

Manual for Plug-In 2 for EEP 13

Dear customer,

Thank you for purchasing the plug-in 1 for EEP 13.

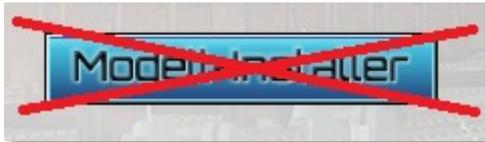
This plug-in contains new features as well as improvements for EEP 13. Please study the following instructions carefully.

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Installation instructions

Please ensure that your EEP is updated to version 13.2 prior to the installation. It forms the basis for this plug-in. You find your current version number displayed at the bottom left corner during the startup of EEP.



The plugin contains new functions as well as additional models. It therefore comes with an inbuilt installer. EEP's model installer is unsuitable for the installation of this plug-in.

Please close your EEP 13 prior to installing the plug-in.

Start the installer for plug-in 1 by double-clicking the file:



If windows informs you that the start of this application was prohibited, please click on "more information".



and then select "run application".

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Now accept the licensing agreement.

You'll see new models being installed.



After the model installation is finished, the installer for the new functions follows automatically.

Please accept the licensing agreement and then follow the on-screen instructions until the installation is finished.

Please note: The installation window disappears temporarily during the process. Please wait until it returns with a "Finish" button. After clicking that button, the installation is complete!

When the installation is finished, start your EEP 13. You should now see the information **PlugIns: 2** appear after the version number during the startup or **PlugIns: 1,2** if you own both plug-ins.

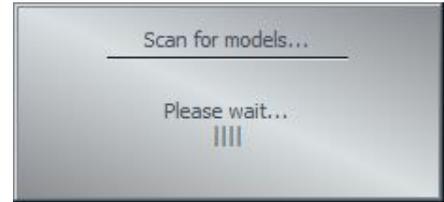


EEP needs to scan your entire model collection during the first startup after the installation of the plug-in. Depending on the extent of your collection this may take quite a while. **Please wait patiently for this procedure to finish**, as to not risk any damage to your model database.

When you see the familiar buttons on the right for creating or loading a layout etc., your EEP is ready to use and you may explore the new possibilities.

Scan progress

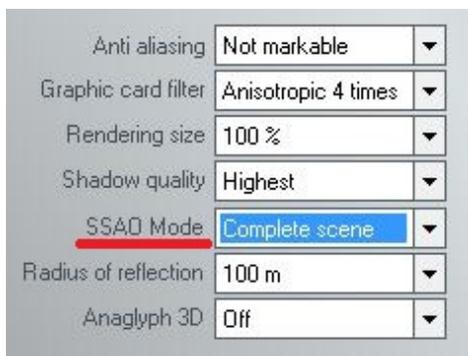
While the initial model scan happened, you may have noticed the first change in EEP 13.2: A diminishing bar displaying the progress of the task.



Bug fixes

1. A flaw in the relation of angle, length and radius in the track properties has been fixed.
2. A flaw that might result in losing the model list windows when pressing the esc-key at an inappropriate situation has been fixed.
3. The J-key for operating the train brakes has been reinstated.
4. "Close gap" now forms better connections when S-curves are required.

SSAO mode



SSAO stands for Screen Space Ambient Occlusion, an effect which enhances the three-dimensional appearance of models.

Not all models are suited for this enhancement. It may therefore be turned off generally in the program properties or individually in each model's properties.



Doorway, on the left side without and on the right side with SSAO effect

New single lane roads

It is now possible for model designers to equip roads with a feature that positions any car in the centre of the spline. This new feature allows the construction of road networks with discrete lanes. The main advantage is that all turnouts are only traversed in one direction. Oncoming traffic cannot inadvertently affect turnouts for the opposite direction.



