

Author: mic8per

Version: 1.0.0

Readme / Manual

Welcome.

Please read this file carefully before installation.

Obsah

3	About the Map
4	Map Installation
5	HOF Files
6	Recommended Settings
8	Shifts and Entering the Route
9	Ticketpacks
10	Lines and Vehicles
11	Depots and Maintenance
12	Transfer Hubs
13	Other info
14	Acknowledgements

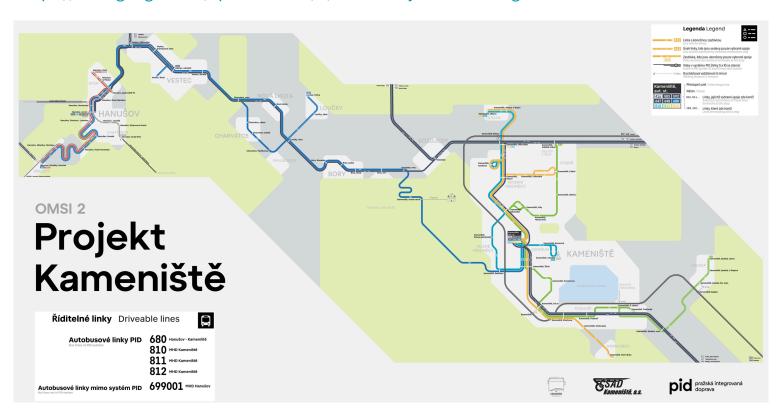
About the Map

Kameniště is a fictional town located somewhere on the border between the Liberec and Central Bohemian Regions. It is included in the PID system. Most of the routes in the area are operated by the carrier ČSAD Kameniště. Five of them can be driven in the game OMSI 2. These are routes 810, 811, and 812, which form the urban transport in Kameniště; route 680, which connects Kameniště with surrounding villages and the mountain resort Hanušov; and route 699001. Together with routes 699002 and 699010 (which are not fully drivable in OMSI, so the player cannot operate them), it provides municipal transport in Hanušov. In winter, it also serves as a ski bus.

During the creation of the map, I often took inspiration from real places. For example, Hanušov is a counterpart of Špindlerův Mlýn; the square in Vestec is loosely inspired by the one in Kopidlno; Loučky are almost an exact copy of the village Bílý Kostel nad Nisou; and Horní Brdo is based on Čížov in the South Moravian Region.

The complete and regularly updated fleet of the company ČSAD Kameniště, including the option to download the vehicles, can be found here:

https://docs.google.com/spreadsheets/d/1DazLhh6ymP-3UTJG1fgza8rurYlWnhb9WfJwBWdtJVw



Map Installation

1. Copy all the contents of the OMSI 2 folder into your main OMSI directory and let everything be replaced

I recommend using WinRAR or 7zip, it will be faster

2. check the map via OMSI-Tools to see whether everything was copied correctly and nothing is missing

If everything was installed correctly, nothing should be missing download OMSI-Tools here

3. Apply 4GB Patch

without it, there may be performance issues or the game may crash download 4GB Patch <u>here</u>

4. Insert the HOF files into the folder of the vehicle you want to driveHOF files are in the directory: Addons/Kameniste/HOF more about HOF files in the following chapter

5. Optional: Download No More Sleep! (OMSI smallfix)

it may improve performance and increase FPS download here

i. If OMSI is loading only sky and vehicles:

Change the system locale in windows settings to czech.

HOF Files

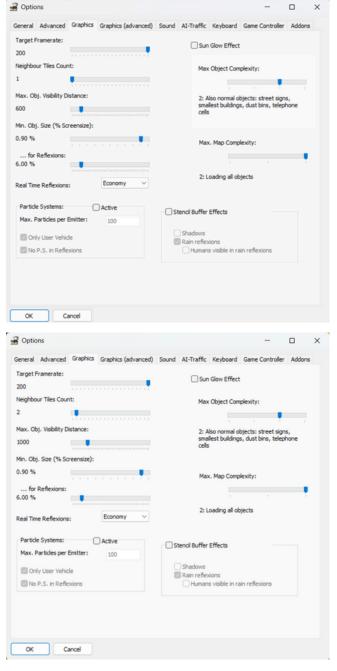
You can find the HOF files in the folder: Addons/Kameniste/HOF

The following HOF files are available:

Kameniste_ANNAX – classic ANNAX HOF with diacritics
Kameniste_ANNAX_bezdia – classic ANNAX HOF without diacritics
Kameniste_BUSE – BUSE HOF, e.g. for buses with the Synergy
Kameniste_BUSTEC – BUSTEC HOF, e.g. for modified Crossways
and BMC buses with Bustec displays

Recommended Settings

These are more like guideline examples for settings; performance depends mainly on your specific computer.



