



PROJEKT SZCZECIN

version 4.0.1

57 KOŁŁATAJA - WARSZEWO
58 STOCZNIA SZCZECIŃSKA - GOŁŁAW
59 PLAC RODŁA - WISZESŁAWA
63 KOŁŁATAJA - SKOLWIN
68 PLAC RODŁA - KORMORANÓW
82 KOŁŁATAJA - KRUCZA DOM KOMBATANTA
522 KOŁŁATAJA - KORMORANÓW / WARSZEWO

1) Map description:

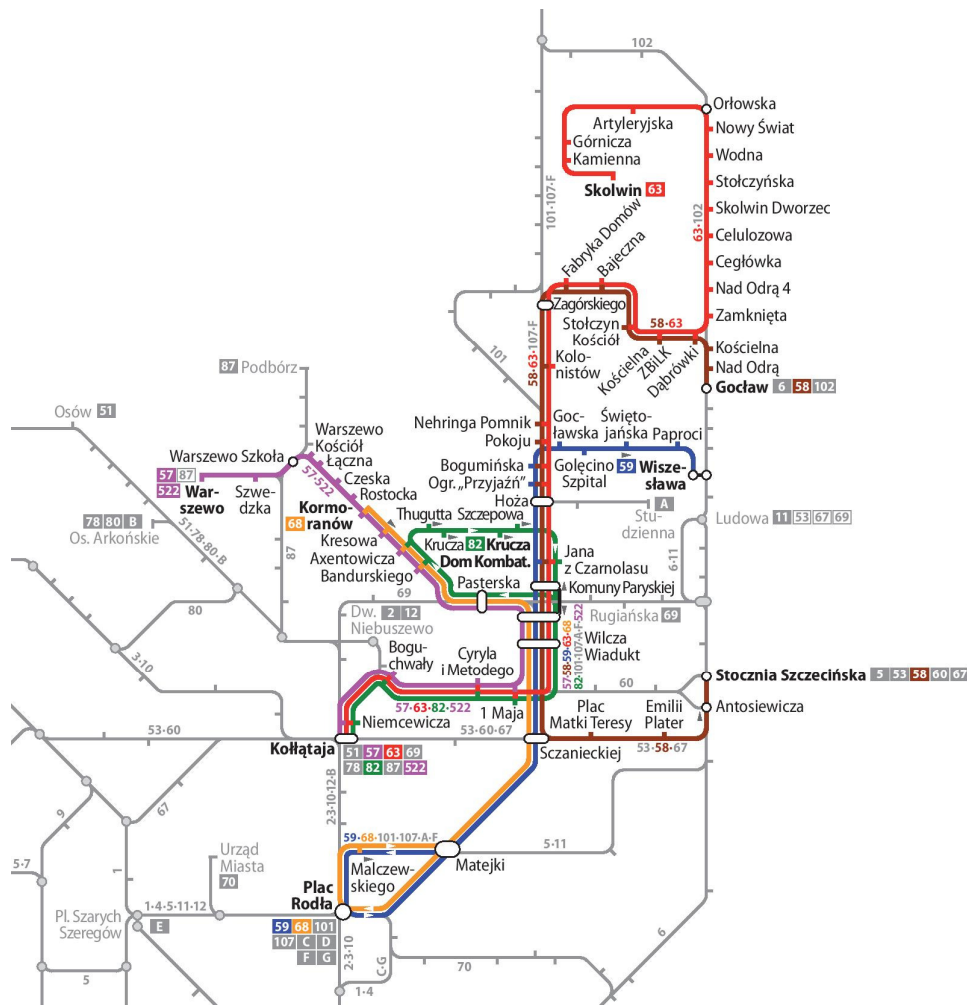
The map "Projekt Szczecin" allows one to drive bus lines in Szczecin, a city in north-western Poland. The Authority in charge of the bus lines is Zarząd Dróg i Transportu Miejskiego (Road and City Transport Authority) in Szczecin.

The following routes can be driven:

- day route 57: Kołłątaja – Warszewo; fully real route;
- day route 58: Stocznia Szczecińska – Gołław; fully real route;
- day route 59: Plac Rodła – Wiszesława; fully real route;
- day route 63: Kołłątaja – Skolwin; fully real route;
- day route 68: Plac Rodła – Kormoranów; fully real route;
- day route 82: Kołłątaja – Krucza Dom Kombatanta; fully real route;
- night route 522: Kołłątaja – Kormoranów / Warszewo; partially real route.

