



Tunnels objects and splines

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An example of a tunnel with a Rigid Catenary.

Introduction et règles

Merci d'avoir téléchargé ce contenu additionnel pour le simulateur OMSI 2. Avant de pouvoir utiliser ce contenu additionnel, je vous remercie de lire ce manuel afin d'éviter les problèmes qui pourraient survenir.

Ce pack vous est gracieusement mis à disposition afin de rajouter du contenu au jeu OMSI 2. En téléchargeant ce contenu, et afin de respecter mon travail, je vous prie d'observer quelques règles particulières :

Règles

- Il est strictement interdit de télécharger ce pack sur d'autres serveurs. Les sites de partages tels que « omsi2mods.ru » ou « lotusmods.com » sont ILLEGAUX lorsque ce contenu y est envoyé sans ma permission. Ce contenu ne doit être disponible que sur le OMSI-Webdisk afin que tout le monde puisse se retrouver. C'est un contenu gratuit et il est impératif que l'on sache que j'ai réalisé ce pack. Seul le OMSI Webdisk est autorisé et seul l'auteur peut décider de partager le contenu sur d'autres sites selon sa guise.
- La modification des objets 3D est strictement PROHIBÉE sans ma permission. Je veux que tout le monde bénéficie des mêmes objets. Vous ne pouvez que modifier les textures pour vos cartes et éventuellement créer un nouveau dossier pour garder les textures originales.
- Il n'est pas permis de convertir les objets pour d'autres jeux sans ma permission (à titre d'exemple, je ne veux pas voir ces poteaux sur Proton Bus. Trop de contenus volés, convertis illégalement sans permission et vérolés). Tout manquement à cette règle sera SEVEREMENT punie.
- En téléchargeant ce contenu, vous ne pourrez en aucun cas tenir l'auteur pour responsable en cas de problème ou dommage quelconque survenu à votre matériel !
- Vous acceptez donc l'utilisation de ce contenu à vos risques et périls !

En vous remerciant de votre lecture et bon jeu !

Présentation du contenu

When I was building my tramway on my map Ebersberg and Engelsberg, I noticed something was missing. No -O- shaped tunnel splines were available. Even if some tunnel splines are available, none of a circular shape was here.

The pack contains 12 splines for the railway track. Classic rails or asphalt, standard gauge (1435mm) or metric (1000mm), even dual gauge, you'll find the splines that will match your needs.

Although this pack solves this problem, there was a second one. Creating the contact wire (OHLE) in a tunnel is not easy. Between the fact that these tunnels are dark and have a small gauge, a solution has been found to solve this problem: the Rigid Catenary or Rigid Overhead Rail (ROC). This consists of a rail suspended from the ceiling, with a contact wire hooked underneath so that the pantograph can pick up the electricity.

In reality, the overhead line and the rigid catenary are installed in a zigzag pattern in order to wear the graphite strip of the pantograph evenly. In order to simplify the construction of the rigid catenary on OMSI 2, it strictly follows the centre of the track. However, this defect should only be slightly visible, as the dark environment of the tunnel partially hides the rigid catenary.

The pack contains both items for the 'classic' catenary and the overhead contact wire profile for installation in tunnels. These include supports for the classic catenary, edited items from Kartoffelphantom, counterweights for the contact wire, entrance portals and much more...

Conventional catenary contact wire is sensitive to temperature variations. It can expand in high temperatures or shrink depending on the temperature. The counterweight ensures that the contact wire is always as straight as possible.

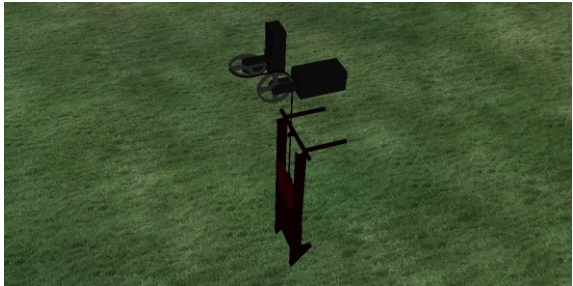
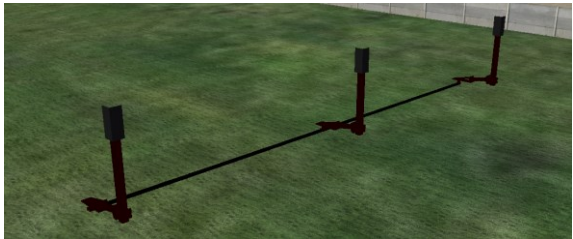
This pack is dedicated to map makers who want to create tunnels for the tramway.

