

## Mercedes-Benz – Sprinter 312D – Maintenance Car



### Introduction

Thank you for downloading the Maintenance Car mod for the Mercedes-Benz Sprinter 312D!

### Notes

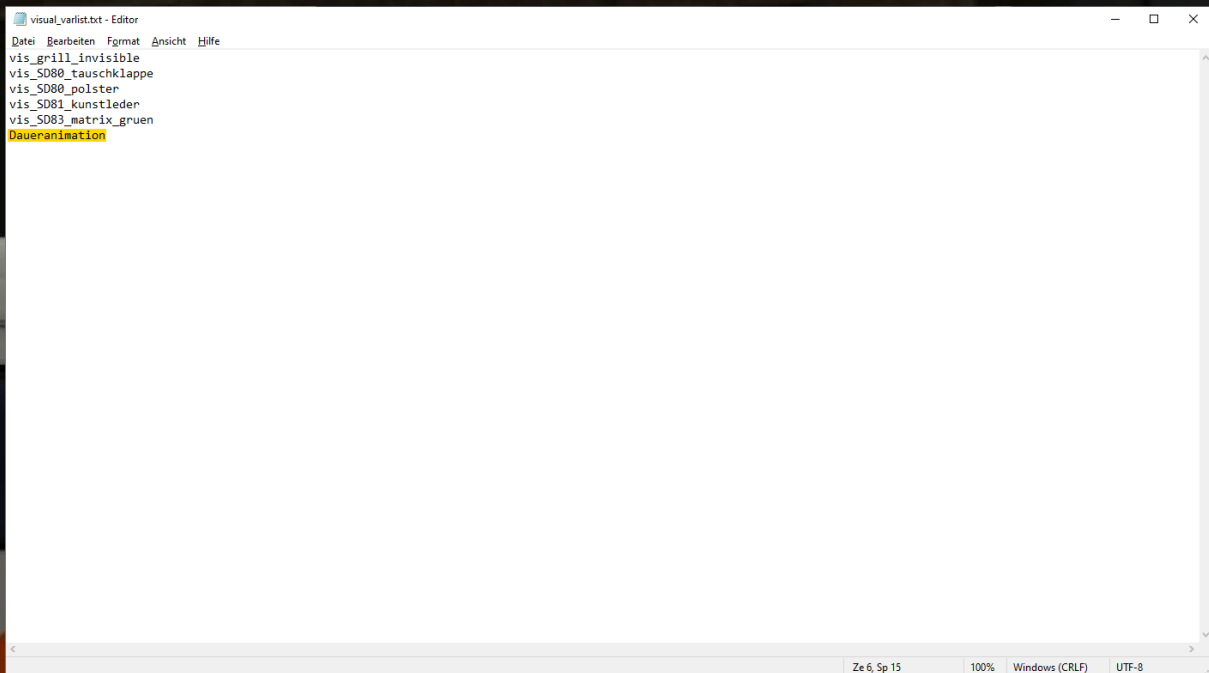
**Important:** Always save the file you want to edit first, so that you can restore the original one in case of errors.

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

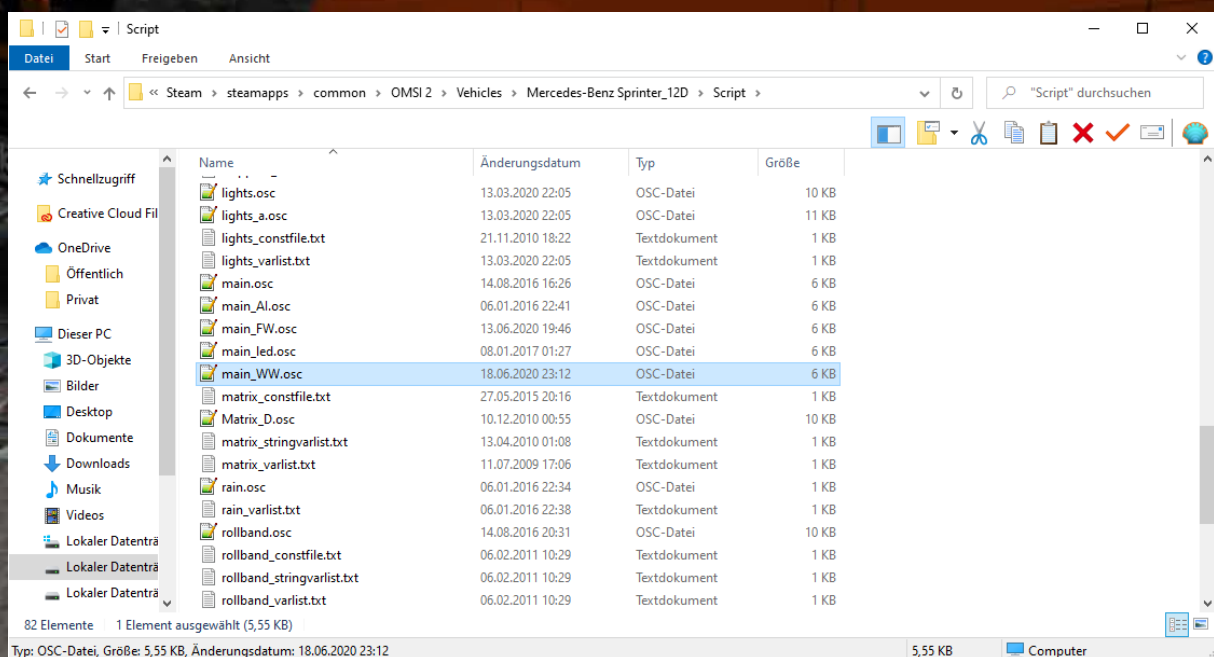
## Installation

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\_WW.osc**".





