# **EEP-BODENTEXTURTOOL**

© Volker Feldmann



# Summary

The EEP\_BodentexturTool is an additional program for EEP (Version 7 or newer), which allows you to manage the ground textures in EEP. You can change the structure of the categories, add new and delete existing ones. You can also rename the existing textures, move them to other categories, and create new, custom textures. The program can work with the EEP-ModellKatalog. The created textures and other changes to the structure are recorded simultaneously with the database of the model catalog.

# **Table of Contents**

SUMMARY	1
1 SYSTEM REQUIREMENTS	3
2 INSTALLATION	
3 BASIC SETTINGS	7
4 PROGRAM OPERATION	
4.1 The menu bar	
<ul> <li>4.2 The area categories.</li> <li>4.2.1 Select a category</li></ul>	
<ul> <li>4.2.4 Delete category</li> <li>4.3. The area Ground textures</li></ul>	
5 EXTRAS	
5.1 Check textures 5.1.1 Correct double texture-ID's 5.1.2 Correct double texture names 5.1.3 Delete textures with wrong dds file	
5.2 Analyze EEP-layout	
5.3 Create display images	
5.4 Transfer Textures	19
6 HELP AND INFO	
6.1 Show history	
6.2 Display help	
6.3 Info about the program	
7 INCLUDE EEP-MODELLKATALOG	19
8 SUPPORT	

# **1 System Requirements**

To use the program, you need an installed EEP version 7 or newer and at least 4GB RAM (you definitely have in your computer to use EEP).

# **2** Installation

After starting the program the following dialog box appears:

Program Activation		
Please enter your seri	al number (S/N)	
-	·	-
Activate	Help on licensing	Cancel

Here you enter your serial number (S/N), which is listed on your invoice. After you have entered the number and pressed the "Activate" button, the following dialog box will be displayed:

Program Activation
Your activation number (A/N) is: 1A2B - 3C4D - 5E6F - 7G8H Copy to dipboard
Please enter the activation number at the webside, you can call with the button "Start registry server", to get your personal registration number ( $R/N$ ).
Start registry server
In case the call for the registration server fails, you may call the server wit the following address:
https://www.eepshopping.de/Bodentexturen
Please enter below your personal registration number (R/N) and press the button "Activate".
Activate
Help on licensing Cancel

If you now press the "Start Registration Server" button, your web browser will be started with the website of the TREND registration server. In case the web browser does not start, then you can also manually start it under <a href="https://eepshopping.de/Bodentexturen">https://eepshopping.de/Bodentexturen</a>.



This is the start screen of the registration server. Please press the button "Anmelden" which transfers you to the logon screen of the TREND shop.



Logon to the Trend shop to continue the registration.

After successful logon to the shop you see this screen:



As you see, your Activation Number (A/N) is already filled in. After you pressed the button "Eingeben",

#### You will get this screen:

	Bodentexturen
31.	Client Id=1, 0, 2, e436d0 : 2A1MP-7QQ3V-MUPDG-Q3UH4 Sehr geehrter Kunde des EEP-BodentexturTools,
-	Im Anhang erhalten Sie Ihre persönliche Registriernummer (R/N) zum EEP-BodentexturTool in der Version 1.
71	Verwahren Sie diese Nummer gut, da sie bei einer erneuten Installation des EEP-BodentexturTools V.1.xx wieder benötigt wird. Wir empfehlen, diese Mail auszudrucken und in Ihren Unterlagen zu sicher zu verwahren.
N.	Sie können das EEP-BodentexturTool bis zu 3-mal installieren. Falls Sie eine Fehlermeldung erhalten, so kontaktieren Sie bitte den Support des Trend- Verlags unter den bekannten Adressen oder Telefon-Nummern.
$T_{-}$	Wir wünsche Ihnen nun viel Spaß beim Arbeiten mit dem EEP-BodentexturTool.
13522	Für Anregungen und Fragen zum Programm können Sie mir gerne eine Email schreiben.
1	<u>bodentexturtool@vfs-software.de</u>
	Mit freundlichen Grüßen Volker Feldmann (VF1)
<	12345-ABCDE-54321-EDCBA
	1A2B - 3C4D - 5E6F - 7G8H
	Eingeben

Here you see your personal Registration Number (R/N).

