Other addons & stuff

Custom keyboard configuration

- Custom keyboard configuration (suitable for up to 5 door buses etc)
- BCS / CCS Depot map
- Gameburrow's OMSI 2 settings
- Installing DXVK from the source

Custom keyboard configuration (suitable for up to 5 door buses etc)

Door bindings

Open/close all doors `door_all`
Open/close first door (or incase of MAN SD buses and some other first door first part) `bus_doorfront0`
Open/close second door (or incase of MAN SD buses and some other first door second part) `bus_doorfront1`
Open/close third door `bus_doorfront2`
Open/close fourth door `bus_doorfront3`
Open/close fifth door `bus_doorfront4`

Custom keyboard configuration

Here you can download Gameburrow's custom keyboard configuration that has ll these keys mapped:

https://cloud.gameburrow.codes/s/Xi3oWKaArtKrwq4

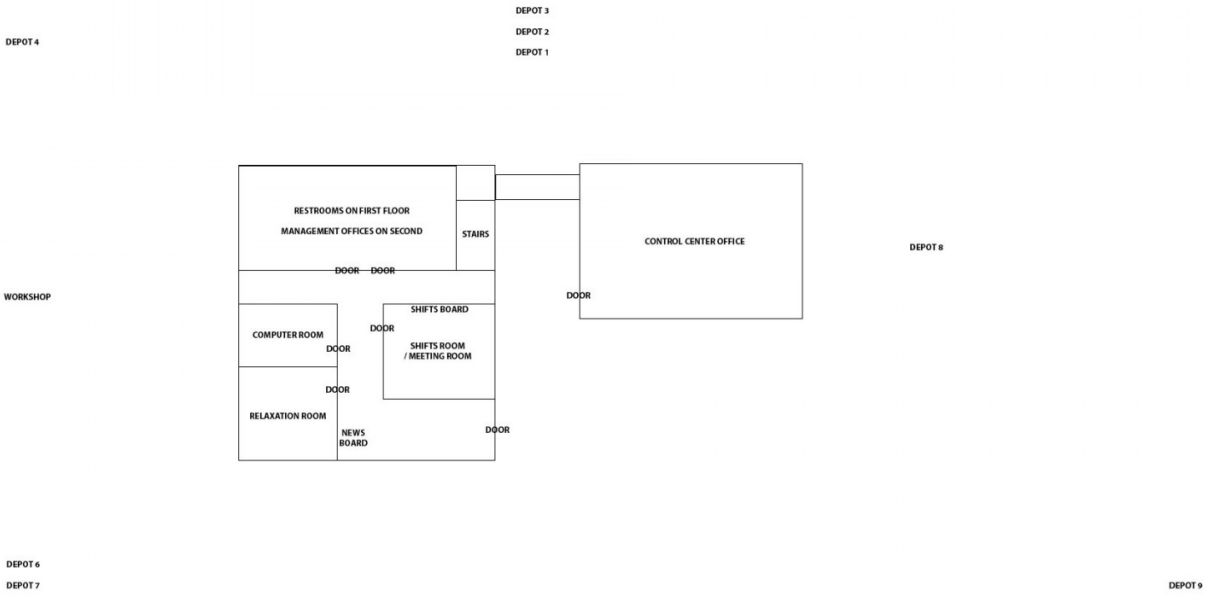
Changes from default:
`Shift` + `Num 0`: Open/close all doors
`Shift` + `Num 1` - `Num 5`: Open close 1 - 5 doors
`Shift` + `Num Enter`: Station Brake
`K` / `Shift` + `K` - Kneeling toggle (for some buses just pressing `K` toggles/untoggles, for some you need to press `K` to toggle and `Shift` + `K` to untoggle, for some this bind doesn't work at all)

Alternatively, if you want to add the keys manually, you can edit the following file `OMSI 2/inputs/keyboard.cfg`:

```
[entry]
door_all
82
2
```

```
[entry]
bus_doorfront0
79
2

[entry]
bus_doorfront1
80
2

[entry]
bus_doorfront2
81
2

[entry]
bus_doorfront3
75
2


[entry]
bus_doorfront4
76
2

[entry]
bus_doorfront5
77
2
```

