

R 312

AUTOBUS



AUTOBUS RENAULT

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Available in this pack

9 static vehicles for all vehicles available to drive (Except EMI versions).

Templates in each livery folder for repaints.

Vehicles available to drive:

- 2 doors | Euro 0 | SP
- 2 doors | Euro 0
- 3 doors | Euro 0
- 2 doors | Euro 1 | SP
- 2 doors | Euro 1
- 3 doors | Euro 1
- 2 doors | Euro 2 | SP
- 2 doors | Euro 2
- 3 doors | Euro 2
- 3 doors | Euro 1 | EMI
- (R418) 4 doors | Euro 1 (Fictive model)
- (R525) 5 doors | Euro 1 (Fictive model)

Changelog

v1.0

- Initial release

v1.1

- Added Conduent (Except EMI)
- Added Xerox validator
- Removed door closing warning on manual doors on the EMI.

Historical

The R312

Renault designs and tests the R312 concepts with the RATP. Prototype no. 5001 was presented to the public on line 21 during 1985. It was to succeed the Renault SC10, built until 1989.

Unlike the PR100 which preceded it and the Agora which followed it, the R312 was never available in an articulated bus version.

The R312 is a Renault (R) bus with three doors (3) at least for the first copies and twelve (12) meters long.

Between 1987 and 1997, the R312 was equipped with engines meeting Euro 0, Euro 1 and Euro 2 anti-pollution standards. These different versions are recognizable by different engine covers.

From 1995, the RATP and the small Istres network ordered two-door R312s. This version is the result of a desire to fight against fraud which has appeared en masse with the self-service accessibility (through any door) of the three-door R312s.

After almost 10 years of marketing and more than 4000 copies, the Renault Agora will succeed it.

R312 EMI

In 1993, the SRWT ordered new buses. It will be Renault and the R312 which have been chosen, provided that the buses are assembled in Belgium (at EMI in Aubange) E.M.I. meaning « **E**space **M**obile **I**nternational ».

Unlike its traditional version, some modifications will take place at the request of SRWT such as the double indicators. Which will lead to the implementation of the rear lights that the Euro 0 had.

315 buses will be built and distributed as follows: 55 for Hainaut, (3650-3704) 34 for Namur (4900-4933), 138 for Liège (5,562-5,699), 42 for Walloon Brabant (6600-6610, 6620-6630 and 6640-6659) and 41 for Charleroi (7501-7541).

Although the order is for 315 buses, the 5 entities will each have a different interior layout (exception for Walloon Brabant and Liège-Verviers). The series that will be delivered for Hainaut will have the great particularity of not having platforms at seat level.

Informations and handling

Handling

Access to the buses is via the clickable area located at the front on the right side of the vehicle. On the EMI version, it is behind a hatch in the same location.



Electronic start is done by pressing the key while pressing "E". Then the engine start and stop is done by pressing and holding ", " or "?".

The door operation is fully automatic for the rear doors by default. The door control system can be changed in-game. (Refer to the "Handbook" chapter). Before a rear door can be opened, the stopping point brake (not the self/DEV) must be set.

Informations

Modding

For keyboard players, a simplified control mode has been provided. To use it, you will need to open one of the scripts in the « BusTypeX_constfile.txt » and change below « EasyDoorMode » the 0 to 1. This way the rear doors can be opened at the same time thanks to the « Num * » after pressing « Num - ».

Higher resolution textures for higher performance PCs are provided in a zipped folder called "HighRes".

It is possible to board passengers through the rear doors by modifying the passengercabin.cfg file and removing the " M-E" present in it from the desired vehicle.

You can have full color LED displays. To do this, you need to open the .bus file of the vehicle you wish to modify and search for "Vmatrix_constfile.txt" and replace with "Vmatrix_constfile_K+_pc.txt".

Then you will need to open the model.cfg of the bus you wish to modify and search for "Script-Texture:" and modify below "0: Krüger-Speicher" the two data (example in this table).

Before	After
##### Script-Texture: ##### 0: Krüger-Speicher [scripttexture] 128 32	##### Script-Texture: ##### 0: Krüger-Speicher [scripttexture] 256 64

After this modification, the dot display will no longer be functional.

Each vehicle has a different interior layout, for the most skilled, it is possible to interchange the interiors between each vehicle. The o3d elements to exchange between the model.cfg for a "perfect" job are as follows :

- Seats : LOD_R312_Seat1, LOD_R312_Seat2, LOD_R312_Seat3, R312_Seat1_1, R312_Seat1_2, R312_Seat1_3, R312_Seat2_1, R312_Seat2_2, R312_Seat2_3, R312_Seat3_1, R312_Seat3_2, R312_Seat3_3, R312_Seat4.
- Poles : LOD_R312_PolesA, LOD_R312_PolesB, R312_PolesA1, R312_PolesA2, R312_PolesA3, R312_PolesA4, R312_PolesB1, R312_PolesB2, R312_PolesB3, R312_PolesB4, R312_PolesCL1, R312_PolesCL2, R312_PolesCL3, R312_PolesCR1, R312_PolesCR2, R312_PolesCR3.
- Butons : R312_Stop1, R312_Stop2, R312_Stop3, R312_StopRequest1, R312_StopRequest2, R312_StopRequest3.
- Floor : R312_Sol.

