

# ENVIRO 200



**MMC EURO 6**

**QUICK REFERENCE GUIDE**

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## INTRODUCTION

Thankyou for downloading my latest development, the Alexander Dennis Enviro 200 MMC.

This freeware bus for OMSI 2 is brought to you from the creator of such buses as the *MAN Lion's City A20/21/37* and *ALX400 bodied Dennis Trident & Volvo B7TL*.

So why, may you ask, did I decide to make the MMC 200? Well, it was time to revisit the single decker again after the MAN Lion's City I originally made left a lot to be desired. My modelling wasn't great and my scripting was even worse. It was time to make that right, but not for the Europeans this time :(

Originally the MMC was to become a London spec version but as the London DLC took longer than anticipated, I decided to create a regional version instead, thanks to a shove from someone in the community.

So, after 6 months of hard work, you now have it in your hands to enjoy.

## COPYRIGHT

The contents of the compressed file you downloaded are the work and copyright of V3D, unless otherwise credited.

Re-uploading, sharing or storing the compressed file or any files within it on any file sharing site without V3Ds permission is not allowed.

Breaking the protection of the .o3D model files without V3D's permission is also forbidden.

## FEATURES

- Modern looking 'City' styled exterior
- Two initial length variations, the 8.9m and 11.5m (3 more lengths in a later update)
- Simulated 210hp Cummins ISB 4.5l engine
- Engine start/stop function
- Voith DIWA.6 4-speed gearbox
- Choice of cab or saloon IR Thermo-King A/C units
- Operable battery and engine compartment flaps
- Detailed VDO dashboard featuring warning lamps, air pressure, speed & rpm gauges; Display shows interior temperature, current time, fuel gauges and operational symbols
- Ticketer ticket machine
- Cab CCTV monitor
- Optional cab assault screen
- Auto-levelling suspension with kneeling function
- Working wheelchair ramp
- Comfy civic passenger seating
- Unique *next-stop* bell sounds for both saloon and disabled notifications
- Two styles of infotainment screen displaying adverts updated via the internet

## CREDITS & THANKS

- **Sambob\_12** Scripting, texturing and ideas. Additionally credited for:
  - Start/stop system
  - DriveCAM feature
  - Automated flip seating
  - Disabled bell script
  - Dashboard display dimmer
- **Emperor Greg** Giving me a good reason to restart this project and having a stab at scripting the Ticketer
- **TecnoSam6** Supplying server space for infotainment adverts & improved hof files for Cotterell and Buses of the West Country
- **BMF\_NJ** Saloon strip-light texture
- **Bluestar** Allowing me some depot time to record HX65 CXM
- **My Patreon subs** Testing early WIP versions and generally being an absolute credit to the community (BMF\_NJ, Day197, Danny Brooks, Dylan11003, Flake2601, Jake Gooding, lad163, Lukee1156, Matthewcook22, mikelowusa, Nightscape & TecnoSam6)
- **Whistlehead** Allowing the use of his fantastic Civic seats
- **Alterr & Wizard** Kindly allowing the use of various base scripts
- **Ticketer** For sending an official Ticketer duck my way

In honor of my Patreon subscribers, I have created a special re-paint which includes all their names on the 8.9m variant.

## INSTALLATION

- 1) Open the downloaded archive using 7-zip. Holding the left mouse button, drag a box around all the folder(s) within it so they are highlighted, then right click and select copy from the pop-up menu.
- 2) Open a new My Computer window and navigate to your OMSI root directory. Right click and select "Paste" from the pop-up menu. Take care not to paste into one of the other folders on screen. Your OMSI root directory is most likely:
  - C:\Program Files (x86)\Steam\steamapps\common\OMSI 2
  - C:\Program Files\Steam\steamapps\common\OMSI 2
  - C:\M-R Software\OMSI
- 3) You may see a pop-up window requesting permission to overwrite existing files. Choose yes if you are happy to do that.
- 4) You will find the bus listed in OMSI 2's bus selection menu under Manufacturer: "[V3D] Alexander Dennis", Type: "Enviro 200 MMC (8.9m)" or "Enviro 200 MMC (11.5m)". If you can't see it in OMSI, **\*\*please check you have installed the bus properly\*\*** and redo installation from step 1 above, before requesting support. If you spot any bugs, before reporting, please check if they haven't already been reported on the file's Fellowsfilm support thread.

