

MAN Bremen Dresden Modification V1.2.1



Foreword

This modification for OMSI2 tries to redesign the two buses of the OMSI2 add-on Bremen North according to the Dresden model.

However, this involves many compromises and is therefore only partially successful here. Those who expect a complete Dresden bus (articulated and solo bus) will be disappointed.

On the one hand, of course, roof pillars and doors are missing and the interior is also designed differently in Dresden models.

So please don't expect too much. It is and remains a Bremen Lion's City.

Two repaint variants each were created for the articulated and solo bus:

- | | | | |
|----|-----------------|------------|--|
| 1. | solo bus | | |
| | Subcontractor | DD-TT 1803 | Taeter Tours |
| 2. | solo bus | | |
| | | DD-VB 620 | DVB (Dresdner Verkehrsbetriebe AG) |
| 3. | articulated bus | | |
| | Subcontractor | DD-VS 1601 | DVS (Dresdner Servicegesellschaft mbH) |
| 4. | articulated bus | | |
| | | DD-VB 1133 | DVB (Dresdner Verkehrsbetriebe AG) |

The repaints are available in the resolutions 8192 x 4096 and 4096 x 2048 (LowRes).

Copyright:

There is an absolute ban on modding the new matrix from @Cooper in any way.

It is also expressly not allowed to change my modification 'DD-Mod V1.2.1 (Scripts)' in any way and upload it elsewhere.

Repaints for the buses may be created and uploaded of course.

Support for this modification can only be found under this link:

<https://reboot.omsi-webdisk.de/community/thread/1042-tut-mod-focus04-s-tuedeleck/>

Installation:

Prerequisite for the installation and use of the modification are the completely and correctly installed addons "OMSI 2 Addon Bremen North" and "OMSI 2 Add-On Urbino City Bus Family".

Simply unpack the contents of the downloaded archive "MAN_Bremen_DD_V1.2b.zip" (approx. 90 MB) into the OMSI2 main directory.

The main directory can be found at the following location:
C:\Program Files (x86)\SteamApps\common\OMSI 2

When installing the modification, please let everything be overwritten (folder structure).
Original files will not be overwritten or changed.

After the installation, the OMSI 2 folder contains the following new folders:

Folder structure	includes
Addons_f0cUs04_Mods_Installation	contains all templates for painting the new buses and the installation instructions.
Vehicles\HB76_MAN_LionsCity\Model\DD-Mod	includes additional model and config files
Vehicles\HB76_MAN_LionsCity\Script\DD-Mod	includes additional script files
Vehicles\HB76_MAN_LionsCity\Texture\DD-Mod	include additional Textures
Vehicles\HB76_MAN_LionsCity\Texture\DD-Mod\DD_Werbung_NG313	includes the new repaints for the articulated bus
Vehicles\HB76_MAN_LionsCity\Texture\DD-Mod\DD_Werbung_NL263	includes the new repaints for the solo bus

Operation of outdoor model:

Change mirror type:

Normally, the small, right-hand exterior mirror is the default.
(CTI: Mirror type 0)



By clicking on the mirror shell, another mirror model can be selected.
(CTI: Mirrortype 1).



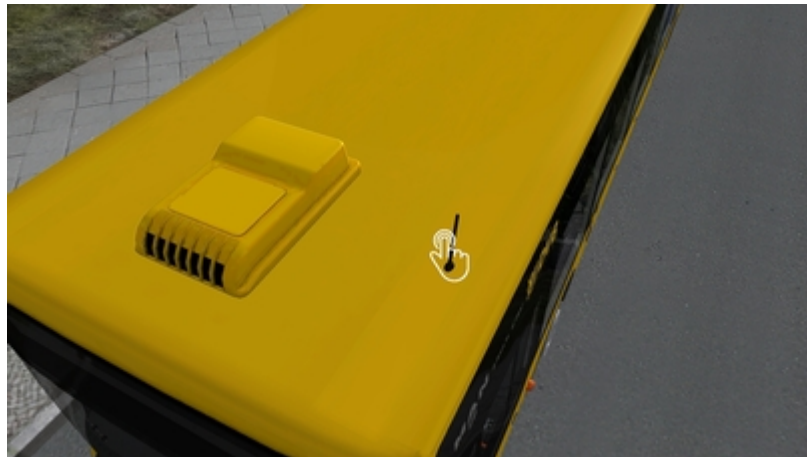
And with a third click one selects the third mirror type
(CTI: Mirrortype 2).