Program Activation
Your activation number (A/N) is: 1A2B - 3C4D - 5E6F - 7G8H Copy to dipboard
Please enter the activation number at the webside, you can call with the button "Start registry server", to get your personal registration number $(R/N)$ .
Start registry server
In case the call for the registration server fails, you may call the server wit the following address:
https://www.eepshopping.de/Bodentexturen
Please enter below your personal registration number (R/N) and press the button "Activate".
12345 - ABCDE - 54321 - EDCBA
Activate
Help on licensing Cancel

Enter this number in the lower part of the program dialog and press "Activate". Now your program is ready to use.

You can install the program up to 3 times. If you receive an error message, please contact the support of Trend-publisher among the known addresses or phone numbers.

# **3 Basic Settings**

After installation, you should define the basic settings for the program. On the first program start the dialog is called automatically, but you can always call this dialog in the menu bar under "General Program Settings ...".

Program settings	
EEP-Version EEP 9 EEP 10 EEP 11 EEP 12	Pre-definition for the DDS file name No name generated Generated out of the texture ID Generated out of the BMP file name Show texture-ID Include ModellKatalog
Image directory D:\VF\EEP_Bodentex	turTool\Images\
Language	erman
Ca	

Here you define the EEP version, with which you wish to work.

Also you can define if a file name for the DDS file will be created at texture creation.

With the checkboxes you can specify then whether the texture ID is to be displayed in the main view, whether a log file should be written, whether it should be deleted when the program starts and if you want to include the EEP-ModellKatalog. If you include the EEP-ModellKatalog, all changes to the ground textures are submitted to the EEP-ModellKatalog.

In the middle part of the dialog, specify the directory in which the thumbnails are stored for the program. This is by default the subdirectory "Images" in the program directory. In the lower area, you can choose the program language between German and English.

# **4 Program operation**

## 4.1 The menu bar

(III)					EEP-BodentexturToo	bl	
Main							
🍓 Program settings	👰 Larger images	🗹 Edit category	🖏 Select all 🛛 📸 Create r	new texture	Check textures	a Transfer textures	😪 Show history
📕 Save changes	🔎 Smaller images	📸 Insert category	🗒 Deselect all 🐹 Delete t	exture	Malyze EEP-layout		🕜 Help
🗙 Exit		🕍 Delete category	🛁 Move 🛛 🗹 Rename	texture	Create display image.		🕕 About
General	View	Categories	Ground textures	5	Ext	tras	Help and Info

The menu bar gives the following options to you:

## Area General:

## Program settings...

Here you define the basic settings for the program.

Save changes...

With this menu option you write the changes, you've made with this software to the EEP definition files. This menu option is active after changes are made.

## Exit

With this menu option you terminate the program.

## Area View:

Larger images

Increases the size of the images in the view.

#### **Smaller images**

Decreases the size of the images in the view.

## Area Categories:

See details at Area categories

## Edit category

Rename an existing category.

## Insert category

With this menu option, you insert a new category

#### **Delete category**

Here you delete an existing category. Requirement is, that no ground texture definition is associated with this category.

## **Area Ground Textures**

#### Select all

Selects all ground textures of the active (displayed) category. (see also <u>Select textures</u>).

#### Deselsect all

Removes all selections.

## Move...

With this menu option, you can move ground textures into another category. (see also <u>Move textures</u>)

#### Create new texture...

Here you can start to create your own ground texture.

(see also <u>Create new texture</u>).

#### Delete texture...

Deletes the selected texture (see also <u>Delete texture</u>).

#### Rename texture...

Renames the selected texture (see also Rename texture).