BCS / CCS Depot map



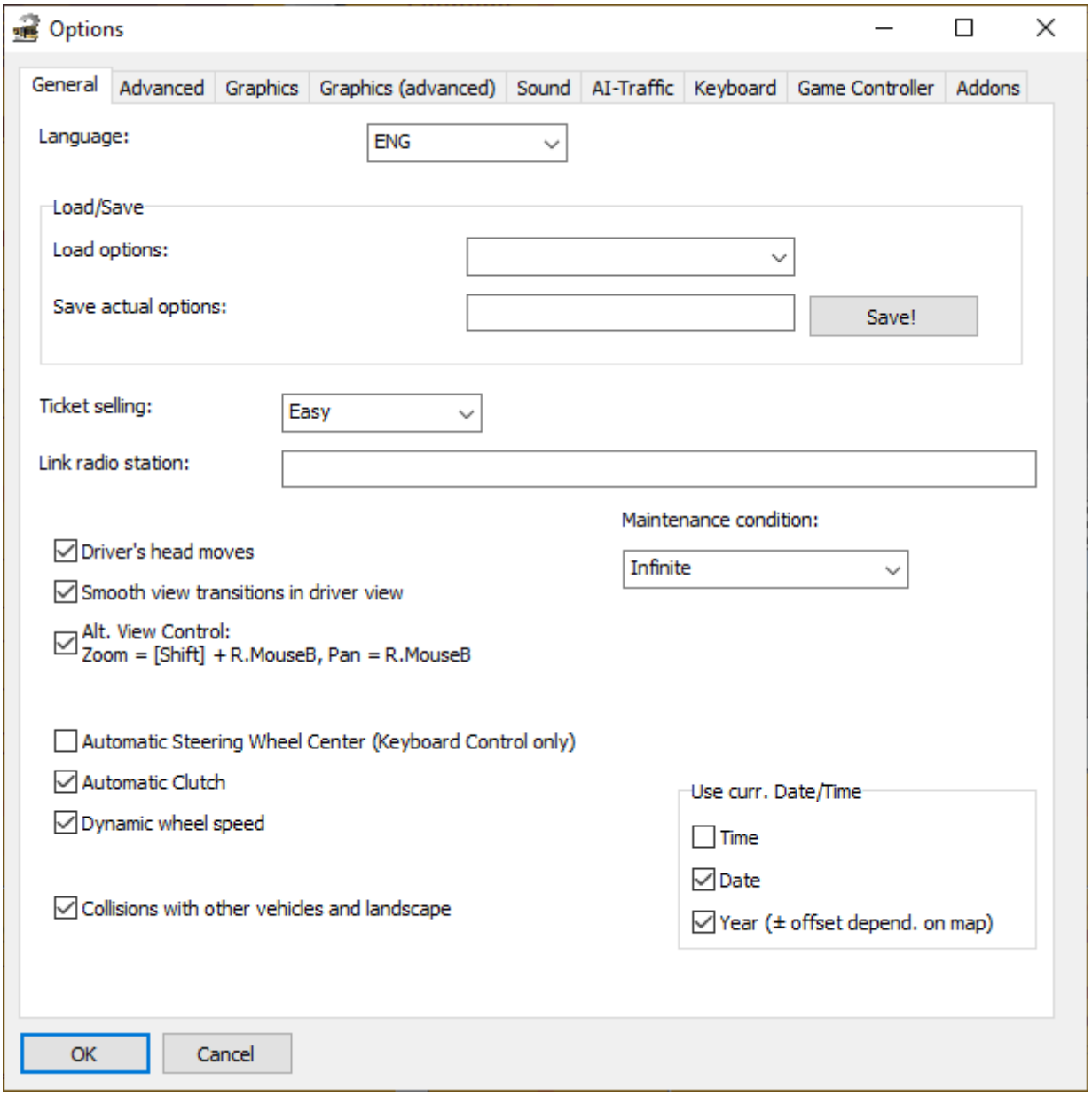
Gameburrow's OMSI 2 settings

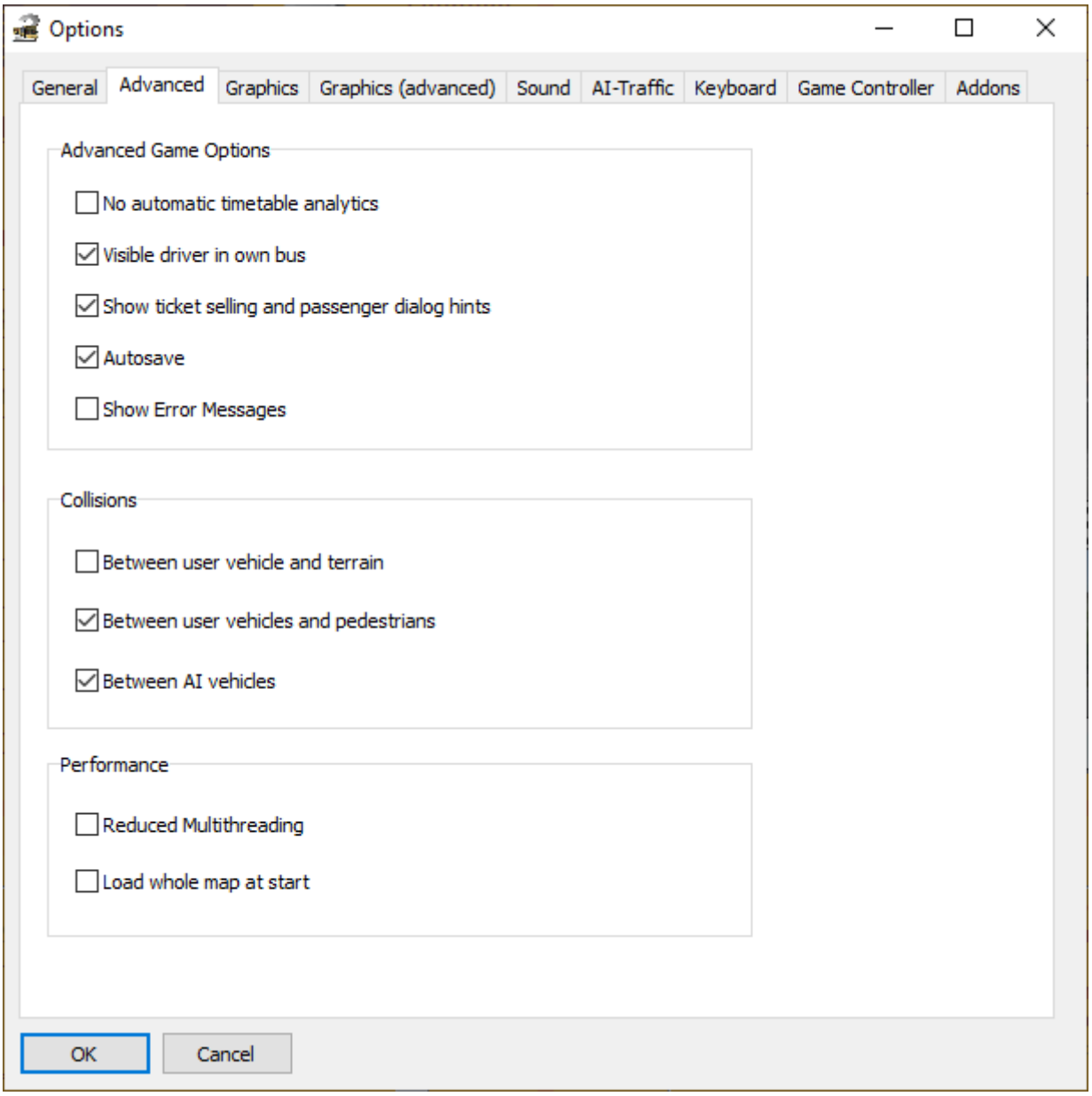
Here are my settings. I'd say these are the maximum you can have in OMSI engine, no matter how high end your computer is.