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

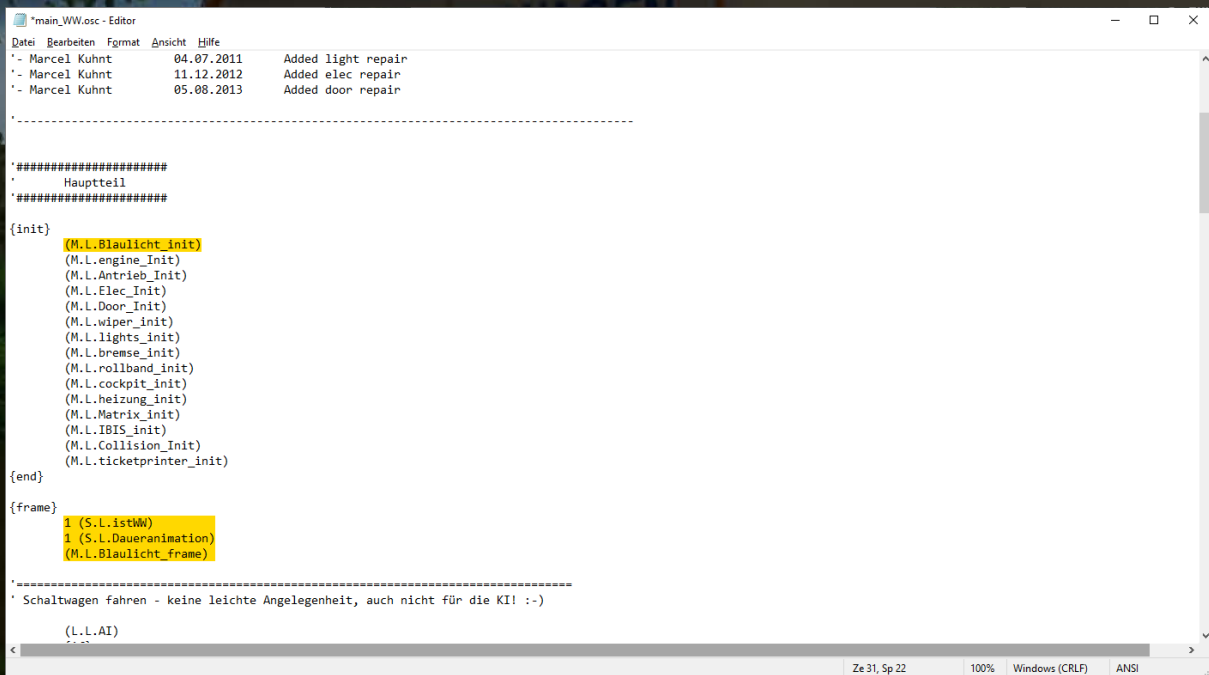
```
(M.L.blaulicht_init)
```

and this under {frame}.

```
1 (S.L.lstWW)
```

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

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



```
*main_WW.osc - Editor
Datei Bearbeiten Format Ansicht Hilfe
*- Marcel Kuhnt 04.07.2011 Added light repair
