



EPILEPSY WARNING



A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition.

- If you keep playing over longer periods, you should take a 15-minute break every hour
- Please do not play when tired
- Ensure sufficient light and sit as far away from the screen as possible

If you suffer from epilepsy, please consult your doctor prior to playing computer games. Do it immediately as soon as you encounter the following symptoms while playing: vertigo, impaired vision, twitches or any kind of uncontrolled motion, unconsciousness, disorientation and/or cramps.

INHALTSVERZEICHNIS ____

EPILEPSY WARNING

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1. SYSTEM REQUIREMENTS



IN ORDER TO PLAY THE ADD-ON "OMSI 2 – BERLIN X10", YOU NEED A PCCOMPATIBLE COMPUTER WITH THE FOLLOWING MINIMUM SPECIFICATION:

- An installed full version of OMSI 2 The Bus Simulator (version 2.2 or higher)
- Windows Vista or Win 7. Win 8.1 / 64bit recommended
- Dual core processor (Core i5 with 2.8 GHz or similar), Quad core with 3.0 GHz recommended
- 4.0 GB central memory, 8.0 GB recommended
- 3D graphic card with 1.024 MB graphic memory minimum, 2.048 MB recommended
- 3.0 GB of free disk space minimum for installation
- Sound card
- DVD-drive, keyboard and mouse
- DirectX 9.0c compatible hardware and software

2. INSTALLATION / UNINSTALLING OF THE STEAM-VERSION





Start the Steam software and log in with your access data.

Then select the option "Add Game".
Enter your personal product key to select the product of your Steam library.
The required data of the OMSI extension will now be added to your OMSI installation via Steam.

Note: To add this OMSI extension via Steam, you need to be able to install be logged on to the PC as an administrator and have access to the Internet.

3. TECHNICAL INFORMATION



PERFORMANCE TIPS

During the development of this add-on, special care was taken to ensure that Optimized 3D models are using the computer's resources in the best way possible. The aim was to achieve the highest possible gameplay quality in the technical as well as in the optical sense. Nevertheless, it can happen that the performance is not always satisfactory, therefore here are some tips to improve them

Most resources are consumed by the stencil buffer effects, especially the representation of shadows. Therefore, it is recommended to completely deactivate it. In addition, it has advantages to place the neighboring tiles on a to set a maximum of 2. In addition to the above graphic settings, you can also set the surrounding traffic can be set lower. 200 to 300 cars, of which 50% parking, are good values. Same with the pedestrians, also here the value can be reduced to achieve a better speed.

These settings can of course be set individually higher, depending on the available resources. Just try something with the values to get an optimal setting for your computer.

Tastatur		Eingabegeräte		Addons		
Allgemeines	Erweitert	Grafik	Grafik (erweitert)	Geräusche	Umgebungsverkehr	
Zielwiederholrate	:		₽.	onneneffekt		
30				or inches inches		
Anzahl Nachbark	acheln:		M	lax. Objektkomple:	xität:	
2	0				9	
Max. Objektsichtbarkeitsentfernung:		3	3: Alle Objekte: auch Parkbanken, Poller, Sandkästen usw			
4000		0		Sandkasten usw.		
Vindestobjektgrö	Be (% Bildschirms	pröße)				
1.00 %				lax. Karten-Komple	exität:	
für Reflexion	nen:				0	
10.00 %	0					
Echtzeitreflexion	en:	ökonomisch	~ 2	2: Es werden alle Objekte geladen		
Partikelsysteme	: ~	ktiv	Stendl-Buff	or-Effekte		
Max. Partikel pr	o Sender	500		CI ETICKE		
■ Nur eigenes Fahrzeug ▼ Kein P.S. in Reflexionen			Schatte			
			Regenre	:flexionen schen sichtbar in R	egenreflexionen	



TECHNICAL SUPPORT

Due to the large number of different hardware and software combinations it can sometimes lead to technical problems when using our Software.

Please make sure that you have the latest drivers for your graphics and sound card.

Start the installation and run the setup program with Administrator rights. Otherwise, it may happen that data is not can be written to the hard disk without any problems. This can be done, for example, by right-clicking on the setup program and selecting of the item "Run as administrator". Look at the website www.halycon.de in the FAQs section (Frequent questions asked), whether the problem is already known. Most of difficulties have already been reported and then listed there or there are gives an explanation / help for the problem. If you have not found what you are looking for here, you can easily use the contact form of the website to contact us.