## DRIVING THE BUS FOR THE FIRST TIME

Like most buses in OMSI 2, the Enviro 200 MMC is very easy to drive with controls most seasoned drivers will find familiar. This part of the guide however is aimed at those who may be new to the game and may find benefit in the following instructions.

After following the installation instructions and have loaded your choice of Enviro 200 MMC into the game, you will be presented with an exterior view of the bus without power.

- Press **F1** to enter cab view
- **E** will the electrical master-switch and a warning lights will illuminate for a short time on the dashboard with a welcome screen on the information display within.
- The gearbox should be in neutral (As the engine will not start otherwise) but to be safe press **N**.
- To start the engine, press and hold **M** for a short time and you will hear the engine start and then idle.
- If it's dark outside you'll need to have your headlamps on. Press **L** to light them up.
- If it's raining, you'll need to have your wipers on. **Shift-W** for intermittent wiping or **W** for normal speed wiping.
- You're ready to drive! Press your foot on the brake with **Numpad 2** and then press **D** to select drive on the gearbox
- To move off, release the handbrake with **.** and apply throttle with **Numpad 8**. You should be moving. **Numpad 4 & 5** are for steering. To slow down again tap **Numpad 2** for gentle braking, if you need to brake harder just press it again and the bus should eventually come to a complete stop.

You should now be ready for passengers after a little driving practice and will need to setup your destination blind. I will use the map Cotterell as an example (You will need to have this map installed and chosen the Cotterell hof file in the bus selection menu).

If you are starting at the Bus Station and headed for the University then we will need to program the blinds for that scenario. Look up in the cab with your **mouse middle button** and click **N**. You can now enter a number which relates to your route number and any additional characters that need to be displayed. For the U18 you simply click the numbers **01826** and then click **Ent**. 26 is the 'ziel' number for U. Now press **R** and we will tell it our destination. It's very simple, just click **2** followed by **Ent** again. The display should now show U18 to University. For the return journey just click **R, 2** and **Ent** and it should have the same number but the destination being Cotterell.

To allow passengers on for the first time, press **/** to open the front doors and once finished, press **\*** to close.

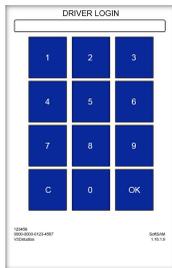
The only part left is to issue tickets and collect fares, which will be explained next in this guide.

**USING THE TICKETER MACHINE**

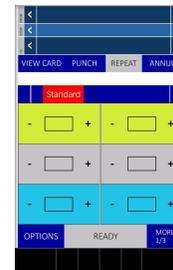
Selling tickets to passengers couldn't be easier. Use the following guide to find out how.



Apon enabling the vehicle's electrical master-switch, the ticket machine will display a boot-up screen.



This will only take a short time and once complete will move onto the login screen. Enter 1234 with the mouse and click OK. Any other number will not be accepted but if you make a mistake, click C, to clear and start again.



If all goes well you should now be presented with the fare screen. This will show you up to 6 available fares relating to the current map you are driving on.

When passengers board they will ask you for a particular ticket type. Simply click the + sign next to the relevant one and a 1 will appear in the box next to it and a fare will appear in the white space above. If you are happy to issue this ticket just click READY which will have turned green as you have a ticket selected. A ticket should then print and be taken by the passenger. If it was the wrong ticket, click any of the - signs and it will remove and chosen ticket type. You can now start again with the process.

When the bus is in motion a screensaver will appear. This is to help avoid glare when it is dark outside and also to remind you to concentrate on driving. If for any reason you need to clear the screensaver, either stop the vehicle or click the screen, which will return to the fares. If you are running a timed service, stops will appear at the top of the fares screen, letting you know your current stop and destination.

No logging out is required and once you've finished with your bus just press the master-switch off. The machine will turn off. Re-enabling the master-switch will result in resetting the Ticketer and the boot-up process will begin again as previously mentioned.



