Documentation

Industry – Set 1 of DB2 (Update 1)

(V10NDB20006)
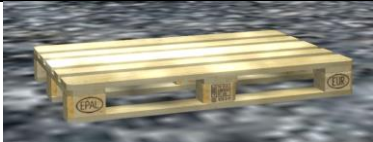
https://db-eep.de

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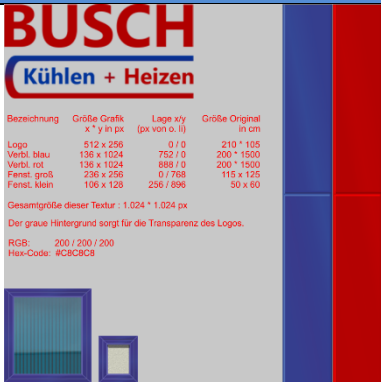
Model Overview

The Industry Set "InduSet01" consists following models:

	Track object:	In railway tracks / Other
	InduSet01 Hall TO DB2	Large industrial hall 120 x 50 x 15 m With attachments and superstructures: 125,15 x 52,40 x 18,25 m
	Spline:	In tracks (Splines) / Other Splines / Other
	InduSet01 Line w. cobblestones DB2	Road marking

	Static Structures:	In Static Structures / commercial and industry / factories and facilities
	InduSet01 2 Fridges Bauknecht DB2	2 Packed fridges 120 x 70 x 162,5 cm Installation height rel. 14,4 cm
	InduSet01 4 WaMa Bosch DB2	4 Packed washing machines 120 x 70 x 162,5 cm Installation height rel. 14,4 cm
	InduSet01 4 WaMa Candy DB2	4 Packed washing machines 120 x 70 x 162,5 cm Installation height rel. 14,4 cm
	InduSet01 4 WaMa Haier DB2	4 Packed washing machines 120 x 70 x 162,5 cm Installation height rel. 14,4 cm

	InduSet01 Stainl. chimneys DB2	Stainless steel chimney with smoke function Tube Ø 40 cm Baseplate 1 x 1 x 0,4 m
	InduSet01 Euro pallet DB2	Euro pallet new 120 x 80 14,4 cm
	InduSet01 Euro pallet m DB2	Euro pallet medium-old 120 x 80 14,4 cm
	InduSet01 Fire ladder old DB2	Fire ladder 15 m old
	InduSet01 Fire ladder DB2	Fire ladder 15 m new Total height 16,27 m
	InduSet01 Air exhaust old DB2	Ventilation with vapor function, old 1,06 x 0,84 x 1,10 m
	InduSet01 Air exhaust DB2	Ventilation with vapor function 1,06 x 0,84 x 1,10 m

	InduSet01 Photovoltaic DB2	Photovoltaic system 11,30 x 1,65 x 0,60 m 11 Panels
	Blocks	**In Folder Blocks / Static Structures**
	InduSet01.bl3	A complete block consisting all facilities and loaded pallets
	InduSet01_Aufbauten.bl3	Only facilities
	InduSet01_E_Geraete.bl3	Block with 36 loaded pallets
	Exchange textures:	**In Folder Resourcen > Exchange textures > DB2**
	InduSet01_Logo_TT_DB2.png InduSet01_COREL_Logo _TT_DB2.cpt	Texture for the logo, colored outer panels and windows for individual design As above, in COREL Photo-Paint X5 format
	InduSet01_Geraete_TT_DB2.png InduSet01_COREL_Geraete _TT_DB2.cpt	Texture for household appliances with cut-outs for individual design As above, in COREL Photo-Paint X5 format
	Demonstration unit:	**In Folder Resourcen > Units > DB2**
	InduSet01.anl	Small complex with tips and suggestions
	Videodokumentation / Tutorial :	YouTube