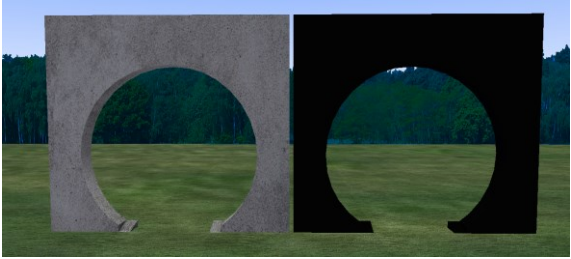
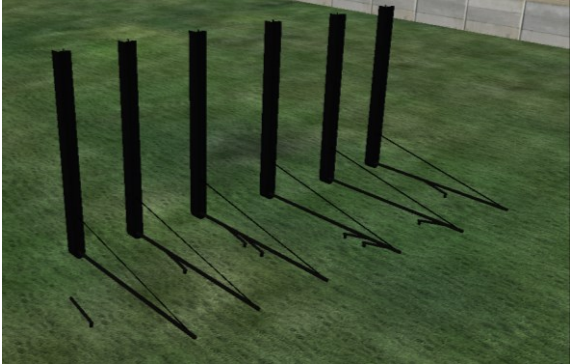


Rosentalerstrasse station on my Engelsberg map. You can see the rigid catenary on the 2 tracks with the pantograph of a NF6D unit.

Liste of included objects

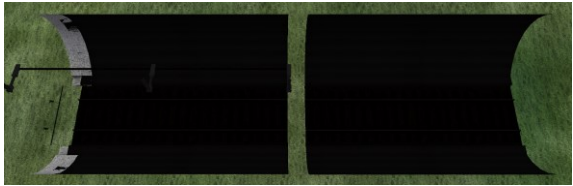
This list concerns SCENERYOBJECTS. To understand them better, see the TIPS section of this manual.

Object name	Use in game	Picture
Oberleitungs_gewicht_Decke	Wheel system for classic catenary. For use with Oberleitungs_gewicht_Metall.sco. (On the picture to the right, object above)	
Oberleitungs_gewicht_Metall	Counterweight for the conventional catenary. The catenary can expand depending on the environment. The counterweight ensures that the catenary is always straight as possible. (On the picture to the right, object below)	
Deckenstromschiene_arm	Ceiling suspension system (tunnels) for the overhead contact profile. (On the picture to the right, object below)	
Deckenstromschiene_decke	Additional part for the contact air profile. To be placed at roof height. (On the picture to the right, object above)	
Gleisende Gleisende_dual_gauge Gleisende_MS	Transition from concrete track to conventional rail and vice versa. Rillen = Wheel guides (On the picture to the right, object below)	
Gleisende_Rillen	Dual Gauge = 2 gauges	
Gleisende_Rillen_Dual_Gauge	MS = Metric Gauge (MeterSpur)	
Gleisende_Rillen_MS		

Portal_beton	Tunnel entry	
Portal_tunnel_dunkle	Tunnel entry but dark	
Oberleitungs_standard_X Oberleitungs_standard_fix Oberleitungs_standard_no_fix	Different models of support for classic catenary	

