



Thank you for loading my Solaris Urbino 15LE Euro6 mod on Webdisk. [v1.1]

The bus is based on the Solarises that drive in the HSL region.
(<http://www.kuukankorpi.com/paikallisliikenne/pl678-687.html>)

They are from 2016, and these buses are equipped with a 11-litre DAF MX11 210 engine powered by a ZF Ecolife 6AP1600BS gearbox, as for the doors, the buses have Finnish made Tamware electric doors.

I would like to thank everyone who has given me the permission to use their assets or helped me in any way.

In helping with the repaints I would like to thank: TheBus, Ptterz and Nymppi10

Thanks also to miskajoo, Atte and bussikuski179 for gathering some pictures.

If I forgot to give credits to someone, please let me know.

If you are in the need of some tech support, you can contact me at Discord (volvorider#5784) or then just make a thread at webdisk, however you like.

As for the repaints, there's a template folder that contains some information about repainting the bus.

There is an "AI version", so if you are planning on using the Solaris as an AI bus, please use that version as otherwise the AI can't operate the doors.

Installing:

1. Install V1.0 (if you already have it, ignore step 1)
2. Just like any other OMSI mod, simply move the files to the OMSI 2 main directory.

Credits:

Models:

Multiple new assets, putting the thing together, changing models, re-texturing, re-modelling, fixing, ...: volvorider

Original Solaris Urbino model: Alterr

Original Solaris MEGA PACK creators: CraherPL and Lapka

Many assets from RUHR Urbino and Dusseldorf Urbino (also the cluster texture): Chrizzly

Original SU 15LE model: Sobol

(<https://onedrive.live.com/?authkey=%21AGKsuA0T%2DqrHbVU&cid=A59DCF69B9725977&id=A59DCF69B9725977%2116314&parId=root&action=locate>)

Original MOKI dashboard: gocek

Original Tamware sliding door holders: Fabian13

Stamper enhancement: sjain (<https://fellowsfilm.com/members/sjain.410/>)

Ibis machine, ZF gearbox buttons: Kajott3D/Kajosoft

Original Ster 6MU model and original MOKI computer textures: EuroPoland
(<https://reboot.oms-webdisk.de/file/3219-ster-6/>)

Original USB charger model: SZikl
(<https://reboot.oms-webdisk.de/file/6386-usb-charger-blend-file/>)

Mobitec ICU 602: ._. (<https://reboot.oms-webdisk.de/file/7246-mobitec-icu-602/>)

CCTV cameras: Simon_2002
(<https://reboot.oms-webdisk.de/file/5705-bus-ueberwachungskamera/>)

Sounds:

Making of the sound.cfg, some interior sounds: volvorider

Axle, rattle and some cab sounds: RATTI

Various interior sounds: Sobol

Euro 6 DAF MX11 sounds: Wikary, Pantograv

ZF Ecolife sounds: Morphi

Tamware electric door sounds: NuKeN

Various interior sounds: Chrizzly

IBIS clicking sounds: Kajott3D/Kajosoft

Solaris blinker sounds: citaro2

(<https://reboot.omsi-webdisk.de/file/1008-sounds-fuer-verschiedene-busse/>)

Scripts:

CraherPL, Lapka, Morphi, Alterr, volvorider

Operating the bus:

In order for the bus to start, you must press "E" 4 times, to turn the engine off press M.

IBIS: https://www.youtube.com/watch?v=fLdiUn_SKH8&ab_channel=VolvoRider

Setvars:

Day time running lights (off 0, on 1):

```
[setvar]
drl
1
```

Exterior door lamps (off 0, on 1):

```
[setvar]
osw_zew
1
```

Known bugs/problems:

- Bus sinks down after turning it off/when spawned = As for the bus to get back up, you need to start the engine and it should rise by itself, if it won't then press the red button on the right side

of the dashboard. This is something I would like to get fixed, but so far I haven't been able to do that.

- Lights can't be turned off with keyboard = They can be turned off with keyboard, just press Shift+L.
- Bus has some troubles in snow = This bus is not the best bus to drive in slippery conditions, however using the ASR button on the right side of the dash, will help a little bit in accelerating. One major tip is also not to accelerate with full throttle when it's slippery.
- The AC doesn't work properly = This bus has automatic air conditioning, so the engine has to warm a little bit in order for it to work.
- Front sunscreen is too short = That I will eventually fix one day once I get it animated properly.
- Can't repaint the doors = The doors will be made repaintable one day, but as for now they are not repaintable.
- The template might be a little bit off at some places

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