

PC DVD  
ROM

viewApp  
VISUALISATION MEETS REALITY

aerosoft™

OMSI Add-on

# Vienna

The High-Floor Bus LU 200



Officially licenced product



WIENER LINIEN

Copyright: © 2013 / ViewApp – Software Applications & Design e.U.  
Project Management & Development: Ing. Daniel Buda  
Official Website: [www.oms-vienna.com](http://www.oms-vienna.com)



© 2013 / **Aerosoft GmbH**  
Airport Paderborn/Lippstadt  
D-33142 Bueren, Germany

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

E-Mail: [info@aerosoft.com](mailto:info@aerosoft.com)  
Internet: [www.aerosoft.de](http://www.aerosoft.de)  
[www.aerosoft.com](http://www.aerosoft.com)



**a e r o s o f t**™

All trademarks and brand names are trademarks or registered trademarks of their respective owners. All rights reserved. / Alle Warenzeichen und Markennamen sind Warenzeichen oder eingetragene Warenzeichen ihrer jeweiligen Eigentümer. Alle Urheber- und Leistungsschutzrechte vorbehalten.



# **Vienna**

## **The Highfloor Bus LU200**

### **Manual**

Add-on for

**OMSI - The Omnibussimulator**

# Content

<b>Foreword .....</b>	<b>6</b>
<b>System Requirements .....</b>	<b>7</b>
<b>Installation .....</b>	<b>7</b>
<b>Aerosoft Launcher .....</b>	<b>8</b>
General information about the Aerosoft-Launcher .....	8
<b>Removal.....</b>	<b>12</b>
<b>About this manual .....</b>	<b>12</b>
<b>An Overview</b>	
<b>“Vienna – The High-Floor Bus LU200” .....</b>	<b>13</b>
<b>The bus LU 200 M11 .....</b>	<b>15</b>
<b>Preparation for the first run.....</b>	<b>16</b>
<b>How to start the add-on .....</b>	<b>17</b>
<b>How to start the bus .....</b>	<b>18</b>
Controlling the bus.....	19
Panel overview .....	19
Door System.....	22
Route-Display control unit.....	24
Voice Control Unit .....	25
More equipment inside the vehicle.....	26
Bug acclimation .....	27



---

<b>Behavior in operation .....</b>	<b>28</b>
<b>Parking the bus at the parking position .....</b>	<b>28</b>
<b>Labeling .....</b>	<b>28</b>
<b>Stops .....</b>	<b>29</b>
General .....	29
The correct behavior at the bus stop.....	29
Double stations .....	30
<b>Passengers.....</b>	<b>31</b>
<b>Signal instructions .....</b>	<b>32</b>
Bus – signals .....	32
Tram Signals.....	33
<b>Bus Selection and timetable-placement .....</b>	<b>33</b>
<b>Startup a parked bus.....</b>	<b>34</b>
<b>Acquisition of a running bus (transfer on the track) .....</b>	<b>34</b>
<b>Attention after arrival .....</b>	<b>35</b>
<b>Credits .....</b>	<b>36</b>
<b>Appendix .....</b>	<b>38</b>
<b>Keyboard Controls.....</b>	<b>38</b>

# Foreword

### **A piece of history is back!**

Discover the busline 24A from Zentrum Kagran (U) to the outskirts of the town in the 22nd district of Vienna in the high-floor bus LU 200. This interesting and demanding route from 2005 has been beautifully reconstructed in great detail using lots of objects. So a long-time driving pleasure for beginners and advanced OMSI enthusiasts is guaranteed. Accept the challenge and steer this legendary bus – the LU200 – through the Vienna traffic.

### **The route**

The busline 24A is located in the 22nd district of Vienna (Donaustadt). The reconstructed route from 2005 and today's route are basically the same as they lead drive from Kagraner Platz to Invalidensiedlung. In addition, the former busline 24A of 2005 was even longer as you could drive to Kagran - the former final stop of the subway line U1 before its extension which had been a huge and important hub for bus lines and tram lines.

When the U1-extension in September 2006 took place, the busline 24A was shortened to Kagraner Platz and changed to low-floor operation which marked the end of the last high-floor bus LU 200 on this route.

All in all there are three routes as well as various variations including diversions according to schedule offering a welcome change for the bus driver on these routes.

The main route takes you from Kagran (U) to Invalidensiedlung. According to schedule the line can be shortened to Breitenlee Schule or Neueßling.

