
CUSTOMIZATION IMPROVEMENTS FOR VOLVO7900

Version 1

APRIL 30, 2022

<https://reboot.omsi-webdisk.de/community/user/8786-ptterz/>

Contents

Intro.....	2
General info	2
Troubleshooting.....	2
Texture changes.....	3
Decals.....	4
Usage.....	4
Installation	4
Fleet number.....	5
Usage.....	5
Installation	5
Interior displays	7
Usage.....	7
Installation	7

Intro

General info

Before installation of any of these features, make copies of your model files if you haven't done so already. There are ready-made model files included for both the original and Morphi's sound mod version as well as those varlists, but if you have installed other mods or made some modifications, you should follow the installation instructions.

Troubleshooting

First, check the included screen captures and see if your tags are in the correct place and order. The placement of tags is very important on the .cfg files.

Also, tag entries must be at the beginning of the row. There may not be any whitespace before them.

If you cannot solve the issue, I'll be happy to help you out. Leave a comment on the mod file page and we'll take it from there. You can also hit me up on Discord if it is easier for you.

Texture changes

The following entries allows you to replace additional textures in .cti files such as information displays.

Copy-paste these to each model (.cfg) file at the beginning with other Textur-Changes. Those marked with '_parked' can be skipped.

These entries are same as what **fOcUs04** uses in their repaints.

```
#####
# Info-Display Left
#####

[CTCTexture]
farbschema_tex100
fahrgastdisplay_L_1.jpg

[CTCTexture]
farbschema_tex101
fahrgastdisplay_L_2.jpg

[CTCTexture]
farbschema_tex102
fahrgastdisplay_L_3.jpg

[CTCTexture]
farbschema_tex103
fahrgastdisplay_L_4.jpg

#####
# Info-Display Right
#####

[CTCTexture]
farbschema_tex110
fahrgastdisplay_r_1.jpg

[CTCTexture]
farbschema_tex111
fahrgastdisplay_r_2.jpg

#####
# ALMEX-Zettel
#####

[CTCTexture]
farbschema_tex99
almex_zettel.jpg

#####
# ALMEX-Startbildschirm
#####

[CTCTexture]
farbschema_tex98
almex_s_0.jpg

#####
```

Decals

Usage

Use setvar 'hide_aufkleber_aussen' to show or hide decals on the outside.

Value	Effect
0	Show decals from file 'V7900_decals.dds' on the outside. (Default value)
1	Do not show decals on the outside.

Installation

1. Open file .\HC_Volvo7900H\Script\visual_varlist.txt
2. Add a new row after the existing entries and write 'hide_aufkleber_aussen' (without the quotation marks) there.

The file should look something like this afterwards:

```
trans_dauer
hide_aufkleber_aussen
```

3. Navigate to .\HC_Volvo7900H\Model
4. Open each model (.cfg) file. Those marked with '_parked' can be skipped.
5. Use Ctrl+F to find section 'Aufkleber aussen'.
6. Add the following entry right after '[mesh]' entry

```
[visible]
hide_aufkleber_aussen
0
```

The file should look **SOMETHING** like this afterwards. This example is from 'model_18.cfg'.

```
#####
Aufkleber aussen
#####

[mesh]
V18_aufkleber_aussen.o3d

[visible]
hide_aufkleber_aussen
0

[mat1]
V7900_decals.dds
0

[mat1_alpha]
2

[mat1_noZwrite]

#####
Klappfenster
#####
```

Fleet number

Usage

Use setvar 'hide_wagennummer' to show or hide the automatic fleet number.

Value	Effect
0	Show the automatically generated fleet number. (Default value)
1	Do not show the fleet number.

Installation

1. Open file .\HC_Volvo7900H\Script\visual_varlist.txt
2. Add a new row after the existing entries and write 'hide_wagennummer' (without the quotation marks) there.

