



Manual

Texture Multiplier 3.xx

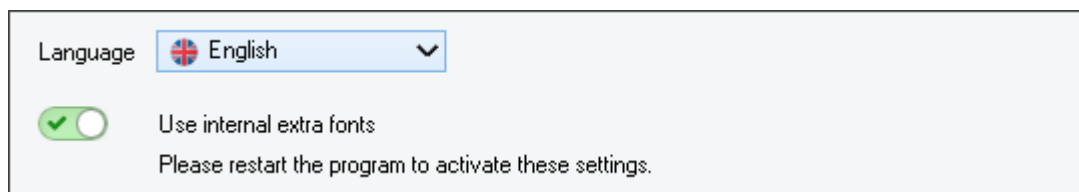
With the program “EEP Texture Multiplier“ it is possible to create exchangeable textures for EEP-Shop- and free Models by use of simple edit functions. It’s also possible to do this for a group of models by use of an external textfile (e.g. creation of street nameplates). The generated image files are PNG, JPG, TGA or DDS-bitmapfiles.

The program can be easily installed just by copying the files from the ZIP-ile to a folder of your choice.

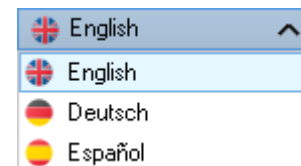
Please take time first to adjust the program settings first after (re)installing the program.

1. Program settings

Two settings (language and use of internal font selection) require a restart of the program to take effect. You can use the program without restart, but some parts of the interface won’t be updated with the selected language before restart.



- a. The language interface of the program can be changed by selection of the desired language (available options : English and German).



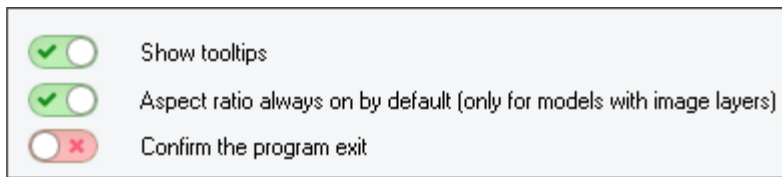
- b. To use the internal fonts the slider “*Use internal extra fonts*” must be activated.

IMPORTANT :

When no internal fonts are used the program installs fonts temporarily from the supplied “Fonts” folder. At program exit these fonts are released.

In some (rare) cases the program seems not to start, although it started running in the background. The reason is that Windows isn’t notified some fonts are temporarily installed, this is caused by other programs running on the computer. In that case activate the use of internal fonts.

Other options :



Show tooltips

Activates/deactivates tooltips where available

Aspect ratio always on by default

Activates/deactivates aspect ration option by default for models with image layers

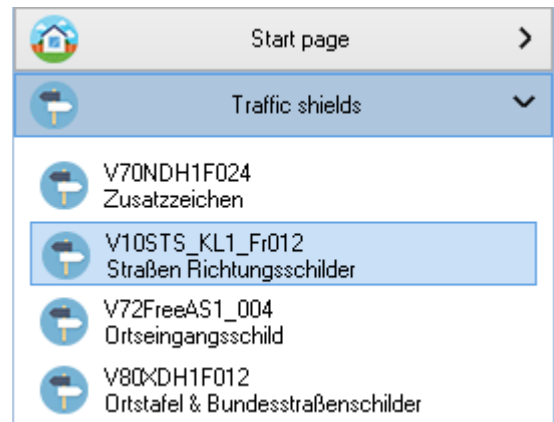
Confirm the program exit

Activates/deactivates confirmation at program exit

2. Menu

The menu gives access to the different texture editors which are placed in categories. By clicking on a category name a submenu is shown. Clicking on a button opens the specific texture editor.

The editable textures are included in a folder "Sets" and specific subfolders for the available models. When started the program checks if these textures are available. If a texture or a texture set is missing, the menu button for that model is blocked and the texture can't be edited. Be sure not to change anything in the set folders and leave them complete !



3. Texture editors

Depending on the texture there are several differences in the available parts of the chosen editor. In general some of these parts have the same functionality.

a. Text field

In a text field some text can be entered. This text is placed on the texture, mostly centered. To shift the text to the right blank spaces have to be placed before the text.



b. Font selection box

With this selection box the font of the text can be altered. The list contains the fonts which are installed on the computer.



c. Font size field

The size of the text (in points) can be changed by either typing a value in the box or by using the arrows to change the value. The lower and upper limits are displayed on the screen. In some cases only fixed values can be selected.



d. Position field

To move text up or down this box can be used. The value can be changed by either typing a value in the box or by using the arrows.