Furthermore there are 3 more diversions: Routes through Breitenlee Nebenfahrbahn (frontage road), Breitenlee Schule and Teufelsfeldsiedlung (Algenweg).



---

# System Requirements

To play the add-on “Vienna – The High-Floor Bus LU200” as smoothly as possible your pc has to meet the following requirements:

- Processor min. Dual-Core 3,0 GHz
- Graphics card min. 1024 MB (Direct X)
- Operating system Win XP/Vista/7/8
- Internet connection for the online activation
- Free hard disc space 4 GB
- RAM min. 4 GB

**Please be sure you have installed “OMSI – The Omnibussimulator” before installing the add-on. You also need to install the latest patch 1.04 from OMSI.**

## Installation

You have to be logged in with administrator rights before you start the installation of “Vienna - The Highfloor Bus LU 200”. To start the installation of “Vienna - The Highfloor Bus LU 200” simply insert the DVD into your DVD drive or run the file you downloaded from your shop account.

After you have chosen your preferred installation language, the welcome screen appears and you will be presented with some important information and the license agreement. Please read it carefully.

You will be asked to insert your email address and your registration key. Please insert it exactly the way it was written on the label or in the confirmation mail you received from your download shop. Please keep your registration key on a safe place, You will need it again if a new installation will be necessary.

The installation program will attempt to locate the correct path. If you wish to install to another location, then you will have to enter the correct path for installation manually. In order to do this, click on "Browse" and navigate to the correct path. Before the installation program starts to copy the files onto your hard disc, you will be presented with all the installation details.

The installation program will now copy all of the "OMSI - The Omnibus Simulator" files onto your hard disk.

If you want to make any changes or to install any updates for this program you will need the DVD or the installation file from the download shop and your registration key again.

### **Important note!**

Subsequent to the installation the Aerosoft-Launcher will be started for the online registration. Learn more about this program in the next chapter.

# **Aerosoft Launcher**

## **General information about the Aerosoft-Launcher**

The Aerosoft-Launcher gives you an overview of all Aerosoft products installed on your computer. You will also have easy access to special features available for the several products.

Should the SOFTWARE PRODUCT require an Online Registration, the Aerosoft LAUNCHER will take you through this process. The Aerosoft-LAUNCHER will be automatically installed with the SOFTWARE PRODUCT and will launch at the end of the install process.





---

You can run the Aerosoft-Launcher at any time via the Windows START menu to check the activation state of your installed SOFTWARE PRODUCTS. Just follow this link:

START | ALL PROGRAMS | AEROSOFT | Aerosoft Launcher

The Aerosoft-Launcher starts up in the “Library” view by default. Here you can see an overview of all installed Aerosoft SOFTWARE PRODUCTS and their state of activation.

The following categories will be shown.

“Aircraft”, “Sceneries”, “Tools/Missions”, “Category-Unknown” and “Simulation”.

The SOFTWARE PRODUCT will be placed in one of these categories accordingly during installation. Older SOFTWARE PRODUCTS which do not need an online activation will be placed in the category “Category-Unknown”.

In the “Library” view you will also see an overview of current Aerosoft News.

## **What is required for an installation?**

For an installation and an online-activation you will have to have administrator rights. Please make sure that you have these rights.

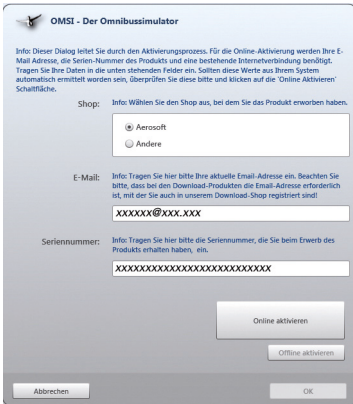
You will also need an active internet connection.

## **How do I activate a SOFTWARE PRODUCT?**

If necessary please change to the “Library” view and select the SOFTWARE PRODUCT for activation.

Click on the button “activate”.

The following screen will appear:



Check your email address and your registration key is correct and click on „Online activation“. Please note you will need an active internet connection for this procedure.

Your registration data will transferred to our Aerosoft server now.

Your information will now be transferred to the Aerosoft server. After a successful transfer your system will be activated and used without further limitations.

Please note that depending on the safety settings some data of the Aerosoft SOFTWARE PRODUCT need to be personalized.

## Information about the activation status

**GREY** == undefined

**GREEN** == active

**YELLOW** == reactivation required

**RED** == activation unsuccessful



---

## **I want to install the SOFTWARE PRODUCT again. How do I do this?**

The “Library” view will show the activation status of each SOFTWARE PRODUCT.

