

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

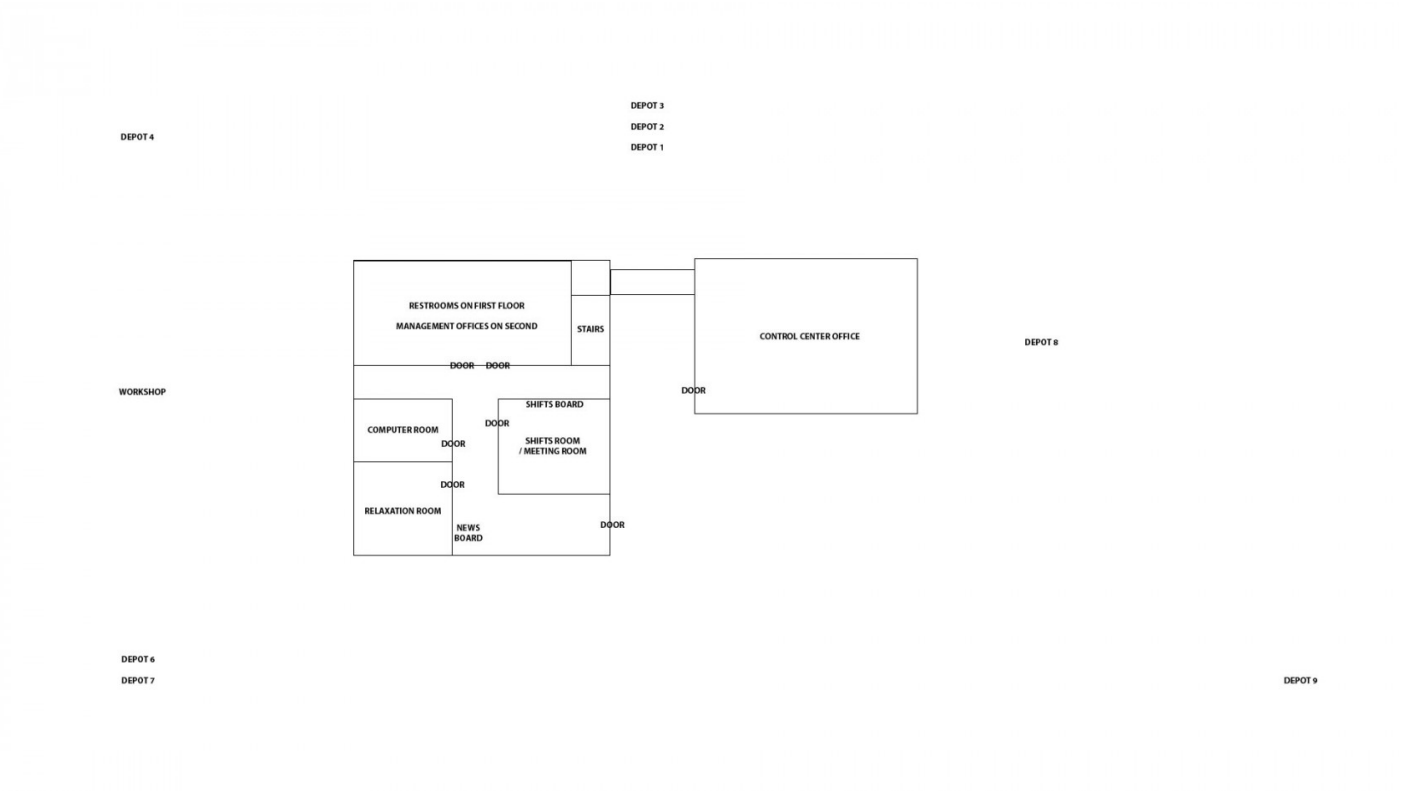
[entry]

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:

☒ 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

Maintenance condition:

Infinite

▼

Use curr. Date/Time


☐ Time

☒ Date

☒ Year (± offset depend. on map)

OK

Cancel

 Options

—

□

×

General

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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

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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

Particle Systems:

☒ Active

Max. Particles per Emitter:

500

☐ Only User Vehicle

☐ No P.S. in Reflexions

☒ Sun Glow Effect

Max Object Complexity:

3: Also detailed objects: park benches, bollars, sand boxes etc.