Route characteristics:

Route no.	No. of bus stops (incl. on request)	Route length	Journey time	Operator
57	19 (2)	~ 6.8 km	18-21 min	SPA „Klonowica”
58	23 (3)	~12.7 km	32-35 min	SPA „Klonowica”
59	14 (4)	~8.3 km	20-23 min	SPA „Klonowica”
63	33 (5)	~17.6 km	45 min	SPA „Klonowica”, SPPK
68	9	~4.5 km	15-16 min	SPA „Klonowica”
82	13 (1)	~4.8 km	13-16 min	SPA „Klonowica”
522	18 (18)	~ 6.8 km	15-17 min	PKS Szczecin



The map contains such elements as:

- real timetables of routes 57, 58, 59, 63, 68, 82 (entire routes) and 522 (from stop Warszewo),
- real timetables of AI-controlled bus routes: 51, 53, 60, 67, 69, 70, 78, 87, 101, 107, A, B C and F,
- real timetables of AI-controlled tram routes: 1, 2, 3, 4, 5, 6, 11 and 12,
- bus stop announcements,
- original or close to real traffic light cycles,
- original or close to real road junctions,
- original or close to real road layout.

2) Map instalation

- Delete the previous map version** including the folders **"Sceneryobjects\Szczecin"** and **"Splines\Szczecin"** (if you have such),
- Unpack files and folders* into the game's main folder,
- Launch the map "without buses"!**

Use map only in OMSI 2!

* Description of optional folders “_GLOBAL” and “_AILISTS”

1) In the folder “_GLOBAL” there are two configuration files:

- “**global_mon-fri.cfg**” contains configurations of passenger flows and traffic numbers for Mondays thru Fridays,
- “**global_sat-sun.cfg**” contains configurations of passenger flows and traffic numbers for Saturdays and Sundays.

In order to use one of the above config files, copy one of these into “maps\Projekt_Szczecin\” and change its name into “**global.cfg**”.

2) In the folder “_AILISTS” there are the following configuration files:

- “**ailists.cfg**” – contains vehicles available in version 2.0, basic version. Because sometimes articulated buses as AI have some problem, ailists uses double decker buses.
- „**ailists-special-no articulated bus.cfg**” – contains addon “Solaris Urbino 12 PL” and vehicles available in version 2.0, but MAN NL202 has specific livery assigned to each fleet number. Because sometimes articulated buses as AI have some problem, ailists uses double decker buses.
- “**ailists-special.cfg**” – contains addons “Solaris Urbino 12 PL”, “Solaris Urbino 12 i 18 III (BVG) by alTerr” with “MokiMod” and vehicles available in version 2.0, but each bus type has specific livery assigned to each fleet number.

Remember. Before using files “ailists-special-no articulated bus.cfg” or “ailists-special.cfg”, please check files paths into bus addons and texture names for this buses.

The package contains the following add-ons created especially for the purposes of the map (thanks!):

a) by **Kruchu**:

- models of bus stops and railway viaduct,
- models of bus stop shelters,
- converts of ZUS, PAZIM, C.H. Galaxy and OXYGEN buildings,
- other models (incl. RTPI displays and “Gocław” traffic control room, tram Konstal 105N).

b) by **tomass94**:

- Sybiraków Roundabout 3d model.

Also, tomass94 created the streets from Sczanieckiej as far as Plac Rodła and the entire road square Wyzwolenia / Malczewskiego / Matejki.

c) by **Darek59**:

- Kołtąta terminus and Giedroycia Roundabout 3d model,

d) by **Nick™**:

- “Stocznia Szczecińska” traffic control room.

Map also use the RG font by **Silkeborg** (all rights reserved).

Addons available on the Internet were also used:

SimpleStreets (roads / splines)	Emil
http://omnibussimulator.forumieren.com/t3917-simplestreets-work-in-progress-in-entwicklung	
Объекты на карту (kiosk)	Икарыч
http://vbusblog.ru/forum/topic_174	

