

MAN Stadtbusfamilie – MAN NG 313 - Großraumrettungswagen



Introduction

Thank you for downloading the Großraumrettungswagen-Mod for the MAN NG 313 included in the MAN Stadtbusfamilie!

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](#).

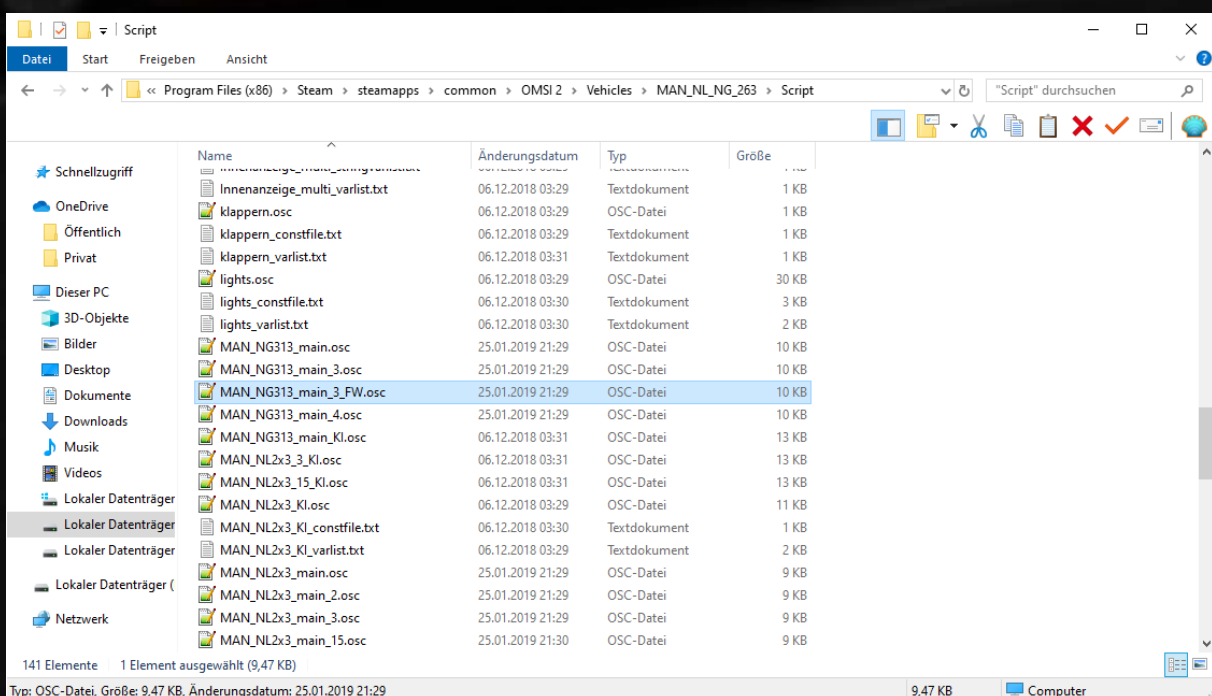
Installation

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\MAN_NL_NG_263\Script") and **add the following below**.

Daueranimation

```
visual_varlist.txt - Editor
Datei Bearbeiten Format Ansicht Hilfe
vis_vogel_sitze_Repaint
vis_entwerter_Repaint
vis_infrarot_Repaint
vis_mirrors_int_Repaint
vis_MANLOGO_vorn_Repaint
vis_MANLOGO_hinten_Repaint
vis_MANLOGO_innen_Repaint
vis_MANLOGO_seite_Repaint
vis_haltefaden_Repaint
vis_Innenanzeige_Repaint
vis_Seitenschild_Repaint
vis_Seitenschild_vorn_Repaint
vis_ibisplus_Repaint
vis_speakers_Repaint
vis_dooropener_body_Repaint
vis_windows_splitted_Repaint
vis_has_rampe_Repaint
vis_nebelscheinwerfer_Repaint
vis_schmutzfaenger_Repaint
vis_doorwarn_Repaint
vis_Matrixtype_Repaint
vis_Fonttype_Repaint
vis_driverside_matrix_Repaint
vis_rearend_bigmatrix_Repaint
vis_Motor_PWR_mode_Repaint
vis_doortype_v_Repaint
vis_doortype_m_Repaint
vis_doortype_h_Repaint
vis_doortype_gh_Repaint
vis_number_Repaint
var_unihof_Repaint
vis_adverts_B_Repaint
vis_adverts_C_Repaint
vis_adverts_D_Repaint
vis_haltestange_vorn_Repaint
var_doorusage_Repaint
Daueranimation
Ze 135, Sp 15 100% Windows (CRLF) UTF-8
```

3. **Copy** the "**MAN_NG313_main_3.osc**" and **rename** it to "**MAN_NG313_main_3_FW.osc**".