Max. Map Complexity:

2: Loading all objects

☒ Stencil Buffer Effects


☐ Shadows

☒ Rain reflexions

☐ Humans visible in rain reflexions

OK

Cancel

 Options

General

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☐ 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

Use Material Channels...

☒ Night Map

☒ Light Map

☒ Light Map of Terrain

☒ Reflexion Map

☒ Bump Map

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

OK

Cancel

 Options

—

□

×

GeneralAdvancedGraphicsGraphics (advanced)SoundAI-TrafficKeyboardGame ControllerAddons

Master Volume:

Stereo Effect:

17

Max. Sound Count:

306

☒ AI Vehicle Sounds Active


☒ Scenery Sounds Active

☒ Doppler Effect:

☐ Reverb effects

OK

Cancel

 Options

— □ ×

GeneralAdvancedGraphicsGraphics (advanced)SoundAI-TrafficKeyboardGame ControllerAddons

Road Traffic Max. Count:

99

Unscheduled (e.g. cars):

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

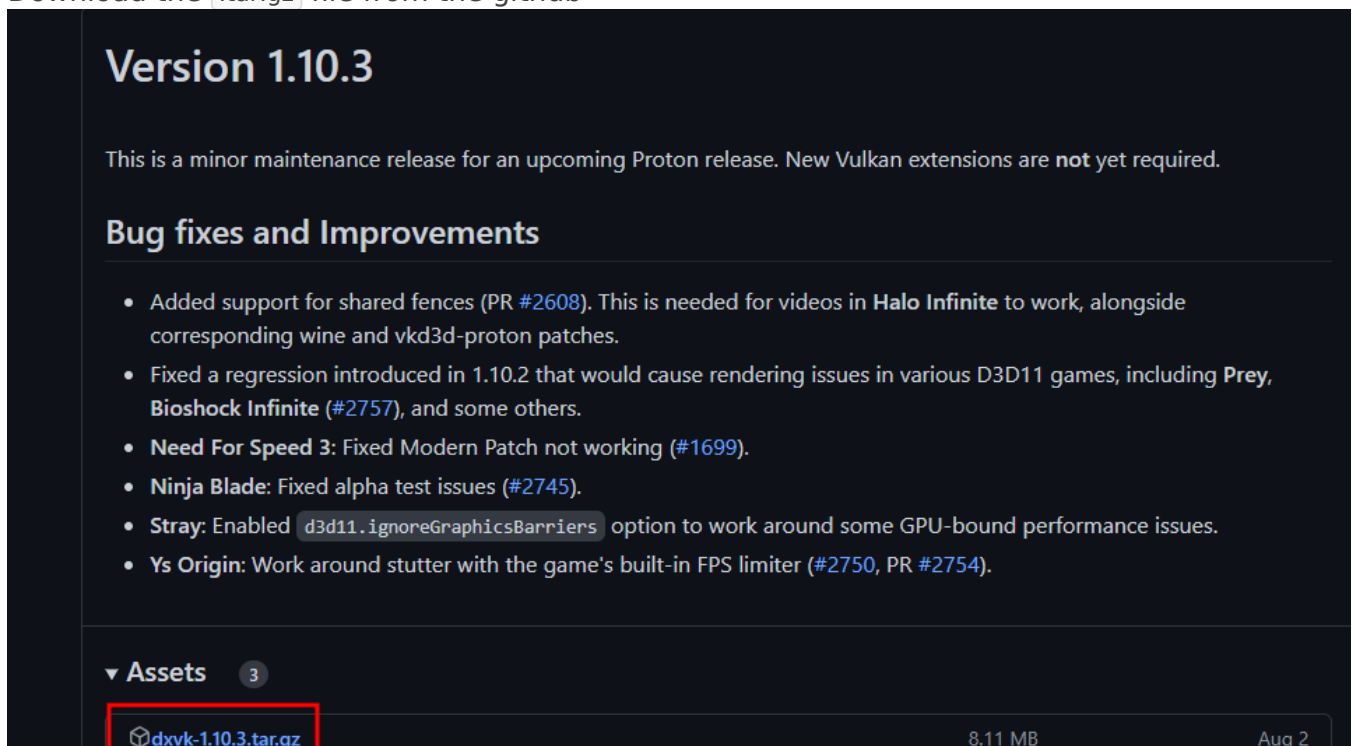
“Many of you probably have heard or even tried the OMSI DXVK (or Performance Fix) on S and found it to improve your OMSI performance but most have abandoned it because it caused issues (like world stops loading, especially at night). However what many don't know is that the versions listed in Steam Community 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