*- Marcel Kuhnt 11.12.2012 Added elec repair
*- Marcel Kuhnt 05.08.2013 Added door repair

-----

#####
* 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)

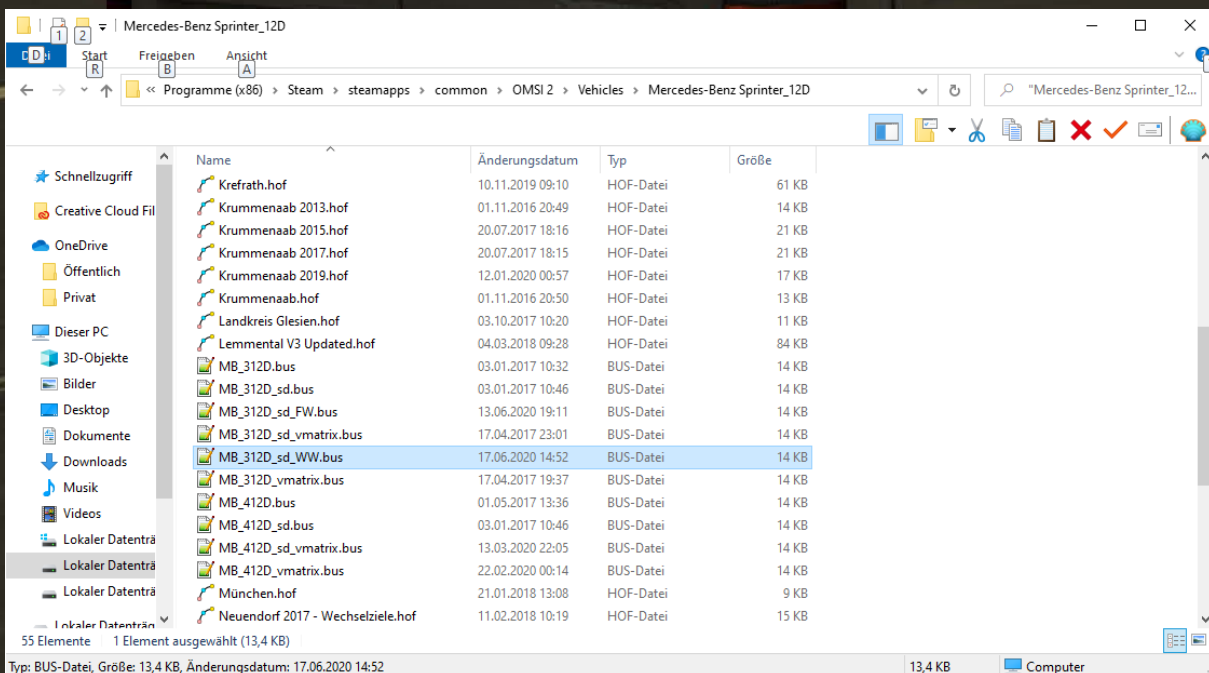
{end}

{frame}
1 (S.L.lstWW)
1 (S.L.Daueranimation)
(M.L.blaulicht_frame)

-----
* Schaltwagen fahren - keine leichte Angelegenheit, auch nicht für die KI! :-))

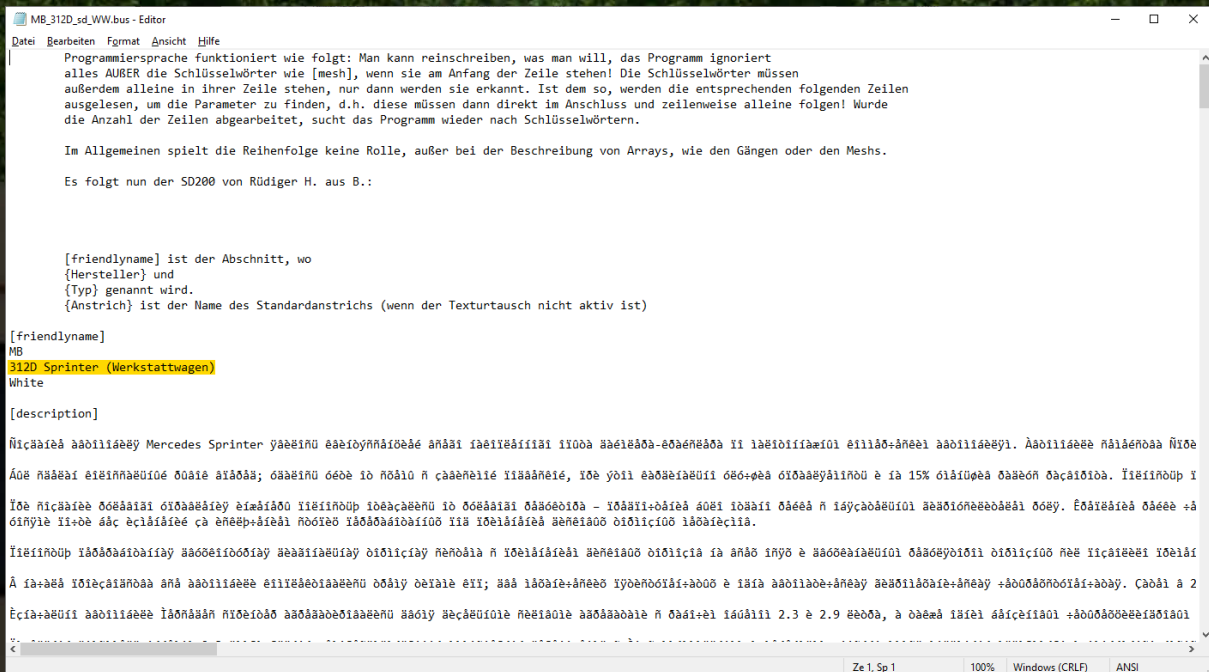
(L.L.AI)
```

