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THE SIMULATION COMPANY

**OMSI 2** Add-on

# Bus Company Simulator

Career & Economy System for OMSI 2



**Manual**

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# OMSI 2 Bus Company Simulator

## Manual

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Add-on for

**OMSI 2 – The Omnibus Simulator**



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## First steps

This Quick Start Guide covers the installation and most important settings of the Bus Company Simulator. You can find the full manual in the installation directory of the add-on.

## Installation

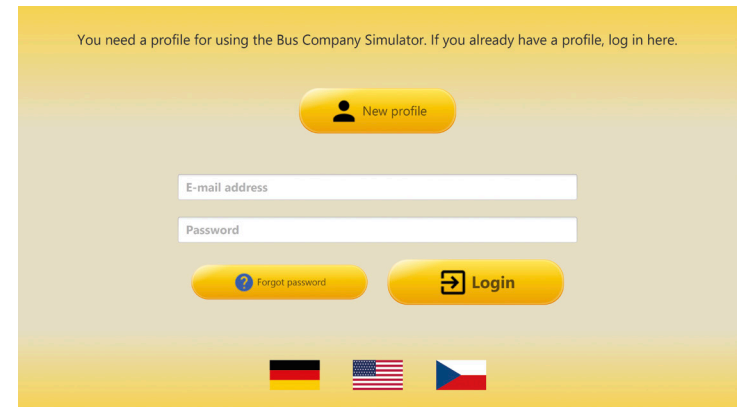
You have to be logged in with administrator rights before you start the installation of "OMSI 2 Add-on Bus Company Simulator". To start, simply insert the CD into your CD drive. In case autostart does not open automatically, double-click on "CD" in the explorer. Select your preferred language in the lower left corner and click on "Installation". After the installation has finished, you'll be presented with information about activating your license. Please read it carefully and follow the steps described to install the add-on. Please note that you need an internet connection for this. Steam and the base game OMSI 2 have to be installed already.

If you have purchased the download version, please open Steam in your library view. Click the button „Add a game..." in the lower left corner and then click on „Activate a Product on Steam...". A new window opens. Follow the steps and enter the product key you purchased when prompted.

The most recent version of Java needs to be installed on the PC in order for the add-on to run.

Important: Since the Bus Company Simulator needs read and write access to the OMSI folder, it needs to be run with administrator rights at all times!

## Set-up



The language of the game can be changed by clicking on the corresponding flag.

When starting the game for the first time you have to create a new profile, consisting of a user name, e-mail address and password. Only the user name will be visible to other players. The password is necessary to protect your profile from unauthorised access as well as for logging in to our Support Centre with your profile. The e-mail address is necessary if you want to reset your password. Make sure you type it in correctly.

If you have already played the Bus Company Simulator before, please log in with your existing profile. You can only create one profile per player.



## Settings

At the first start of the game, the settings window will open automatically. Here, you have to enter the path to your OMSI folder if it has not been detected automatically. You can also enter your OmniNavigation path if you have OmniNavigation installed. The Bus Company Simulator will take this into account and make sure not to open two maps (OmniNavigation and Bus Company Simulator maps) when starting OMSI 2.

## Ignore Lists

In the settings windows you can also edit your personal ignore lists. Simply select all maps, lines, buses and bus models that you have installed but don't like or that don't work on your system so they will be ignored by the Bus Company Simulator. The game will then make sure that you are not assigned any of those maps and buses.

## OMSI 2 Settings

The Bus Company Simulator allows you to edit the OMSI 2 settings in a simple way. Especially new or irregular players of OMSI 2 often have problems finding their way through the complex settings options for OMSI 2. Therefore, ticket sales, quality of graphics and audio as well as AI vehicle density of OMSI 2 can be changed with just one click from within the Bus Company Simulator.

Before your settings are being overwritten by the Bus Company Simulator a backup will be created in the folder "OMSI 2/option\_presets" called "Bus Company Simulator Backup.oop"

## Manage profile

In the lower right corner of the main menu there is a "Manage profile" button. Here, you can change the user name, e-mail address and password of your profile. Note that the user name can only be changed once every 180 days!

Additionally you can reset your in-game progress here ("Reset Singleplayer Career" and "Reset Multiplayer Career") as well as delete your entire profile, thereby losing all your progress.

## Future Features

The Bus Company Simulator will be expanded even after release, based on the wishes of the players. We will enter new suggestions and wishes to a list if they make sense and are feasible. Every player can then vote once for each suggestion on a scale from -5 to +5. This cannot be changed later. Only when a player has casted his vote he can see the total rating from all players for this suggestion. The total rating will only be displayed once there are at least 10 ratings. These votings help us determine which new features players would like to see implemented the most.



# Single player

## Career mode

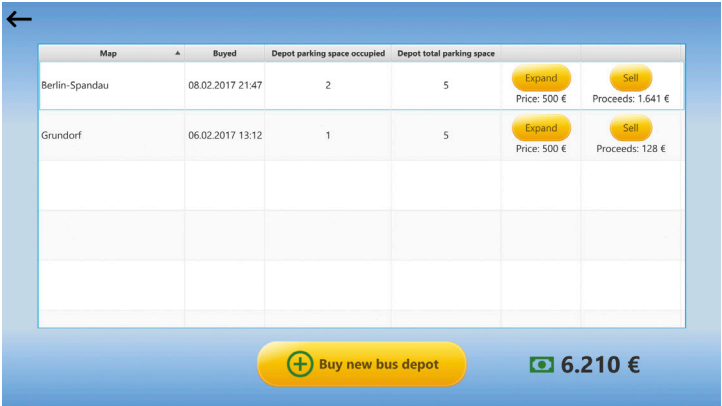


In the single player career mode, you start out as an independent bus driver. At the beginning, you invest your savings into a depot and a bus and try to keep growing.

By completing trips in OMSI, you earn money, which can be invested in other depots and busses. You also need money to maintain your fleet.

By completing tasks that are individually tailored to your career and by taking shifts as a stand-in for virtual colleagues, you can earn career points (CP). These are needed to expand and have a positive effect on your earnings.

## Maps and depots



Once you have selected your first depot on the map in the career mode at the beginning, you start driving in OMSI 2 to earn money. The money you earned can be invested in other depots on different maps. Basically, all maps for OMSI 2 are compatible with the career mode.

At the beginning, each depot has 5 parking spaces, which means you can buy and use 5 buses for this map. Once they are all occupied and you need more buses, you can also invest your money to expand a depot. For each depot expansion, you will receive 5 additional parking spaces in the depot.

It is also possible to sell depots, but only a part of the costs will be refunded. If there are still buses in the depot, the Bus Company Simulator will ask to which depot each bus should be moved.



## Fleet

For each depot, you can buy as many buses as you need (assuming you expand your depot if necessary). This way, your fleet will get bigger and bigger. Before starting your shift on a map, you must choose a bus from the depot of the map to drive your shift with.

When buying a bus, you can choose to buy a new or a used bus. If you decide to buy a new vehicle, you can choose any bus you have installed. In principle, all buses are compatible with the Bus Company Simulator. For used buses, there are always different offers, which are generated by chance and valid for a maximum of 24 hours. Thus, there are only certain buses available at different prices. The mileage is, of course, much higher for used buses than for new buses.