LOD - Stufen

	LOD0	LOD1	Abstand	Red.	LOD2	Abstand	Red.	LOD3	Abstand	Red.	LOD4	Abstand	Red.
Abluftrohr	4632	2978	> 10 m	36%	1144	> 30 m	75%	358	> 100 m	92%	94	> 200 m	98%
Schornstein	3762	2194	> 10 m	42%	1426	> 50 m	62%	378	> 100 m	90%	98	> 200 m	97%
Fire ladder	6474	4620	> 30 m	29%	3194	> 60 m	51%	888	> 110 m	86%	156	> 300 m	98%
Photovoltaik	564	356	> 50 m	37%	184	> 150 m	67%	22	> 200 m	96%			
Halle	25056	18538	> 120 m	26%	8856	> 250 m	65%	4328	> 330 m	83%			
Euro pallet	292	216	> 80 m	26%	142	> 120 m	51%	66	> 180 m	77%	10	> 220 m	97%
Beladung Palette	396	204	> 10 m	48%	140	> 30 m	65%	60	> 60 m	85%	12	> 150 m	97%
Summe	**41176**	**20518**	**> 120 m**	**50%**	**9980**	**> 250 m**	**76%**	**4270**	**> 330 m**	**89%**			

This calculation is to be considered rather theoretical. Because the facilities are more frequently installed and the pallets are also used in higher unit numbers, the number of triangles from a short distance increases significantly, but the percentage reduction in the various LOD stages becomes substantially stronger. Also, only the visible objects are rendered. Also distorting - for the benefit of a more effective LOD reduction, the fact that when you look at the hall from the outside, components and goods are already at a greater distance and are therefore already reduced.

Construction

The hall and the equipment are individual objects. This has the following advantages:

- ✓ Individual assembly possible
- ✓ Earlier LOD switching on equipment
- ✓ This gives you more detail when you look closer
- ✓ Inside objects are rendered only when they are actually visible
- ✓ Lower load on the computer = higher framerates = smoother play pleasure

In order to make the construction simple and fast, the equipment is grouped as blocks which are used with the same coordinates (X-Pos, Y-Pos, Z-rotation) as the hall itself. The stated heights should be added to the installation height of the hall. If absolute height 0 is already given, then no changes are necessary, in other words: You do not have to remember these values or the documentation, the values are already registered:

ATTENTION:
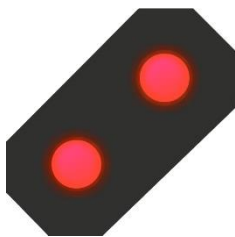
1. The option "Adjust object to background height" MUST be switched off.

2. When the block is inserted, only the x, y and z coordinates may be entered. These are confirmed with OK or Enter. Then the angle can be entered.

Otherwise, the block will not be set to the correct location.

InduSet01.bl3	z + 7,45 m	A complete block consisting of the attachments - photovoltaic system - Stainless steel chimneys - air vents - Fire escapes And pallets with washing machines and refrigerators inside the hall
InduSet01_Aufbauten.bl3	z + 7,45 m	ONLY the facilities
InduSet01_E_Geraete.bl3	z + 1,20 m	Block with 36 pallets, equipped with washing machines and refrigerators
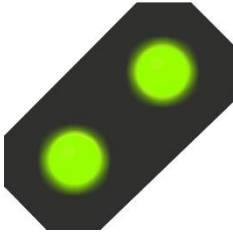
Small tip on the edge: If your monitor is big enough to shrink the EEP window or even have a second monitor, you can use the "Snipping Tool", which can be found in the Start menu under "Windows Accessories". So you cut the object window on the screen, move the image a bit to the side and then in the next step the coordinates simply copy off.
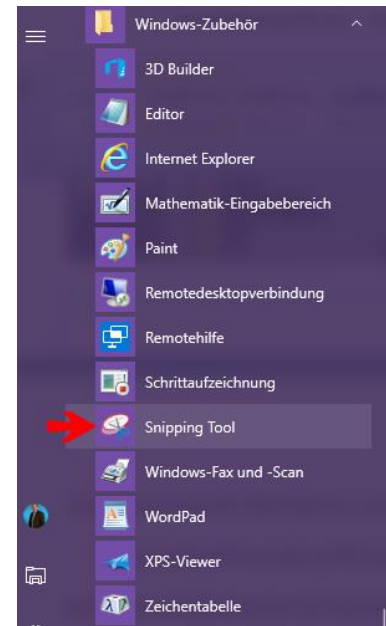
If you look closely, you will find a lonely palette when installing the first two blocks far from the hall. This can be deleted or moved. It merely serves to ensure that the block has the same zero coordinates as the hall itself. Otherwise the parts would no longer be correctly fitted when the hall is rotated.