If it is shown in **GREEN**, the SOFTWARE PRODUCTS are active. A new activation is not necessary.

If it shows **YELLOW** the SOFTWARE PRODUCTS have at least been activated once but need a new online activation because of new hardware in your system. Click on the button “activate”.

Please note that all required information has been correctly filled in.

## **There is an update available for the SOFTWARE PRODUCT. Does it change the activation status?**

Normally the activation status will not be changed.

It is possible though that an adoption of the activation status on to the new installed data is necessary.

If this is the case change to the “Library” view and select the appropriate SOFTWARE PRODUCT.

Click on the “refresh” Button to take over the activation status.

## **I have to reconfigure my PC-System or I have got a new PC. What do I have to bear in mind?**

A check of the activation keys commences every time the Aerosoft-LAUNCHER is started. Depending on the activation status, a new activation might be necessary.

## **Removal**

In order to fully remove "Vienna The Highfloor Bus LU200" run the Aerosoft-Launcher. Change to the „Library“ and select „Vienna The Highfloor Bus LU200“ in the „Simulation“ category. The information about „Vienna The Highfloor Bus LU200“ will appear.

Click on the „Uninstall“ button. The installation program will start to remove the program from your hard disk.

## **About this manual**

This manual only explains the content of the add-on, you can see it as an appendix to the manual of the main-game "OMSI – The Omnibussimulator".

If you have a general question about the simulation "OMSI" please refer to the main-game manual.

When you are familiar with the simulation and if you've played it before, you don't need special settings for the game, everything should work perfectly after installation and activation.



# An Overview “Vienna – The High-Floor Bus LU200”



We are located at the start point in Zentrum Kagran, in the 22nd district of Vienna in 2005. During this time the subway U1 only went as far as Kagran making this place one of the biggest hubs in the 22nd district. Not only the subway is servicing this stop but also some trams and bus lines stop here.

Your job will be the on the bus line 24A which is divided into three different alignments.

The busline 24A in detail

- Kagran (U) - Breitenlee Schule
- Kagran (U) – Neueßling
- Kagran (U) – Invalidensiedlung

There are also diversions of the normal route

- Driving via Breitenlee sidestreet

# Vienna - The Highfloorbus LU200

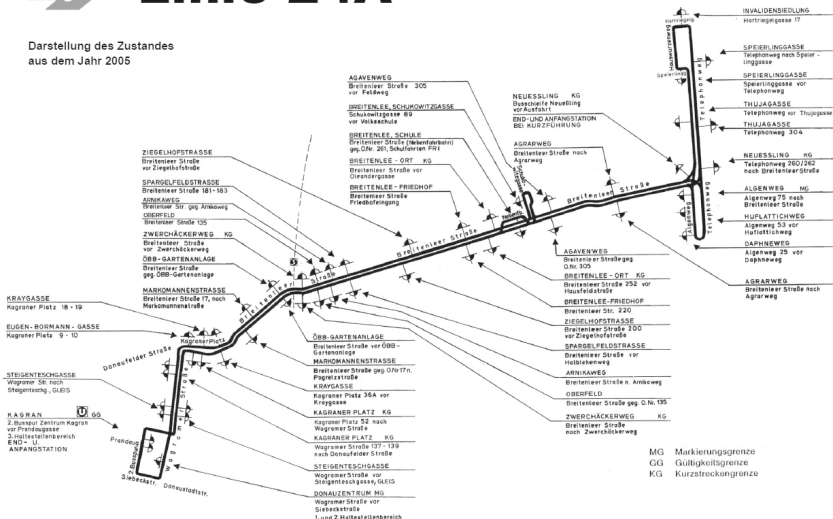
- Driving via loop Algenweg – Huflattichweg – Daphneweg
- In the morning and at lunch time some routes over Breitenlee are going via Breitenlee school

It's important to take a look at the timetable before you start your run to know where you have to go.



## Linie 24A

Darstellung des Zustandes aus dem Jahr 2005





# The bus LU 200 M11



The LU 200 M11 (= scheduled bus with underfloor engine, 200 HP and 11.5 (12) meters long) is a special construction for the Vienna public transportation services from the companies ÖAF-Gräf&Stift and Steyr-Daimler-Puch. The bus frame is nearly equal to the German VÖV-standard-citybus from the first generation but has a third exit in the back, which is common in Vienna. This bus is motorized by a LPG gasoline engine.

