Documentation
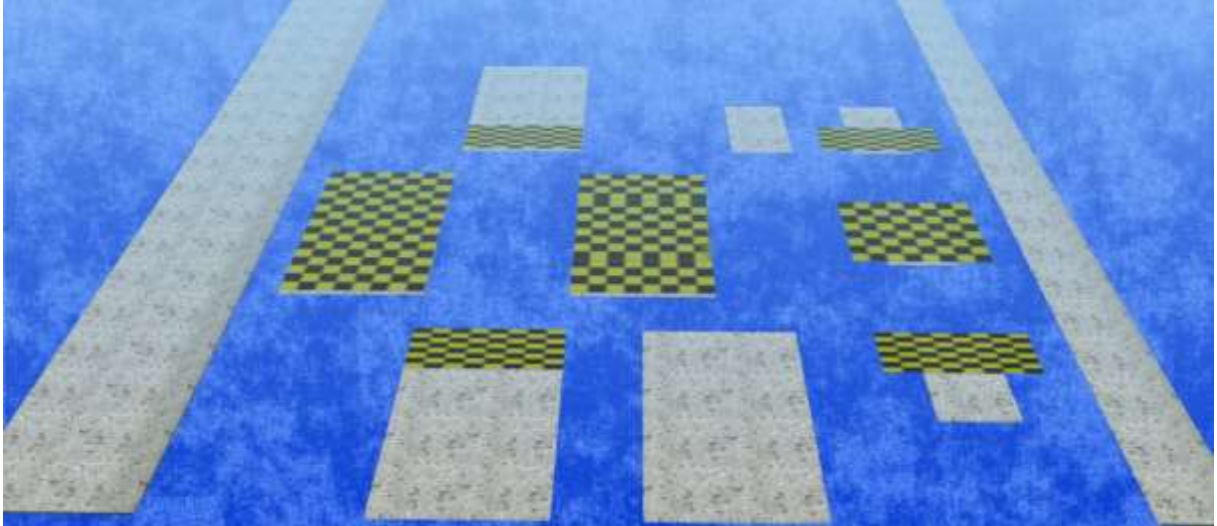

Home and Garden - Large Path Set 1 and 2 of DB2

Both route sets consist of path textures as immobiles, track objects and splines:

Splines:	In roadways (splines) / roads / roads
HuG Stonepath ## DB2	Spline 1 m wide
HuG Stonepath ## 2m DB2	Spline 1 m wide
Track objects:	In track projects roads / road objects / other (all 10 cm high)
HuG Stonepath ## Start 2x1m DB2	Start of way 2 x 1 m
HuG Stonepath ## Center 2x1m DB2	Center 2 x 1 m
HuG Stonepath ## End 2x1m DB2	End of way 2 x 1 m
HuG Stonepath ## Start 4x2m DB2	Start of way 4 x 2 m
HuG Stonepath ## Center 4x2m DB2	Center 4 x 2 m
HuG Stonepath ## Crossing 4x2m DB2	Crossing 4 x 2 m
HuG Stonepath ## End 4x2m DB2	End of way 4 x 2 m
Immobiles:	In Immobiles / Facilities / garden, park, sports facilities (every 10 cm high)
HuG Stonepath ## 2x1m DB2	Immobile plate 2 x 1 m
HuG Stonepath ## 4x2m DB2	Immobile plate 4 x 2 m
HuG Stonepath 01 Step DB2	Step 100 x 25 x 25 cm
HuG Terrace door 01 DB2	Terrace door 1,18 x 2,2 m, 4 cm thick, scalable
HuG Terrace door 02 DB2	Terrace door 0,8 x 2 m, 4 cm thick, scalable

stands for the pattern number 01 – 12

Annex 2:   Table of models pattern 12 with edging stones

The individual patterns can be selected during the installation, so if you do not want to use all the spline patterns, you can deselect the unwanted patterns.

The plates and paths can be freely combined. Due to the multitude of railway objects, the best opportunities to create terraces, squares, paths and combinations are quickly and precisely. A small tutorial (just 20 minutes) can be found on YouTube (only in German - but pictures say more than 1000 words):

https://youtu.be/a3UEzxkE-N8

To get a first overview of the possibilities, here are a few combinations.

Here I used as a terrace 3 crossroads 4 x 2 m. The steps consist of real estate elements 2 x 1 m, the lowest level is a track object beginning 2 x 1 m. Connected are then different splines in 1 m width.

