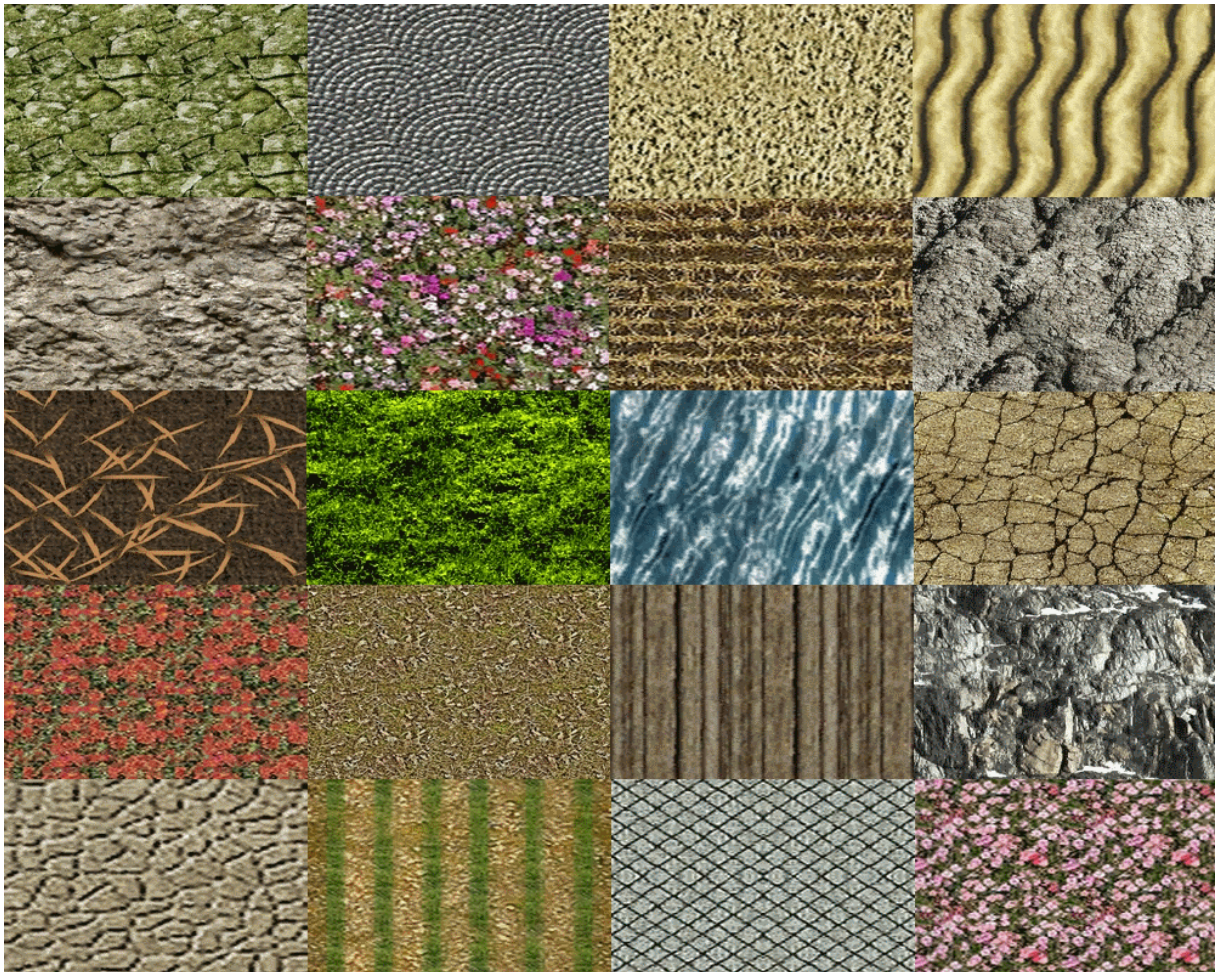


EEP-BODENTEXTURTOOL

© 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.

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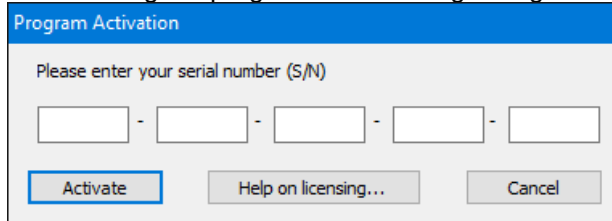
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1 System Requirements

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).