In order to be able to help you as quickly as possible, we would like an error description and, if necessary, to request the sending of the log file-file from DirectX. Here all driver relevant data etc. are contained. Under Windows you get the file via the program "DXDIAG".

To call "DXDIAG", please proceed as follows:

- 1) Click on [Start] in the taskbar and select [Execute].
- 2) Enter "DXDIAG" (without quotation marks) and click [OK].

The program will start and all relevant data can be read or stored as file can be saved.

TIP: In case of difficulties, please check the Halycon Media website. www.halycon.de to find out if this problem is known to the FAQs. The FAQs are constantly being extended and often reported difficulties can be found there.

PRODUCT REGISTRATION AT HALYCON MEDIA

You can register this add-on or any other software from Halycon for free on the website www.halycon.de/myhalycon under MyHalycon.

Free registration of your Halycon products offers many advantages. You will receive information about new releases of similar add-ons, successive versions or bonus content. You gain access to free bonus content as soon as it is available at Halycon and enter the regular competitions. More features are being prepared. Come and take pot luck!

All you need is a login name and valid e-mail address. Please note that each serial number can be used only once for registration. Do not pass on your personal serial number.

Enjoy MyHalycon!

USING THE 4GB-PATCH FOR OMSI 2

If the OMSI 2 - Simulator shows white areas on buses, KI vehicles and other 3D objects, the main memory of the computer is used to is heavily exploited.

OMSI 2 is a 32bit application and uses max. 2 GB by default. of the working memory, regardless of how much working memory the computer has. actually contains.

To make more memory available to OMSI, you can use the so-called 4GB patch can be used. You can get this for example at www.ntcore.com/4gb patch.php

Please note that if you update OMSI 2, this patch will be applied again must be loaded again.

TIP: Register your product at MyHalycon on the website. Then you will receive free information about updates, patches or expansions for your program.



4. INTRODUCTION

Hardly any other bus has shaped the cityscape as much as the MAN DN95. This double-decker bus, originally called MAN ND202, belongs to Berlin like the Brandenburg Gate, the Reichstag or the TV tower.

It offered 71 passengers seats, another 21 could be transported standing. Now this bolide will be usable in OMSI2 for the first time thanks to the AddOn MAN DN95. The prototype was developed by MAN (chassis) and ABB Henschel (superstructure) until 1994 and series production began in 1995.

There were several innovations, such as the low-floor design, the interior swing door behind the rear axle or the LCD display, which some models had.

Especially for a faster passenger change the bus got a 3rd door behind the 2nd axle. In its design, passengers with restricted mobility were also taken into account.

For the first time, the double-decker was designed in a low-floor design. Thus it bore the proud title:

The world's first low-floor double-decker, which made its debut at Berliner Verkehrsbetriebe (Berlin Public Transport) BVG.

BVG received a total of 86 vehicles and used them until 2010.

This vehicle series was replaced by its well-known successor - the MAN Lion's City DD, which is used in the AddOn Berlin X10.

As often and as often as the vehicle was used, there was also a big deficit - its height. At 4.12m, the vehicle was only able to cross selected bridges in Berlin that had been checked and approved in advance.

Even the rich sound in the lower deck should not have pleased every passenger. But it is a trademark of the MAN DN 95, because it had a stationary engine. In addition there were the sightseeing variants, in summer with a roll able roof, so that the guests had a good view of the sights in the upper deck. The MAN DN95 is also used in other cities for sightseeing tours. Thus the MAN DN95 has become a little bit international, the vehicle is nowadays in use in several cities in Europe. Of course, the sightseeing variants are part of the AddOn.

Numerous variants, the detailed implementation and the original sounds round off this AddOn.

