

# Model Multiplier



**Version 4.xx**

# Manual

# EEP Model Multiplier (V4.xx)

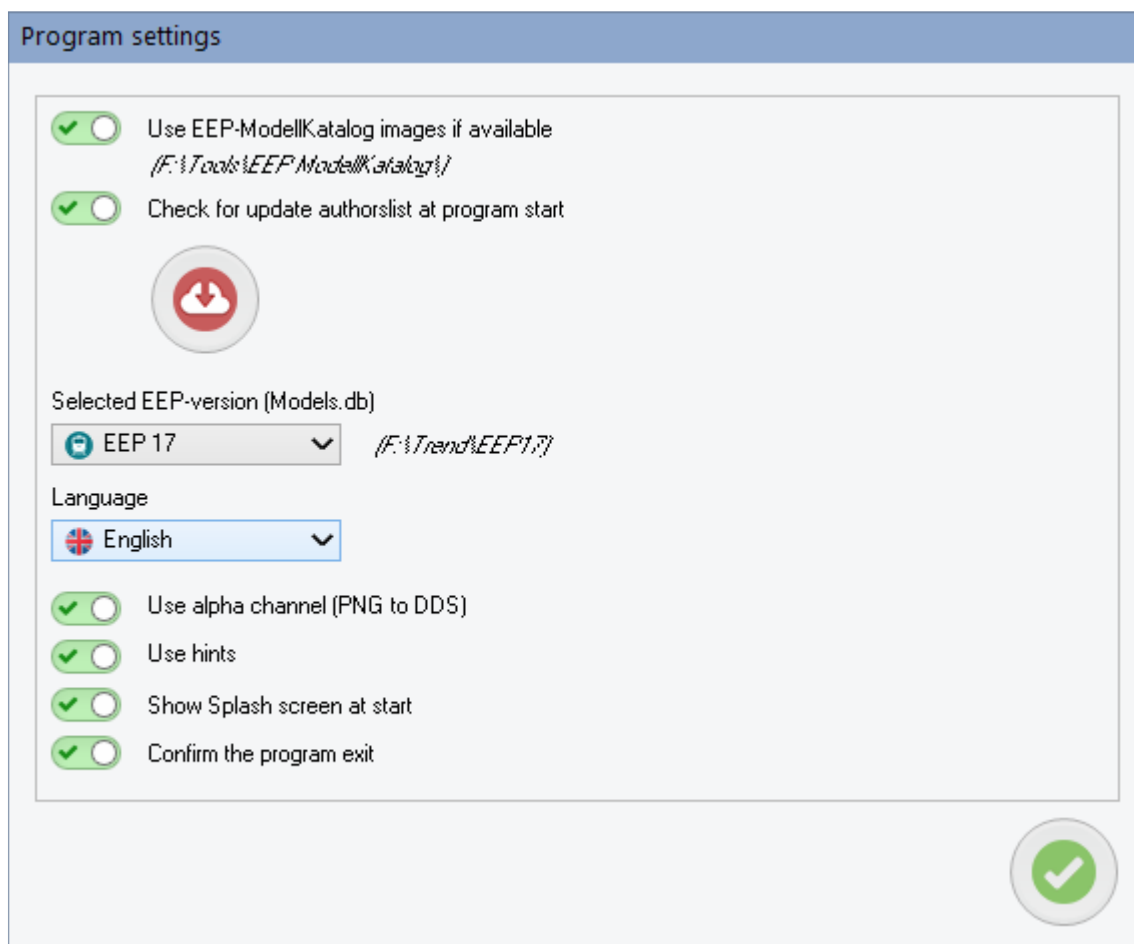
Some models in EEP use exchangeable textures (TT). If you want to use the same model more than 1 time with each time another texture, you need to make copies of that model and use different textures. In general you have to multiply the model as many times as you want and add a texture to every copy.

This program can make copies of EEP-models in 2 ways :

- creation of standard model copies (numbered if wished)
- creation of multiple copies by use of a list (file)

## 1. Program settings

Before using the program it's best to adjust the program settings first. This can be done by clicking on the settings button to open the "Program settings" window.



1. change the language if needed by clicking on the language list box. The language is directly altered, 4 languages are available.
2. if you have the EEP-ModellKatalog from VFS-Software installed, you can check the option "Use EEP-ModellKatalog images if available" (restart of the program may be needed). When this option is checked, you will see a preview of the selected model (if available).

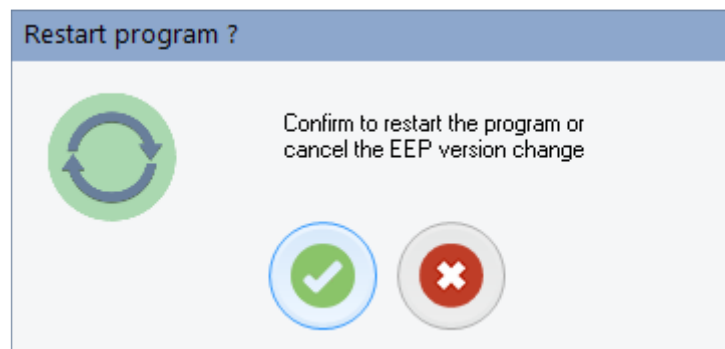
3. if “Check for update authorslist at program start” is checked, the program will notify you if an updated authorlist is available and let you choose to download the list . If the list is updated the program must be restarted to take effect.

You can also start a manual download by clicking the button



4. if model selection by the internal EEP-database is preferred, an EEP-version must be selected in the listbox “Selected EEP-version”. All the available EEP-version are automatically listed.
5. “Use hints” can be selected or deselected to show or hide button hints
6. “Show splash screen at start” toggles a start screen off or on
7. “Confirm the program exit” toggles if an extra confirmation has to be shown at program exit

If another EEP-version is selected, the program wil ask you to restart. At restart the correct model database will be used.



