

City Bus Simulator 2010

New York



Manual

Copyright: © 2009/ **Aerosoft GmbH**
Flughafen Paderborn/Lippstadt
D-33142 Büren, Germany

Tel: +49 (0) 29 55 / 76 03-10
Fax: +49 (0) 29 55 / 76 03-33

E-Mail: info@aerosoft.de
Internet: www.aerosoft.de
www.aerosoft.com

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Abt. TML-Studios
Haarbergstr. 47, 99097 Erfurt
Internet: www.tml-studios.de
www.citybussimulator.com



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Inhalt

System requirements	7
Installation	8
INTRODUCTION.....	9
The route	10
General features of the „City Bus Simulator 2010“	10
All bus features at a glance:	11
Carlos!	13
Game play modes in „City Bus Simulator 2010“	14
Main menu	15
New game	16
Options.....	17
Graphic settings.....	19
Audio	20
Control.....	21

How do I drive the bus?	25
Driving operation	27
Additional functions for driving at dusk and at night ...	28
Further functions	28
Radiostation „Double Bass FM“	30
Playlist:	30
Vehicle editor:.....	40
Route editor	41
Support forums.....	42
Important notes.....	43
Probleme und Lösungen	44
Credits	48

Epilepsy – Warning

This warning should be read carefully by both adults and children before playing the game.

In the case of persons who suffer from photosensitive epilepsy, it is possible that an epileptic seizure or impaired consciousness can be caused when they are subjected to certain flashing lights or light effects in daily life. Such persons could suffer from an epileptic seizure while playing computer or video games although this is generally not dangerous. Persons may be affected even though they have not suffered from epileptic seizures previously. If you yourself or members of your family show any symptoms of epileptic seizure when subjected to the affect of flashing lights (fits or impaired consciousness), you should consult a doctor before using this game. Parents should supervise their children during the use of computer or video games. Should an adult or a child show symptoms of dizziness, impaired vision, eye or muscle twitching, loss of consciousness, disorientation, any kind involuntary movement or cramp while playing a computer or video game, they should discontinue playing IMMEDIATELY and consult a doctor.

Precautionary measures during use

You should not sit too close to the screen. You should sit as far away from the screen as possible.

If possible, a small screen should be used for playing the game. You should not play if you are tired or lack sleep. You should make sure that the room in which you are playing is well lit.

You should rest for a period of at least 10 to 15 minutes after one hour of playing the computer or video game.

System requirements

Minimum System Requirements:

- Operating system: Windows XP, Windows Vista
- Graphic system: DirectX® 9.0c
- Processor: 2.0 GHz Core 2 Duo, AMD Athlon MP multi processor variants or similar
- Main memory: Windows XP, Windows Vista
- Hard disk space: 3.0 GB
- DVD-ROM: 8-Fold
- Graphic card: GeForce 86xx or similar ATI graphic card
- Mouse, keyboard

Recommended system requirements for higher resolution:

- Processor: 3.2 GHz Core 2 Duo, AMD Athlon MP or similar processor
- Main memory: 2GB
- Graphic card: Nvidia GeForce 9800(GT) or similar ATI-graphic card
- Rest see above

An internet connection for online activation is needed!

Installation

Please close all programs such as an anti virus program running in the background.

Installation of City Bus Simulator 2010 under Windows XP or Windows Vista:

1. Insert the City Bus Simulator 2010 DVD into your DVD drive. If the DVD is not automatically started the autostart function is probably deactivated.

More information about activating the autostart function can be found in the Windows manual.

If you can't activate or do not wish to activate the autostart function, open the DVD drive from the Windows Explorer and double click on „Setup.exe“ in the root folder of the DVD.

2. Follow the instructions on the screen

Uninstalling

Uninstalling under Windows XP:

1. From the Taskbar click on „Start“
2. Click on „System“
3. Click on „Software“
4. In the list click on „TML-Studios -City Bus Simulator 2010“ and then on „remove“
5. Follow the instructions on the screen

Uninstalling under Windows Vista:

1. From the Taskbar click on „Start“
2. Click on „System“
3. Click on „Programms“, „Uninstall programs“
4. In the list doubleclick on „TML-Studios -City Bus Simulator 2010“
5. Follow the instructions on the screen

INTRODUCTION

Simulation • Missions • Campaigns



A completely new challenge awaits you! Take on the role of „Carlos“ who is a newly trained bus driver and drive his bus along 42nd Street from the Hudson River up to the East River as well as through the various roads, streets and avenues of New York City. Be impressed by the breathtaking details and experience of a day in the life of an American bus driver.

A comprehensive timetable and numerous tasks as well as an exciting crime thriller campaign will put your skills to the test!

The route

The famous M42 bus route runs along 42nd street in Manhattan. It is one of the most familiar streets of New York City and runs between the Hudson and East river. The junction on 42nd street and Broadway marks the southern border of Times Square, a tourist center in the city. There are a number of fascinating places of interest to find here including Madame Tussauds, the Chrysler Building, Grand Central Station, Bryant Park with the New York Public Library and numerous theater buildings.