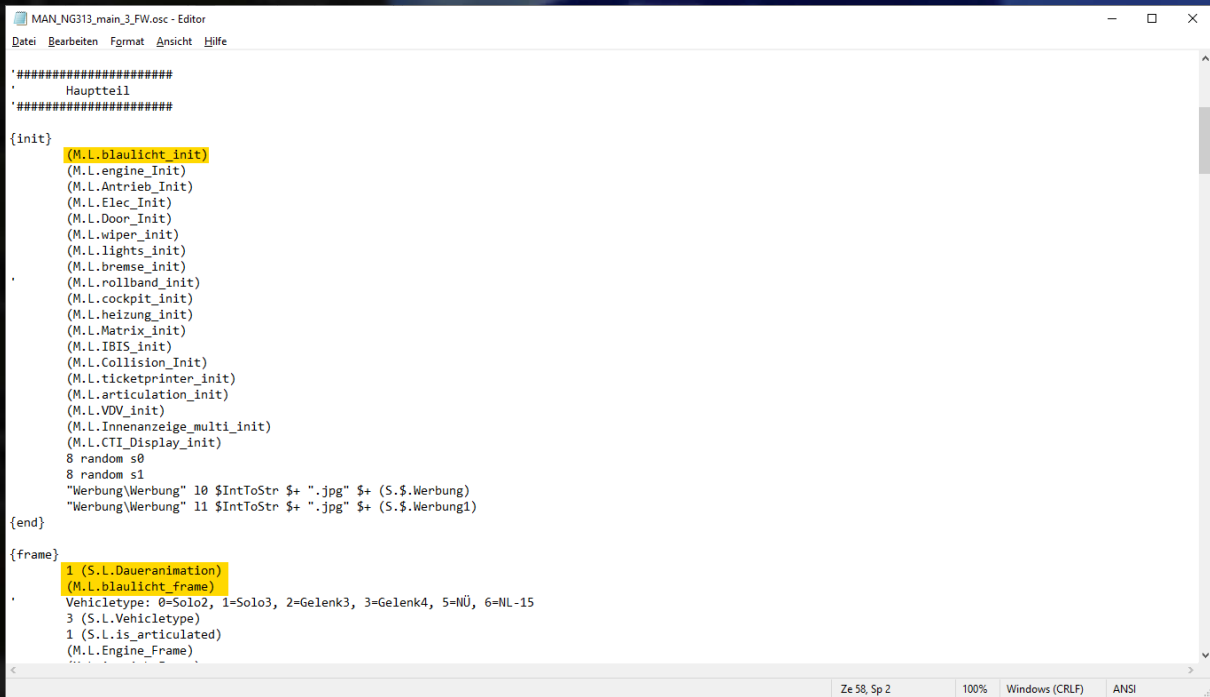
4. Open the file and add this under {init}

```
(M.L.blaulich_init)
```

