

Aesys-Matrix display package

Version 1.1.0

made by DerGrafikfehler



User's manual

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1. Installation

Move folders „fonts“ and „vehicles“ to Omsi's main folder.

2. Overview

This pack contains a recreation of Aesys displays were used by Wiener Linien.

Implemented are following resolutions:

-front: 160x16

-side: 160x16

-line only: 32x16

Note: Since there is no technical implementation of a wide rear display, the corresponding setvar is deactivated.

Only characters used in the German language are implemented. Other characters will be replaced with spaces.

If the implemented styling functions are not enough for you, please consider using the bitmap file function. More in chapter 3.

The page duration for multi-page displays can be set in the constfile, it is set to 3 seconds by standard. Additionally, the side display can be configured to display the line number alongside the destination as well.

The feature set is identical to my [Mobitec matrix display package](#) since the script basis ist he same.

This display can also be found in my [LU/GU-Modpack](#).

Liste of existing line suffixes:

Suffix	Sign on display	character
1 Exx		E
3 Hänsel&Gretel		:
4 xxN		N
5 Sxx		S
6 xxA		a
9 xxE		E
10 xxE		e
11 Dxx		D
12 Cxx		C
13 xxB		b
14 Axx		A
26 Uxx		U
28 Mxx		M
30 xxS		S
31 xxU		U
32 xxM		M
35 Nxx		N
36 Xxx		X
37 CExx		CE
38 NExx		NE
39 SBxx		SB
40 DB-Logo		;
41 Wiener Linien-Logo		#

3. Integration in Hof file

The script loads strings 23 and 24 first. If those are empty, strings 1 and 2 are used.

String 7 contains the file name of a bitmap file to use for a destination display. This string is optional and not necessary for normal operation. It is recommended to use bitmap files for destination text with special formatting. Bitmap files are located in Vehicles\Anzeigen\Aesys_Wien. There is a template in this folder.

The line display can display special characters when there is no line number entered. This can be controlled via string 22. If a line number is entered via IBIS, this string will be applied to all displays.

These parameters can be set after the destination text (like K++):

parameter	function
*I	Inverts destination text (both lines!)
*IL	Inverts line number
*IK	Inverts everything
*B	Line written bold, other line in smallest font available.
*K	Line written in smallest font available, other one bold.

Warning! The inverting parameters are also executed on bitmap files!

Inverting parameters need to be used after *B or *K if combined.

Additionally, these special characters can be used in destination text:

character	Sign on display	note
]	underground	
}	S-Bahn (Vienna)	
[	S-Bahn (standard)	In 2-row destination text identical to viennese version
\$	S-Bahn+underground	1-row destination text only
§	„Wiener“ (logo)	16x16 font only
&	„Linien“ (logo)	16x16 font only
#	Wiener Stadtwerke-Logo new	16x16 font only
%	Wiener Stadtwerke-Logo old	16x16 font only

Single-line destination texts can be 24 characters long without issues, anything above that needs to be split up into two lines.

Multi-page displays are now supported, implementation is equivalent to K++ implementations.

4. Compatibility to other mods

No guarantees, therefore no support can be given.

Mods that do not communicate with the IBIS system (e.g. logo mods) should work fine. Ticket printer mods by Tarik could work as well, those aren't tested though.

IBISController works without problems if installed correctly.

5. Copyright

Matrix script: Teneberus (released under CC BY-NC), edited by DerGrafikfehler

Fonts (special characters): DerGrafikfehler

fonts, models, textures: DerGrafikfehler

Just like the original package by Teneberus and Daniel Seiler (LCD Matrix Berlin) this package is released under CC BY-NC.

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