For lower-end computers

build example:
AMD Ryzen 3 7320U
AMD Radeon Graphics
8GB RAM

For higher-end computers

build example:
AMD Ryzen 5 5600
AMD Radeon RX 7600
16GB RAM

In general, Kameniště may be somewhat more demanding on performance than other maps due to its level of detail.

I strongly recommend turning off the Sun Glow Effect, it can even double your FPS!

General notes on settings

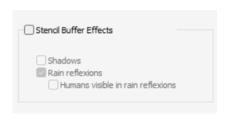


Max Object Complexity

This setting mainly affects snow rendering. When set to 4, snow piles appear along roads and sidewalks; when set to 1, 2, or 3, they do not. Since I'm still not fully satisfied with how they look (especially under lighting), I leave it up to you whether you want them enabled.

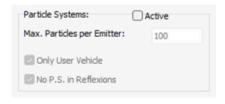
I do not recommend setting it to 2 or 1, as some important objects may be missing (e.g., sign posts).

Setting to 4 is only recommended on higher-end PCs



Stencil Buffer Effects

I do not recommend enabling shadows, as most objects do not cast them anyway and it will only reduce performance. Reflections look nice, but they decrease FPS. On more powerful computers, feel free to keep them enabled.



Particle Systems

Again, on more powerful PCs you can keep it enabled

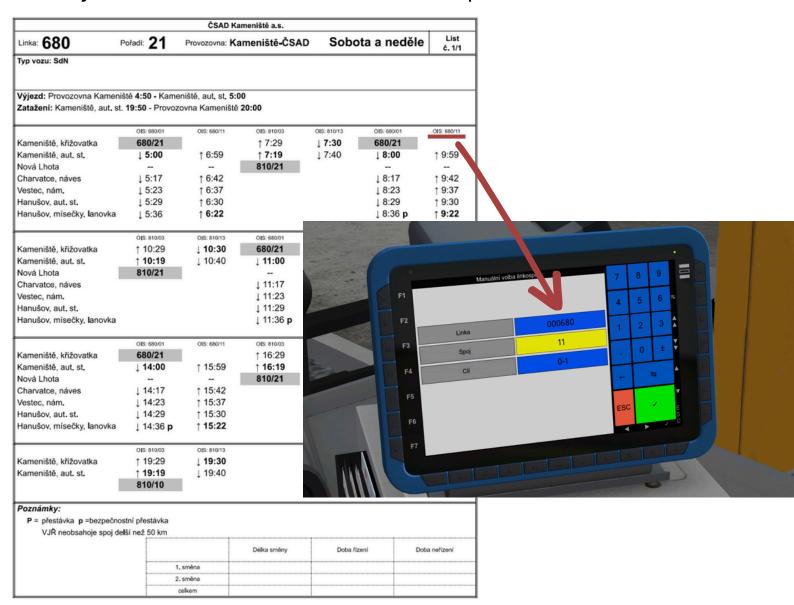
In general, Kameniště may be somewhat more demanding on performance than other maps due to its level of detail.

I strongly recommend turning off the Sun Glow Effect, it can even double your FPS!

Shifts and Entering the Route

In the folder Addons/Kameniste/turnusy or on the page where you downloaded the map, you can find the vehicle timetables for each schedule.

They contain IBIS codes for individual trips.

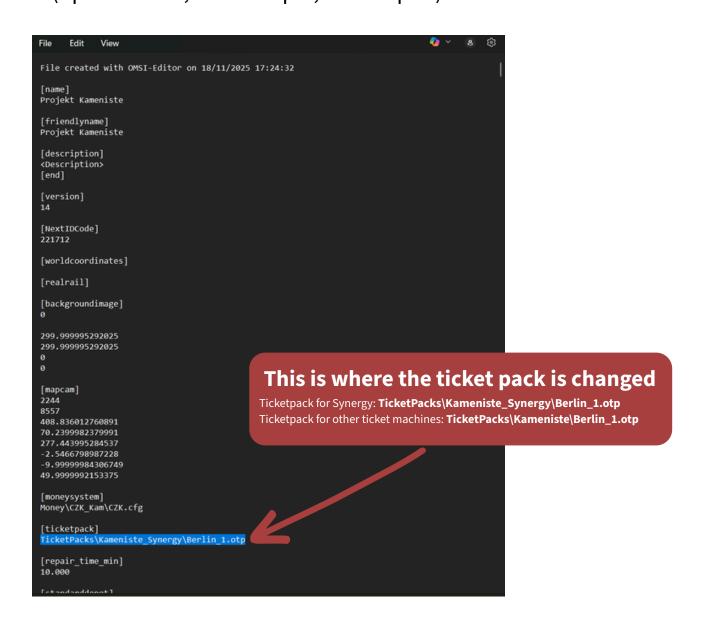


Each vehicle timetable also includes the depot (more about depots later) and the vehicle type (MdN – low-floor 8–11m, SdN – low-floor 12m, Sd – Any 12m)

Ticketpacks

Two ticket packs are available: one for Synergy ticket machine and one for other ticket machines (without card payment).

