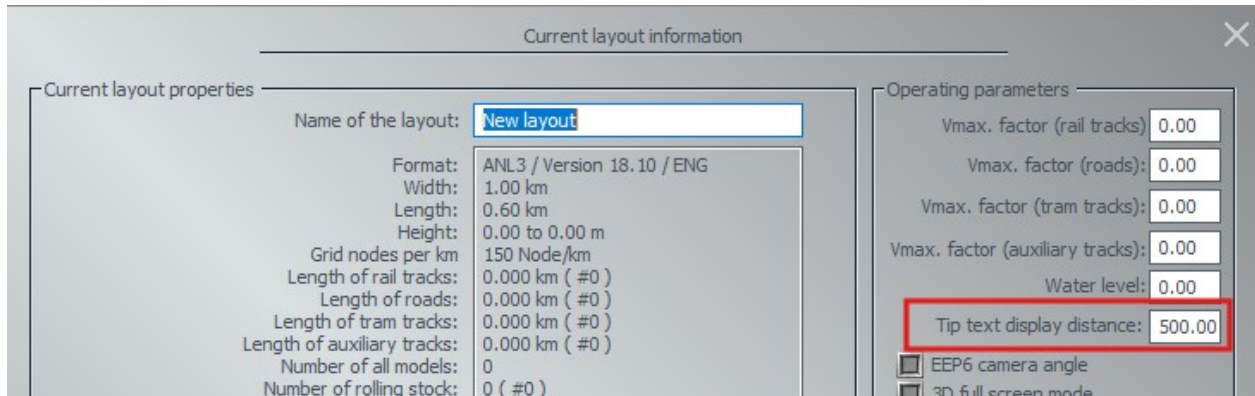
When the camera is in follow mode (keys 1 to 6), Plugin 1 allows you to zoom in with the mouse wheel to enter directly into the cab of the followed model, without having to manually change the camera position.

Conversely, zooming out from the cab automatically returns you to follow mode

Manual to Plug-in 1 for EEP 18.1

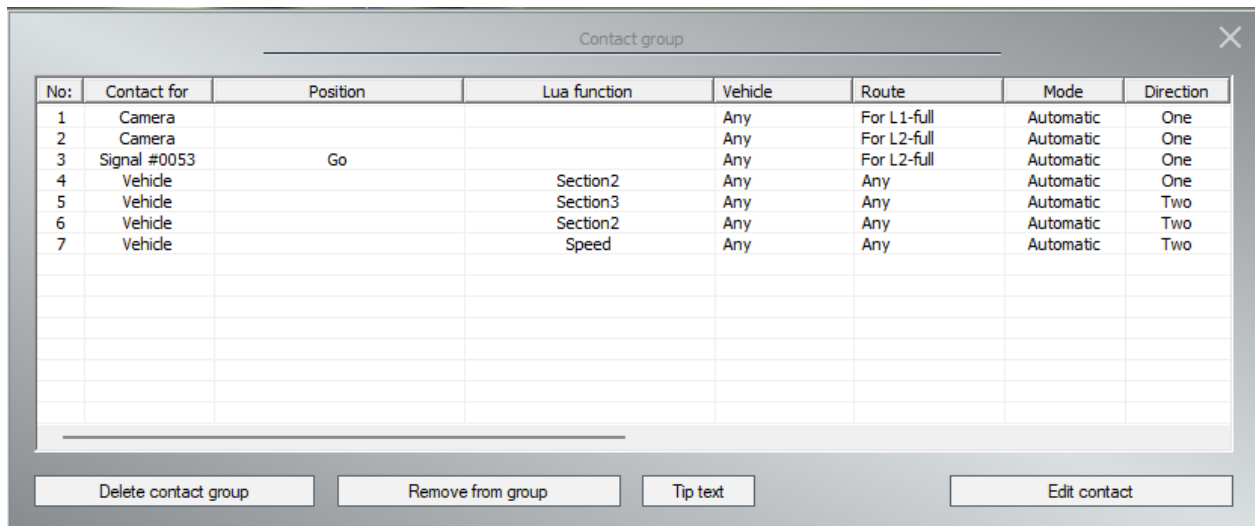
Adjustable tip text display distance

With Plugin 1 for EEP 18.1, you can now set the tip text display distance to your preference from the Current Layout Information properties window.



Lua function column in the group contact window

Plugin 1 for EEP 18.1 adds a new column in the properties window of contact points of the contact group type, showing the names of the Lua functions called in each individual contact point.



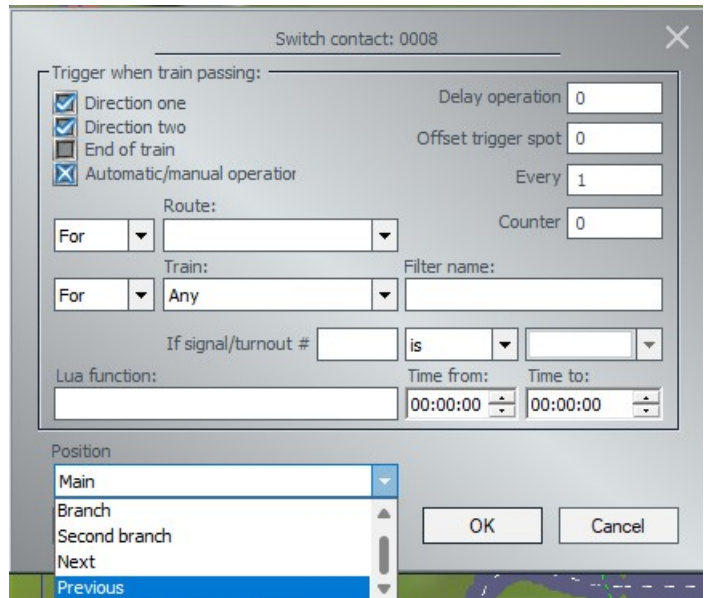
Manual to Plug-in 1 for EEP 18.1

New adjustment options in contact points for three-way switches

Until now, three-way switches had three positions: Main, Branch, Second branch and Next position, with the switch cycling through these positions in that order.

