

Manual to EEP TS Mission - Gotthardbahn Nordrampe

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1. Introduction

1.1. What is EEP TS Mission?

EEP TS Mission is a real innovation. For the first time since the existence of the world's most successful railway simulation EEP, here comes the possibility to take over complex tasks around railway traffic. And be sure, there is a lot of work to be done in the detailed EEP railway worlds.

The "Gotthardbahn Nordrampe"

With the new version "Gotthardbahn Nordrampe" you visit the narrow valley of the Reuss between the Vierwaldstätter Lake and the old Gotthardbahn tunnel. In numerous missions you experience one of the most fascinating railway lines in the Swiss mountains. Transport goods to train stations and remote factory sites, put trains together and master tricky shunting tasks.

2. Easy to learn and easy to handle

First of all you should watch the video to understand, what is your role in the game.
In the tutorials you will learn to handle the tools to manage the missions. After just a few minutes, you are familiar with the most important control options and
dialogues. What you need now is experience and you get it - as usual - on the job!
The missions follow after completing the tutorials. Anything else you need to know, you will learn on the next pages.

3. Menu and game control

3.1. The splash screen

The splash screen is displayed at the start of the program and after leaving the current mission or tutorial.





The buttons on the left have the following meanings:

- Trailer: Plays a video with the background story
- Tutorial: Start the tutorial
- Campaign: Start with the missions
- Manual: Open the manual for the program
- Layout*: Load a new layout from file
- Settings*: Opens a window with the options for the program settings
- Construction: How to build layouts for EEP Train Simulator Mission
- Credits: Shows the contributors and supporters as well as the license terms of this software
- Quit: Quit the application
- Continue: Load the layout last used when you closed the program

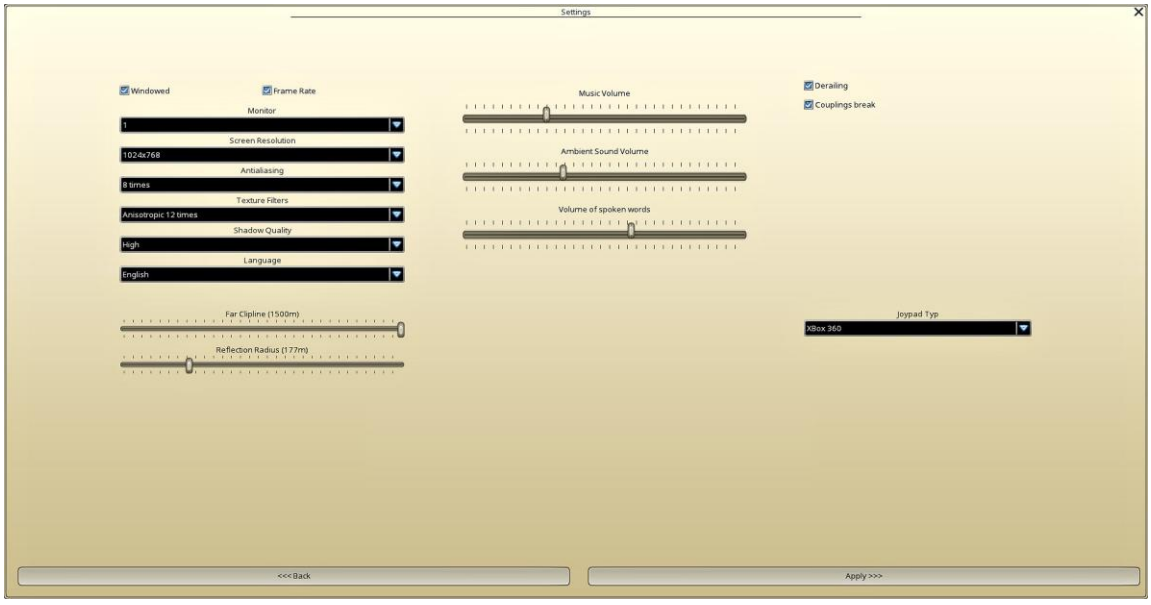
* more information you find below

How to load a new layout from file?

After pushing the "layout" button, this window opens:
In the left column, you can set filters for the files, you want to search for. These are attachment files with tutorials and missions. You can also load saved game states. For a better overview the files are ordered by save time. You can set a filter for the time period.
All available files according the selected filter are listed in the second column.
On the right-hand site, you will find more detailed information about the selected mission.
You can load the selected mission by a click on "Select" (below).
You also have the option to delete unneeded saved scores. This can be useful to maintain the overview over time.