and this under {frame}

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

```
(M.L.blaulich_frame)
```



```
MAN_NG313_main_3_FW.osc - Editor
Datei Bearbeiten Format Ansicht Hilfe

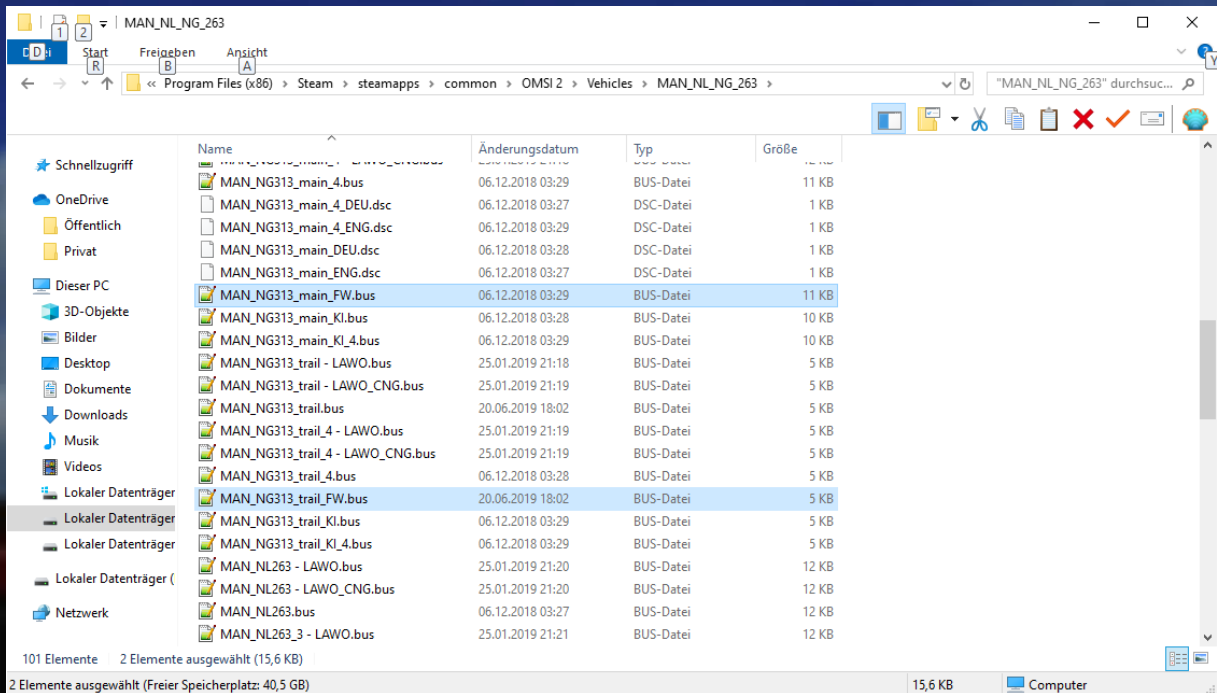
#####
Hauptteil
#####

{init}
(M.L.blaulich_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)
(M.L.articulation_init)
(M.L.VDV_init)
(M.L.Innenanzeige_multi_init)
(M.L.CTI_Display_init)
8 random s0
8 random s1
"Werbung\\Werbung" 10 $IntToStr $+ ".jpg" $+ (S.$.Werbung)
"Werbung\\Werbung" 11 $IntToStr $+ ".jpg" $+ (S.$.Werbung1)
{end}

{frame}
1 (S.L.Daueranimation)
(M.L.blaulich_frame)
Vehicletype: 0=Solo2, 1=Solo3, 2=Gelenk3, 3=Gelenk4, 5=NLÜ, 6=NL-15
3 (S.L.Vehicletype)
1 (S.L.is_articulated)
(M.L.Engine_Frame)
...
```

5. Navigate to the Sound folder. **Copy** and **rename** the "sound_NG313_M.cfg" to "sound_NG313_M_FW.cfg". Add the entries inside the "Einträge_sound_cfg_NG313.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 ("MAN_NL_NG_263") and **copy** the files "MAN_NG313_main.bus" and "MAN_NG313_trail.bus" and **rename** them to "MAN_NG313_main_FW.bus" and "MAN_NG313_trail_FW.bus".