Busstops

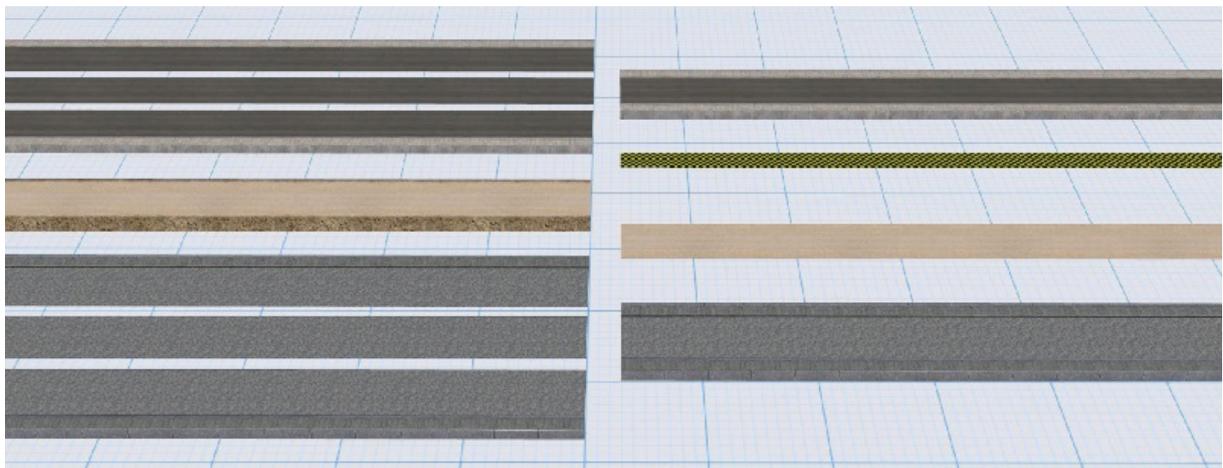


Crossroads with dedicated lanes for left turns



Typical construction of a bus stop

The plug-in contains a set of new roads sporting this new feature. Their names all begin with “oneway”.

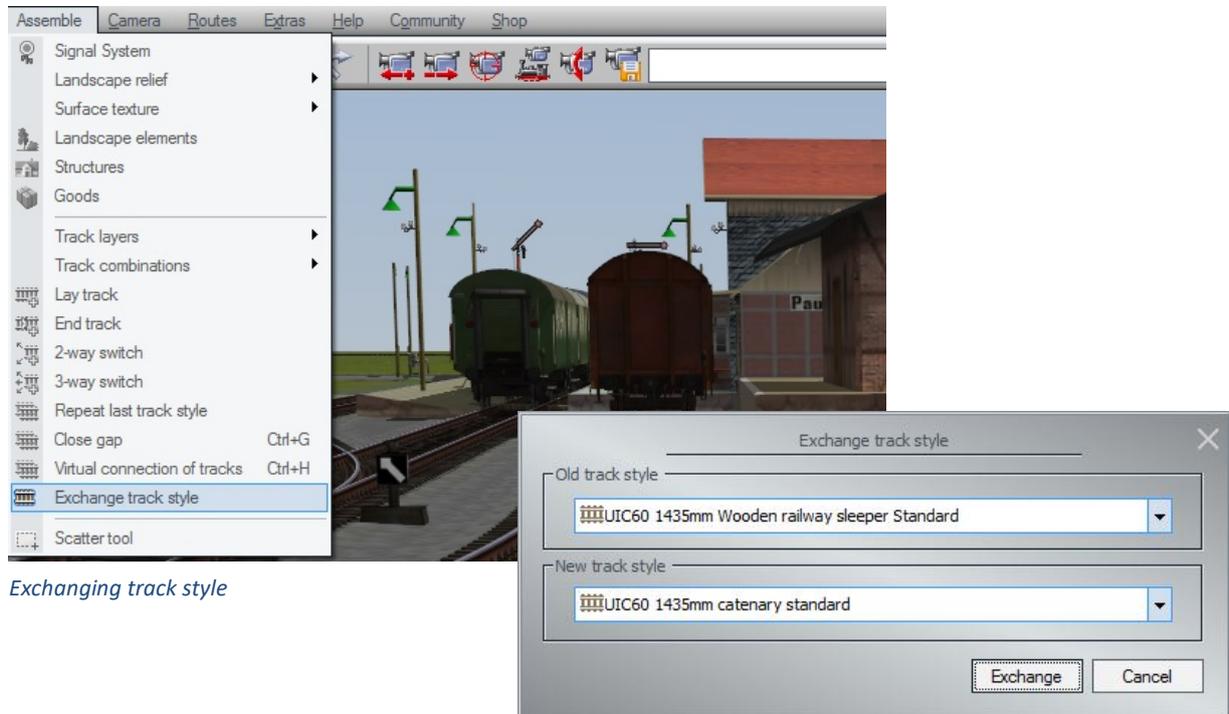


“Oneway” road splines included in plug-in 2

Suitable roads in various shop sets will also be equipped with this new feature.