Before placing the track objects, the spline "invisible road" must be selected. In the 3D editor the track objects are hardly recognizable because the spline is at the top edge to allow a seamless transition to the spline (see bottom step).

The Splines can also be used as a pavement dough. In the 2-D mode you can simply insert them parallel to the road, only the distance to the individual roadplines must be tried before. You can then adjust the height.

This parking lot is also easily connected with a track object. This allows vehicles to drive across the square. By clever combination of railroad projects and additional invisible roads, a parking lot is also conceivable.


On the other side, the footpath to the platform is again closed - seamless.
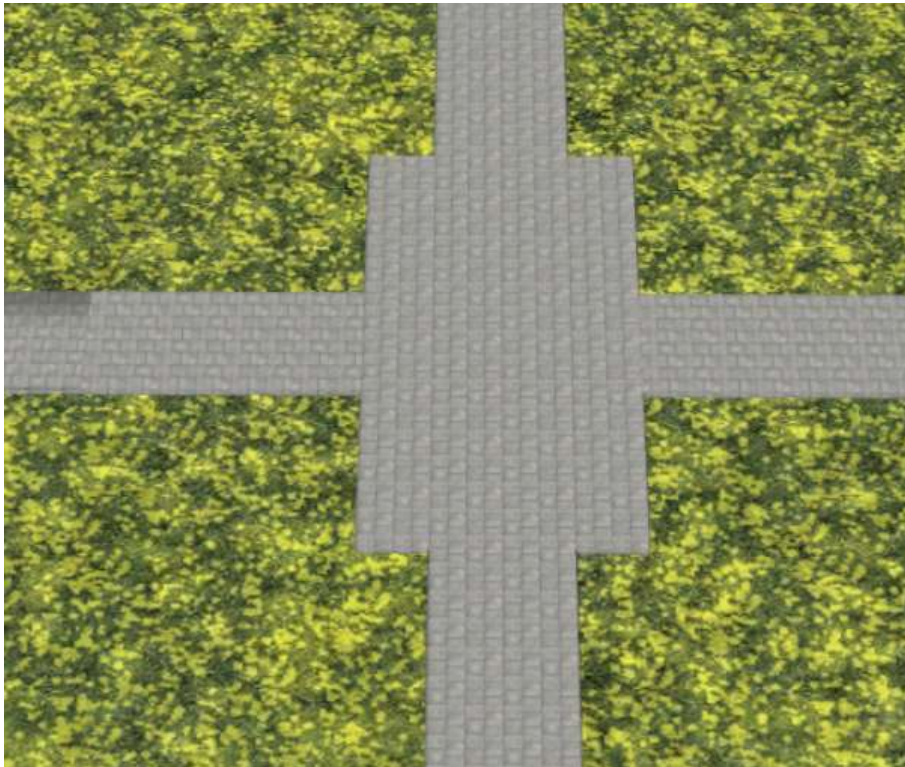
An intersection formed by a tracked object Crossing 4 x 2 m and 4 connected track objects 2 x 1 m. Links connected a spline 1 m wide.
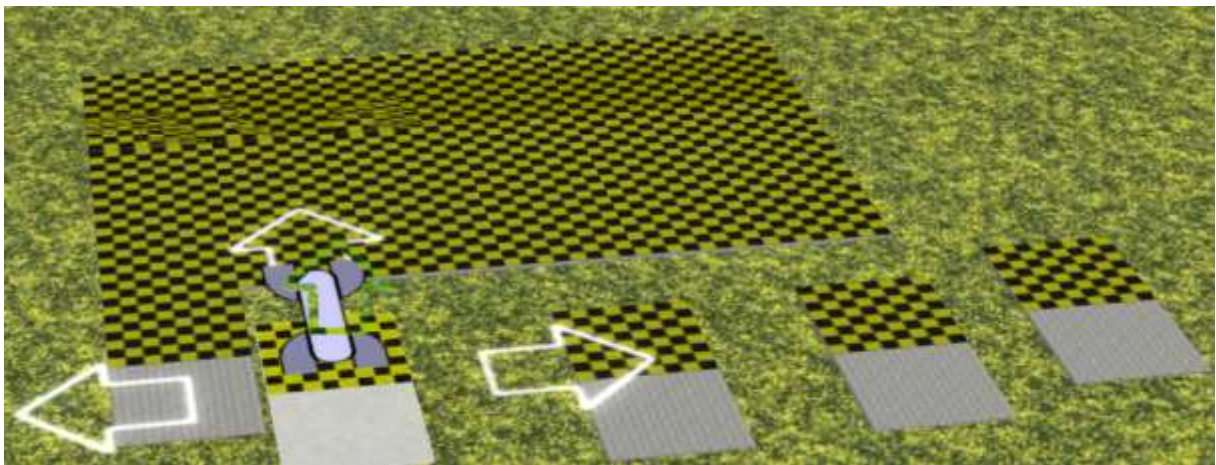
Attention:

When connecting the track objects, it is important to avoid the appearance of two chain symbols when releasing the mouse! Otherwise, the new piece is randomly attached to one of the existing connections!
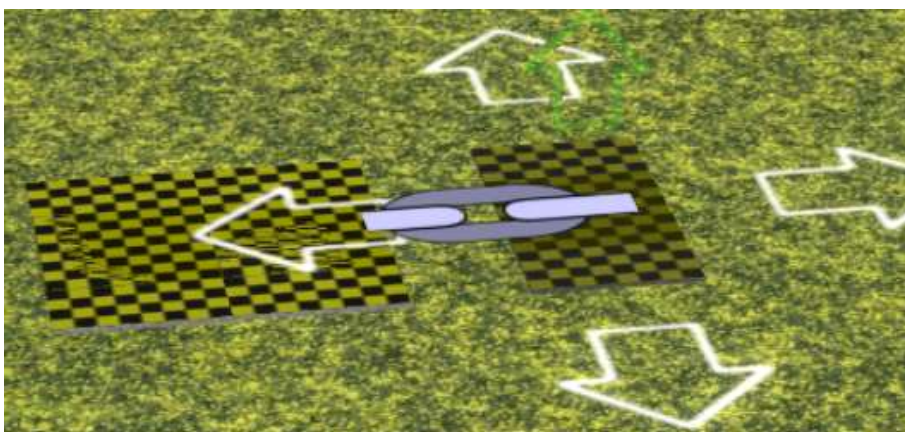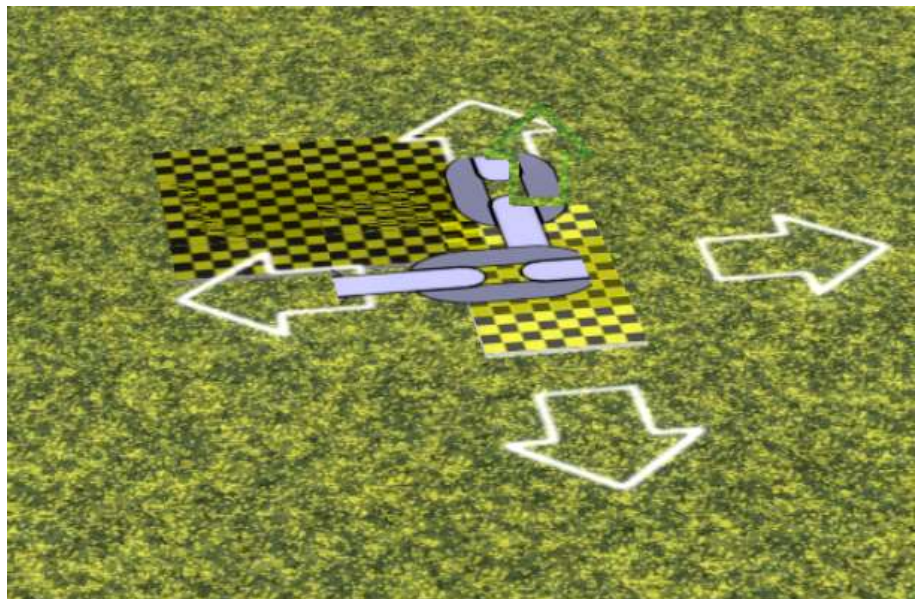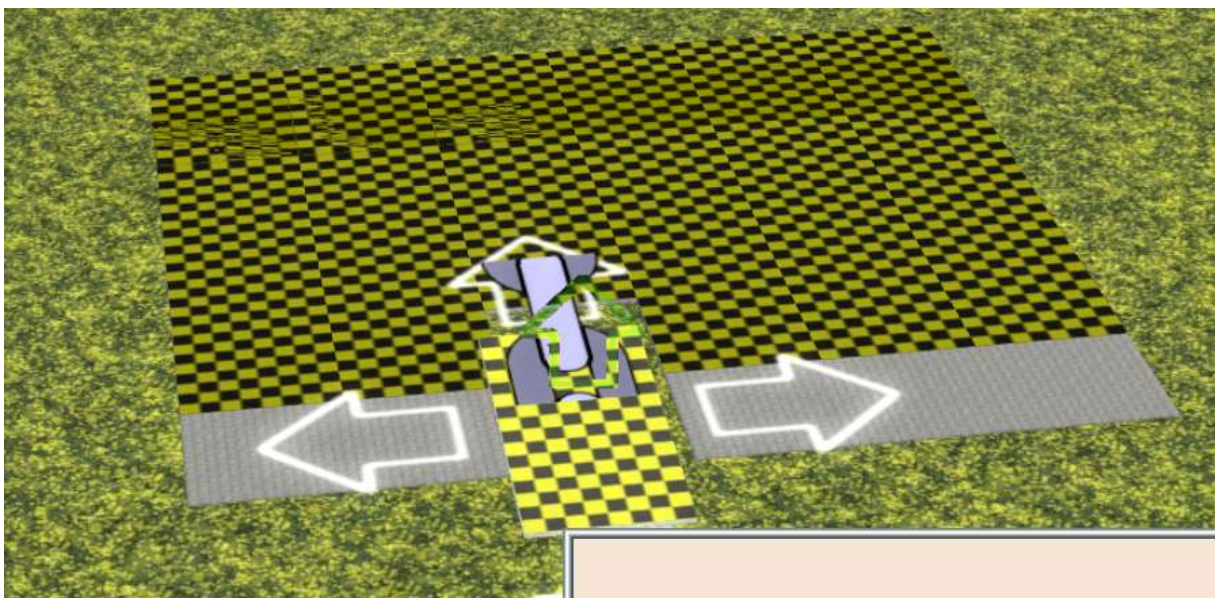