The colour and license plates of your buses can be customised by spending a small amount of virtual money. Your buses use up fuel while driving and can be damaged in the event of an accident in OMSI 2. Even without an accident, it is possible in rare cases that a part of one of your buses can be defective (with used buses, the probability is higher than with new buses). You must therefore refuel your buses regularly and repair them if necessary.

It is also possible to sell buses, but only a part of the costs will be refunded.

## Finances

Time	Description	€
02.01.2017 20:32	Credit rate	-353
02.01.2017 20:32	13:02:00 - 13:17:00 (Line: 19 - 29) Dieselstraße - Holdau Postamt (Umlauf: 3)	706
02.01.2017 16:39	Exam fee	-309
18.12.2016 20:33	New bus O53Q2D-Mjm447HLAGIE2JZF FH CH 8739	-3597
18.12.2016 20:32	New depot Grundorf	-587
13.12.2016 17:53	Bus repair Left blinker	-28
13.12.2016 17:52	Credit rate	-1335
13.12.2016 17:52	11:03:00 - 11:30:00 (Line: 25_35) Eichstedt - Diakonissenkrankenhaus (Umlauf: 3520)	2669
13.12.2016 17:17	Exam fee	-273
13.12.2016 13:50	Credit rate	-558
13.12.2016 13:50	08:06:00 - 08:27:00 (Line: 25_35) Diakonissenkrankenhaus - Breitwehr (Umlauf: 2500)	1115
13.12.2016 13:22	Exam fee	-273
13.12.2016 13:18	New bus O405G RN-WD 18	-8595
12.12.2016 22:00	Credit rate	-560
12.12.2016 22:00	18:10:00 - 18:21:00 (Line: Hettstedt - Burgdorf (140, 141)) Alter Markt - Burgdorf (Umlauf: 140/141 - 1)	1119
12.12.2016 18:28	Credit rate	-1007

Keep an overview of your income and expenses. This is where each transaction in your account is logged.

If you lack money for an important investment, you can take out a loan with 10% interest. The loan is then automatically repaid: Whenever you complete a tour, half of the earnings will be used to repay the loan.

As soon as you have enough money, you can pay a loan off in one go.





## Career points (CP)

In career mode, you cannot only earn money by completing trips, but also earn career points (CP) by completing tasks.

Task examples:

- Sell “x” tickets
- Achieve a passenger satisfaction of “x” %
- Travel “x” tours without being too early

In addition, you will find a daily list of tours of virtual colleagues who are looking for a substitute. If you drive these tours, you receive a few CP as a bonus in addition to your normal salary (the longer the tour, the more CP). However, there are no disadvantages if you do not drive these tours.



In the picture, you can see what you can buy with your CP. On the one hand, you can increase the limit for possible maps and buses. Earning CP therefore is important to be able to expand! In addition, you can also use the CP for an experience bonus, which has a positive effect on your salary. With an experience bonus of 100%, your salary will double!

You can also earn a workshop bonus with the CP. As a result, bus repairs in case of a defect take less time.

Once you have earned 100 CP, you also have the option to convert your virtual money into CP.

## Tests



On all the maps on which you have built a depot, you can drive all lines from the beginning. In addition, there is the possibility to take a test trip for a certain line. This costs a one-time fee depending on the size of the line.

The test can then be driven with a bus of your choice from your depot.

At the end of the test trip, you will receive an evaluation as with any normal tour. The better you score in your test drive, the bigger the bonus that you can earn for future tours on this line. So if you pass the exam with 100%, you will double your salary on this line. The test can be done as often as you like to try to improve the bonus.



## Free play

In the free game, you benefit from all features of the Bus Company Simulator (e.g. OMSI overlay, evaluations, speed cameras (without tickets), map with navigation system) but you play without an economic system. At the beginning, you simply choose a map, a bus and a tour. After selecting the starting point and the Hof file, OMSI 2 is started and you are already sitting in the bus and can start driving. At the end of your tour, you can go on as many other tours as you like. In the free game, there are no currencies and businesses.

## Ranking

With the ranking list of the single player, you can compare yourself to other players. The more CP you earn in the career mode, the higher you rise on the ranking list. However, when you spend CP, you do not lose your ranking on the list! It does not count how many CP you have at a given moment, but how many CP you have already earned up to that point.

## Multiplayer

### Gameplay

In the multiplayer game mode, you work with other players in virtual companies. Each company has its own, freely accessible premises. This was implemented with the Unreal Engine 4 incl. multiplayer support, i.e. all players can see each other on the premises.

At the beginning, each company gets a main building (office space and depot with 20 parking spaces) as well as a workshop. Once a company has earned enough money, it can buy additional depots with 20 parking spaces built on the premises.

The buses of the company are also displayed on the premises in the depots. The employees can go to the buses to carry out inspections / maintenance / repairs or to start a shift. You then drive them in OMSI 2.

### Time difference

Unlike singleplayer, multiplayer is always driven in real-time (CEST), which means that the time is always the same for all players of a company. However, companies can also set up an optional time shift. For example, a company can reset the time by 6 hours, so that it is 12pm in the game when it is actually 6pm CEST. One reason for this may be that the owner of the company wants to adjust the operating time to the time zone of his place of residence or that most employees of the company only have time to drive at night but still want to drive in OMSI during the daytime.



## Being an employee of a company

Before starting your own business, you must have earned a corresponding seed capital and completed certain training courses. To earn money and gain experience, you must work as an employee for existing companies.

### Application to a company

As long as you have the required rank, you can apply at any company. Your decision as to which company you are applying at can depend on the payroll, the repair fees, the time shift and the company description.

There are public and private companies in the Bus Company Simulator. In the case of public companies, please click on "Application" and you will be hired immediately if you are not registered on the company's blacklist. For private companies, you will be shown a text by the company owner which tells you what you have to do for the application. Applications for private companies must be accepted manually, which can usually take a while. If you do not work for a company yet, but want to play immediately, we therefore recommend you apply at a public company.

### Entering a company

Once you have been employed by a company, the 3D premises open and you can enter. When entering a business for the first time, you start at the parking lot. Follow the signs to the main building to get to the office space. In the office, you can push "E" to use a computer. Here, you can access the elements described in section 3.3.

### Shift plan

To earn money, you must drive tours for the company. Go to the shift plan in the office and press "E".

## Computer - private mode

### Finances

Here you will get an overview of your account and all your transactions. You can also view and pay your outstanding invoices. Check regularly to see if you have invoices and pay them at an early stage so that you do not have to pay any reminder fees. If an invoice is not paid within one week, you will receive a warning as a reminder in your mailbox.

### Rank

Here you see your current rank as well as the requirements for the next rank. In order to ascend in rank, you need money, experience points and a certain number of different permits. If all requirements are met, the rank can be increased. Please note that the cost of a rankup is deducted from your account, but the experience points are retained.

With each rank, your experience bonus (additional money for each completed ride) increases by 5%. Furthermore, the maximum number of different permits that you can earn increases with each rank as well. There is always a certain rank needed for training and the application at certain companies.