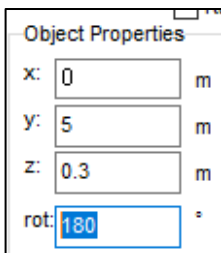
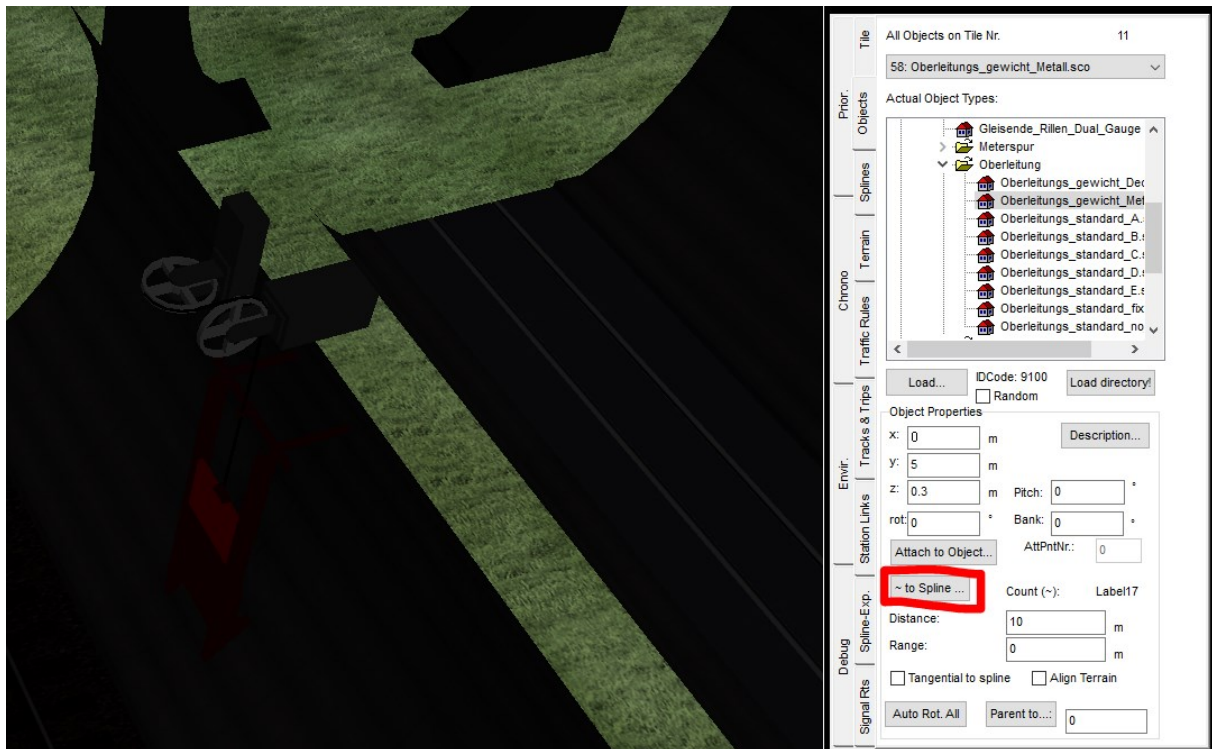
Liste of included splines

Cette liste concerne les SPLINES.

Spline name	Use in game	Picture
rail_concrete_01_Tunnel_OHLE rail_concrete_01_Tunnel_No_OHLE	Standard gauge rails with rigid catenary (OHLE). Without rigid catenary for the NO_OHLE version.	
rail_concrete_Meterspur_Tunnel_OHLE rail_concrete_Meterspur_Tunnel_No_OHLE	Metric gauge rails with rigid catenary (OHLE). Without rigid catenary for the NO_OHLE version.	
rail_concrete_Vierschienen_gleis_Tunnel_OHLE rail_concrete_Vierschienen_gleis_Tunnel_No_OHLE	Double-gauge rails with rigid catenary (OHLE). Without rigid catenary for the NO_OHLE version.	
Strab_Ashphalt_Tunnel_OHLE Strab_Ashphalt_Tunnel_No_OHLE	Standard gauge asphalt track with rigid catenary (OHLE). Without rigid catenary for the NO_OHLE version.	
Strab_Meterspur_Strab_Ashphalt_Tunnel_OHLE Strab_Meterspur_Strab_Ashphalt_Tunnel_No_OHLE	Metre gauge asphalt track with rigid catenary (OHLE). Without rigid catenary for the NO_OHLE version.	
Strab_Vierschienenngleis_Tunnel_OHLE Strab_Vierschienenngleis_Tunnel_No_OHLE	Double-gauge asphalt track with rigid catenary (OHLE). Without rigid catenary for the NO_OHLE version.	
OHLE	Rigid catenary, can also be used for the transition to the classic catenary or outside tunnels depending of the area.	