With Plugin 1 for EEP 18.1, a new option called Previous has been added.

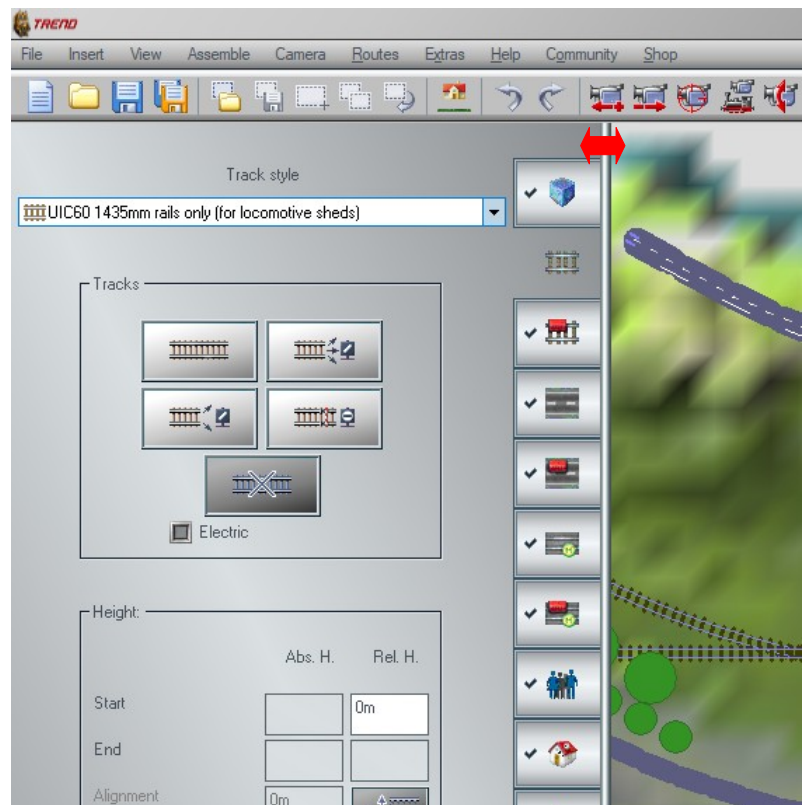
This allows you to change the switch positions in the reverse order — from Second branch back to Main.



Repositioning and show/hide options for the 2D editor bar

If you have enlarged the sidebar of the 2D Editor (for example, to fully read a track name that is a bit too long), you can now, with Plugin 1 for EEP 18.1, double-click the left mouse button on the edge of the menu to restore it to its default width.

It is also possible to completely collapse the sidebar with a right-click, and this process has been made faster.



Manual to Plug-in 1 for EEP 18.1

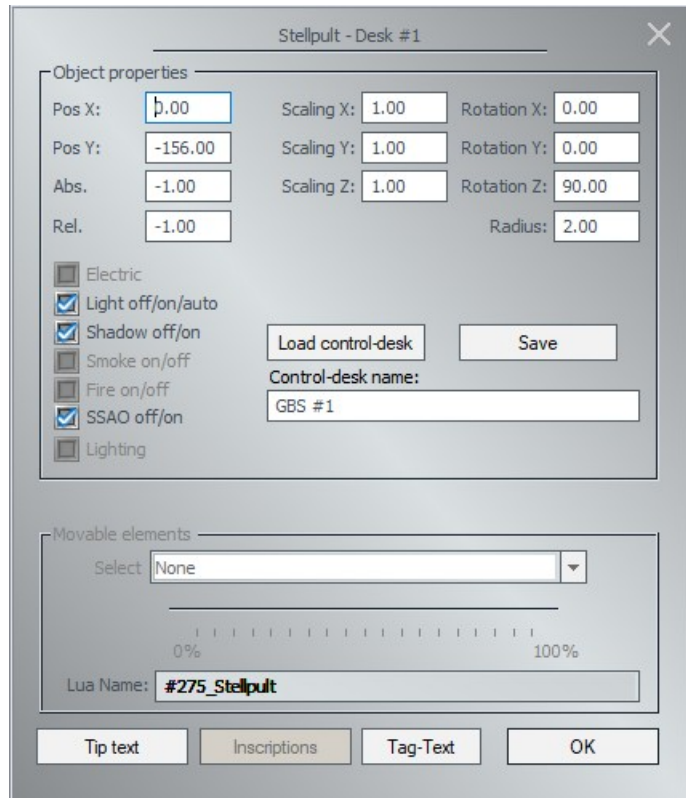
Saving the GBS (control desk) and adding tip texts

The data of a GBS (control desk) is stored directly inside the layout file. The files located in the GBS folder serve only as backup copies.

With Plugin 1 for EEP 18.1, a new “Save” button has been added in the properties window of the real estate structure that represents the control desk.

This button allows you to create a backup without having to open the control desk editor. It appears only in the real estate structure representing the control desk and only if an existing GBS file is linked to it.

It is displayed only when the layout actually contains control desk data.



When you click this button, Windows Explorer opens, allowing you to save the internal data to a .gbs file in the directory of your choice (the GBS folder of your EEP version is suggested by default).

