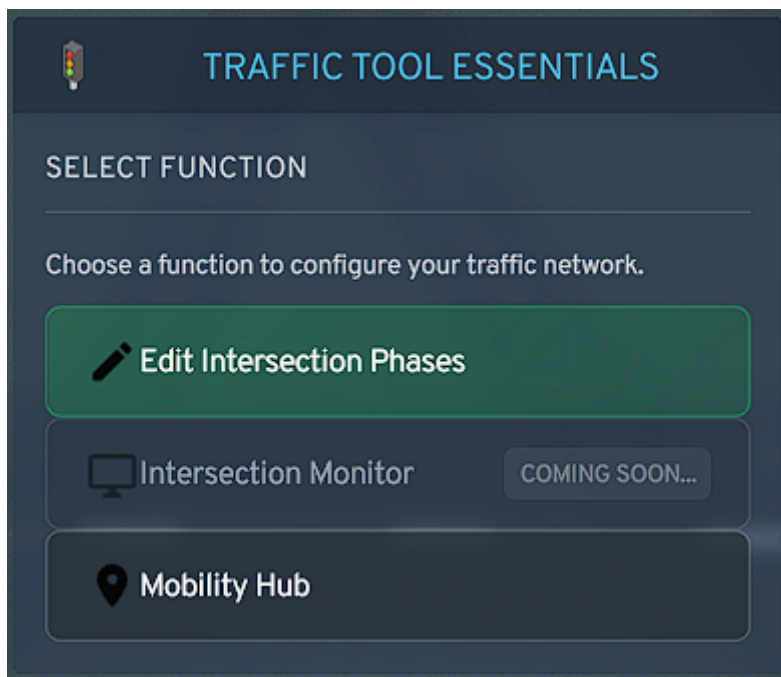


# Getting Started

## Getting Started

### How to Begin / Opening the Menu



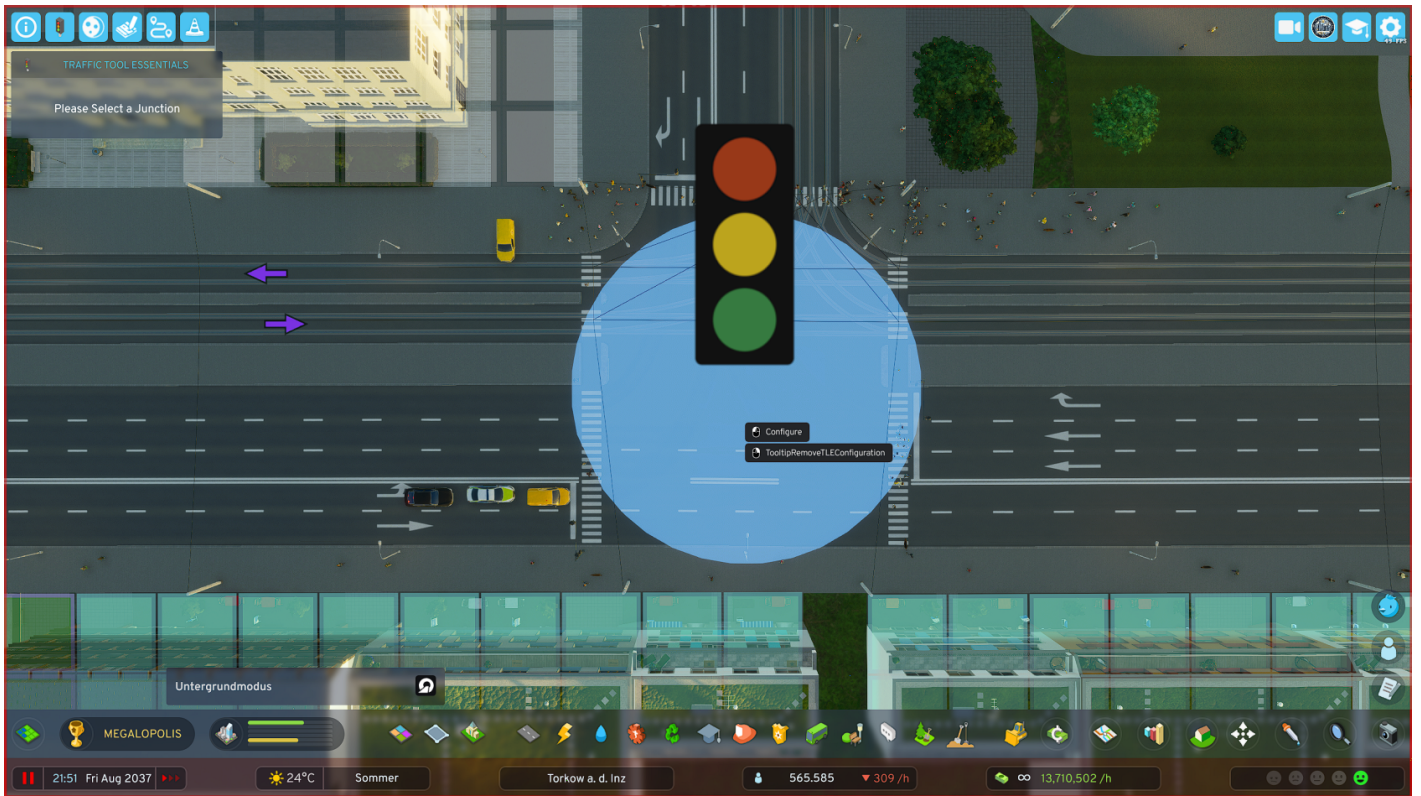
- As soon as you click on the **traffic light icon** in the **upper left corner** of the game in your **toolbar**, the **main menu** of TTE opens. It looks like this.
- To now **configure** intersections, click on the **corresponding button**.

**\*\*Main Menu\*\***

- Don't be confused about "Mobility Hub", you won't find this feature in your mod version yet - it is in the early development phase.

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## Selecting an Intersection



- Select "**Edit intersection phases**" in the open TTE menu.
- The **selection tool is now activated** and you can only click on intersections.
- **ESC** to **exit** the selection tool.

**\*\*Selection Tool\*\***

Hover with the selection tool over the desired intersection and click with the left mouse button. This takes you to the editor of the respective intersection.

## Editing an Intersection



Once you have **clicked on an intersection**, you go directly to the **editor** of the respective intersection.

There are predefined **quick-select phase templates**, such as "Split Phase", or "Extended Split Phase".

**\*\*Intersection Editor\*\*** - In the editor you have an immediate rough overview of your selected intersection's data - You have **\*\*additional options\*\***, e.g. **\*\*"Turn on red"\*\*** or **\*\*"Exclusive pedestrian phase"\*\*, to better adapt your intersection to local conditions**

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