You need to manually overwrite the files. By default, the ticket pack without card payment is used. You can change the TicketPack here: maps/ProjektKameniste/global.cfg (open the file, for example, in Notepad)



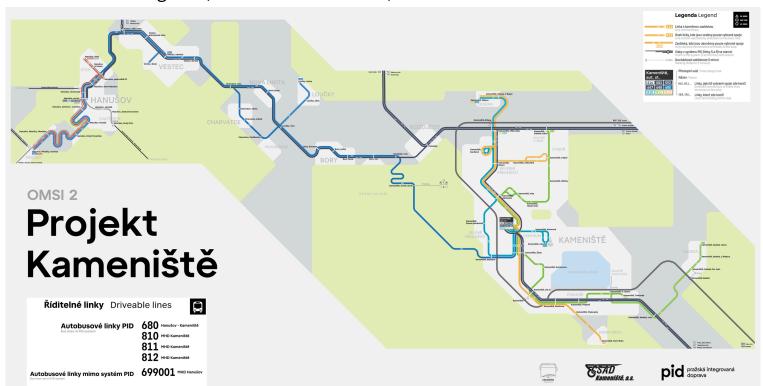
Lines and Vehicles

Below you can find a list of available routes and the recommended vehicle for each route.

ALL BUSES AVAILABLE FOR DOWNLOAD IN ONE PLACE:

https://docs.google.com/spreadsheets/d/1DazLhh6ymP-3UTJG1fgza8rurYlWnhb9WfJwBWdtJVw

Route network diagram (in full resolution here):



PID ROUTE 680: Kameniště – Loučky / Hanušov

Vehicle type: SdN (Crossway LE LINE 12M, Setra S415 LE Business, etc.)

PID ROUTES 810, 811, 812: Kameniště Urban Transport

Vehicle type: MdN (Crossway LE City 10.8M, BMC Procity 10.6M, SOR CN 9.5M, SOR BN 10.5M) All-door boarding applies on these routes.

Some schedules on route 811 have height restrictions due to a low bridge near Sadská. These schedules are marked accordingly in the vehicle timetables. Maximum vehicle height is 3.1m. BMC and SOR CN/BN comply with this limit, while the Crossway LE is slightly taller but can still pass under the bridge.

ROUTE 699001: Hanušov Urban Transport

Vehicle type: SdN (including vehicles that do not meet PID quality standards)
Vehicles intended for Hanušov urban transport are marked accordingly in the download table.
Occasionally, PID Crossway LE LINE 12M buses also appear on this route.

Depots and Maintenance

Main depot of ČSAD Kameniště

It is located near the *Kameniště*, *Podhoří* stop. Most vehicles are parked here, repairs and maintenance are carried out, and there is also a fuel station.





Parking Hanušov

This is a parking area at the Hanušov bus stand. Since it is not practical to drive to Hanušov and back from Kameniště every day, buses operating on Hanušov urban routes are parked here during night and only occasionally go to the main depot for repairs. Refueling in Hanušov is possible at the fuel station near Parking Lot P1, about a 2-minute

drive from the parking area towards Stoh, you surely won't miss it.



Transfer Hubs

Kameniště, aut. st.

The main transport hub in the town, where passengers transfer between buses.



Kameniště, křižovatka

An important transfer point where passengers switch between trains, urban buses, and regional buses that don't drive to the town center to the bus station.



Kameniště, Sídliště Ctiboř

It is also possible to transfer here from regional buses to urban buses heading to the town center.



Other Information

Author: mic8per (Michal P.)

Contact

Email: mic8per@gmail.com

Discord: mic8per

Instagram: mic8per

Modifying and Sharing the Map

The map may be distributed and forwarded, but the source must be credited.

Objects and other components from this map can be used freely in your own maps; however, the author/source must be credited if published.

Any modifications to this map are only allowed with my permission. This also applies to modifications within VDP as well.

Acknowledgements

Marwi CZ – for the opportunity to be part of the Advent calendar

Alpin09 – for editing announcements and other stuff

P3ta – for objects and AI vehicles

Wicro – for objects and AI vehicles

AFG, Amfitrion, Arthurian, Autobus3714, Centipede, Dalibor,

DavidM2412, Dyk, Etrusan, Fatlacer, Honza, HypseusDark,

Kartoffelphantom, Kníže Petr, kudla188, LVB Fan12, mhdfm, mmiki26,

Pablo, RastyFlyer, Rilian, ziklik, Sobol, Swix, Tomashek 18, Wooder,

IceKalt, der_Nik_ and others – for objects

Alpin09, FINTA, Arthurian, Vrabcak_07, ziklik - for betatesting