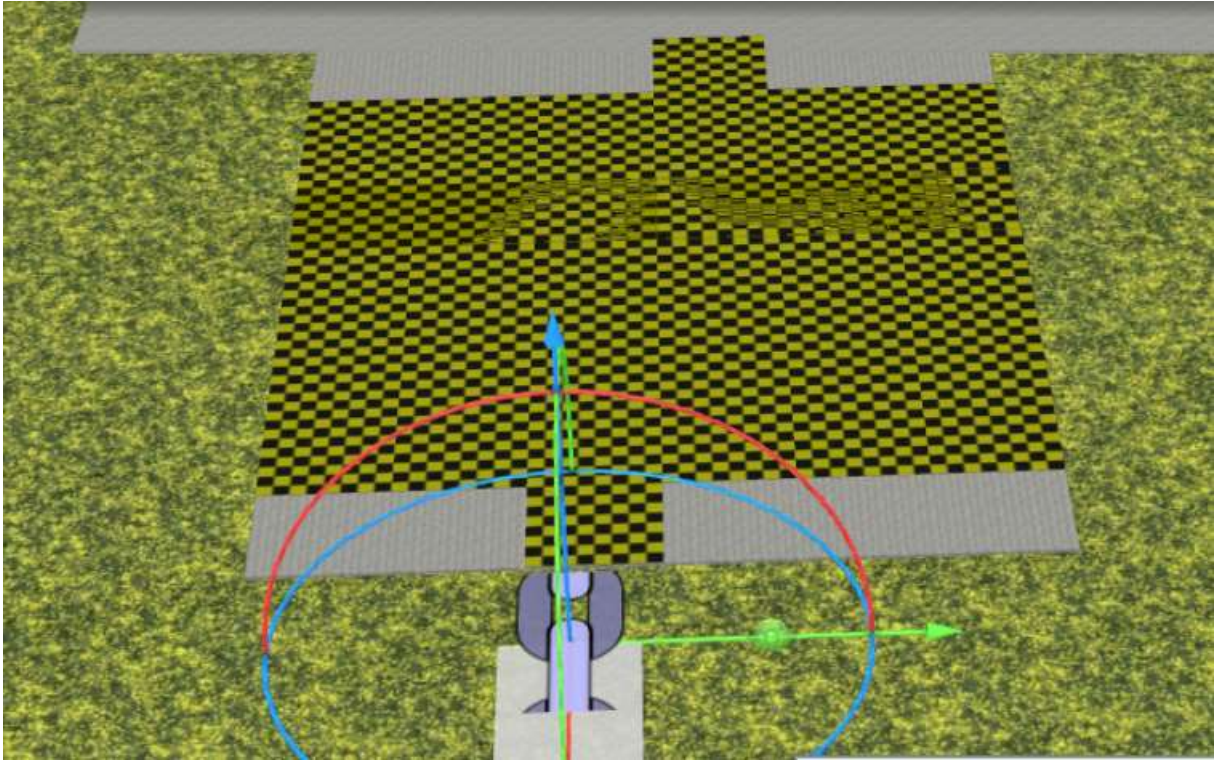

That's how it works with the neighbor;)
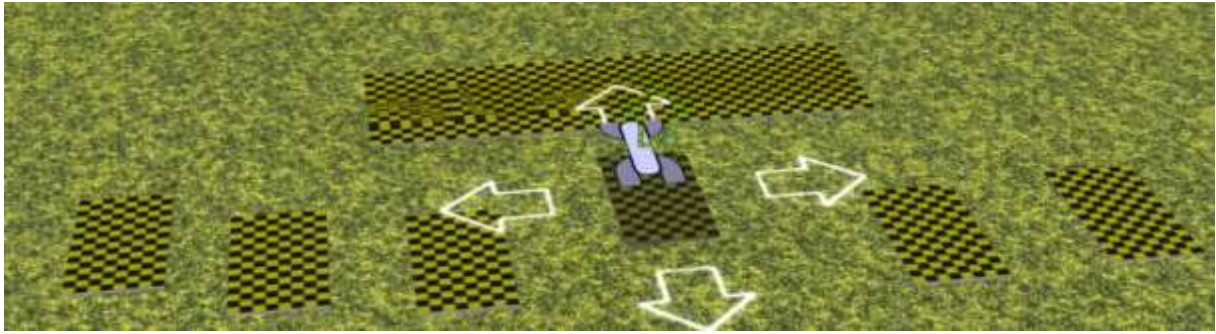