Exchanging track styles

The feature “Exchange track style” was added to the “Assemble” menu.



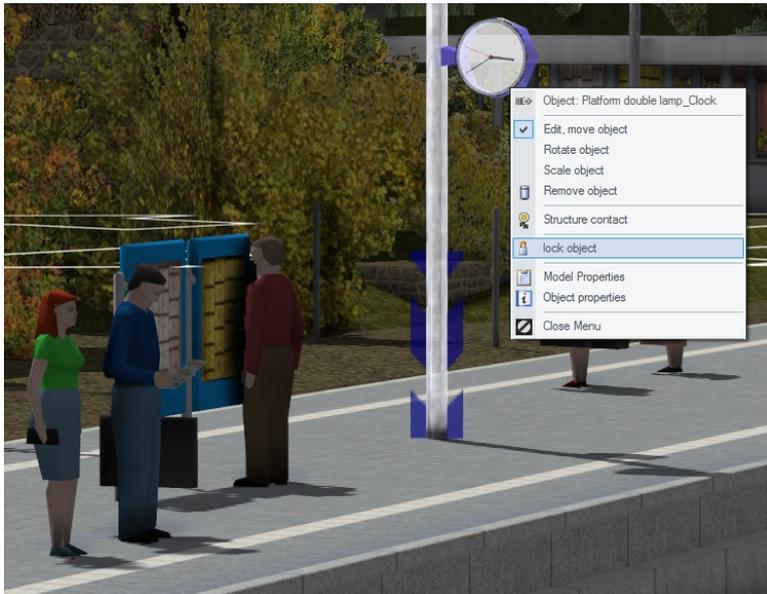
Exchanging track style

You may now replace all tracks of one selected style for another.

“Old track style” presents a list of all tracks used in your current layout. Use this list to pick the track you want to exchange for another. “New track style” lists all appropriate (i.e. belonging to the same category) track styles in your possession. Use this list to select the replacement style.

Click “Exchange” to replace all tracks of the selected style at once.

Lock object



The context menu of each object has a new option „lock object“.

A locked object cannot be moved inadvertently.

More important however is the fact, that locked objects are “transparent” to mouse clicks, making the selection of another, nearby object easier.

Use ctrl + shift + right click to select a locked object. This brings up a small context menu displaying the object’s name and letting you unlock it.