The file should look something like this afterwards:

```
trans_dauer  
hide_aufkleber_aussen  
hide_wagennummer
```

3. Navigate to .\HC_Volvo7900H\Model
4. Open each model (.cfg) file. Those marked with '_parked' can be skipped.
5. Use Ctrl+F to find section 'Wagennummer aussen'.
6. Add the following entry right after '[mesh]' entries 'V1X_wagennr_schwarz.o3d' and 'V1X_wagennr_weiss.o3d'. X is either 2 or 8.

```
[visible]  
hide_wagennummer  
0
```

The file should look something like this afterwards. This example is from 'model_18.cfg'.
(continues the next page)

```

#####
Wagennummer aussen
#####

[mesh]
V18_wagennr_schwarz.o3d

[visible]
hide_wagennummer
0

[viewpoint]
5

[mat1]
DBC_vehno.bmp
0

[mat1_alpha]
2

[useTextTexture]
1

[mesh]
V18_wagennr_weiss.o3d

[visible]
hide_wagennummer
0

[viewpoint]
5

[mat1]
DBC_vehno.bmp
0

[mat1_alpha]
2

[useTextTexture]
2

#####
Raeder
#####

```

Interior displays

Usage

Use setvar 'innenanz_black' to change the text colour of the displays between white and black.

Value	Effect
0	White text (Default value)
1	Black text

Installation

1. Open file .\HC_Volvo7900H\Script\ticketprinter_almex_varlist.txt
2. Add a new row after the existing entries and write 'innenanz_black' (without the quotation marks) there.

The end of file should look something like this afterwards:

```
almex_riegel  
  
innenanz_timer  
innenanz_seite  
innenanz_vis  
innenanz_black
```

3. Navigate to .\HC_Volvo7900H\Model
4. Open each model (.cfg) file. Those marked with '_parked' can be skipped.
5. Use Ctrl+F to find section 'Text-Texture:'.

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6. Scroll to the end of the section and add this new entry for all but 'model_18_trail.cfg' file.

```
<ordinal number>  
[texttexture_enh]  
innenanz_hst  
test  
256  
256  
0  
0  
0  
0  
1  
0
```

For 'model_18_trail.cfg' use this entry instead

```
<ordinal number>  
[texttexture_enh]  
innenanz_hst  
test  
256  
256  
0  
0  
0  
0  
1  
0
```

Replace <ordinal number> with the previous number + 1. E.g., file 'model_12.cfg' should look something like this

```

Zettelschrift 2
35
[texturetexture_enh]
almex_zettel_s2
HC_handschrift
266
128
0
7
28
66
1
0

36
[texturetexture_enh]
innenanz_hst
test
256
256
0
0
0
0
1
0

#####
[LOD]
0.1

```

The ordinal number here is merely for your own help, it does not affect anything. We need this ordinal number later.

If you have not made any previous changes to model files, the ordinal number should be 36 for all except the trail file, and for trail file 9.

7. Use Ctrl+F to find section 'LAWO Innenanzeige'.
8. Scroll down to mesh entry 'V12_fd_text.o3d'.
9. Copy the whole mesh part and paste it right after it. That is, duplicate the entry.
10. On both entries, replace 'almex_ein' in [visible] tag with 'innenanz_black' and set the values 0 on the first one and 1 on the other.
11. Change the value of [useTextTexture] on the latter to that ordinal we wrote before (most likely 36 for others and 9 for the trail).
12. The result should look something like this for 'model_18.cfg'

(continues the next page)

```

[mesh]
Vl2_fd_text.o3d

[viewpoint]
3

[visible]
innenanz_black
0

[matl]
test1_alpha.bmp
0

[matl_alpha]
2

[useTextTexture]
30

Y*-1
[newanim]
origin_from_mesh
origin_rot_z
90
anim_trans
trans_dauer
1.5

[mesh]
Vl2_fd_text.o3d

[viewpoint]
3

[visible]
innenanz_black
1

[matl]
test1_alpha.bmp
0

[matl_alpha]
2

[useTextTexture]
36

Y*-1
[newanim]
origin_from_mesh
origin_rot_z
90
anim_trans
trans_dauer
1.5

#####
Deckenleuchten
#####

```

and for the trail one

```
[mesh]
V18_T_fd_text.o3d
```

```
[viewpoint]
3
```

```
[visible]
innenanz_black
0
```

```
[mat1]
test1_alpha.bmp
0
```

```
[mat1_alpha]
2
```

```
[useTextTexture]
8
```

```
[mesh]
V18_T_fd_text.o3d
```

```
[viewpoint]
3
```

```
[visible]
innenanz_black
1
```

```
[mat1]
test1_alpha.bmp
0
```

```
[mat1_alpha]
2
```

```
[useTextTexture]
9
```

```
#####
Deckenleuchten
#####
```

