



Vielen Dank für das Herunterladen der Lichterkette für den Citaro Facelift!

Mitgeliefert werden Lichterketten-Objekte zum Einbau und jeweils ein Repaint für den Citaro FL und FL G. Zu finden sind sie jeweils unter „Weihnachtsrepaint“.

Anleitung:

1. Ordner in den OMSI Ordner einfügen

Es sollten keine Dateien überschrieben werden!

2. Die Modeldateien des Facelifts bearbeiten

→ **Diese findet man unter:**

../Vehicles/MB_O530_Facelift/Model

model_O530_FL_2doors_M.cfg

model_O530G_FL_3doors_Main.cfg

model_O530G_FL_3doors_Trail.cfg

3. Hier muss ganz unten nun folgender Code eingefügt werden!

Für den Solo: → [model_O530_FL_2doors_M.cfg]

XMAS

[mesh]
Xmas\Solo\links1.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]

lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\links2.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\rechts1.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\rechts2.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\heck.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\dach_rechts.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

```
[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\dach_links.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\rechts_tur.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\heck_boden1.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\heck_boden2.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\heck_boden3.o3d

[matl]
lichterkette.tga
0
```

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette1.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\seite_lang_links.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\Solo\seite_lang_rechts.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette_matrix.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

Für den Gelenkzug: → [model_O530G_FL_3doors_Main.cfg]

Xmas

[mesh]
Xmas\lichterkette1.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette2.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette3.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette4.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette5.o3d

[matl]
lichterkette.tga
0

```
[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette6.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette7.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette8.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette9.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette_matrix.o3d

[matl]
```

lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

Für den Gelenkzug: → [model_O530G_FL_3doors_Trail.cfg]

Xmas

[mesh]
Xmas\lichterkette1_trail.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette2_trail.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette3_trail.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette4_trail.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

```
[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette5_trail.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette_dach_trail.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette_links_trail.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette_rechts_trail.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
0

[visible]
lights_stand
1

[matl_lightmap]
weiss.bmp
lights_stand

[mesh]
Xmas\lichterkette_rechts_dach_trail.o3d

[matl]
lichterkette.tga
0

[matl_alpha]
2

[viewpoint]
```

0

```
[visible]
lights_stand
1
```

```
[matl_lightmap]
weiss.bmp
lights_stand
```

```
[mesh]
Xmas\lichterkette_heck_trail.o3d
```

```
[matl]
lichterkette.tga
0
```

```
[matl_alpha]
2
```

```
[viewpoint]
0
```

```
[visible]
lights_stand
1
```

```
[matl_lightmap]
weiss.bmp
lights_stand
```

4. Nun die Dateien abspeichern und alles sollte funktionieren. Wir haften nicht für mögliche Schäden. Bei Fragen könnt ihr euch gerne an uns wenden! **[LOGFILE!!!!]**

Nundenn, Frohes Fahren Tjum und Yaba

Bilder:



