

Mercedes-Benz – Sprinter 312D – RTW/ELW/MTF



Introduction

Thank you for downloading the RTW/ELW/MTF mod for the Mercedes-Benz Sprinter!

Notes

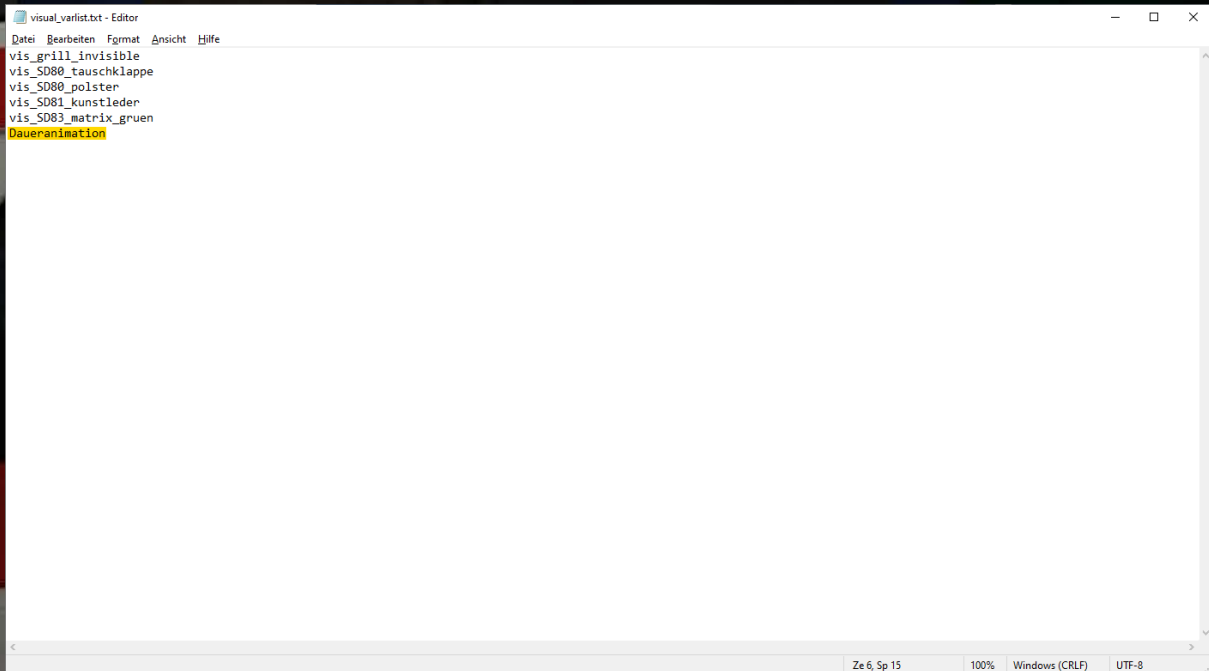
Important: Always save the file you want to edit first, so that you can restore the original one in case of errors.

This tutorial also sets up the “Daueranimation” [following Gunthaa's instructions](#).