Only with confirmation the version will be changed.

## 2. Selecting a model

First a model has to be selected. This can be done :

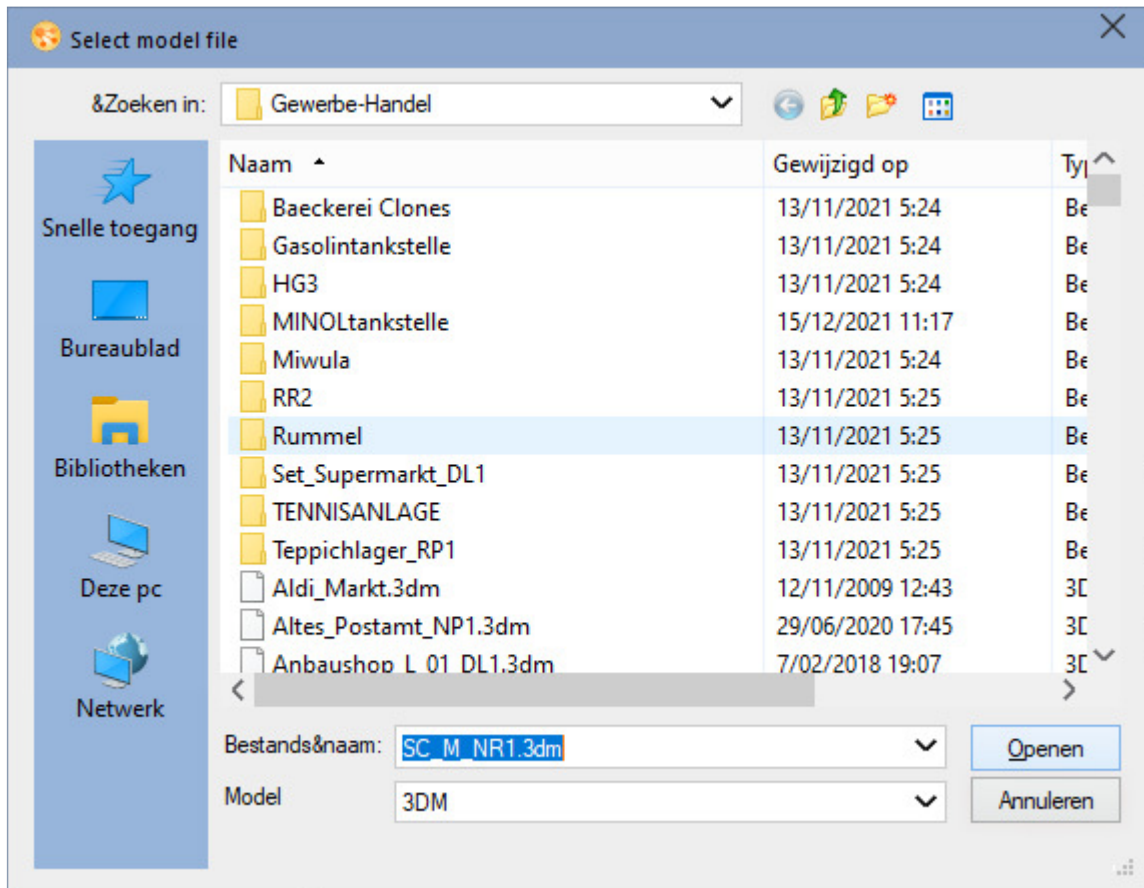
- by selecting the model directly from the available models on the hard drive
- by use of the EEP-database which will show only models which have exchangeable textures
- by opening a previous saved project

### 2a. Select a model directly

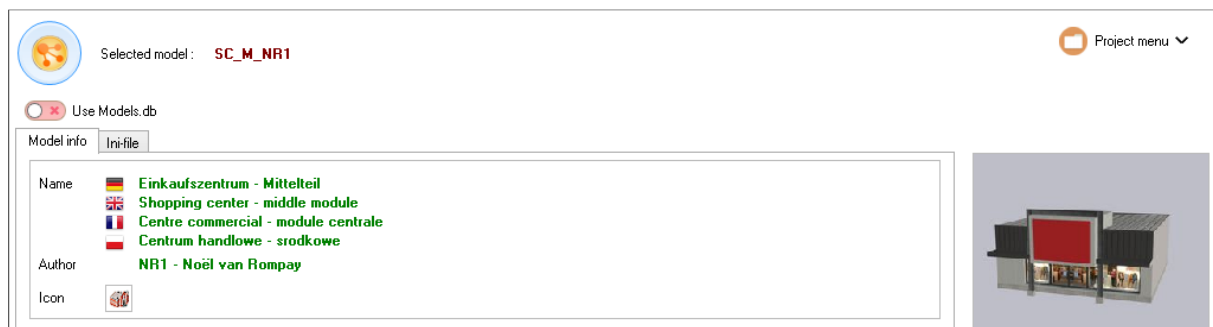
Used to select a model directly from the available models on the hard drive. In that case the program will let you browse through all the available folders and files. You have to know if a model has the feature to use exchangeable textures.

1. be sure the option “Use models.db” is not selected.
2. open the model selection by clicking on the button “Select model”.
3. browse to the folder and file you need.





- select the model by either doubleclicking on the modelname or the button “Open”. The model data are now shown (and the image if the EEP-ModellKatalog is used and the image is available).



## 2b. Select a model by use of the EEP-database

The previous method let you select any model, you have to know if a model has exchangeable textures or not. If you need only an overview of the models with the exchangeable feature, it's better to use the internal EEP-database.

- be sure the option “Use models.db” is selected. If the option is not available, go to the program settings page to select an EEP-version.
- open the model selection by clicking on the button “Select model”.
- select a model in the list.