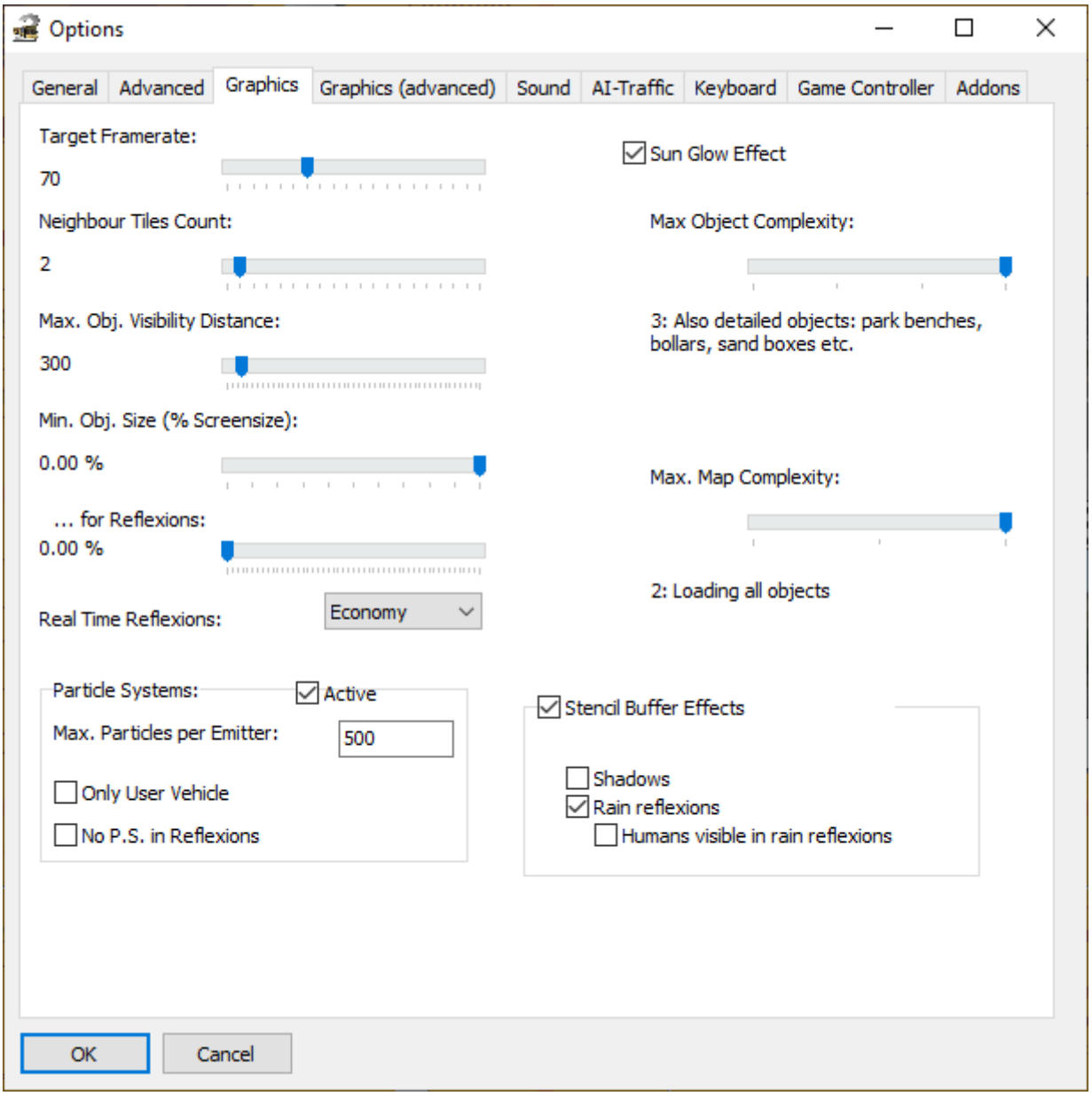
If it's still lagging, you need to reduce:

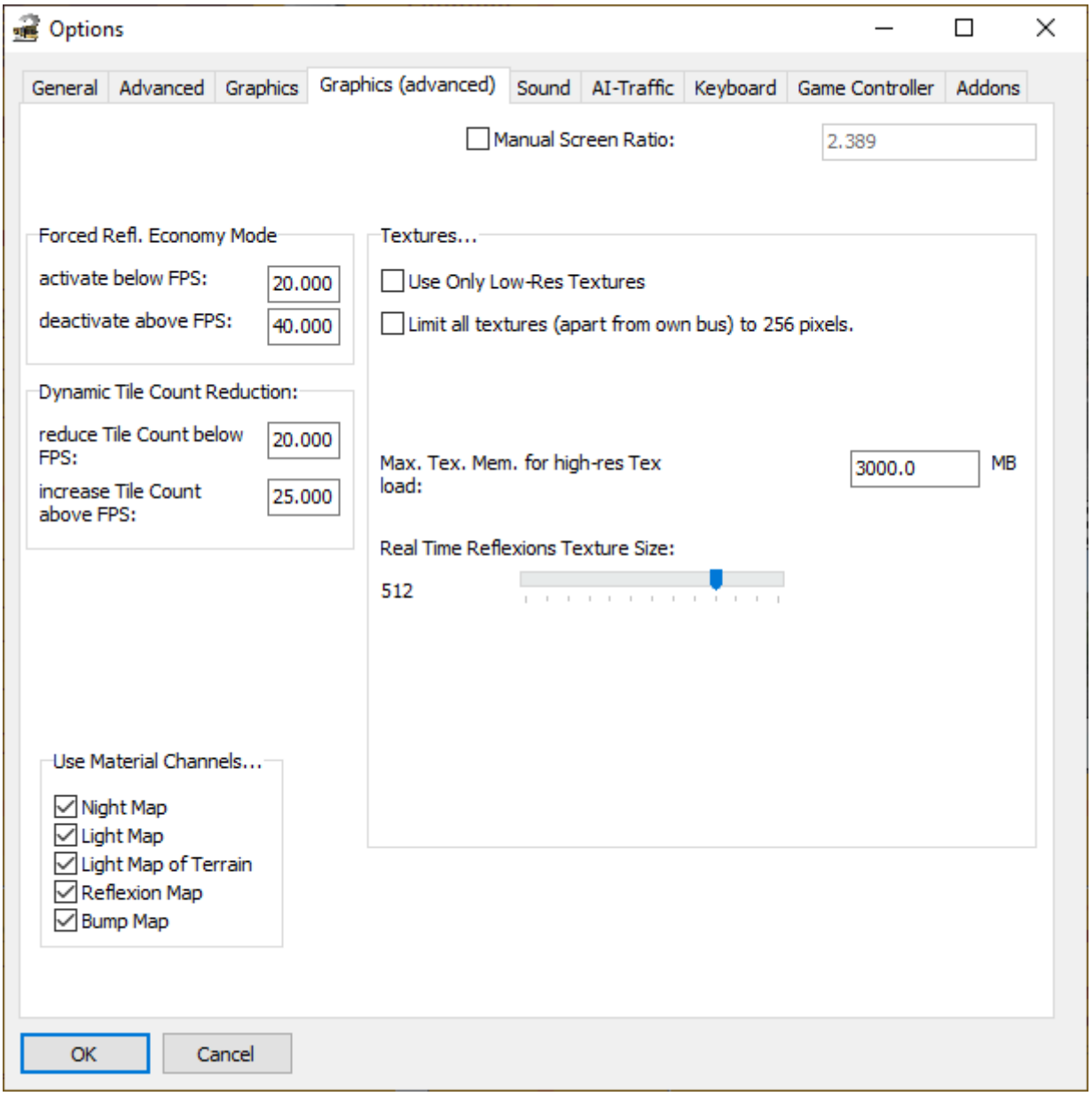
- scheduled AI count (this hits performance the most)
- unscheduled AI count even more
- Max sound count is also interestingly something that hits performance quite a lot.

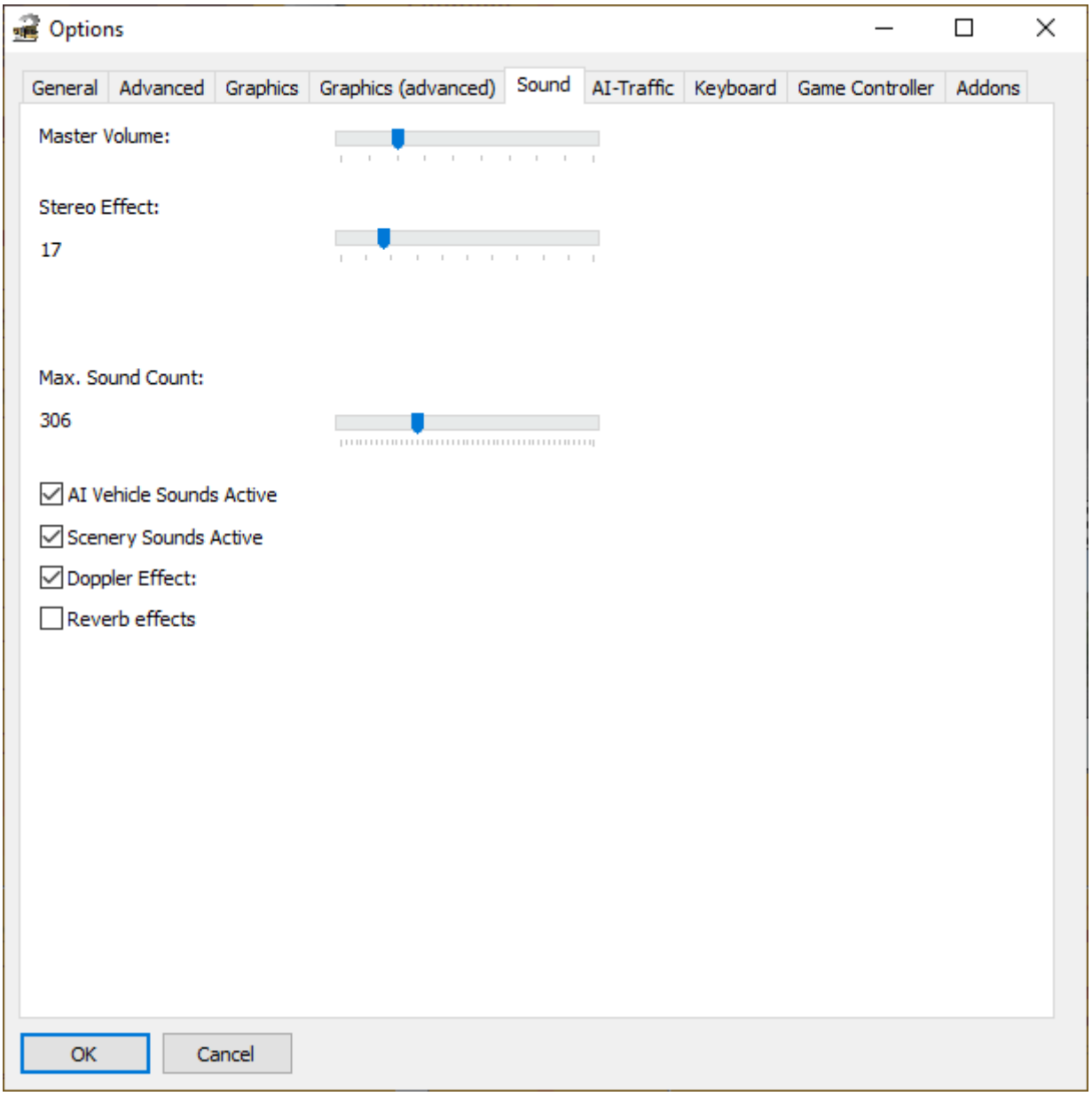
OMSI depends mostly on CPU, RAM and Disk speeds. CPU and RAM are running on 32bit limits thus it can't use more than 4GB of memory.