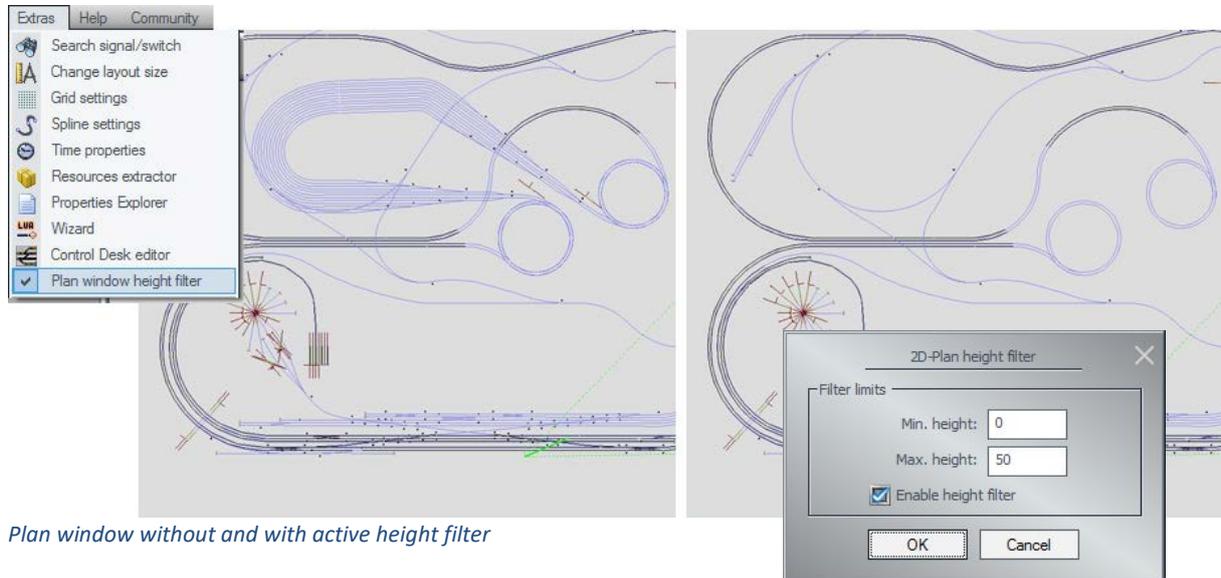


Important note: The lock status affects the model’s behaviour in the 2D plan window too!

You can select any locked object in the plan window with ctrl + shift + **left** click. When selected, the object can be manipulated in 2D as usual without unlocking it. But the lock status can only be changed in the 3D editor.

Plan window height filter

A new height filter for the 2D plan window can be found in the „Extras“ menu.

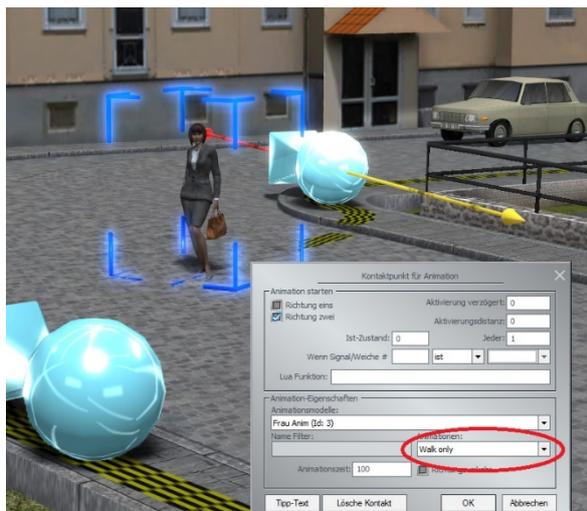


Plan window without and with active height filter

You may want to use this height filter for instance to hide an underground train yard. This is especially useful when the train yard is overlapping the track field you're currently working on, interfering with track selection etc.

Vice versa you may also hide the tracks above ground for work on the hidden train yard.

New option in animation contacts

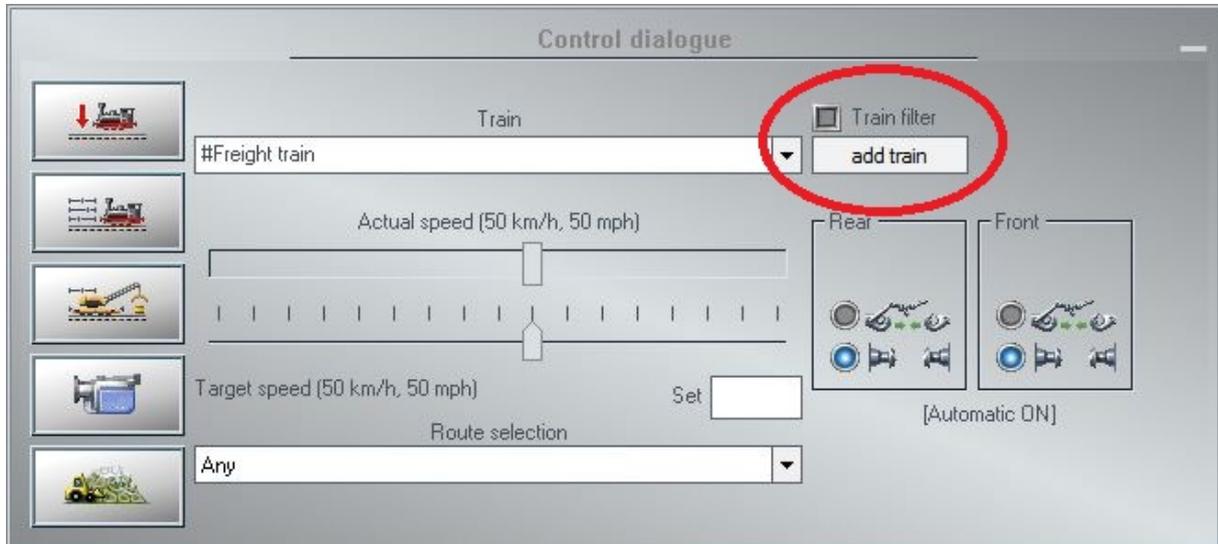


The animation contacts that were introduced in plug-in 1 gain an extra option in this second plug-in: "walk only".