Other well-known sights in 42nd Street are the Circle Line, the aircraft carrier Intrepid, the giant Port Authority Bus Terminal and the United Nations headquarters.

(Source: Wikipedia)

General features of the „City Bus Simulator 2010“

- Realization of the M42 bus route along the famous 42nd Street in Manhattan, New York including a large number of side streets for added variety
- Famous buildings and settings such as Times Square, Chrysler Building, Grand Central Station, Circle Line, Intrepid, and of course, the Port Authority Bus Terminal as well as every house in 42nd street were designed as realistically as possible .
- Use of a physics engine for a realistic simulation
- 3 game modes: virtual world (unrestricted driving = driving according to a timetable), missions (tasks), campaign (story)
- Playable interactive tutorial (optional)
- The entire route including side streets is freely available from the beginning to the end (with the exception of the tutorial)
- The player assumes the role of „Carlos“, a bus driver in Manhattan

- The character is animated, controllable over the keyboard and mouse and either ego or 3rd person view can be selected
- Voice output with or without subtitles,
- A typical New York City bus as well as a drivable service vehicle can be deployed

All bus features at a glance:

- Very highly-detailed 3d model
- A high quality shading model for a realistic atmosphere created by either light from the sun or from street lighting
- Realistic driving physics
- Physical shock absorbers that realistically simulate the vehicle's behavior on uneven road surfaces such as lane grooves and potholes as well as on wet surfaces (e. g. skidding)
- 3D cockpit with all bus controls and rotating view
- Animated windscreen wipers
- Fully animated wheelchair lift for loading and unloading of passengers with wheelchairs
- Kneeling
- Lights in the entire passenger compartment can be manually switched on and off
- Support for steering-wheels (with programmable force feedback)
- Unrestricted movement within the bus is possible
- 6 outside camera positions fixed at various points directly on the bus including left and right side mirror perspectives
- High quality sound with various possible settings in the options menu

- Radio traffic
- Tracking camera with full panning and zoom option
- Passengers getting in and out of the bus fully animated and including voice output
- Animated „live“ passengers waiting at the bus stops
- Computer-generated, dynamic AI traffic
- Dynamic time of day with realistic light and shadow effects and realistic sun position
- Dynamic weather including realistic rain simulation
- Freely movable objects such as dustbins, pylons and barriers etc.
- Comprehensive options menu with a large number of possible settings
- Also contains a vehicle editor for extending the vehicle fleet; self-made 3d buses or bus models from the internet can be integrated into the game (e. g. from our partner Design-X)
- Route editor for creating your own routes (planned as a free download from the 4th quarter of 2009)
- Virtual radio station „Double Bass FM.“ With more than 43 tracks from great bands (optional switchable, offline)

Carlos!



The (vocational) life of a bus driver can be really exciting and full of variety. And this is exactly where we have set our sights.

For the first time ever we will be presenting something completely NEW in the first release of our „City Bus Simulator“ range.

We would like to introduce:

„Carlos“. A newly trained bus driver who just can't wait to get started in the service of the New York Bus Company. You control the „Carlos“ character with the help of the keyboard and mouse. You have the choice between an ego and 3rd person view. „Carlos“ is animated and with voice output.

Game play modes in „City Bus Simulator 2010“

The entire route and all side streets are available at all times in „City Bus Simulator 2010“ (except the tutorial) and can be explored either by bus or on foot.

Tutorial:

In the playable tutorial „Jack“ the trainer will explain everything you need to know about driving and controlling the bus step by step. This is where you get yourself fit for the job before things get really serious.

Virtual World Free Ride

In this mode, you can choose timetables displayed at terminal stops and follow them in the 3d world as often as you wish without having to exit the game. Time and weather are dynamic. Of course you are also able to move freely around the virtual world.

Missions (tasks)

In „City Bus Simulator 2010“: numerous exciting tasks include voice output, radio traffic and real virtual colleagues and superiors, with whom you can interact. A pure live feeling!

Campaign (story)

Our campaign is a playable interactive crime thriller with an exciting plot and a number of great challenges. Starring...

Well? That's right!

You as „Carlos“ and your virtual colleagues. Including a lot of violence-free action and fun!

Main menu



Welcome, here you can start a new game, make changes to the settings or return to the operating system.

New game



- Virtual World: Select a vehicle and a route here, then plunge yourself into the turmoil of Manhattan. You can also determine the weather conditions and time of day.
- Task: Here you have the choice between a number of exciting - Missions There's something for everyone from transporting tourists to missions during thunderstorms.
- Campaign: Experience the exciting daily routine of Carlos the bus driver in various different and fully absorbing sections.
- You'll also learn how to control the bus in the tutorial.

Options



This is where you can change the settings for the graphics, game play, sounds and controls. Pressing the „Escape“ key during game play opens the menus for graphics, audio and controls.