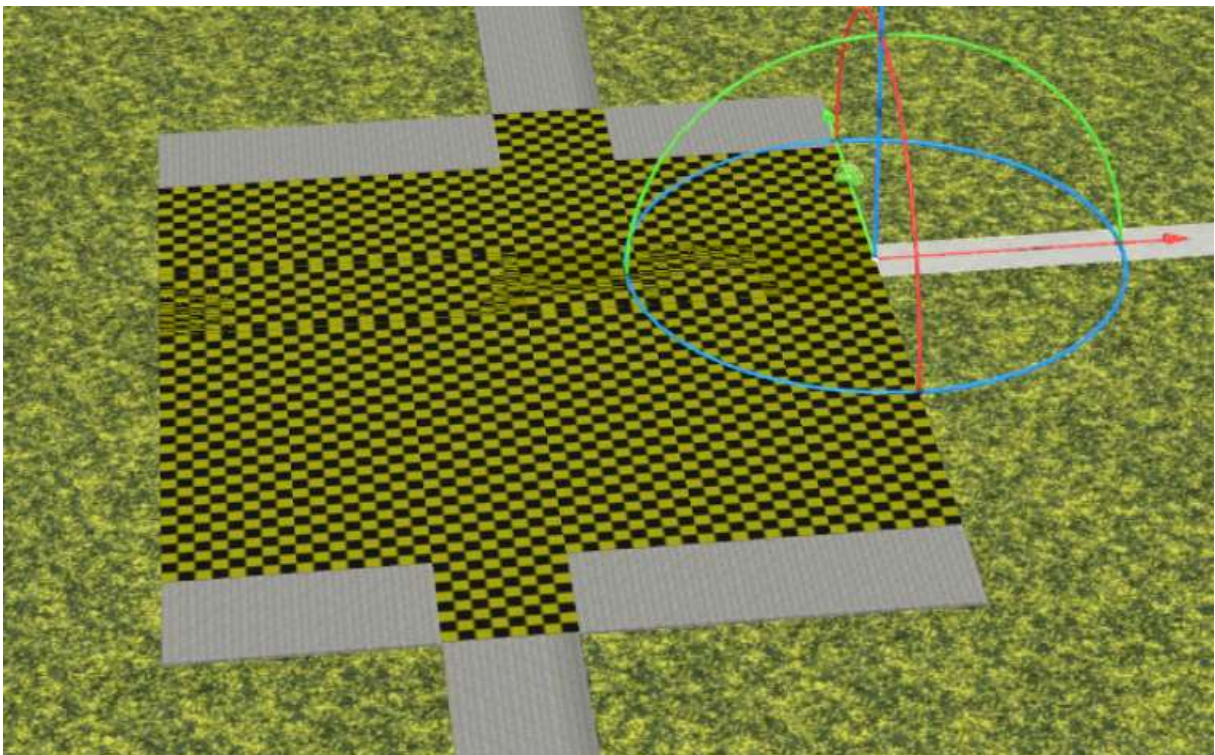To the middle six intersections I add 6 centerpieces here.