## Area Extras

#### Check textures...

This menu option calls a dialog where you can verify the EEP-ground texture definition and texture files (see also <u>Check textures</u>).

#### Analyze EEP-layout...

Open and analyze EEP-Layout files and have the possibility to exchange ground textures inside the layout (see also <u>Analyze EEP-layout</u>).

#### Create display images...

In case there are no thumbnails for existing ground textures, you can create those with this function (see also <u>Create display images</u>).

#### Transfer textures...

With this function, you can transfer your ground textures and definitions to a new EEP version

## Area Help and Info

Show history...

This shows you the changes, relevant to EEP; made by this program.

Help...

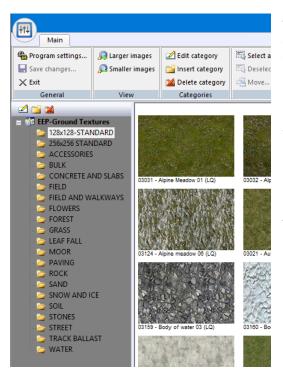
Calls this PDF-help file.

#### About...

This menu option calls a dialog box with program information

(i. E. Serial number and program version)

# 4.2 The area categories



The left part of the screen will display the categories as defined in your EEP version currently selected. Clicking on one of the categories in the list with the left mouse button, the ground textures defined in this category will be displayed in the right part of the program window.

In the upper section you will find the function icons, which can also be found in the menu bar. They can be used like the respective menu options.

Please note that changes to the categories (name change, new category, delete a category) are not immediately written to the EEP definition files.

This happens only, when you either exit the program or using the menu option "Save changes ...".

## 4.2.1 Select a category

In the area of the category window you can see the categories as defined in your EEP installation. The list is always in uppercase and alphabetical order, as it appears in EEP. By clicking on a category, the associated ground textures are displayed on the right part of the program window.

## 4.2.2 Edit Category

With the menu option "Edit category..." or with a mouse click at the function icon  $\square$  in the upper part of the category list window, you can change the name of the category.

## 4.2.3 Insert new category

With the menu option "Insert new category" or with a mouse click at the function icon in the upper part of the category list window, you can insert a new category. After the new category is defined, you can directly enter the name you want to use.

## 4.2.4 Delete category

## 4.3. The area Ground textures

On the right side of the program window, the ground textures of the active selected category will be displayed. The size of the thumbnails can be adjusted with the menu options "Larger images" and "smaller images". Underneath each texture, the name as defined in EEP, is shown. In the dialog "Program settings" you can define, if you want to see also the texture ID in front of the name. In case that not all defined ground textures can be displayed in the window, aou can scroll with the right scrollbar. This is can be done in the scrollbar or with the scroll wheel on your mouse.

## **4.3.1 Select textures**

To move, delete or rename textures, you can select single or multiple textures. By double-clicking with the left mouse button you can select or deselect textures. With the menu option "Select all " all textures in the active category are selected. Similarly, you can "Deselect all" with the referring menu option.

## **4.3.2 Move textures**



With this menu option, you can move selected textures into another category. This option will become active after one or more textures are selected.

You will see the dialog window to select the new category.

With a right mouse click, you get a pop up menu where this function is also visible. Then the function is only active for the texture you have clicked on.

## 4.3.3 Delete texture

The menu option "Delete texture..." is only active if one texture is selected. You can delete only one texture at a time.

You have to save the recent changes before you can delete a texture! Also, only self created textures can be deleted. The original EEP textures cannot be deleted!

EEP_Bode	ntexturTool - Textur löschen
Â	Do you really want to delete texture "Test texture" (File name: 30000.dds)? This can cause display errors in EEP-Layouts, which used this ground texture. Do you really want to delete this texture?
	Also delete the thumbnails and texture files (.dds)?     Also delete the data in the ModellKatalog     Cancel     Yes - Delete the texture

If you execute the menu command a dialog appears and asks you again if you really want to delete this texture. You have the option to delete only the definition or you select the options below to delete also the dds file and/or the data in the ModellKatalog.

