

Developed by:

Studio Polygon
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Manual:

Studio Polygon, Aerosoft

Words from the Development Team

Thank you for purchasing the Studio Polygon 400MMC Pack DLC for OMSI 2! This pack is part of a long list of packs we plan to produce within the coming years.

We have created the Studio Polygon 400MMC Pack to a high level of detail and accuracy, as well as bringing a large selection of setvars to customise the buses to your needs! This project was started in January 2019 by FirstEnviro which was then merged into Studio Polygon with Reverseidle. Since then, multiple project restarts have taken place to ensure we provide only the highest quality of addons for OMSI 2.

There are various people within the community who have helped with this project, if you feel you've been missed out in the credits send a message to us on the Studio Polygon Facebook page, or the Studio Polygon Discord server: <https://discord.gg/pMZAedv> which you should totally join anyway.

Our Social Media

Studio Polygon Website: <https://www.studiopolygon.co.uk/>

Studio Polygon Facebook Page: <https://www.facebook.com/studiopolygonhq>

Studio Polygon Discord Server: <https://discord.gg/pMZAedv>

Studio Polygon Twitter Page: <https://twitter.com/studiopolygonhq>

Studio Polygon YouTube: https://www.youtube.com/channel/UCQx4EI6_dLf0481pBH4stKw

Development Team

FirstEnviro (Project Lead) - The main bus, scripts, models, the list goes on.

Reverseidle – Various models, sounds, and minor scripts.

JackBayntun - Organising various depot visits and testing and more.

Credits

TangoSierra – Amazing default repaints, interior, the new Studio Polygon branding and more.

[Ticketer UK](#) – Licensing and for working with us directly to create an accurate Ticketer.

First West of England & First Solent – Depot visits for sound recording and reference.

Reading Buses – Depot visits.

Whiskey.Stuffs – Scania binnacle.

Ross – Help with ZF scripts.

Moskie – Help with ZF, Voith and engine scripts.

Jonnyrotton136, Tom9962 – Reference imagery

travislamoon – HOFs.

Beta Testers

Reverseidle, Dylan11003, TecnoSam6, travislamoon, Moskie, Sambob_12, JackBayntun, TangoSierra

General Information

Addon Description

The Studio Polygon 400 MMC is a low-floor double-deck bus produced since 2014. It is available on a variety of chassis to suit different requirements. Options include various lengths, engine, gearbox, seating and more. This DLC pack includes a highly detailed rendition of the real bus.

This pack contains various variants based off the Alexander Dennis Enviro400 MMC with both Alexander Dennis and Scania chassis options. Various body lengths are included ranging from 10.4m to 11.5m.

Initial release (v1.0) of this pack includes the Alexander Dennis E40D chassis with three lengths (10.3m, 10.9m and 11.5m) and the Scania N250UD chassis with two lengths (10.9m and 11.4m) and a 10.9m airport specification. A wide list of setvars is also included ranging from different seating types, a choice of ticket machines, engine stop-start, interior information displays and much more. A full feature list can be found further in the description.

Planned FREE future updates include London variants, hybrid variants and more left-hand drive variants.

Features

- High customisability - Setvar system allows for each repaint to be unique, with variations such as the ticket machine types, assault shield, wheels, seating and more!
- High detail and accuracy - Using many man-hours of research, this addon has gone through many iterations to bring you a life-like experience.
- Realistic operation of each variation.
- Custom displays based on the Hanover displays system in the UK.
- Fully functional and advanced Ticketer ticket machine, currently the most advanced UK ticket machine in OMSI – officially licensed by Ticketer UK.
- Realistic sounds recorded from various real-life counterparts.
- Random and dynamic events, like rubbish spawns, VOR slips, and a wheelchair assistance alarm.
- Complete intricate systems, such as start stop, fully functional dash screens, and many more!

Maps

Sadly, there are currently no UK based maps on Steam to drive these buses on. However, there is a handful of great free maps on <https://fellowsfilm.com/> to download!

Some good ones include Cotterell, Buses of the West Country and Yorkshire 2.0.

Branding Patch

To gain access to the original logos in this addon, join our Discord server and verify your purchase where you will be able to download the branding patch.

Included in the branding patch is:

- ADL and Scania steering wheel badges.
- Logos on window stamps.
- Exterior Scania badges.
- ADL logos on VIN plates, number plates, dash screen and more.

Studio Polygon Discord Server: <https://discord.gg/pMZAedv>

Operation

Quick Start

Just spawned the bus but do not want to mess about clicking all the correct switches? Here are some controls you can use to get driving quicker.

E – Start sequence. Press this button once to turn on the master electrics, again to turn on the ignition, then hold down a third time to start the engine.

M – Stop sequence. When the engine is fully running, press this button once to stop the engine, and then again to turn off the master electrics.

D – Engage drive gear. The footbrake must be depressed to engage gear.

R – Engage reverse gear. The footbrake must be depressed to engage gear.

N – Engage neutral gear.

Numpad / – Open/close the main doors. The handbrake must be applied to operate doors.