## Fleet

Here you can get an overview of the company's fleet. You will always see all the buses in a depot. Use the arrows to the left and right to switch between the individual depots (on the left, you will get to the overview of the workshop). The buses are all marked in colour. The meaning of the colours:

- Green: No damage on this bus has been reported (which does not mean that the bus really does not have any damage) and there is no maintenance work scheduled, either.
- Orange: Damage to the bus has been reported, which may have to be checked. Nevertheless, the bus can still be used for tours.
- Red: Serious damage has been reported on the bus or urgent maintenance work is required. A bus ride is not possible.

To get more details about a bus, simply click on it. In the detail window, you can see the name, manufacturer, number plate, repaint, tank, mileage, capacity, the number of trips completed with the bus within the last 30 days, as well as its last driver. In addition, you can see the status of the bus, i.e. whether damage on the bus has been reported and whether there are pending maintenance tasks.

If you are a business owner or have the rights to sell buses, you will also see the purchase price of the bus and the amount that has not yet been paid if the bus was purchased through a loan. With appropriate authorisation, you can pay the remaining instalments, if any, in one go. In addition, you can also sell the bus, but the company receives only part of the purchase price for it. The exact amount depends on how much value the bus has lost. The longer the bus has been in operation, the less money the company gets back when selling it. Before the bus is sold after clicking the "sell" button, the loss in value and the selling price are displayed and must be confirmed.

The management of the buses through this form is explained in chapter 4.

## Experience points

Time	Description	EP
29.04.2017 12:27	Drive 85 tours without early departures	16
29.04.2017 12:24	Sell 365 tickets	3
06.04.2017 17:47	Drive 375 kilometers	19
20.03.2017 13:06	Drive 60 tours without early departures	4
20.03.2017 13:06	Drive 63 tours without hitting pedestrians	5
17.03.2017 16:59	Bonus tour: Ahlheim, Laurenzbach, Line: 27 Osterfelder Markt - Heide Mitte, Circulation: 1 Tour ID: 76	4
27.02.2017 22:58	Achieve a passenger comfort rating of 91 %	13
15.02.2017 16:03	Sell 250 tickets	4
15.02.2017 16:02	Drive 56 tours without early departures	8
15.02.2017 15:59	Drive 46 tours without hit and run	7
15.02.2017 00:34	Repair Engine - AGG 300 (AG-G 3000)	1
14.02.2017 23:52	Repair Right taillight - AGG 300 (AB-CD 1234)	1
14.02.2017 23:15	Repair Electronics - AGG 300 (AB-CD 1234)	1
04.02.2017 15:18	V-belt change - Gelenkbus (BC-DE 523)	1
04.02.2017 15:16	Oil change - Gelenkbus (BC-DE 523)	1

← Experience points

★ 214 EP

Rank 1 [Ranking](#)

Earn EP

Task	Progress	EP
Achieve a passenger satisfaction of 95 %	72	10 EP
Stop at 830 stations	686	15 EP
Achieve a driving style of 41 %	35	6 EP
Drive 101 tours without hit and run	91	10 EP

Each player can earn experience points (EP) in multiplayer. These are required for rankups and are permanently preserved. You can use the ranking list to compare how many EP other players have accumulated.

There are several ways to earn EP:

1. Completing tasks for your career.
2. Carrying out repairs or maintenance work on buses.
3. Driving a bonus tour: Every day, 50 bonus tours are available on the company's maps, which each can be driven by an individual player who receives a few EP depending on the length of the tour.

As in multiplayer, all tours have to be driven in real-time (or rather during the operating time) and there is also the possibility to reserve up to 3 bonus tours per day. By reserving a bonus tour, however, the player commits to driving it. Otherwise, a fine has to be paid.



## Substitute points

Time	Description	VP
21.03.2017 11:38	Ahlheim, Launzsbach, Line: 811 SLZ, Launzsbach Hauptbahnhof - SLZ, Denehofen Markt, Circulation: 4 Tour ID: 130	-8 VP
23.03.2017 11:28	Ahlheim, Launzsbach, Line: 19 - 29 Hofbau Postamt - Kronprinzessstraße, Circulation: 12 Tour ID: 128	2 VP
22.03.2017 10:38	Gladbeck, Line: 222 Gf. Saar-Bathaus - Mari Mitte, Circulation: MO-FR 2 Tour ID: 119	-5 VP
17.03.2017 16:31	Ahlheim, Launzsbach, Line: 27 Osterfelder Markt - Heide Mitte, Circulation: 1 Tour ID: 76	-4 VP
17.03.2017 15:25	-120 €	6 VP
17.03.2017 15:18	Ahlheim, Launzsbach, Line: E82 Wakkenmannplatz - Schnatenberg, Circulation: 2 Tour ID: 72	-6 VP
17.03.2017 15:14	Ahlheim, Launzsbach, Line: 818 Kortbausen - Quellgrund, Circulation: 2 Tour ID: 65	-4 VP
17.03.2017 15:14	-80 €	4 VP
17.03.2017 15:04	-40 €	2 VP
	Ahlheim, Launzsbach, Line: 22	

**25 VP**

Rank 16 **Ranking**

Earn VP by driving canceled tours from other players. You need the VP to cancel assigned tours and avoid a penalty.

At the beginning, each player has 50 SP. If a player does not have enough time for an assigned shift, he can cancel it. This costs a few SP, depending on the length of the tour. Other players can then take over the shift, earning the SP the driver has paid for the cancellation. You can cancel shifts, even if you do not have SP, but this costs (virtual) money.

In the long term, this means that you can cancel shifts without problems and penalties as long as you compensate by taking on shifts other players have cancelled. On the other hand, too many cancellations of shifts lead to fines to avoid that too many tours are blocked by players, which they ultimately do not end up driving.

In addition, there is also a ranking here to compare yourself with the other players.

## Trainings

**182.310 €**

Rank: 4

**Maintenance** 57%

**Repair** 55%

**Others** Fertig

Task	Progress	Status
Detect indicators	5 / 5	Complete
Repair indicator	7 / 10	In Progress
Detect lights	5 / 5	Complete
Repair lights	3 / 10	In Progress
Detect windshield wipers	5 / 5	Complete
Repair windshield wipers	9 / 10	In Progress
Detect heater	3 / 5	In Progress
Repair heater	9 / 10	In Progress
Detect doors	3 / 5	In Progress

**Repair lights 4**

Costs: 3.375 € ✓

Required rank: 5 ✗

Repair broken lights in 16 instead of 18 minutes.

Highest level: 1 minute

**Do training**

In the Bus Company Simulator, buses must be maintained and repaired in case of defects. These tasks can also be undertaken by the employees themselves if they have attended the corresponding advanced training. This saves the company additional costs and helps the player gain experience points.

Buses can also be destroyed due to wear and tear or accidents. If an OMSI player detects a damage to his bus, he can report it at the end of the tour. It can then later be checked in the depot to find out if the reported part of the bus is actually defective. For this, a short mini game has to be played, which gets easier depending on the level of advanced training. With the advanced training level 5, parts on the bus can be checked without the mini game.