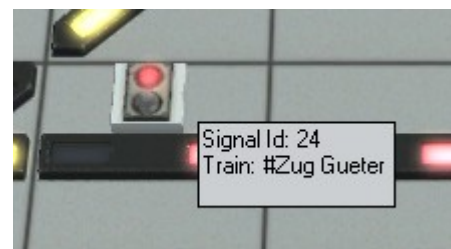
This file can then be edited with any text editor, without closing your EEP session.

Plugin 1 also adds the ability to assign tooltip-style help text to a GBS tile containing an element.

To do this:

Right-click on the tile in question (e.g. tile 24).

Open the GBS file in a text editor (as described above).



Scroll until you find the block containing signal 24, then add at the end of the section:

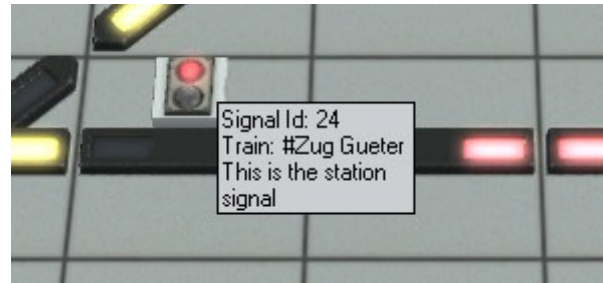
Manual to Plug-in 1 for EEP 18.1

TipText = "This is the station signal"

```
192 Switch      = 3
193 SwitchSet    = "-B,-C,--,--,--,--"
194
195 [9,6]
196 Icons        = 1,0,26,0
197 TracksA      = 46
198 TracksB      = 2
199 TracksC      = 0
200 TracksD      = 0
201 Signals      = 0,24,0
202 TipText      = "This is the station signal"
203
204 [10,6]
205 Icons        = 1,0,0,0
206 TracksA      = 2,4,25
```

Save and reload the modified GBS file.

A right-click on signal id24 will then display the text you have assigned to it.



Saving the Size and Position of the GBS

With Plug-in 1 for EEP 18.1, EEP now saves any changes made to the size and position of the GBS (graphical control panel) in the radar window.

This feature is particularly useful when a layout contains multiple GBS panels, as switching between them no longer requires manually readjusting the size and position each time.

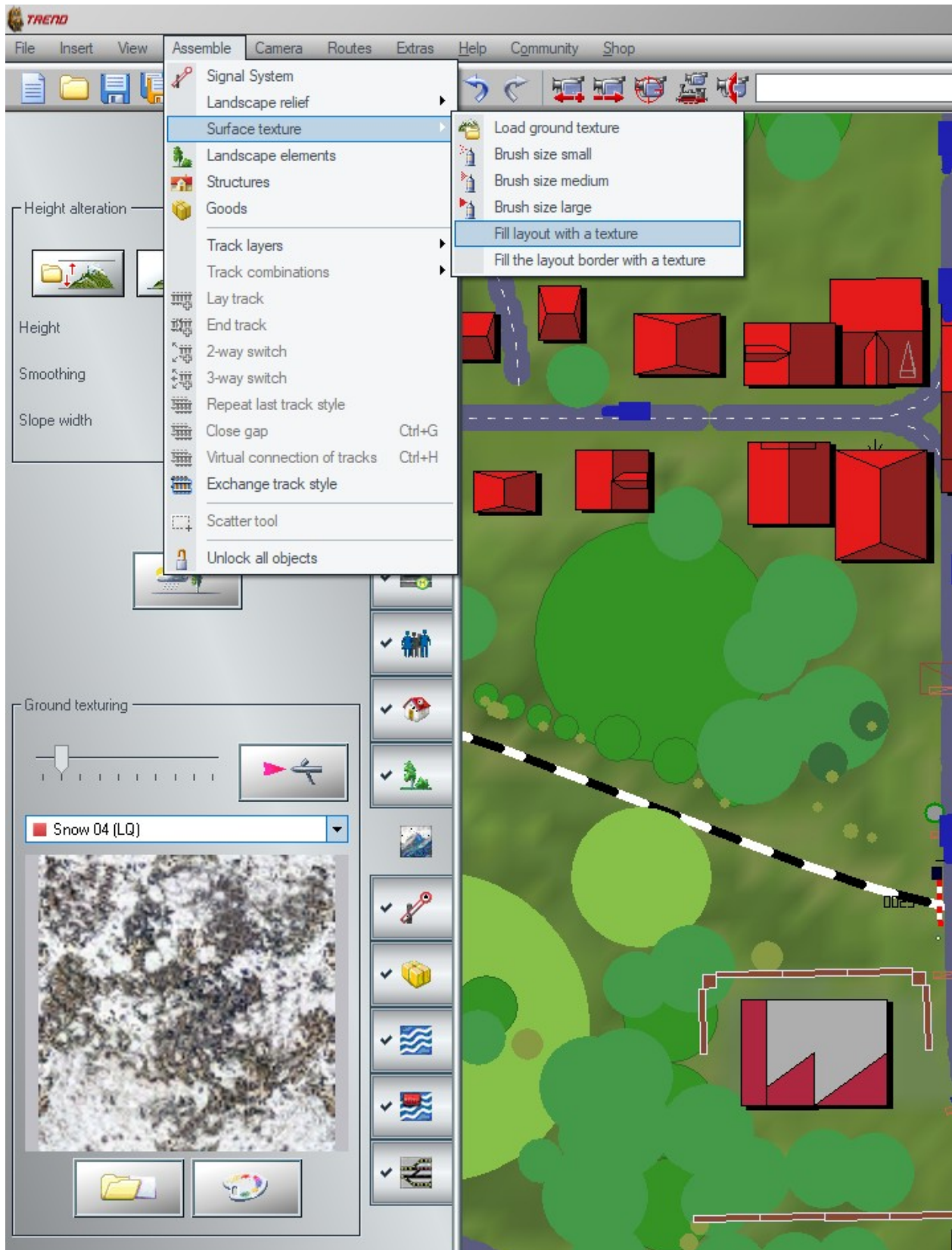
However, these values are not saved in the layout file, which means that after restarting, it may be necessary to readjust the panels again.