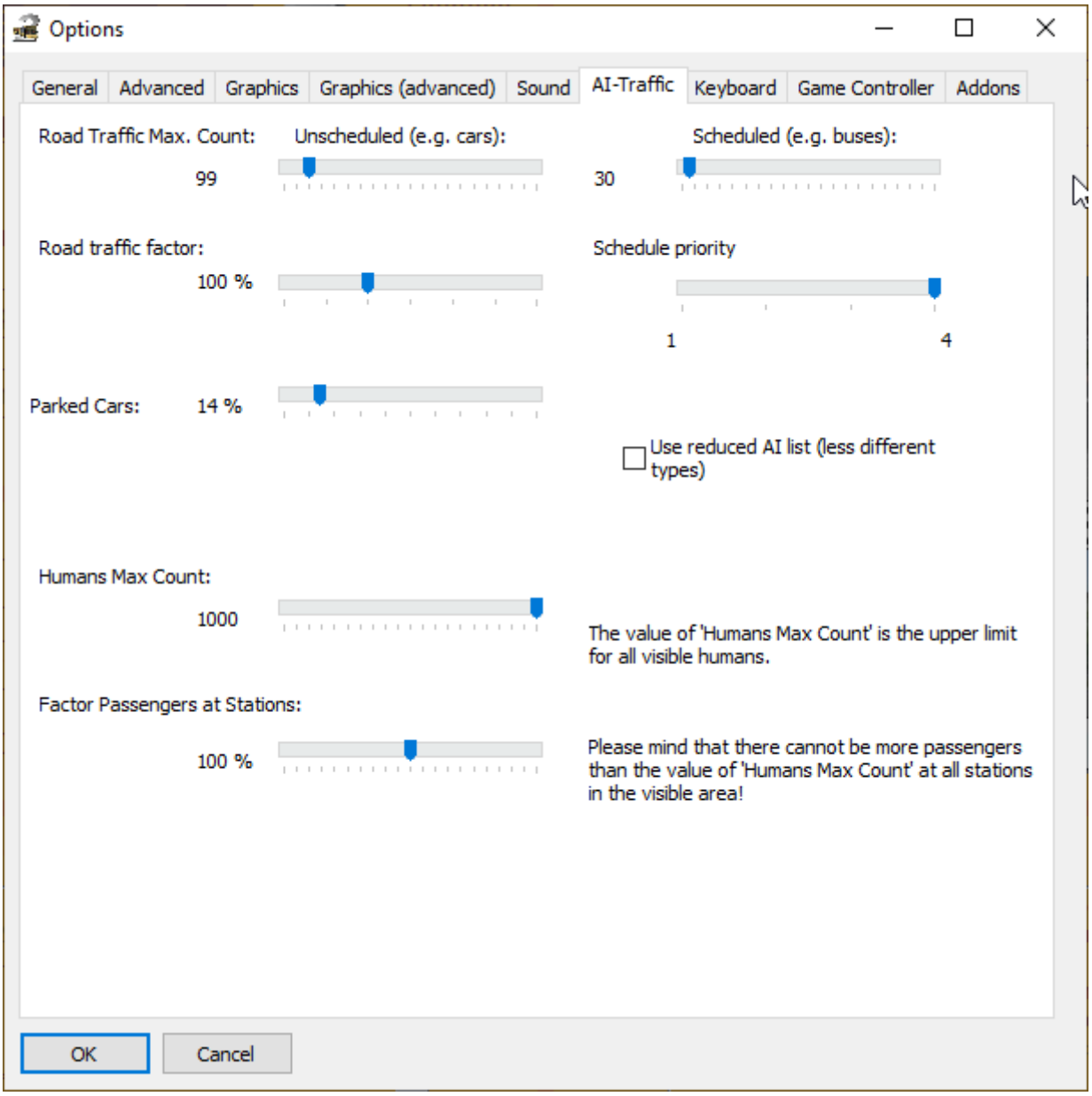

Options
General
Advanced
Graphics
Graphics (advanced)
Sound
AI-Traffic
Keyboard
Game Controller
Addons
Language:
ENG
Load/Save
Load options:
Save actual options:
Save!
Ticket selling:
Easy
Link radio station:
Maintenance condition:
Infinite
Driver's head moves
Smooth view transitions in driver view
Alt. View Control:
Zoom = [Shift] + R.MouseB, Pan = R.MouseB
Automatic Steering Wheel Center (Keyboard Control only)
Automatic Clutch
Dynamic wheel speed
Collisions with other vehicles and landscape
Use curr. Date/Time
Time
Date
Year (± offset depend. on map)
OK
Cancel