Models.db (EEP 17)

Model name

(GB) coal car round (KK1)

(GB) coal trolley 3 rust (KK1)

(GB) Coal trolley rust (KK1)

(GB) coal trolley rust round (KK1)

(GB) coal wagon (KK1)

(GB) coal wagon 3 (KK1)

(GB) dark fish cart (KK1)

(GB) fish car (KK1)

(GB) Fish car light (KK1)

(GB) Fish cart rust (KK1)

(Hbf-FiB) Billboard 3.3 x 3.5 m

(Hbf-FiB) Billboard 3.4 x 3.1 m

(Hbf-FiB) Information board

(Hbf-FiB) Information board (double)

(Hbf-FiB) Planetarium

(Hbf-FiB) Platform lamp (double) w/ double station name TT

(Hbf-FiB) Platform lamp (double) w/ double track number TT

(Hbf-FiB) Platform lamp (double) w/ station name TT

(Hbf-FiB) Platform lamp (double) w/ track number TT

(Hbf-FiB) Platform lamp w/ station name TT

(Hbf-FiB) Platform lamp w/ track number TT


Count : 13344

Model info


(GB) coal car round (KK1)

(PIKWr\_KK1.3dm)

Author KK1 - Klaus Keuer

Icon 

☒ Exchangeable texture 1
 ☐ Exchangeable texture 2
 ☐ Exchangeable texture 3



Resourcen -> Rollmaterial -> Schiene -> Schmalspur600

Category

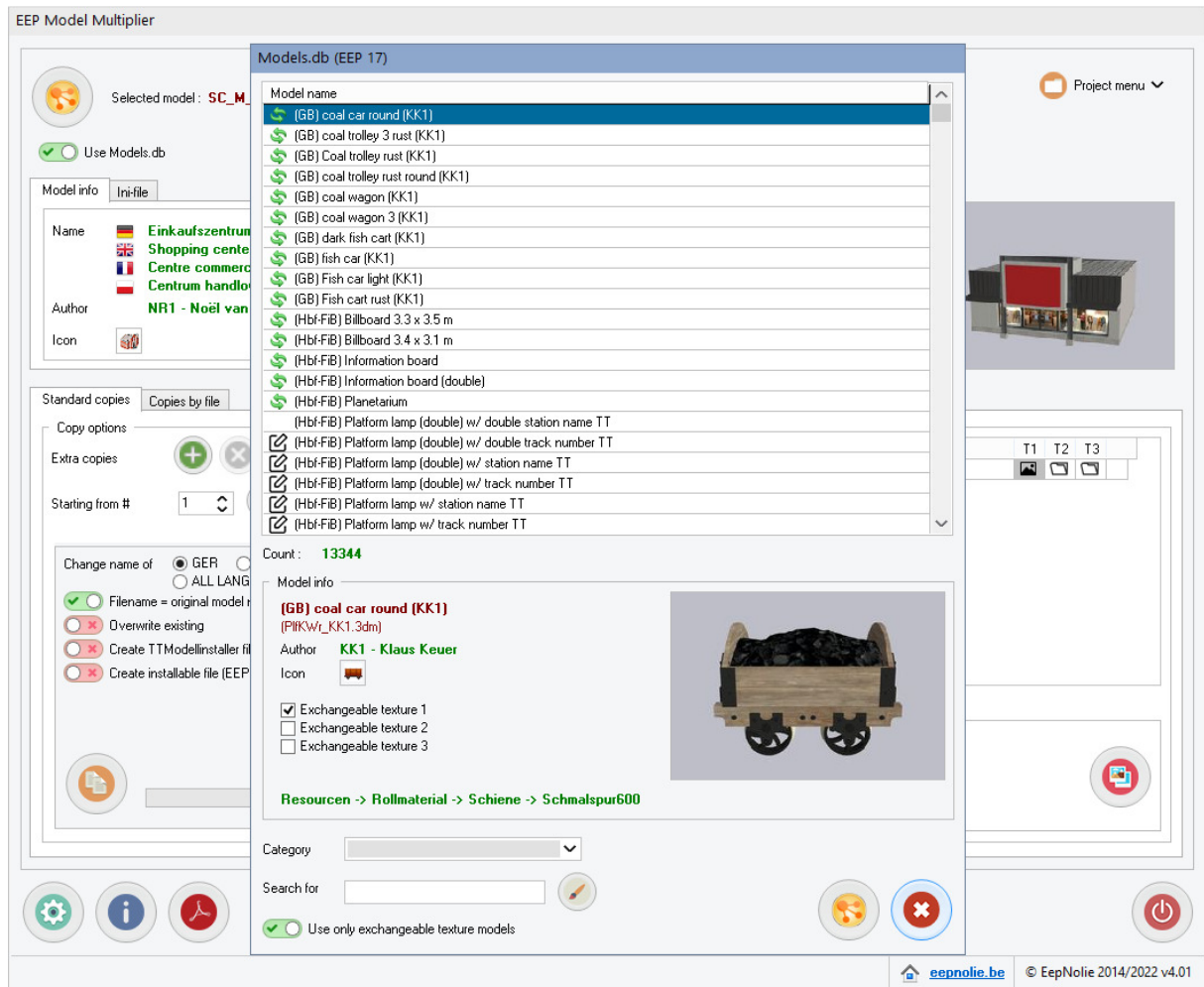
Search for

Use only exchangeable texture models

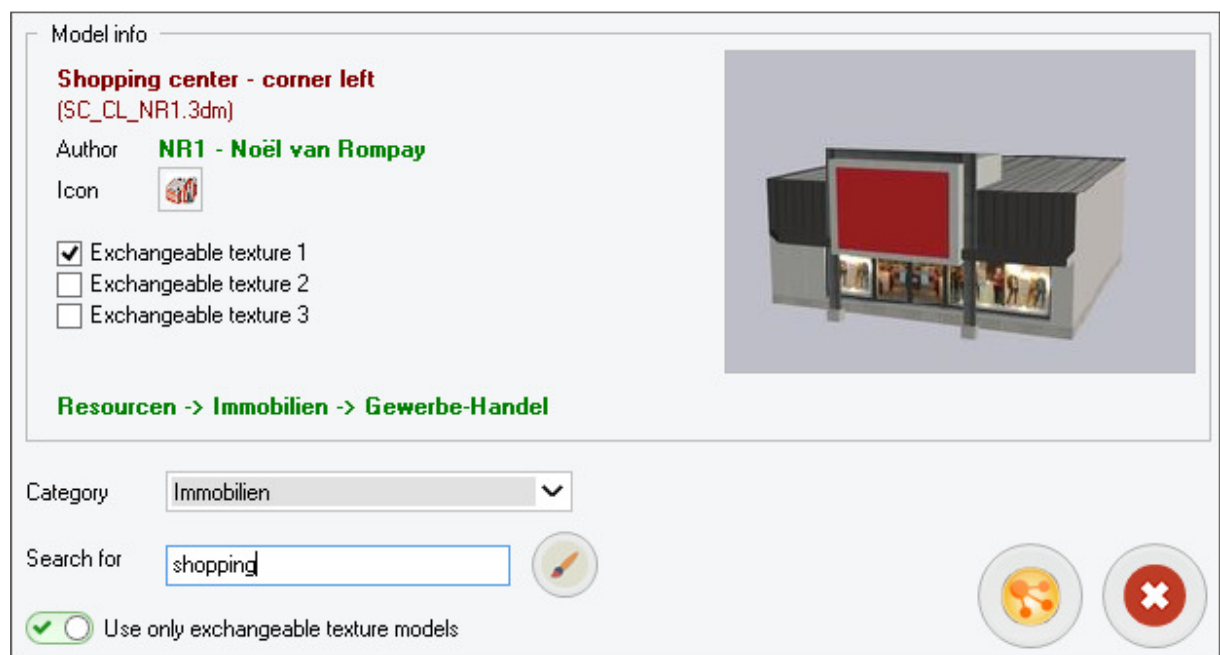
#### Notes :

- in the title bar you will see the selected EEP-version
- the Model Info section shows extra information
- clicking on the image (if available) will show a larger image preview

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4. you can filter this list by selection of a category, entering a search text or the combination of both. If the EEP-ModellKatalog is used and the image is available you will see a preview.



You can also switch between the textured and non-textured models by using the option “Use only exchangeable texture models”. Textured models are indicated with a green arrow-icon or black edit-icon.

**Important** : Text in the “Search for”-box can depend on the language of the installed version when in the model ini-file different languages for the model name are used.

5. if you have found the model you need just doubleclick on the model in the list or use the button “Use this model”. The model data are now shown (and the image if the EEP-ModellKatalog is used and the image is available).



### 3. Making copies

After the selection of a model, copies can be made :

