

Thanks for downloading my little mod for the new eCitaro for Omsi. It includes the Mercedes stars at both the front and rear and new front wheels in the correct size and position.

There's no copyright for either of the models, just use them as you like.
The stars are based on Perotibus' O307 V2, thanks for letting me use them!

E2h1986 (Omsi Webdisk forum)

Version 1.01: Mercedes stars for front and back separated in order to be able to remove the rear one.

Version 1.02: added of a variable to hide the rear Mercedes star

The simple way:

Simply extract the archive into the OMSI directory and everything should fall into its intended place.

Caution! Using the simple installation method the following original files will be **overwritten**, but they can be restored using the repair function in Steam, although changes you already made to these files will be lost:

- Model\model_19_solo.cfg
- Model\19_wheel_VL.o3d
- Model\19_wheel_VR.o3d
- Script\19_visual_varlist.txt
- Texture\Werbung\19.cti

To disable the rear star you need to append the following lines after each repaint for which you like to disable it:

```
[setvar]
hide_stern_h
1
```

The individual installation:

You need to edit the file model_19_solo.cfg in Vehicles\HH_EBus2019\Model manually and insert some text.

For the stars

Insert the following section right after "AUSSENHAUT":

```
[mesh]
Stern_v.o3d
```

```
[matl]
stern.tga
0
```

```
[matl_envmap]
envmap_unscharf.bmp
0.5
```

```
[alphascale]
Envir_Brightness
```

```
[mesh]
Stern_h.o3d
```

```
[matl]
stern.tga
1
```

```
[matl_envmap]
envmap_unscharf.bmp
0.5
```

```
[alphascale]
Envir_Brightness
```

If you don't want the rear star, just delete the second half (after the strokes) or add an inverted comma at the beginning of each line.

For the front wheels

Right after the "RÄDER" headline at the end of the configurations for each front wheel so the following changes

Right front wheel

```
[newanim]
origin_from_mesh
origin_rot_z      (it normally says 'origin_rot_y')
-90               (this value is normally positive)
anim_rot
Axle_Steering_0_R
57.295779513082320876798154814105
```

Linkes Vorderrad:

```
[newanim]
origin_from_mesh
origin_rot_z      (it normally says 'origin_rot_y')
-90               (this value is normally positive)
anim_rot
Axle_Steering_0_L
57.295779513082320876798154814105
```

I decided to do these changes because I didn't want to repeat the same mistakes the original meshes contained.