

Mobitec-Matrix display package

Version 1.3.3

made by DerGrafikfehler



User's manual

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1. Installation

Morpheus' modpacks for the Citaros (Citaro v5/Citaro Facelift v2) are required for this mod! This is not necessary for the Conecto.

The Neoman Overhaul versions need to be installed manually. Please refer to the separate installation instructions included for further information. The installation process was made as simple as possible.

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

2. Overview

This pack contains a recreation of Mobitec displays which are currently in use by Wiener Linien. Implemented are following resolutions:

-front: 200x24 / 128x16

-side: 160x24 / 112x16

-line only: 40x24 / 28x16

-wide rear display: 160x24 / 112x16 (only in New Lion's City)

The resolution can be set for each display separately with these setvars:

Value:	0	1	2
vis_Mobitec_front	200x24	128x16	-
vis_Mobitec_seite	160x24	112x16	-
vis_Mobitec_linie	40x24	28x16	-
vis_Mobitec_heck	160x24	112x16	Line display only (controlled by vis_Mobitec_seite)

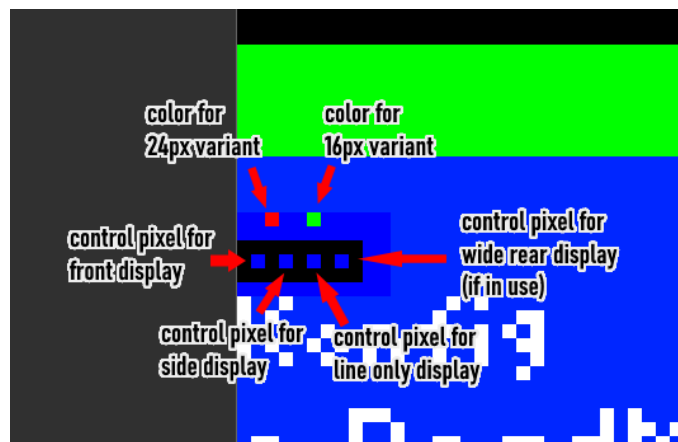
There is one additional font that can be activated via setvar `vis_Font_Post` which adds a font based on Haettenschweiler, which is frequently used in destination texts by ÖBB-Postbus.

Note: the setvar `vis_matrix_ver` was removed in the Citaros, the “normal” front (setting 0) is permanently used. Some matrix models are included for use with UE-front, if needed.

Note: setvar `vis_matrix` in New Lion's city controls the rear display as well.

Note: the wide rear display is only usable in New Lion's city and can not be activated in other buses without deeper model modificatons.

The configuration of each display can be changed by clicking on that specific display. It can also be changed by setting special configuration pixels when using bitmap files. there is a special area on the template for this purpose:



To set the configuration, the pixels need to be colored in the above mentioned color. Leave blue if no special configuration is used.

Note: since the Contectos, A39 and A40 5D do not have a separate line number display on the right side, the line number is displayed on the side display alongside the terminus text. This reduces the amount of characters the side display can display. Keep in mind that the line number needs to be written on the side display as well when using bitmap files.

Note: When the wide rear display in New Lion's City is used, the big box below the line display needs to be written to as well. In all other buses (and when NLC is used without the wide rear display) this field can be ignored.

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 wide rear display can be enabled in the consfile as well, although **it has to stay turned off all the time in other buses!**

There is a beta script version included as well, which supports separate Hof file strings for the front and side display. This version is very buggy and deactivated by default.

In Euro 6 variants the display is also repaintable. A texture for a white display is also included. To use the white texture, it is necessary to add this entry to the repaint:

```
[item]
<Repaintname>
Matrix
..\Mobi24_an_weiss.dds
```

If this feature is wanted in other buses as well, the following entry needs to be added below [CTC] in model.cfg:

```
[CTCTexture]
Matrix
Mobi24_an.dds
```

This function is available in New Lion's City as well, the corresponding entry for that bus is:

```
[item]
<Repaintname>
Farbschema_Matrix
..\..\Mobi24_an_heck_weiss.dds
```

Some special characters are also available for line display:

line suffix	Character on display
01	„xxE“
02	Triangle (not available on 16px versions)
03	Hänsel&Gretel (not available on 16px versions)
04	„xxN“
05	„Sxx“
06	„xxA“ (smaller A)
09	„xxE“
10	„xxE“
11	„Dxx“
12	„Cxx“
13	„xxB“
14	„Axx“
15	„Nxx“ (Nightline Wien, not available on 16px versions)
25	„Rxx“
26	„Uxx“
27	„xxZ“
28	„Mxx“
29	BVG-Logo (not available on 16px versions)
30	„xxS“
31	„xxU“
32	„xxM“
35	„Nxx“
36	„Xxx“
37	„CExx“
38	„NExx“
39	„SBxx“
40	DB-Logo (not available on 16px versions)
41	Wiener Linien-Logo
42	“xx*”

Other symbols are also available in the font, but not activated.

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\Mobitec_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.

Note: *I parameters (excluding *IL) are currently deactivated for the wide rear display due to technical difficulties. The other displays apply those parameters properly.

There are two special characters that can be used within a destination text:

Character (keyboard)	character (Matrix)
]	Underground
[or }	Suburban train

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.

Morpheus Modpack is supported. Fitting .bus files are in "Morpheus-Busdateien". They need to be copied into the Citybus c628 bus folder and replace existing bus files if used.

The scripts provided for Neoman Overhaul are edited to support the EvendPC2. If another ticketprinter or IBIS is used, replace those scripts with the ones from the Citaro. Same goes for the other direction.

5. Copyright

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

Fonts (special characters): Teneberus, Daniel Seiler, edited by DerGrafikfehler

Mobitec 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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