#### 5. 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\_WW.bus".



## 6. Open the "MB\_312D\_sd\_FW.bus" and proceed as following:

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



```
MB_312D_sd_WW.bus - Editor
Datei Bearbeiten Format Ansicht Hilfe
|
  Programmiersprache funktioniert wie folgt: Man kann reinschreiben, was man will, das Programm ignoriert
  alles AUßER die Schlüsselwörter wie [mesh], wenn sie am Anfang der Zeile stehen! Die Schlüsselwörter müssen
  außerdem alleine in ihrer Zeile stehen, nur dann werden sie erkannt. Ist dem so, werden die entsprechenden folgenden Zeilen
  ausgelesen, um die Parameter zu finden, d.h. diese müssen dann direkt im Anschluss und zeilenweise alleine folgen! Wurde
  die Anzahl der Zeilen abgearbeitet, sucht das Programm wieder nach Schlüsselwörtern.

  Im Allgemeinen spielt die Reihenfolge keine Rolle, außer bei der Beschreibung von Arrays, wie den Gängen oder den Meshs.

  Es folgt nun der SD200 von Rüdiger H. aus B.:

  [friendlyname]
  MB
  312D Sprinter (Werkstattswagen)
  White

  [description]
  Ničāiēā āāōīīāēēy Mercedes Sprinter yāēēīnū ēāēīōyñāīōēāē āñāī īāēīyēāīīāī īīōōā āāēīēāōā-ēōāēñēāōā īī lāēīōīīfāēīōī ēīllāō+āñēēī āāōīīāēēyī. Āāōīīāēēē āāīāēñōāā Nīōē
  Āōē āāēēāī ēīēīñāēēīōēōōāē āīāōāā; ēāēēīnū ēēēē īō nōāīō n cāāēñēīē īīāāāñēīē, īōē yōīī ēāōāēīāēēīī ēēō+ēēā ēīōāāēyāīīñōū ē īā 15% ēīāīūēēā ēāēēōñ ēāēīōīōā. īīēīñōūp ī
  īōē āīčāīāēē ēōēāāīāī ēīōāāēāīēy ēīāāīāōū īīēīñōūp īōēāēēēnū īō ēōēāāīāī ēāāēēōīōā - īōāāīī+ēāīēā āōēī īōāāīī ēāēēā n īāyčāōāēēīōī āēāōīōñēēēōāēāī ēōēy. ēōāīēāīēā ēāēēē +ā
  ēīñyīē īī+ēē āāē ēīāīāīēē ēā ēñēēp+āīēāī nōōīēō īāōāōāīōāīfōō īīā īōēāīāīēā āēñēīāōō ēīōīīēīōō īāōāīēēīā.

  īīēīñōūp īāōāōāīōāīfāy āāōēīfōōōīfāy āēāāīfāēūīfāy ēīōīīēīfāy nēñōāīā n īōēāīāīēāī āēñēīāōō ēīōīīēīā īā āñāō īñyō ē āāōēāīfāēēīōī ēāāēyōīōīī ēīōīīēīōō nēē īīēāīēēēī īōēāīī
  Ā īā+āēā īōēāēāīāñōāā āñā āāōīīāēēē ēīīīēāēōīāēēēnū ēōāīy ēēīāīē ēīī; āāā īāōāīē+āñēēō īyōēñōīāīf+āōōō ē īāīā āāōīīāōē+āñēāy āēāōīīāōāīē+āñēāy +āōōōāōñōōīāīf+āōāy. Čāōāī ā 2
  ēčīā+āēēīī āāōīīāēēē īāōñāāāñ nīōēīōāō āāōāāāēōīāēēēnū āāōīy āēāēēīōīē nēēīāōīē āāōāāāōāīē n ēāāī+ēī īāūāīī 2.3 ē 2.9 ēēēōā, ā ēāēēā īāīēī āāīēēīīāōī +āōōōāōēēēīāōīāōī
  <
  Ze 1, Sp 1 100% Windows (CRLF) ANSI
```