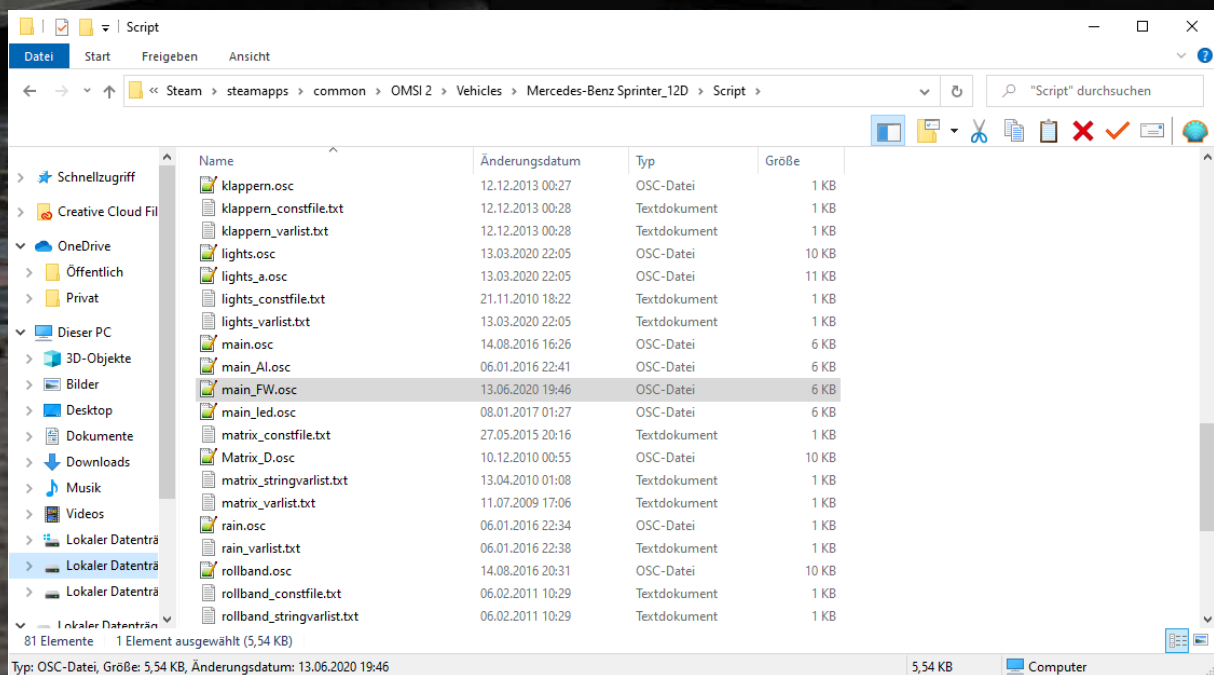
Installation

1. **Copy** the content inside the OMSI 2 folder into the OMSI2 main directory.
(normally: "C:\Program Files (x86)\Steam\steamapps\common\OMSI 2")
2. **Open** the "**visual_varlist.txt**" inside the Script folder (normally: "C:\Program Files (x86)\Steam\steamapps\common\OMSI 2\Vehicles\Mercedes-Benz Sprinter_12D\Script") and **add the following below**.

Daueranimation



3. **Copy** the "**main.osc**" and **rename** it to "**main_FW.osc**".



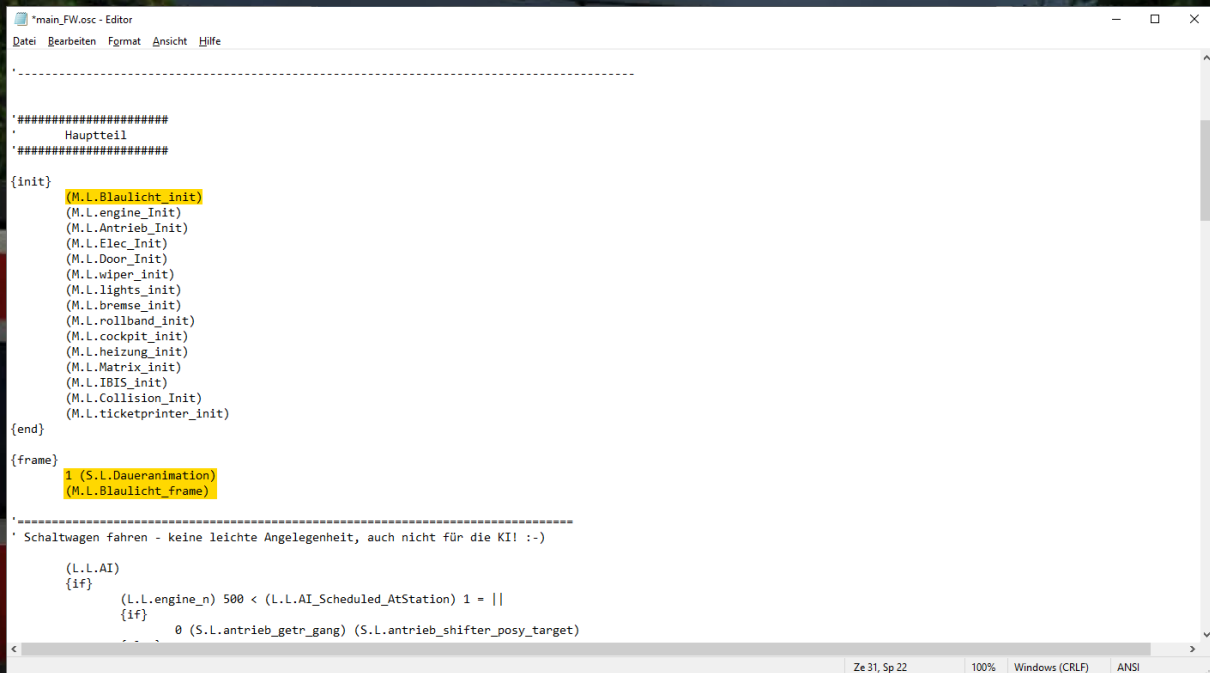
4. Open the file and **add** this under **{init}**

```
(M.L.blaulicht_init)
```