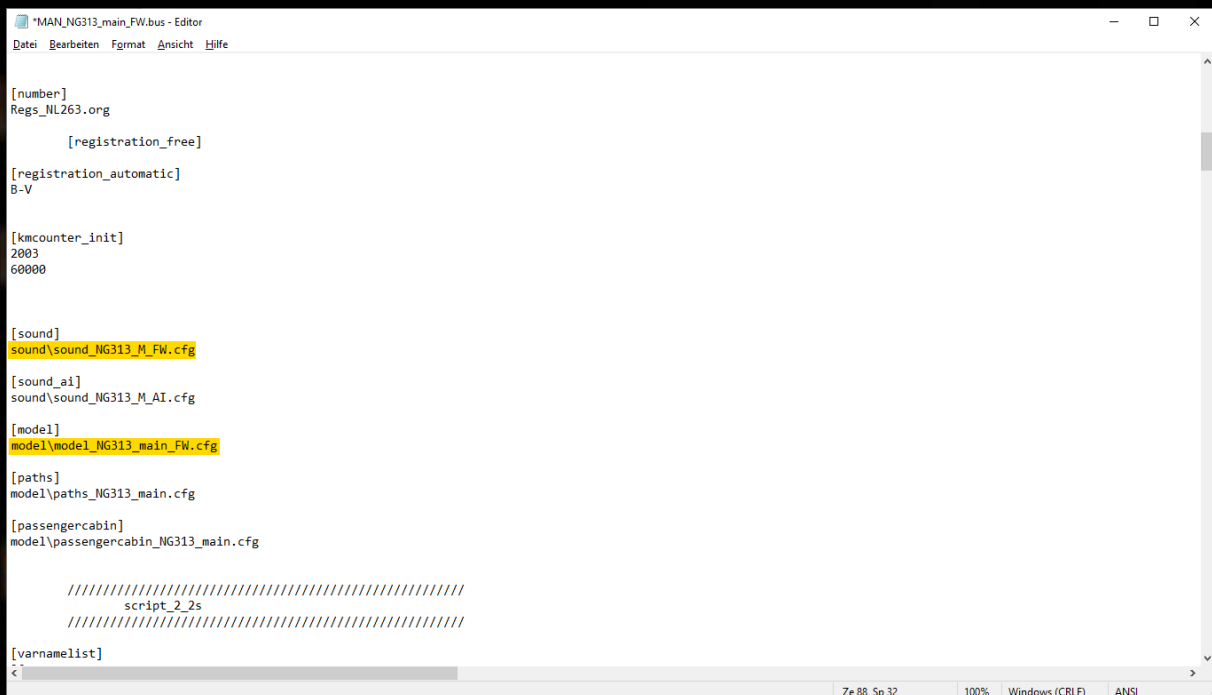


7. Open the "MAN_NG313_main_FW.bus" and proceed as following:

- a. Change the name below [friendlyname] from "MAN A23 - NG313 Gelenkbus" to "MAN A23 - NG313 Gelenkbus - Feuerwehr".



- b. **Change** the path below **[sound]** to "**sound\sound_NG313_M_FW.cfg**".
- c. **Change** the path below **[model]** to "**model\model_NG313_main_FW.cfg**".



The screenshot shows a text editor window titled "MAN_NG313_main_FW.bus - Editor". The menu bar includes "Datei", "Bearbeiten", "Format", "Ansicht", and "Hilfe". The main text area contains the following configuration:

```
[number]
Regs_NL263.org

[registration_free]

[registration_automatic]
B-V

[kmcounter_init]
2003
60000

[sound]
sound\sound_NG313_M_FW.cfg

[sound_ai]
sound\sound_NG313_M_AI.cfg

[model]
model\model_NG313_main_FW.cfg

[paths]
model\paths_NG313_main.cfg

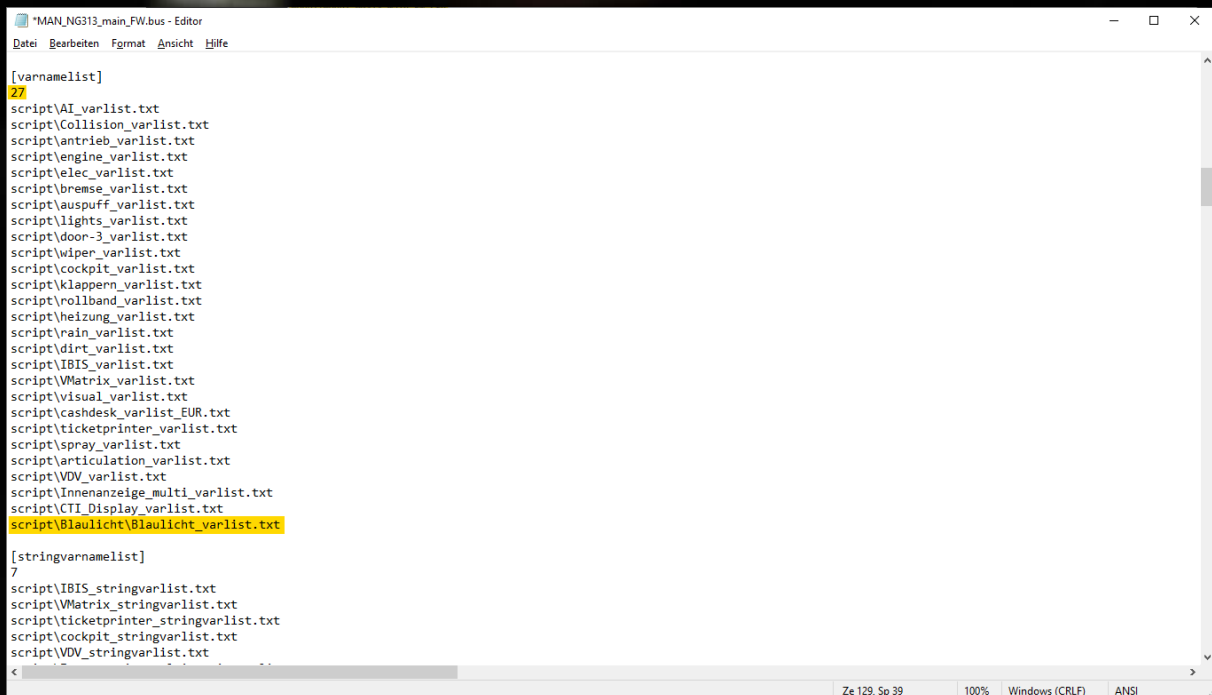
[passengercabin]
model\passengercabin_NG313_main.cfg

/////////
script_2_2s
/////////

[varnamelist]
<
```