The options for the program settings

With these options You are able to vary the settings for graphics, audio and the simulation behaviour.



Meanings of the individual setting options:

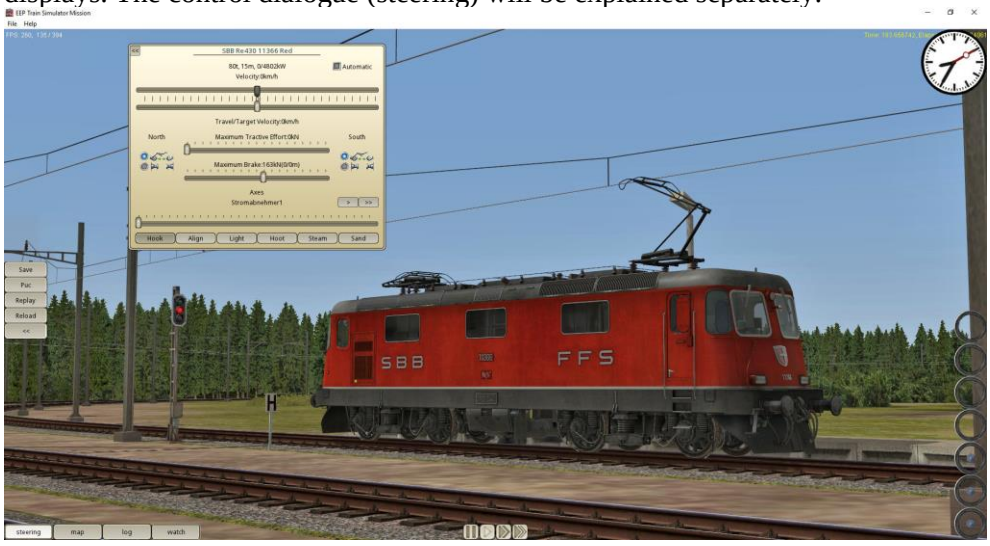
- Windowed:
  Select wether EEP Train Simulator shall run in windowed mode or as a fullscreen application
- Frame Rate:
  Select wether EEP Train Simulator Mission shall show the frame rate in the window
- Monitor:
  Select the monitor to display the application



- Screen Resolution:
  Select a screen resolution
- Antialiasing:
  Select the level of antialiasing
- Texture Filters:
  Select the filtering method applied by your graphic card during texturing
- Shadow Quality:
  Select the quality of the shadow rendering
- Language:
  Select a language. Currently we are able to offer: english and german
- Far Clipline:
  Select the maximum viewing distance
- Reflection Radius:
  Select the distance, objects should be reflected in reflective surfaces like water
- Music Volume:
  Volume of title theme playing with the splash screen
- Ambient Sound Volume:
  Volume of background sound, played while running a layout
- Volume of spoken words:
  The speaker is only available in the german version.
- Derailing:
  Select if derailing of rolling stock should be allowed
- Couplings break:
  Select if couplings between rolling stocks can break
- Joypad type:
  If You like to use a gamepad, You have to choose the right one from the list.

3.2 The game screen

After a mission is loaded, you will see the mission screen with its various controls and displays. The control dialogue (steering) will be explained separately.



The toolbar at the left side:

- Save:
  Save the current layout with date info (Year, month, day, time):
  Modul4.170215175701.save
  -> module 4, at Feburay 17th. at 17:57 h (= 5:57 p.m.)



- Puc:
  Save a punchcard for replaying all actions since last loading a layout
- Replay:
  Replay every user action since the last loading of a file
- Reload:
  Reload the last loaded or saved file
- << (Back):
  Unload the layout and return to main menu

The button for the dialogues (steering, map, log, clock)
In the lower left corner you find three button to open and close the dialogues for steering, for the map, for the log and the clock.

Pause button and time-lapse function
Down in the middle you find four buttons for controling the tempo of the simulation. You can stop the simulation (pause), play it in the normal tempo or make it faster
(TimeLapse5 = Five times faster, TimeLapse10 = Ten times faster).

Currency system
On the right-hand side of the screen you find axles symbols. Axles are the currency in EEP TS Mission. You get axles when tasks were accomplished successfully. Axles can be withdrawn for violations of traffic regulations. The axles are sorted according to 1, 5, 10 or 100. The axles can be thrown into the landscape by pressing the spacebar. You can collect them again by mouse click!

3.4. The control dialogue

The control dialogue is the most important instrument for controlling locomotives, wagons, trains or machines, such as cranes. Thereby you control power and brake forces, the speed and the couplings. At the bottom of the dialogue you find the rubric "Axes". Here You can control special movements of the vehicle.