**DASHBOARD BUTTONS**

**DASHBOARD BUTTON EXPLANATION**

- 1 - Masterswitch
- 2 - Engine ignition
- 3 - Vehicle Dynamic Control (Not used)
- 4 - Not used
- 5 - Cab light
- 6 - Not used
- 7 - N/S saloon lights
- 8 - O/S saloon lights
- 9 - Exterior light test (Not used)
- 10 - Rear fog lamp
- 11 - Exterior lighting (Off / sidelights / dipped main-beam)
- 12 - Dimmer for dashboard display
- 13 - Not used
- 14 - Not used
- 15 - Not used
- 16 - Hazard warning lights
- 17 - Reverse horn mute
- 18 - Reverse interlock (Not used)
- 19 - Gearbox - Drive
- 20 - Gearbox - Neutral
- 21 - Gearbox - Reverse
- 22 - Drivers fan (hidden when not enabled)
- 23 - Drivers A/C (hidden when not enabled - X-900 is automatic)
- 24 - Demister temperature (Press and hold to increase temp)
- 25 - Demister fan speed (Press and hold to increase speed)
- 26 - Not used
- 27 - Saloon heating (Automatically turns off at 18 degrees)
- 28 - Not used
- 29 - Kneeling function
- 30 - Rear door operation (Not used)
- 31 - Front door operation



DASHBOARD CLUSTER

**DASHBOARD CLUSTER EXPLANATION**

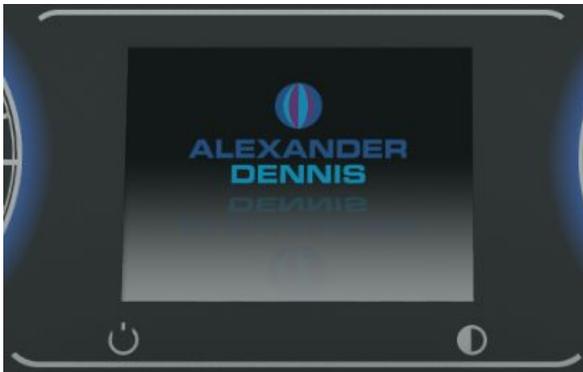
- 1 - Left indicator
- 2 - Exterior lamp failure (Not used)
- 3 - Dipped main-beam
- 4 - High-beam
- 5 - Rear fog-lamp
- 6 - STOP - Alerts you to a major failure
- 7 - Caution - Alerts you to a warning
- 8 - Retarder active
- 9 - ABS active
- 10 - Low air pressure
- 11 - Glow plugs warming up (Not used)
- 12 - Right indicator
- 13 - Low current in battery
- 14 - Sidelights
- 15 - High exhaust temperature (Not used)
- 16 - DEF fluid low (Not used)
- 17 - Parking brake applied
- 18 - Engine fault
- 19 - High coolant temperature (Not used)
- 20 - Low engine oil pressure
- 21 - DPF regeneration (Not used)
- 22 - Low engine coolant (Not used)
- 23 - Speedometer
- 24 - Total mileage display
- 25 - Trip display
- 26 - Tacho-card not present (Not used)
- 27 - Start/stop function active
- 28 - Start/stop function not available (Not used)
- 29 - Air pressure in tank 1

30 - Air pressure in tank 2

**DRIVER INFORMATION DISPLAY (DiD)**



**Off** - No power



**Ignition on** - Welcome screen



**Driving mode** - This is displayed when the handbrake is not applied. Current time (top left), Saloon temperature (Top right), Fuel gauge (Bottom left), DEF level (Bottom right (Not used))



**Stop mode** - This is displayed with the hand-brake applied. In addition to driving mode, a bus is depicted. Doors will turn black if open.



**Stop mode with kneeling** - This display makes you aware of the current state of the front suspension. The green down arrow indicates that kneeling is in progress, this is followed by a line underneath showing that the operation has completed. Returning the suspension to normal ride height will remove the aforementioned icons.

**ADDITIONAL ICONS ON DiD:**



**Handbrake is released**

Gearbox is also in neutral with the engine off (Warning will sound)



**Engine flap open**



**Passenger / Disabled request stop notification**

An audible notification is also heard, two bells (Heard once at the rear of the saloon and again in the cab) for general passengers and four successive bells for a disabled passenger.