Now follow five initials. I leave a place free …
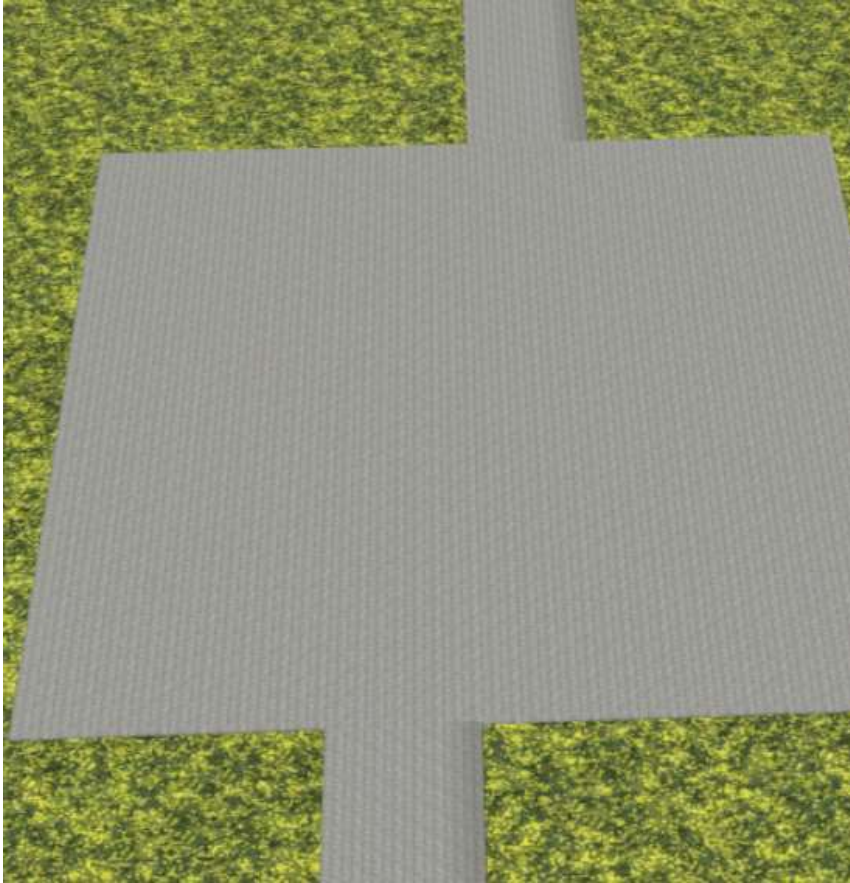

… to add a center piece...

… To which I connect a spline. Whether you choose a spline with a width of one or two meters does not matter - both are possible.

On the other side, I have slightly offset another 2-m spline set and go to the right with a 1 m spline from the plate.

And this is how the plate looks.

Due to the possibility of adding starting and end pieces as track objects at the beginning and end of a spline, a harmonious picture results, since otherwise the spline ends, which are otherwise open in many cases, do not have to be concealed in a tricky manner.

I wish you a lot of fun in building.