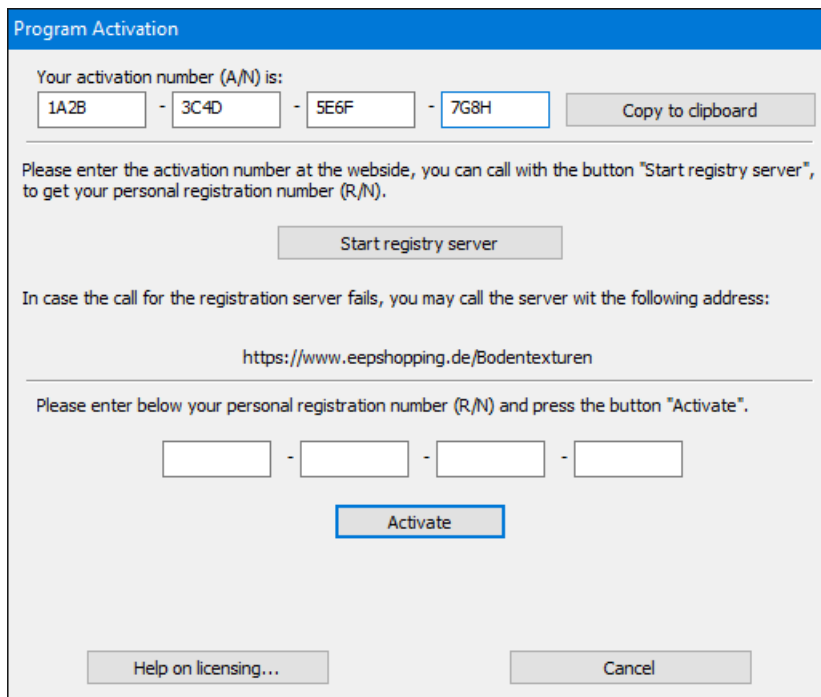
2 Installation

After starting the program the following dialog box appears:



The dialog box is titled "Program Activation". It contains the text "Please enter your serial number (S/N)". Below this text are five input fields separated by hyphens. At the bottom, there are three buttons: "Activate", "Help on licensing...", and "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:

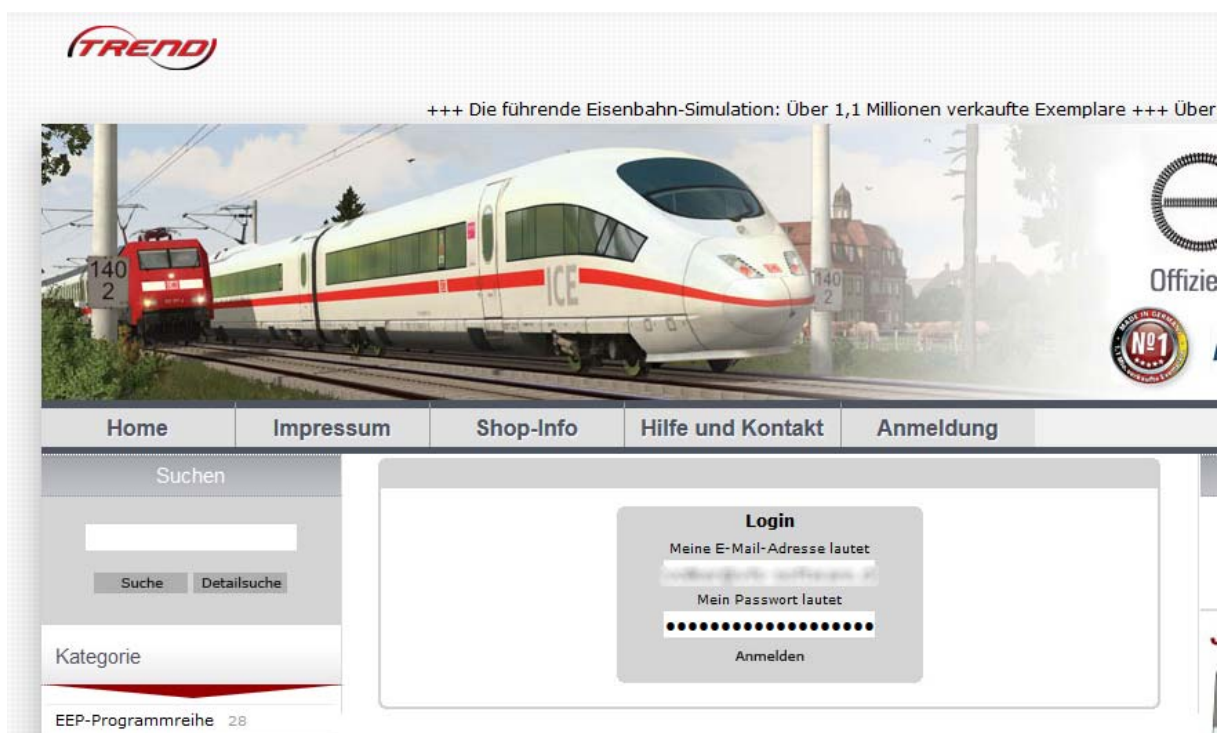


The dialog box is titled "Program Activation". It contains the text "Your activation number (A/N) is:". Below this text are four input fields containing the values "1A2B", "3C4D", "5E6F", and "7G8H", separated by hyphens. To the right of these fields is a button labeled "Copy to clipboard". Below this section, there is a text block: "Please enter the activation number at the website, you can call with the button 'Start registry server', to get your personal registration number (R/N).". Below this text is a button labeled "Start registry server". Below the button, there is a text block: "In case the call for the registration server fails, you may call the server with the following address:". Below this text is the URL "https://www.eepshopping.de/Bodentexturen". Below the URL, there is a text block: "Please enter below your personal registration number (R/N) and press the button 'Activate'.". Below this text are four empty input fields separated by hyphens. Below these fields is a button labeled "Activate". At the bottom of the dialog box, there are two buttons: "Help on licensing..." and "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 <https://eepshopping.de/Bodentexturen>.



This is the start screen of the registration server. Please press the button “Anmelden” which transfers you to the login screen of the TREND shop.



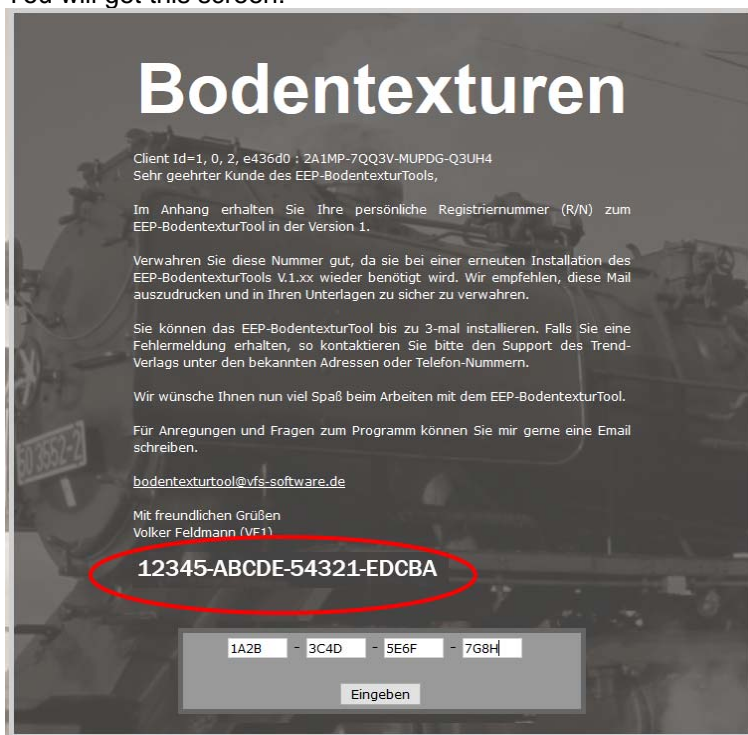
Logon to the Trend shop to continue the registration.

After successful login 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:



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

Program Activation

Your activation number (A/N) is:

1A2B	-	3C4D	-	5E6F	-	7G8H
------	---	------	---	------	---	------

Please enter the activation number at the website, you can call with the button "Start registry server", to get your personal registration number (R/N).

In case the call for the registration server fails, you may call the server with the following address:

<https://www.eepshopping.de/Bodentexturen>

Please enter below your personal registration number (R/N) and press the button "Activate".

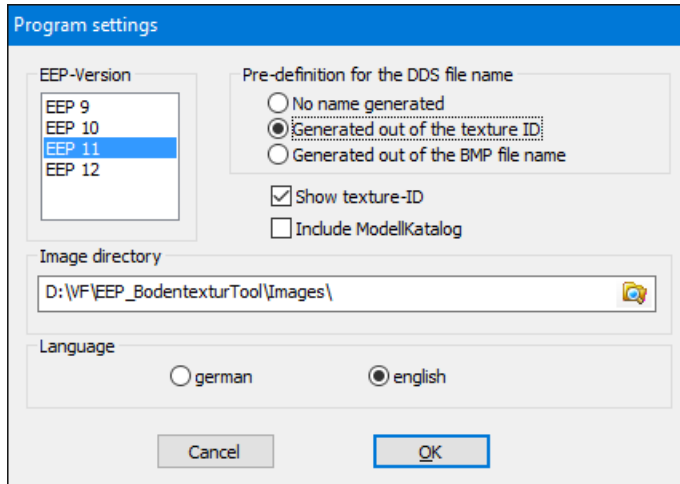
12345	-	ABCDE	-	54321	-	EDCBA
-------	---	-------	---	-------	---	-------

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 ...".



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.