There are two different variants: the "Ultimative" and "Alternative" one.
The ultimative control dialogue
The following picture shows the control elements, which are explained below.

The ultimative control dialogue
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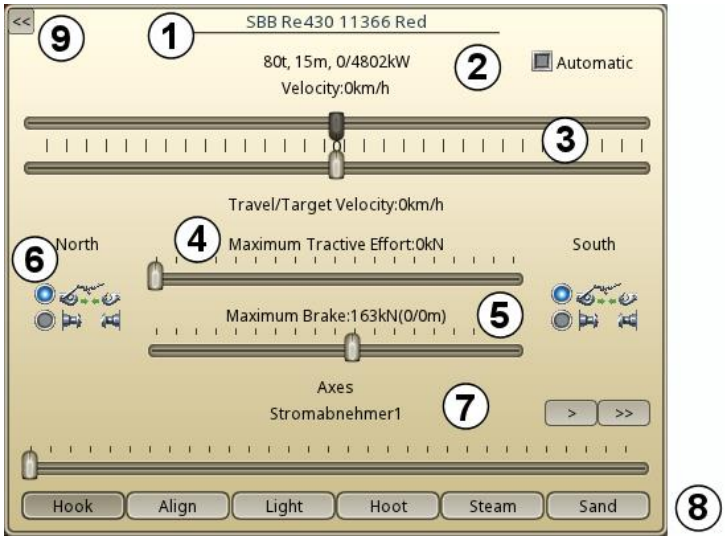


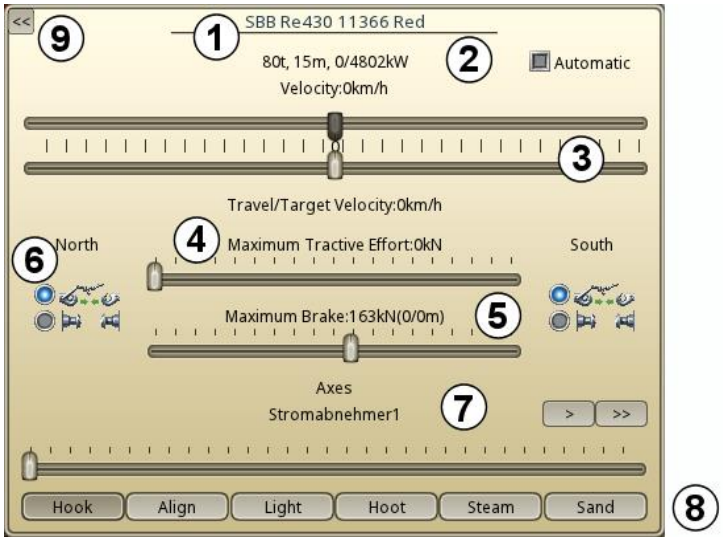


Nr.	Function
1	Display of selected locomotive or selected wagon. In the case of a train, the name is preceded by a #.
2	Display: manual or automatic control as well as the technical data
3	Speed display: the current speed is displayed at the top, and the desired speed can be set at the lower bar.
4	The available pulling force can be adjusted here.
5	The available brake force can be adjusted here.
6	Display and setting of the coupling states (south and north, here: front and back)
7	Calling and moving axes (if available)
8	Additional keys for certain functions, such as light, horn, etc. (as far as available)
9	Switch to "alternative steering dialogue"

The steering dialogue can be switched off and on via the corresponding button at the left edge of the mission screen.

The alternative control dialogue

The alternative control dialogue represents a simplification concerning the control of trains and individual locomotives or wagons.
For example, each individual vehicle is automatically treated as a train as soon as it is coupled to another. In the case of a train as a prefix of the name of the vehicle appears the # symbol.
Although the selected vehicle can be coupled or decoupled separately, but the entire train is always considered the whole potential of propulsion and braking forces.
A check box also clearly indicates whether a train is in automatic mode. The automatic mode can be switched on and off by mouse click.



Nr.	Function
1	Display of selected locomotive or selected wagon. Once the rolling stock is coupled, it is treated as a train. Next to the name appears a #. Power and braking forces then refer to the entire train.
2	Display of technical data. On the right-hand side: the checkbox for switching between manual or automatic control
3	Speed display: the current speed is displayed at the top, and the desired speed can be set at the lower bar.
4	The available pulling force can be adjusted here.