If there are still questions or ideas about my models, I would be happy to answer them - preferably in the MEF, the official EEP forum. Please submit your request there
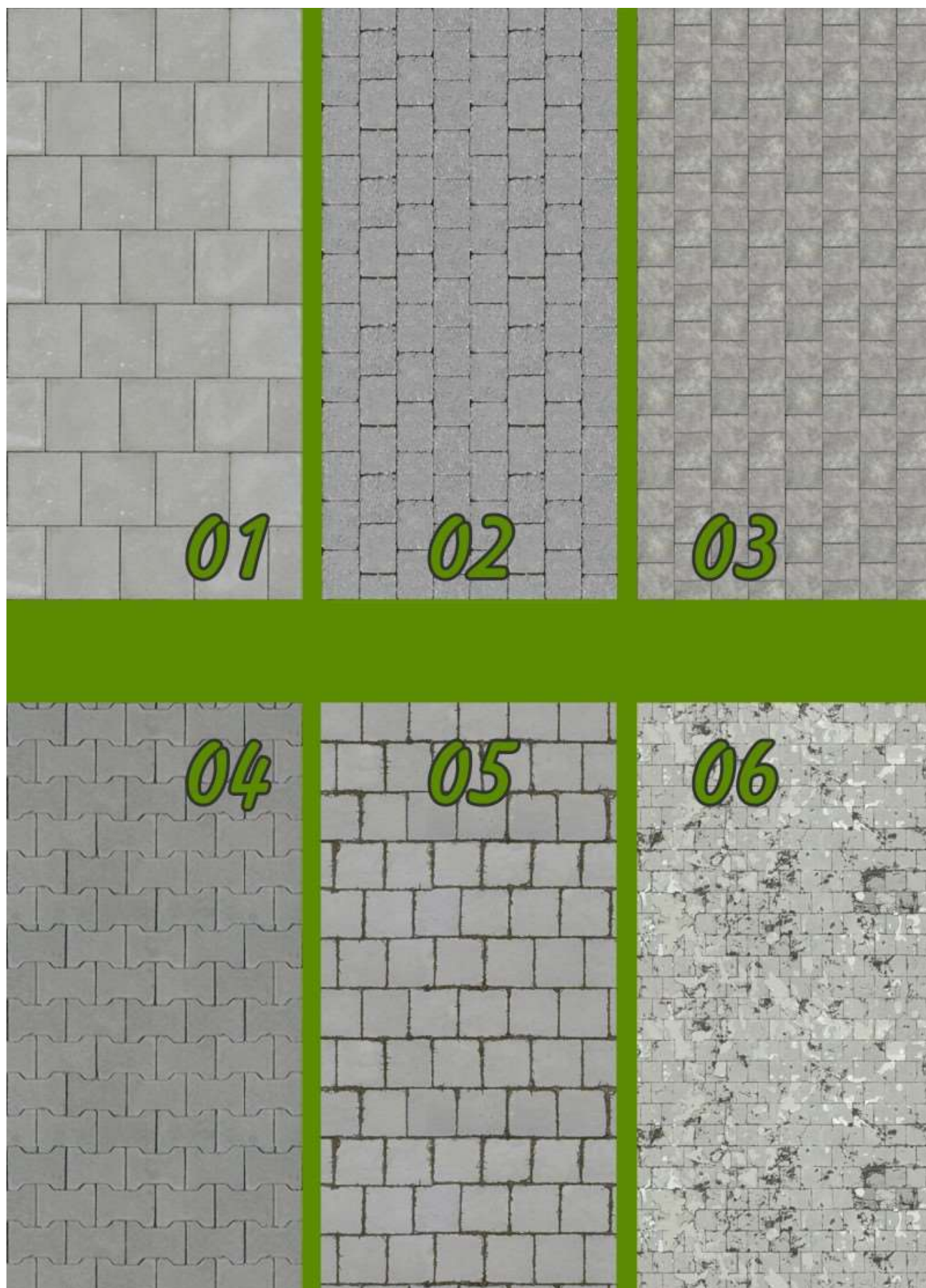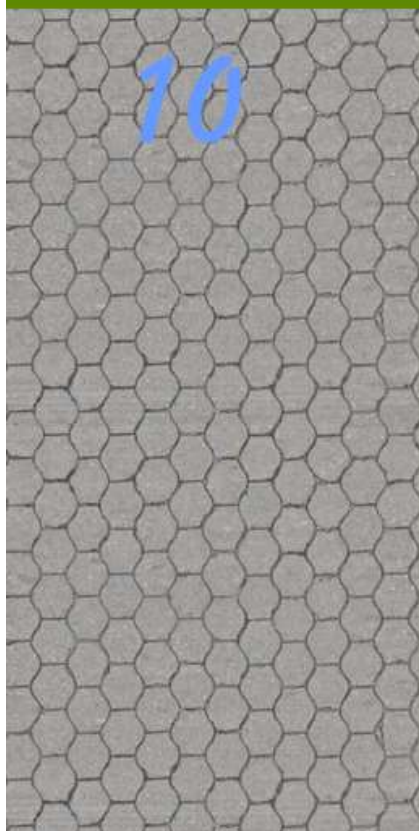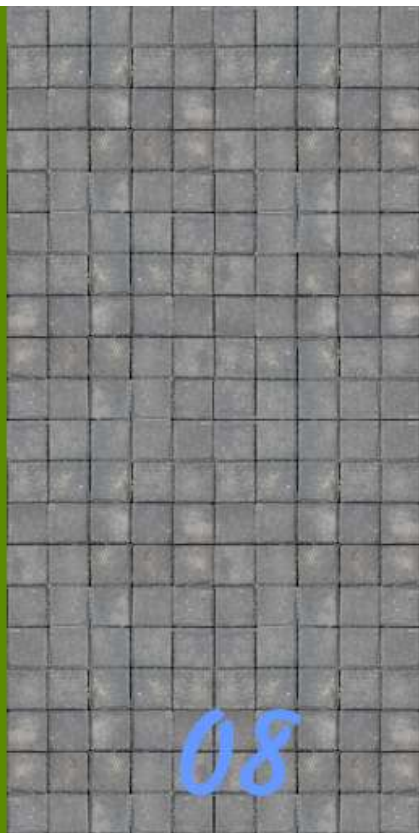
Forum (Forumsverzeichnis) →Konstrukteure → DB2 ein.