Individual assembly

Of course, you can also assemble the individual elements yourself, place other objects or use equipment of this set elsewhere in your plant.

Small tip on the edge: In order to be able to place objects without problems in the hall without having to move the hall itself, an EEP version of at least EEP 13 with plug-in 2 is recommended in any case. The function "Object lock" can then be used in the hall Can be worked at will, without being able to move, or even in the worst case.
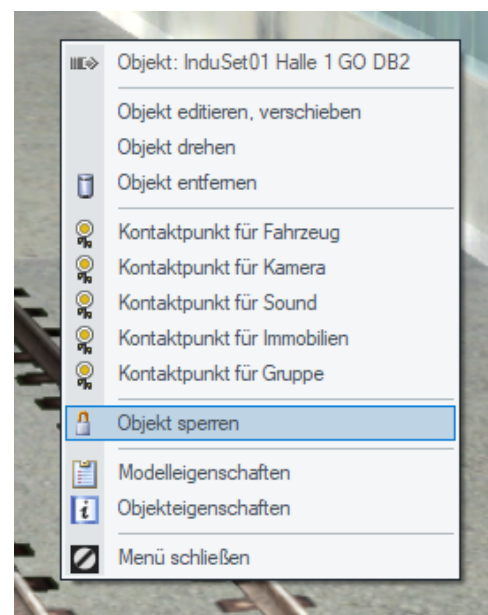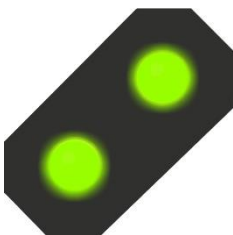
Works Siding

The hall as a track has a total of four gates for freight trains, two of which are opposite (gates 1 and 16) for passing trains and two gates (gates 14 and 15) with end rails in the hall. The track length of the final track within the hall is approx. 70 m up to the buffer post.

In order to facilitate the construction of the rail connections - also the truck accesses - you will find in the following table the gate distances:

Gate distance	Gate 1 / 2	10,80 m	Railway / Truck
	Gate 2 / 3	4,20 m	Truck / Truck
	Gate 3 / 4	4,50 m	Truck / Truck
	Gate 4 / 5	4,50 m	Truck / Truck
	Gate 5 / 6	4,50 m	Truck / Truck
	Gate 6 / 7	4,50 m	Truck / Truck
	Gate 7 / 8	4,50 m	Truck / Truck
	Gate 11 / 12	5,00 m	Truck / Truck
	Gate 12 / 13	5,00 m	Truck / Truck
	Gate 13 / 14	6,00 m	Truck / Railway
= Track distance	Gate 14 / 15	6,00 m	Railway / Railway
= Track distance	Gate 15 / 16	18,50 m	Railway / Railway

Gate 1 and gate 16 are offset 44.50 m from the zero point in the Y axis when the hall is installed with a zero degree rotation.

Even if the track "! V7 Nur Gleis LW1" is already installed, you can change it in current EEP versions at will. To do this, select the desired track spline from the menu, click it once and then right-click on a track in the hall. You will then be able to change the track in the context menu. All the preset tracks will be replaced by the new track.