- by creation of standard model copies (numbered if wished)
- by creation of multiple copies by use of a list (file)

#### 3a. Standard copies

After loading the model in the program, on the tab “Standard copies” one copy is automatically inserted in the copy list.

Depending on the language setting next to the field “Change name of” the data in the list can be different. Also the option “Filename = original model name” has influence on the data in the list.

1. make the right selection for the field “Change name of” and the option “Filename = original model name”.
2. add or delete a copy is done by use of and .
3. if necessary (when using numbered copies) select the starting number of the copies (field “Starting from #”).

Resetting this number to 1 can be done by clicking .

Copy options

Extra copies:

Starting from #:

Change name of: ☐ GER ☒ ENG ☐ FRA  
☐ ALL LANGUAGES

☒ Filename = original model name  
☐ Overwrite existing  
☐ Create TTModelInstaller file (SW1)  
☐ Create installable file (EEP)

Filename (Windows)	Model name (EEP)	T1	T2	T3
SC_M_NR1_001	Shopping center - middle module_001			
SC_M_NR1_002	Shopping center - middle module_002			
SC_M_NR1_003	Shopping center - middle module_003			
SC_M_NR1_004	Shopping center - middle module_004			
SC_M_NR1_005	Shopping center - middle module_005			

Count: 5

Selected textures for this copy

SC\_M\_NR1\_005

T1:  
T2:  
T3:

4. the names in the columns “Filename (Windows)” and/or “Model name (EEP)” can be edited. The first name will be the name the copy is saved with, the second name will be the displayed model name in EEP.

Editing the names can be done by clicking on the item in the list.

Possible result :

Filename (Windows)	Model name (EEP)	T1	T2	T3
SC_M_NR1_001	Shop 1			
SC_M_NR1_002	Shop 2			
SC_M_NR1_003	Shop 3			
SC_M_NR1_004	Shop 4			
SC_M_NR1_005	Shop 5			

The data can be copied from one column to another by right clicking on the column. There are 2 options :

- copy just the selected item from one column to the other column
- copy all the items in the list from one column to the other column

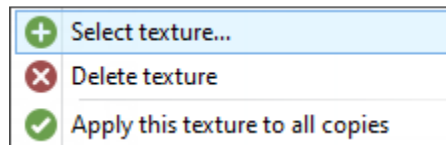
Filename (Windows)	Model name (EEP)	T1	T2	T3
SC_M_NR1_001	Shop 1			
SC_M_NR1_002				
SC_M_NR1_003				
SC_M_NR1_004	Shop 4			
SC_M_NR1_005	Shop 5			