The status bar at the bottom indicates "Ze 88, Sp 32", "100%", "Windows (CRLF)", and "ANSI".

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



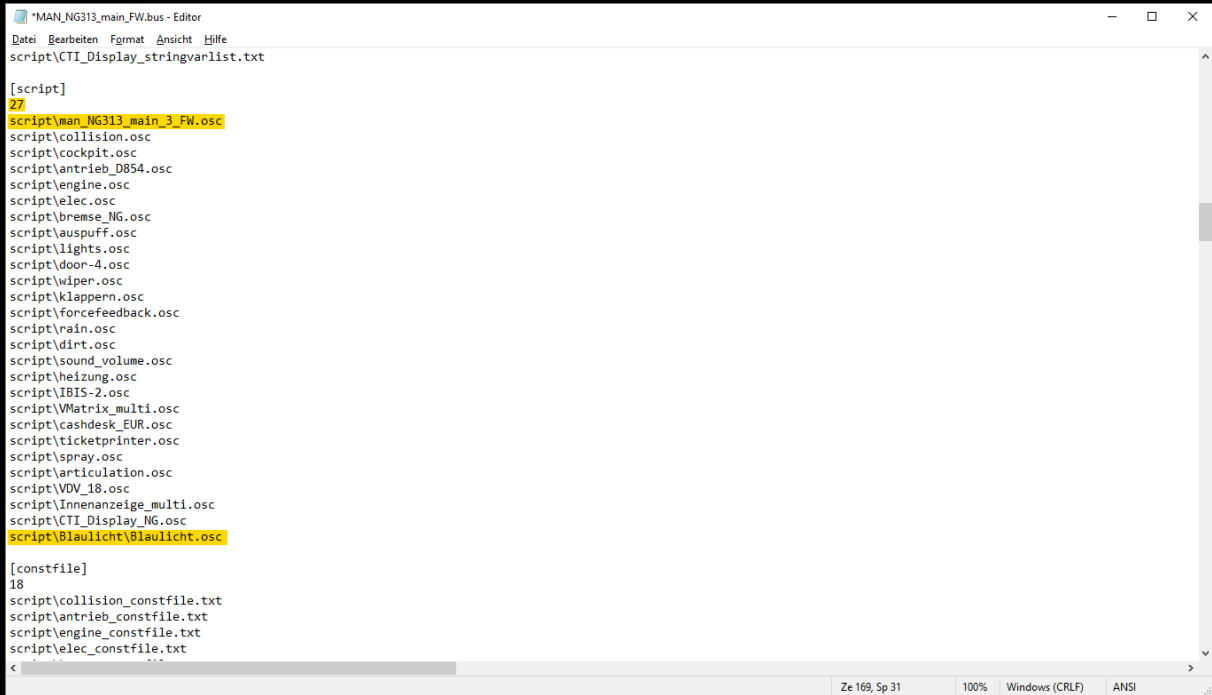
The screenshot shows the same text editor window after modification. The configuration is now:

```
[varnamelist]
27
script\AI_varlist.txt
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-3_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\VMatrix_varlist.txt
script\visual_varlist.txt
script\cashdesk_varlist_EUR.txt
script\ticketprinter_varlist.txt
script\spray_varlist.txt
script\articulation_varlist.txt
script\VDV_varlist.txt
script\Innenanzeige_multi_varlist.txt
script\CTI_Display_varlist.txt
script\Blaulicht\Blaulicht_varlist.txt

[stringvarnamelist]
7
script\IBIS_stringvarlist.txt
script\VMatrix_stringvarlist.txt
script\ticketprinter_stringvarlist.txt
script\cockpit_stringvarlist.txt
script\VDV_stringvarlist.txt
<
```

The status bar at the bottom indicates "Ze 129, Sp 39", "100%", "Windows (CRLF)", and "ANSI".