Numpad * – Open/close the rear doors. The handbrake must be applied. (Dual door variants only)

Numpad . – Operate handbrake.

Numpad 7 – Left indicator.

Numpad 9 – Right indicator.

B – Hazards.

The above controls assume you have got the default OMSI controls mapped. If you have remapped your OMSI controls, these controls will also be mapped to your new ones.

Cockpit – ADL Dashboard



1. **Master electrics switch** – Press this switch once to toggle the main bus electrics.
2. **Ignition switch** – Press this switch to toggle the ignition. If turning on, the master electrics must also be on. If the ignition switch is turned off while the engine is running, the engine will stop. The ignition must not be switched off when in motion.
3. **Engine start switch** – Hold this switch for a few seconds to turn on the engine. Once the engine has started, you can release the switch.
4. **Driver light switch** – Press this switch to toggle the driver light.
5. **Lower deck light switch** – Press this switch to toggle the lower deck lights.
6. **Upper deck light switch** – Press this switch to toggle the upper deck lights.
7. **Exterior light check switch** – Press this switch to toggle the exterior light check. This will run through a sequence which would allow the driver to ensure all the exterior lights are working correctly. The sequence will continue indefinitely until the switch is pressed again.
8. **Rear fog light switch** – Press this switch to toggle the rear fog lights.
9. **Main light switch** – Turn this switch to switch between the main lights.
First position – Lights off
Second position – Side lights on
Third position – Main lights on
10. **VIC switch** – Press and hold this switch for 5 seconds to bring up the VIC (Vehicle information centre) screen on the dash screen. Press this switch again to return to the main screen.
11. **Hazards switch** – Press this switch once to toggle the hazard lights
12. **Reverse horn silencer** – Press this switch while reverse gear is enabled to silence the reverse horn. Once you exit reverse gear, the reverse horn will be active again.
13. **Gear selectors** - The automatic gearbox is electronically operated by a set of switches. This contains the following 3 switches:
Position D - The gearbox automatically selects the correct gear depending on various parameters. Might creep forward when stationary with no handbrake applied.
Position N - Only select neutral when the vehicle is stationary and the handbrake is applied.
Position R - The reverse gear may only be selected when the vehicle is stationary and the engine is idle. The brake pedal must be depressed before changing position to Reverse from neutral. Never put the gearbox in reverse when driving forward. **Note, the footbrake must be applied when selecting a gear.**

14. **Driver fan switch** – Press this switch once to toggle the driver fan being on or off.
15. **HVAC temperature control switch** – Press and hold this switch up to increase the fan temperature. Press and hold this switch down to decrease the fan temperature.
16. **HVAC fan speed control switch** – Press and hold this switch up to increase the fan speed. Press and hold this switch down to decrease the fan speed.
17. **Ferry lift switch** – Press and hold this switch to lower the bus body until the desired height.
18. **Kneel up switch** – Press and hold this switch to raise the bus to the desired height. Alternatively, press this switch once to raise to normal ride height.
19. **Kneel down switch** – Press and hold this switch to lower the front of the bus until the desired height.
20. **Door switches** – Press this switch to open/close the door. An extra button will show here for the rear doors if you are driving a dual door variant.

Cockpit – Scania Dashboard



1. **Main light switch** – Turn this switch to switch between the main lights.
First position – Lights off
Second position – Side lights on
Third position – Main lights on
2. **Hazards switch** – Press this switch once to toggle the hazard lights
3. **Driver light switch** – Press this switch to toggle the driver light.
4. **Lower deck light switch** – Press this switch to toggle the lower deck lights.
5. **Upper deck light switch** – Press this switch to toggle the upper deck lights.
6. **Exterior light check switch** – Press this switch to toggle the exterior light check. This will run through a sequence which would allow the driver to ensure all the exterior lights are working correctly. The sequence will continue indefinitely until the switch is pressed again.
7. **Rear fog light switch** – Press this switch to toggle the rear fog lights.
8. **Master electrics switch** – Press this switch once to toggle the main bus electrics.
9. **Gear selectors** - The automatic gearbox is electronically operated by a set of switches. This contains the following 3 switches:
Position D - The gearbox automatically selects the correct gear depending on various parameters. Might creep forward when stationary with no handbrake applied.
Position N - Only select neutral when the vehicle is stationary and the handbrake is applied.
Position R - The reverse gear may only be selected when the vehicle is stationary and the engine is idle. The brake pedal must be depressed before changing position to Reverse from neutral. Never put the gearbox in reverse when driving forward. **Note, the footbrake must be applied when selecting a gear.**

10. **Driver fan switch** – Press this switch once to toggle the driver fan being on or off.
11. **HVAC temperature control switch** – Press and hold this switch up to increase the fan temperature. Press and hold this switch down to decrease the fan temperature.
12. **HVAC fan speed control switch** – Press and hold this switch up to increase the fan speed. Press and hold this switch down to decrease the fan speed.
13. **Ferry lift switch** – Press and hold this switch to lower the bus body until the desired height.
14. **Kneel up switch** – Press and hold this switch up to raise the bus to the desired height. Alternatively, press this switch once to raise to normal ride height. Press and hold this switch down to lower the front of the bus until the desired height.
15. **Door switches** – Press this switch to open/close the door. An extra button will show here for the rear doors if you are driving a dual door variant.
16. **Ignition key** – Rotate one stage to turn on electrics. Rotate to the second stage to turn on ignition, then rotate and hold to the third stage to start the engine. When the engine is running, rotate back to the start to turn off the engine.