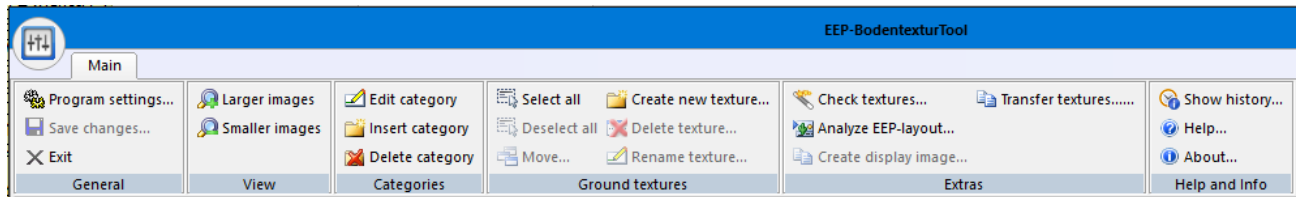
With the checkboxes you can specify then whether the texture ID is to be displayed in the main view, whether a log file should be written, whether it should be deleted when the program starts and if you want to include the EEP-ModellKatalog. If you include the EEP-ModellKatalog, all changes to the ground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



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 [Select textures](#)).

Deselect all

Removes all selections.

Move...

With this menu option, you can move ground textures into another category.
(see also [Move textures](#))

Create new texture...

Here you can start to create your own ground texture.
(see also [Create new texture](#)).

Delete texture...

Deletes the selected texture (see also [Delete texture](#)).

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 [Check textures](#)).

Analyze EEP-layout...

Open and analyze EEP-Layout files and have the possibility to exchange ground textures inside the layout (see also [Analyze EEP-layout](#)).

Create display images...

In case there are no thumbnails for existing ground textures, you can create those with this function (see also [Create display images](#)).

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.

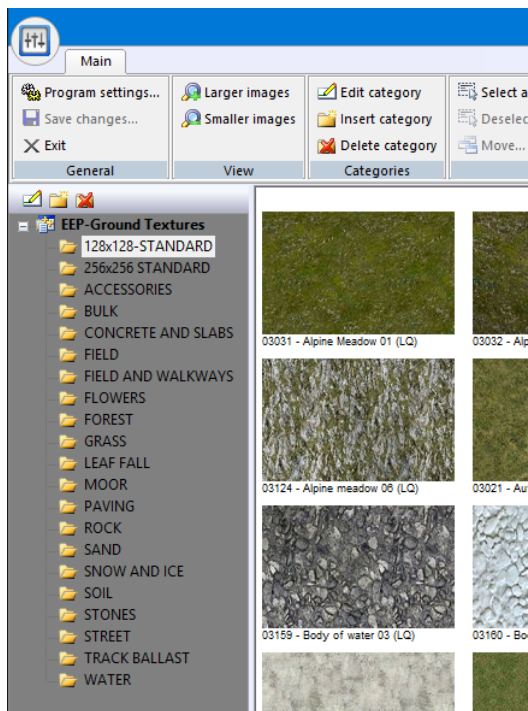
Help...

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  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

With the menu option "Delete category" or with a mouse click at the function icon  in the upper part of the category list window, you can delete a category. This option is only active, if the selected category is empty, means that no ground textures are defined inside this category.

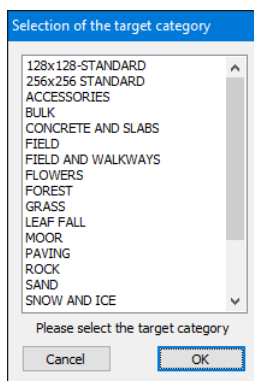
4.3. The area Ground textures

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, you can scroll with the right scrollbar. This 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.

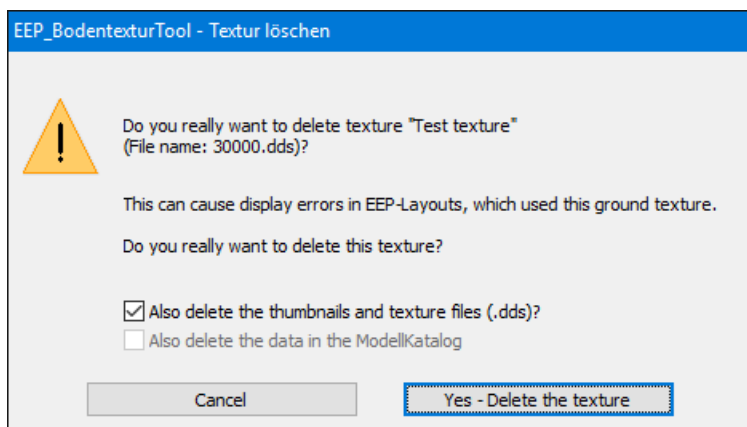
You will see the dialog window to select the new category.

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!



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.