If you activate the ModellKatalog option, the ModellKatalog will be started after terminating the program, to correct the changes in its database.

After an additional security prompt the program will delete the files.

## This is final and cannot be undone!

## 4.3.4 Rename texture

Also this option is only active if one single texture is selected. When you call this function, this dialog

Change name of ground texture			
	Texture-ID:	3026	ł
	Texture-name:	Autumn meadow 02 (LQ)	(
	Texture-filename:	LStdgras015.dds	
の時代に行為さ	Texture-name: (german)	Herbstwiese 02 (LQ)	l
			(
	Cancel	ОК	1

box with all relevant data is displayed. Now you can edit the texture name.

In case, you define a name which is already in use, the program gives you an error message and asks you to change the name accordingly.

Also this function can be called via the pop up menu (right mouse click)

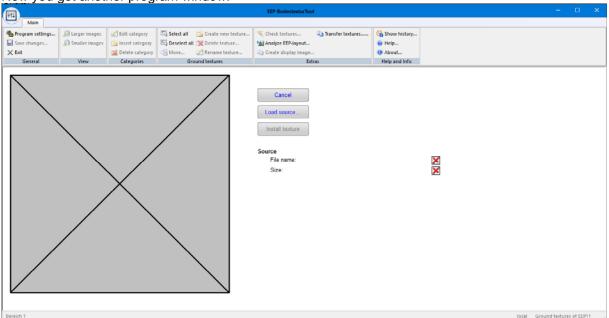
In case you use an EEP version with definition in German and English, both names are displayed and both can be changed.

## 4.3.5 Create new texture

This function allows you, to create your personal ground textures. Before you create new textures, you have to save your recent changes.

In order to create a texture you have to provide a source image. This has to be a file in bmp format, 24 bit RGB, size: 512 by 512 pixel.

Now you get another program window:



If you press the button "Load source", you get a file open dialog, where you can select your bitmap file. Remember: 24 Bit RGB bitmap and 512 x 512 pixel size.

After definition of the source file the program window has changed:

FIL				EEP-BodentexturTo	al de la companya de					
Main										
Program settings Save changes	👰 Larger images 🔎 Smaller images	Edit category	Select all Greate new texture Deselect all Create new texture More Rename texture	Check textures	a Transfer textures	Show history Help About				
C Exit General	View	Categories	Ground textures	Create display image.	tras	Help and Info				
				Cancel Load source Install texture Source File name: Size: Texture DDS-Filename Texture name Texture rame Texture rame Category	Plattenbeispiel.bmp 512 x 512 pixel 30000.dds 30000					
reich 1							k	ocal Ground tex	tures of LLF	P11

You have now 4 edit windows to define the data for your new texture definition. Just click with the mouse pointer inside the edit field to enter your name etc.

#### **DDS-Filename**

Name of the dds file inside your EEP resource directory. The program generates already a name for you, but you can overwrite as appropriate. The program will check for duplicate names to avoid overwrites.

#### Texture name:

Name of the ground texture, as it should be displayed inside EEP. The name must be unique, no duplicates are allowed.

#### **Texture-ID:**

Unique texture ID. EEP organizes its textures with this ID's. Every ID must appear only once, and EEP recognizes the texture through this number. For your personal textures the ID range from 30.000 to 30.999 is allowed. The program fills the next free ID inside the field, but can be overwritten with another free ID if you want.

#### Category:

Here you select the category in which the texture will be shown. If you click on this field the category list at the left side of the program window will be displayed. Here you click on the category you want to define.