This option prevents animated people from interrupting their walk at random to answer a phone, set their hair or just look around. While these random actions make for a lively and realistic scenery on a station platform or a market place, they can be quite inappropriate when people cross a road

Train selection filter

The train selection list and the vehicle selection list have a favourites list now. You may add and remove any train on your layout to and from this list. And then activate this filter at any time.



Most layouts are populated with many more trains and vehicles than you'll want to control yourself. Most of them run in automatic mode or (in case of freight wagons) just sit somewhere at a loading platform.

The new train and vehicle filters provide you with a tidy selection list to pick your trains from, independently for trains (i.e. consists) and vehicles. The favourites lists also reduce the number of trains you cycle through when controlling your traffic with a gamepad.

New control desk elements

The signal indicator shows green/yellow for aspects signalling "slow".

A new element displays numbers, ranging from 00 to 98 (because signals have 99 states max)

Five new elements are added for vertical connections (four curves and a vertical line)

The control desk editor supports these new elements.

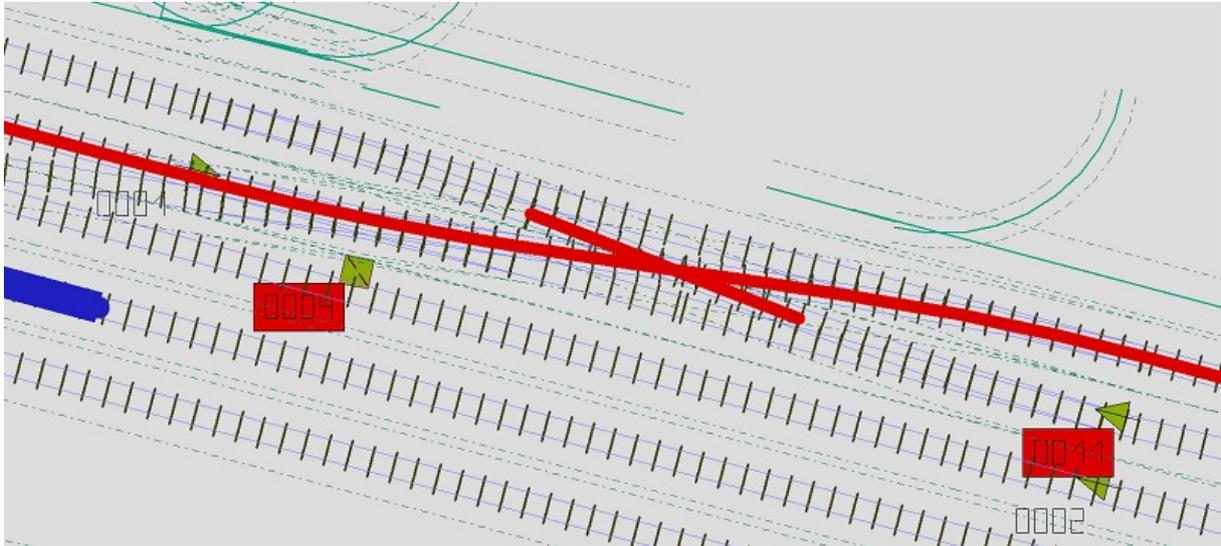
The new number indicator can be found under "auxiliary".



Connect the number indicator to an appropriate signal. This plug-in adds two new suitable signals. But any signal may be used if it has enough aspects to count to the highest number you require. Build your own logic around this signal to give the display any purpose you want: Number of trains in the yard, selected route, minutes to departure ...

Pre-set route enhancement

You may now add additional tracks to your established pre-set route in the same fashion you've used before to add signals and switch points: Hold down the ctrl-key and click on the track.