**Demister operation**

The left side indicates demister temperature, and the right is the fan speed. Temperature cannot be adjusted if the fan speed is too low. Press and hold the fan speed increase button on the dashboard until at the desired level, then you can press and hold the temperature increase button to set your preferred temperature. If the engine is turned off, the fan speed will default to slow.

## SETVARS

To customise the 200 MMC to your liking, simply add a selection of the following setvars to your chosen repaint via its corresponding CTI file.

0 Values are not used as the bus defaults to this when not used.

[setvar] ← Tells the game what to expect

*Variable* ← Name of setvar to be used

*Value* ← Condition of named setvar

### Exterior options

- [vis\\_front\\_adlbadge](#)
  - 1 - O/S on front access panel
  - 2 - Centered between front access panel & windscreen
  - 3 - Center of front access panel
- [vis\\_rear\\_adlbadge](#)
  - 1 - O/S rear bumper
  - 2 - Centered above engine flap
- [vis\\_aircon](#)
  - 1 - IR Thermo-King SR-10E
  - 2 - IR Thermo-King HK-4195
  - 3 - IR Thermo-King X-900 (*Automatic operation: 11.5m only*)
- [vis\\_chrome\\_wheels](#)
  - 1 - Bus uses chrome wheels instead of the standard steel type
- [vis\\_extended\\_ns\\_mirror](#)
  - 1 - Use N/S mirror on an extended arm (n/s door mirror when not used)
- [vis\\_fullsize\\_rear\\_dest](#)
  - 1 - Full-size rear destination display (Defaults to small when not used)

- [vis\\_nut\\_indicators](#)
  - 1 - Adds wheel-nut indicators to all wheels
- [vis\\_wheeltrim](#)
  - 1 - Displays ring type trim on front wheels
  - 2 - Displays closed-ring trim on front wheels

### Interior options

- [vis\\_assault-screen](#)
  - 1 - Closed assault screen
  - 2 - Assault screen with sliding window
- [vis\\_drivecam](#)
  - 1 - Adds DriveCam to cab behind upper windscreen
- [vis\\_show\\_driverfan](#)
  - 1 - Adds driver's fan in cab (Switch added to dashboard)
- [vis\\_infotainment](#)
  - 1 - Adds standard MMS style screen with updated adverts to saloon
  - 2 - Adds 3rd party style screen with updated adverts to saloon
- [vis\\_skylight](#)
  - 1 - Adds three sky-lights to the ceiling/roof to give an airy feel to the saloon

### Engine options

- [has\\_startstop](#)
  - 1 - Start/stop activated on doors opening
  - 2 - Start/stop activated by handbrake application

**START/STOP INSTRUCTIONS****Version 1:**How to activate stop/start:

1. Turn on engine
2. Put in gear and drive around
3. Stop the bus
4. Apply the parking brake
5. Press the door open button

**Version 2:**How to activate stop/start:

1. Turn on engine
2. Put in gear and drive around
3. Stop the bus
4. Apply the parking brake

How to start the engine again:**either:**

- Release parking brake
- Depress accelerator pedal
- Press the ignition switch

Information

*Engine will automatically restart after 1 minute of stop/start activating, unless the engine is switched back on before*

In order for stop/start to activate, the following conditions must be met:

- Must be in drive
- Hazard lights must not be on
- Parking brake must be on
- Doors must be closed
- There must be sufficient air pressure
- 20 seconds of engine running must have passed since last activation of stop/start
- The bus must have travelled over 10km/h since last activation of stop/start



**PLEASE BE AWARE**

Adverts for the infotainment system on V3D's Enviro 200 MMC are downloaded from the internet from time to time in order to keep them up to date. This is in effect no different to how adverts on some bus shelters are updated.

If you are unhappy with this process then it is suggested that you close your internet connection before loading the vehicle, or OMSI 2.



This addon for OMSI 2 has been created for you, for free. If you feel like it deserves a reward, why not consider buying me a coffee to say thanks.

<https://ko-fi.com/v3dstudios>