5. THE MAN DN95 DOUBLEDECKER



OVERVIEW OF THE ALIGNED BUSES



PROTOTYP







SIGHTSEEING



TECHNICAL DATA OF MAN DN95

VEHICLE LENGTH 11.735 mm VEHICLE WIDTH 2.500 mm + mirrors VEHICLE HEIGHTS 4.120 mm * TRANSPORT CAPACITY 1 + 90 SEATS Ground Floor 25 1st Floor 46 STANDING PLACES Ground Floor 19 DOOR WIDTH 1.250 mm TANK CAPACITY 250 L GROSS VEHICLE WEIGHT 18.000 kg TOP SPEED 74 km/h MOTOR MAN D0826LUH 12, 6.871ccm, 175kW, 214 HP			
VEHICLE WIDTH 2.500 mm + mirrors VEHICLE HEIGHTS 4.120 mm * TRANSPORT CAPACITY 1 + 90 SEATS Ground Floor 25 1st Floor 46 STANDING PLACES Ground Floor 19 DOOR WIDTH 1.250 mm TANK CAPACITY 250 L GROSS VEHICLE WEIGHT 18.000 kg TOP SPEED 74 km/h MOTOR MAN D0826LUH 12, 6.871ccm, 175kW, 214 HP	VEHICLE LENGTH	11.735 mm	
VEHICLE HEIGHTS 4.120 mm * TRANSPORT CAPACITY 1 + 90 SEATS Ground Floor 25 1st Floor 46 STANDING PLACES Ground Floor 19 DOOR WIDTH 1.250 mm TANK CAPACITY 250 L GROSS VEHICLE WEIGHT 18.000 kg TOP SPEED 74 km/h MOTOR MAN D0826LUH 12, 6.871ccm, 175kW, 214 HP	VEHICLE WIDTH	2 500 mm + mirrors	
SEATS Ground Floor 25 1st Floor 46 STANDING PLACES Ground Floor 19 DOOR WIDTH 1.250 mm TANK CAPACITY 250 L GROSS VEHICLE WEIGHT 18.000 kg TOP SPEED 74 km/h MOTOR MAN D0826LUH 12, 6.871ccm, 175kW, 214 HP			
1st Floor 46 STANDING PLACES Ground Floor 19 DOOR WIDTH 1.250 mm TANK CAPACITY 250 L GROSS VEHICLE WEIGHT 18.000 kg TOP SPEED 74 km/h MOTOR MAN D0826LUH 12, 6.871ccm, 175kW, 214 HP	TRANSPORT CAPACITY	1 + 90	
DOOR WIDTH 1.250 mm TANK CAPACITY 250 L GROSS VEHICLE WEIGHT 18.000 kg TOP SPEED 74 km/h MOTOR MAN D0826LUH 12, 6.871ccm, 175kW, 214 HP	SEATS		
TANK CAPACITY 250 L GROSS VEHICLE WEIGHT 18.000 kg TOP SPEED 74 km/h MOTOR MAN D0826LUH 12, 6.871ccm, 175kW, 214 HP	STANDING PLACES	Ground Floor 19	
GROSS VEHICLE WEIGHT 18.000 kg TOP SPEED 74 km/h MOTOR MAN D0826LUH 12, 6.871ccm, 175kW, 214 HP	DOOR WIDTH	1.250 mm	
TOP SPEED 74 km/h MOTOR MAN D0826LUH 12, 6.871ccm, 175kW, 214 HP	TANK CAPACITY	250 L	
MOTOR MAN D0826LUH 12, 6.871ccm, 175kW, 214 HP	GROSS VEHICLE WEIGHT	18.000 kg	
	TOP SPEED	74 km/h	

^{*} The prototype has a height of 4.060 mm



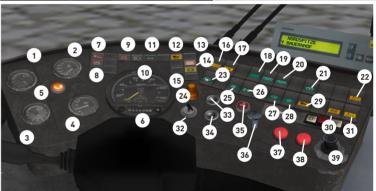
6. OPERATING THE MAN DN95



FUNCTIONAL OVERVIEW DRIVER'S AREA



- Parking brake
- Button for micro (inactive)
- Master switch for ramp



- Display brake pressure VA
- Motor temperature display
- Brake pressure display HA
- Display oil pressure
- Motor fault lamp
- Speedometer
- Malfunction control lamp Parking brake control lamp
- Battery charge indicator
- High beam control lamp Blinker indicator light
- Baby carriage control
- Door open control lamp

- ABS fault
- 15 ASR
 - Direct gear brake toggle
- Rear fog lamp toggle
- Pay table lamp toggle 19+20 Interior lighting toggle
- Outside switch off (inactive) toggle
- Lifting lift Lifting (inactive) toggle
- Parking heater Toggle switch
- 24 Stop light
- Blower toggle switch
- Driver fan toggle switch

- Window heater toggle
- Mirror heating toggle Stroller toggle switch
- ASR switch-off toggle 30
- 31 Lower lift toggle
- 32 Ignition lock
- Engine start 33
- Engine stop 35
- Warning lights 36 20h switch
- 37 Door switch 1 38
- Door switch 2 39 Stop brake



OPERATING THE HEATING

The blower intensity can be adjusted with the buttons 1 to 3; level 2 and 3. are only available when the engine is running, with key 0 you can switch the blower on and off. As soon as the blower is running, you can switch it off completely left side with use the minus and plus buttons to set the temperature. The front fan normally works with outside air; if only recirculation air is to be used, press "Smog" and, if mixed air is to be used, press the middle button. DEF means "Defrost" and is used for rapid heating of the Front windscreen. The temperature is not extra adjustable.