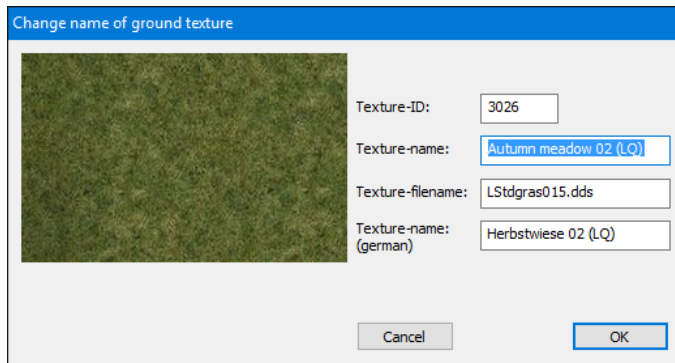
If you activate the ModellKatalog option, the ModellKatalog will be started after terminating the program, to correct the changes in its database.

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 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)

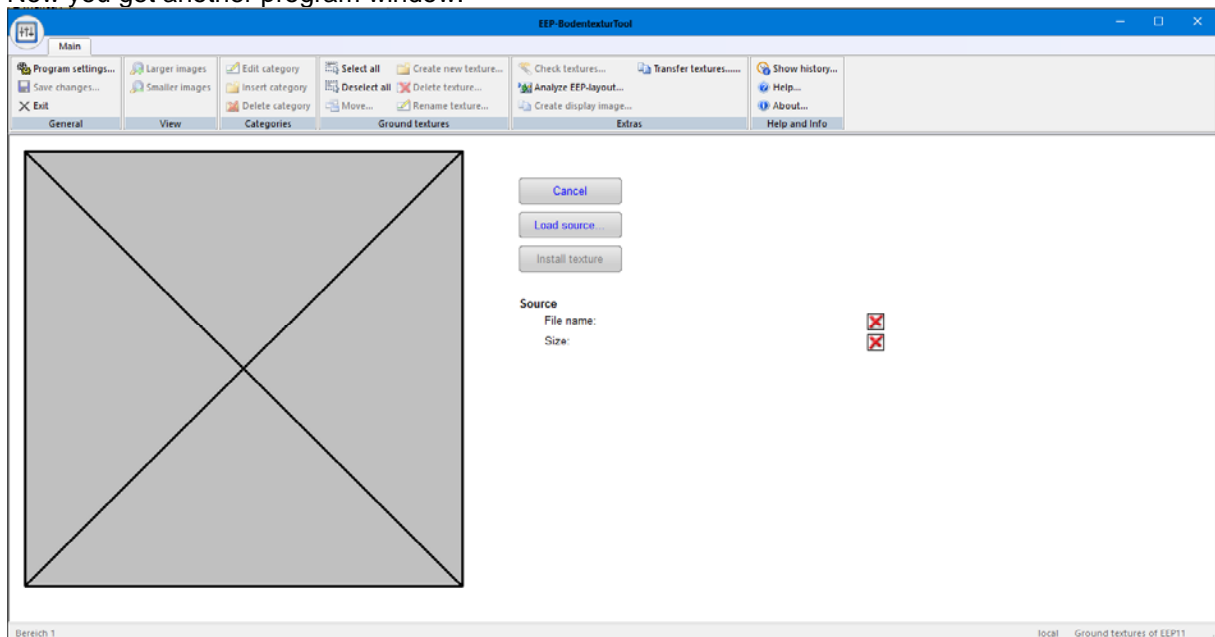
In case you use an EEP version with definition in German and English, both names are displayed and both can be changed.

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.