Tips

If you're using the classic catenary, then the following tips would be useful for you. The counterweights (Oberleitungs_gewicht_Decke + Oberleitungs_gewicht_Metall) are designed to be 'attached' directly to the rail spline.

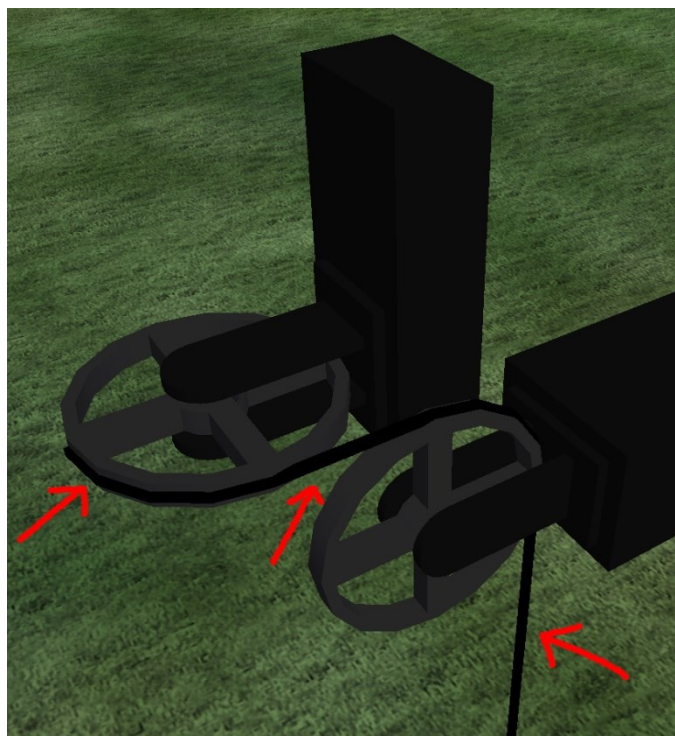


Select the object and press 'Attach to spline'. The object is automatically positioned correctly on the tunnel wall. If the object is on the wrong side, you can rotate it 180° to position it on the other side.

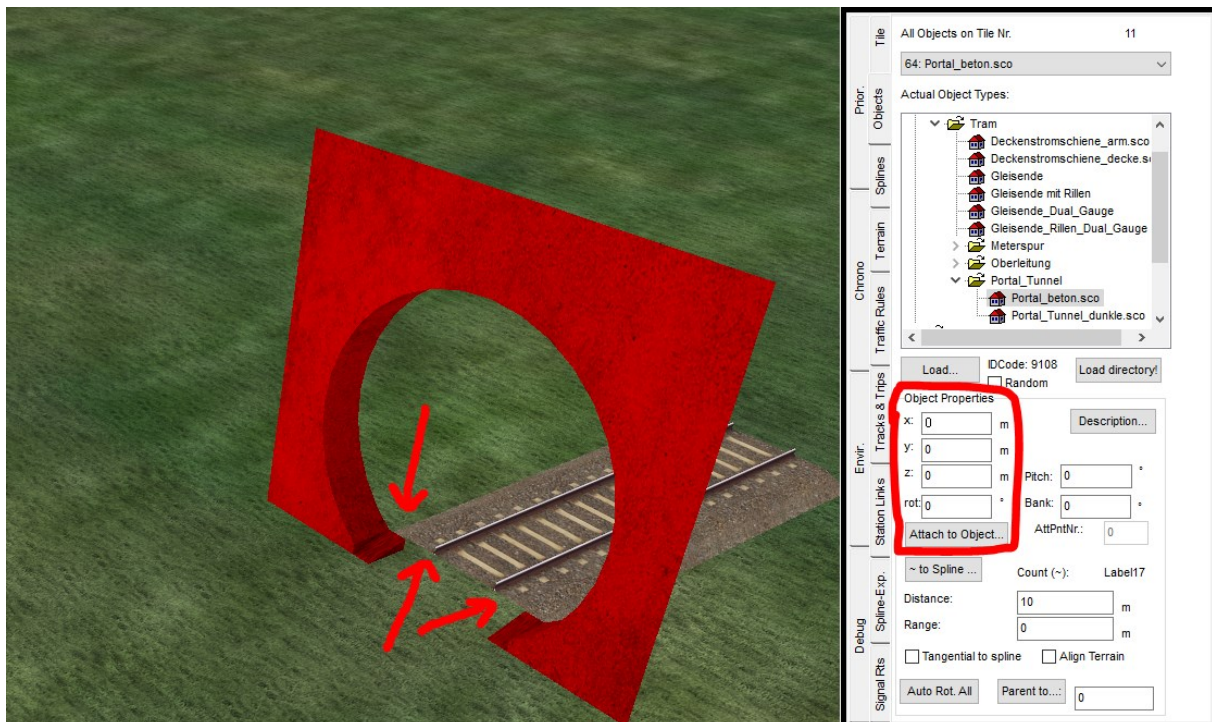
It's also recommend raising the height of the counterweight by 30 centimetres, i.e. adding 0.3 to the Z value.