https://www.eepforum.de/forum/index.php?board/359-db2-dieter-bauer/

Legal Information:

Translation:

Powered by *https://translate.google.de*

Annex 1

07

08

09

10

11

12
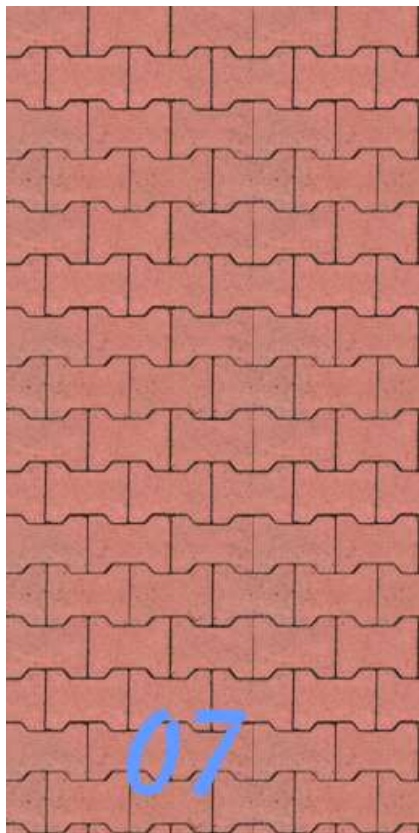
Annex 2

Combinations HuG Stone path 12 2x1m

Track objects				Immobiles
Start	**End**	**Center (middle)**		**Immo**
S	E	M		I
S-l	E-l	M-l		I-l
S-lr	E-lr	M-lr		I-lr
S-slr				I-slr
	E-elr			I-elr
				I-selr
S-sl				I-sl
				I-sel
	E-el			I-el
S-r	E-r	M-r		I-r
S-sr				I-sr
				I-ser
	E-er			I-er
S-s				I-s
				I-se
	E-e			I-e

Combinations HuG Stone path 12 4x2m

Track objects				Immobiles
Start	**End**	**Center (middle)**	**Crossing**	**Immo**
S	E	M	C	I
S-l	E-l	M-l	C-l	I-l
S-lr	E-lr	M-lr	C-lr	I-lr
S-slr			C-slr	I-slr
	E-elr		C-elr	I-elr
				I-selr
S-sl			C-sl	I-sl
			C-sel	I-sel
	E-el		C-el	I-el
S-r	E-r	M-r	C-r	I-r
S-sr			C-sr	I-sr
			C-ser	I-ser
	E-er		C-er	I-er
S-s			C-s	I-s
			C-se	I-se
	E-e		C-e	I-e

The big letter stands for the type of track object or real estate

S	Start element
E	End element
M	Center element (middle)
C	**C**rossing
I	Immobile

Die kleinen Buchstaben stehen für die Edging stones

s	start
e	end
l	left
r	right

Splines:	In roadways (splines) / roads / roads
HuG Stone path 12 1m Edge DB2	Spline 1 m wide
HuG Stone path 12 2m Edge DB2	Spline 2 m wide
HuG Stone path 12 1m Edge moss DB2	Spline 1 m wide
HuG Edging stones anthracite DB2	4 cm wide, 40 cm high
HuG Edging stones gray DB2	4 cm wide, 40 cm high
HuG Edging stones red DB2	4 cm wide, 40 cm high

Track objects:	In track projects roads / road objects / other
3 x HuG Edge **** 2m DB2	4 x 40 cm, 2 m long, ****:anthracite, gray, red

Immobiles:	In Immobiles / Facilities / garden, park, sports facilities
3 x HuG Edge **** 1m DB2	4 x 40 cm, 1 m long, ****:anthracite, gray, red
3 x HuG Edge **** 2m DB2	4 x 40 cm, 2 m long, ****:anthracite, gray, red
3 x HuG Edge **** 4m DB2	4 x 40 cm, 4 m long, ****:anthracite, gray, red