In order to be trained, the player must have a certain rank and pay the fee for the advanced training. The more repairs a player performs, the faster he can repair defective parts. Checking a bus for defective parts is possible anywhere in the depot, but for a repair, the bus must be taken to the workshop.

In addition, there are training courses for finance, disposition and personnel management. These are required to start your own company and to access the corresponding areas in the computer's



company view. Employees who have completed these trainings can be given access to the finances, disposition and personnel management of the company; either by the owner or an authorised person, to support the operation in these areas.

## Authorisations

For each map and bus, you need a permit. Every permit has to be obtained only once and is valid permanently and in other companies as well. The maximum number of different permits is limited by your rank. This limit can be increased through a rankup, for which you must have obtained a certain number of permits among other things.

To obtain a permit for a map, go to the shift plan and start a spontaneous tour on a map for which you do not have a permit yet. The bus operating simulator will then inform you how much the attempt to obtain the permit will cost and about the criteria for receiving it. You will then have to drive out the tour on the map as good as possible.

In order to obtain a permit for a bus, you have to drive a tour on a map of your choice with a bus for which you do not have a permit yet. The Bus Company Simulator will then inform you how much the attempt to obtain the permit will cost and about the criteria for receiving it.

If you start a tour on a map for which you do not already have a permit and with a bus you do not have a permit for either, you will be given both permits after successful completion. The cost of attempting to obtain a permit will be deducted as soon as you start driving the bus in OMSI 2; regardless of whether or not you will actually complete the tour successfully.

## Time management

Here you can enter at which time you want to be assigned real time shifts. A dispatcher of the company can then assign you shifts for these periods. The allocation of a tour through a dispatcher must take place no later than 12 hours before departure; allocations at short notice can therefore not be taken into account. The earlier a tour is

scheduled, the higher the disposition bonus, which increases the remuneration of the trip.

To schedule a tour, you have to click on the calendar day, enter the time from when to when you would like to drive and then click on the “Add shift” button. The specified time corresponds to the operating time. Please take this into account, if it deviates from the real time in your country!

You can specify up to five timeframes per day. With the slider at the bottom of the form, you can also indicate up to how many minutes you want to drive that day. This way, you can specify your preferences very precisely, e.g. you can state that theoretically you have time from 6 pm to 10 pm and would like to drive for one hour during this timeframe. In addition, you can enter an annotation for the dispatcher each day to indicate specific requests (maps, lines and buses). Click on the “Save” button to confirm your shifts.

## Mailbox

The mailbox in the Bus Company Simulator works similarly to an email mailbox: you can write and receive messages and reply to other players. Unread messages in the inbox are highlighted in bold. In the outbox, the messages marked in bold have not yet been read by the recipient.



When you create a new message, you can choose to send the message to a particular company, a person or any other player. A message that you send to a company will arrive in its mailbox and can be answered by anyone who has received access to it from the business owner. When a message is sent to a specific employee of a company, the player receives the message in his private inbox. If you want to send a message to a specific person, you must specify the user name. After you have entered the first letters, you will be presented with suitable users. As soon as you have selected a valid recipient, a flag will appear on the screen to help you see which language the recipient has set.

### Statistics

Here you can track your account, your revenue and expenses in the long term. The data can be arranged by days, weeks and months.

### Operating mode

Use this tile to enter the operating mode of the computer. This is explained in the following chapter.

## Computer - operating mode

The operating mode is accessible to all employees but, depending on your authorisation, some tiles are hidden from you if you are not the business owner. Here you can find the explanation of all tiles of the operating mode. The explanations are mainly addressed to company owners.

### Personnel

Here you can get an overview of your staff. You can see every employee and when he has completed his last tour, how much income the business has already generated through him and how much repair costs he has caused the business. For more information (rank, driver data, etc.), simply click on an employee in the table. You can now perform various actions:

- **Change designation:** You can assign an individual designation to each employee (e.g. workshop manager or dispatcher). This designation can be seen by all players of the company.
- **Rights management:** Here you can set the rights of the employees in this company.
- **Statistics:** Here you can find even more detailed statistics on the tours of the employee. For each map, you can separately track the revenue; the accepted, cancelled and completed trips; punctuality; traffic accidents and injured pedestrians. In addition, you will find an activity diagram of the employee (mileage travelled in kilometres per week).
- **Training:** You can not only see which training courses the employee has already completed, but also provide him with further training. This has a positive effect on the company as well, since he can then quicker repair defects and perform maintenance work. The respective employee will then receive a notification in his inbox.
- **Bonus payment:** At your own discretion, you can make bonus payments to your employees. The fee for this is 25% of the bonus amount. In addition, all bonus payments to this employee will be displayed with all details. After you have issued a bonus payment, you can enter the reason for it into a text field. The reason is then listed in the employee's financial log.
- **Fire:** Use this button to fire an employee from your company. Please note that this employee can subsequently still apply to your company. If you do not want this, you also have to blacklist the employee in the operating settings.
- **Edit Notes:** Write notes about an employee and save them by clicking the "save notes" button. The Bus Company Simulator automatically ensures that no more than one player can edit an employee's notes at the same time so that you cannot override their text.





In the case of private companies, open applications can be processed here as well. For each application, you can see the user name of the player (and possibly his user name before he last changed it), whether he has ever worked for the company, what he wrote in the application field and what rank he has. In addition, you can also take a look at the trainings the applicant has completed. When accepting or rejecting an application, an automatic message is sent to the applicant's inbox, which you can configure in the operating settings.

Finance: Invoices, loans, insurance and tax statements

Finances		
Time	Description	€
06.04.2017 09:58	Tire replacement - SD200 - SD77 (BN SD 77) Instructed by: (jPeDePe) Philipp	-500 €
05.04.2017 20:13	Repairer Left headlight - 0405N <sup>2</sup> - kompl. Vollmatrix (AB-CD 1234) Instructed by: (jPeDePe) Philipp Responsible person: (jPeDePe) Philipp Costs: 60 €; Repair share: 39 % Company: 37 €, Responsible person: 23 €	-23 €
05.04.2017 09:54	Tax evasion Indicated revenue: 1521 €, Actual revenue: 2521 € Indicated expenses: 53124 €, Actual expenses: 31245 €	-23879 €
03.04.2017 17:34	Credit rate	-230 €
02.04.2017 03:05	Insurance costs	-300 €
01.04.2017 22:58	(jPeDePe) Philipp Altheim, Laurenbach, Line: 28 Osterfelder Markt - Altheim Hauptbahnhof, Circulation: 2 Tour-ID: 544 Paid taxes: 39 €	375 €
01.04.2017 21:48	New bus SD200 - SD77 8-CT 8430 (jPeDePe) Philipp Reinhardshausen, Line: 11, 61 Hauptbahnhof - Reinhardshof, Circulation: 112 Tour-ID: 543 Paid taxes: 120 €	-8535 €
01.04.2017 20:42		482 €
01.04.2017 03:07		-4 €

Each company can access an overview of its finances through the detailed financial log. Services such as tire change, oil change or repairs are not deducted directly from the account. Instead, the company receives an invoice, which must be paid within 7 days. If an invoice is not paid, the company receives a reminder in the mailbox. After 3 more days, a penalty will be imposed, which will be deducted from the account together with the invoice amount.