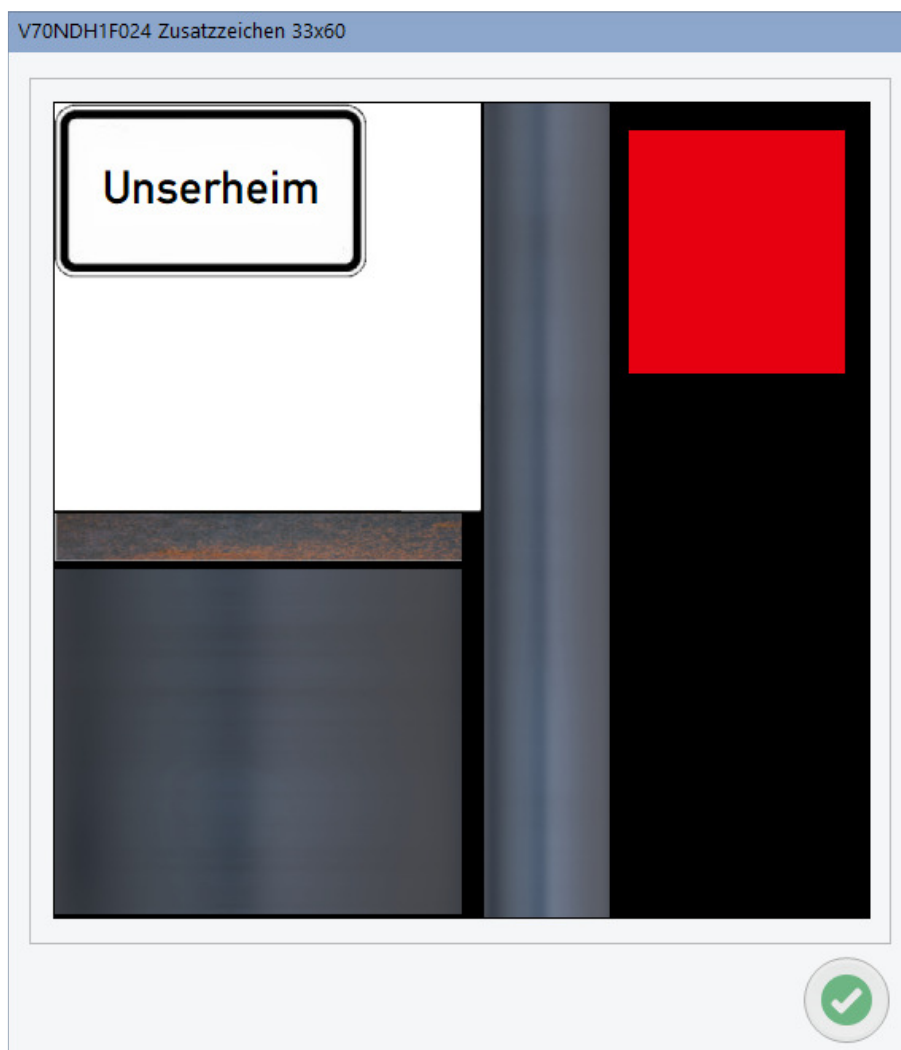
e. Reset button

By pressing a "Reset" button (more than one button can be available), the fields or image selections binded to the button are cleared to their initial settings.



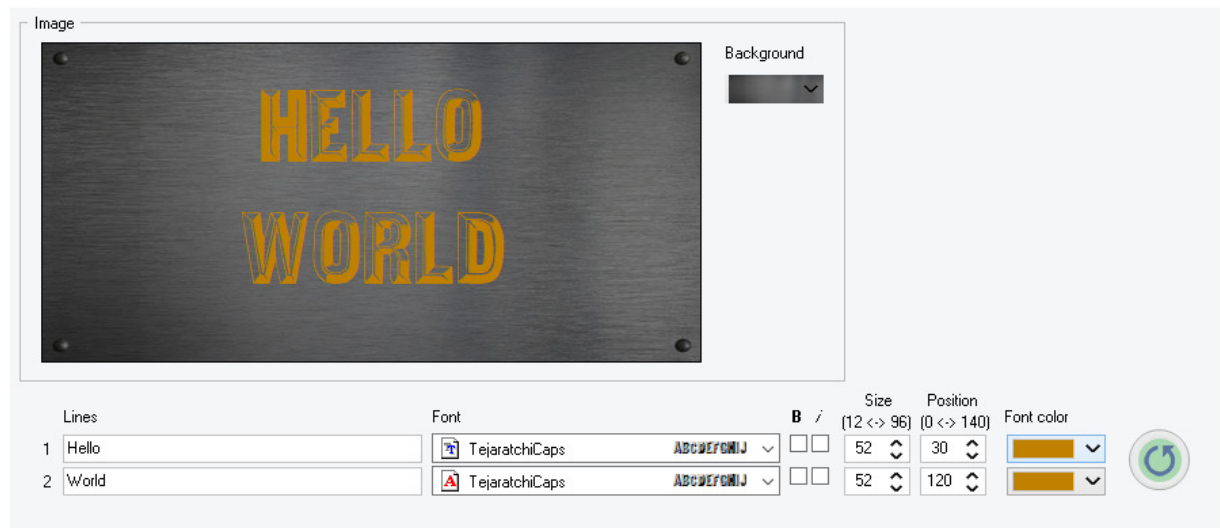
f. Update button

When a texture is divided in parts or when there are different versions of a texture, the editable parts have to be written on the final texture. In that case an update button is available. To see the result the button "Update" can be pressed.