You can use these arrows on the steering wheel to navigate through the dash screen. Press the right arrow to bring up the main menu then navigate from there.

Destination Controller – EG3



1. This button in the Route Number, set this to the route number you would like the exterior sign to show, e.g. 35 and Enter (3).
2. This button is the Destination Number, set this to whatever the “Ziel” code is in the HOF File, e.g. for BotW, “1” is Totnes Railway Station, pressing 1 and Enter (3) will set the Totnes Desti.
3. This is the enter button. Press to confirm changes.
4. The text in the bottom left of the screen shows you the Route Number (#1) you put in earlier.
5. The text in the bottom right is the Destination Number (#1) you put in earlier.

Destination Controller – DG3/G3.



Inputting a route

The HOF must be correctly formatted to use this controller. Scroll down to the destination displays section to learn more.

Click F/E to show Route page. Use the up/down buttons to cycle through numbers 0-9 and then once you have the first number, press the left arrow to add another digit.

Once you have your route number entered, click F/E again.

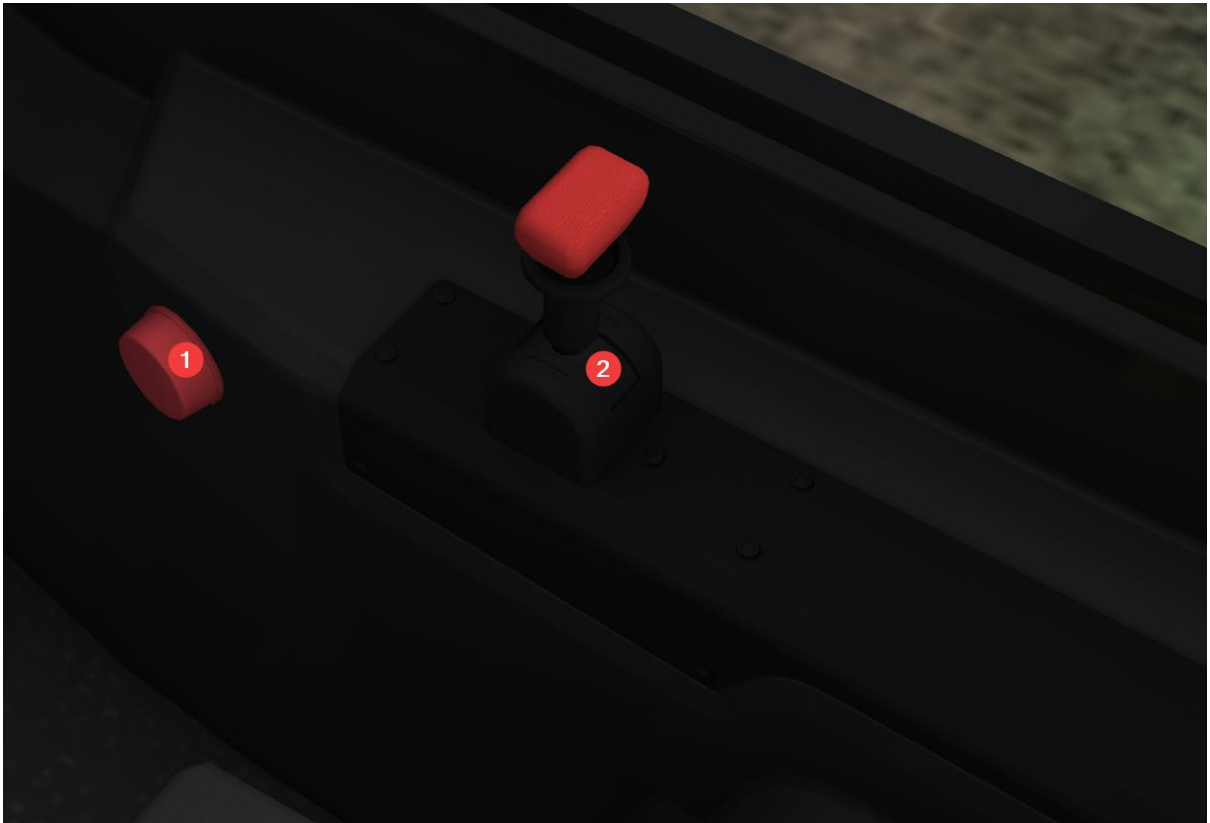
If the HOF is setup correctly, you will see the route number and a destination. Use the up/down arrows to cycle through the destinations and then click F/E to select your choice and the displays will be set.

Cockpit - Overhead Switches



1. **Reverse camera switch** – Press and hold this switch to show the reverse camera.