You will also need to take the « passengercabin.cfg » suitable for the chosen interior.

Displays

By using the code lines available in this table below, you will be able to display the type of vehicles. Only on digital displays (pads, LCD and LED).

80	Renault V.I.	81	Renault R312	82	Renault R418	83	R525 MEGABUS
----	--------------	----	--------------	----	--------------	----	--------------

By using the line code "96", you can identify the current version of this pack. If you have "Release v1.1" on the display, you are correctly up to date.

Sorting

model.cfg et .bus

The files are named in the following logic: R312-E23D. In other words, , R312 Euro 2, 3 doors.

Significations :

R312-E0SP	Euro 0 2 doors SP	R312-E02D	Euro 0 2 doors	R312-E03D	Euro 0 3 doors
R312-E1SP	Euro 1 2 doors SP	R312-E12D	Euro 1 2 doors	R312-E13D	Euro 1 3 doors
R312-E2SP	Euro 2 2 doors SP	R312-E23D	Euro 2 2 doors	R312-E23D	Euro 2 3 doors
R418x-E14D	Euro 1 4 doors	R525x-E15D	Euro 1 5 doors	R312-EMI	Euro 1 3 doors EMI

Textures

Like the model.cfg and .bus files, textures also have a specific logic: R31213-2. In other words, Interior of the R312 Euro 1, 3 doors.

Significations :

R3120S-x	Euro 0 2 doors SP	R31202-x	Euro 0 2 doors	R31203-x	Euro 0 3 doors
R3121S-x	Euro 1 2 doors SP	R31212-x	Euro 1 2 doors	R31213-x	Euro 1 3 doors
R3122S-x	Euro 2 2 doors SP	R31222-x	Euro 2 2 doors	R31223-x	Euro 2 3 doors
R41814-x	Euro 1 4 doors	R52515-x	Euro 1 5 doors	R312EM-x	Euro 1 3 doors EMI

Standard :

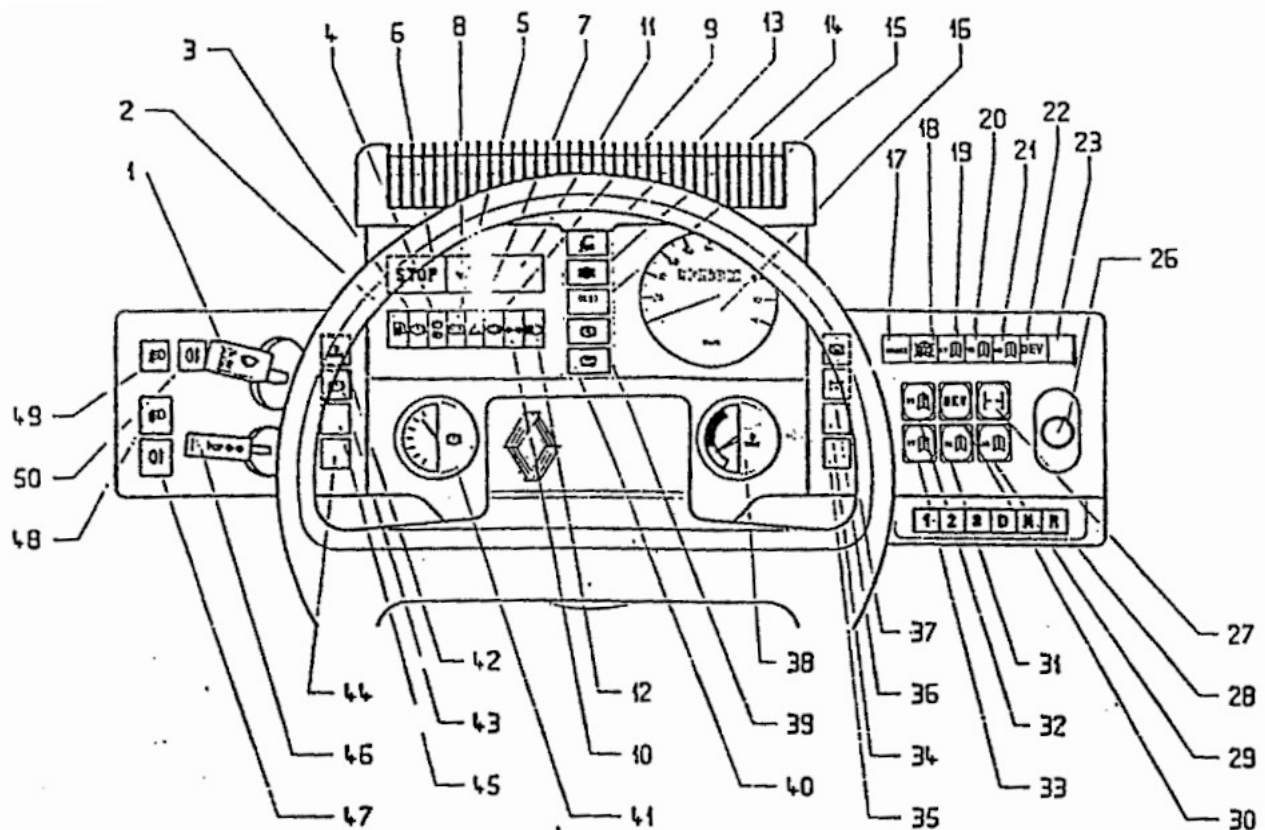
R312xx-[X]					
-1	Body	-2	Interior	-3	Ceiling
-4	Barres				