and this under **{frame}**.

```
1 (S.L.Daueranimation)
```

```
(M.L.blaulicht_frame)
```



```
*main_FW.osc - Editor
Datei Bearbeiten Format Ansicht Hilfe

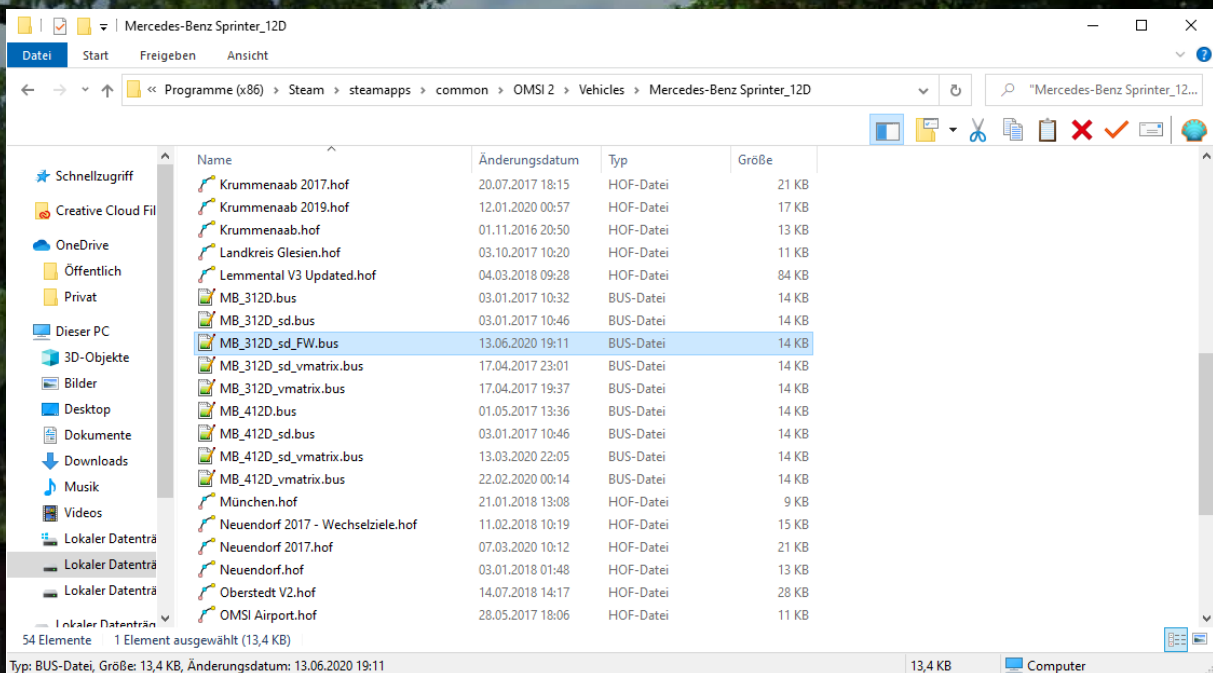
'-----
'#####
'      Hauptteil
'#####
{init}
  (M.L.blaulicht_init)
  (M.L.engine_Init)
  (M.L.Antrieb_Init)
  (M.L.Elec_Init)
  (M.L.Door_Init)
  (M.L.wiper_init)
  (M.L.lights_init)
  (M.L.bremse_init)
  (M.L.rollband_init)
  (M.L.cockpit_init)
  (M.L.heizung_init)
  (M.L.Matrix_init)
  (M.L.IBIS_init)
  (M.L.Collision_Init)
  (M.L.ticketprinter_init)
{end}

{frame}
  1 (S.L.Daueranimation)
  (M.L.blaulicht_frame)
'-----
' Schaltwagen fahren - keine leichte Angelegenheit, auch nicht für die KI! :-)'

  (L.L.AI)
  {if}
    (L.L.engine_n) 500 < (L.L.AI_Scheduled_AtStation) 1 = ||
    {if}
      0 (S.L.antrieb_getr_gang) (S.L.antrieb_shifter_posy_target)
```