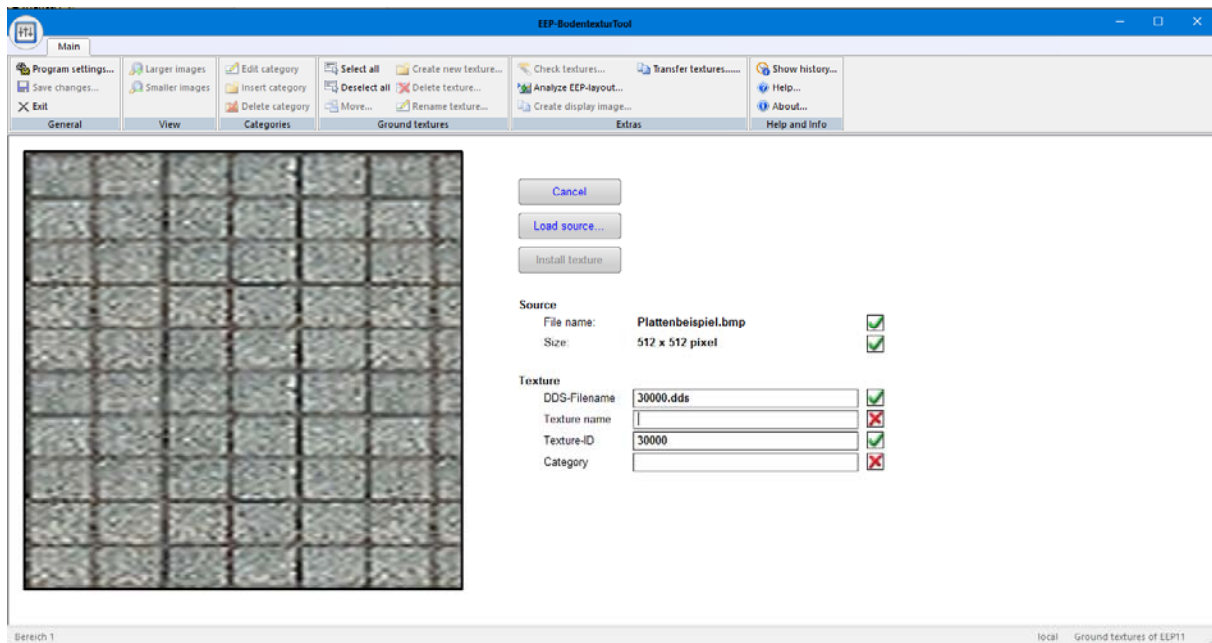
In order to create a texture you have to provide a source image. This has to be a file in bmp format, 24 bit RGB, size: 512 by 512 pixel.

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:



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:

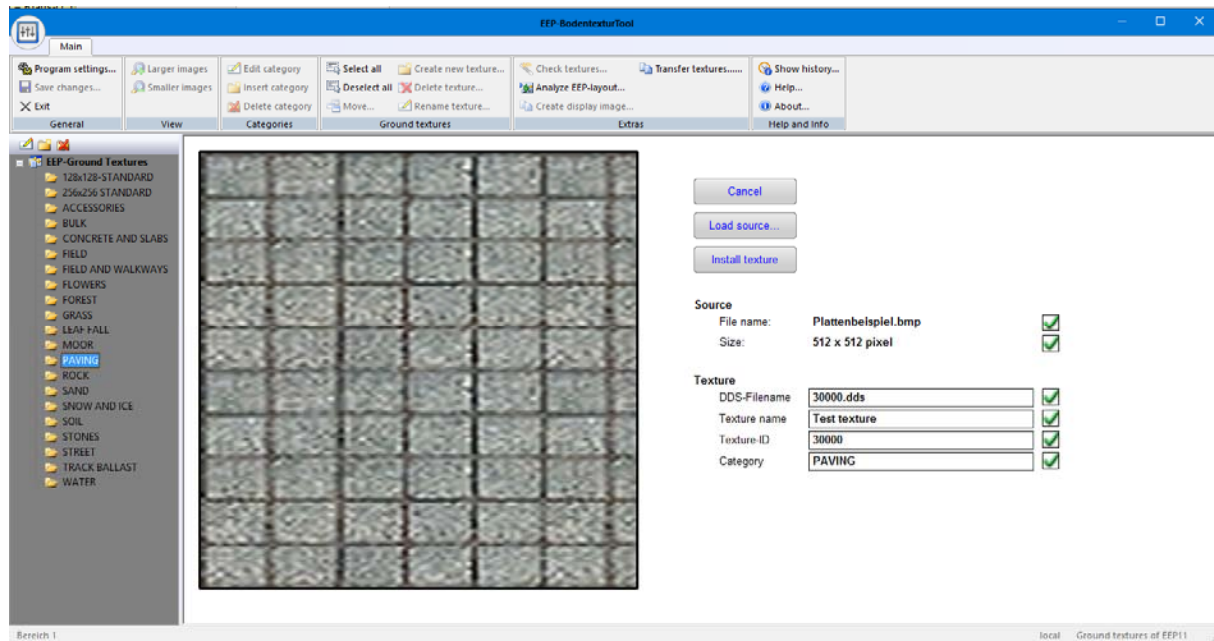
Name of the ground texture, as it should be displayed inside EEP. The name must be unique, no duplicates are allowed.

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.



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

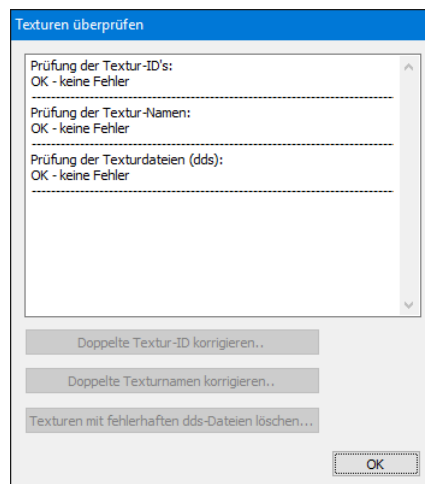
Check of texture names

Check if texture names are unique.