Articulated :

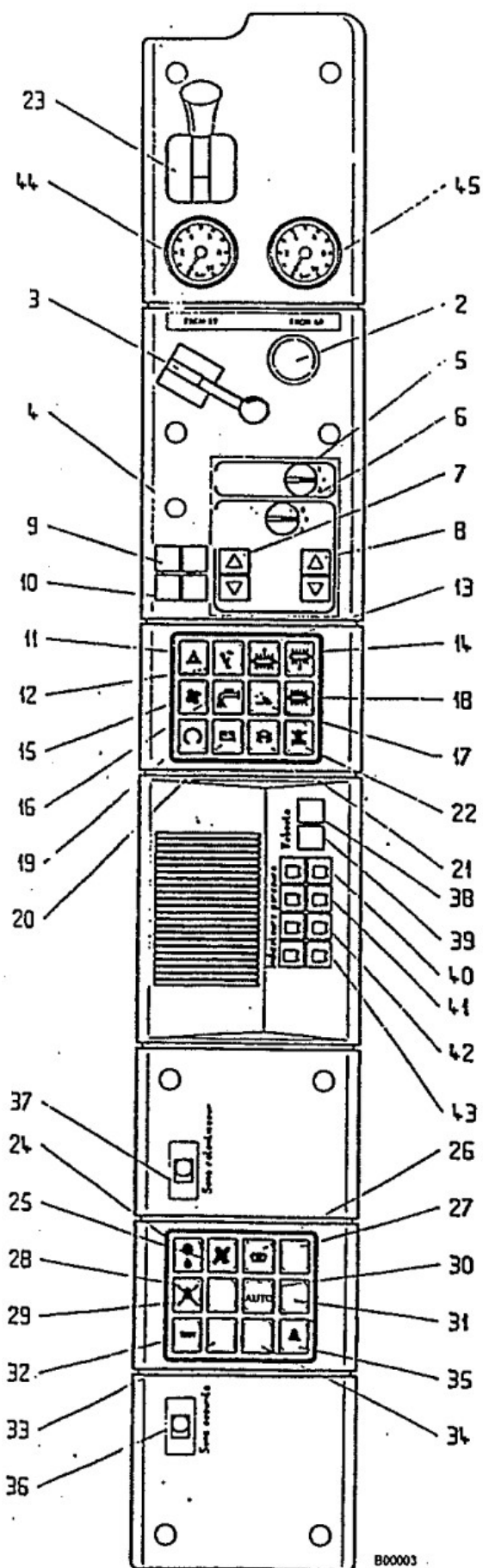
R312xx-[X]					
-1, -4	Body	-2, -5	Interior	-3, -6	Ceiling
-4, -7	Barres				

The ceiling for Euro 0 and Euro 2 is identical to Euro 1. For example, R31213-3 is therefore used for Euro 2 3 doors.

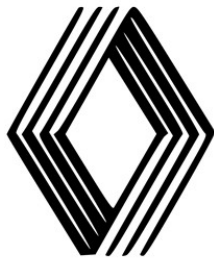
The driving position



- | | |
|---|--|
| 1 : Wipers | 22 : Lamp DEVrouillage |
| 2 : Low fuel level lamp | 23 : Lamp speed < 3km/h |
| 3 : Low pressure lamp | 26 : Bell or retarder |
| 4 : Handbrake lamp | 27 : Button for resetting the emergency door valves |
| 5 : Battery lamp | 28 : Gearbox button |
| 6 : Warning lamp (stop immediately) | 29 : Rear door button |
| 7 : Hazard warning lamp | 30 : Button for DEVrouillage of the self-service doors |
| 8 : Engine oil pressure lamp | 31 : Middle door button |
| 9 : Hydraulic retarder lamp | 32 : Front door button front part |
| 10 : Turn signal lamp | 33 : Front door button |
| 11 : Warning lamp | 38 : B.V. oil temperature indicator |
| 12 : High beam lamp | 39 : Door brake lamp (F.I.P.O.) |
| 13 : Stop requested lamp | 41 : Air pressure indicator |
| 14 : Retarder isolation lamp | 43 : Oil temperature lamp |
| 15 : Fault test lamp (for workshop use) | 46 : Combined headlights, indicators, horn |
| 16 : Odometer and speedometer | 47 : Rear fog light button |
| 17 : Auxiliary brake or stopping point lamp | 48 : Fog light button |
| 19 : Front door opening lamp | 49 : Fog light lamp |
| 20 : Middle door opening lamp | 50 : Rear fog light lamp |
| 21 : Rear door opening lamp | |