Options
General
Advanced
Graphics
Graphics (advanced)
Sound
AI-Traffic
Keyboard
Game Controller
Addons
Advanced Game Options
No automatic timetable analytics
Visible driver in own bus
Show ticket selling and passenger dialog hints
Autosave
Show Error Messages
Collisions
Between user vehicle and terrain
Between user vehicles and pedestrians
Between AI vehicles
Performance
Reduced Multithreading
Load whole map at start
OK
Cancel


Options
General
Advanced
Graphics
Graphics (advanced)
Sound
AI-Traffic
Keyboard
Game Controller
Addons
Target Framerate:
70
Neighbour Tiles Count:
2
Max. Obj. Visibility Distance:
300
Min. Obj. Size (% Screensize):
0.00 %
... for Reflexions:
0.00 %
Real Time Reflexions:
Economy
Sun Glow Effect
Max Object Complexity:
3: Also detailed objects: park benches, bollars, sand boxes etc.
Max. Map Complexity:
2: Loading all objects
Particle Systems:
Active
Max. Particles per Emitter:
500
Only User Vehicle
No P.S. in Reflexions
Stencil Buffer Effects
Shadows
Rain reflexions
Humans visible in rain reflexions
OK
Cancel


Options
General
Advanced
Graphics
Graphics (advanced)
Sound
AI-Traffic
Keyboard
Game Controller
Addons
Manual Screen Ratio:
2.389
Forced Refl. Economy Mode
activate below FPS:
20.000
deactivate above FPS:
40.000
Dynamic Tile Count Reduction:
reduce Tile Count below FPS:
20.000
increase Tile Count above FPS:
25.000
Textures...
Use Only Low-Res Textures
Limit all textures (apart from own bus) to 256 pixels.
Max. Tex. Mem. for high-res Tex load:
3000.0
MB
Real Time Reflexions Texture Size:
512
Use Material Channels...
Night Map
Light Map
Light Map of Terrain
Reflexion Map
Bump Map
OK
Cancel


Options
General
Advanced
Graphics
Graphics (advanced)
Sound
AI-Traffic
Keyboard
Game Controller
Addons
Master Volume:
Stereo Effect:
17
Max. Sound Count:
306
AI Vehicle Sounds Active
Scenery Sounds Active
Doppler Effect:
Reverb effects
OK
Cancel


Options
General
Advanced
Graphics
Graphics (advanced)
Sound
AI-Traffic
Keyboard
Game Controller
Addons
Road Traffic Max. Count:
Unscheduled (e.g. cars):
99
Scheduled (e.g. buses):
30
Road traffic factor:
100 %
Schedule priority
1
4
Parked Cars:
14 %
Use reduced AI list (less different types)
Humans Max Count:
1000
The value of 'Humans Max Count' is the upper limit for all visible humans.
Factor Passengers at Stations:
100 %
Please mind that there cannot be more passengers than the value of 'Humans Max Count' at all stations in the visible area!
OK
Cancel

Installing DXVK from the source

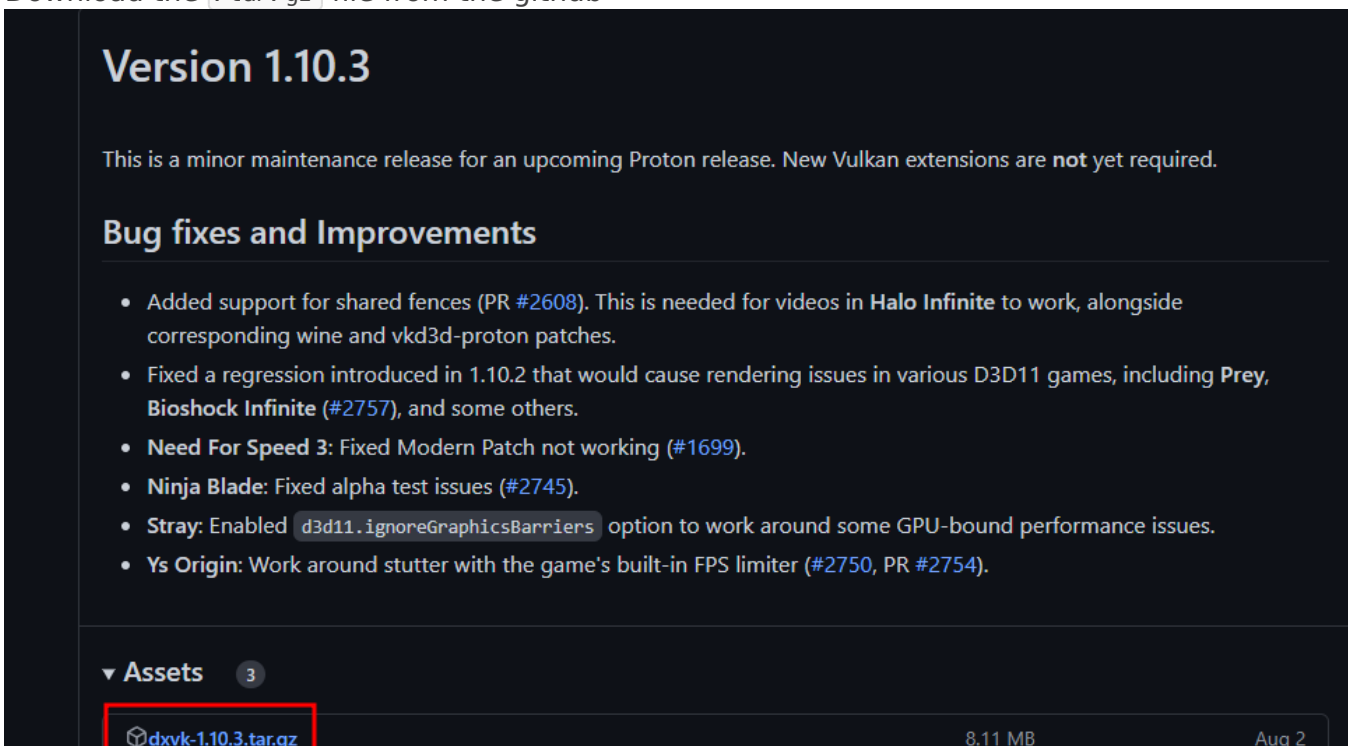
> *Many of you problably have heard or even tried the OMSI DXVK (or Performance Fix) on S and found it to improve your OMSI performance but most have abandoned it because it caused issues (like world stops loading, especially at night). However what many don't know is that the versions listed in Steam Community or OMSI Webdisk are out of date.* ***It is actually being updated regularly by the linux community as it's the foundation of what allows to run Windows games on Linux.***

