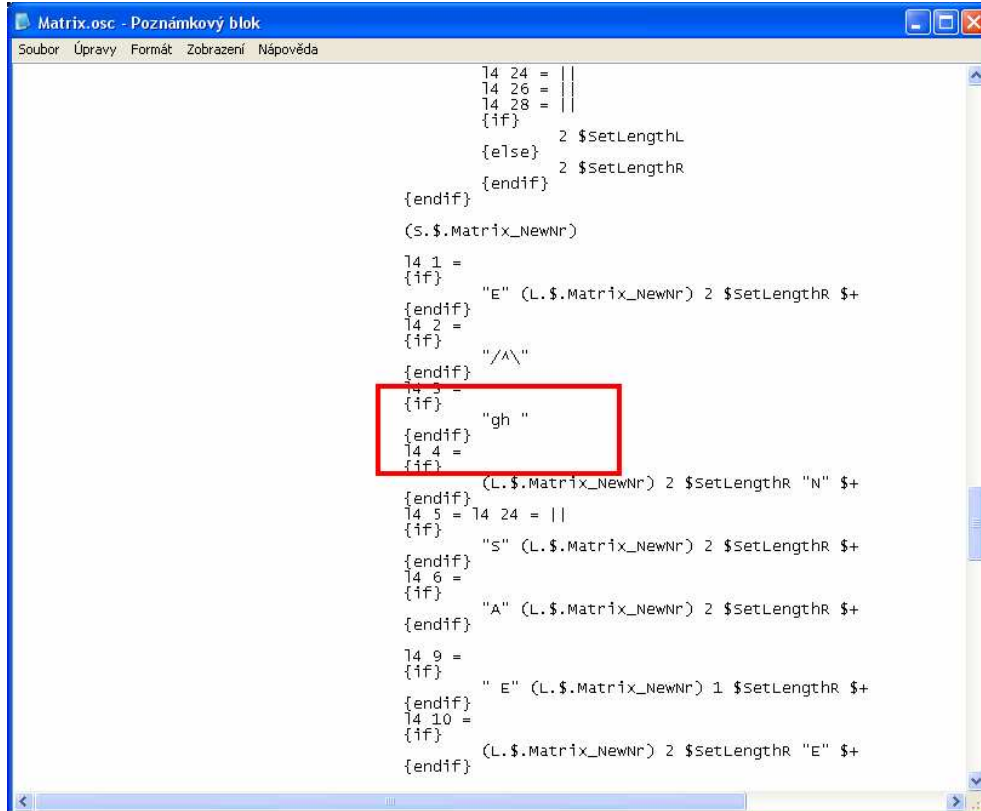


Zprovoznění piktogramu 

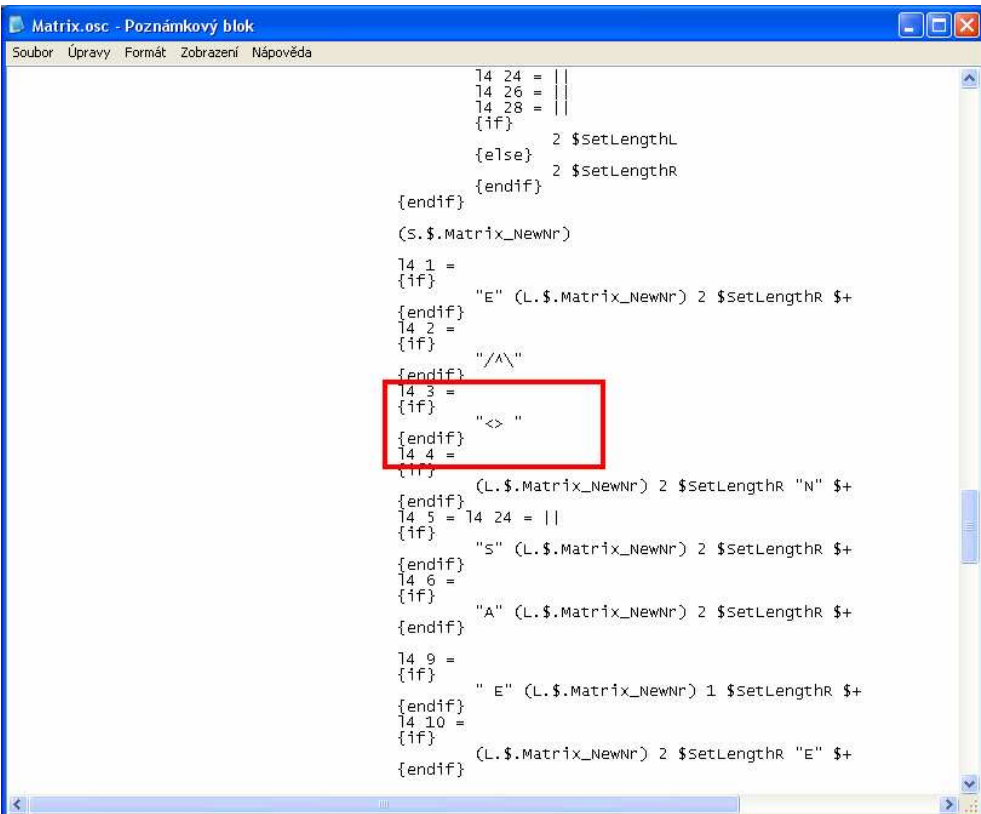
Otevřete soubor ../Vehicles/FBW_549/Script/Matrix.osc

Najděte tento řádek:



```
14 24 = ||
14 26 = ||
14 28 = ||
{if}
    2 $SetLengthL
{else}
    2 $SetLengthR
{endif}
{endif}
(s.$Matrix_NewNr)
14 1 =
{if}
    "E" (L.$Matrix_NewNr) 2 $SetLengthR $+
{endif}
14 2 =
{if}
    "/A\"
{endif}
14 3 =
{if}
    "gh "
{endif}
14 4 =
{if}
    (L.$Matrix_NewNr) 2 $SetLengthR "N" $+
{endif}
14 5 = 14 24 = ||
{if}
    "S" (L.$Matrix_NewNr) 2 $SetLengthR $+
{endif}
14 6 =
{if}
    "A" (L.$Matrix_NewNr) 2 $SetLengthR $+
{endif}
14 9 =
{if}
    " E" (L.$Matrix_NewNr) 1 $SetLengthR $+
{endif}
14 10 =
{if}
    (L.$Matrix_NewNr) 2 $SetLengthR "E" $+
{endif}
```

Zápis "gh " nahradíte "<> "



```
14 24 = ||
14 26 = ||
14 28 = ||
{if}
    2 $SetLengthL
{else}
    2 $SetLengthR
{endif}
{endif}
(s.$Matrix_NewNr)
14 1 =
{if}
    "E" (L.$Matrix_NewNr) 2 $SetLengthR $+
{endif}
14 2 =
{if}
    "/A\"
{endif}
14 3 =
{if}
    "<> "
{endif}
14 4 =
{if}
    (L.$Matrix_NewNr) 2 $SetLengthR "N" $+
{endif}
14 5 = 14 24 = ||
{if}
    "S" (L.$Matrix_NewNr) 2 $SetLengthR $+
{endif}
14 6 =
{if}
    "A" (L.$Matrix_NewNr) 2 $SetLengthR $+
{endif}
14 9 =
{if}
    " E" (L.$Matrix_NewNr) 1 $SetLengthR $+
{endif}
14 10 =
{if}
    (L.$Matrix_NewNr) 2 $SetLengthR "E" $+
{endif}
```

Stejnou úpravu proveďte v souborech:

../Vehicles/LiAZ 667m/Script/Matrix_D.osc

../Vehicles/Ikarus 260/Script/Matrix_D.osc