- 2 : Emergency cut-off button
- 3 : Auxiliary brake button
- 4 : Mirror adjustment (non-functional)
- 5 : Passenger heating button
- 6 : Driver heating buttons
- 7 : Outside air intake or interior air recycling distribution button
- 8 : Windscreen or driver's seat ventilation distribution button
- 10 : Air conditioning operation button
- 11 : Hazard warning lights button
- 12 : Driver lighting button
- 13 : Passenger half lighting switch
- 14 : Passenger lighting switch
- 15 : Front heating unit hot/cold button
- 16 : Auxiliary heating button
- 19 : Front passenger lighting cut-off button
- 20 : Engine start button
- 21 : Battery cut-off button
- 22 : Engine stop button
- 23 : Parking brake button
- 28 : Retarder cut-off button
- 29 : Door safety cut-off button
- 30 : -
- 32 : Lamp test
- 38 : Auxiliary heating on indicator light
- 39 : Auxiliary heating fault indicator light
- 40 : Auxiliary display button
- 41 : Front display button
- 42 : Side display button
- 43 : Rear display button
- 44 : Fuel level indicator

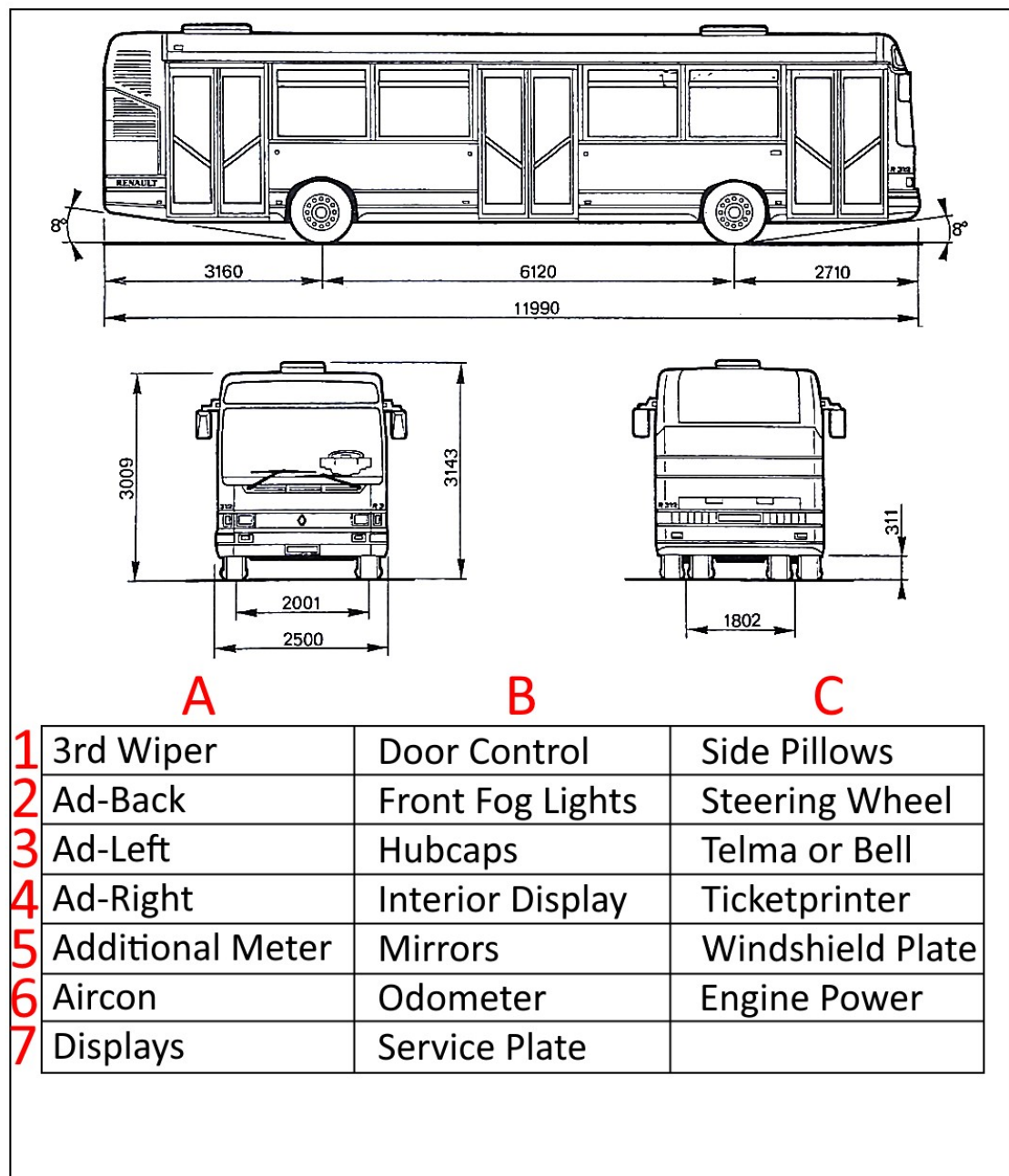


R 312

FRANCE
Fiche technique
Réf. : 76 428 - Janvier 1990
Annule réf. : 76 375 Janvier 1989