After another click, you return to the first variant.

Change roof antenna:

The roof antenna can be hidden and shown again by clicking on the model (CTI: Antennen_Dach 0).



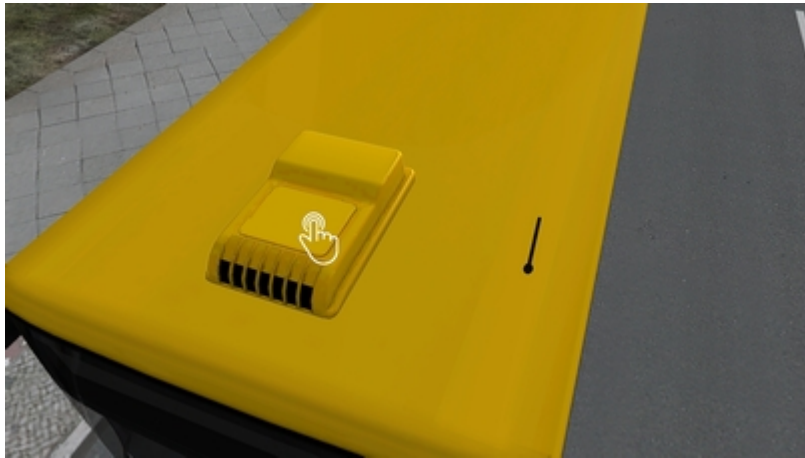
Without antenna

(CTI: Antennen_Dach 1):

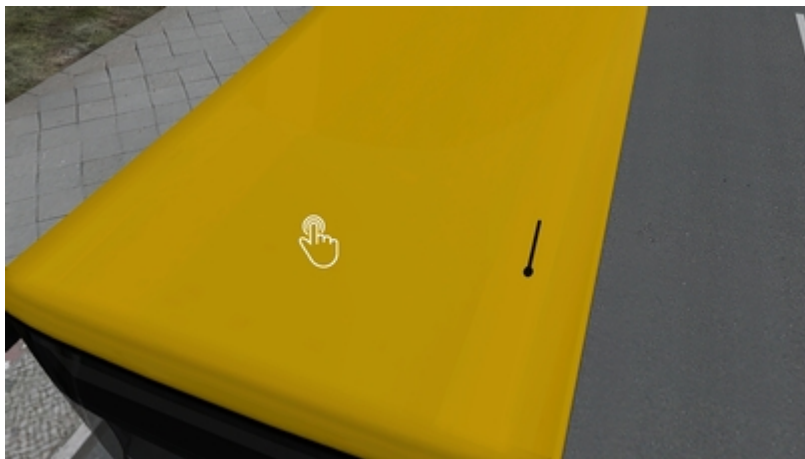


Changing the air conditioning on the roof:

By default, the small driver's air conditioner is installed in Dresden.
(CTI: Klima_klein_vorn 0)



Without driver air conditioner
(CTI: Klima_klein_vorn 1)



The passenger air conditioner can be shown and hidden in the same way
(CTI: Klima_Gross_vorn 1 / Klima_Gross_hinten 1).



Without passenger air conditioner
(CTI: Klima_Gross_vorn 0 / Klima_Gross_hinten 0)



Interior operation

The operation of the driver's workstation in the Dresden MAN is not fundamentally different from that of the Bremen MAN.

However, some functions have been added (these are not necessarily real).

The side console on the left:



1.
This switch allows the flashing of the respective door buttons to be activated / deactivated when the stop request is active (deactivated by default).
(CTI: Door_blink_Buttons 0 / 1)

2.
This switch is responsible for the door warning tone before the doors close and is activated by default.
(CTI: vis_doorwarn 0 / 1)

3.
This switch can be used to set the 2nd door to automatic.
When this and the door release are switched on, passengers from inside and outside can open the automatic door by pressing a button.

