

OMSI 2

Mappa di Genova – V.1.0

Projected by Luca Meola with the cooperation of Federico D'Adamo



Introduction

the AddOn contains the additional content of the Genoa map for the “OMSI2” simulator.

The map reproduces the real setting of the city of Genoa in the most realistic way possible.

Installation

The package contains all the files that allow the map to function correctly, therefore it is not necessary to have any other map.

Only the following package of traffic lights is needed: https://www.file-upload.net/download-8310935/Addon_LED_Ampeln.rar.html

In the case of objects not found, make sure that all the original files are present in the game.

(a complete list is available here:

http://wiki.omnibussimulator.de/omsiwikineu.de/index.php?title=Liste_von_originalen_Splines_und_Objekten)

Below is the link to download the "Trees_MC" package, in case some files are lost:

<https://drive.google.com/drive/folders/1go3fUVaLrejnJF3PppdVkN1dDFTNPJz-?usp=sharing>

To install the map, drag the contents of the "Genova V.1.0" folder into the OMSI main folder.

In the event that already existing files are identified during the transfer, it is indifferent to choose whether to replace them or whether to ignore them, unless the files you already had had not been previously modified. In the latter case it is preferable to replace them, to ensure that the entire map is displayed correctly.

To ensure that the AI vehicles are displayed correctly, install the following vehicles:

- Solaris Urbino PL pack:
<https://forum.omnibussimulator.de/forum/index.php?thread/36714-solaris-urbino-pl-mega-pack/>
- MAN NG312:
<https://forum.omnibussimulator.de/forum/index.php?thread/36714-solaris-urbino-pl-mega-pack/>

Also install the following repaint:

- Solaris Urbino AMT Genoa:
<https://mappadigenova.wixsite.com/genoainomsi2/repaint>
- MAN NG353 AMT Genoa:
<https://mappadigenova.wixsite.com/genoainomsi2/repaint>

The project

The first version of the map includes the following line:

Line 10 - Brignole Station <-> Piazzale Kennedy

Line 10 is normally set up during trade fairs, and in its short journey it connects the Genova Brignole railway station to Piazzale Kennedy, a place overlooking the sea and where the main fairs in the city of Genoa are held.

Being a line established only occasionally, it does not have fixed timetables, even the return route Piazzale Kennedy - Brignole Station can undergo variations.

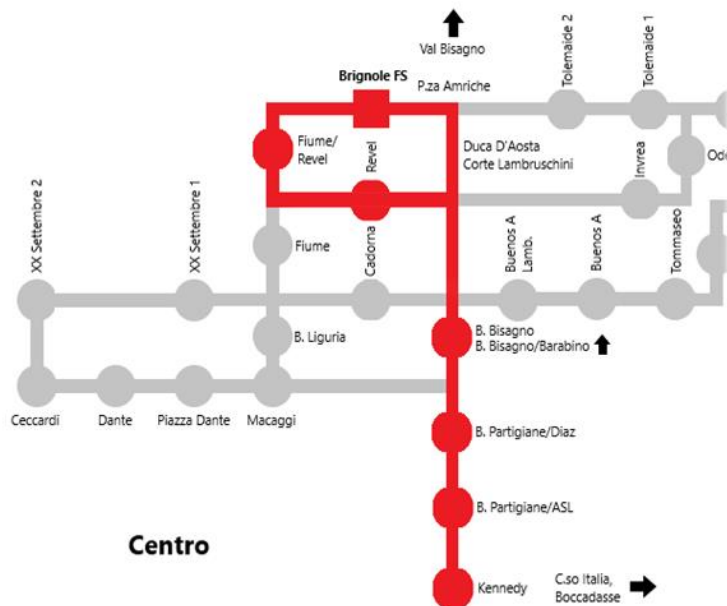
In addition to the part of the city crossed by this line, some buildings have already been built and some streets in the downtown area have been laid. These areas will be used by the lines that will be present in subsequent versions of the map, for now they are crossable but bare and to be revised.

All buildings and objects have been made as faithful as possible to those present in reality, using real textures, to ensure a simulation experience that is as truthful as possible.

The complete project of the map involves the realization of the following lines:

- **route 10 - Brignole Station <-> Piazzale Kennedy (present in this version)**
- route 43 - Brignole Station <-> San Martino Hospital (the next line to be built)
- route 15 - Via Brigata Liguria <-> Nervi - Viale Franchini
- route 17/ - Via Ceccardi <-> Nervi - Via del Commercio
- route 16 - Brignole Station <-> Fourth motorway

In addition to choosing the lines that are closest to my heart, my intention is to reproduce some that in my opinion are among the most fascinating and well-known areas of our city.