- 22 à 32 places assises
- 72 à 90 places debout

- 151 kW (206 ch)
- 186 kW (253 ch)



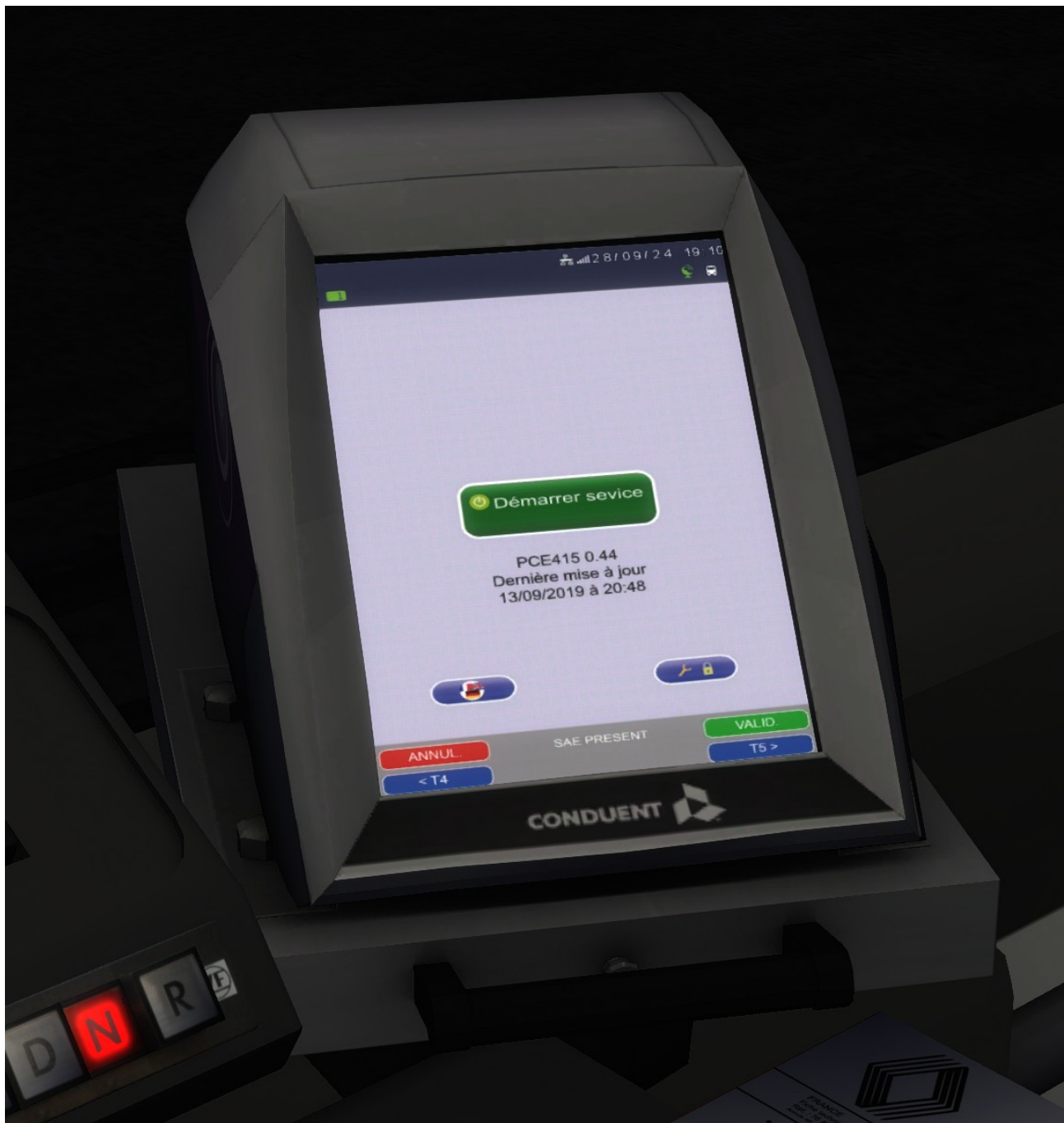
A1 : 3rd wiper	B1 : Doors control	C1 : Backrest cushions
A2 : Rear advertising poster	B2 : Front fog lights	C2 : Steering wheel
A3 : Left advertising poster	B3 : Hubcaps	C3 : Retarder or bell
A4 : Right advertising poster	B4 : Interior display	C4 : Ticket printer
A5 : Additional meter	B5 : Mirrors	C5 : Windscreen plates
A6 : Air conditioning unit	B6 : Odometer	C6 : Engine power
A7 : Displays	B7 : Service plate	