Check of the texture files

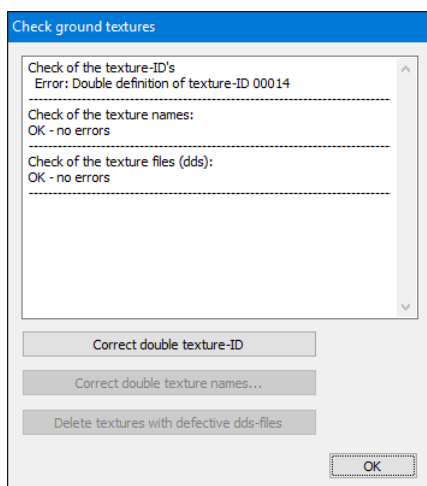
Check, if the texture files (dds) are existing and have the correct file format.

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

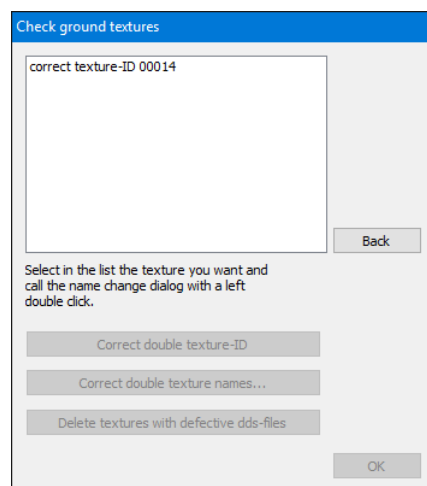


In case there are problems, you will get the buttons below activated to correct the problem.

5.1.1 Correct double texture-ID's



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

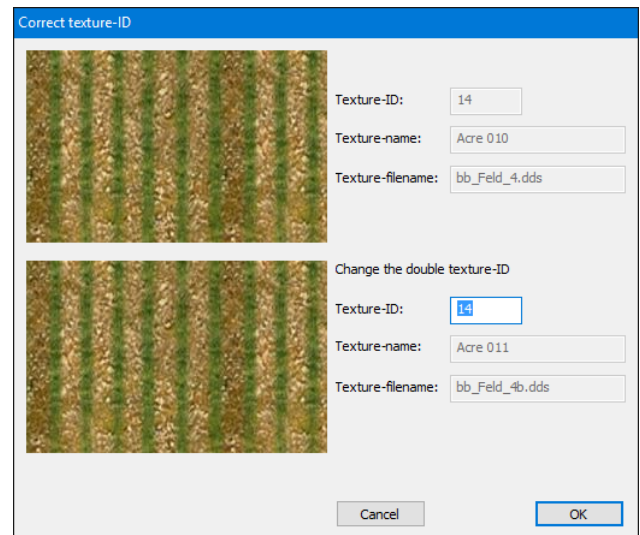


Now you get a list with the duplicate ID's. With a mouse double click in the list You can correct it.

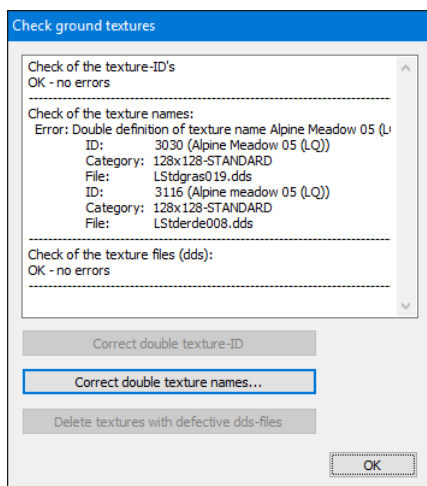
Now you can correct the ID of the incorrect texture definition.

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

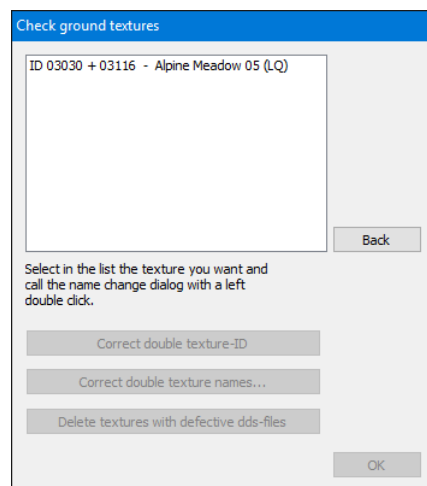
Here you can correct if necessary.