Improvements to the “Apply Texture to Entire Surface” Function

Select a texture in the Texture Settings section of the Surface Editor in the 2D window.

Then go to the menu Assemble → Surface texture → Fill layout with texture.

Manual to Plug-in 1 for EEP 18.1



Manual to Plug-in 1 for EEP 18.1

With Plug-in 1 for EEP 18.1, it is now possible to adjust the shadow intensity on the surface using a slider in the Texture Settings section.

After selecting a texture, move the slider to the desired position, then click on the menu option Fill layout with texture.

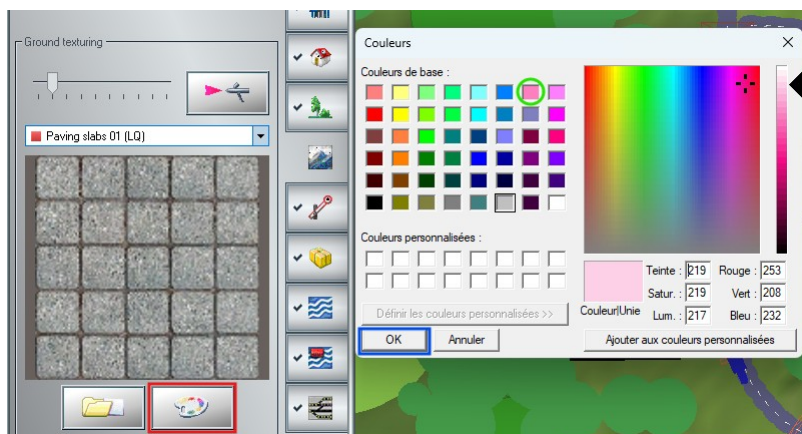
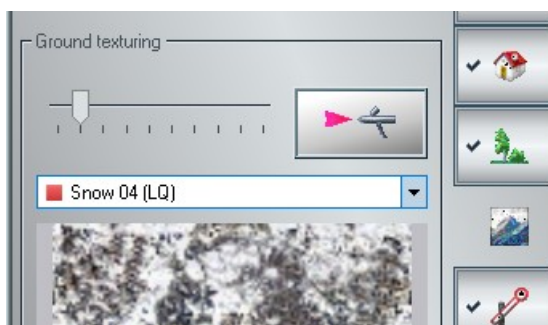
The change in shadow intensity is visible immediately in 2D, and also in 3D after switching to that mode.

If the shadow intensity appears too strong or too weak, simply adjust the slider again in 2D.

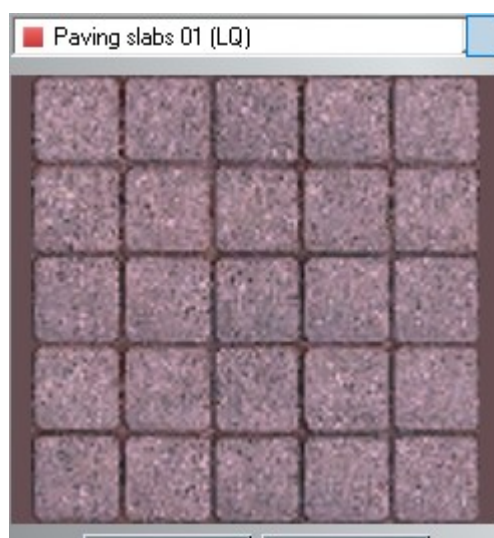
To restore the default value, just right-click on the slider.

Another new feature of Plug-in 1 for EEP 18.1 appears when you want to tint the selected texture.

After opening the color palette via the corresponding button (red frame) and choosing a color (green circle), clicking the OK button (blue frame) immediately displays the tinted texture in the ground surface selection window.



If the result does not meet your expectations, you can reopen the palette and choose another color—there is no need to switch to 3D view to check the appearance.



Manual to Plug-in 1 for EEP 18.1

Replacing a Specific Texture Across the Entire Layout

With EEP 18.1 Plug-in 1, you can now replace a specific texture used in your layout with another one.

To do this, activate the 3D Surface Editor (blue frame), then click the pipette button (red frame).

