


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

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□

×

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

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□

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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

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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

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□

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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

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□

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GeneralAdvancedGraphicsGraphics (advanced)SoundAI-TrafficKeyboardGame ControllerAddons

Master Volume:

Stereo Effect:

17

Max. Sound Count:

306

☒ AI Vehicle Sounds Active

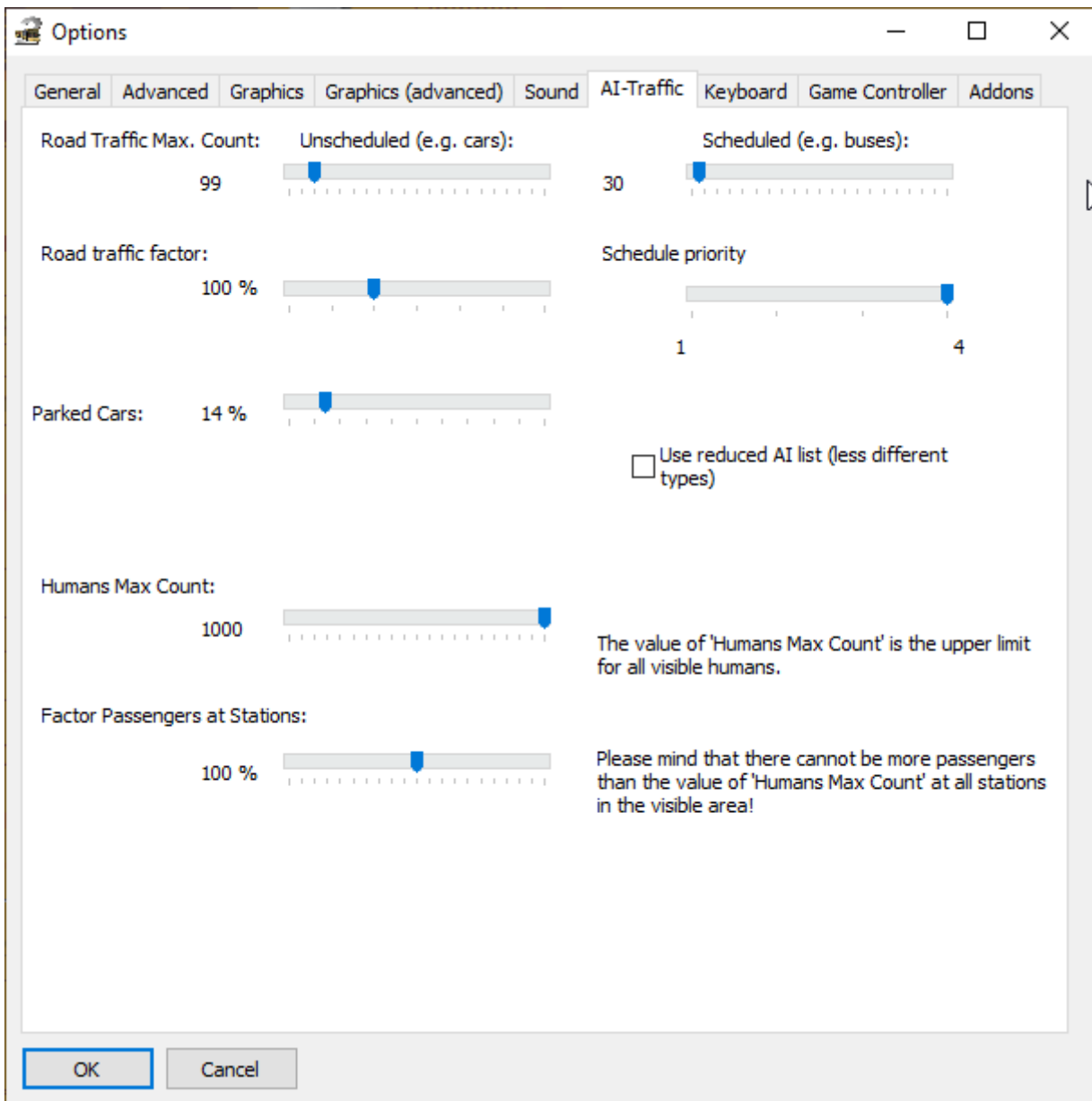
☒ Scenery Sounds Active

☒ Doppler Effect:

☐ Reverb effects

OK

Cancel



Revision #3

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