

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.

Caution! Using the simple installation method the original files for the wheels and the config file will be overwritten, but they can be restored using the repair function in Steam.

The simple way:

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

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.