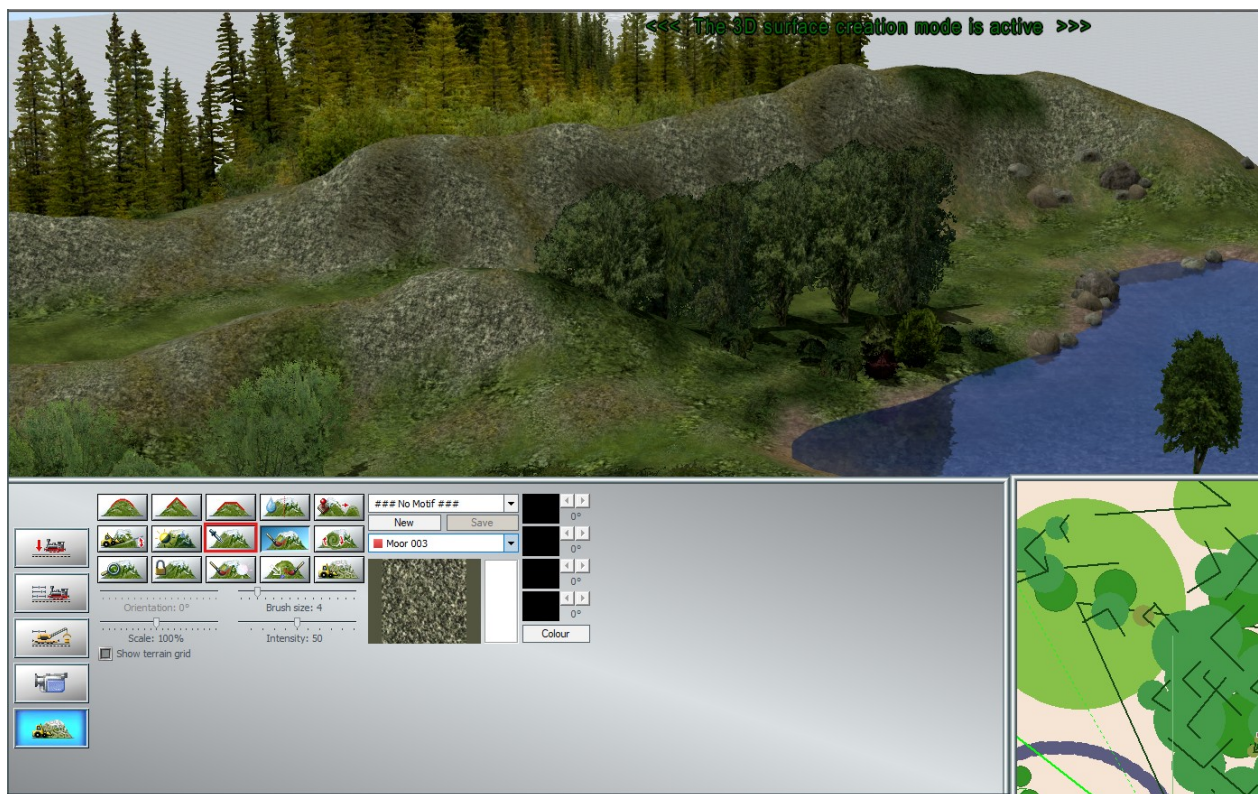
The mouse cursor will change to an arrow.

Left-click on the texture you want to replace — it will then be loaded into the texture preview area.

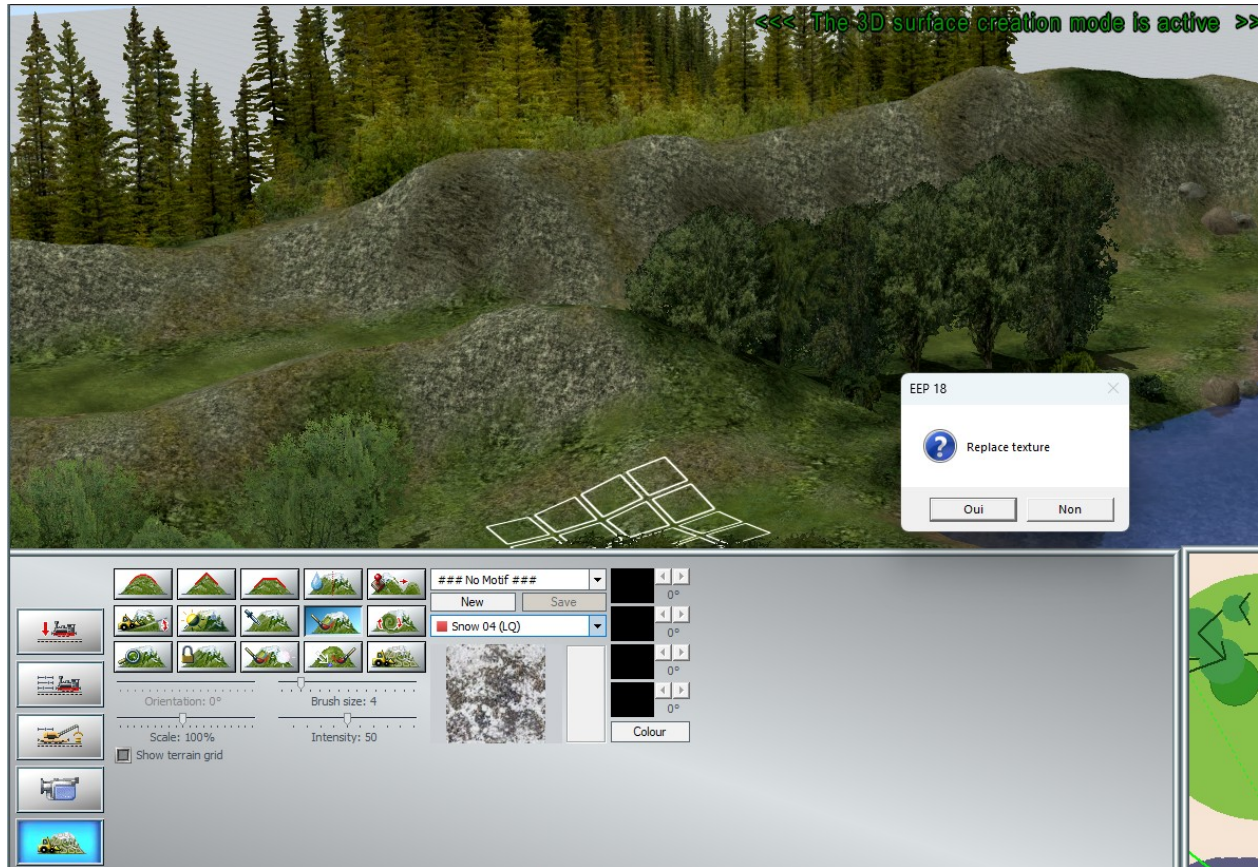
Next, select the new texture to be used from the drop-down menu.