Cockpit - Side Panel



1. **Assault Alarm** - Toggles the Assault Alarm. Plays a loud siren-like sound and will toggle the hazards also.
2. **Handbrake** - Handbrake for the bus. It is essential to make sure it is on before leaving the vehicle.

Driver's Compartment



1. **Cash tray**
2. **Driver's Login Pass** - Use this to auto-input the driver's Login ID for the ticket machine.
3. **Duty Totals Ticket (Ticketer)** - Use this at the Duty Totals scan prompt screen on Ticketer. Will function to pre-populate the duty totals. This ticket will only spawn if you have the Ticketer setvar enabled.
4. **Cubby door** - Toggle the clips by pressing the key holes then drag the door to open. When closing the door, press the opened clips to lock them into position.

Vix-style Ticket Machine

This ticket machine is less basic than the Almex-style, but also less sophisticated than the Ticketer ticket machine. This machine only has the ability to print tickets.

To turn on the machine, you need to have the bus master switch on, then click the red button. Allow time for the machine to boot.

Once booted, you will need to press the TRIP button, by clicking “Alt” button (button number 4 as outlined on the diagram below) and then the red X button (button number 2 as outlined on the diagram below). Once this is done, enter the driver pin which is displayed on the unit itself, or 1708, then press the green tick button (button number 3 as outlined on the diagram below). After, scan your driver card which is in the cubby hole beneath the ticket machine, this will scan automatically. You will then be taken to the main ticket selling page.

To sell tickets, click the white button beside the ticket you want to select and then press the green tick button to sell the ticket.

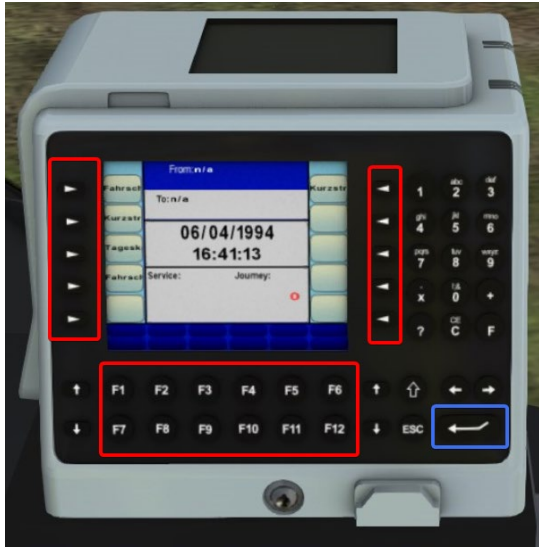


Almex-style Ticket Machine

Red: Ticket selection (10 tickets max)

Blue: Print selected ticket

This ticket machine is a very basic machine if you do not like the complexity of the Ticketer. It has no advanced functionality aside from printing tickets. That is it.



Ticketer Ticket Machine

The Studio Polygon Ticketer ticket machine is currently the most sophisticated UK ticket machine available in OMSI. It boasts features such as full ticket selling, duty totals, a calculator and much more.

The Ticketer branding and logos have been licensed for use by Studio Polygon by Ticketer UK and the design/operation has been approved by them as an accurate representation of the real product.

Start-up

To turn on the Ticketer ticket machine, turn on the bus master electrics. The Ticketer will turn on automatically. Wait for the start-up sequence to finish before you can interact with the machine.

Logon

Once the machine has booted, a screen will show prompting you to enter your driver ID number. You can either enter the pin using the on-screen keypad (defaulted to 1708) or use the driver card which is located somewhere in the cab below the ticket machine.

Once the ID has been accepted, a screen will appear prompting you to scan your duty totals ticket. This step is optional. You can either scan the ticket which is located next to the stored driver ID card or you can press the Skip button. Full functionality of the Ticketer is available with either choice.

Once you have completed this, a screen will appear prompting you to enter the driver pin number. Enter the pin using the on-screen keypad, which is defaulted to 0417.

Duty and Trip Selection

Once you have successfully logged on, a screen will appear prompting you to select a duty.

If you have a timetable already active, the duty associated with that timetable will be automatically selected, and you can press Accept in the bottom right.

If a timetable is not active, you can either select a timetable and continue as stated above, or you can press the Accept button in the bottom right which will continue without a timetable.

Once a duty has been selected, the trip selection screen will show. Follow the process exactly as stated above with the duty screen. Once this is completed, the ticket selling screen will show.

Ticket Selling



Ticket Selling Screen Overview

- 1: The first stop of the route.
- 2: The next stop on the route.
- 3: The final stop of the route.
- 4: A sellable ticket.
- 5: Show the options menu.
- 6: Issue the selected ticket.
- 7: Show more tickets available.

The main ticket selling page is where you will spend most of the time using the ticket machine.

When a passenger asks for a ticket, select the ticket (4) they have asked for by tapping the box with the ticket name. When the ticket is selected, press the green Issue button (6) at the bottom of the screen to issue the ticket. If you have selected the wrong ticket, you can either tap the ticket again to deselect it, select another ticket, or tap the Clear button above the ticket list.