Version

Sie können hier zwischen der High- und Low-Version wählen, je nach Leistung Ihres Rechners. In der High-Version genießen Sie die volle Detailvielfalt, in der Low-Version etwas weniger.

Game:

Traffic:

Here you can set whether street traffic is to be simulated and how dense it should be.

HUD transparency:

You can determine the transparency of the lower screen display with the help of the slider.

Show captions:

The City Bus Simulator 2010 is equipped with comprehensive voice output. This can be selectively displayed as captions.

Display bus stop information:

Bus stops are indicated by a yellow circle with a cross. This can be deactivated if desired.

Automatic camera alignment:

This function automatically aligns the camera view in the direction of travel. This is particularly helpful when using a steering wheel.

Automatic door camera:

If this function is activated, opening the door at the front of the bus will cause the camera to automatically point to the passengers getting on the bus.

Indirect steering (steering wheel):

This function is only available when a steering wheel has been connected. If this function has been deactivated, steering is direct. In the case of indirect steering, a certain slack can be felt during steering. This function is recommended for experienced bus drivers.

Compressor support for steering wheels:

When using analog pedal control, the bus requires more compressed air during braking when compared to keyboard control. This function inhibits continuous forced braking.

Starting with empty compressed air tank:

When a bus is received for the first time, it must be made fully operational before the journey begins. That means the engine must run at idle for while in order to supply the braking system with sufficient compressed air.

Graphic settings

Resolution:	Choose your desired resolution here
Full screen:	Starts the simulator in full screen or windowed mode
VSync:	Prevents the graphic card from updating the screen data before the monitor has displayed the entire screen. This can lead to problems on less powerful computers.
Brightness:	Sets the screen brightness
Antialiasing:	Turns the antialiasing option on or off. This function depends on the graphic card type.
Texture detail:	This option changes the details of the textures. It is set to high by default and should only be reduced on less powerful computers.
Anisotropic Filter:	A type of texture filtering that improves display.
Glow/fading:	Fading of light sources is created with this option.
Motion blur:	Makes motion seem more realistic.
Detail settings:	Here you can set the range of light and Shadows. Higher values are particularly recommended for high-performance computers :

Audio

Here you can adjust the volume of the music, voice output etc.



Control

Here you can adapt the controls according to your personal preference. You can determine the keyboard assignments yourself.



Default keyboard assignments

Move forwards	W
Move backwards	S
Move to the left	A
Move to the right	D
Jump	Alt
Interaction	0 Key

Answer: yes	J
Answer: no	N
Switch to run	Shift
Change camera view	Y
Start/ switch off engine	E
Gear stick forward	Screen up
Gear stick backward	Screen down
Accelerate	Up arrow
Brake	Down arrow
Steer to the left	Left arrow
Steer to the right	Right arrow
Handbrake	Spacebar
Bus stop brake	0 Key (numeric keypad)
Windscreen wipers	B
Lift / lower bus	K
Switch to lift mode	R
Extend ramp	7 (Numeric keypad)
Retract ramp	4 (Numeric keypad)
Lift ramp	8 (Numeric keypad)
Lower ramp	5 (Numeric keypad)
Lift ramp directly	9 (Numeric keypad)
Lower ramp directly	6 (Numeric keypad)
Shift target display up	Ins
Shift target display down	Del
Horn	H
Get on/ get off bus	C
Open door at the front	F5

Close door at front	F6
Open rear door	F7
Close rear door	F8
Indicate left	Comma key
Indicate right	Period key
Warning lights	V
Headlights	L
Dimmed lights	O
Driver light	F9
Passenger lights	F10
Signal lights (car warning lights)	G
Driver camera	F1
Tracking camera	F2
Change vehicle camera	F3
Left mirror	Ctrl
Right mirror	Ctrl+right arrow key
Use mobile telephone	M
Use radio equipment	F
Produce ticket	T
Center camera	Z
Return to vehicle	
Reset vehicle	Bksp
Display time	U
Friendly answers	5
Neutral answers	6
Unfriendly answers	7
Switch radio stations	End

Help	Tabulator
Quick Load	
Quick Safe	
Screenshot	F12

Mouse sensitivity: sets the mouse movement sensitivity.

Invert y-axis: inverts y-axis.

Mouse smoothing: achieves a more flowing mouse movement. If the mouse pointer trails, this function can be switched off.

Controller sensitivity: If you are using a game controller, you can set the movement sensitivity here.

Invert X/Y axes: reverses the axes of your controller.

Note:

Pressing the **Pause Key** opens up a map showing your exact position and the direction of your view.

How do I drive the bus?

(General operating functions)



After getting on the bus, press the **„C“** key in order to seat yourself behind the steering wheel.

Close any open doors with the corresponding keys (**„F6“**, **„F8“**)

Start the engine by pressing **„E“** on your keyboard. You should now clearly hear the noise of the engine.

You can see the position of the gear stick on the left of the screen display. The positions have the following functions: **R** (reverse), **N** (neutral / parking), **D** („Drive“) as well as 1 and 2 for uphill or decreased speed driving.