Click the pipette button again, then confirm by clicking Yes when prompted with the question “Replace the texture?” in the dialog window.

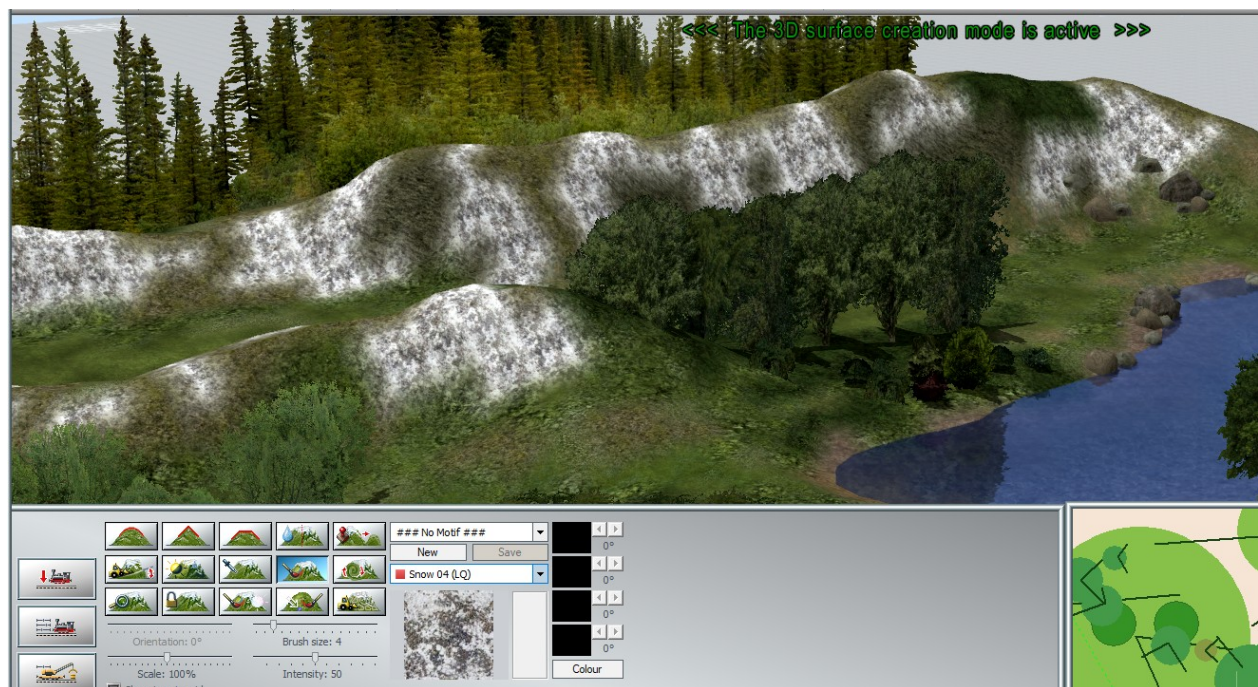
The new texture will then replace the old one across the entire surface.



Manual to Plug-in 1 for EEP 18.1



Result :



Manual to Plug-in 1 for EEP 18.1

Defining a Specific Border Texture

With Plug-in 1 for EEP 18.1, it is now possible to define a border one tile wide all around the layout using a uniform texture (for example, a tunnel texture or the most commonly used texture in the layout).

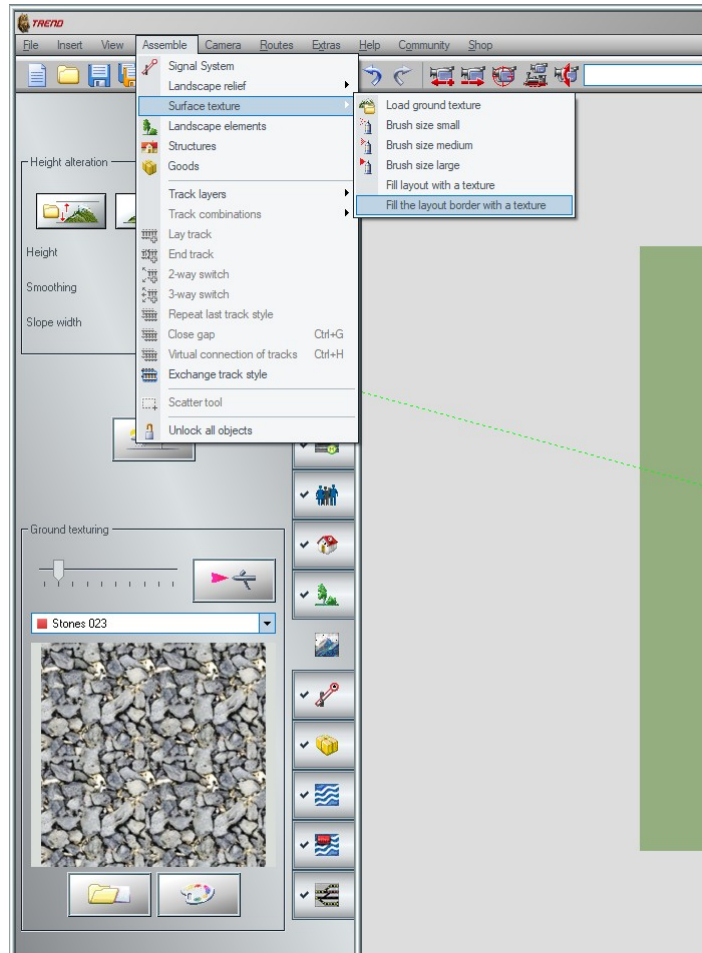
This allows for a clean finish along the edges or simply gives the impression of a frame around the layout.