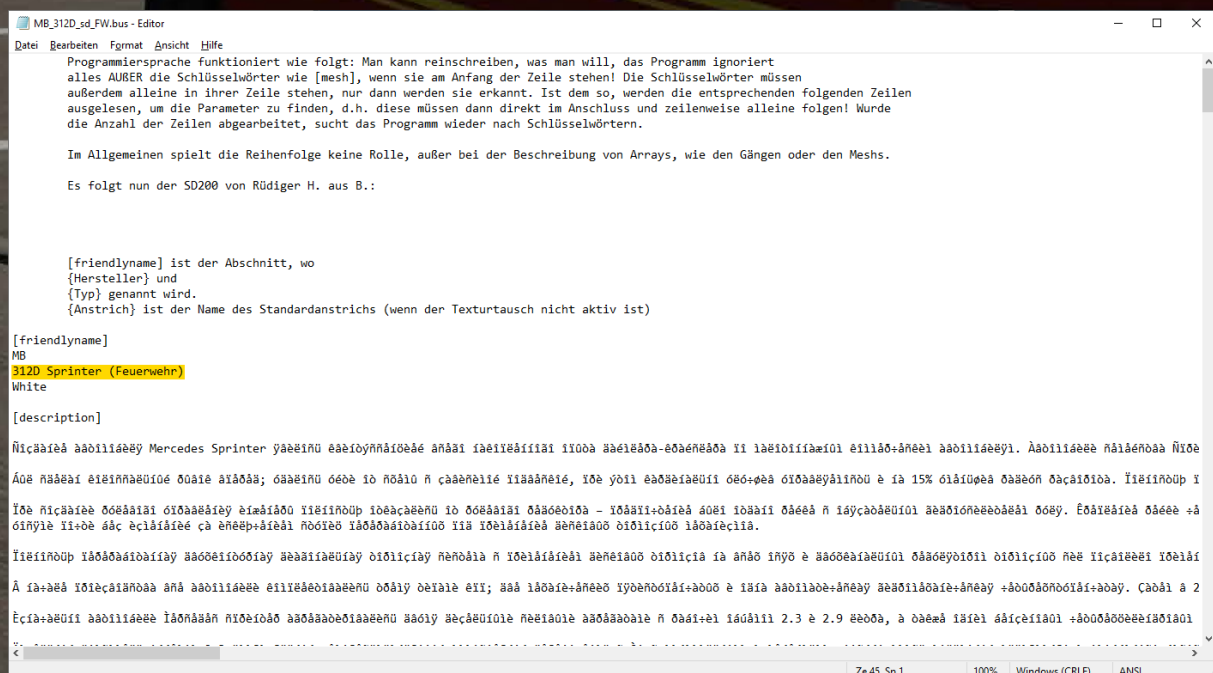
5. Navigate to the Sound folder. **Copy** and **rename** the "**sound_sd.cfg**" to "**sound_sd_FW.cfg**". **Add** the entries inside the "**Einträge_sound_cfg_312D.txt**" file which is located in this archive's "**Einträge**" folder **to the beginning** of the copied file.

6. Go to the main directory of the bus ("Mercedes-Benz Sprinter_12D") and **copy** the file "**MB_312D_sd.bus**" and **rename** it to "**MB_312D_sd_FW.bus**".