Issuing Change



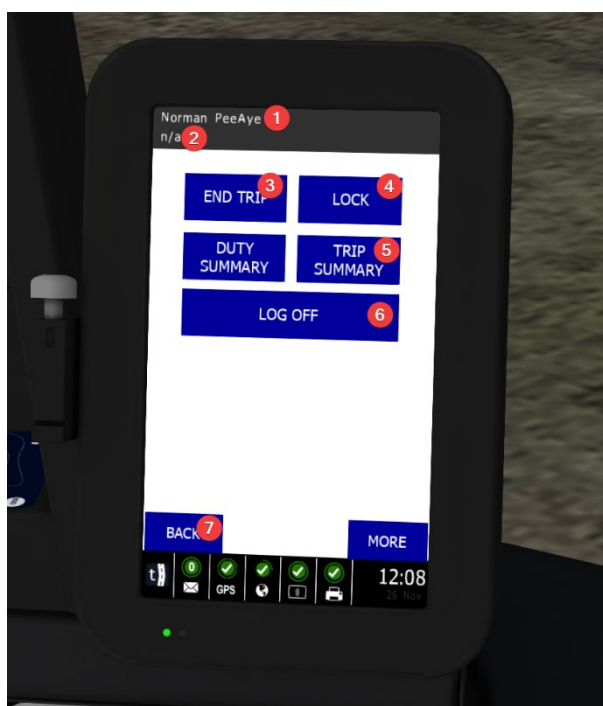
If you need to issue change to a passenger, you can do this as you normally would by clicking the coins and notes that is stored in the cash tray. If you need to calculate how much change the user requires, tap the Calc button before issuing a ticket, this will bring up the calculator screen. The fare of the ticket has been pre-filled for you, enter the amount of change the passenger has given to you and then the change required will be displayed at the bottom of the screen. If you need to issue notes as change, tap the £5 or £10 note box at the bottom, this will deduct from the total remaining and then issue the remaining change in coins.

Once the correct change has been issue, tap the Issue button on the right-hand side to issue the ticket.

Calculator Screen Overview

- 1: The fare of the select ticket.
- 2: The cash given to you by the passenger.
- 3: Add/remove bank notes for change.
- 4: The remaining value of change.
- 5: Cancel the ticket selling.
- 6: Issue the ticket.
- 7: Issue the ticket with a change voucher.
- 8: Return to the ticket selling screen, keeping the ticket selected.

Options Screen



Options Screen Overview

- 1: Name of the driver logged in.
- 2: Current route number according to the timetable selected.
- 3: End the trip. This will show your trip summary for that trip. (See below)
- 4: Lock the screen. To log back in, you will need to enter your pin again.
- 5: Show the current trip summary. (See below)
- 6: Log off the current user.
- 7: Return to the ticket selling screen.



Trip Summary

The trip summary screen shows the tickets you have sold during your current trip and the total amount of money that this adds up to.

Trip Summary Screen Overview

- 1: Current route number according to the timetable selected.
- 2: Total number of tickets sold during the current trip.
- 3: A summary of the tickets sold during the current trip.
- 4: Total value of the tickets sold during the current trip.
- 5: Return to the previous screen.
- 6: End the current trip.

Shutdown

To turn off the machine, turn off the bus electrics and the machine will start the shutdown sequence.

Frequently Asked Questions

What are the pins for the ticket machines?

Ticketer:

Driver ID: 408726

Pin: 4763

Vix: 4763

How do I move the Dashboard?

Click the button on the floor under the dashboard and drag the dashboard with your mouse!

I cannot move it with this pressed! The engine needs to be off, and the electrics on for the dashboard to move!

I have engaged gear, but I cannot move!

If your gear selector is flashing, you haven't engaged the gear correctly. To select a gear, you need to hold down the footbrake while engaging the gear.

I am revving the engine; gear is engaged, and parking brake is off, but I still cannot move!

You most likely do not have enough air pressure. Select neutral gear with handbrake on and rev the engine until you have built enough air. If this does not work, try turning the engine off and on again.

I cannot open the doors!

Your electrics need to be on and have enough air pressure built up. Rev the engine to build air pressure.

The bus repaint appears black

This could be a memory related issue. In a bid to resolve this, you can reduce your main repaint texture resolution from 4096x4098 to 3071x3071 to save memory.

What can I expect in v1.1?

Check the Steam page! If you want to keep an eye on our development please join our Discord server: <https://discord.gg/pMZAedy>

Yellow icon: Medium priority failure.

1. The air pressure in circuit 1 is low, rev the engine to build pressure.
2. The air pressure in circuit 2 is low, rev the engine to build pressure.
3. There is a fault in the electronic braking system.
4. The air pressure is critically low, rev the engine to build pressure.
5. There is an issue with the engine.
6. The engine oil pressure is critically low.
7. The engine coolant temperature critically high.
8. The engine coolant level is critically low.
9. The engine bay door is open.
10. The emergency exit door is open.
11. There is an issue with battery 1.
12. There is an issue with battery 2.
13. There is a warning with the engine.
14. The oil reservoir is low and needs refilling.
15. The engine coolant temperature is high.
16. The engine coolant level is low.
17. A fault has occurred with the electronic braking system.
18. The fuel tank level is low and needs refilling.
19. The master switch has been pressed when the ignition was on.
20. The parking brake is not applied.