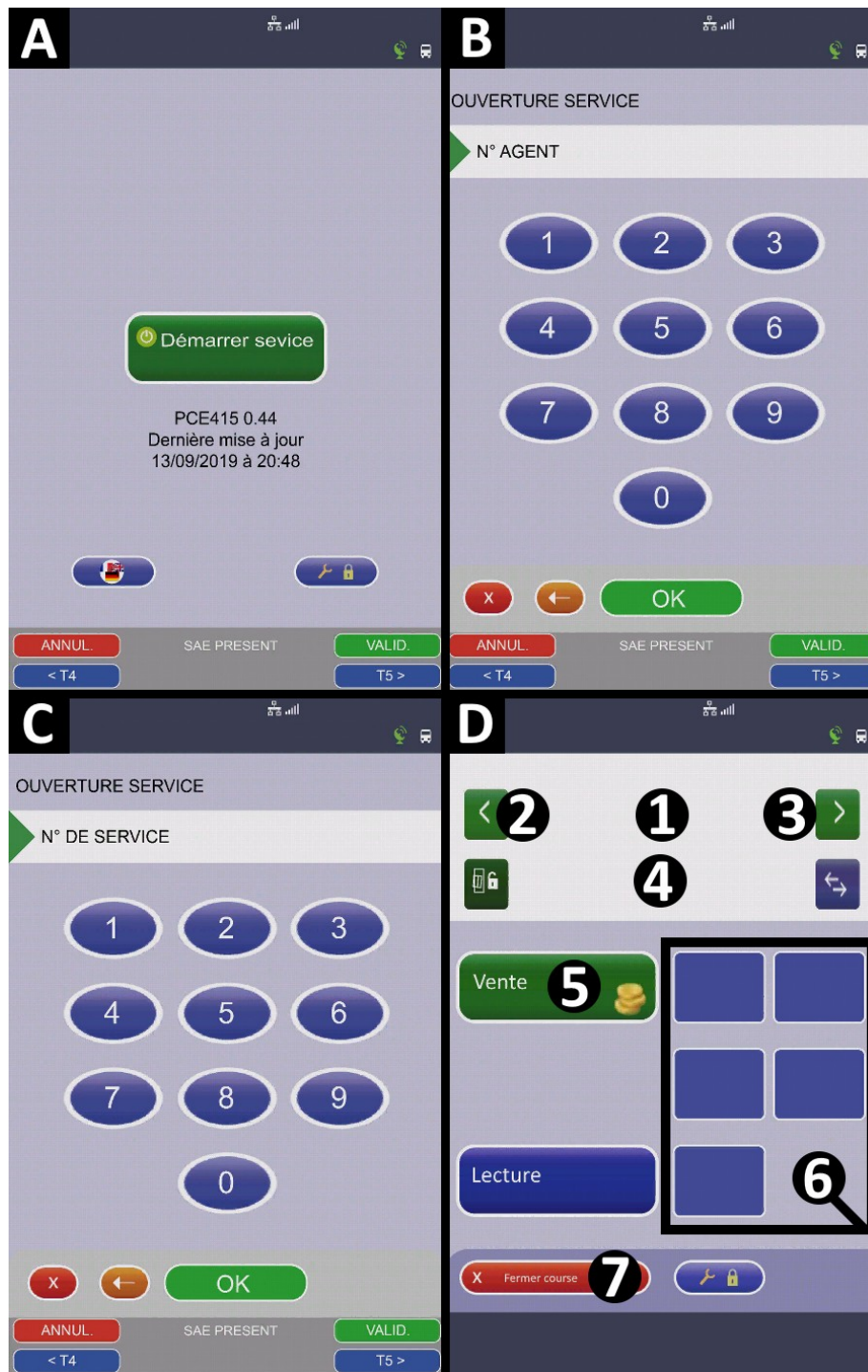
The handbook can be found just below the ticket machine.

For more information about the functions, refer to the chapter "Setvars".

Tickets Machines

Conduent





A: Start a service

B: Enter an agent number (21310)

C: Enter a service number (free writing)

