

OMSI Repaint SDK for the MB O307 Version 2

This SDK requires advanced knowledge in repainting and creating cti files!

Also in its second version the MB O307 is fully repaintable. It is also possible to paint over windows except for the top-hung windows. This additional effort was omitted as according to my knowledge there were none or only very few O307 in service with advertisings or paint on the top-hung windows.

For the **livery** it is still necessary to use the repaint tool that comes with OMSI by default. The basics of repainting are presupposed in this SDK.

The following rpc files are available in the folder „OMSI 2 → SDK → RepaintTool → MB O307“:

O307_Standard.rpc	-big trunk lid next to rear door -Line display in the rear
O307_K2.rpc	-small trunk lid next to rear door -Line display in the rear
O307_ohneKofferraum.rpc	-no trunk lids -Line display in the rear
O307_ohneLinie.rpc	-big trunk lid next to rear door - no line display in the rear
O307_ohneLinie_K2.rpc	-small trunk lid next to rear door - no line display in the rear
O307_ohneLinie_oK.rpc	-no trunk lids - no line display in the rear
O307_86_K2.rpc	-small trunk lid next to rear door -big dot matrix display in the front (only for dot matrix cars)
O307_86_oK.rpc	-no trunk lids -big dot matrix display in the front (only for dot matrix cars)

The repaints given out by the repaint tool by default have brown leatherette seats as well as backrests and dividers made of dark brown artificial wood. To change this the first entry in the respective cti file has to be modified according to this list:

O307_BS.bmp	Brown leatherette, dark brown wood
O307_b_BS.bmp	Black leatherette, dark brown wood
O307_c_BS.bmp	Brown leatherette, bright wood
O307_d_BS.bmp	Black leatherette, bright wood
O307_e_BS.bmp	Light gray leatherette, white backrests (Federal Railway raspberry-red from 1983 on)

The **interior** can be individualized with the given pdn files (OMSI 2 → SDK → RepaintTool → MB O307 → O307_innen.pdn). On the „Hier repainten“ („repaint here“) layer the color of the inner window frames can be adjusted by coloring. The other layers allow the following varieties by hide and unhide:

- dark artificial wood
- bright artificial wood
- dark artificial wood and beige leatherette in the front section
- bright artificial wood and beige leatherette in the front section
- dark artificial wood and floor in Federal Railway version (1980-1982)

Moreover the flap for operation of the rear rollsign can be hidden and shown and three different label versions above the doors are available.

For the **rollsign bus** the following cti variables are available for individualization:

Exterior design:

vis_stern_invisible	1 = Hide Mercedes-Benz emblem in the rear and in the front	
vis_radkappe	1 = Stainless steel hubcaps from Mercedes-Benz 2 = Stainless steel hubcaps from other manufacturers	
vis_linienkasten_heck	0 = Line display in the rear 1 = Display covered with metal plate	Requires appropriate usage of rpc files and interior textures (see above)
vis_klappfenster	0 = top-hung windows in the rear section only 1 = top-hung windows in the whole bus (Federal Railway version)	
vis_linienkasten_seite	0 = Side rollsign inside 1 = Side rollsign outside (like O305)	
vis_kennzeichen	0 = front license plate on the right 1 = front license plate on the left	
vis_heckblinker	0 = big rear indicators 1 = round rear indicators 2 = small rear indicators	
vis_frontblinker	1 = Indicators above the windshield (special case VKP Plön)	
vis_positionslichter_front	1 = Position lights above the windshield	
vis_positionslichter_heck	1 = Position lights above the rear window (compulsory ab 1987)	
vis_frontblende	1 = Plate cover on the coupling hole	
vis_antenne	1 = Aerial on the window frame in the front	

Interior design:

vis_panel	0 = Cockpit with wide sunscreen 1 = Cockpit with small sunscreen	For (1) a texture change entry is necessary, see below
vis_panel_schalter	0 = old cockpit switches with labelings on the dashboard 1 = new switches (from O405), additionally new ventilation nozzles above the cockpit and roof hatch frames, from 1984 on	
vis_lochdecke	1 = Perforated ceiling	
vis_sitze	0 = Bench seats 1 = Single seats with grasps 2 = Single seats without grasps	Attention: The single seats have their own texture!