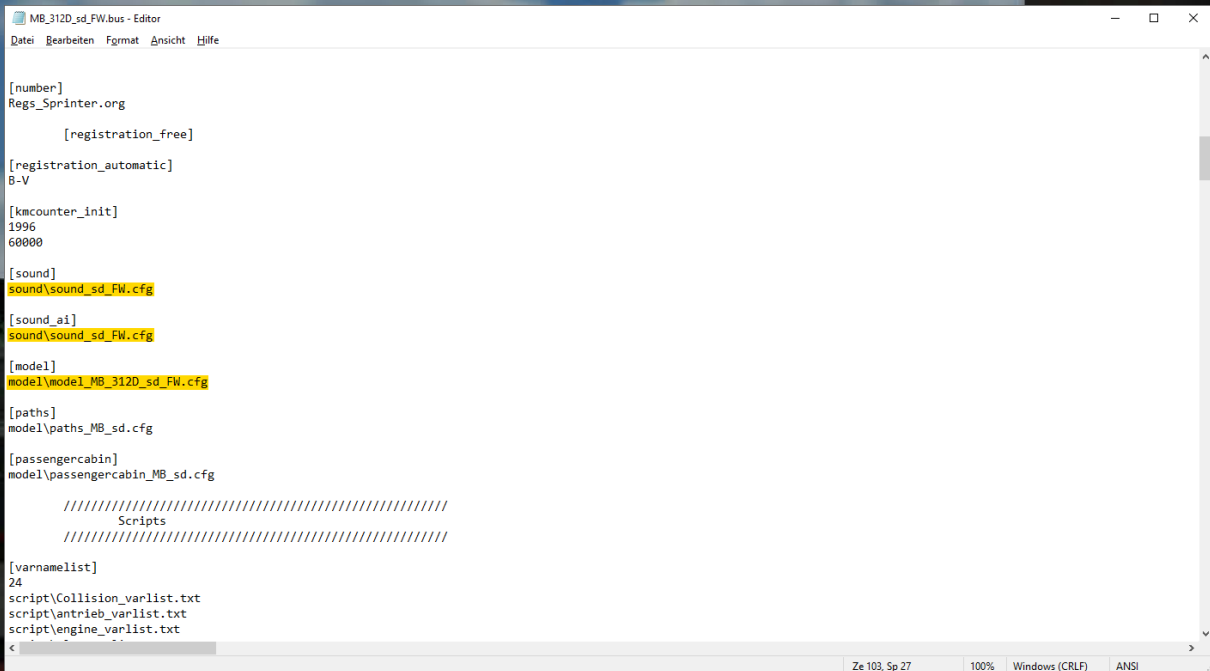


7. Open the "**MB_312D_sd_FW.bus**" and **proceed** as following:

- a. **Change** the name below [friendlyname] from "**312D Sprinter (Sliding door)**" to "**312D Sprinter (Feuerwehr)**".