To do this:

In the Surface Editor of the 2D window, first select the desired texture (for example, Stones023).

Then, go to Edit → Surface Properties and click Fill Layout Border with Texture.

The selected texture will then be applied all around the layout, one tile wide.



Automatic Season Adjustment

When, in the Environmental Settings, you select EEP Time as the time of day, and in the Program Settings under Feature Options (right-hand section) you enable the option Include EEP Time when saving, EEP (starting from Plug-in 1 for EEP 18.1) checks the current date the next time the layout is opened and automatically sets the corresponding season.

Note for model constructors

For rolling stock and building structures, a new season-dependent axis has been introduced (0%, 25%, 50%, 75%), allowing for example texture changes or window openings depending on the season.

In the internal .ini file of the .3dm model, a new entry has been added under [Model]:
TextureSeason=26450;

This function automatically adapts the model's texture according to the season. It works for all model types, including rail tracks.

Manual to Plug-in 1 for EEP 18.1

Lua offers new functions specific to EEP.

Plug-in 3 for EEP 18.1 provides the following new Lua functions:

EEPGetAnlPath()		EEPGetAnlPath()	
Parameters	none	<pre>Path = EEPGetAnlPath() dofile(Path.."\\Filename.lua")</pre>	
Returns	one		
Requires	EEP 18.1 - Plug-in 1		
Purpose	Returns the storage path of the layout file (.anl3). This allows, for example, Lua files stored in the layout folder to be integrated into the layout Lua file..		
Notes	• The function call by EEP is performed without parameters. • Return value is the path of the layout file (without its name) as a string.		

EEPCheckSetRoute()		EEPCheckSetRoute (RouteStartSignalID, RouteDestinationNumber)
Parameters	two	ok = EEPCheckSetRoute (33, 2)
Returns	one	if ok then
Requires	EEP 18.1 - Plug-in 1	EEPSetSignal (33, 3, 1) end
Purpose	Checks whether the route from the start signal to the finish line is clear or occupied.	
Notes	• First parameter is the signal ID of the route start signal • Second parameter is the destination number of the route, as specified in the object properties of the start signal. • The return value is true if the track is free and the route could therefore be switched, or false if the track is occupied. • ATTENTION: If you subsequently switch the route, remember that the signal position in <i>EEPSetSignal()</i> is “destination number + 1”, as position 1 means “cancel route”, and if the callback function <i>EEPOnSignal_x()</i> is to be called subsequently, a 1 must be set as the third parameter..	

Manual to Plug-in 1 for EEP 18.1

EEPSwitchSetTagText()		EEPSwitchSetTagText (SwitchID, "Text")
Parameters	two	ok = EEPSwitchSetTagText(87, "Turnout occupied")
Returns	one	
Requires	EEP 18.1 - Plug-in 1	
Purpose	Changes the tag text for a switch point. Each switch can carry its own string of up to 1024 characters in length. These strings are saved and loaded with the layout. Since the texts are individually assigned to each switch, they are not lost.	
Notes	• First parameter is the ID of the switch point. • Second parameter is the desired text. • Return value is true if the execution was successful, otherwise false.	

EEPSwitchGetTagText()		EEPSwitchGetTagText (WeichenID)
Parameters	one	ok, Text = EEPSwitchGetTagText(87)
Returns	two	
Requires	EEP 18.1 - Plug-in 1	
Purpose	Reads the tag text of a switch point. Tag texts can also be used to store relevant information permanently on switches.	
Notes	• Parameter is the ID of the switch point. • First return value is true if the execution was successful, otherwise false. • Second return value is the tag text that was assigned to the switch. If the first return value is false, the second return value is nil. After <i>EEPSwitchSetTagText()</i>, <i>EEPSwitchGetTagText()</i> returns the new, changed tag text in the same cycle of <i>EEPMain()</i>.	

EEPRoadTrackChangeAppearance()		EEPRoadTrackChangeAppearance (RoadTrackID, LayerNumber)
Parameters	two	ok = EEPRoadTrackChangeAppearance(87, 3)
Returns	one	
Requires	EEP 18.1 - Plug-in 1	
Purpose	Changes the layer of a multi-layer road and thus the appearance of the road surface.	
Notes	• First parameter is the ID of the road section, whose layer should be changed. • Second parameter is the number of the desired layer. If a number greater than the number of existing layers is specified, the input is internally set to the highest layer number. • Return value is true when the execution was successful, false if not.	

Manual to Plug-in 1 for EEP 18.1

EEPRailTrackChangeAppearance()		EEPRailTrackChangeAppearance (RailTrackID, LayerNumber)	
Parameters	two	ok = EEPRailTrackChangeAppearance(97, 2)	
Returns	one		
Requires	EEP 18.1 - Plug-in 1		
Purpose	Changes the layer of a multi-layer rail track and thus the appearance of the track surface.		
Notes	• First parameter is the ID of the rail section, whose layer should be changed. • Second parameter is the number of the desired layer. If a number greater than the number of existing layers is specified, the input is internally set to the highest layer number. • Return value is true when the execution was successful, false if not.		

EEPTramTrackChangeAppearance()		EEPTramTrackChangeAppearance (TramTrackID, LayerNumber)
Parameters	two	ok = EEPTramTrackChangeAppearance(87, 3)
Returns	one	
Requires	EEP 18.1 - Plug-in 1	
Purpose	Changes the layer of a multi-layer tram track and thus the appearance of the track surface.	
Notes	• First parameter is the ID of the tram track, whose layer should be changed. • Second parameter is the number of the desired layer. If a number greater than the number of existing layers is specified, the input is internally set to the highest layer number. • Return value is true when the execution was successful, false if not.	