- 21. Stop request
- 22. Disabled stop request
- 23. Disused.
- 24. The accelerator interlock is active.
- 25. The kneeling system is active.
- 26. The exterior light check sequence is active.
- 27. The retarder is active.
- 28. The exhaust needs DPF regenerating.

Destination Displays Formatting

Studio Polygon have in-house developed a fully customisable destination display system which is compatible with Hanover's Helen software. If you are unfamiliar with how to use this software, it is not covered in this manual but there are plenty of guides online.

Helen is not essential to using formatting the destination displays, but it is incredibly helpful in speeding up the process as you are able to edit the look of the displays live rather than loading into OMSI every time you test a screen edit.

As Studio Polygon have developed these fully custom displays, they are not currently compatible with other display systems. For that reason, it is recommended that you familiarise yourself with the formatting and values to use for editing the HOF.

For ease of editing, it is recommended you use software such as HOF Suite which makes it easier to edit HOF files. If you use this software, it is also recommended that you use with 'Mask for supported strings' disabled as it will allow you to fit in the formatting for the displays.

HOF Structure

Index	Name*	Use in Studio Polygon displays
0	IBIS 1	Destination (Shown in the ALT selection menu)
1	ANNAX (1)	Top line on front display.
2	ANNAX (2)	Second line on front display.
3	ANNAX (side)	Text to show on the side display.
4	RLB texture	Unused
5	IBIS 2	Unused
6	Add Plate texture	Unused
7	Krueger texture	The name of the image to use as a custom display. Explained further below.
8	ANNAX front	Top line on rear small display.
9	ANNAX rear	Bottom line on rear small display.
10	Reverse route	Unused
11	Full Display (1)	Top line on rear large display.
12	Full Display (2)	Bottom line on rear large display.

*Note on name: These are the names that HOF Suite use, these are not relevant to the use with Studio Polygon displays.

IBIS code

There is a specific formatting used in the IBIS code to allow it to work with the Studio Polygon destination controllers. If the formatting is not set correctly, you will still be able to select a destination through the ALT selection menu but will not be able to select one through the destination controllers built into the bus.

The format consists of at least three numbers, all of which are outlined below:

Example code: 1036

1: Page number

0: Trip number

36: Route number

Character 1 (0-9)	The number of the page to be displayed on the front destination. This is not an available feature in the displays yet but has been reserved for future use.
Character 2 (0-9)	The trip number. For example, 0 could be outbound and 1 could be inbound.
Any further characters (0-9)	The route number. This is what the user will type into the destination controllers to select the route.

Multi-Line Displays

Some displays, such as the front and rear displays, can use two lines. If a second line is not set, the top line will fill the entire display height.

The small rear display can also display text instead of route numbers, if index 8 is set, this text will show on the display rather than the route number. Index 9 will then add a second line to this.

Custom Textures

The Studio Polygon displays have the ability to show a custom texture. There are templates available for this in your 'Vehicles/SP_CustomDisplays' folder. For ease of use, two templates are provided. The file called 'BitTemplate.png' is what is recommended to do your drawing on as this will allow you to accurately draw each individual bit. However due to the nature of these displays you will need to resize the texture for final use, this is where the file called 'FullSizeTemplate.png' comes into play. This is just the same, but 8x bigger. So, resizing your original image by 8x will work with the main displays.

Save your image in the SP_CustomDisplays folder then add the file name to index 7 of the HOF.

If you want to use a bitmap exported from Helen, scale the image by 8x to fit the FullSizeTemplate.

When scaling your images, it is important to use the "Nearest Neighbour" method of scale and not "Bicubic". If you are not sure how to do this in your chosen program, there's plenty of guides on Google for this.

To show the correct colours on the displays: make the background transparent and the text black (or any colour) to show just the text. The inverse will work also for a coloured background on blank text.

IMPORTANT NOTE: These images **MUST** be saved in png format to work with the custom displays. If you experience displays which are solid in colour, you likely have not saved in png format.

Customising Fonts

As the displays are compatible with the Helen software, you're able to define each line to use a specific font by appending the font name to the end of the line.

For example, if you wanted the line “Paignton” to use the font “0808B2E1” as shown in Helen, you would format this line in the HOF as “Paignton*0808B2E1”. These custom fonts are available for every line.

If you wish to format the route number, it is the same but just with an N in front, so for example “Paignton*N1910N3E1”. You are also able to combine the line font with the route number font to create “Paignton*0808B2E1*N1910N3E1”. Note: the route number formatting is only available in indexes 1, 3 and 8.

A full list of compatible fonts is shown below.