If you are using a conventional catenary, connect its spline to the end of the black wire already present on the pulleys.

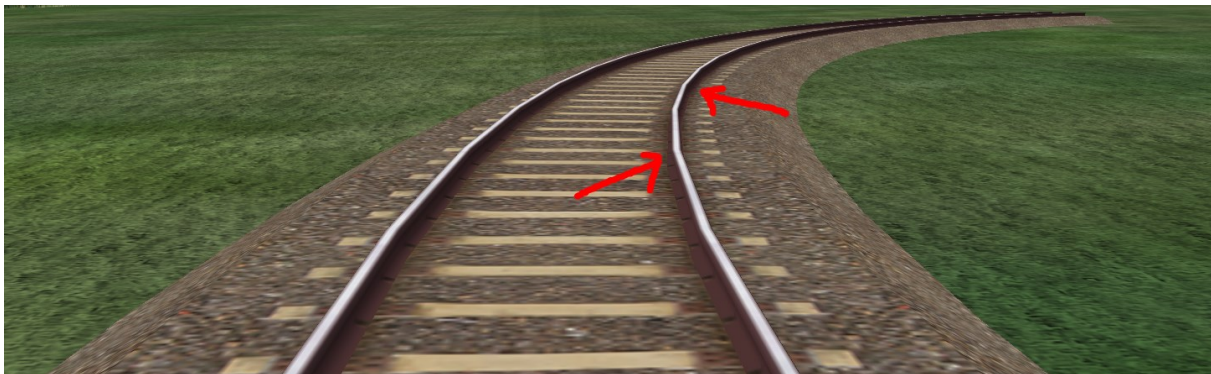
The height of the pulleys (image opposite) can be adjusted above the counterweight (Z value). The two pulleys cannot be adjusted separately; they are linked since they are part of the same object.



The entrance portals are designed to be attached directly to the start of the tunnel spline. Like the catenary counterweight system, you select the object and press 'Attach to spline'. It is automatically positioned correctly on the tunnel portal wall by setting all the values (X, Y, Z) to 0.



When building your tunnels, if you use 'classic rails' (with ballast), give preference to short sections, mainly in curves. In the example below, the track is 50m long and has a radius of 50m. The rails appear deformed. With 10m, the track is more coherent.



It is recommended not to go below a minimum radius of 30m for bends. Too sharp a bend will cause the bogie to 'pop out' from under the vehicle.

Here are some recommended basic settings. These are indicative but give you an idea of the settings for the most perfect track possible.

Length of spline in metres	5	10	20	30
Minimum radius in metres	50	60	100	300