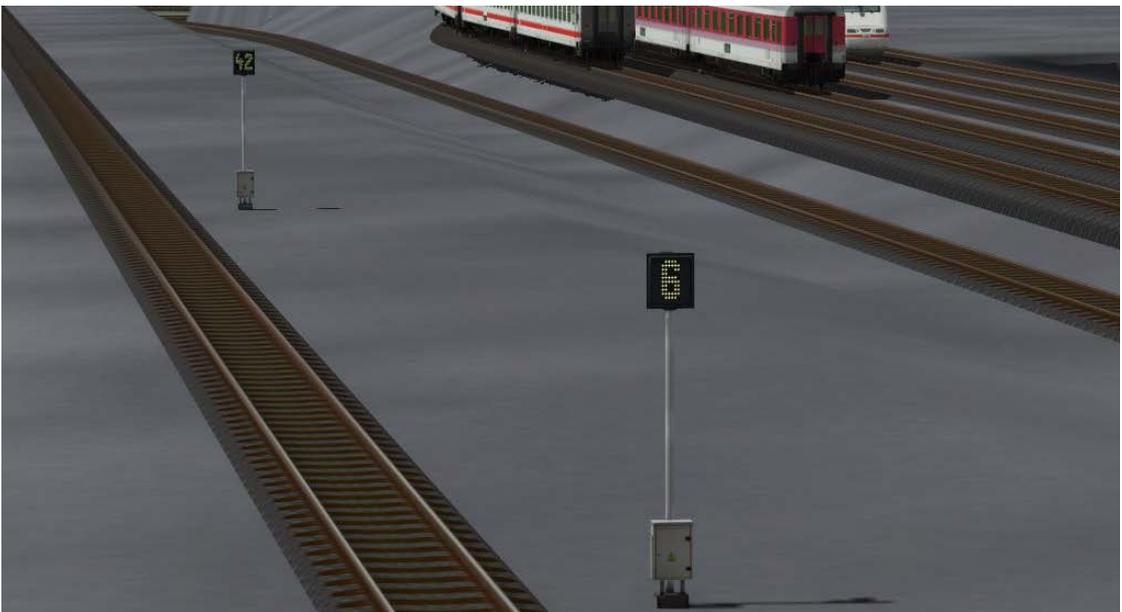
Any additional track will be checked for conflicts with other active pre-set routes and for blocking vehicles. Now your crossing tracks are safeguarded against slanting collisions.

New models

1. Unimog in blue, green and orange
(with flatbed and moving panels)
2. matching goods
(tree trunks and rocks of various shapes)



3. Roads equipped with the new feature that lets any vehicle drive in the centre.
(4 x asphalt, 4 x cobble stone, 2 x dirt road, one invisible road)
4. Two signals displaying numbers. (single digit 0 to 9 and double digit 00 to 98)



New Lua functions

The set of Lua functions is extended by seven new functions.

1. `Value1 = EEPGetRollingstockItemsCount(Name)`
Number of vehicles in consist `Name`
2. `Value1 = EEPGetRollingstockItemName(Name , Number)`
Name of vehicle `Number` in consist `Name`
3. `Value1 = EEPGetSignalTrainsCount(Signal_ID)`
Number of trains stopping at `Signal_ID`
4. `Value1 = EEPGetSignalTrainName(Signal_ID , Number)`
Name of consist `Number` stopping at `Signal_ID`
5. `Value1 = EEPGetTrainyardItemsCount(Depot_ID)`
Number of trains listed in Depot `Depot_ID`
6. `Value1 = EEPGetTrainyardItemName(Depot_ID , Position)`
Name of the train at `Position` in Depot `Depot_ID`
7. `Value1 = EEPGetTrainyardItemStatus(Depot_ID , Name , Position)`
Status (waiting/running) of train `Name` at `Position` in `Depot_ID`

Furthermore, any “TrackReserved” function now returns the name of one train occupying the track.

8. `Value1,Value2,Value3 = EEPisRailTrackReserved (Track_ID,true)`
Use `true` as a second argument to have the function return the train’s name as a third value.

More detailed information about these (and all other) EEP-specific Lua functions may be found in the “help” menu under “Lua manual”.

Closing words

The new improvements in this second plug-in for EEP 13 are largely based on the requests of experienced customers. They will assist you in building as well as operating your layouts. And the new Lua functions open up a wealth of new possibilities for “intelligent” automisation.

We wish you a joyful experience with this second plug-in for EEP 13.

Yours EEP Team Trend.