D : Active service

1. Current stop
2. Previous stop
3. Next stop
4. Service summary
5. Print a ticket
6. Tickets
7. Logout

Prodata

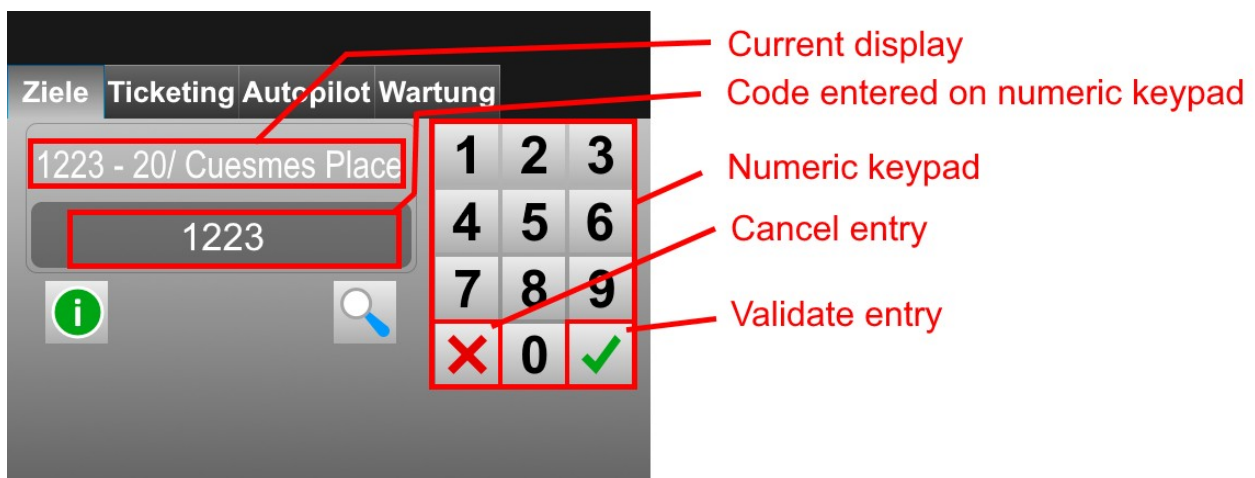


1 : Tickets	3 : Print
2 : Ticket cancellation	4 : Display

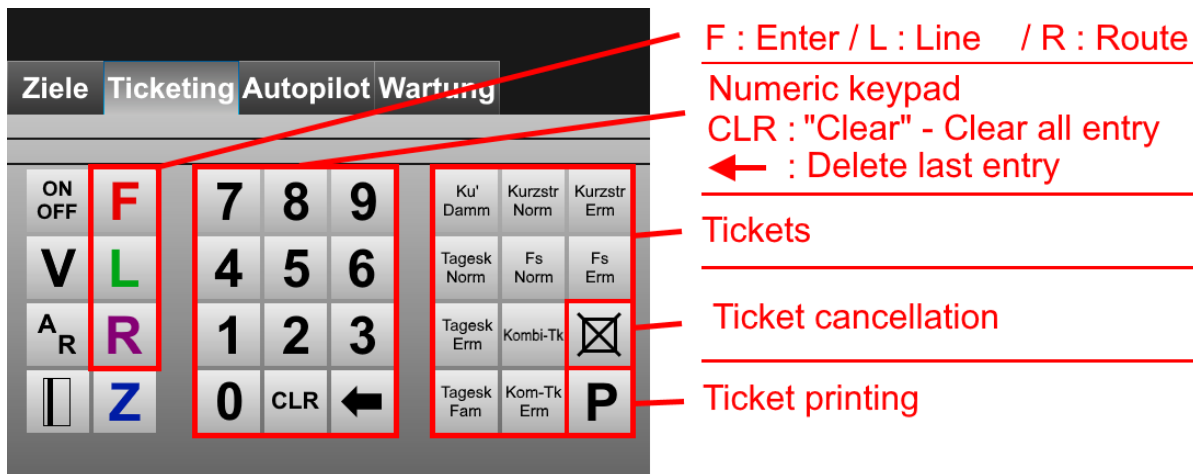
Embedded platform or « PFE »



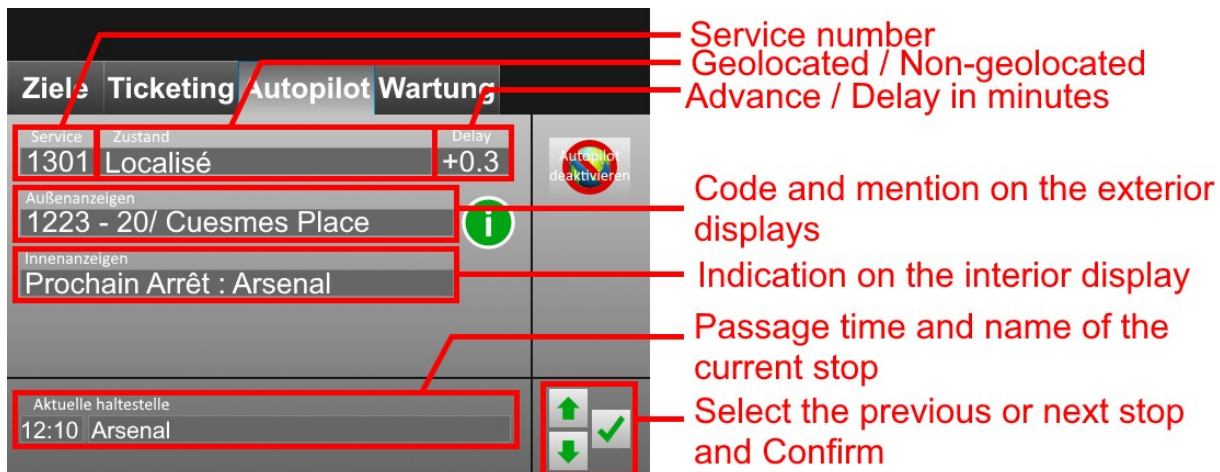
Tab « Ziele »