- b. **Change** the paths below **[sound]** and **[sound_ai]** to **"sound\sound_sd_FW.cfg"**.
- c. **Change** the path below **[model]** to **"model_MB_312D_sd_FW.cfg"**.



```
MB_312D_sd_FW.bus - Editor
Datei Bearbeiten Format Ansicht Hilfe

[number]
Regs_Sprinter.org

[registration_free]

[registration_automatic]
B-V

[kmcounter_init]
1996
60000

[sound]
sound\sound_sd_FW.cfg

[sound_ai]
sound\sound_sd_FW.cfg

[model]
model\model_MB_312D_sd_FW.cfg

[paths]
model\paths_MB_sd.cfg

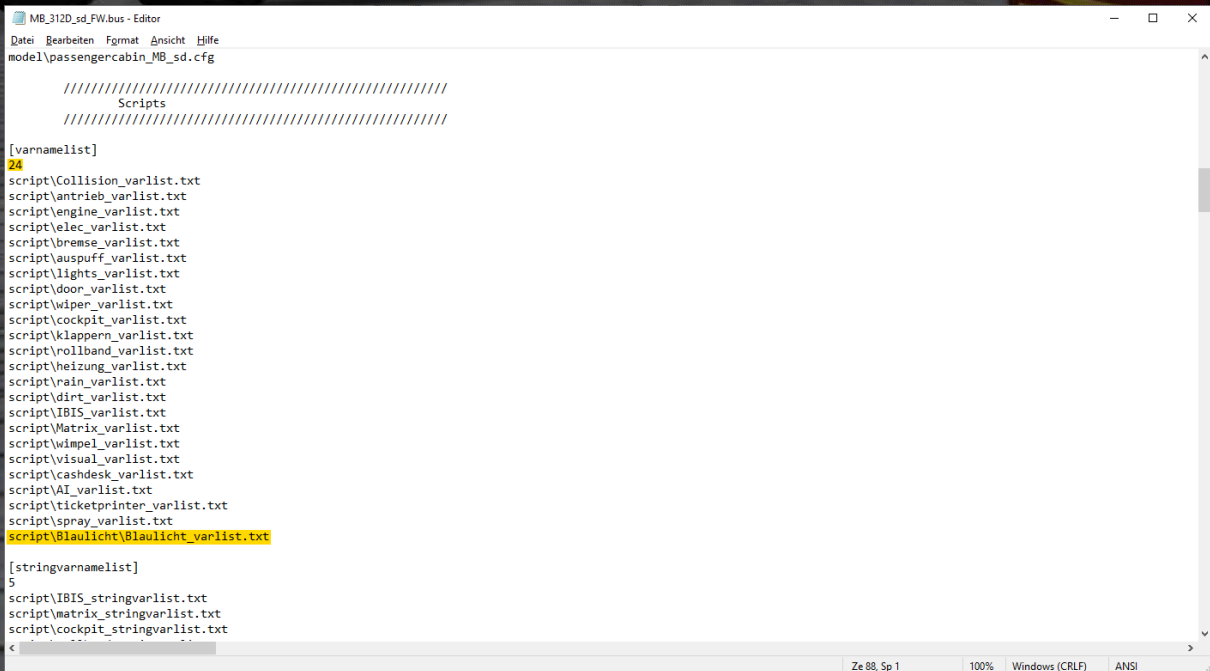
[passengercabin]
model\passengercabin_MB_sd.cfg

////////////////////////////////////
Scripts
////////////////////////////////////

[varnamelist]
24
script\Collision_varlist.txt
script\antrieb_varlist.txt
script\engine_varlist.txt
script\elec_varlist.txt
script\bremsse_varlist.txt
script\auspuff_varlist.txt
script\lights_varlist.txt
script\door_varlist.txt
script\wiper_varlist.txt
script\cockpit_varlist.txt
script\klappern_varlist.txt
script\rollband_varlist.txt
script\heizung_varlist.txt
script\rain_varlist.txt
script\dirt_varlist.txt
script\IBIS_varlist.txt
script\Matrix_varlist.txt
script\wimpel_varlist.txt
script\visual_varlist.txt
script\cashdesk_varlist.txt
script\AI_varlist.txt
script\ticketprinter_varlist.txt
script\spray_varlist.txt
script\Blaulich\tBlaulich_varlist.txt

[stringvarnamelist]
5
script\IBIS_stringvarlist.txt
script\matrix_stringvarlist.txt
script\cockpit_stringvarlist.txt
```

- d. **Add** the number below **[varnamelist]** together with 1 and **add** **"script\Blaulich\tBlaulich_varlist.txt"** at the end.