[The complete map with all the lines of the project is available in the "Project Map" image file included in the package. In red the areas that have already been created].

The map tries to reproduce the real landscape of the city of Genoa as faithfully as possible.

On the other hand, in some cases, for technical reasons or to avoid extending the timing of the map too much, it was decided to leave the work with some imperfections and variations compared to the real characteristics of the reproduced areas.

In particular, as regards the works of Bisagno, it was decided to reproduce them in an "imaginative way". In fact, due to these interventions, the lanes of the roads are really in continuous variation depending on the location of the construction sites, which is frequently modified.

Within the map I wanted to allow the player to take advantage of the maximum number of lanes that were available before the start of the works, without neglecting the latter, which I believe are an important element to bring back to the one that has the intention to be a "current" reproduction of the city.

The timetables of line 10, being a line established only on a few occasions, are fictional.

Notes on the work on the map

The works started more or less in 2018.

The reasons why they have lasted so long are many: when I decided to undertake this project I was a beginner, and I knew very little about the procedures to follow to make a real map. So at the beginning I dedicated a lot of time to learning new notions.

Moreover, I have often made mistakes as a beginner that sometimes forced me to redo parts of the work, greatly extending the times of realization.

In the early days there were even cases in which, not knowing the log file and not being able to trace the errors of the map, I started the work all over again.

Finally, it should be emphasized that the work went through the period of what was my last year of high school. Between maturity, scout, service, driving school and other various commitments, the free time available was very little.

I have never considered this job as a "duty", but as a hobby and a pastime (and this is the reason why - with pleasure - I share it for free), so I never felt the obligation to have to finish everything by a certain date.

However, now my skills and familiarity have improved a lot, so I hope that the work - commitments permitting - can proceed more quickly in the future.

Copyright

The map is distributed free of charge, it cannot in any way be sold by other than me.

All objects and splines are the property of the author, as made by him, with the exception of the "Palm Trees" objects and the original ones of the game, which belong to their respective authors (Chrisrose1993 for the palms, the complete list of the original game objects can be found here:

http://wiki.omnibussimulator.de/omsiwikineu.de/index.php?title=Liste_von_originalen_Splines_und_Objekten)

The textures were found almost entirely from Google Maps and the SketchUp modeling program, which makes some of them available by default.

Rules for redistribution

The work can be freely redistributed without problems, indeed, I am pleased if new members of the OMSI community become aware of this map.

If you intend to redistribute, I kindly ask you only to follow the following guidelines:

- Indicate the author's name (Luca Meola, Federico D'Adamo) and do not "appropriate" the work by passing it off as your own;
- If possible, indicate the site of origin (the official site of the map, below the link: <https://mappadigenova.wixsite.com/genoainomsi2>)

You can freely make changes to your work for private purposes without any problems. If you want to share a modified copy of the map, you must first ask for my permission.

Thanks for your cooperation.

Thanks

Although the map that has come to light so far is relatively small, for me the publication of this work represents a great goal, so I feel it is my duty to make some thanks:

First of all, I thank my collaborator Federico, who in addition to having contributed to the realization of this work was the first who always supported him, right from the start.

I also thank a great friend of mine who pushed and encouraged me two years ago to undertake the making of this map.

I also thank all my friends who, despite not being passionate about transport, have decided to support me by following the Instagram page and who have never stopped complimenting me.

Finally (but not least), I thank all the followers of the Instagram page and the subscribers to the YouTube channel who have never stopped giving me compliments, giving positive reactions to my stories, supporting me, sometimes advertising me ...

There are so many and it would be complicated to list them all in this file, but I really thank them all, since it is also their compliments that have pushed me not to give up and to continue this work.

I am grateful to all these people!

To conclude, I would like to dedicate this map to my wonderful city, to which I am very fond of, and which, especially in recent times, I have been able to discover much better thanks to the passion for buses, and of which every area, which I already knew or least of all, I never stopped liking it.

With that is all.

Thank you so much for downloading the map and I wish you a good guide in the city of Genoa!

To follow our work

You can find us on Instagram where we publish stories and posts on the progress of the work.

Page: [Genoa_in_OMSI2](#)

You can also find us on YouTube, where we insert videos that show the status of the map and where we will also insert some “gameplay” in the future.

Channel link: <https://www.youtube.com/channel/UCOlIFRI-4Sa9ISRhZrcgH5g>

Don't forget the official map site, where you can find all our creations with their respective downloads.

Website link: <https://mappadigenova.wixsite.com/genoainomsi2>