The effectiveness of all heaters depends on the cooling water temperature. On cold days, preheat the cooling water in order to heat the engine to operating temperature faster and, on the other hand, to be able to provide a high heating performance, you can use the auxiliary heating switch on. The parking heater is thermostat-controlled and only effective up to one Cooling water temperature of approx. 70° C.

Always make sure a pleasant interior temperature! Important sufficient ventilation of the passenger compartment. You can do this open and the tophung windows or the driver's window and the front blower in the to set the fresh air heating or direct ventilation position. Leave on the doors open for too long, so that the interior does not become too cold.

So that you are always in the picture about the current interior temperature, small digital thermometers were placed in the cockpit area of all buses.

TICKET SALE

The bus contains a simplified ticket system with five different tickets available.







SETING A ROUTE IN ALMEX (BY THE EXAMPLE OF BERLIN X10)

Settings for displays and any announcements are made via the ticket printer.



Step 1: First select the scheduled service.





Step 2: Push the RBL button and the L/S/K button. The following field appears:



Step 3: Enter a code. Where you see LLL, enter the route. For the letter "X", enter the number 5. For "M" enter 8 and for "N" enter 9. SS stands for the "series": always enter "00" here. "KK" is the route code you will find on your route plan for the day. If you cannot enter this code (because it contains letters, for example) you can enter "00". Example for entering Tour 1 on the X10 route:



Step 4: After confirming with the "Eingabe" (enter) button, the system searches for a matching route. Finding routes automatically only works on the DL bus and only with the Berlin X10 map. If a route number appears, it can be confirmed with "Ausgabe". If "RRR" appears, a three-digit route number must be entered and then confirmed. The X10-manual contains a list of all routes. For experts: Finding routes automatically is defined in "X10 Berlin.hof" in the section on Almex routes.



Step 5: The destination code corresponding to the route is displayed. Normally, it must only be confirmed once more, but you can choose a different destination number at this point as well.



Step 6: Choose a stop to start from. The first stop on the route is automatically selected. To set the displays to run starting from a later stop, you can skip through them by means of the arrow buttons on the left and right side of the printer. Finish by confirming your choice.



Additional features: Notifications can be sent to the control centre using codes by selecting RBL \rightarrow Menü \rightarrow CM. Notifications need to be sent, for example, when a wheelchair user boards the bus or when the bus is so full (at 100 per cent capacity) that no further passenger can be allowed on. These and other functions have no impact on gameplay.

At the final destination: When a route for the return journey is suggested, use the Q button to confirm this. The Q button is often the right response when the display shows "?" or "!". If no route is suggested, the new route will have to be entered. See Step 2.



7. QUICKSTART



At the beginning you usually choose your vehicle. You will find the MAN DN 95 under the following settings: Manufacturer's tab: "MAN", Type selection: "MAN DN95" Next, select your desired vehicle and the corresponding car number.

Please do not forget to select the correct Hof file. In the next window, please select the entry location/map for the selected bus.

After the vehicle has been generated, sit down in the cockpit of the vehicle with [F1].

Switch on the on-board electronics with [E]. Press the [E] key to start the engine, apply the brake and with the keys [D], [N] or [R] you set the the respective gear.

The hand brake is released with the [.] key. Depending on how much pressure in the brake circuits is, the brake is released.

If the vehicle does not move the vehicle there is too little pressure in the system. Run the engine at a standstill. Alternatively, you can add a little throttle to increase the engine speed.

If you start your journey at night or at dusk, do not forget to switch on the low beam. To do this, press the [L] button.

So that it is not too dark for the passengers, switch on the light with the buttons [8] and [9] in the passenger compartment.

Last but not least, in order to be able to perform your duties, you must logged in at the printer and choose your line and route.

8. CREDITS / LEGAL NOTICES



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Further information at www.halycon.de.

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