I've found that using the later versions seems fine ish. **It has issues sometimes with night where the map stops loading, if that happens you have to remove it, sometimes restart of the game doesn't help.**

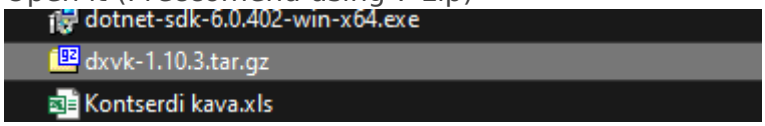
- **Last version tested** by GameBurrow: 2.3
- **All releases:** https://github.com/doitsujin/dxvk/releases/

Install instructions

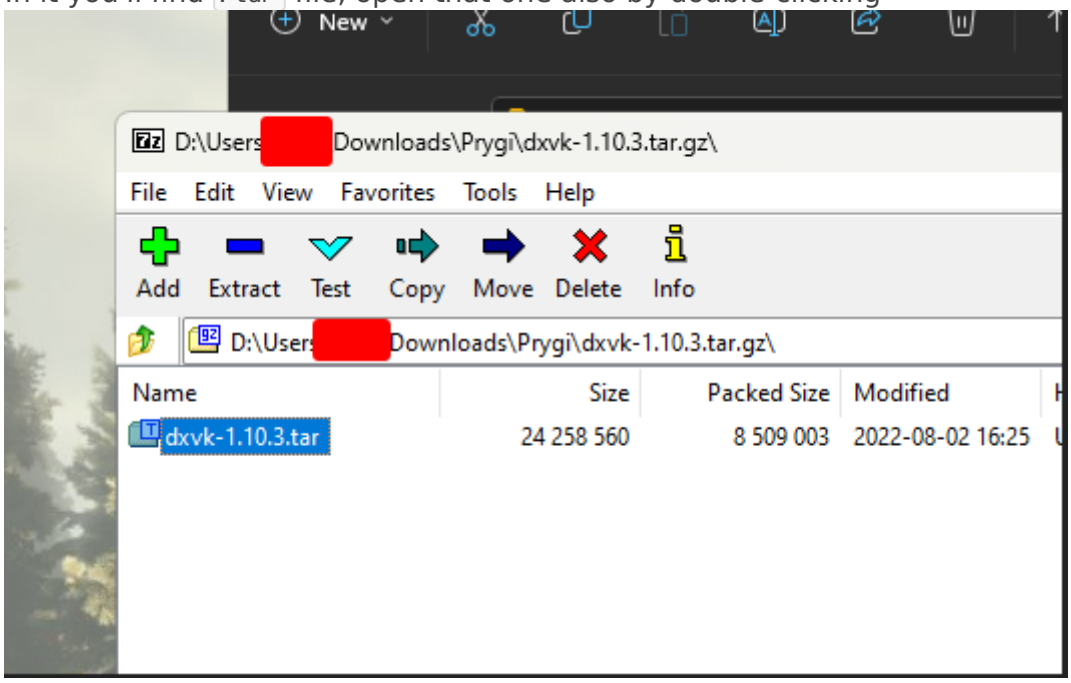
1. Download the `.tar.gz` file from the github