The LU 200, with 345 built units, is the biggest busproduction in history for the Vienna transportation service. The last regular run with the LU 200 was on the 21.05.2007.

The last LU 200 (driving school bus) was decommissioned on 09.03.2007 after 30 years of service.

## Technical specifications

Length	11.500 mm
Width	2500 mm
Height	3057 mm
Wheel Base	5600 mm
Engine	MAN G2566, 147 kW at 2100 rpm (200 HP)
Capacity	11413 ccm
Gear Box	Voith D851.2
Top Speed	71 km/h
Fuel	LPG
Tank	3x120 (96), 2x89 (71,2) litre
Usage/100km	110 litre
Weight	9840 kg
Maximum Weight	16.000 kg
Seats	31
Stance	58

## Preparation for the first run

Before you start your first day as a bus driver it's helpful to know the technical details. If you are not familiar with the game OMSI please read the chapter 3 and 5 of the main manual first.

After chapter 3 and 5 please also read the chapter 2.1 and 2.2 to provide yourself with the most important information for your first run.





# How to start the add-on



From the Start-Up screen you can select your driver profile or you can create a new one. Please click on “Load Map without a Bus” and select the route “Vienna 2005 / Line 24A”. To load up the add-on please click on “Start”.

After the loading process you should see the add-on “Vienna – The High-Floor Bus LU200”.

# How to start the bus

After you've selected a bus (chapter 2.5 inside the OMSI manual) it's now time to start it up.



You will see that no control lamp is on and logically most of the functions are not working without a closed circuit. With the key [E] or with the battery key (1) you can switch on the electrics - just push the key with the mouse into the lock. Only the door 1 is working without the battery key but you need enough compressed air.

Some warning lamps are on now

In the next step you need to plug in the encoding connector (2) to the voice control. You should see the active display and the active key number 1.

With the key [M] or the ignition key (3) you can start or stop the engine. To be able to start the engine please be sure that no gear is selected.

After starting up we have to wait until the bus has enough compressed air for the brakes, air cushioning and doors. Pay attention to the white needles in the two twin manometer in the middle of the panel and also to the big red warning lamp which lights up when the bus is not ready to drive. The filling can take up to 1 or 2 minutes. After reaching 6 bar compressed air, the red lamps switches off and the bus is ready to drive

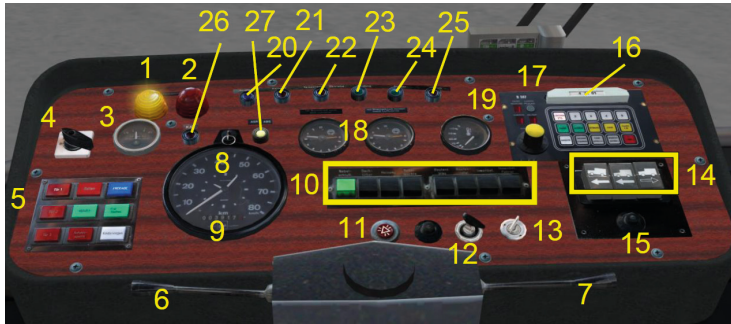


**IMPORTANT:** Make always sure that the spring-loaded brake (parking brake) is activated, if you want to park the bus or if you leave your driving seat! It is also used to activate this parking brake, if you are waiting a while in front of a red traffic light so you don't have to stand permanently on the braking pedal.

## Controlling the bus

Basically the controlling of this bustype is the same as in the main game "OMSI" (see chapter 2.9 in the OMSI manual). The add-on was created for maximum compatibility so that the keyboard layout and setting of the peripheral devices (eg. Steering wheel) can stay that way as it has been configured for the main game OMSI already. Only the door handling and the voice control is different which will follow below.

### Panel overview



1. spring loaded brake light
2. main control lamp – bus not ready
3. fuel gauge
4. select fuel tank (without function)
5. operating unit for the doors

6. flashing indicator
7. wiper
8. Tachograph in km/h and a clock
9. Mileage counter
10. rocker switch from left to right
  - fog tail lamp
  - roof fan
  - heating inside the cabin
  - fog lamp
  - light route-display
  - light route-display blue
  - ceiling light
  - driver light
11. warning light
12. battery key
13. ignition key
14. Gear selection: It's only possible to have one switch active at one time. The middle position is "D" drive. If you want to deactivate a switch you have to push it again.
15. "R-free"- button
16. Voice control unit: The data from the encoding connector will be displayed at this unit and it will switch to the correct position. The upper number shows the direction of the route and the lower one the active short haul and the next stop.