Features

The roller doors can all be opened and closed by mouse click or contact. In the case of the large gates for the trains, it is necessary to press the shift (large-scale) key at the same time as the left-hand button to open and close it completely. But it can be released immediately, the gates continue automatically. The doors are each assigned an original photograph of a roller shutter and adjusted in time so that you can hear the typical shut-off sound of the door when the end position is reached.

The air vents have a very weak smoke function, which should mimic the vapor of some air conditioning systems or other vents. As in the case of the chimney, it can also be placed under the properties.

The chimneys have a more powerful smoke function.

At night, the light tapes, doorplates, company signs and some windowpanes are illuminated. The interior lighting is switched on all day.

Exchange textures

If you have a graphics program in which you can work with layers, then the included swatches are easy to edit:

Pallet load

Make a photo of the front and back of a still packaged device (stove, refrigerator, washing machine, dishwasher etc.) and fit it in size. Import the swap texture into your graphics program and create another layer that is BEHIND the swatch texture. At this level, fit the device of your choice into the respective cutouts, the four left cutouts the front, the four right cut outs the back.

Note: For the Corel Photo-Paint X5 or higher graphics program, the exchange textures are included in the .cpt format for direct editing.
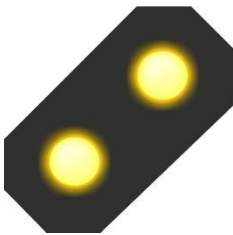
Save this image as a * .png file under Exchange Metrics in your → Resources folder. Then go to the folder → Resources \ Real Estate \ Industry \ Attachments and copy the files → InduSet01_WAMA4_2_DB2.3dm and → InduSet01_WAMA4_2_DB2.ini, leave the copies in the same folder.
The filenames should now change you. In InduSet01_WAMA4_3_DB2.3dm and InduSet01_WAMA4_3_DB2.ini - or e.g. InduSet01_MeinHerd.3dm and InduSet01_MeinHerd.ini. It is important to note that the names do not have more than 30 characters (31 incl. Dot) and no umlauts (ä, ö, ü), no ß and no other characters except letters, numbers and underscore.
In the next step, you give your new creation its own name: Open the new file with the extension → .ini with the editor or Notepad. Usually it is enough to double-click the file, it will open automatically in the editor. There you will find the entry Name_ENG.

```
InduSet01_WAMA4_2_DB2.ini - Editor

Datei  Bearbeiten  Format  Ansicht  ?

[FileInfo]
Name_ENG            ="InduSet01 4 WaMa Candy DB2"
Name_GER            ="InduSet01 4 WaMa Candy DB2"
Name_FRA            ="InduSet01 4 LaMa Candy DB2"
Name_POL            ="PrzemSet01 4 Pralki Candy DB2"
Icon      = 141
Generation          = 4
Deployment_Start           = 1965
Deployment_End      = 2100
Country  = "D"
Creator_Model       = "Dieter Bauer (DB2)"
Creator_Original            = "Candy"
Description_ENG  ="4 washing machines for InduSet01[e]1.20 x 0.70 x 1.61 m[e] Mounting
Description_GER  ="4 Waschmaschinen zu InduSet01 (Gleiche Koordinaten wie InduSet01 Eu
Description_FRA  ="4 machines a laver pour InduSet01[e]1,20 x 0,70 x 1,61 m[e]L'assemb
Description_POL  ="4 Pralki z InduSet01[e]1,20 x 0,70 x 1,61 m[e]Montazowej wzgledem p
PdfDoc_ENG=""
PdfDoc_GER=""
PdfDoc_FRA=""
PdfDoc_POL=""
```

Replace the text between the quotation marks with your desired name, e.g. "InduSet01 My heart".
With →Description_ENG you can change the description text, which appears when you click on
model properties in EEP in the context menu of the object.