The screenshot shows the GitHub release page for dxvk-1.10.3. The page has a dark theme. At the top, it says "Version 1.10.3". Below that, a description states: "This is a minor maintenance release for an upcoming Proton release. New Vulkan extensions are **not** yet required." The "Bug fixes and Improvements" section lists several updates, including support for shared fences, fixes for Halo Infinite, Prey, Bioshock Infinite, Need For Speed 3, Ninja Blade, Stray, and Ys Origin. At the bottom, there is an "Assets" section with a red box highlighting the "dxvk-1.10.3.tar.gz" file, which is 8.11 MB and was released on Aug 2.

Version 1.10.3

This is a minor maintenance release for an upcoming Proton release. New Vulkan extensions are **not** yet required.

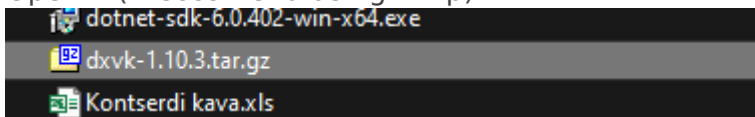
Bug fixes and Improvements

- Added support for shared fences (PR #2608). This is needed for videos in **Halo Infinite** to work, alongside corresponding wine and vkd3d-proton patches.
- Fixed a regression introduced in 1.10.2 that would cause rendering issues in various D3D11 games, including **Prey**, **Bioshock Infinite** (#2757), and some others.
- **Need For Speed 3**: Fixed Modern Patch not working (#1699).
- **Ninja Blade**: Fixed alpha test issues (#2745).
- **Stray**: Enabled `d3d11.ignoreGraphicsBarriers` option to work around some GPU-bound performance issues.
- **Ys Origin**: Work around stutter with the game's built-in FPS limiter (#2750, PR #2754).