Gears are engaged by pressing the **„Page up“** or **„Page down“** respectively. At the same time, the gear position is displayed in the

toolbar. When reversing, the white reverse lights on the back of the bus light up automatically to improve your view.

In order to move the bus, push the gear into the D position and release the brake by pressing the **„space bar“** (the red-lighted „P“ in the toolbar is then extinguished)

Note: make sure that the red needle in the barometer is pointing to a value above 90 otherwise the hand brake cannot be released.

Now press the **„Up-arrow“** key to accelerate. The longer you hold the key down, the more the bus accelerates. Gears are changed automatically.

Press the **„Down-arrow“** key to apply the brakes. The brake lights will also light up at the back of the bus and a red dot will appear in the toolbar.

The bus can be steered by pressing the **„Left-arrow“** and **„Right-arrow“** keys accordingly.

Changes of direction are signaled by the orange-colored indicators on the bus. These are activated as follows: **„Comma“** (left – on), **„Period“** (left – off). Pressing the keys in reverse order applies to the right indicator: **„Period“** (right – on), **„Comma“** (right – off)

A green arrow flashes in the toolbar for reference. The warning lights are activated by pressing the **„V“** key. A red triangle then flashes in the toolbar.

Note: if the indicator light was switched on for turning, it will be automatically switched off when the steering wheel returns to its normal position.

Driving operation

At the beginning of the game you must enter a destination into the destination display of your bus otherwise **„NOT IN SERVICE“** will be displayed. Destinations can be selected after cycling through them with the **„Ins.“** and **„Del.“** keys. If you forget to enter a destination, passengers will not get on the bus. Bus stops are marked as a yellow stop zone. Drive to the bus stop where passengers are already waiting. Activate the parking brake (**„NumLock 0“**) which will only work when the bus is not moving. Open the door at the front of the bus (**„F5“**) and the passengers will get onto the bus one after the other. Passengers have either a yellow pass card or pay for their ticket in cash. Those passengers with yellow pass cards will show it and then look for a place to sit. You have to sell a ticket to those passengers who want to pay cash. This happens after you press **„T“** on your keyboard during which you will clearly hear the sound of cash. These passengers will then look for a nice place to sit. A corresponding symbol will be displayed above right indicating whether the passengers want to pay cash or have a card. You don't need to worry about missing anything because the passengers will inform you which ticket they require. Once all passengers have got on the bus, you then drive to the next marked bus stop. Of course, the passengers will want to get off the bus. This is signaled by a noise and the **„STOP REQUESTED“** symbol lighting up before you reach the next bus stop. You just need to open the rear door at the bus stop and the appropriate passengers will leave the bus. You transport your passengers through bustling Manhattan. Passengers can also be greeted. For this purpose, the **„5“**, **„6“** and **„7“** keys have been assigned to a **friendly**, a **neutral** and an **unfriendly** greeting. Just answer as you feel suited!

Note: if you see a wheelchair user at the bus stop, follow the instructions under **„Lift operation“**.

Additional functions for driving at dusk and at night

The following lighting functions are available for driving at dusk, at night or in fog: Press **„L“** on your keyboard to turn the lights on and off. After switching on, the lights are dimmed by default. Pressing **„O“** toggles main and dipped beam headlights.

The light for the driver's seat area (e.g. for issuing tickets) is activated by pressing the key combinations **„NumLock Enter“** or **„NumLock +“** for the entire passenger compartment. Pressing the key combination again will turn the lights off.

Further functions

In order to see while reversing, press and hold down the left **„Ctrl“** or right **„Ctrl“** key to change to the respective side mirror view. Press **„F3“** to change to the mirror view for the passenger compartment. If you are driving while it's raining, press **„B“** on your keyboard to turn the windscreen wipers on. A realistic animation makes sure that the windscreen is clear.

Kneeling

Like most modern buses nowadays, the Nova bus is equipped with a kneeling function. This means that the right hand side of the bus can be lowered down to just under the level of the pavement.

Kneeling is activated by pressing **„K“** on the keyboard. The bus will now be lowered and an orange-colored arrow will light up on the toolbar. Pressing the key again will reverse this procedure and a signal will sound.

Kneeling is done at every bus stop in order to ease getting on and off the bus. It's important that the parking brake is switched on by pressing **„NumLock 0“** to prevent the bus from rolling away. Furthermore, kneeling usually has to be activated when a wheelchair user wants to get on the bus with the help of the lift.

Lift operation

The Nova bus' exit door is equipped with a lift in order to help wheelchair users to get on and off the bus more easily.

In order to correctly operate the lift, you must do the following in the right order:

After the bus has stopped at the bus stop and has been secured with the parking brake („NumLock 0"), you have to activate the kneeling function by pressing **„K"** on your keyboard. Now press **„R"** on your keyboard in order to switch on the lift motor. You'll hear an additional motor sound and a yellow wheelchair light will light up in the toolbar.