(## <b>)</b>				EEP-BodentexturTool				-		×
Main										
Program settings Save changes Exit General	A Larger images	Edit category Insert category Delete category Categories	Select all Greate new texture Deselect all Celete texture Move Rename texture Ground textures	Check textures Analyze EEP-layout Create display image Extras	Transfer textures	Show history     Help     About Help and Info				
Constant level     Converte a     Converte a	NDAÐ IÐARÐ S IND SLARS IALKWAYS				Cance Load sou Install ter Source File nar Size: Texture DDS-Fi Texture Texture Catego	ne: Plattenbelspiel. 512 x 512 pixel lename 30000.dds name Test texture 30000				
Bereich 1							lo	cal Ground texts	res of EEPI	1 (d

Now you can click the button "Install texture" to create all files (dds, thumbnails etc.) and definitions in EEP. In case you have activated the option "Include ModellKatalog" the data of the catalog will be updated accordingly. Further details at Include EEP-ModellKatalog

# **5 Extras**

## **5.1 Check textures**

After calling this function, you will see a dialog box. After you have clicked at the button "Start check", the following checks will be accomplished:

Check texture ID's Check for double texture ID's Check of texture names Check if texture names are unique.

#### Check of the texture files

Check, if the texture files (dds) are existing and have the correct file format.

If everything is OK, you will see the following window:

OK - keine Fehler	
Prüfung der Textur-Namen: OK - keine Fehler	
Prüfung der Texturdateien (dds): OK - keine Fehler	
Doppelte Textur-ID korrigieren	
Doppelte Textur-ID korrigieren Doppelte Texturnamen korrigieren	

heck ground textures

In case there are problems, you will get the buttons below activated to correct the problem.

## 5.1.1 Correct double texture-ID's

Check of the texture-ID's Error: Double definition of texture-ID (	00014
Check of the texture names: OK - no errors	
Check of the texture files (dds): OK - no errors	
	~
Correct double texture-ID	~
Correct double texture-ID Correct double texture names.	

Back
Select in the list the texture you want and
call the name change dialog with a left
double click.
Correct double texture-ID
Correct double texture names...
Delete textures with defective dds-files
OK

Now you get a list with the duplicate ID's. With a mouse double click in the list You can correct it.

In this example, the texture ID 14 is defined twice. Press the button "Correct double texture-ID" to correct it.

Now you can correct the ID of the incorrect texture definition.

This can only happen, in case the EEP definition files are manually modified.

Here you can correct if necessary.

Correct texture-ID	
	Texture-ID:     14       Texture-name:     Acre 010       Texture-filename:     bb_Feld_4.dds
	Change the double texture-ID Texture-ID: Texture-name: Acre 011 Texture-filename: bb_Feld_4b.dds
	Cancel OK

## 5.1.2 Correct double texture names

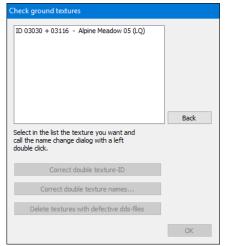
Check of the texture DK - no errors	-ID's		
Check of the texture names: Error: Double definition of texture name Alpine Meadow 05 (L) I 3030 (Alpine Meadow 05 (LO)) Category: 128x128-STANDARD File: LStdgras019.dds ID: 3116 (Alpine meadow 05 (LO)) Category: 128x128-STANDARD File: LStdgraddads			
Check of the texture files (dds): OK - no errors			
		$\lor$	
Correct de	ouble texture-ID	~	
	ouble texture-ID Ne texture names	~	
Correct doub		~	

This example shows the double definition of "Alpine Meadow 05 (LQ)". Click on the button to correct the texture name.

Here you can correct the name of the worngly defined texture.

This can only happen, in case the EEP definition files are manually modified.

Here you can correct if necessary.



Now, you see a list wit the wrong defined names. Double left click in the list item shows you the dialog to correct the name.

Correct texture-ID			
an han sear from	Change one of the two ground texture names		
	Texture-ID:	3030	
	Texture-name:	Alpine Meadow 05 (LQ)	
	TDN	LStdgras019.dds	
nation " a tradient"			
Concerned and the second	Texture-ID:	3116	
	Texture-name:	Alpine meadow 05 (LQ)	
	Texture-filename:	LStderde008.dds	
見よりの意識は多く			
No. 4 No. 10			
	Cancel	ОК	

# 5.1.3 Delete textures with wrong dds file

In this example, a dds file with wrong format was found. Now you can delete the file by left click at the button

Deletion is definite and cannot be undone!