5.1.2 Correct double texture names



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

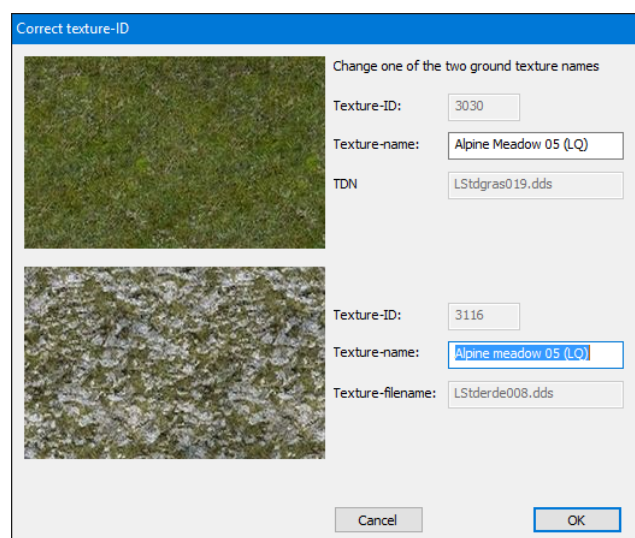


Now, you see a list wit the wrong defined names. Double left click in the list item shows you the dialog to correct the name.

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

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

Here you can correct if necessary.

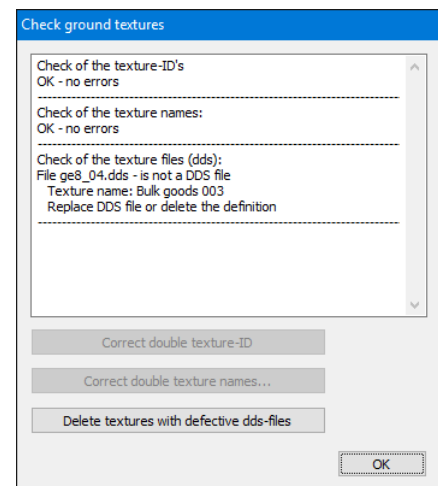


5.1.3 Delete textures with wrong dds file

In this example, a dds file with wrong format was found.

Now you can delete the file by left click at the button

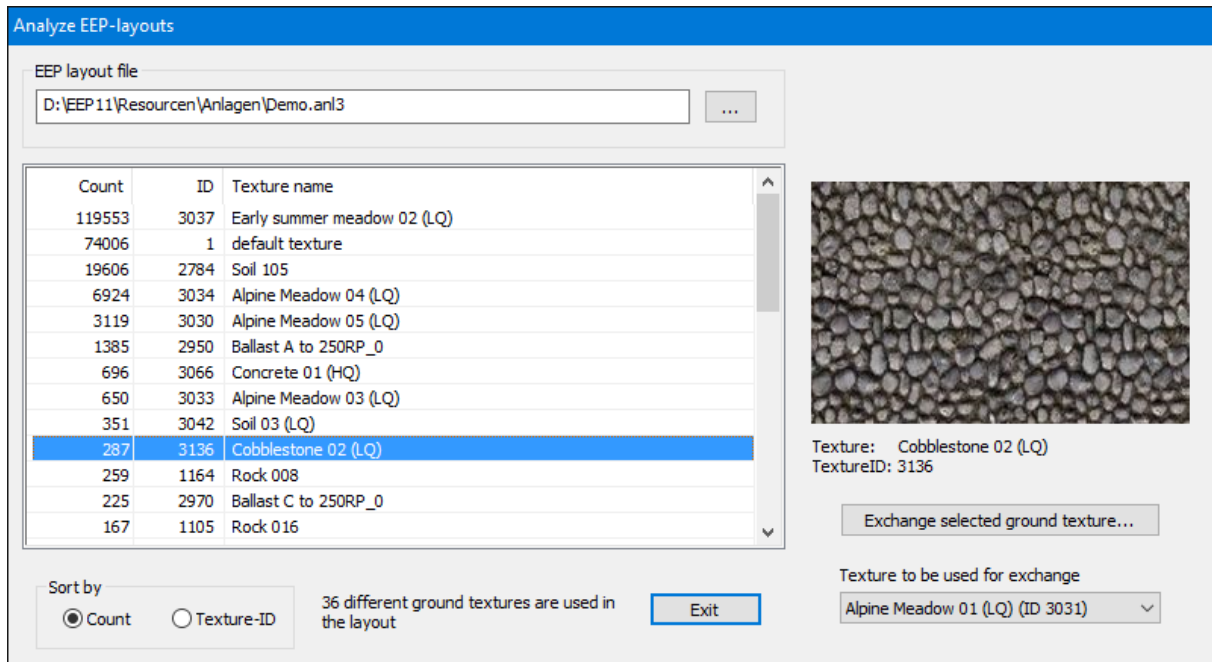
Deletion is definite and cannot be undone!



5.2 Analyze EEP-layout

The purpose of this function is to get an overview about the defined ground textures inside the EEP-layout. 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:



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 bodentexturtool@vfs-software.de