- 
17. Twin manometer: The bus LU 200 has two brake circuits. The orange needle shows the current brake pressure and the white needle the stoked pressure in the particular air tank.
  18. twin manometer for the rear axle
  19. cooling water temperature
  20. control lamp country beam
  21. control lamp battery
  22. control lamp temperature gear box (without function)
  23. control lamp ignition
  24. control lamp flashing
  25. control lamp oil pressure
  26. control lamp catalytic converter
  27. control lamp antiskid system

## Door System



1. Button "Freigabe" -> clearance: Use this button in a station when you want to allow the passengers get on or off. After pushing the button the doors will open if passengers used the stop button while the passengers outside are able to open the doors. The doors will close automatically after a short while. The button lights up in blue while it is active. Key: (/)-NUM
2. Button "Freigabe löschen" -> delete clearance: While the clearance is active all doors (except door number 1) are in the automatic mode. That means that the doors can be opened while clearance is active. After pushing the button "Freigabe löschen" the illumination of the button "Freigabe" will disappear. When all doors are closed the button "Abfahrt" will light up and you will hear a signal sound "gong".
3. Button "Kinderwagen" -> children's push chair: This button lights up when somebody has a children's push chair. This signals that somebody wants to exit or enter the bus via door number 2. The door 2 is not longer in the automatic mode until you deactivate the button. If you this is the case, the door will be back in automatic mode.



- 
4. Button "Tür 1" -> Door 1: while pushing this button door number 1 will also open when the battery key is not active and independent from the automatic mode. Once the door 1 is open (basically this is only possible when the bus is static or the speed is under 3 km/h), the station brake will set automatically and the bus can't be moved until the door is closed again. Key: (-)-NUM
  5. Button "Tür 2" -> Door 2: this button can't open the door 2. But when the door is open by the clearance mode, the button will light up. You can now push the button and the door will stay open until you delete the clearance.
  6. Button "Tür 3" -> Door 3: see Door 2
  7. Control lamp "Halten" -> hold: This light will illuminate when somebody pushed one of the hold buttons next to the doors or the children's push chair button. In addition you will hear a signal sound "gong".
  8. Control lamp "Abfahrt" -> departure: This signal lights up when the bus is ready for departure and all doors are closed when opened through the automatic mode. Once you push the accelerator the light will disappear.
  9. Button "Anfahrtsperre" -> start blocking: This function allows you to drive with an open door 1. Push the button while the door 1 is open and release the station brake and the bus should move.

## Route-Display control unit



1. Synchronization: the route-display spins to the last position (initial position) and synchronizes the sidewise route-display (is used in a breakdown)
2. Up: the route-display will jump one step forward (with active F8 [Page Up])
3. Down: the route-display will jump one step backwards (with active F8 [Page Down])

The route-display for the route display in the rear is set mechanical in reality. To be the same in the simulation you will need the correct key command:

First press the key [F5], [F6] or [F7] to reach the first, the second or the third digit tape. Then press [Page Up] or [Page Down] until you reach the correct position.

The route-display for the destination is controlled electrically via the control unit which is described above. The unit is in the "up/down mode" to make it easier to use.

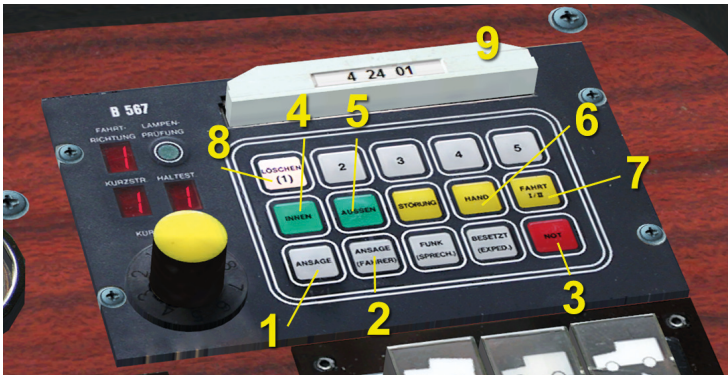
To change the destination just push "up" or "down" or use the keyboard [F8] and then [Page Up] or [Page Down]. The route-display will change the destination in the front and on the sides.





As described above it's possible that the route-display in the front or on the side is not showing the same destination. In this case you need to push the synchronization button, so every display will be set in the initial position.