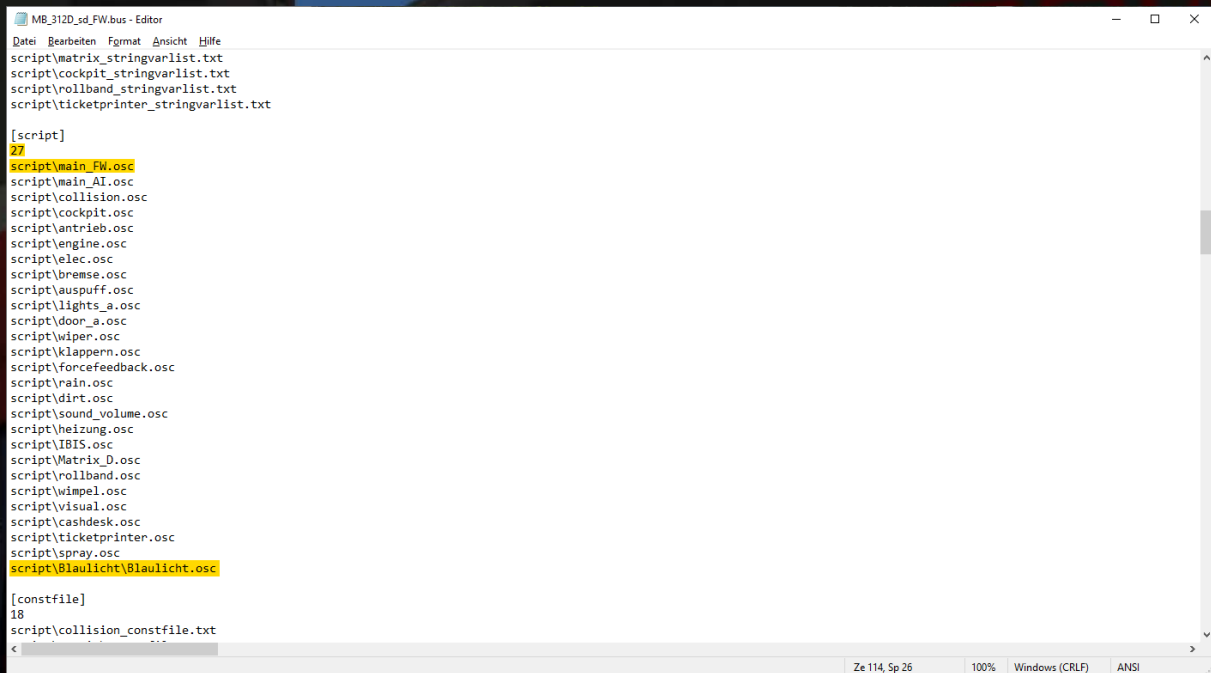
```
MB_312D_sd_FW.bus - Editor
Datei Bearbeiten Format Ansicht Hilfe
model\passengercabin_MB_sd.cfg

////////////////////////////////////
Scripts
////////////////////////////////////

[varnamelist]
24
script\Collision_varlist.txt
script\antrieb_varlist.txt
script\engine_varlist.txt
script\elec_varlist.txt
script\bremsse_varlist.txt
script\auspuff_varlist.txt
script\lights_varlist.txt
script\door_varlist.txt
script\wiper_varlist.txt
script\cockpit_varlist.txt
script\klappern_varlist.txt
script\rollband_varlist.txt
script\heizung_varlist.txt
script\rain_varlist.txt
script\dirt_varlist.txt
script\IBIS_varlist.txt
script\Matrix_varlist.txt
script\wimpel_varlist.txt
script\visual_varlist.txt
script\cashdesk_varlist.txt
script\AI_varlist.txt
script\ticketprinter_varlist.txt
script\spray_varlist.txt
script\Blaulich\tBlaulich_varlist.txt

[stringvarnamelist]
5
script\IBIS_stringvarlist.txt
script\matrix_stringvarlist.txt
script\cockpit_stringvarlist.txt
```

- e. Add the number below [script] together with 1 and change "script\main.osc" to "script\ main_FW.osc".
Add "script\Blaulich\Blaulich.osc" at the end.