Companies have the possibility to take out loans. First select the amount you want and then you can request loan offers. The maximum loan amount depends on the income of the business in the last month and on its number of buses. Loan offers are always different

and vary in duration and interest rate. You must decide which credit offer suits your needs best.

It is also possible for companies to take out insurance. This will pay a part of the costs in case of upcoming bus repairs. There are always various insurance offers available, which change after 1-2 weeks. It is your job to find the most appropriate insurance for your business (regarding coverage, cost and duration). The duration of an insurance is generally 2-5 weeks. If not terminated by you or an authorised employee, the insurance is automatically renewed.

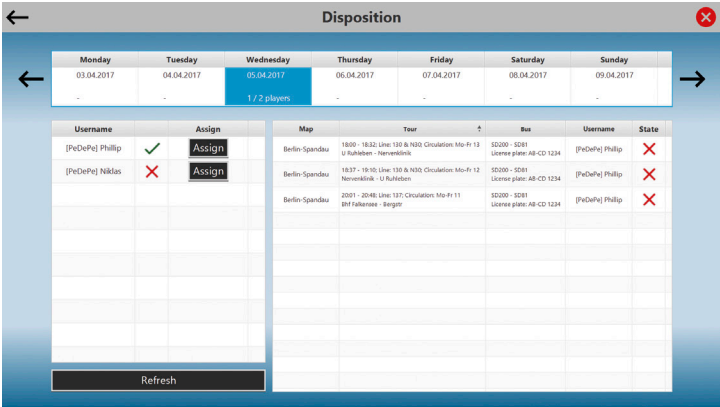
Once a month, every company is obliged to report its revenue and the expenses of the last month in the form of a tax declaration to the tax office. On this basis, the taxes for this month are calculated. In order to avoid a very high tax bill every month, each company has a separate account for tax reserves. A percentage you set is automatically used as a tax reserve. If a company has more tax reserves than it has to pay taxes for the respective month, the surplus reserves are disbursed.

If you make wrong statements about the revenues / expenses of the business, you will save money, but can get a high penalty for tax evasion. The higher the deviation of your information from the reality, the more likely it is that the financial authority will get wind of it.

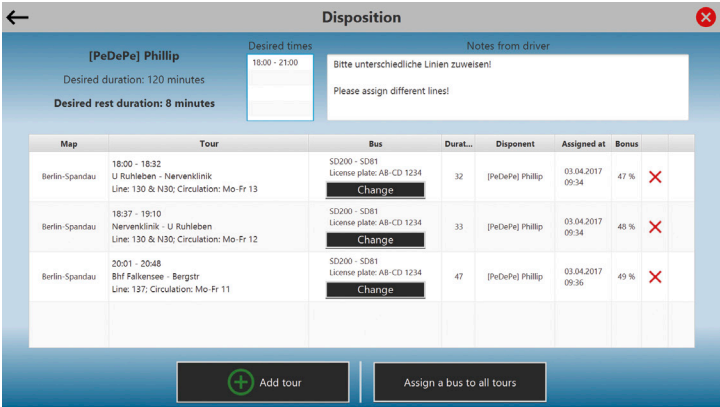
Scheduling

You and the eligible employees can schedule tours for players who entered a time when they are ready to take on shifts. In the weekly overview, you can see on which day there are still players waiting for a shift. If you click on the day, you will see a list of players with a red cross or a green checkmark on the left, which depends on whether they have already been assigned tours or not. To the right, there is a list of all the tours planned on this day, which also includes the spontaneous tours of your employees. Using the status, you can see whether the respective tour has already been completed or not.





When you click on the “schedule” button next to an employee, a new window will open where you can see the possible timeframes, the desired duration and the comments of the driver. Use the “add tour” button to assign a new tour to the driver’s shift plan. Select the map and optionally the line and a circuit. Please note that you can only select maps for which the company has a concession and which the player has installed. All the tours that fit into the driver’s timeframe are then displayed. After assigning a tour, the info line in the middle updates to display the start and the end of the shift, as well as the remaining desired duration for the day. The earlier a tour is assigned in advance, the higher the shift bonus, which ensures more money for the completion of the tour for both the company and the driver.



After assigning tours, you can also assign a bus to the player. The bus will then be reserved for the player and cannot be used by other employees for spontaneous shifts within this timeframe. In the case of closely scheduled consecutive tours, it is not recommended to assign different buses, so in most cases you will need the “assign a bus to all tours” button. Select the depot and then the bus you want to assign to the player for these tours. Click on a bus in the table to see if it has already been assigned to another player for other shifts on that day. Overlaps should absolutely be avoided! Again, you can assign only the buses that the player has installed.

### Maps and concessions

Here you will find an overview of all maps for which the company has a concession. To get an overview of the profitability, you will also see the number of shifts, the revenue, punctuality and number of traffic accidents for each map. Click the “Buy New Concession” button to purchase the concession for another map. A concession is always valid until the end of the calendar month. The price depends on the size and demand of the map. The more companies have acquired a concession for a map, the more expensive it becomes in the following month.



In order for a concession to be sold to your company, it has to pass an operational assessment. The operational assessment and its composition can be found in the company's statistics. The more concessions a company has, the higher and better the operational assessment must be for a new concession.

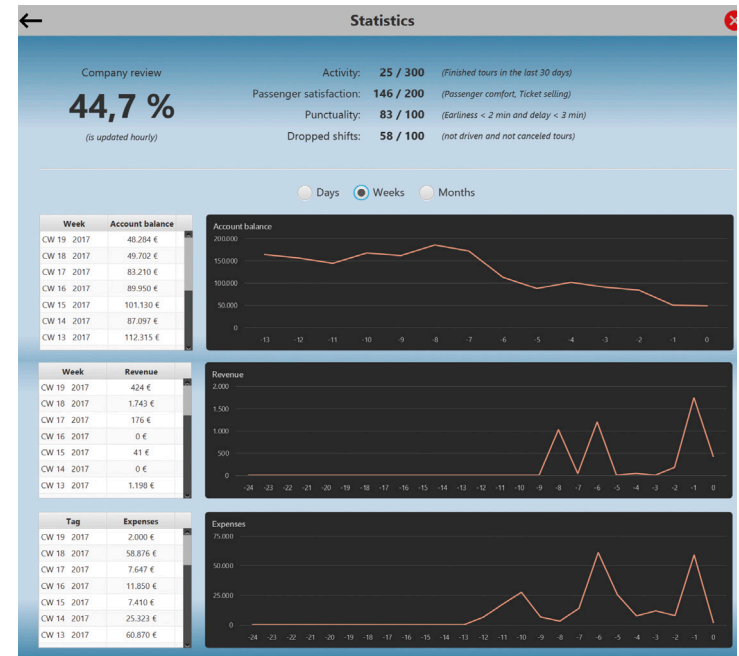
On the 21st of each month, the price for the following month is determined based on the demand for each map. From this point onwards, you have the possibility to extend the concession for the corresponding price or to let it expire at the end of the month.