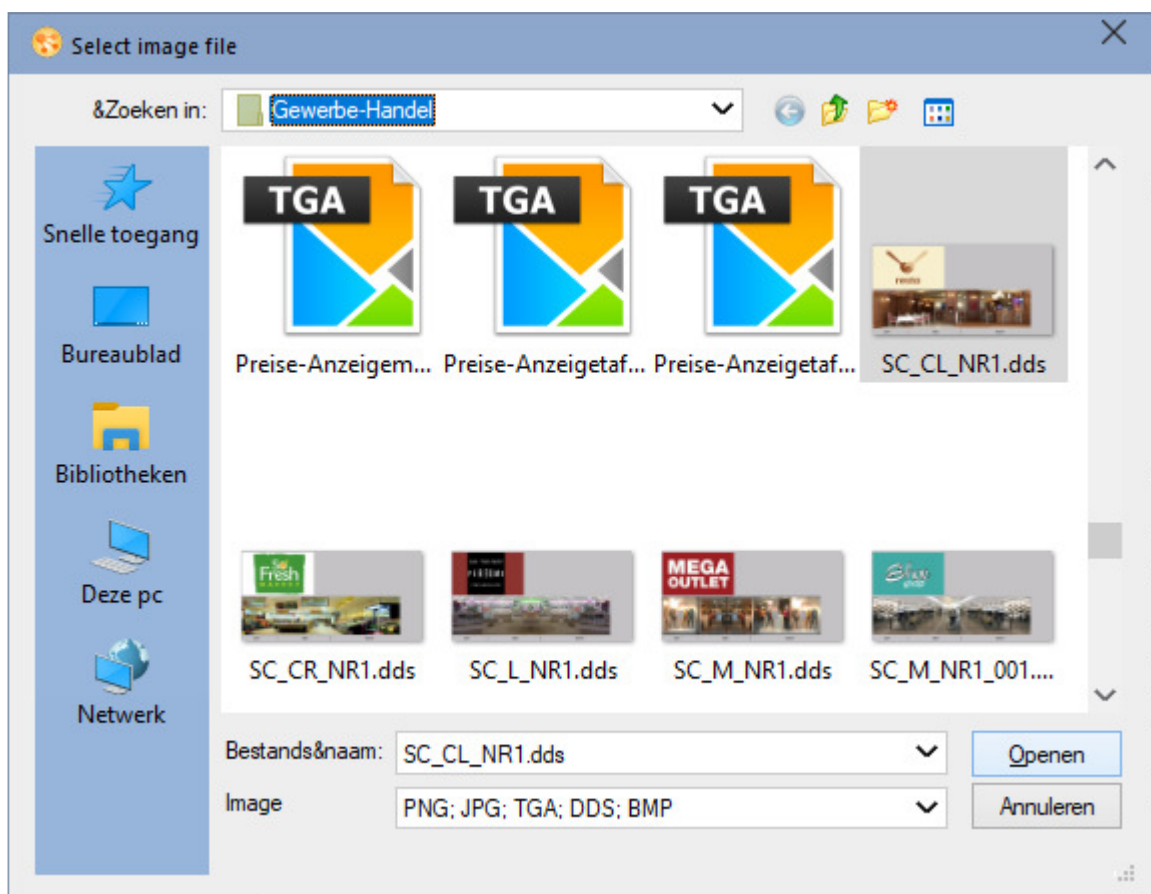
Filename (Windows)	Model name (EEP)	T1	T2	T3
SC_M_NR1_001	Shop 1			
SC_M_NR1_002	Shop 2			
SC_M_NR1_003	Shop 3			
SC_M_NR1_004	Shop 4			
SC_M_NR1_005	Shop 5			



- select textures : each model supports 3 possible textures. You can add a texture to a model copy by clicking on the icon in columns T1, T2 or T3, or by right clicking and select the option “Select texture...”.



- a dialog is shown where you can select your texture (supported are DDS, PNG, JPG, TGA and BMP). The final textures are converted to DDS.



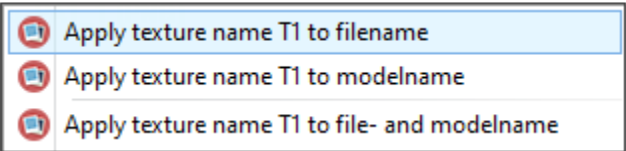
- select the texture by either doubleclicking on the filename or the button “Open”.

When a texture is added, the icon in the column changes. Under the copy list is displayed which texture files are used for this copy.



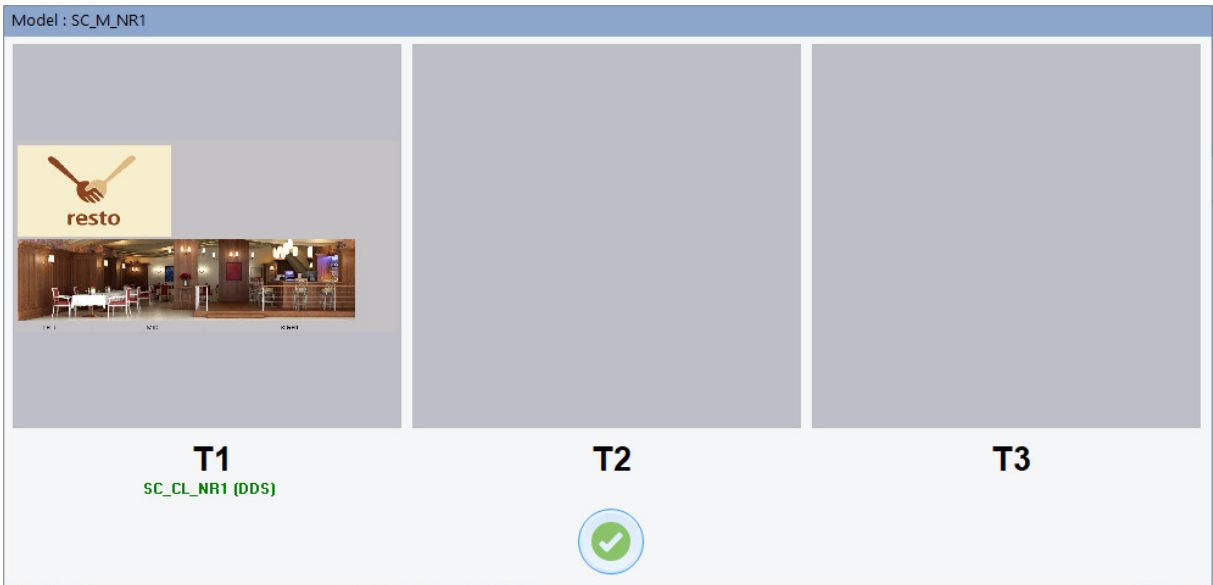
Textures can be removed by right clicking on the image icon and select the option “Delete texture”. If all the copies need to have the same texture (in the same column), the option “Apply this texture to all copies” can be selected.