0505C1E1	0907C1E1	1205C1E1	1608C2E1
0505N1E1	0908B2E1	1207N1E1	1610N2E1
0605C1E1	0908N1E1	1210B2E1	1613B3E1
0605N1E1	1005C1E1	1310C2E1	1708C2E1
0705C1E1	1005N1E1	1311B3E1	1710N2E1
0705N1E1	1007B1E1	1310C2E1	1713B3E1
0708B2E1	1007B2E1	1311B3E1	1910N3E1
0806C1E1	1105C1E1	1410C2E1	1912B3E1
0806N1E1	1107N1E1	1508C2E1	1410N2E1
0806NC1E1	1107N2E1	1510N2E1	1411B3E1
0808B2E1	1110B2E1	1513B3E1	

Helen Setup

There is plenty of videos online to teach you how to setup Hanover’s Helen software.

However, to get the most out of the software for the Studio Polygon displays, it is recommended to use the following display sizes:

Front display: 144x19

Side display: 96x8

Small rear display: 32x17

Large rear display: 128x17

Appendix: Repainting, Setvars & Customizability

This bus pack includes many setvars for you to customise the bus, giving them that extra unique feel. Below is a long list of setvars for you to customise the bus with in the cti repaint files.



Setvar Name	Value
Visible_AdBoards	0: Exterior ad boards not visible. (Default) 1: Exterior ad boards visible.
Visible_InteriorAdBoards	0: Interior ad boards not visible. (Default) 1: Interior ad boards visible.
Visible_FrontADLBadge	0: No front ADL badge visible. (Default) 1: Front ADL badge visible, being on the left. 2: Front ADL badge visible, being on the right.
Visible_RearADLBadge	0: No rear ADL badge visible. (Default) 1: Rear ADL badge visible, being on the left above the engine bay. 2: Rear ADL badge visible, being on the right above the bumper.
Visible_ScaniaBadges Only available on Scania variants and with the branding patch.	0: Scania badges not visible. (Default) 1: Both front and rear Scania badges visible.
Visible_AssaultShield	0: Cab assault shield not visible. (Default) 1: Cab fixed assault shield visible. 2: Cab openable assault shield visible.
Visible_MirrorType	0: Long arm nearside mirror. (Default) 1: Short arm nearside mirror. 2: Camera mirrors.
Visible_SPID	Studio Polygon Information Displays: Interior next stop TV displays. 0: SPID not visible. (Default) 1: SPID visible.
Visible_HANICS	Interior dot matrix next stop displays. 0: HANICS not visible. (Default)

	1: HANICS visible.
Visible_Telematics	Telematics based off RIBAS. Monitors driving performance. 0: Telematics not visible. (Default) 1: Telematics visible.
Visible_AirConUnit	Air conditioning unit above the staircase. 0: Air con unit not visible. (Default) 1: Air con unit visible.
Visible_WheelTrims	0: Wheel trims not visible. (Default) 1: Trim type 1 visible. (middle not filled) 2: Trim type 2 visible. (full trim with middle)
Visible_WheelNutIndicators	0: Wheel nut indicators not visible. (Default) 1: Wheel nut indicators visible.
Visible_AlcoaRims	0: Regular wheel rims visible. (Default) 1: Alcoa wheel rims visible.
Visible_SeatType Not available on airport variants – Lazzerini highbacks only.	0: Lazzerini Highbacks. (Default) 1: Civic V3s. 2: Civic V2s. 3: Lazzerini Lowbacks
Visible_HasWhiteDisplays	0: Orange destination displays. (Default) 1: White destination displays.
Visible_FullRearDisplay	0: Small rear display. (Default) 1: Full rear display.
HasStopStart	0: No stop start enabled. (Default) 1: Stop start enabled.
TicketMachineType Not available on LHD variants – Almex-style only.	For right hand drive variants: 0: Ticketer (Default) 1: Almex style 2: Vix TP5800
DestinationControllerType	0: EG3. (Default) 1: DG3. 2: G3

In the event you make a repaint and do not know what CTCTexture to use, you can refer to the model.cfg in “Model/ConfigurationFiles” and find a .cfg in there or look below.

CTCTexture	Example
Body Make sure you use the correct template for the variant you are repainting. The name of the CTI entry is the same for all variants.	<code>[item] Test Repaint E4_Body TestBody.png</code>
Exterior Ad Boards	<code>[item] Test Repaint E4_AdBoards E4_AdBoards.png</code>

Assault Shield	[item] Test Repaint E4_E4_Cab_AssaultShield E4_Cab_AssaultShield.png
Cab Door	[item] Test Repaint E4_Cab_Door E4_Cab_Door.png
Cab Mouldings	[item] Test Repaint E4_Cab_Mouldings E4_Cab_Mouldings.png
Air Con Unit	[item] Test Repaint E4_Interior_AirConUnit E4_Interior_AirConUnit.png
Ceiling Make sure you use the correct template for the variant you are repainting. The name of the CTI entry is the same for all variants.	[item] Test Repaint E4_Interior_Ceiling E4_Interior_Ceiling.png
Interior Decals	[item] Test Repaint E4_Interior_Decals E4_Interior_Decals.png
Interior Floor Make sure you use the correct template for the variant you are repainting. The name of the CTI entry is the same for all variants.	[item] Test Repaint E4_Interior_Floor E4_Interior_Floor.png
Upper Deck Front Mouldings	[item] Test Repaint E4_Interior_FrontMouldings_UD E4_Interior_FrontMouldings_UD.png
Lower Deck Hand Holds	[item] Test Repaint E4_Interior_HandHolds E4_Interior_HandHolds.png
Jumpseats	[item]