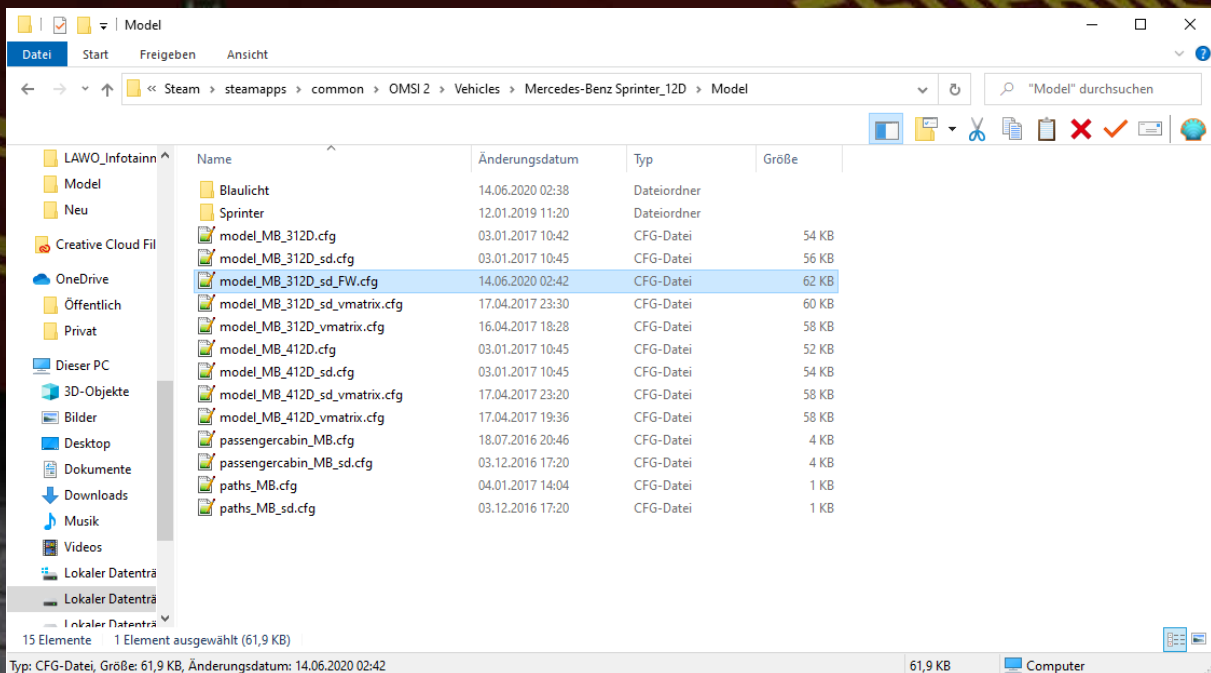


```
MB_312D_sd_FW.bus - Editor
Datei Bearbeiten Format Ansicht Hilfe
script\matrix_stringvarlist.txt
script\cockpit_stringvarlist.txt
script\rollband_stringvarlist.txt
script\ticketprinter_stringvarlist.txt

[script]
27
script\main_FW.osc
script\main_AI.osc
script\collision.osc
script\cockpit.osc
script\antrieb.osc
script\engine.osc
script\elec.osc
script\bremse.osc
script\auspuff.osc
script\lights_a.osc
script\door_a.osc
script\wiper.osc
script\klappern.osc
script\forcefeedback.osc
script\rain.osc
script\dirt.osc
script\sound_volume.osc
script\heizung.osc
script\IBIS.osc
script\Matrix_D.osc
script\rollband.osc
script\wimpel.osc
script\visual.osc
script\cashdesk.osc
script\ticketprinter.osc
script\spray.osc
script\Blaulich\Blaulich.osc

[constfile]
18
script\collision_constfile.txt
<
Ze 114, Sp 26 100% Windows (CRLF) ANSI
```

8. Open the Model folder and **copy** the file "model_MB_312D_sd.cfg" and **rename** it to "model_MB_312D_sd_FW.cfg".



9. Open the "model_MB_312D_sd_FW.cfg" and **replace**

```
[CTC]  
Colorscheme  
Texture\Repaints_sprinter  
0
```

with

```
[CTC]  
Colorscheme  
Texture\Repaints_sprinter_FW  
0
```

10. Add after

```
[CTCTexture]  
farbschema_tex2  
detali.dds
```

the following

```
[CTCTexture]  
farbschema_Blaulicht_RTK6  
Blaulicht_RTK6.dds
```

11. Add after the entry

```
5  
[texttexture]  
timer  
Odometr_font  
370  
200  
0  
5  
5  
5
```

the entries which can be found inside the "**Einträge_model_cfg_312D.txt**" in the "**Einträge**" folder of this archive.

Now you are done and it should work. Have fun!

Controls

You can control the lights and horns either with the **controller on the dashboard** or with **keyboard mappings**.



- (1) toggles "Blaulicht"
- (2) toggles "Stadt-" and "Landhorn"
- (3) toggles compressed air horn