- e. Add the number below [script] together with 1 and change "script\man_NG313_main_3.osc" to "script\man_NG313_main_3_FW.osc". Add "script\Blaulicht\Blaulicht.osc" at the end.

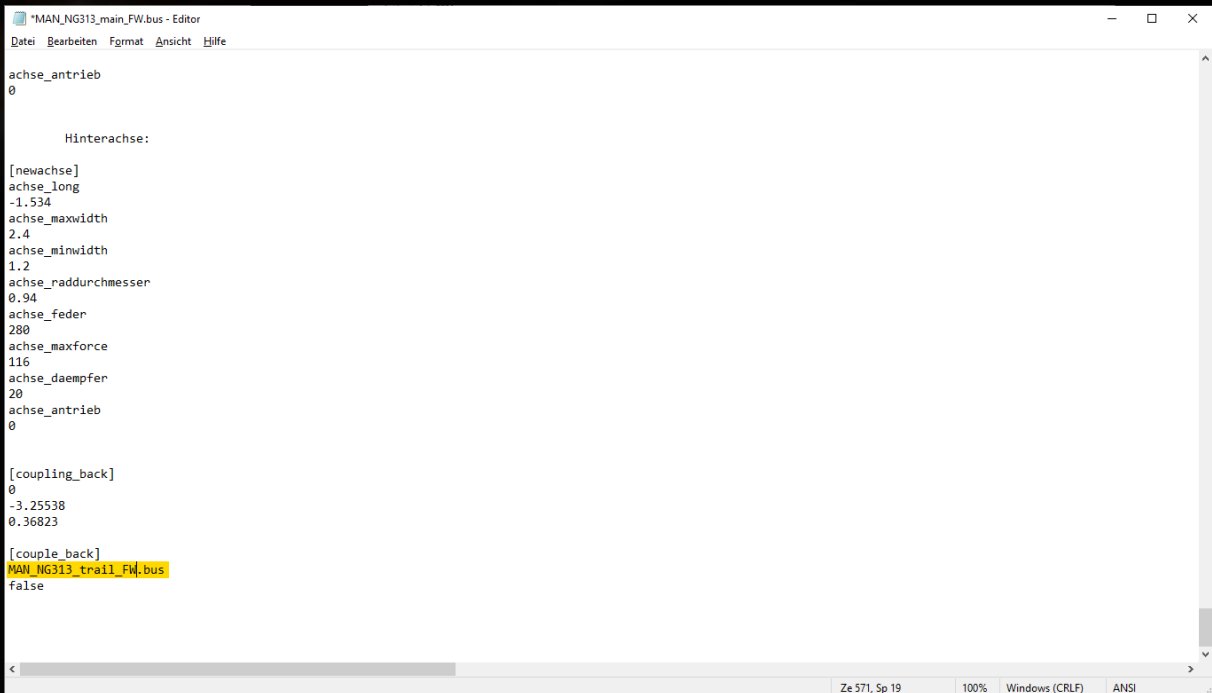


```
*MAN_NG313_main_FW.bus - Editor
Datei Bearbeiten Format Ansicht Hilfe
script\CTI_Display_stringvarlist.txt

[script]
27
script\man_NG313_main_3_FW.osc
script\collision.osc
script\cockpit.osc
script\antrieb_D854.osc
script\engine.osc
script\elec.osc
script\bremse_116.osc
script\auspuff.osc
script\lights.osc
script\door-4.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-2.osc
script\WMatrix_multi.osc
script\cashdesk_EUR.osc
script\ticketprinter.osc
script\spray.osc
script\articulation.osc
script\VDV_18.osc
script\Innenanzeige_multi.osc
script\CTI_Display_116.osc
script\Blaulicht\Blaulicht.osc

[constfile]
18
script\collision_constfile.txt
script\antrieb_constfile.txt
script\engine_constfile.txt
script\elec_constfile.txt
< Ze 169, Sp 31 100% Windows (CRLF) ANSI
```

