
CUSTOMIZATION IMPROVEMENTS FOR ECITARO G

Version 1

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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 K++ matrix 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 **ThomasDD LP** uses in their repaints.

Copy and paste all three boxes one after another.

```
#####  
Additional Textur-Changes  
#####
```

```
[CTCTexture]  
farbschema_IA_1  
21_fahrgastdisplay_R1.jpg
```

```
[CTCTexture]  
farbschema_IA_2  
21_fahrgastdisplay_R2.jpg
```

```
[CTCTexture]  
farbschema_IA_3  
21_fahrgastdisplay_R3.jpg
```

```
[CTCTexture]  
farbschema_IA_4  
21_fahrgastdisplay_R4.jpg
```

```
[CTCTexture]  
farbschema_IA_5  
21_fahrgastdisplay_R5.jpg
```

```
[CTCTexture]  
farbschema_IA_6  
21_fahrgastdisplay_R6.jpg
```

```
[CTCTexture]  
farbschema_IA_7  
21_fahrgastdisplay_R7.jpg
```

[CTCTexture]
farbschema_Werbung_1
fahrgastdisplay_L1.jpg

[CTCTexture]
farbschema_Werbung_2
fahrgastdisplay_L2.jpg

[CTCTexture]
farbschema_Werbung_3
fahrgastdisplay_L3.jpg

[CTCTexture]
farbschema_Werbung_4
fahrgastdisplay_L4.jpg

[CTCTexture]
farbschema_Werbung_5
fahrgastdisplay_L5.jpg

[CTCTexture]
farbschema_Werbung_6
fahrgastdisplay_L6.jpg

[CTCTexture]
farbschema_Werbung_7
fahrgastdisplay_L7.jpg

[CTCTexture]
farbschema_Werbung_8
fahrgastdisplay_L8.jpg

[CTCTexture]
farbschema_pvs1
pvs_display_1.jpg

[CTCTexture]
farbschema_pvs2
pvs_display_2.jpg

[CTCTexture]
farbschema_pvs3
pvs_display_3.jpg

[CTCTexture]
farbschema_pvs4
pvs_display_4.jpg

[CTCTexture]
farbschema_pvs5
pvs_display_5.jpg

[CTCTexture]
farbschema_pvs6
pvs_display_6.jpg

[CTCTexture]
farbschema_pvs7
pvs_display_7.jpg

[CTCTexture]
farbschema_pvs8
pvs_display_8.jpg

[CTCTexture]
farbschema_pvs9
pvs_display_9.jpg

[CTCTexture]
farbschema_almex_zettel
17_almex_zettel.jpg

Decals

Usage

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

Value	Effect
0	Show decals from file '21_decals.dds' on the outside. (Default value)
1	Do not show decals on the outside.

Installation

1. Open file .\HH20_EBus2021\Script\19_visual_varlist.txt
2. Add a new row after the existing entries and write 'hide_aufkleber_aussen' (without the quotation marks) there.
3. Navigate to .\HH20_EBus2021\Model
4. Open each model (.cfg) file.
5. Use Ctrl+F to find section 'Aufkleber aussen'.
6. Add the following entry right after '[mesh]' entries for '21_decals_aussen_1.o3d' and '21_decals_aussen_2.o3d'

```
[visible]
hide_aufkleber_aussen
0
```

The file should look **SOMETHING** like this afterwards. This example is from 'model_21_main.cfg'.

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

[mesh]
21_decals_aussen_1.o3d

[visible]
hide_aufkleber_aussen
0

[viewpoint]
5

[mat1]
21_decals.dds
0

[mat1_alpha]
2

[mat1_noZwrite]

[mesh]
21_decals_aussen_2.o3d

[visible]
hide_aufkleber_aussen
0

[viewpoint]
5

[mesh]
21_decals_aussen_3.o3d

[viewpoint]
5
```


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 .\HH20_EBus2021\Script\19_visual_varlist.txt
2. Add a new row after the existing entries and write 'hide_wagennummer' (without the quotation marks) there.
3. Navigate to .\ HH20_EBus2021\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]' entry '21_wagennr_aussen.o3d'.

```
[visible]
hide_wagennummer
0
```

The file should look something like this afterwards. This example is from 'model_21_main.cfg'.
(continues the next page)

```
#####
Wagennr aussen
#####

[mesh]
21_wagennr_aussen.o3d

[visible]
hide_wagennummer
0

[viewpoint]
5

[matl]
test1_alpha.bmp
0

[matl_alpha]
2

[useTextTexture]
0
.....
```

