

With the Citybus S31x Matrix Mod there are additional styling possibilities, which I will explain in more detail in this manual.

Yard file

*L[]

As with the churaKrueger, the function *L[] is used to link the target with a line.

The whole thing is inserted in the line for the Upper Line matrix.

What is now to be evaluated on the line display is determined between [].

[addterminus_allexit]	
999	← Terminuscode
Betriebsfahrt	← Textur-Change-ID
Betriebsfahrt	← IBIS-Display
BETRIEBSFAHRT*L[1234]	← Matrix 1. Line/Single line; User *L[] here
	← Matrix 2. Line
Betriebsfahrt	← ANNAX Side; Not used!
Blanko.tga	← Rollband-Textur; Not used!
Betriebsfahrt	← Display for the printer, IBIS-2
	← Insertion sign
	← Bitmap Textur
.....	← Optical dividing line

The full matrix supports the bitmap texture in addition to the plug-in sign function.

Since this mod has a different bitmap resolution of 128*64 with 4 display fields, it uses a different bitmap path. To do this, use the folder "VMatrix_Topform" under "Vehicles\Anzeigen\". In this folder there is a template among others, because the left line display can be used separately.

This is also the case in reality when programming the target texts using software.

Repaint

Matrix_Style

With this Setvar command you can choose between 3 matrix configurations.

In the end, only the fonts are decisive, as the resolutions of the respective displays are identical for all 3.

0 = Gorba IBIS Font

1 = LAWO Vestische Configuration

2 = LAWO Standard Configuration

It can be selected in the .cti as follows:

[setvar]

Matrix_Style

0 ← 0 Is always the default and does not have to be specified. Alternatively, it can be 1 or 2.

Matrix_Typ

This command can be used to switch between either Flipdot (0) or LED (1).

0 = FlipDot

1 = LED

It can be selected in the .cti as follows:

[setvar]

Matrix_Typ

0 ← 0 Is always the default and does not have to be specified. Alternatively, it can be 1 or 2.

Matrix_LNR_Kasten

Activates the line box on the left side of the vehicle (driver's side).

0 = Deaktiviert

1 = Aktiviert

It can be selected in the .cti as follows:

[setvar]

Matrix_LNR_Kasten

0 ← 0 Is always the default and does not have to be specified. Alternatively, it can be 1 or 2.

Matrix_Style_Line

Above this, the font for the line is changed.

0 = Normal

1 = Dick/Dünn

It can be selected in the .cti as follows:

[setvar]

Matrix_Style_Line

0 ← 0 Is always the default and does not have to be specified. Alternatively, it can be 1 or 2.
stehen.

The variables "Matrix_Style, Matrix_LED, Matrix_LNR_Kasten, Matrix_Style_Line" are completely independent of each other and can therefore be mixed without any problems.

In Game

In addition to the styling options via the .cti, the line can also display a few symbols.

To do this, enter the following in the Alt menu for the manual line and destination input:

School bus symbol = „gh“ „GH“ oder „gh “

SB Symbol = „SB“ + Line For the line, only the first 2 numbers from the left are taken.

For SB1234, SB12 is written on the matrix.

NE Symbol = „NE“ + Line The same procedure as for the SB.

Vestische Logo = „VEST“ „Vest“ „VST“

New suffixes or what we destination display programmers call SonderLinie, DS001a are also available.

However, these are only used for the maps "Neue Horizonte" and the DLC "Metropol Ruhrgebiet".

Linie + Suffix

000	01	↔	S
000	02	↔	E
000	03	↔	School bus
000	07	↔	D
000	10	↔	Vestische
000	19	↔	SB16
000	20	↔	SB20
000	2_	↔	SB2_
000	29	↔	SB29
000	30	↔	SB30
000	3_	↔	SB3_
000	39	↔	SB39
123	40	↔	RE23
123	41	↔	RB23
000	44	↔	R73
000	45	↔	R74
000	49	↔	SB49
000	50	↔	CE50
000	5_	↔	CE5_
000	59	↔	CE59

000	60	↔	NE1
000	6 ₋	↔	NE ₋
000	69	↔	NE10
000	70	↔	NE11
000	7 ₋	↔	NE1 ₋
000	79	↔	NE20
000	80	↔	NE21
000	8 ₋	↔	NE2 ₋
000	89	↔	NE30
000	90	↔	SB90
000	9 ₋	↔	SB9 ₋
000	97	↔	SB97
000	98	↔	Vestische

Otherwise, the normal suffix codes that are used by default are used.

In addition, the following suffixes are possible:

123	39	↔	SB23
123	40	↔	NE23
123	41	↔	CE23
123	42	↔	RE23
123	43	↔	RB23

123 In the line specification only describes that a combination of line + suffix is possible.

In the conversion on the right-hand side, you can see which digits the numbers are taken from.

No line is taken for 000.

In addition to the suffixes listed, substitute lines are also supplied for the maps "Neue Horizonte" and "Ruhrgebiet".

Substitute lines are called up normally as a line. As soon as there is another character behind the called-up line, the new character is taken over. Otherwise normal display.

As an example, line 613 is displayed as 613 in theory, but because "X13" was programmed for this line, 613 becomes X13.

The following line is replaced (either complete or with symbol):

NE = 2 5 7 9 10 11 14 18 19 21

SB = 16 20 24 25 26 27 28 29 36 49 91

X = 613(X13) 642(X42)

R = 73 74

S = 200

SEV = 940

ES = 911 915 918

-V- = 999