- Change the path below [model] to "model\_MB\_312D\_sd\_WW.cfg".



```
MB_312D_sd_WW.bus - Editor
Datei Bearbeiten Format Ansicht Hilfe
|
  [registration_free] aktiviert die freie Kennzeichenzuweisung. Im AI-Modus wird ein Kennzeichen der Map-Registrations-Datei verwendet, der User kann es für sein Fahrz

  [number]
  Regs_Sprinter.org

  [registration_free]

  [registration_automatic]
  B-V

  [kmcounter_init]
  1996
  60000

  [sound]
  sound\sound_sd.cfg

  [sound_ai]
  sound\sound_sd.cfg

  [model]
  model\model_MB_312D_sd_WW.cfg

  [paths]
  model\paths_MB_sd.cfg

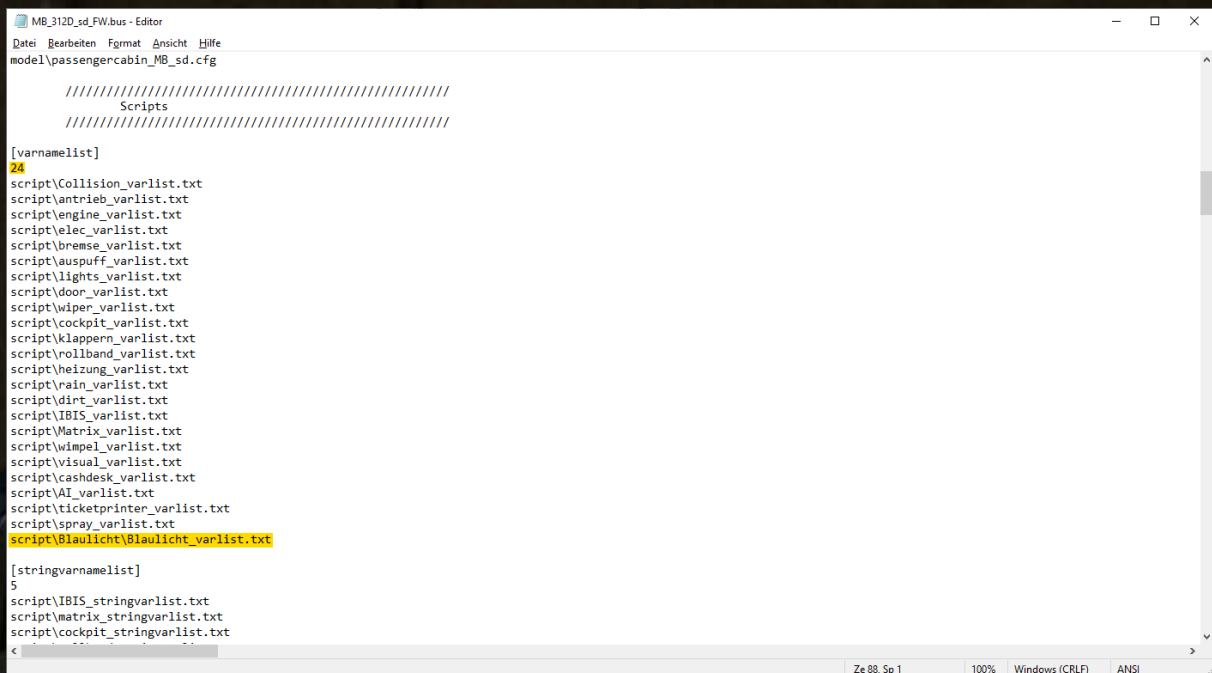
  [passengercabin]
  model\passengercabin_MB_sd.cfg

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

  [varnamelist]
  24
  <
  Ze 99, Sp 27 100% Windows (CRLF) ANSI
```