Now there are only two steps in EEP:
First you have to scan the models for EEP to find them.
Then you connect the new model with the new texture: To do this you are looking for the new model
in the model list and click with the right mouse button. In the menu, click on → Model Properties (1.).
The following window will open, where you (2.) click on → Load exchange text
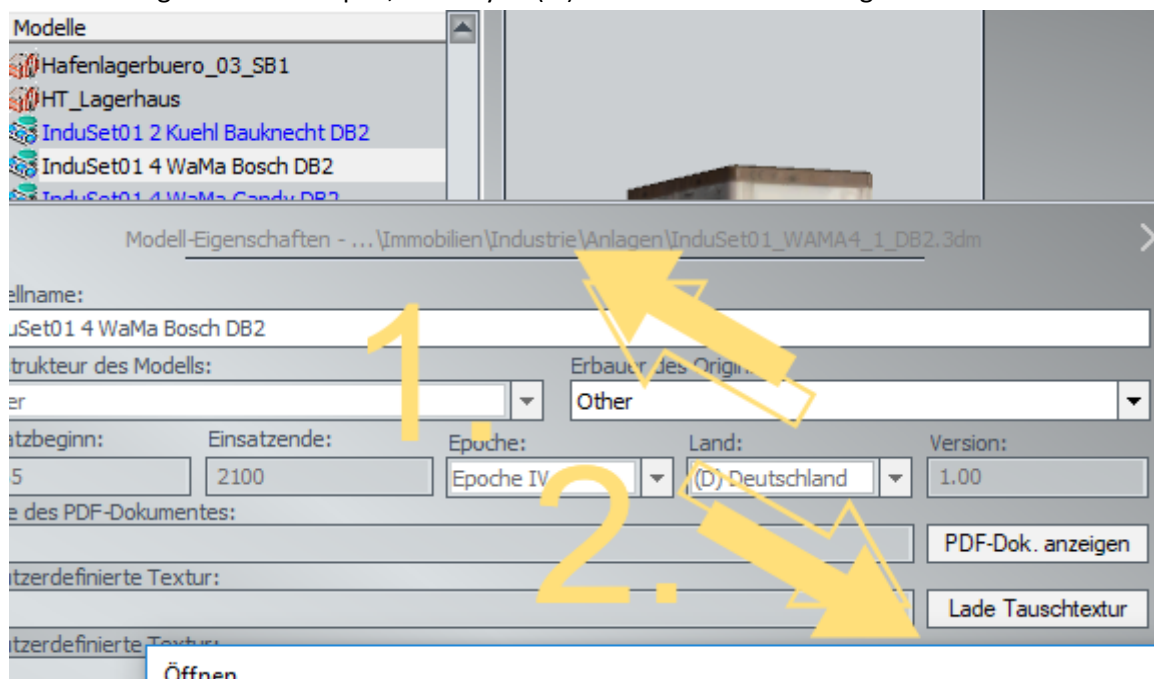
Find the folder where you have "hidden" your texture. If you are wondering why your own texture is not displayed, this has a simple reason: By default, only files with the extension .dds are displayed. Therefore you are looking for (3.) The ending * .png:
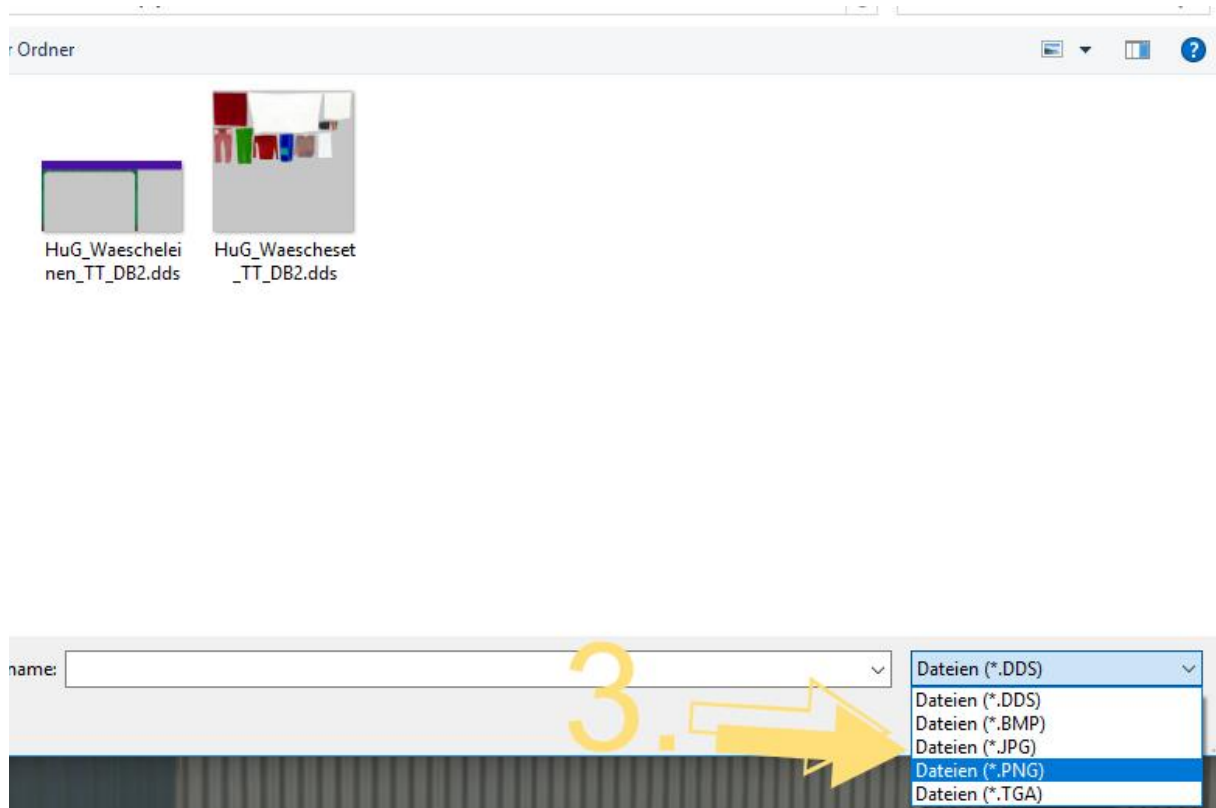
Now your new texture should be displayed.
Double-click on it to take it. It is now in the "Custom Texture" line. Close the model properties with → OK and insert the model at the desired position.
Congratulations - now you have your very own goods in shipping 😉