- f. At the end of the file chane under [couple_back] "MAN_NG313_trail.bus" to "MAN_NG313_trail_FW.bus" um.



```
*MAN_NG313_main_FW.bus - Editor
Datei Bearbeiten Format Ansicht Hilfe

achse_antrieb
0

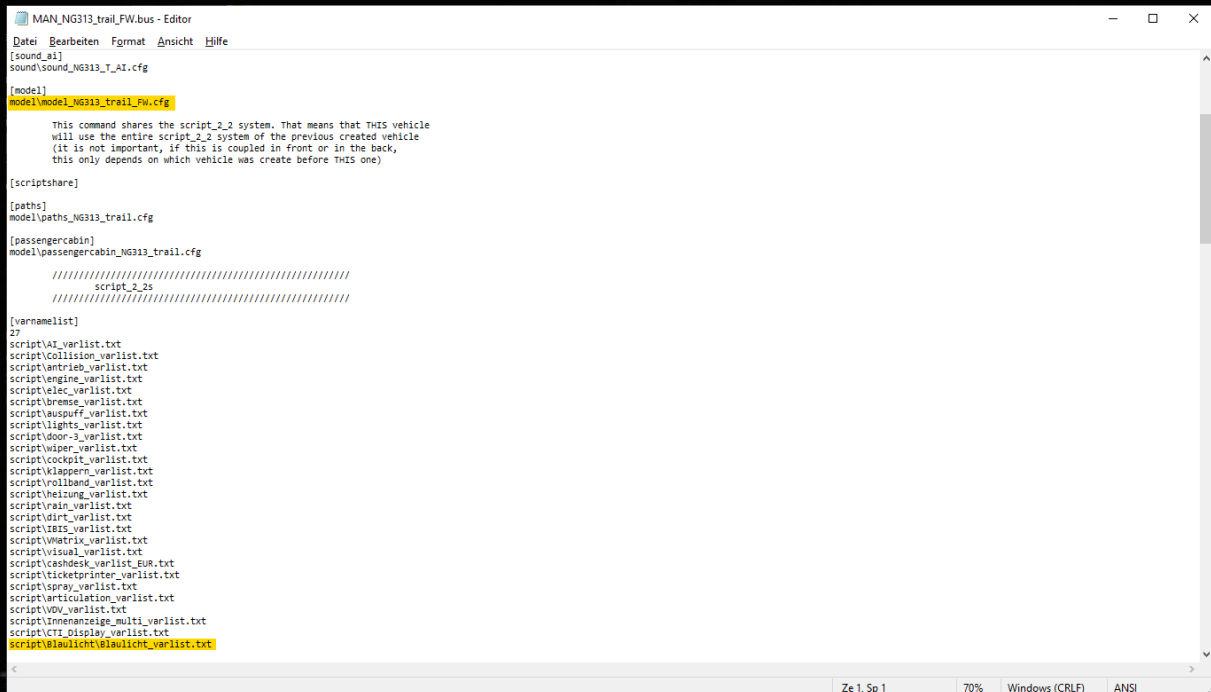
Hinterachse:

[newachse]
achse_long
-1.534
achse_maxwidth
2.4
achse_minwidth
1.2
achse_raddurchmesser
0.94
achse_feder
280
achse_maxforce
116
achse_daempfer
20
achse_antrieb
0

[coupling_back]
0
-3.25538
0.36823

[couple_back]
MAN_NG313_trail_FW.bus
false
< Ze 571, Sp 19 100% Windows (CRLF) ANSI
```