Zäune für den OMSI (fences and walls)	Gräf&Stift
http://omnibussimulator.forumieren.com/t4582-projekt-zaune-fur-den-omsi	
Kostki sterujące ruchem AI (cubes controlling AI traffic)	Tomson91
http://omnibussimulator.pl/Temat-Kostki-steruj%C4%85ce-ruchem-AI	
Polskie znaki drogowe (Polish road signs)	Kruchu
http://omnibussimulator.pl/Temat-Polskie-znaki-drogowe	
Barierka uliczna (street barrier)	Tomson91
http://omnibussimulator.pl/Temat-Barierka-uliczna	
Polskie oznakowanie poziome v. 0.1 (Polish road markings)	tomass94
http://omnibussimulator.pl/Temat-Polskie-oznakowanie-pozioame	
Kiosk RUCH v. 1.0	Amfitrion
http://omnibussimulator.pl/Temat-Kiosk-RUCH-v-1-0	
Polskie i Niemieckie Stacje Benzynowe (petrol stations)	O.L.K.
http://omnibussimulator.pl/Temat-Polskie-i-Niemieckie-Stacje-Benzynowe-Co-nowe-Statoil?pid=32843#pid32843	
Obiekty 3D, moja paczka (3d objects)	Kruchu
http://omnibussimulator.pl/Temat-Obiekty-3D-moja-paczka	
Śłupy sygnalizacyjne (traffic light masts)	bartpiot
http://omnibussimulator.pl/Temat-Slupy-sygnalizacyjne	
Mega Polish Mod	Piotrwawrak
http://omnibussimulator.pl/Temat-WERSJA-BETA-Mega-Polish-Mod	
MÁV tehervagon AI & objektumcsomag 1. MÁV M40-M43-M44-M47-M61-M62 dízelmozdony AI & objektumcsomag (Hungarian locomotives and carriages)	V63 106, VMW,KiKi, CZKKRGBR, Michael Davies, MáTé, Klaus Kraml, Didi2004
http://www.gsmmedia.hu/vbusforum/index.php?/topic/7-letoltesek/page__st__420	
Warsztat mmikiego26	mmiki26
http://omnibussimulator.pl/Temat-Warsztat-mmikiego26	

3) Other information:

a) The following route priority settings are in the map:

- *Priority I* – **57, 58, 59, 63, 68, 82, 522**,
- *Priority II* – 51, 69, 70, 78, 107, A, B, C,
- *Priority III* – 53, 60, 67, 87, 101, 102, F,
- *Priority IV* – tram routes* (2, 3, 5, 6, 11, 12), railways.

* - tram routes are packed and not enabled by default (file "_tram.rar" in "OMSI\maps\Projekt_Szczecin\TTData\"). In order to enable them, unpack "_tram.rar" into the above mentioned folder.

b) IBIS codes as follows:

- Route 57: **05700**
 - towards Kołłątaja: **ZIEL: 571, ROUTE: 01**
 - towards Warszewo: **ZIEL: 572, ROUTE: 02**
- Route 58: **05800**
 - towards Stocznia Szczecińska: **ZIEL: 581, ROUTE: 01**
 - towards Gocław: **ZIEL: 582, ROUTE: 02**
- Route 63: **06300**
 - route variation I, towards Kołłątaja: **ZIEL: 631, ROUTE: 01**
 - route variation I, towards Skolwin: **ZIEL: 632, ROUTE: 02**
 - route variation II, towards Kołłątaja: **ZIEL: 633, ROUTE: 03**
- Route 68: **06800**
 - towards Plac Rodła: **ZIEL: 681, ROUTE: 01**
 - towards Kormoranów: **ZIEL: 682, ROUTE: 02**
- Route 82: **08200**
 - towards Kołłątaja: **ZIEL: 821, ROUTE: 01**
 - towards Krucza Dom Kombatanta: **ZIEL: 822, ROUTE: 02**
- Route 522: **52200**
 - route variation I: Warszewo – Kołłątaja: **ZIEL: 573, ROUTE: 01**
 - route variation I: Kołłątaja – Warszewo: **ZIEL: 574, ROUTE: 02**
 - route variation II: Kormoranów – Kołłątaja: **ZIEL: 575, ROUTE: 03**
 - route variation II: Kołłątaja – Kormoranów: **ZIEL: 576, ROUTE: 04**
- Off-service to the garage: **ZIEL: 010**

c) It is forbidden to use any scenery elements in PAYWARE maps. This map was created using free add-ons that are available on the Internet (see pt. 2) and also using add-ons created by authors and co-authors.

- d) The map's authors carry no responsibility for potential damage to the game. You are installing this add-on at your own risk. Created and tested on versions 1.06 and 2.0.

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cooperation: **Kruchu, Darek59, Nick™**

translation of the readme: **TranslatorPS**