By rightclicking on a texture name you can open a menu



With these options you can apply the texture name to the desired columns.

8. clicking on the “Texture view” button will open a window and the selected textures are shown.



9. to make copies, click on the button “Make copies”



If copies already exist, they are not overwritten. In the last column is indicated if a copy is made (green) or skipped (red).

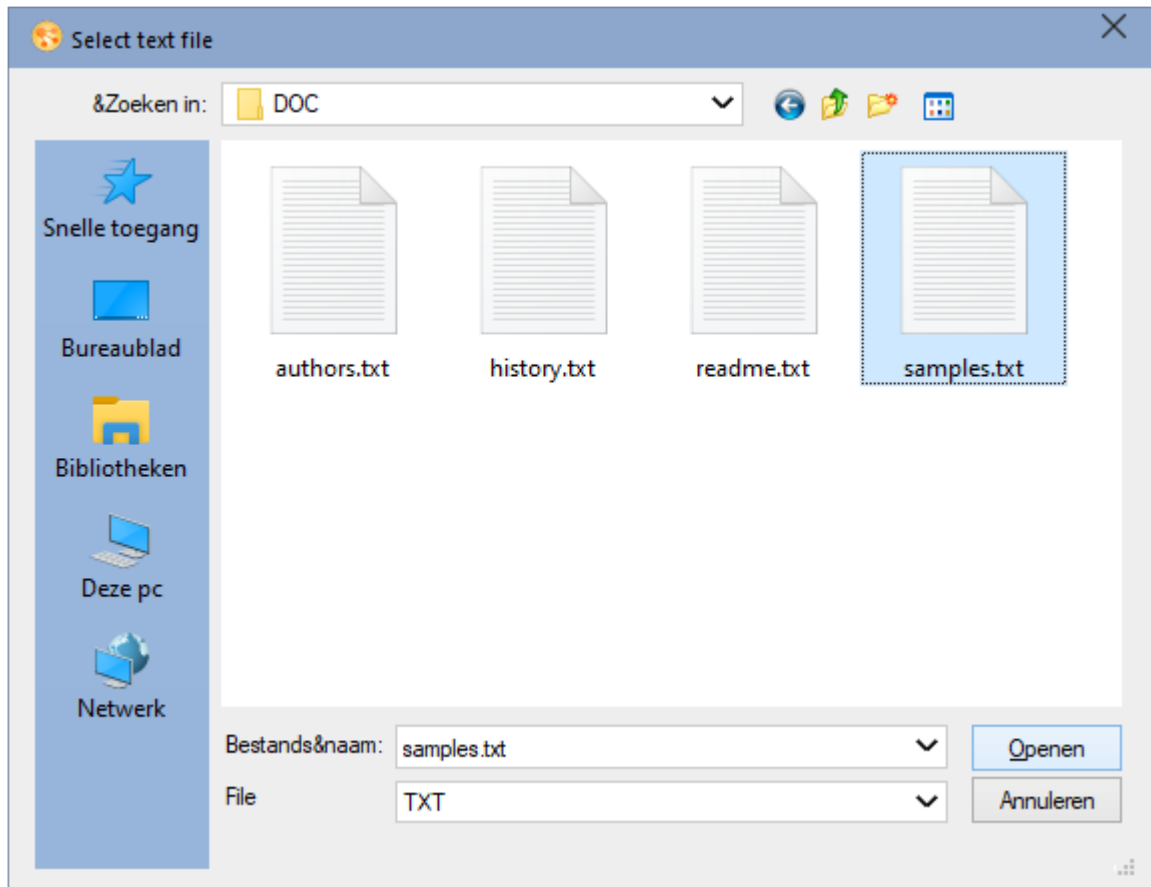
Filename (Windows)	Model name (EEP)	T1	T2	T3	
SC_M_NR1_001	Shop 1				
SC_M_NR1_002	Shop 2				
SC_M_NR1_003	Shop 3				
SC_M_NR1_004	Shop 4				
SC_M_NR1_005	Shop 5				

To force overwriting existing copies, select the option “Overwrite existing” (or select a starting number that doesn't exist yet when using numbered copies).

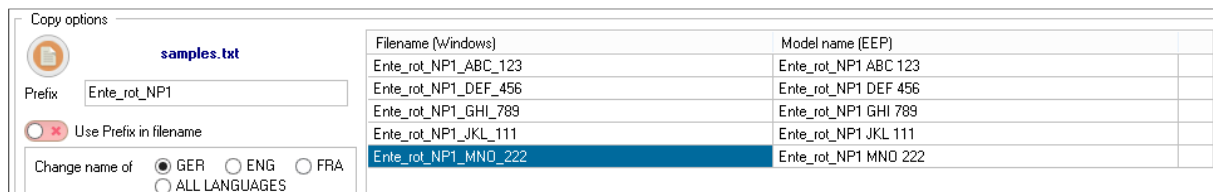
### 3b. Copies by using an external file

With this function a number of clone model scan be created in one run. The program uses a text file which has to be created with a text editor. In the program folder an example file is included (samples.txt). In this file one column is placed with the names of the clones. Spaces will be changed to underscores when loading the file.