Open the rear door by pressing **„F7"** and then press **„C"** to get up. Go to the rear exit door and stand to the right of it. There you'll see a control panel for the lift.

Important: In order to make the controller work, you must use the mouse to adjust the view direction so that the green **„lift control"** appears at the top of the screen.

Now press **„NumLock 7"** to deploy the ramp. After the wheelchair is on the ramp, press **„NumLock 8"** to operate the start lifting. After the passenger has taken his seat, press **„NumLock 6"** so that the ramp retracts under the steps.

Now go to the front again, take your seat („C") and switch the motor off („R"), close the doors („F8") and deactivate kneeling („K")

In order to enable the passenger to get off the bus with his wheelchair later on, repeat the steps as previously described. You only need to observe a different keyboard control:

Lift the ramp by pressing **„NumLock 9"**. Wait until the passenger is securely positioned on the ramp. The press **„NumLock 5"** to lower the ramp. After that you only need to bring the ramp back to its initial position by pressing **„NumLock 4"**.

Radiostation „Double Bass FM“



Playlist:



Artist / Band's name: HouzeMeistaz

Song: „emhead's speak amd spell "
- remix by rave.n

Song: „have fun (Prev)" – by rave.n"

Contact address:

HouzeMeistaz

Andreas Lentz & Oliver Stamp

Mail: info@houzemeistaz.com

Web: www.houzemeistaz.com



Artist / Band's name:

Axel Zabel's Savage Heart

Song: „Nobody's Fool"

Song: „Don't make her cry"

Contact address:

savageheart@arcor.de

www.valhalla-music.de

www.rock-und-popmesse.de



Artist / Band's name: flann
Song: „tanzen und feiern“
Contact address: www.flann.de



Artist / Band's name:
Felix Gerlach feat. Sarah Becker
Song: "Feels Like Home"
Contact address:
Felix Gerlach
Philipp-Noll-Straße 8
36199 Rotenburg a.d. Fulda



Artist / Band's name: Hans Frommer
Song: „great sensation“
Song: „happen to me“
Contact address: hahili@freenet.de



Artist / Band's name: Leistungswaan
Song: „asylrecht“
Song: „gib mal gas“
Contact address: www.leistungswaan.de



Artist / Band's name: Purple Lake

Song: „one way lover“

Contact address: www.dooload.de/purple



Artist / Band's name: the big J

Song: „lost“

Contact address:

http://the_big_j.myownmusic.de

www.big-j.net

shout@big-j.net



Artist / Band's name: still serene

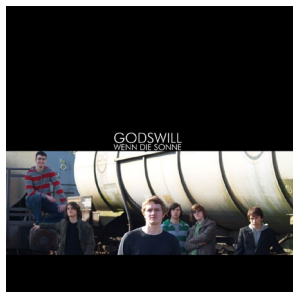
Song: „Breaking down the walls“

Song: „Right now“

Contact address:

www.stillserene.de

www.myspace.com/stillserene

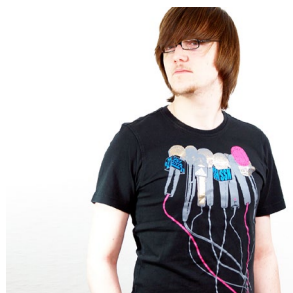


Artist / Band's name: GodsWill

Song: „Open Eyes“

Song: „Claire“

Contact address: www.godswill.de

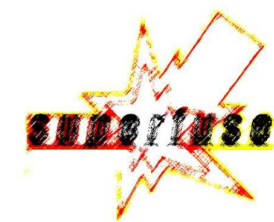


Artist / Band's name: Lukas Diehl

Song: „Wenn keiner was versteht“

Contact address:

www.myspace.com/lukasdiehl



Artist / Band's name: superfuse

Song: „calm down“

Contact address: www.superfuse.de



Artist / Band's name: Soul 'N' Sound

Song: „Always on my Mind“

Contact address:

soulnsound.myownmusic.de



Artist / Band's name: Markus Schmitt

Song: „buddy what'll you do“

Song: „hurt me again“

Song: „rough road“

Contact address:

http://markus_schmitt.myownmusic.de

<http://www.myspace.com/schmittmarkus>



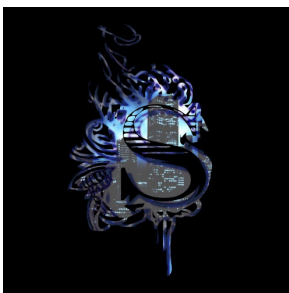
Artist / Band's name: Seaside-Clubbers

Song: „sommerliebe“

Contact address:

www.seaside-clubbers.com

www.myspace.com/seasideclubbers



Artist / Band's name:

MTD (Michael Thomas Demir)

Song: „everlast“ (Clean edit)