## Company mailbox

Here, all messages sent to the company are received. These can be sent both by players or by the system in regard to main inspections or reminders. You can use the rights management to determine which employees have access to the company's mailbox to read these messages and, if necessary, to respond to them.

## Statistics and operational assessment

In addition to the operational assessment and its exact composition, you can also track the account balance, revenue and expenses of the business in the long term. The data can be arranged by days, weeks and months.





## Company settings

Configure the company according to your wishes and a promising concept. The following settings can be customised:

- Name of the company: Changes are possible every 30 days.
- Payroll: Here you can determine how many percent of your employees' revenue is transferred to the company account. Changes are possible every 7 days.
- Repair rate: If a driver causes an accident, the bus must be repaired if necessary. Enter here the percentage of the repairs that the responsible driver must pay. Changes are possible every 7 days.
- Affiliations with other companies: If you decide to connect your business to the other companies, each tour is only available once. This means that it is not possible to drive any tours that are already taken on by employees of other affiliated companies. For other companies, it will not be possible to drive any tours that are already taken on by your employees, either. The advantage of affiliated companies is that you can act as a stand-in for each other's cancelled shifts. This function creates more competition and increases the reality factor. Changes are possible every 7 days.
- Time shift: Here you can set the operating time in regard to CEST. You can adjust the operating time to the real time of your place of residence. Changes are possible every 7 days.
- Company mode: Select a company mode.
  - Public: All players (except those on your blacklist) can apply at the company and are hired immediately.
  - Private: Applicants can write a text and have to be accepted manually; either by you or by an authorised employee.

Changes are possible at any time.

- Required rank for application: Here you can adjust which rank the players need to apply to your company. Generally, you can

choose between rank 1 and 20. However, the system can also set the minimum rank for your business. This depends on the number of employees of all companies compared to your company and prevents the employees from spreading too irregularly to existing companies, since new companies would otherwise have little chance of hiring new employees and thus to exist for a long period of time. The players can therefore only unlock "larger companies" by ascending in rank. As a result of this regulation, there is no general employee limit for companies.

- Company description: Each company needs a description, which can be read by all employees before the application. Try to make a good impression in the description to attract new employees. Without a description of your business, your company is not listed in the application form for employees.
- Application notes (only for private companies): Please type in the text, which will be displayed to applicants who would like to apply. Applications must be accepted manually.
- Message: Application accepted (only for private companies): The message you enter here will automatically be sent to all applicants whose application has been accepted.
- Message: Application rejected (only for private companies): The message you enter here will automatically be sent to all applicants whose applications have been rejected.
- Company logo: Here you can upload any logo in jpg, png or bmp format. The logo and the name of the company are displayed in the application form. In addition, all drivers on the map are displayed with the company logo during their tours.
- Blacklist: The blacklist is used to add players who are to be excluded from the company. Players on the blacklist can no longer apply to the company. To add a player to the list, you must enter the exact user name. The exclusion from the company remains active, even if the player changes his user name.



## Private mode

Use this tile to enter the private mode of the computer (see chapter 3.3).

## Shift plan

Go to the shift plan in the staff area in the office on the company premises and press “E” to start a tour. You now have the choice between different types of tours.

## Spontaneous tour

Here you can immediately drive a tour of your choice. Select a map and you will see which tours are available on it. Please note that not all tours are offered if you do not have a permit for the map, yet. If you bindingly accept a tour, it will be blocked for the other players of the company. If you cannot drive the tour, you must cancel it in due time. In the table “Your Assigned Tours” in the shift plan overview, you will also find the spontaneous tours that you have accepted. The “Drive” and “Cancellation” buttons are displayed only if it is not too early or too late for it. You can start tours half an hour before to 15 minutes after departure. Tours can be cancelled up to 10 minutes after the planned departure.

## Bonus tours

Each company has 50 bonus tours per day, which can be driven by one employee each. If you drive a bonus tour, you will get some experience points (depending on the length of the tour). Since the bonus tours have to be driven in real time (operating time), each player can reserve up to three bonus tours per day. He thus bindingly agrees that he will drive the tours. Otherwise, he has to cancel them in due time in order to prevent a penalty payment.

## Stand-in tours

Stand-in for players who had to cancel their shifts and receive the VP the player paid to cancel the tour. All tours cancelled by other players (who work for an affiliated or other companies) and for which a stand-in is still possible appear in the table. Often, these tours are very short-term and can lead to delays.

## Assigned tours

If you have entered at which time you want to take on shifts, a dispatcher may have assigned you certain tours. These must be driven in real-time (operating time), as well. If you do not have time to do so, you must cancel the tours to avoid a penalty.

After you have selected a tour, go to your assigned bus and press “E”. For spontaneous tours, you can choose a bus of your choice.



## Bus management in multiplayer

In order to manage buses or to view the status of a bus, you must either click on it in the fleet view on the computer or go to the bus on the company premises and press “E”.

## Changing the number plate of a bus

The number plate can be changed at any time (as company owner or with the appropriate authorisation). This costs the company 50€ and takes 60 minutes, which means that the bus will not be available for an hour.

## Repainting a bus

Buses can only be repainted in the workshop. If necessary, the bus has to be placed in the workshop with the “get bus to the workshop” button. A corresponding authorisation is also required for this.

Since many similar looking buses of the same model are displayed on our company premises, the change of the repaints indicates the model with which the bus is displayed on the company premises. The repaint of the bus in OMSI 2 and the repaint on the company premises can be set separately. The change of the repaints corresponds to the revarnishing of the bus and therefore takes a few hours, during which the bus must remain in the workshop.

## Refuelling buses

With each drive, the bus loses fuel. It therefore has to be refuelled regularly, which is only possible in the workshop and with the appropriate authorisation. The refuelling of a bus cannot be done at the computer, which means that to fuel a bus, you have to go to the workshop in person, press “E” and then press the “Refuel” button. The bus is then refuelled bit by bit, until you stop the process. Once you are done, an invoice is issued to the company.

## Checking and repairing a bus

Accidents and, in rare cases, even wear and tear can result in broken parts. If a player can see a defect on the bus while driving in OMSI 2, he can report this at any time via the OMSI overlay.

## Checking the bus for damage

Click on the “Damage” button in the details window of a bus to get a list of the reported damage. Using the table, you can see which damage has been reported, by who and when it has been reported as well as whether it has already been checked. A bus can be checked for damage at any time, but only on-site and not on the computer.

Click on the “Check” button next to the part of the bus you would like to check. This is only possible if you have already completed a corresponding training to check this part. A short mini game will open, which you must complete successfully in order to complete your inspection. As soon as you have reached the advanced level 5 for this type of inspection, you can also check it without a mini game. After your inspection, you will see either a green time stamp which means that this part is ok or a red “defect” message.



## Repairing a bus

Click on the “Damage” button in the details window of a bus to get a list of the reported damage. The bus can only be repaired if the damage has been reported, but reported damage does not necessarily mean that there is real damage. It is therefore advisable to check the reported damage before the repair (see above). If the reported damage proves to be true, the bus must be taken to the workshop which offers a total of 20 parking spaces. To get a bus to the workshop, simply click on the button “Get the bus to the workshop” in the details window of the bus and then select on which parking space the bus is to be parked in the workshop.