The door then closes again by itself after a certain time if the light barrier is no longer blocked.
(off by default)
(CTI: auto_door2 0 / 1)

4.
With this switch you can activate/deactivate automatic kneeling.
(off by default)
(CTI: enable_auto_kneeling 0 / 1)

The Dashboard:



1.
This is the new stop brake, which is activated with one click and must be deactivated with another click. The brake then releases with a burst of gas.

2.
This switch is responsible for the central opening and closing. If the switch is placed on the right-hand side, all doors open. If the switch is placed on the left-hand side, all the doors close. The function is only available when the bus is stationary and there is sufficient compressed air.

3.
This is the door leaf lock. The function depends on the .bus file and locks the individual door leaves alternately.
The display shows which door leaf is locked.

No door leaf is locked:



Door leaf 0 is locked



Door leaf 1 is locked.



Operation of the Faremaster S&B ticket printer:

As with the driver's workstation, the ticket printer has only had a few functions added and hardly differs from the original from the Solaris Urbino II city bus addon.

One of the new functions is that special characters (line suffixes) can now also be printed. These must be stored in the respective Matrix.sco with a numerical code. The numerical code may be a maximum of 2 digits long (1-99).

In order to be able to depict a line suffix, press "Line special characters".



Then enter the corresponding numerical code and confirm it with "OK". The printer then automatically returns to the line and route input, which you confirm again with "OK". In the example, we enter "28" as the line suffix, "096" as the line and "01" as the route.



In the header of the printer and the matrix, the line "M96" and the route "01" are now displayed.

Ticket sales:

Up to 36 different tickets can be sold via this printer. As an example: Bremen has 32 different tickets.



1. Press this button to scroll one page in the ticket list.
2. Press this button to scroll back one page in the ticket list.
3. Press this button to go to the first page of the ticket list.



The pay table:

Here you can also pay with 5DM/€ notes (change).
However, this depends on the respective money pack of the map.



With a click on the inside mirror, the currency of the pay table can be switched back and forth between Euro and DM.

Only the textures on the money dispensing buttons, those of the banknotes and the currency displayed in the printer change.



Euro is selected by default.

Door divider bar on the first door

The door divider bar on the first door is visible by default. The separator bar can be shown or hidden via the click spot.



Overview of the new CTI variables

Name in the .cti file	Numerical value	State
Trennstange_Tuer_1	0 1	visible invisible
Mirrortype	0 1 2	short right exterior mirror long right exterior mirror (old) long right exterior mirror (modern)
Antennen_Dach	0 1	visible invisible
Klima_klein_vorn	0 1	visible invisible
Klima_Gross_vorn	0 1	visible invisible
Klima_Gross_hinten	0 1	visible invisible
Door_blink_Buttons	0 1	visible invisible
vis_doorwarn	0 1	visible invisible
auto_door2	0 1	visible invisible

Overview of available keyboard triggers:

Keyboard trigger	Function
toggle_Door_leaf_lock	Switch through door lock modes (bus model dependent)
Door_leaf_lock_0	Lock door leaf 0 on door 1 (bus model dependent)
Door_leaf_lock_1	Lock door leaf 1 on door 1 (bus model dependent)
IBIS_rueck	Switch the Faremaster printer back one stop
toggle_Trennstange_Tuer_1	Separator bar on door 1 on/off
toggle_cashdesk	Change cash register from Euro to DM
toggle_Mirror	Switch through different variants of the right exterior mirror
toggle_Fahrerklima	Driver air conditioning on/off
toggle_Klima_gross_vorn	Large air conditioner front on/off
toggle_Klima_gross_hinten	Large rear air conditioner on/off
toggle_Dachantenne	Roof antenna on/off
cockpit_tuertaster3	New 3rd door button (A40)
toggle_auto_door2	Automatic for door 2 on/off
toggle_Door_blink_Buttons	Flashing of the door push-buttons when a stop is requested on/off
toggle_doorwarn	Warning tone before closing the rear doors on/off
Door_Central_open	Open all closed doors at once
Door_Central_close	Close all open doors at once
bus_20h-switch	Stop brake without door release on/off
toggle_auto_kneeling	Autokneeling on/off

Overview of available line suffixes of the CoD matrix:

Suffix code	Special character before the line number	Special characters after the line number	Special characters without line number
1	E		
2			^ (Triangle)
3			& (Kids)
4		N	
5	S		
6	A		
9	E		
10		E	
11	D		
12	C		
13	B		
14	A		
15	N		
22	R		
23	S		
24	S		
25	U		
26	U		
27	M		
28	M		
30		S	
31		U	
32		M	
33	-	-	-
34	-	-	-
35	N		
36	X		
37	{ (CE)		
38	} (NE)		
39	(SB)		
40			\$ (DB)
41			a (Detour)

Suffix code	Special character before the line number	Special characters after the line number	Special characters without line number
42			© (Bus)
43			b (DVB)
44			u (Ball)
45			c (Dresden)
46			§ (P+R)
47			* (Airport)
48			q (Tram)
49			d (X)
50			e (CityTour)
51			VDV
55			SEV
56	RE		
57	RB		
58	EV		

Changelog V1.1 -> 1.2.1:

completely revised door script

3rd door button added (A40)

All doors can now be opened and closed manually

Door 1 is always manual

Door 2 is manual by default

Door 3 is automatic by default

Exit now also possible at door leaf 1

Farmaster printer script revised, line special characters/line suffixes can now be described and also displayed immediately in the printer header

Up to 36 different tickets can now be sold

Currency DM/€ is now also displayed correctly

If a ticket costs more than 9DM/€ or less than 1DM/€, the price is now also displayed correctly

DVB interior display revised

Destinations from Hamburg and X10 can now be displayed

Removed Bremen ticket office/printer variants from Model.cfg

no longer selectable via CTI

Removed Bremen interior displays from Model.cfg

no longer selectable via CTI

added/revised own various scripts

Solobus now has its own constfile file for the brake

because otherwise it uses the one of the articulated bus and there a much too high brake force is entered

Door 2 can be switched to automatic by switch (Auto Door 2)

(Lower left next to the driver's seat) (Dresden-Standard Manual)

CTI variations drastically limited

Printer variants no longer adjustable (Printer Faremaster (Urbino II @Chritian Rolle) Dresden-Standard)

Interior display no longer changeable
(Dresden-Standard (Urbino II @Chritian Rolle)

Passenger shuttle permanently switched off

Dirt mesh added to driver climate

Car number on repaint permanently switched off

Additional mirrors permanently switched off

Beep sound when all doors are closed (VDV_ready_off) permanently switched off

VDV display, printer and interior display are deactivated as AI) (Performance!!)

various new switches and functions added

new hold-open brake without door release (toggle switch) and yellow indicator light next to the door buttons removed

door leaf lock (.bus file dependent)

flashing door push-buttons on hold request (can be selected/deselected with switch or CTI)

Automatic door 2 (can be switched off/selected with switch or CTI)

Door warning tone (can be selected/ deselected with switch or CTI)

Central door opening and closing

small passenger climate can be switched on/off via CTI or Klickspot

large passenger climate can be switched on/off via CTI or Klickspot
(also in the trailer)

Thanks to V3D's approved blend files

new modern right exterior mirror via CTI or Klickspot mirror housing
selectable (only for inner swing door door 1)
(Thanks to @PingPong for the idea)

new roof aerial can be switched on/off via CTI or Klickspot

new pay table

5€/5DM notes can be given as change (on most maps)

(Moneypack dependent)

New matrix and fonts from Cooper

All functions of the CoD Matrix are included,
also the new functions for 1.64 (still in work).

The operation of the Faremaster printer has remained the same

The colour of the CoD Matrix can be repainted

DD_Matrix_LED_full.tga

The heating script now works depending on the outside temperature.

When the outside temperature is cold, the interior is no longer heated up so much.

Door leaf lock can now be toggled with a keyboard trigger.

toggle_Door_leaf_lock

Auto-Kneeling built in

Manual/automatic kneeling

I also strongly recommend everyone to use the 4GB patch!!

You can find an introduction to the installation under the following link:

<https://reboot.omsi-webdisk.de/wiki/entry/47-4gb-patch/>

Acknowledgements:

M. Kuhnt and R. Hülsmann	for the best bus simulator in the world
@Chrizzly92	for his great bus models
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@Cooper	for the great new matrix
@PingPong	for the countless hours of brainstorming in Discord
@KevDD	for some good photos of the dashboard
@ PG_97	for the translation of this ReadMe into English and French

Thank you all :)

f0cUs04 aka Daniel