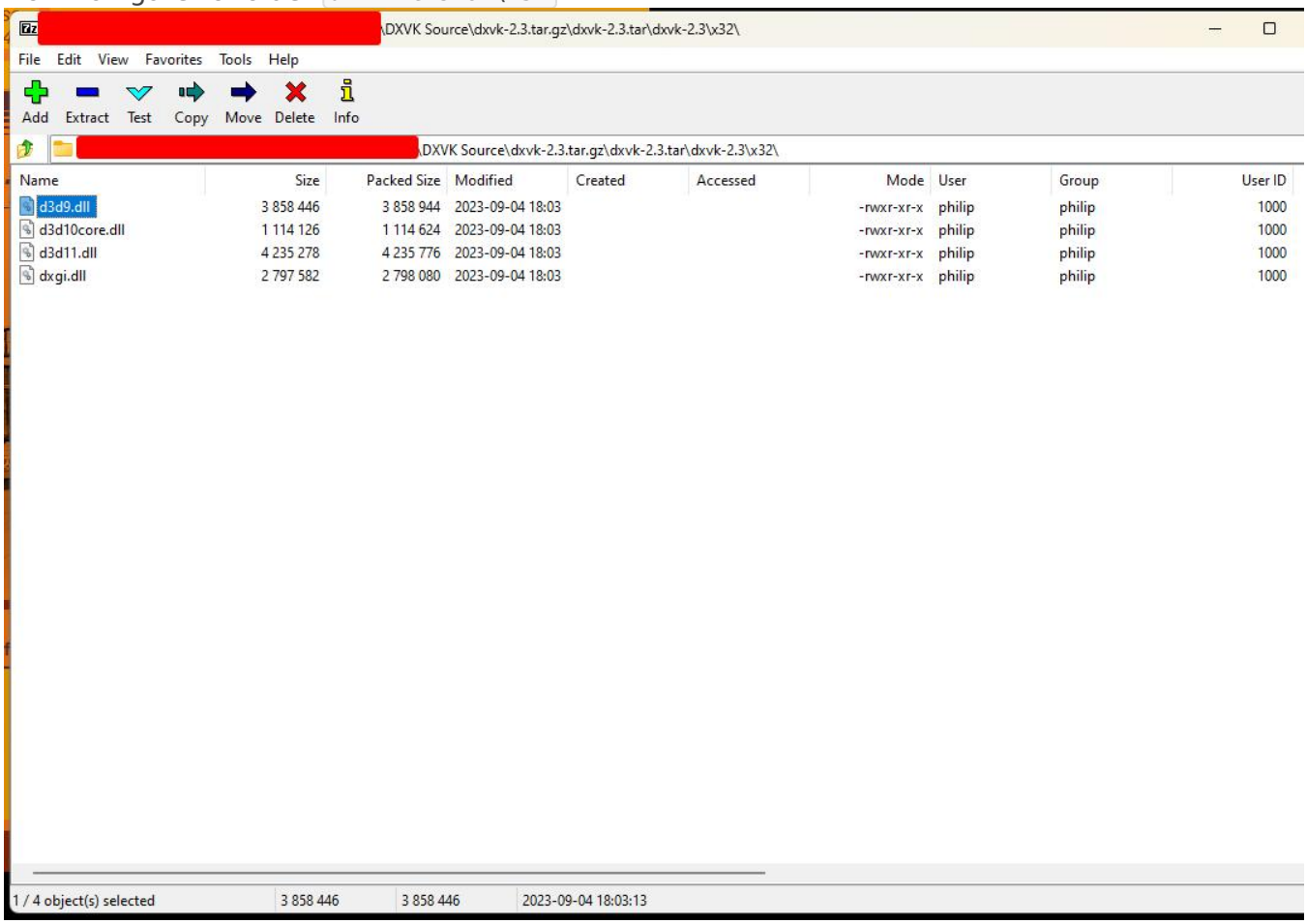
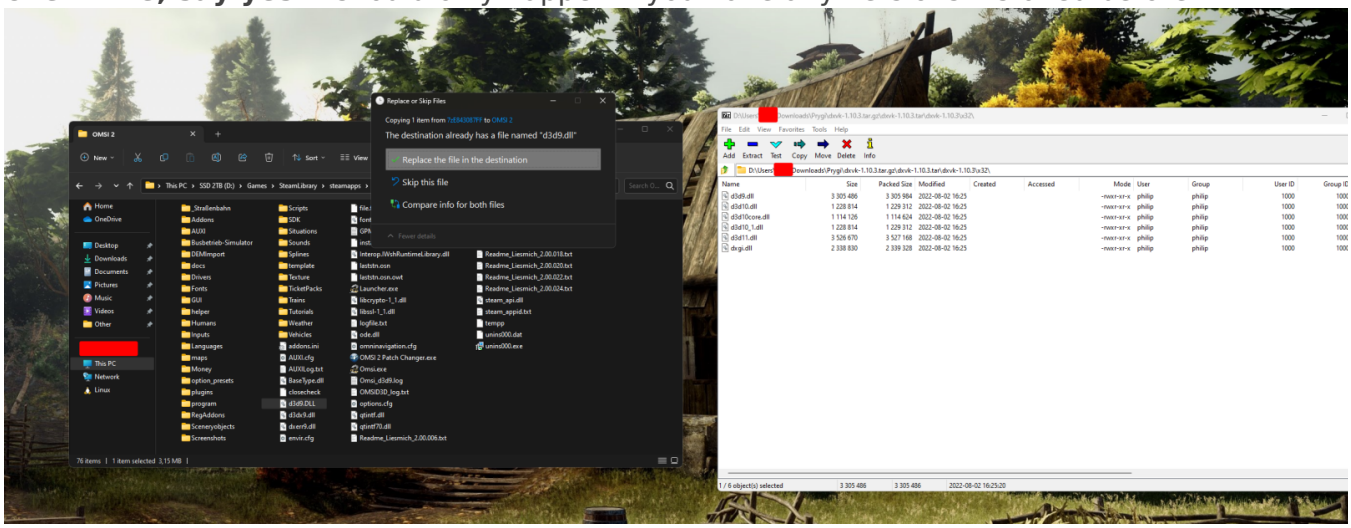
2. Open it (I reccomend using 7-zip)



3. In it you'll find `.tar` file, open that one also by double-clicking



4. Now navigate to folder `dxvk-version\x32`



5. Open your OMSI 2 folder and copy the `d3d9.dll` file to OMSI 2 folder. **If it asks to overwrite, say yes!** - should only happen if you have any versions installed before