## Voice Control Unit



1. Announcement: This button is for manual announcements (you can also use the left foot switch  $-[Q]$ )
2. Announcement (Driver): The announcement will also trigger the next one but you can only hear it at the driver seat. If you press the button announcement again, the same announcement will be played for the passengers.
3. Emergency: This emergency button is a safety button inside the vehicle. After pushing this button you will hear an emergency signal and a radio link to dispatch control will be set up automatically. If you press it again the alert will be disabled and the radio link will disconnect.
4. Inside: speakers inside (without function)
5. Outside: speakers outside (is used when you want to mute the speakers inside)

6. Hand: manual mode – if you want to change the direction manually you need to press this button first.
7. Fahrt III: To change the direction (first you need to push the Hand button)
8. Delete: deactivate selected button; control lamp always lights up when the control unit is active.
9. Encoding connector: contents the complete information about the route, to play the announcement. Every route needs his own encoding connector.

You will find a complete list for the announcements in the attachment for the route 24A. This system is really inflexible; only one route can be displayed at one time. You better be prepared otherwise the passengers will hear a wrong announcement.

When you have a diversion from the main route you have to adjustment the system. In this case it's recommended to use the button "announcement driver" and "announcement" to replay the announcement in the cabin. You don't need to do that at the terminal stop "Kagran" and "Invalidensiedlung" as it works automatically.

## More equipment inside the vehicle



1. antiskid system button: the anti-skid system will be disabled → control lamp lights up
2. Mirror heating: the heating in the outside mirror starts and the button lights up when active
3. Regulator for bug acclimation (3 steps; each 90° engaged)
4. spring-loaded brake (parking brake) foot switch announcements



## Bug acclimation



You can control the bug acclimation over the handle on the driver's left hand side.

You have 3 different speed levels.

The front blower is below the front window. Set by the right handle (4) you can either get warm fresh air (upper position), cool fresh air (middle position) or warm circulating air (lower position).

You can control the heating power with the second left red handle (2).

1. Heating controller floor
2. Heating controller temperature (cold or warm)
3. Heating controller bug
4. Heating controller circulating air:
  - Level 0: circulating air heating (down)
  - Level 1: direct ventilation
  - Level 2: fresh air heating
5. Window de-icing

Always pay attention to the temperature inside the cabin! It's also important to have a good ventilation inside. You can use the sliding windows or the driver window.

In reality the LU 200 has no thermometer in the cockpit, you need to use information system inside the simulator [SHIFT] - [Z] to observe the temperature. If you don't pay attention to this you will notice it by comments of the passengers.

# **Behavior in operation**

## **Parking the bus at the parking position**

Turning to the parking position can only be approached if this is also according to the scheduled. A trip to the parking position is always characterized as a "Sonderwagen - not in service" (adjust route-display!).

Passengers within the simulation OMSI will pay exact attention to the route-display, so you will have no problem with passengers which want to go with your bus to the parking position. Note: Every trip as a "not in service" is generally without passengers.

At the parking position you have to switch off the bus properly and close all doors.

## **Labeling**

Due to the fact that the route-display is in "Up/Down" mode you are responsible that the route-display is set to the correct destination. At a terminal stop you have to set the display to the next destination. A change in the display is allowed at the earliest point one stop before the terminal stop.

You will notice that the passenger inside OMSI consider the signs very carefully.

If you are not driving in regular service you have to display the bus as "Sonderwagen – not in service".



---

# Stops

## General

The stops in Vienna are marked with a blue bordered station sign. If you have no passengers at the station and no passengers want to exit, your are allowed to drive slowly past the stop. Otherwise you have to stop the bus.