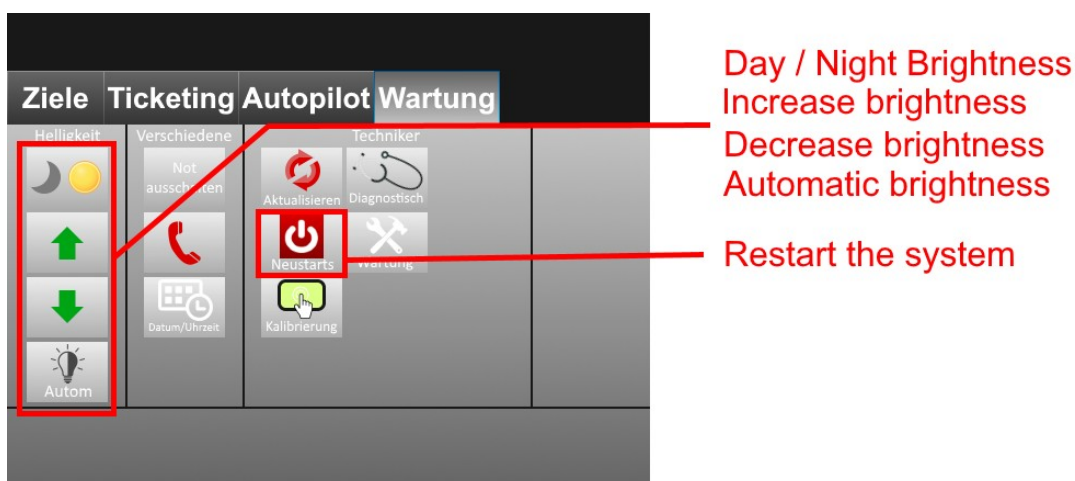
Tab « Ticketing »



Tab « Autopilot »



Tab « Wartung »



Repaint design

Setvars

<i>Editable in-game</i>			
"Special" transport plates		3rd wiper	
vis_ServicePlate	0 : Aucunes 1 : Schoolbus 2 : Driver in Training 3 : Industrial transport	vis_3rdWiper	0 : None 1 : Here
Windshield plate		Front fog lights	
vis_WindshieldPlate	0 : Nones 1 : Plate 1 2 : Plate 2	vis_FrontFogLights	0 : None 1 : Here
Hubcaps		Additional Meter	
vis_hubcaps	0 : None 1 : Front 2 : On the 4 wheels	vis_AdditionalMeter	0 : None 1 : Engine rpm counter 2 : Tachograph
Air-conditioning unit		Interior Display	
vis_aircon	0 : None 1 : Here	vis_InteriorDisplay	0 : None 1 : Here
Mirrors		Speedometer	
vis_Mirrors	0 : Normal 1 : Electric	vis_Odometer	0 : Normal 1 : Normal digital
Displays		Engine power	
vis_display	0 : Paper (STI type) 1 : Paper (small) 2 : Paper (large type 1) 3 : Paper (large type 2) 4 : Dots 5 : LCD 6 : LED	vis_Motor_PWR_mode	0 : 206ch 1 : 253ch Articulated 0 : 253ch 1 : ~300ch
Backrest cushions		Doors control	
vis_SidePillows	0 : None 1 : Here	DoorControl	0 : Automatic 1 : Manual
Steering wheel type			
vis_SteeringWheel	0 : Type 1 1 : Type 2		

Ticketmachine		Ticketmachine (EMI)	
vis_Ticketprinter	0 : Paper Tickets 1 : Conduent	vis_Ticketprinter	0 : Prodata 1 : PFE
Dashboard - Telma, bell or nothing		LEFT Advertising support	
vis_Telma-Bell	0 : None 1 : Telma retarder 2 : Cloche	vis_Ad-Left	0 : None 1 : Boxed 2 : Boxed + Poster
Right Advertising support		Back Advertising support	
vis_Ad-Right	0 : None 1 : Boxed 2 : Boxed + Poster	vis_Ad-Back	0 : None 1 : Boxed 2 : Boxed + Poster
<i>Not editable in-game</i>			
Hide vehicle parc number		Blinkers sound	
vis_Hide_Numbers	0 : Here 1 : No park number.	blinker_bip	0 : Enabled 1 : Disabled
Hide vehicle license plates			
vis_Hide_LicensePlates		0 : Here 1 : No license plate.	
Front logos		Back logos	
vis_logo-front	0 : Here 1 : None	vis_logo-back	0 : Here 1 : None

Items

Farbschema	Name	Farbschema	Name
Exterior	Body	Service plates	"Special" transport plates
Exterior_Trans	Window filming		
Advertisements	Advertising poster	Entwerter	Obliterator
Interior	Interior	Windshield plates	Windshield plate
Ceiling	Ceiling	Seat-1	Seat trim
Poles	Poles	Seat-2	Rear backrest seats
Aircon	Air-conditioning unit	Floor	Floor
Hubcaps	Hubcaps	TicketPack	Paper ticket blocks
Conduent_Valideur	Validator	Conduent_Ticket	Conduent tickets

Copyrights and acknowledgments

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And the community for their feedback on the pictures shared on social networks and also for their patience.

Copyrights

Agora Citelis : 3D, scripts, textures, sounds.

Daniel S. : 3D ventilator | **O303 Fan** : 3D Orange canceling

A.T.S.E., Mrlbou, Nerosy, TheFMrr, TheNoa : Sounds

Ho'Bus Maton : Skins

Adam, Jihem : Conduent equipment (3D and scripts)

It is strictly forbidden without authorization to modify the 3D of the vehicles, adapt the vehicles for another game and reuse the content for other creations.

It is also strictly forbidden to resell it or provide it with paid downloadable content.

Other public or private modifications remain authorized.

RENAULT



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