Contact address:

www.myspace.com/skylinebeatzone



Artist / Band's name: FULLKEY

Song: „useless“

Contact address:

www.myspace.com/fullkey



Artist / Band's name: One Last Summer

Song: „Linger On“

Contact address:

www.onelastsummer.com

E-Mail: info@onelastsummer.com



Artist / Band's name:

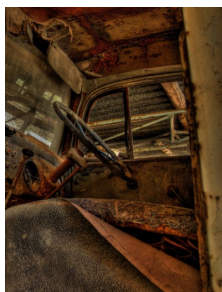
The Reverend Of Neverland

Song: „go-go girl“

Contact address:

www.myspace.com/thereverendofneverland

www.reverendofneverland.com



**YELLOW
JUMPS
TWICE**

Artist / Band's name:

YELLOW JUMPS TWICE

Song: „STAY AWAY“

Song: „EVERYWHERE“

Contact address:

www.whyj2.com

contact@whyj2.com



Artist / Band's name: Zwietaum

Song: „Keiner Verstand Sie“

Contact address: www.zwietaum.de



Artist / Band's name: Dshimmy Nalu

Song: „denk an mein leben“

Contact address:

www.myspace.com/dshimmynalu



Artist / Band's name: Staci

Song: „Eki (I'm Sorry)“

Contact address: staci@gmx-topmail.de



Artist / Band's name: watzmann

Song: „Chaos-Theorie“

Song: „Avalon“

Contact address: stfroehlich@arcor.de



Artist / Band's name: Villenlos

Song: „Bored beyond believe“

Contact address:

<http://www.villenlos.de.vu/>

E-Mail: villenlos@hotmail.com

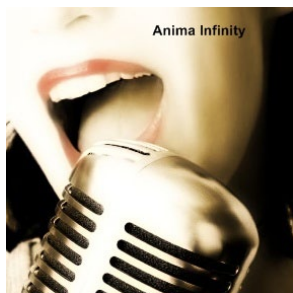


Artist / Band's name: Simian Hutch

Song: „Knight In Shining Armor“

Contact address: www.simianhutch.de

E-Mail: info@simianhutch.de



Artist / Band's name: Anima Infinity

Song: „here i stand“

Contact address:

www.mart.cabanova.de

tagt.19@gmx.de



Artist / Band's name: Fred Tadge

Song: „Du bist da“

Song: „Egoist“

Contact address:

<http://www.fredtadge.de>

info@fredtadge.de



Artist / Band's name: Hotbockz

Song: „Am Mikrofon“

Contact address:

www.myspace.com/nastyminden



Artist / Band's name: The Glass Spider

Song: „The Bastard inside“

Song:

„Why not surrender“ (Melancholodic-Cover)

Contact address:

www.glass-spider.de

info@glass-spider.de



Artist / Band's name: The Glass Spider

Song: „The Entering Code“

Song: „I regret“

Contact address:

www.glass-spider.de

info@glass-spider.de



Artist / Band's name: Beyond All Limits

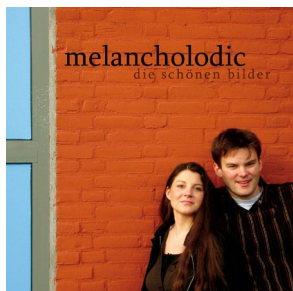
Song: "S.U.N.R.I.S.E. "

Song: "WhatEver It Takes"

Contact address:

www.beyond-all-limits.net

mail@beyond-all-limits.net



Artist / Band's name: Melancholodic

Song: „Ein Ozean für dich“

Song: „Why Not Surrender“

Contact address: www.melancholodic.de

info@melancholodic.de

Vehicle editor:

Extend your fleet with new buses!

There is a vehicle editor in „City Bus Simulator 2010“. You are able to extend your fleet as much as you want with the help of this tool.

The Design-X Team which is well known within the bus community will create 5 virtual buses exclusively for City Bus Simulator 2010. These will be made available for download FREE OF CHARGE both on the official product and on the Design-X homepages (<http://design-x-buses.de>) after the release of „City Bus Simulator 2010“.

Load your favorite bus as a 3D model into the editor. Then customize all the options such as camera views, blinker, physical features, etc. Of course you can also add your own sounds. After saving your settings your vehicle will appear in the vehicle selection menu in City Bus Simulator 2010 and will then be available for duty.

To introduce you to all the features and options of the vehicle editor we will include an extended Wiki page which will also be updated frequently.

Here's the link:

<http://forum.tml-studios.com/wiki/index.php/Hauptseite>

Route editor

Planned for the 4th quarter of this year is a route editor as a free download from the product page (www.citybussimulator.com).

This editor lets you create your own routes. Of course you can always share them with the community.

The editor will contain textures and 3D models to get a quick result. Furthermore its quite easy to create your own buildings, roads, objects of all sorts, even own textures can be uploaded.

We'll also set up an extensive Wiki page to have answers to your questions as soon as the editor goes online.