OK - no (	the texture errors	-ID's			1
Check of OK - no (	the texture errors	names:			
File ge8_ Textur	the texture 04.dds - is r e name: Bull e DDS file or	ot a DDS file goods 003			
				 	~
	Correct d	ouble textur	e-ID		
		la taxtura r	ames		
(	Correct doub	ie texture i			

# **5.2 Analyze EEP-layout**

The purpose of this function is to get an overview about the defined ground textures inside the EEPlayout. Second, you can exchange textures inside the layout. This may be interesting, in case a texture is defined only in one place and you want to remove it.

At start of this function, you will get a dialog window to define the EEP-layout file (.anl3) which you want to analyze. After this definition you see the following dialog box:

Analyze EEP-layouts						
Γ	EEP layout file					
	D:\EEP11\Res	ourcen (An	lagen\Demo.anl3			
Γ	<b>C</b> 1		T			
	Count	ID	Texture name			
	119553	3037	Early summer meadow 02 (LQ)			
	74006	1	default texture	CALL HERE DACK COLLEGE		
	19606	2784	Soil 105			
	6924	3034	Alpine Meadow 04 (LQ)	10-11-7-1-00-7-1-0-11-1-1-1-1-1-1-1-1-1-		
	3119	3030	Alpine Meadow 05 (LQ)			
	1385	2950	Ballast A to 250RP_0			
	696	3066	Concrete 01 (HQ)			
	650	3033	Alpine Meadow 03 (LQ)			
	351	3042	Soil 03 (LQ)	KORONO HOMANA KANA KANA KANA KANA		
	287	3136	Cobblestone 02 (LQ)	Texture: Cobblestone 02 (LQ)		
	259	1164	Rock 008	TextureID: 3136		
	225	2970	Ballast C to 250RP_0			
	167	1105	Rock 016	Exchange selected ground texture		
	Sort by			Texture to be used for exchange		
		0-	36 different ground textures are used in Exit	Alpine Meadow 01 (LQ) (ID 3031)		
	Count	OTex	ture-ID the layout			

In the upper part you see the selected layout file. With the button "..." you can browse for the file and can select another file if you want.

In the list on the left side, you see all ground textures defined/used inside this layout. The list can be sorted by number of appearance or ID.

If you select one texture in the list, the corresponding thumbnail will be displayed right hand in the window. Below that, you see the button for exchange of this texture and a list box to select the texture you want to have in place instead. After a security prompt, the texture will be exchanged.

#### The exchange will be done immediately inside the layout files and cannot be undone!

We strongly recommend creating a backup before you do changes, to allow you to get back to the original status.

## 5.3 Create display images

In case there are no thumbnails existing for a texture, you can create it with this function. You just need a bitmap file with an image of the texture in an appropriate resolution. (Recommendation: min. 250 x 160 pixel).

In case you have activated the option "Include ModellKatalog" and the texture is existing in the

Modellkatalog database, the thumbnail will be created from this data.

## **5.4 Transfer Textures**

This function will transfer the textures and the definitions to another EEP version.

# 6 Help and Info

## 6.1 Show history

This function displays the structure changes in EEP made by this program.

## 6.2 Display help

This function calls this help file.

## 6.3 Info about the program

Here you will get information about the program version and your serial number.

# 7 Include EEP-ModellKatalog

If you activate the option "Include ModellKatalog" all changes made in the program will be imported into the ModellKatalog database.

After terminating this program the ModellKatalog will be called automatically to include the changes.

# 8 Support

In case you have questions, which are not answered with this file, or find a program error, don't hesitate to write an Email to me at <u>bodentexturtool@vfs-software.de</u>