## The correct behavior at the bus stop

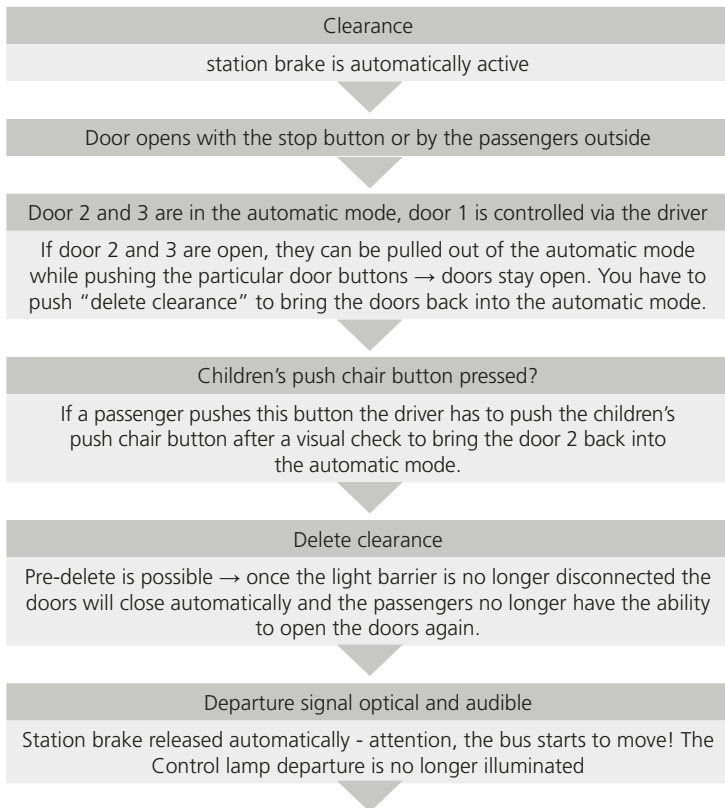
The right position for a stop is when the station sign is at the center of the bus. If a station is blocked (for example: by cars in front of a traffic light) it's ok to stop the bus when you reach the station sign with the front of your bus.

If a stop is blocked through another bus, you have to reduce your speed so that the stop is clear again on arrival.

In a double station you have to stop the bus so that another bus has the chance to stop behind your bus too.

After you get to a complete stop you have to press the clearance button (blue). If somebody pushed the stop button the door will automatically open. While the passenger change is in progress the doors will stay open through the light barrier at the doors. Once the light barrier is no longer disconnected, the doors (except door 1) will close after 3 seconds. If door 1 is open, you have to close it manually.

### Flow Diagram:



### Double stations

Double stations are marked with special signs and two normal station signs with a maximum space of 30m between them. It can be possible that passengers inside OMSI are not recognizing you, so be nice to the passengers and also stop at the first station sign.



---

## Passengers

Si you are familiar with OMSI you will know that the passengers interact with you and you also know that sometimes these passengers are not the easiest ones if your driving style is not that good. They will also communicate with you when they are getting on the bus, if there is a problem.



You don't have to pay attention to the ticket sale in this add-on. Like the reality it's not the habit to buy a ticket in Vienna from the bus driver, most of the passengers have a season ticket or an annual ticket which are bought before they get on the bus. As there are no change or ticket printer in reality at the Vienna busses, we omitted an explicit implementation by the impossibility of a simulation of a selling procedure out of the shirt pocket of the bus driver.

# Signal instructions

## Bus – signals

The bus signals are additional helpers to the normal traffic signs and traffic lights.

Where bus signals are installed, you need to follow them.







Signal	Description	Signal	Description
	You have to follow the normal traffic light		Free drive
	Announcement of the free phase  the free phase will start in 8 seconds (free drive) )		Stop





## Tram Signals

Some parts of the route 24A go over rail tracks, so you also have to follow the tram signals in addition to the bus signals:

Signal	Description	Signal	Description
	Stop for all directions		Free drive in the line
	Stop for all directions + announcement of the free phase  the free phase will start in 8 seconds (free drive)		Free drive to the left
	Free drive in the line  Announcement of the free phase disappears after you got it		Free drive to the right

Tram signals have a pre-signal and a main-signal..

## Bus Selection and timetable-placement

If you replace an AI-Bus you don't need to make alignments. You can just continue with this timetable. If you want to add another bus to the map, then please do it like it is described in the OMSI manual (chapter 4.3.4)

## **Startup a parked bus**

1. Plug in the battery key -> observe control lamp
2. Check if the battery charge indicator lights up and also the other control lamps
3. Check if the parking brake is set (yellow control lamp have to light)
4. Check if you have enough fuel
5. Check if no gear is selected (engine would not start)
6. Activate ignition and start the engine
7. The red warning light will stop lighting after you have enough pressure inside the air system and when the bus is ready for departure.
8. Plug in the encoding connector and select the correct route and destination for the route-display
9. Switch on the cabin light, the dim light, the route-light and the heating or ventilation (as required)
10. Select the gear [D] and control if the stage brake is not active. Release the parking brake. The bus will move.