There are two possibilities to repair the damage:

1. Select the bus on the computer and commission an external mechanic to repair the bus. This is the easy and uncomplicated option as you do not need any advanced training and do not have to go to the bus in person. However, since an additional mechanic is commissioned, the costs for the repair are higher.
2. You or any other employee of the establishment personally go to the bus and repair it. This requires a corresponding advanced training but it is cheaper and, depending on the ability of the player, it might also be faster than hiring a mechanic. Furthermore, by performing the repair himself, the player also earns experience points.

A player can only perform one repair at a time, but different players can carry out several repairs on the bus simultaneously. For example, if a bus has three defects, up to three players can repair one of the bus's failures at the same time so it takes less time.

Depending on the type of repair, this can still take several hours. The player who performs the repair must therefore not be on the bus during the whole time of the repair. Here, realism was dispensed with in favour of the game experience.

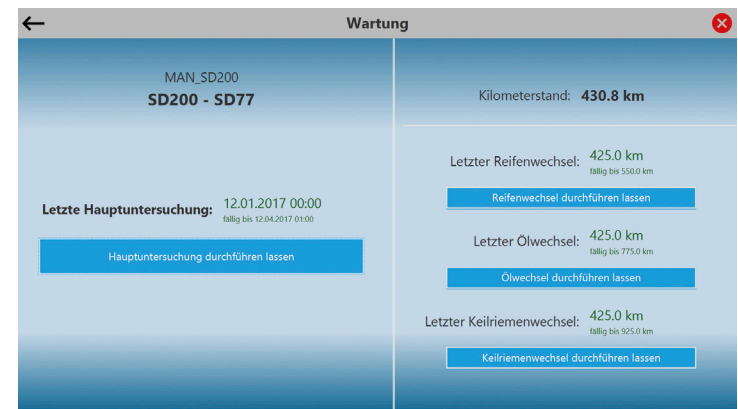
## Repair costs

The company can specify a percentage for the repair costs in the

operating settings. When carrying out a repair, this percentage of the costs then has to be paid by the employee who caused the damage. The rest of the costs are paid by the company. If the enterprise has an insurance and the case meets its conditions, the insurance covers part of the costs. In this case, the costs for both the company and the responsible employee are reduced.

If the damage was not caused by an accident but by wear and tear, the company pays the full repair price. Should a part of a bus be repaired that has been reported as defective but in fact is not, the player who has carried out the repair or commissioned it must pay the repair cost percentage specified by the company.

## Bus maintenance



## Routine maintenance

The more frequently a bus is used, the more often it has to be serviced. The upcoming maintenance work always depends on the mileage of the bus. After a defined number of kilometres travelled, tire changes, oil changes and v-belt changes must be carried out. Click on the “Maintenance” button in the detail window of a bus to

see an overview of the maintenance work. As with the repair of a bus, it is also possible to commission the maintenance either on the computer or to do it on-site yourself (with the appropriate training). To commission maintenance is significantly more expensive and takes a little longer, while you are even rewarded with an EP if you perform a repair yourself. For all maintenance work, the bus must be in the workshop.

### Main inspection

Regardless of the use of the buses, a main examination must be carried out every 3 months for each bus. Otherwise the bus can no longer be used. A main inspection cannot be carried out by a player. The commissioning of a main inspection costs the company 200€ and takes between 20 and 60 minutes. The result of the main inspection is sent to the company's mailbox. Before starting a main inspection, make sure the bus is in good condition. If defects are detected during the main inspection, the bus must be repaired first, before the main inspection can be repeated (subject to a fee).

### Cost of maintenance work

The costs of maintenance work and for the main inspection are always billed to the company. If you do not commission the maintenance work on the computer, but rather carry it out in person, it does not only save the company money, but you are also rewarded with an experience point.

Please note that you cannot perform several maintenance and repair works simultaneously.



# Playing OMSI 2 with the Bus Company Simulator

## Start a new game

After you have accepted a tour in a game mode of your choice, you will see an overview form in which your tour will be displayed and you can make a few settings.

- **Time (singleplayer):** Here you can select how many minutes before departure you want to start at the starting point. This setting is not available in multiplayer, since tours are driven in real time.
- **Starting point:** Choose the best starting point for your tour. As a rule, the Bus Company Simulator automatically selects the most suitable starting point.
- **Hof file:** Select the appropriate Hof file for your bus. Normally, the appropriate Hof file is already selected, but for special buses that require special Hof files, you must ensure to select the right Hof file. By clicking on the "Extended selection" button, you will find a list of all the Hof files which suit the map, as well as the exact file name and the folder in which they are located. The "..." button allows you to select any Hof file in your file system.
- **Optional settings:** In the free game, you can select the repaint and the number plate of your bus.
- **Weather:** In singleplayer mode, you can choose any weather. In multiplayer, the weather is automatically set to the real weather of the map (in the case of fictitious maps, it is set to the weather data of the approximate area).

Once you have finished, click “Next”. The software then quickly prepares a few things, checks the map for missing files and then automatically starts OMSI 2. Depending on the system, this can take a moment. Just click “Start” as soon as OMSI has opened and wait for the programme to load. You will immediately start in your selected bus, at the selected starting point at the set time.

## Shift cycle

Now set your schedule in OMSI 2. The Bus Company Simulator shows the line and circuit, as well as the start time. You will also see which line and route you have to set in the IBIS device. Once you no longer need the schedule and the IBIS information, you can simply hide them by clicking on the red X. You can then immediately start your tour. Once you have arrived at your destination and the schedule evaluation of OMSI 2 has been displayed, click on “Menu” at the top of the overlay and then on the “Complete the tour” button. You will then get a detailed evaluation of your tour and your score.

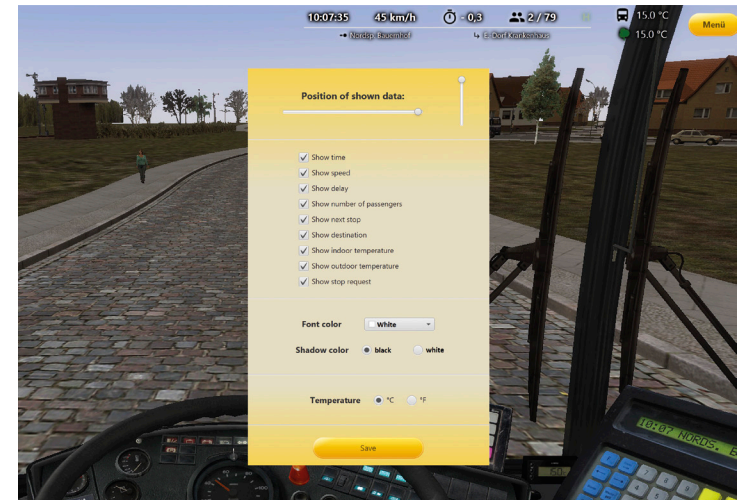
If you are driving on a shift plan, i.e. if you have several tours one after the other (regardless of the game mode), you have to complete the tour in the manner described above. To prevent that you lose any time, OMSI 2 is automatically paused during the evaluation. After the evaluation, simply click on “drive another tour” to continue with the next tour.