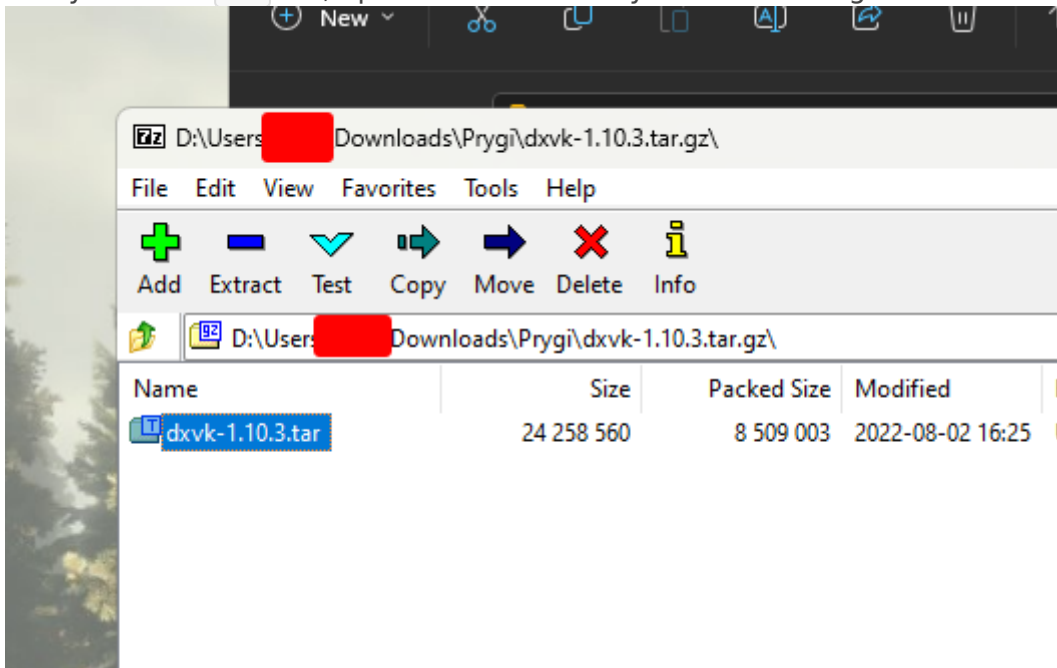
▼ Assets 3

dxvk-1.10.3.tar.gz 8.11 MB Aug 2

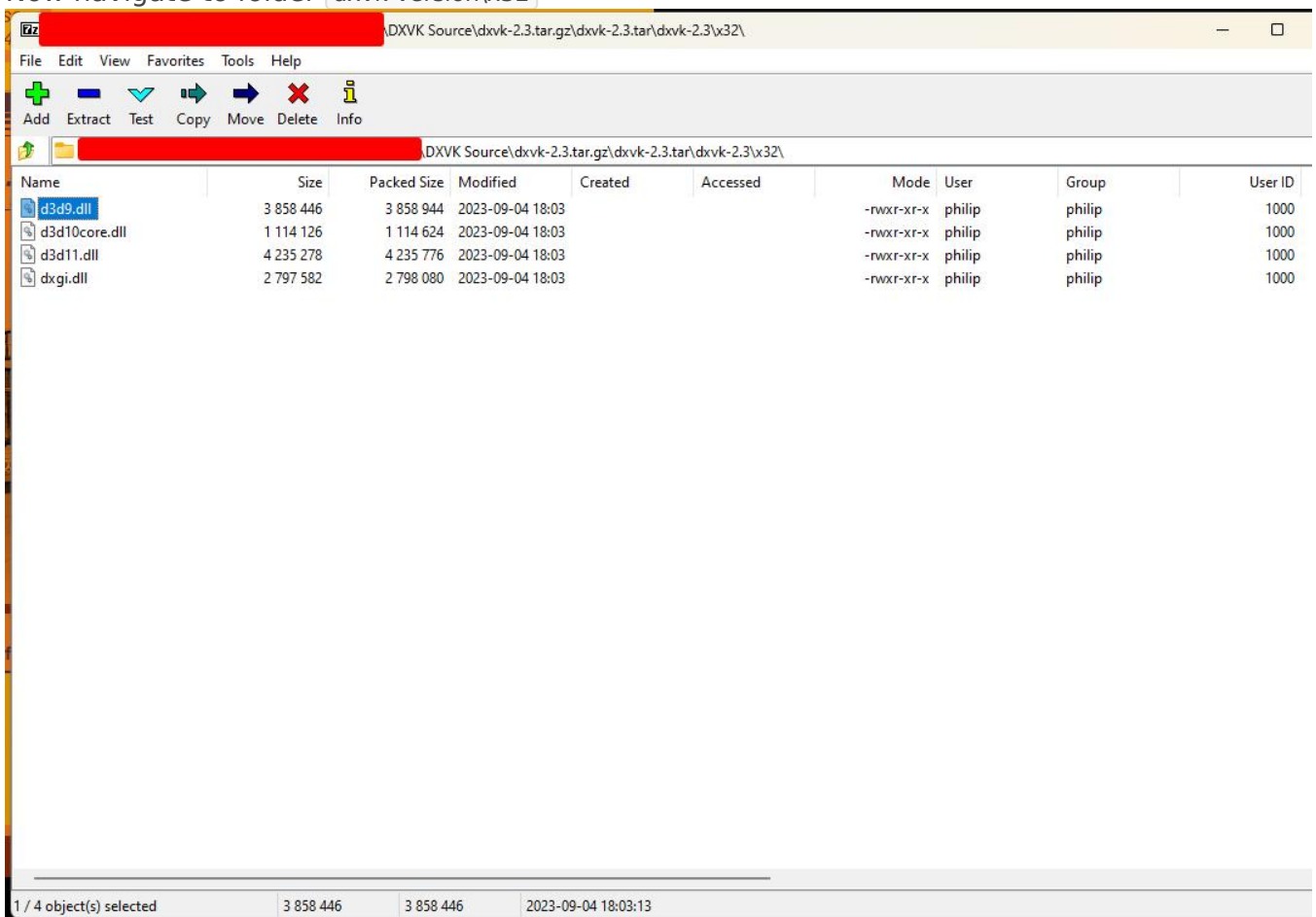
2. Open it (I recommend using 7-zip)



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



4. Now navigate to folder dxvk-version\x32



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