## **Acquisition of a running bus (transfer on the track)**

1. Check if the parking brake is set (yellow warning light lights)
2. Check if you have enough fuel
3. Check if you have enough pressure inside the air system and if the red warning light is not illuminated
4. Check the encoding connector and select the correct stage
5. Check the route-display



- 
6. Switch on the cabin light, the dim light, the route-light and the heating or ventilation (as required)
  7. Select the gear [D] and control if the stage brake is not active. Release the parking brake. The bus will move.

## Attention after arrival

1. Set the parking brake and release the gear so that the engine is in idle. Now switch off the engine
2. Switch off all ventilations and the heating. Be sure that you switched off the cabin light.
3. If you want to leave bus, open door 1
4. Switch off the dim light and unplug the battery key
5. Now you can leave the bus
6. After leaving the bus don't forget to close door 1 from outside by clicking on the opening under the button of door 1.

Now you should be well prepared and able to drive through the Vienna traffic with the LU 200 M11.

We wish you a pleasant first run and a lot of fun with our add-on!

## Credits

At first we want to say thank you to Wiener Linien GmbH & Co KG for the technical support!

Representing here a thank you to all the staff of Wiener Linien and Aerosoft who were involved in this project and have contributed so much for the success of this product.

We would also like to say big thank you to MR-Software: Marcel Kuhnt and Rüdiger Hülsmann who really made pioneer work with OMSI. Without their great support und implementation of further functionalities this add-on would definitely not be possible in this form! Many thanks for providing us with your great script and sound sets.

Special thanks also go to the following people. Many of all these specials wouldn't be possible without your support:

- Nora Kahlig
- René Baar
- Martin Buda
- Karl Sauer
- Harald Stuiber

At least we would also like to thank all the beta testers, who make sure the product is available in the actual quality and all the friends and families for having such a patience letting us create this product.

All in this document and in the simulation mentioned and / or illustrated

Trademarks or trademarks are trademarks or registered

Trademarks of their respective owners.



---

OMSI is using Open Dynamics Engine under following licence:

Copyright (c) 2001-2004, Russell L. Smith.

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

Neither the names of ODE's copyright owner nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS „AS IS“ AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

OMSI verwendet das TAudioMixer-Plugin, © 2005 Vit Kovalcik

# Appendix

## Keyboard Controls

Pause	P
Open menu	Alt
Switching views	S
Driver view	F1
Passenger view	F2
Outside camera	F3
Free camera	F4
Schedule view	Insert
Roller conveyor view	Pos 1
Setting back view	C
Setting back all views	Space
Switching views	Arrow left/ Arrow right
Switching informations	Shift+ Z
Joystick on/off	K
Steering by mouse on/of	O
Throttle	Num 8
Brake	Num 2
Throttle increase / Brake decrease slowly	Num +
Pedal announcements	Q
Steering left	Num 4
Steering centre	Num 5
Steering right	Num 6
Spring loaded brake on/off	Dot [.]
Indicator left	Num 7
Indicator right	Num 9
Indicator off	Num .
Warning lights on/off	B
Dim lights on/off	L
Parking lights on/off	Shift + L



Headlights	F
Interior lights driver on/off	6
Heating	7
Lights route-display on/off	8
Interior lights on/off	9
Elektrics on/off	E
Engine on/off	M
Horn	H
Automatic gear: reverse	R
Automatic gear: 3	3
Automatic gear: D	D
Clearance doors	Num /
Delete clearance doors	Num *
Door 1 opn/cls	Num -
Briding starting inhibit	A
Wipers long-term	W
Wipers interval	Shift + W
Wipers cleaning	Strg + W
Line-route-display 1	F5
Line-route-display 2	F6
Line-route-display 3	F7
Choose route-display	F8
Route-display up	Page up
Route-display down	Page down
Voice control unit: announcement	Strg + Num 1
Voice control unit: announcement driver	Strg + Num 2
Voice control unit: emergency	Strg + Num Enter
Voice control unit: inside	Strg + Num 4
Voice control unit: outside	Strg + Num 5
Voice control unit: hand – manual mode	Strg + Num 6
Voice control unit: delete	Strg + Num 7
Voice control unit: change direction	Strg + Num /
Voice control unit: encoding connector in/out	Strg + Num *
Voice control unit: announcement back	Strg + Num -

# OMSI Add-on



aerosoft™

# City Bus 0305

Experience the City Bus O 305 from the 70s and 80s on a journey through time.

The included route Neuendorf offers enough possibilities for you to test all functions of this historical bus.



Visit our Online-Shop [www.aerosoft.com](http://www.aerosoft.com)