## Additional functions of the OMSI 2 overlay

The additional overlay displayed by the Bus Company Simulator in OMSI 2 offers you many more useful functions. On the one hand, you can always see the current time, speed and how many passengers are on your bus. Once you have set the IBIS, you will also see the next stop, as well as the target bus stop.

A stop request is also displayed in the overlay: If a passenger presses the stop request button, the stop icon appears in the overlay. This way, you always know if someone wants to get off at the next stop.



In addition to the info bar, there is a menu with additional functions.





### Finishing a tour

Click here as soon as you are at your target station and the schedule evaluation of OMSI 2 has been displayed. You will then receive a detailed evaluation of your tour.

### Reporting damage (multiplayer only)

If you should notice a problem with your bus (e.g. if an indicator or windscreen wiper does not work or if the doors do not open properly), you can report the defects during your tour at any time. Once you are back on the company premises, you can then check the damage or have it checked.

### Viewing the schedule

A separate window opens with your current schedule, which you can move to a second monitor for a better overview.

### Displaying the shift plan

Here you will be shown which tour you currently need to drive.

### Destination codes

All the destination codes of the map are listed in a sortable table.

### IBIS codes

All IBIS codes of the map are listed in a sortable table with the line, route, start bus stop, final bus stop and destination code.

### Hiding the overlay

Use this button to hide the overlay. Instead, a button (at the top, relatively far left) appears, which you can use to later display the overlay again (e.g. to finish the tour at the end).

### Displaying the mini map

If you have closed the map including the navigation system, you can use this button to open it again.

### Settings

Clicking on this button opens a new menu where you can make a few settings. You can specify the position of the overlay, which exact data you want to display, adjust the font and shadow colour to your liking and set the temperature to ° C or ° F.

### Disable collisions

When driving with the Bus Company Simulator, all collisions are activated by default in OMSI 2 in order to allow a realistic game experience with a damage model. However, the collisions can be deactivated through this button. Once they are deactivated, the bus cannot be damaged, but the remuneration at the end of the trip decreases by 50%.

### Quit

This closes the Bus Company Simulator completely. The tour can then no longer be completed.

## Mini map and navigation system

In addition to the overlay, a mini map including a navigation system is provided, which can be adapted according to your own requirements.

### Update rate

Here you can set how often your position is updated on the map. As a rule, you can set this rate relatively high. For lower-performing computers, you should reduce the update rate if you notice performance dips in OMSI.



## Transparency

With this control, the transparency of the map can be precisely adjusted.

The menu also gives you access to the following additional functions:

## Auto scroll

If the checkmark is set here, the map moves automatically with your position so that your bus is always in the centre of the map.

## Automatic rotation

When the checkmark is set, the map automatically rotates when you are turning.

## Online mode

If the online mode is activated, your position is synchronised with our database so that you can be seen by other players. You can also watch the other players live on the map.

## Displaying the map in a separate window

Clicking on this button closes the transparent map and reopens it in a Windows window, of which the size and position can be set as desired. This way, the map can be moved to a second monitor. Click again to re-open the transparent map without the Windows window.

## Showing all stops

This option is disabled by default, which means that only the necessary stops are displayed. Select this option if you want to display all the stops for the entire map.

## Show bus stop

When you click on this button, all starting points are listed. You can then choose to which of these points the map should jump. You should then re-activate the auto scroll function so that the map shows the area around your bus again.

## Resize/reposition the map

Again, the transparent map closes and reopens in a normal Windows window. Now change the size of the window according to your wishes and move it to where you like it. Then click on the button again to display the transparent map.

## Speed cameras

You should consider carefully whether you want to drive too fast in the Bus Company Simulator, because there are functioning speed cameras! We will distribute both stationary and mobile speed cameras on the maps, which monitor the speed and flash if you drive too fast. Every day, the mobile speed cameras are located at other places, but always at the same places for all players. This means, the players can also warn each other to avoid the speed cameras.

Should you have been caught speeding, you will receive a ticket (not in the free game) that you have to pay. The price is based on the official German catalogue of fines for buses, depending on how many km/h you were driving too fast. The 3 km/h tolerance range is taken into account as well. In the game, you will see a red flash if you were caught.

## Damage model

In case of an accident of any kind, it may happen that a part of the bus such as a light or the indicator breaks while driving against a lantern or that the wipers, doors, heating and even the electronics or the engine get damaged. These defects are then also implemented

into the game (e.g. the indicator or the heating will no longer work and the doors will not open or close properly). What happens in an accident depends on how serious it is, as the exact energy of the impact is calculated. The more serious the accident, the more likely it is that an important part gets damaged. The repair function in OMSI 2 does not help to repair these damages - depending on the game mode, the buses will have to be repaired by mechanics (the required time and the costs depend on the type of damage).

There are, of course, also the defects triggered by OMSI 2 itself (e.g. a ripped off side mirror on the 3rd generation buses). These can still be repaired through the OMSI repair function at no costs.

## Add-on manager

The Bus Company Simulator has its own add-on manager. It can be used to install new maps, buses, repaints and mods as well as to check existing maps and buses for errors.

## Installing and evaluating add-ons

Click on the “Maps”, “Buses” or “Objects” buttons on the left to install new add-ons. You will then see all included add-ons along with the overall rating of all players. You will also see which of these add-ons are already installed and be able to filter the add-ons for freeware and payware.

For more information about an add-on, simply click on it in the table. You will see a description and possible extensions /repaints for this add-on. By clicking on the rating of the add-on, you can see the ratings of the other players in detail and also submit a review yourself.

Click on the “Install” button to install the selected add-on. If it is a payware add-on, you will be redirected to the Aerosoft product page.



The freeware add-ons guide you through the installation step by step. For copyright reasons, the maps cannot be installed completely automatically. You are therefore forwarded to the download pages on the internet and may have to start the download yourself. After the download, the correct installation is completely automatic. At the end of the installation, you can use the add-on manager to check the new add-on for missing files to make sure that everything is installed correctly and that no individual files are missing.

## Checking existing add-ons for errors

Click on the “Maps” or “Buses” buttons on the right side of the overview to check your add-ons for errors. Now select the map (bus) to be checked. In the extended check of maps, textures and repaints of the map are also checked (missing files can, however, not lead to OMSI crashes here). With the extended inspection of buses, missing sounds are also checked. However, they cannot lead to crashes either.

The add-on is checked by clicking on the “Start checking” button. With a single add-on, this takes only a brief moment, but checking all the maps / buses can take a while. After the check, you will get an overview of possible errors in a table. For some problems, there is also help available.



# Bi-articulated Bus

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# OMSI 2

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LINE 33 + 73



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# Fernbus COACH SIMULATOR Add-on



## NEOPLAN SKYLINER

The journey continues: The add-on Neoplan Skyliner adds the King of the Road to the Fernbus Coach Simulator – a luxury class double-decker with a fully equipped, interactive cockpit.





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# AUTOBAHN POLICE SIMULATOR 2

Soon!



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