1. make the right selection for the field “Change name of” and the option “Filename = original model name”.
2. select the model you want to multiply by clicking on the button “Select model”.
3. click on the button “Use file” to select the textfile  
A dialog window will let you select a file.



4. select the file by either doubleclicking on the filename or the button “Open”.
5. if correct selected and opened the name will appear to the right of the button.
6. if needed, edit the field “Prefix”, this name will be used in the description.



7. to make copies, click on the button “Make copies”



If copies already exist, they are not overwritten. In the last column is indicated if a copy is made (green indicator) or skipped (red indicator).

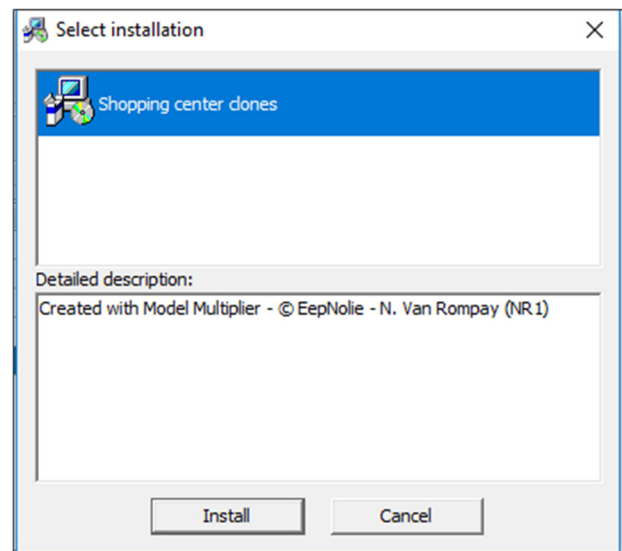
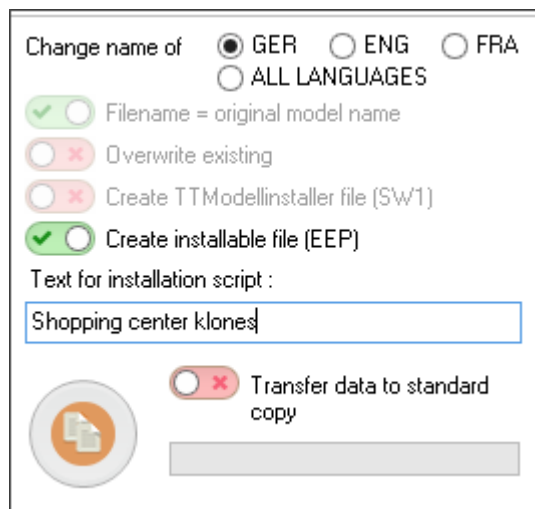
If you want to use a prefix also in the model filename itself, check the option “Use prefix in filename”. All the names in the column “Filename (EEP)” adapt to the prefix (spaces are changed in an underscore due to model name rules).

## 4. Special options

### 4a. Create an installable file

If the option “Create installable file (EEP)” is checked a destination folder is required and an installable fileset is created (file “installation.eep” and a subfolder “Install\_00”).

When a text is added in the field “Text for installation script” this text is added to “installation.eep” and shown when the model set is installed.



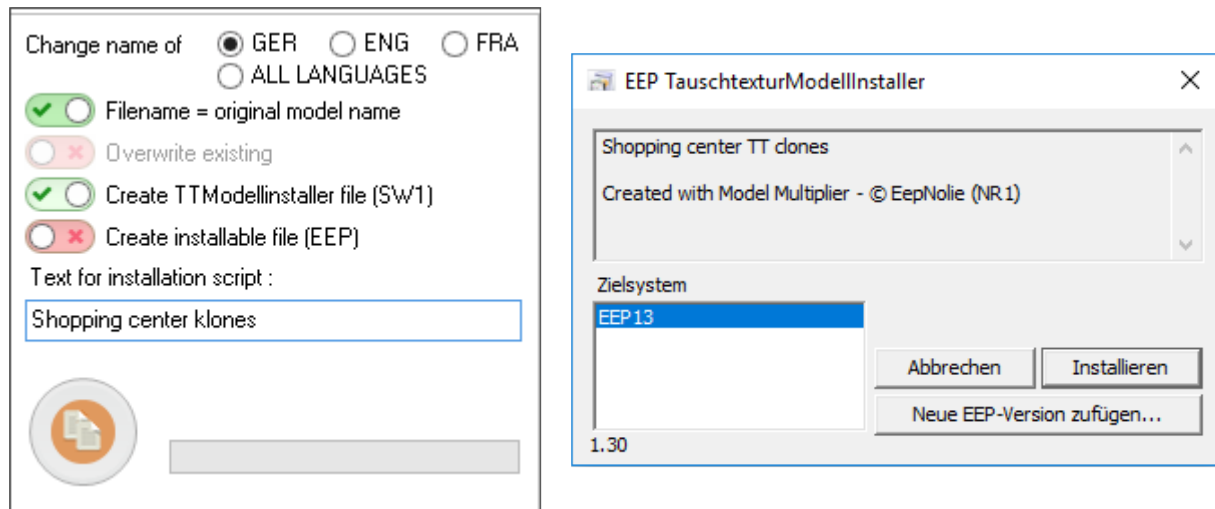
You can install the models the same way as other model sets are installed. This is handy when the set has to be installed on another computer or in another EEP-version.