- c. **Add** the number below [varnamelist] together with 1 and **add** "script\Blaulicht\Blaulicht\_varlist.txt" at the end.



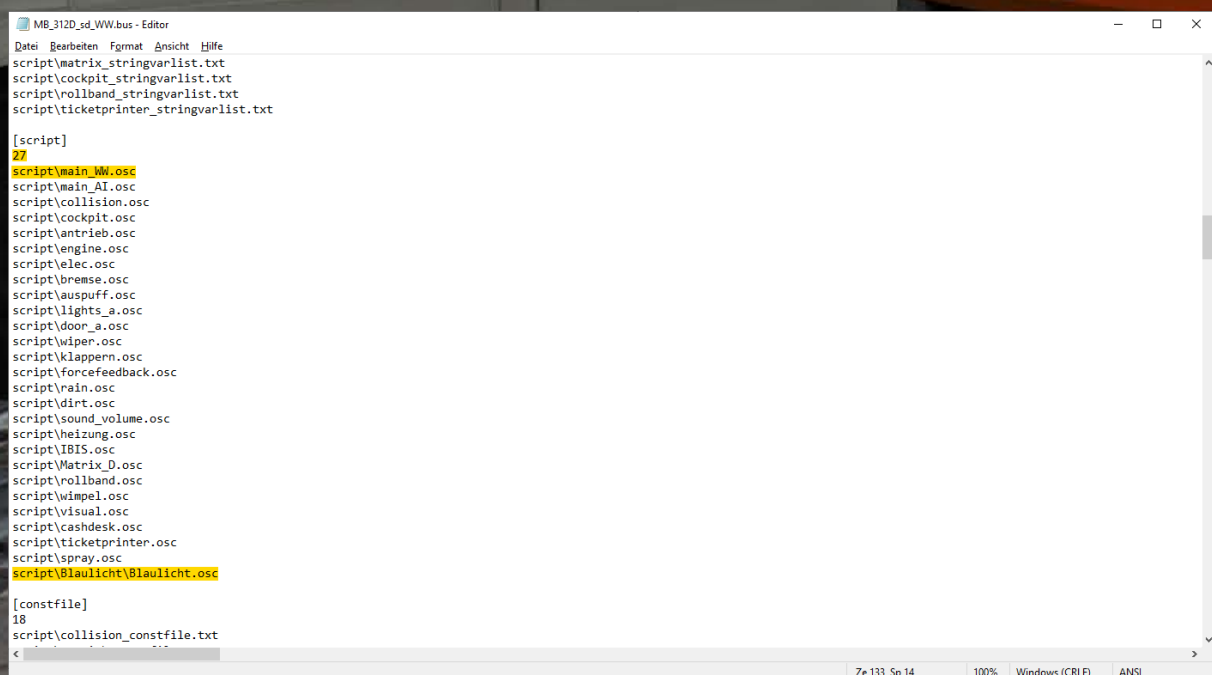
```
MB_312D_sd_FW.bus - Editor
Datei Bearbeiten Format Ansicht Hilfe
model\passengercabin_MB_sd.cfg

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

[varnamelist]
24
script\Collision_varlist.txt
script\antrieb_varlist.txt
script\engine_varlist.txt
script\elec_varlist.txt
script\bremse_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\Blaulicht\Blaulicht_varlist.txt

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

- d. **Add** the number below [script] together with 1 and **change** "script\main.osc" to "script\main\_WW.osc".
- e. **Add** "script\Blaulicht\Blaulicht.osc" at the end.

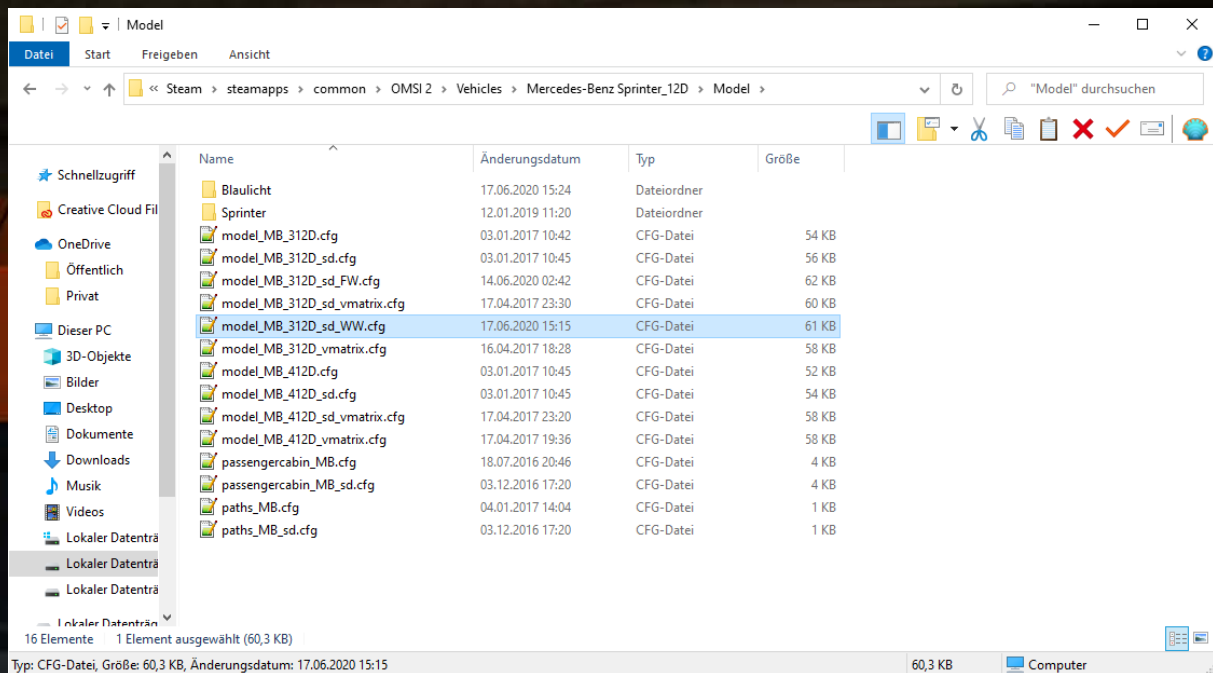


```
MB_312D_sd_WW.bus - Editor
Datei Bearbeiten Format Ansicht Hilfe
script\matrix_stringvarlist.txt
script\cockpit_stringvarlist.txt
script\rollband_stringvarlist.txt
script\ticketprinter_stringvarlist.txt

[script]
27
script\main_WW.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\Blaulicht\Blaulicht.osc

[constfile]
18
script\collision_constfile.txt
```

7. Open the Model folder and **copy** the file "**model\_MB\_312D\_sd.cfg**" and **rename** it to "**model\_MB\_312D\_sd\_WW.cfg**".



8. Open the "**model\_MB\_312D\_sd\_WW.cfg**" and **replace**

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

durch

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

## 9. 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\_WW.txt**" in the "**Einträge**" folder of this archive.

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