Logo / Corporate Identity

With the second exchange kit you can add your own company logo and change the company colours blue and red, which can be found on the outer facade or the windows.
The company sign is transparent, so that it lights up better and reminds more of individual letters than a complete sign, but still does not need too many triangles. The background should therefore remain transparent or have a light colour, alternatively very dark (dark gray) with light inscription

Demonstration Unit

The system is started by selecting the camera "Start" (already set in the delivery state).
Then press the Shift key and left mouse click on "Drive". The course runs about 6 minutes - lots of fun while watching.

The facility shows only a small part of the possibilities and offers the beginner an ideal exercise base for manual and automatic shunting trips. Some contact points are already integrated. Lua has been

deliberately abandoned because older EEP versions do not yet include Lua and some users do not work with Lua.

I wish you lots of fun with this set ☺

Questions, suggestions or mistakes found?

It is best to set your request in the official EEP forum:
https://www.eepforum.de/forum/index.php?board/359-db2-dieter-bauer/

Legal Notice

The demonstration and removal system can not be passed on as part of this set. It can be used for demonstration and demonstration purposes of all kinds, also publicly and commercially, is expressly allowed in the original state as well as further developed and / or modified.

Source for the models:

One or more textures on this 3D-model have been created with images from Textures.com. These images may not be redistributed by default. Please visit *www.textures.com* for more information.

Some or several textures of these 3D models have been created using graphics "*Designed by Freepik*".

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