Here's the link to the page:

<http://forum.tml-studios.com/wiki/index.php/Hauptseite>

Support forums

<http://www.forum.aerosoft.com>

<http://forum.tml-studios.com>

Important notes

Important notes:

Before beginning the game, make sure that you have the latest graphic card drivers and that the current version of DirectX 9.0c from Microsoft® has been installed. This could prevent possible crashes and help to increase the general performance during game play.

Links:

GeForce graphic cards:

www.nvidia.com

ATI graphic cards:

<http://support.amd.com/us/gpudownload/Pages/index.aspx>

DirectX 9.0c:

www.microsoft.com

Quicktime Player

In addition, the City Bus Simulator 2010 requires Quicktime Player for playing the many advertising spots in and around Times Square.

This can be downloaded free of charge from:

<http://www.apple.com/de/quicktime/download/>

Probleme und Lösungen

Problem:

While playing with a steering wheel connected under Windows Vista, the game sometimes crashes after the screen saver has been on for a certain amount of time.

Solution:

Deactivate the screen saver. Click on the desktop with the right mouse button and choose „Customize“ and then „Screen saver“. Select „(None)“ and click „OK“.

Problem:

A passenger „marks time“ on the spot at the bus stop or cannot go past an obstacle like a dust bin or another character and therefore can't get on the bus.

Solution:

Release the bus stop or parking brake and move the bus forwards or backwards a little. It's best to switch to camera F2 for this. This way you can see when the passenger has freed himself from the obstacle and gets on the bus.

Problem:

Sometimes one or more vehicles „scrape“ the back of the bus and push it little by little although the bus stop or parking brake has been set. In very few cases this can cause a crash or prevent passengers from getting on the bus which therefore causes them to „mark time“ on the spot.

Solution:

Try to stop within your bus lane at the bus stop so that traffic can continue on the adjacent lanes without being blocked by you. This problem occurred during the test phase mainly when the bus stopped at the bus stop and was slightly askew, therefore blocking the other lanes.

Problem:

The task could not be completed because apparently not all passengers had been transported.

Solution:

Pay attention because this is very important! Wheelchair users are not counted and shown at the bottom right of the display monitor (number of passengers, embarked, disembarked). That means that you shouldn't just rely on this display but should make sure that you didn't forget any wheelchair users at the bus stop. Always listen very carefully when passengers state at which bus stop they want to get 76off the bus. There will be no hint displayed on the monitor. If you ignore or forget to comply with the passenger's wish to get off the bus, the task will be considered not completed.

Problem:

The bus won't drive away although an attempt was made to release the hand brake or an emergency stop was made during the journey. „P“ lights up in red on the lower toolbar.

Solution:

The air pressure has sunk below the minimum value of 90. Air pressure is built up with the help of a compressor while the engine is running at idle. This may take a few seconds. As soon the pressure has risen above 90, simply release the brake to drive away.

Problem:

I don't like the vehicle's or bus' driving characteristics or I consider them not to be realistic enough.

Solution:

The vehicle's physical values within Ctrl-Table can be changed or adapted manually. Vehicle editor description.

Problem:

If I want to assign the steering axis of the steering wheel in the assignment table (control) and then turn the wheel to the left, an entry automatically appears for turning right.

Solution:

Right turning is also automatically recognized and set. You don't need to take care of right turning separately.

Problem:

My player (Carlos) gets stuck.

Solution:

Please use the backspace key for the game character to free him from this situation. Carlos will be sitting in the cockpit again after carrying out this procedure.

Pay attention, this is important!

This function is not active in campaign and story mode.

Problem:

I can't load or save the game score in campaign and story mode.

Solution:

Saving can only be done in „Free Ride“ mode. The same applies to Quicksave/Quickload.

Problem:

I drive my bus using a steering wheel and pedals. Forced braking occurs continuously.

Solution:

On account of the analog control, pedals require more air pressure than keyboard control. For this reason, the pressure drops below the minimum value of 90. In order to prevent this from happening, please activate the „compressor support“ function in the „Game“ menu.

Problem:

My passengers don't take a seat in the bus.

Solution:

Please wait until the payment procedure has been fully completed before driving away. Please close the forward doors before driving off.

Problem:

I managed to wedge myself in a corner or between two other vehicles and cannot get out at all.

Solution:

You can assign the function „Reset bus“ in the keyboard assignments menu (control) . If you then press the key in such a situation, your bus will be reset to a position about 50 meters away and you can try to carefully drive past the obstacle causing the „wedging“.