8. Open the "MAN_NG313_trail_FW.bus" und and proceed as following:
- Change the path below [model] to "model\model_NG313_trail_FW.cfg"
 - Add the number below [varnamelist] together with 1 and add "script\Blaulicht\Blaulicht_varlist.txt" at the end.



```
MAN_NG313_trail_FW.bus - Editor
Datei Bearbeiten Format Ansicht Hilfe
[sound_ai]
sound\sound_NG313_TAI.cfg

[model]
model\model_NG313_trail_FW.cfg

This command shares the script_2.2 system. That means that THIS vehicle
will use the entire script_2.2 system of the previous created vehicle
(it is not important, if this is coupled in front or in the back,
this only depends on which vehicle was create before THIS one)

[scriptshare]

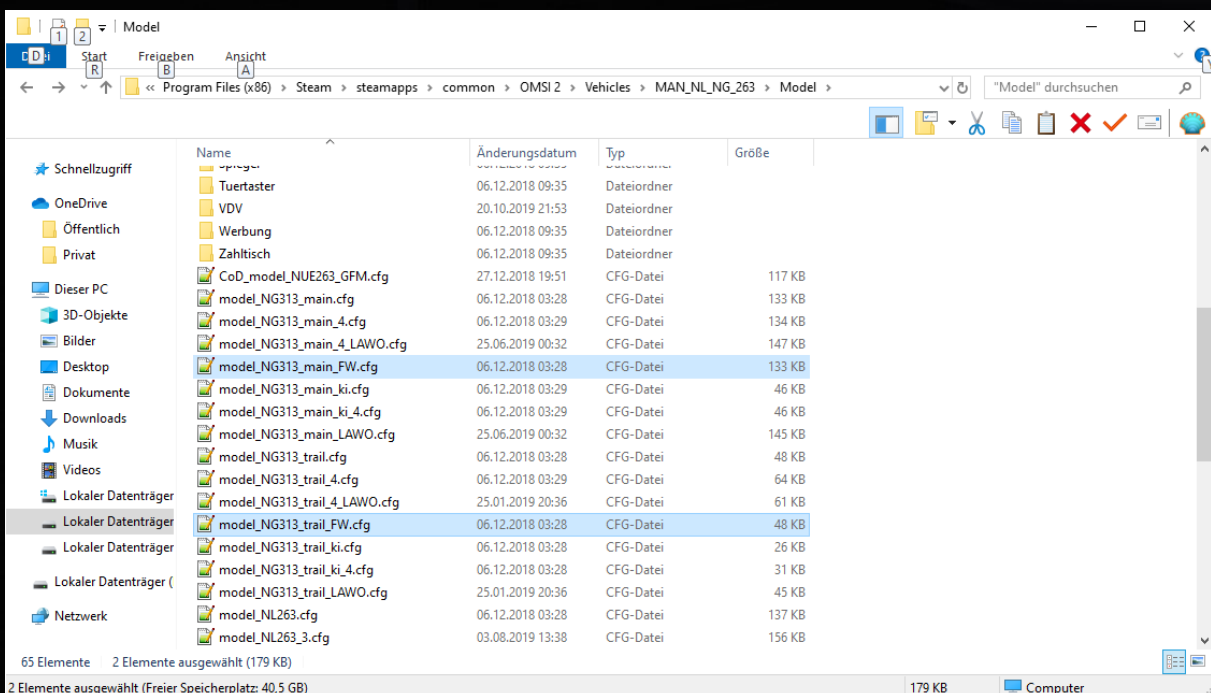
[paths]
model\paths_NG313_trail.cfg

[passengercabin]
model\passengercabin_NG313_trail.cfg

////////////////////////////////////
script_2_2s
////////////////////////////////////

[varnamelist]
27
script\AI_varlist.txt
script\Collision_varlist.txt
script\antrieb_varlist.txt
script\engine_varlist.txt
script\elec_varlist.txt
script\bremsen_varlist.txt
script\auspuff_varlist.txt
script\lights_varlist.txt
script\door-3_varlist.txt
script\wiper_varlist.txt
script\cockpit_varlist.txt
script\klappen_varlist.txt
script\rollband_varlist.txt
script\heizung_varlist.txt
script\rain_varlist.txt
script\dirt_varlist.txt
script\iris_varlist.txt
script\matrix_varlist.txt
script\visual_varlist.txt
script\cashdesk_varlist_EUR.txt
script\ticketprinter_varlist.txt
script\spray_varlist.txt
script\articulation_varlist.txt
script\VDV_varlist.txt
script\innenanzeige_multi_varlist.txt
script\CTI_Display_varlist.txt
script\Blaulicht\Blaulicht_varlist.txt
```

9. Open the Model folder and copy the files "model_NG313_main.cfg" and "model_NG313_trail.cfg" and rename them to "model_NG313_main_FW.cfg" und "model_NG313_trail_FW.cfg".



10. Open the "model_NG313_main_FW.cfg" and replace

```
[CTC]
Colorscheme
Texture\Werbung_NG313
0
```

with

```
[CTC]
Colorscheme
Texture\Werbung_NG313_FW
0
```

11. Add before

```
#####
MATRIX FLIPDOT VORN
#####
```

the entries which can be found inside the
"Einträge_model_cfg_NG313_main.txt" in the "Einträge" folder of this archive.

12. Open the "model_NG313_trail_FW.cfg" and replace

```
[CTC]
Colorscheme
Texture\Werbung_NG313
0
```

with

```
[CTC]
Colorscheme
Texture\Werbung_NG313_FW
0
```

13. Add before

```
#####
Wagenkasten außen
```

the entries which can be found inside the "Einträge_model_cfg_NG313_trail.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