**Note : the generated set is only for personal use.**

### 4b. Create a TTModellInstaller file

If the option “Create TTModellInstaller file (SW1)” is checked a destination folder is required and a fileset is created that can be used with the TTModellinstaller program made by SW1 (Sebastian Warner). If this program is located in the Model Multiplier program folder, it will be included in the package.

When text is added in the field “Text for installation script” this text is added to script file and shown when the model set is installed by use of the TTModellInstaller.

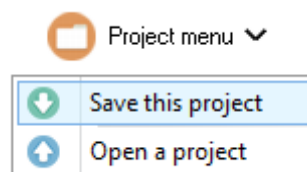


**Important note** : the TTMoellinstaller program is copyrighted by SW1 (Sebastian Warner) and the distribution of the generated files together with this program is strictly described and licenced. Information and licence rules can be found on the website <http://sw1-eep.de>

#### 4c. Saving and opening projects

In the standard copy mode it's possible to save or reopen a previously saved project. This can e.g. be handy for later editing and re-generating model copies.

In the right upper corner you can see this button. Clicking on it will open a menu :



The option "Save this project" is only available when a model is selected and edited.

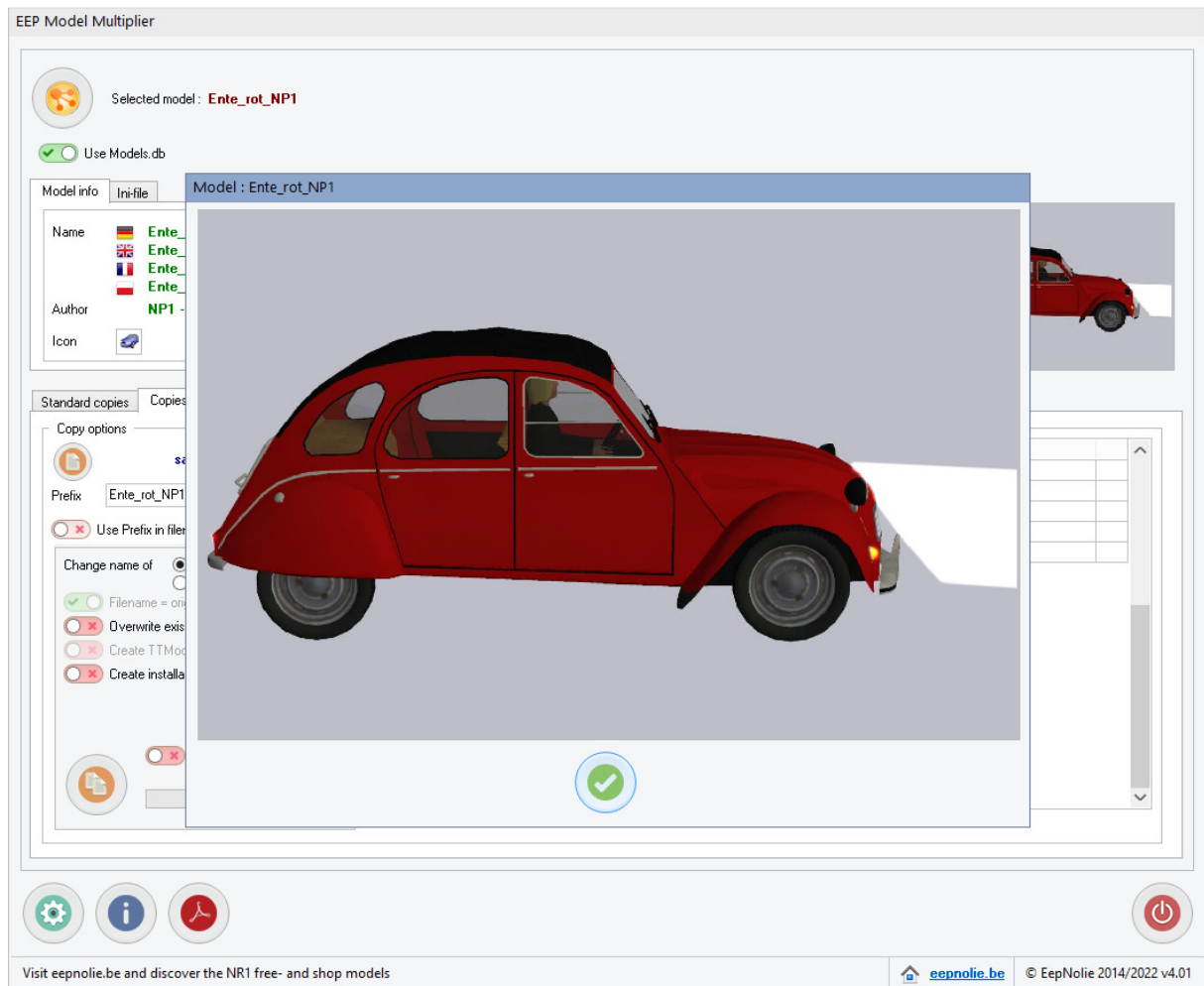
When a project is saved a folder has to be selected. When a project is opened, a folder and project file must be selected.

Projects are saved under the model name, prefixed with the used EEP-version (selected in the program settings tab) and with the extension MMProject.

## 5. Extra features

### 5a. Large image view

When clicking on the small image a larger image is shown (if the EEP-ModellKatalog from VFS-Software is installed and the option to use it is selected).



### 5b. Manual

The manual can be opened by using the button which is shown when the appropriate manual file is available in the selected language.



### 5c. Program information

Information about this program is available by clicking the information button.



## 6. Final notes

Rescan your models in EEP after making copies to update your EEP-database. When using EEP-version 13 or above to install an external created copy set scanning is not necessary.

I want to thank VFS Software for the usage of images of the EEP-ModellKatalog and SW1 for the usage of the TTModellInstaller program.

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