5	The available brake force can be adjusted here.
6	Display and setting of the coupling states (south and north, here: front and back)
7	Calling and moving axes (if available)
8	Additional keys for certain functions, such as light, horn, etc. (as far as available)
9	Switch to "Ultimative steering dialogue"

3.4. Using a gamepad

If you like to use a gamepad, you have to choose the corresponding option in the settings.



Every model may have other key assignments. We have optimized the controls for the XBox 360 gamepad.

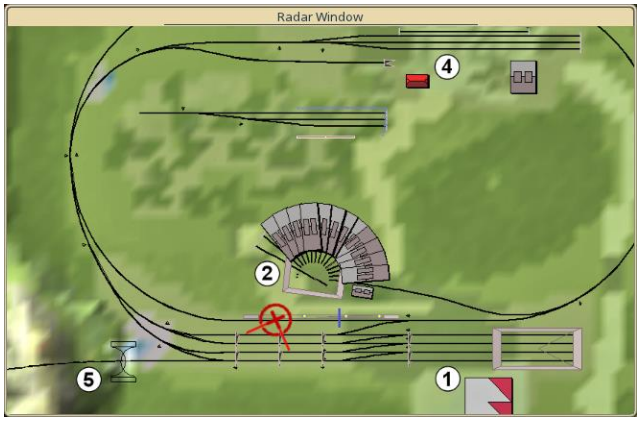


* With the shoulder buttons you also control the tractive effort and the brake. Therefore you have to push the sticks (camera control resp. moving in the terrain) while pressing the corresponding button.

3.5. The map

By using the button in the lower left corner of the screen you can turn the map window on or off.





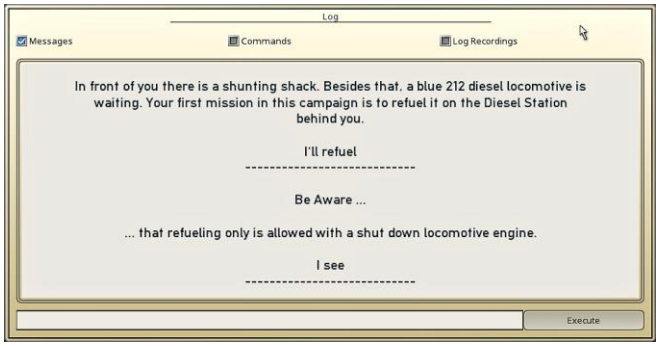
The map shows your current location and Your direction of view. Important places are numbered in the map. You will find the correspondences in the card legend (hold the right-hand mouse button over the map)

Operation of the map functions in the overview:

Function	Mouse / keyboard
Switch the map view on or off	Button in the lower left screen
Move the map on the screen	Move the header while the left mouse button is held
Move the map section	Mouse movement with left button held
Zoom / DeZoom	Mouse wheel, picture up / down
Show pre-installed camera positions	Number keys
Show the legend	Hold the right mouse button over the card

3.6. The log

The log archives the messages you receive during a mission. So you can read them later again.



In addition to the dialogue texts, also your answers are saved.
The log window can be switched off and on with the button in the lower left corner of the screen.

3.7. Hotkeys

Key	**Function**
W	forward
S	backward
A	to the left
D	to the right
E	to hop
Q	to bend
Arrow buttons	Change view direction: up, down, left, right
Spacebar	Throwing axles into the landscape
1-9	"Webcams" in the layout



4. System requirements

Minimum:

- **Operating system:** Windows 7, Windows 8, Windows 10 (64bit)
- **Prozessor:** Quad core prozessor with 2,5 GHz
- **Memory:** 4 GB RAM
- **Grafik:** Grafikkarte ab 1 GB mit Pixelshader 3.0
- **DirectX:** Version 11
- **Network:** Broadband Internet connection
- **Data space:** 6 GB available space
- **Sound card:** 2.0 sound card

Recommended:

- **Operating system:** Windows 7, Windows 8, Windows 10 (64bit)
- **Prozessor:** Quad core prozessor with 3,2 GHz
- **Memory:** 16 GB RAM
- **Graphics:** Graphic card 2 GB with Pixelshader 4.0
- **DirectX:** Version 11
- **Network:** Broadband Internet connection
- **Data space:** 6 GB available space
- **Sound card:** 5.1 sound card

5. Technical support

If You need help, please have a look at these sites:

-> Product homepage: http://train-simulator.trendverlag.com/
(with FAQ area)

-> Support: http://hilfe.eepshopping.de
(for EEP TS Mission please use the contact form)

-> Online community: www.eepforum.de