g. Using text

In most editors texts can be placed on the texture, just enter the text in the appropriate fields and optionally adjust size, position, font, ...

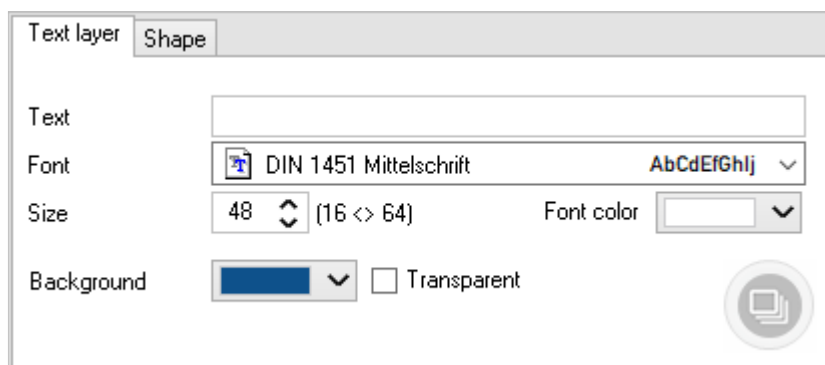


h. Using images/Text layers/Shape layers

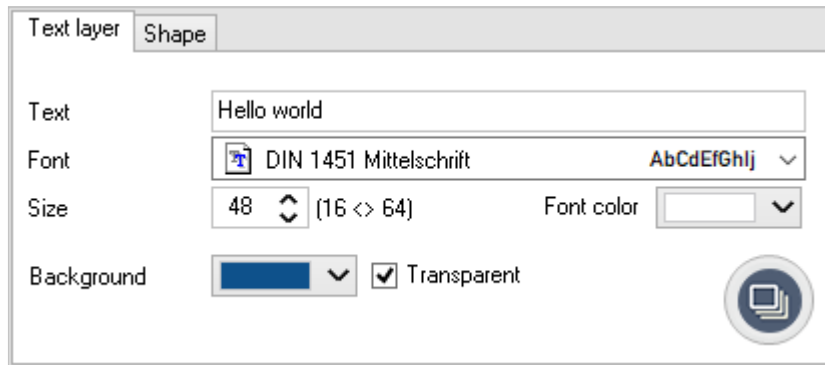
In some editors you can use the layer function. Images and optional also text and shapes can be placed on the texture.

For images you have to use the  button in the layer list. The selected image is added to the layer list.

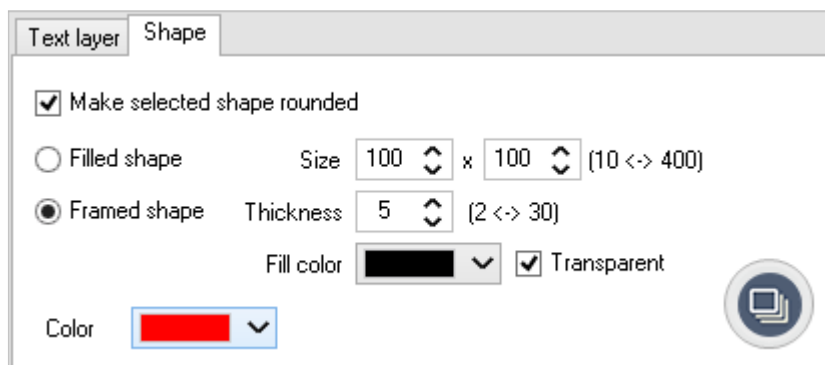
For texts and shapes an extra section is provided.



On the tab "Text layer" you can type a text, select the font, font size, font color, background color and background transparency for the text layer. When a text is entered then button to create the text layer becomes available.



On the tab “*Shape*” you can select if the shape has to be squared, rounded, transparent, colored.








Note : in case of transparency the background color is ignored.