	Test Repaint E4_Interior_Jumpseat E4_Interior_Jumpseat.png
Disabled Jumpseats	[item] Test Repaint E4_Interior_DisabledJumpseats E4_Interior_DisabledJumpseats.png
Light Connectors (The bits connecting the different parts of the light plastic)	[item] Test Repaint E4_Interior_Light_Connectors E4_Interior_Light_Connectors.png
Interior Misc Parts	[item] Test Repaint E4_Interior_Misc E4_Interior_Misc.png
Interior Moulded Vents	[item] Test Repaint E4_Interior_MouldedVents E4_Interior_MouldedVents.png
Interior Moulded Seats	[item] Test Repaint E4_Interior_MouldedSeats E4_Interior_MouldedSeats.png
Lower Deck Mouldings	[item] Test Repaint E4_Interior_Mouldings_LD E4_Interior_Mouldings_LD.png
Interior Poles	[item] Test Repaint E4_Interior_Poles E4_Interior_Poles.png
Interior Window Surrounds Make sure you use the correct template for the variant you are repainting. The name of the CTI entry is the same for all variants.	[item] Test Repaint E4_Interior_WindowSurrounds E4_Interior_WindowSurrounds.png
Stop Bells	[item] Test Repaint E4_Interior_StopBells E4_Interior_StopBells.png
Disabled Stop Bells	[item]

	Test Repaint E4_Interior_StopBells_Disabled E4_Interior_StopBells_Disabled.png
Interior Walls Make sure you use the correct template for the variant you are repainting. The name of the CTI entry is the same for all variants.	[item] Test Repaint E4_Interior_Walls E4_Interior_Walls.png
Window Rubber (ADL QRG)	[item] Test Repaint E4_Interior_WindowRubber E4_Interior_WindowRubber.png
Lazzerini Armrests For both Lazzerini Lowback and Highback seating.	[item] Test Repaint E4_LazzeriniArmrest E4_LazzeriniArmrest.png
Lazzerini Highbacks	[item] Test Repaint E4_LazzeriniHighbacks E4_LazzeriniHighbacks.png
Lazzerini Lowbacks	[item] Test Repaint E4_LazzeriniLowbacks E4_LazzeriniLowbacks.png
Civic Seating	[item] Test Repaint E4_Civics E4_Civics.png
Exterior Ad Boards	[item] Test Repaint E4_AdBoards E4_AdBoards.png
Cab Decals	[item] Test Repaint E4_Cab_Decals E4_Cab_Decals.png
Exterior Window Decals^{*1}	[item] Test Repaint E4_Windows_Decals_Exterior E4_Windows_Decals_Exterior.png
Interior Window Decals^{*1}	[item]

	Test Repaint E4_Windows_Decals_Interior E4_Windows_Decals_Interior.png
Alcoa Rims	[item] Test Repaint E4_Wheel_Alcoas E4_Wheel_Alcoas.png
Front ZF Axle 11.5m ADL only	[item] Test Repaint E4_Wheel_FrontAx1 E4_Wheel_FrontAxle.png
Front Spicer Axle 10.3/10.9m ADL only	[item] Test Repaint E4_Wheel_FrontAxle_Spicer E4_Wheel_FrontAxle_Spicer.png
Front Wheel Nuts	[item] Test Repaint E4_Wheel_FrontNuts E4_Wheel_FrontNuts.png
Wheel Nut Indicators	[item] Test Repaint E4_Wheel_NutIndicators E4_Wheel_NutIndicators.png
Rear Axle	[item] Test Repaint E4_Wheel_RearAxle E4_Wheel_RearAxle.png
Rear Wheel Nuts	[item] Test Repaint E4_Wheel_RearNuts E4_Wheel_RearNuts.png
Wheel Trim Type 1	[item] Test Repaint E4_Wheel_Trim1 E4_Wheel_Trim1.png
Wheel Trim Type 2	[item] Test Repaint E4_Wheel_Trim2 E4_Wheel_Trim2.png
Wheel Rim Front	[item]

	Test Repaint E4_WheelTrim_Front E4_WheelTrim_Front.png
Wheel Rim Rear	[item] Test Repaint E4_WheelTrim_Rear E4_WheelTrim_Rear.png
E4_Mirrors	[item] Test Repaint E4_Mirrors E4_Mirrors.png
E4_Mirrors_Arms	[item] Test Repaint E4_Mirrors_Arms E4_Mirrors_Arms.png
E4_ITSOCard	[item] Test Repaint E4_ITSOCard E4_ITSOCard.png
E4_Interior_RearDoorMouldings Only available on dual door variants.	[item] Test Repaint E4_Interior_RearDoorMouldings E4_Interior_RearDoorMouldings.png

*1 – There is no template for the window decals. Follow the main body template for the windows then make a new image with the same placement but with a transparent background.