Manual to Plug-in 1 for EEP 18.1

EEPAuxiliaryTrackChangeAppearance()		EEPAuxiliaryTrackChangeAppearance (AuxTrackID, LayerNumber)
Parameters	two	ok = EEPAuxiliaryTrackChangeAppearance (87, 3)
Returns	one	
Requires	EEP 18.1 - Plug-in 1	
Purpose	Changes the layer of a multi-layer auxiliary track and thus the appearance of the track surface.	
Notes	• First parameter is the ID of the auxiliary track category element, whose layer should be changed. • Second parameter is the number of the desired layer. If a number greater than the number of existing layers is specified, the input is internally set to the highest layer number. • Return value is true when the execution was successful, false if not	

EEPStructureSetLightingColour()		EEPStructureSetLightingColour("#Lua-Name", R, G, B)
Parameters	four	Name = "#13 Buckingham Palace" ok = EEPStructureSetLightingColour(Name, 128, 255, 128)
Returns	one	
Requires	EEP 18.1 -Plug-in 1	ok = EEPStructureSetLightingColour("#13", 128, 255, 128)
Purpose	Sets alternative lighting colour for named structure.	
Notes	• First parameter is the Lua name of the specified structure as a string. It is in the object properties and differs from the model name by the prefixed ID. The ID preceded by # is already sufficient for the argument. • Parameters 2 – 4 determine the colour from the proportions of red, green and blue, each in the range from 0 to 255. • Return value is true if the execution was successful, otherwise false.	

Manual to Plug-in 1 for EEP 18.1

EEPRollingstockGetRotation()		EEPRollingstockGetRotation ("Name")
Parameters	one	
Returns	four	ok, RotX, RotY, RotZ = EEPRollingstockGetRotation("DB_Sdgkms_3180409-355")
Requires	EEP 18.1 - Plug-in 1	
Purpose	Determines the orientation of the rollingstock in the EEP coordinate system.	
Notes	- Parameter is the full name of the rollingstock as a string. - First return value is true if the execution was successful, otherwise false. - Second return value is the rotation around the around the X-axis in degrees. - Third return value is the rotation around the around the Y-axis in degrees. - Fourth return value is the rotation around the around the Z-axis in degrees.	

EEPRollingstockGetHookPosition()		EEPRollingstockGetHookPosition ("Name")
Parameters	one	ok, PosX, PosY, PosZ = EEPRollingstockGetHookPosition("Bridge crane - hook")
Returns	four	
Requires	EEP 18.1 - Plug-in 1	ok, PosX, PosY, PosZ = EEPRollingstockGetHookPosition("Bridge crane - 3 hooks", 2)
Purpose	Determines the position of the crane hook of the rolling stock in the EEP coordinate system.	
Notes	- Parameter is the full name of the rollingstock as a string. - The optional second parameter is the hook number if there are multiple hooks. - First return value is true if the execution was successful, otherwise false. - Second return value is the X-position in meter. - Third return value is the Y-position in meter. - Fourth return value is the Z-position in meter.	

EEPOnTrainEnterTrainyard()		EEPOnTrainEnterTrainyard(DepotID, Name)
Parameters	two	
Returns	none	function EEPOnTrainEnterTrainyard(DepotID, Name) print(Name.." has entered depot "..DepotID) end
Requires	EEP 18.1 - Plug-in 1	
Purpose	Called whenever a "vehicles composite" enters a virtual depot.	
Notes	- Two self-defined variables in the function brackets take the following values for further use : - In the first parameter, EEP transfers the ID of the virtual depot as a number into which something has driven. - In the second parameter, EEP transmits the name of the " vehicles composite" that has entered. - EEP does not expect a return value when this function is called..	

Manual to Plug-in 1 for EEP 18.1

EEPIsTrainInTrainyard()		EEPIsTrainInTrainyard(Name)
Parameters	one	ok, DepotID = EEPIsTrainInTrainyard("#Rheingold")
Returns	two	
Requires	EEP 18.1 - Plug-in 1	
Purpose	Returns the number of the virtual depot where the "vehicles composite" is located, or the number zero if it is located in the layout.	
Notes	- Parameter is the name of the the "vehicles composite" whose location is to be determined. - First return value is true, if the "vehicles composite" exists, otherwise false if it does not. - Second return value is the number of the virtual depot in which the "vehicles composite" is located, or 0 if it is located in the layout. A return value of -1 means that the "vehicles composite" exists in the layout but is not registered in any depot..	

EEPPutTrainToTrainyard()		EEPPutTrainToTrainyard (DepotID, Name)	
Parameters	two	ok = EEPPutTrainToTrainyard(3, "#Rheingold")	
Returns	one		
Requires	EEP 18.1 - Plug-in 1		
Purpose	Moves a "vehicles composite" into a virtual depot		
Notes	- First parameter is the ID of the virtual depot. You can find the ID in the header of the depot's properties window. - Second parameter is the name of the "vehicles composite", which is to be moved to the selected depot. (Important: The "vehicles composite" must be registered there beforehand.) If you enter an empty string (""), all "vehicles composites" registered there will be moved back to the specified virtual depot. - Return value is true if the execution was successful, otherwise false.		

Manual to Plug-in 1 for EEP 18.1

Closing remarks

Many wishes of experienced EEP users and designers have been incorporated into the development of Plug-In 1 for EEP 18.1. The innovations facilitate both the construction and the operation of your layouts.

The Lua extensions also open up completely new possibilities to automate your layouts.

We hope you enjoy this first plug-in to EEP 18.1.

Your EEP-Team of Trend Verlag

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