Credits

Producers

THOMAS LANGELOTZ

and

MICHAELA VOGELER

Story

MICHAELA VOGELER

THOMAS LANGELOTZ

WILLIAM LENNOX

Storyboard

RENÉ TSCHACHER

THOMAS LANGELOTZ

Dialogue authors

THOMAS LANGELOTZ

WILLIAM LENNOX

MICHAELA VOGELER

Programming

RENÉ TSCHACHER

MATHIAS HÜBSCHER

THOMAS LANGELOTZ

FRANK STRIETZEL

Engines

C4-ENGINE BY TERATHON SOFTWARE LLC

NEWTON GAME DYNAMICS www.newtondynamics.com

Web programming

STEFFEN CHMIL

FRANK STRIETZEL

CARSTEN GRENKOWITZ

Graphics

Characters

MICHAELA VOGELER

Scenes

FRANK STRIETZEL

RADOO COTOROBAI

THOMAS LANGELOTZ

MARTIN LESSER

RENÉ TSCHACHER

Objects and items

RENÉ TSCHACHER

THOMAS LANGELOTZ

INGO FÜHRER

MARTIN BEYER

TIMO LÜER

SAM BURMEISTER

DANIEL LINK

VIKTOR SZALAI

Animations

MICHAELA VOGELER

RADOO COTOROBAI

MARTIN LESSER

RENÉ TSCHACHER

Sound and Mixing

THOMAS LANGELOTZ

Sounds recorded and mixed at TML-STUDIOS

Voices recorded at TML-STUDIOS

DALE PARKER-LAUBE

SCOTT CHRISTIANSEN

JENNIFER CHRISTIANSEN

AVA CHRISTIANSEN

PAYTON CHRISTIANSEN

ROBERT CAIRNS

Carlos, Lewis, Jack, Bartender, Coffee Shop, etc.

PAUL LAUBE

Music editor

THOMAS LANGELOTZ

Music

TITLE: Freefalling (SG Flange Inst Master)

PERFORMED BY: 747 Music

COMPOSED BY:

Michael Poulson (PRS - CAE: 519408351)

Christopher Poulson (PRS - CAE: 518232275)

PUBLISHED BY: AudioSparx (ASCAP - CAE: 513243788)

BY ARRANGEMENT OF: AudioSparx

and

INGO MICHEL

www.Tonarchiv.de

Intro score composed by

THOMAS LANGELOTZ

Video cutting and compositing

THOMAS LANGELOTZ

RENÉ TSCHACHER

Community Management

CARSTEN GRENKOWITZ

MIKE KORN

Manual:

TML STUDIOS

Corrections: Christoph Beck

Special thanks to

OUR RAVENOUS MASCOT "ENGEL" THE CAT

CARSTEN GRENKOWITZ

ERIC LENGYEL

DesignX-Team

WILLIAM LENNOX

KLAUS GERLACH

ANNIE EHRINGHAUS

ANDREAS WENIG

FLORIAN RÜHR

TIMO LÜER

SAM BURMEISTER

DANIEL LINK

INGO MICHEL

ADAM WITKOWSKI

MOM.RADIO

www.myownmusic.de

THE CHARACTERS AND INCIDENTS PORTRAYED AND THE NAMES
HEREIN ARE FICTITIOUS, AND ANY SIMILARITY TO THE NAME,
CHARACTER OR HISTORY OF ANY PERSON IS ENTIRELY COINCIDEN-
TAL AND UNINTENTIONAL

WORLD OF SUBWAYS

Vol. 1 - The Path

This Railway Simulator introduces the worlds first ever subway line going from New York beneath the Hudson-River to Newark. The New York Path Route, approx 50 kilometers long, connects the states of New Jersey and New York. More than 40 % of the route is above ground.

World of Subways Vol. 1 is a simulator in its own right and not an add-on for existing train simulators.



Serious Games Award 2009:
„Best Corporate Game“ for
World of Subways Vol. 1



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Vol. 2 - U7 Berlin

After Vol. 1, Vol. 2 contains the route U7 of Berlin's subway. It takes you from Spandau to Rudow and is therefore the longest of all Berlin's subway routes. With a coverage of 31.8 km (19,8 miles) and 40 stations the U7 is not only the longest of all Berlin subway lines but also the line with the most stations and the longest journey time.

each 29,99 €



Rise of Flight

The First Great Air War



Rise of Flight puts you in the air over the Western Front in the final years of the First World War. As aircraft were used more and more for reconnaissance the need to shoot them down became clear and aircraft rapidly evolved into machines of war. The pilots fought each other to gain dominance of the skies over the muddy trenches. While some became aces and famous, most were not so lucky. Will you be the next ace?

- Includes the Albatros D5, Nieuport 28, Spad S13 and Fokker Dr.7 (with more aircraft available online) in very high detail.
- 125.000 km2 of French landscape (including Lille, Cambrai, Reims and Verdun) to fly over and dozens of small front line airfields to explore.
- The world below you is filled with the first tanks, trucks, trains and many other moving objects.

- Engines and weapons are highly realistic (so not very reliable!)
- Join other pilots in fighter sweeps, bomber escort, bomber interception, balloon attack and ground strikes.
- Includes Training, Single Mission, Career, Campaign and Online modes to keep you flying for a long time.
- Makes full use of modern hardware like TrackIR

www.riseofflight.eu

39,99 €



Aerosoft GmbH
Airport Paderborn/Lippstadt, • Lindberghring 12, D-33142 Bueren, Germany
• Tel: +49 2955 7603-10, Fax: -33 • www.aerosoft.de