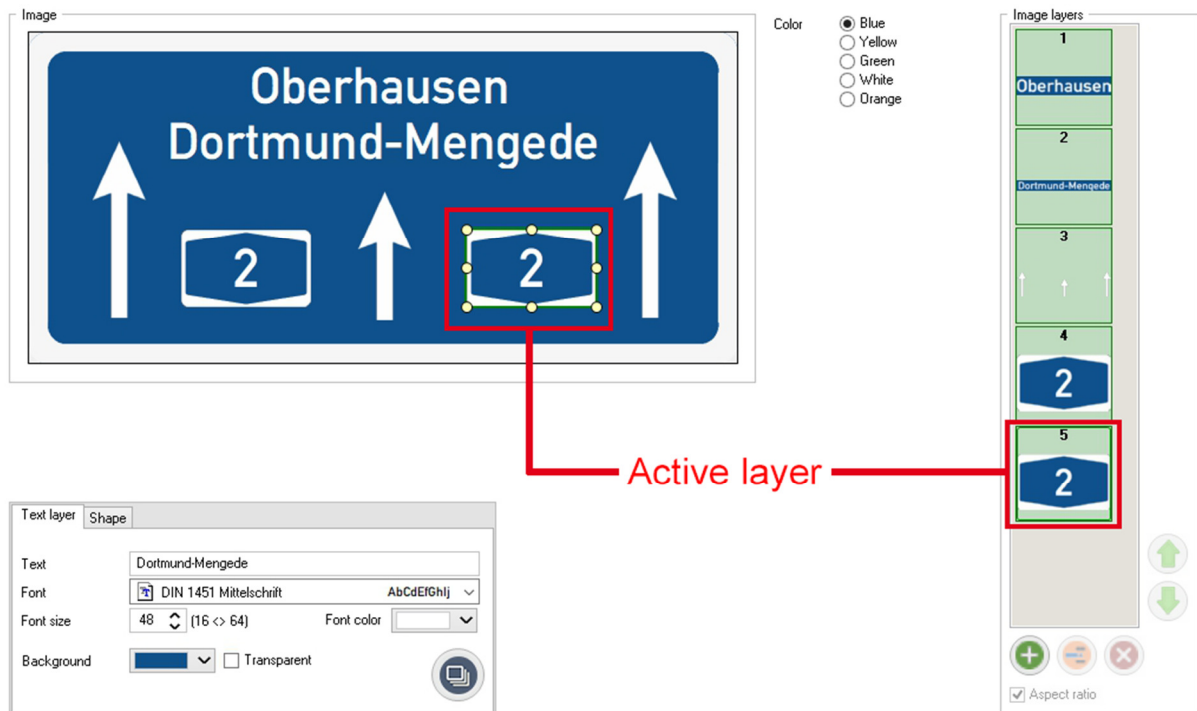
Every created layer is added to the layer box. You can always select a layer by clicking on the layer on the image or in the layer box. An outlined green box indicates the active image.

On the editable texture the image is displayed in a square box with 8 grips. By selection of a grip the image can be scaled in one or more directions. Continuously pressing the Alt-key will scale the image proportionally. This function can also be used by selecting the option “*Aspect ratio*”.



In the layer box these buttons are available :

-  Add a new image layer
-  Insert a new image layer
-  Delete the selected layer
-  Move the selected layer one position up
-  Move the selected layer one position down



i. External data file selection button

A button for selection an external data file can be available. With this option you can create as many different textures for the same model as available in the external data file. The file has to be a flat textfile (with the extension .txt).



Strassen.txt

When such a file is opened a list of contents is shown. The texture adapts the text of the selected line in the list box.

The name of the textures will contain the text which is placed on them.

In this case the text on the texture name is added to the texture filename to make the texture files unique.

4. Save options

a. Save button

Use this button to save the edited texture. The program asks for the folder where the texture has to be saved. If an "Update" button is available for the texture, the program simulates first the pressing of this button to create the final texture before saving it to the chosen folder.



b. Filename suffix field

The textures are saved with a specific name. A suffix can be added to make saving of different textures in the same folder possible.

Filename suffix

c. “Save complete set” option

When multiple images are available in a set only the displayed image is saved. To save the complete set of images the option (if available) has to be checked.

Save complete set

d. “Only save selected list item” option

When using data from an external file, the whole content of the file can be used to generate textures, but with the option only the texture of the selected item in the list is saved.

Only save selected list item

e. Filename prefix field (only with data from external file)

When this option is selected, the filename(s) of the texture(s) is/are composed by a given prefix, an underscore and the text of each line of the datafile.

Save with prefix

This way it's possible to use the same filename for textures and models generated with Model Multiplier.

5. Information window

Most of the model editors have an information button. By clicking on this button an information window is opened with information about the author and an image of the model.



Information

Model name(s) **V13NNR10023**

Author **NR1 - Noël Van Rompay**

Description **Bürogebäude Schilder**






If there is a link available to the model (Shop or author website) this button is available. Clicking on this button brings you to the webpage where you can find more information about the model.



6. Extra features

a. Manual

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



b. Program information

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



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