The following textures are replaceable:

farbschema_tex1 O307_BS.tga	Chassis texture, repaintable with repaint tool (see above)
farbschema_tex2 O307_innen.tga	Interior texture, window frames repaintable (see above)
farbschema_tex8 Sitze.tga	Seat cushion for single seats

The following textures can be replaced with the given alternatives:

Texture	Alternative texture	Result
farbschema_tex3 Lenkrad.tga	Lenkrad_alt.tga	Steering wheel with glossy surface (Early 1980s)
farbschema_tex4 Fenster_ext.tga	Fenster_gruenkeil.tga	Windshield with transparent green sunscreen stripe on the upper edge
[CTCTexture] farbschema_tex5 Panel.tga	panel_blende.tga	Cockpit with small sunscreen (see above)
farbschema_tex6 Lochdecke.tga	Lochdecke_ein.tga	Makes the black dots of the perforated ceiling visible

The cockpit can, as described above, be changed from big sunscreen to small sunscreen with the cti file:

```
[setvar]
vis_panel
1
```

For this a texture change with the following entry is necessary:

```
[item]
REPAINT NAME
farbschema_tex5
panel_blende.tga
```

Moreover for buses built between 1980 and 1982 it is possible to change the dashboard lights to those from that time. For this the following entries are necessary:

[item] REPAINT NAME farbschema_tex9 Panel_alt_NM.tga	Illumination texture, ALWAYS enter for old dashboard lights
[item] REPAINT NAME farbschema_tex5 Panel_alt.tga	Cockpit with big sunscreen and old dashboard lights
OR:	
[item] REPAINT NAME farbschema_tex5 Panel_blende_alt.tga	Cockpit with small sunscreen and old dashboard lights

Beside a few exceptions only the German Federal Railway ordered O307 with dot matrix displays. Here you can find a list of all the necessary entries for the respective series:

DB 20-4xx series, 1984, displays were changed later from rollsigns to dot matrix O307_ohneKofferraum.rpc O307_K2.rpc	No variables needed
DB 19-4xx series, 1984, with LAWO dot matrix and new interior O307_ohneKofferraum.rpc O307_K2.rpc	<div>[item] REPAINT NAME farbschema_tex1 REPAINT TEXTURE</div> <div>[item] REPAINT NAME farbschema_tex2 DB_himbeerrot_neu_innen.tga</div> <div>[item] REPAINT NAME farbschema_trans DB_84_trans.tga</div> <div>[setvar] vis_matrix 1</div> <div>[setvar] vis_innenraum 1</div>
DB 19-5xx series, 21-5xx, 1985 O307_ohneKofferraum.rpc O307_K2.rpc	<div>[item] REPAINT NAME farbschema_tex1 REPAINT TEXTURE</div> <div>[item] REPAINT NAME farbschema_tex2 DB_himbeerrot_neu_innen.tga</div> <div>[item] REPAINT NAME farbschema_trans DB_84_trans.tga</div> <div>[setvar] vis_matrix 2</div> <div>[setvar] vis_innenraum 1</div> <div>[setvar] vis_heckblinker 1</div>
DB 19-6xx series, 20-6xx, 1986, with wide dot matrix	<div>[item]</div>

O307_86_oK.rpc O307_86_K2.rpc	REPAINT NAME farbschema_tex1 REPAINT TEXTURE [item] REPAINT NAME farbschema_tex2 DB_86_innen.tga [setvar] vis_matrix 3 [setvar] vis_frontmatrix 1 [setvar] vis_innenraum 1
DB 19-7xx series, 1987 O307_86_oK.rpc O307_86_K2.rpc	[item] REPAINT NAME farbschema_tex1 REPAINT TEXTURE [item] REPAINT NAME farbschema_tex2 DB_86_innen.tga [item] REPAINT NAME farbschema_tex7 DB_87_panel2.tga [setvar] vis_matrix 3 [setvar] vis_frontmatrix 1 [setvar] vis_innenraum 1 [setvar] vis_positionslichter_front 1 [setvar] vis_positionslichter_heck 1

This SDK might look confusing at first, for sure also overcharging for beginners. However, the experienced repainter will be able to work their way into the possibilities of the rollsign O307 quickly. For repaints of the dot matrix O307 one just has to know the series of the original bus.

Have fun and good luck, Perotinus