



SimpliDevelopments

Whats included?

In this pack you'll get the following:

- Regional 10.9m
- Dual Door (LEDs) 10.9m
- London 10.9m
- Regional 8.9m
- London 8.9m
- 40 repaints

Plan on using it?

If you want to use and bundle the static with your map, please contact me on FF, VB, Discord or via the SimpliDev facebook page!

Wanting to make a repaint?

Templates are bundled with the download, so feel free to make repaints to your hearts content! If you want to repaints to be public, drop me a DM and I'll bundle them in with the download!

What Repaints are there?

10.9m Regional:

- Arriva Cotswald Stone
- Arriva Interurban
- Arriva MAX unbranded
- Arriva Frequentia
- Arriva Transitional
- Arriva Journey Mark
- Stagecoach Beachball
- First Olympia
- White

10.9m London:

- Arriva Old Logo
- Arriva New logo
- Abellio
- Go Ahead Central
- Go Ahead General
- London Sovereign
- London United
- Metroline
- Stagecoach Old Logo
- Stagecoach New logo
- White (DDR + LDN)

8.9m London & Regional:

- Arriva Interurban
- Arriva Transitional
- Arriva Journey Mark
- First Olympia
- Scarlet Band (variant 1)
- Scarlet Band (variant 2)
- Stagecoach Beachball
- Arriva Old Logo
- Arriva New logo
- Abellio
- Go Ahead Central
- Go Ahead General
- London Sovereign
- London United
- Metroline
- Stagecoach Old Logo
- Stagecoach New logo
- White

Credits

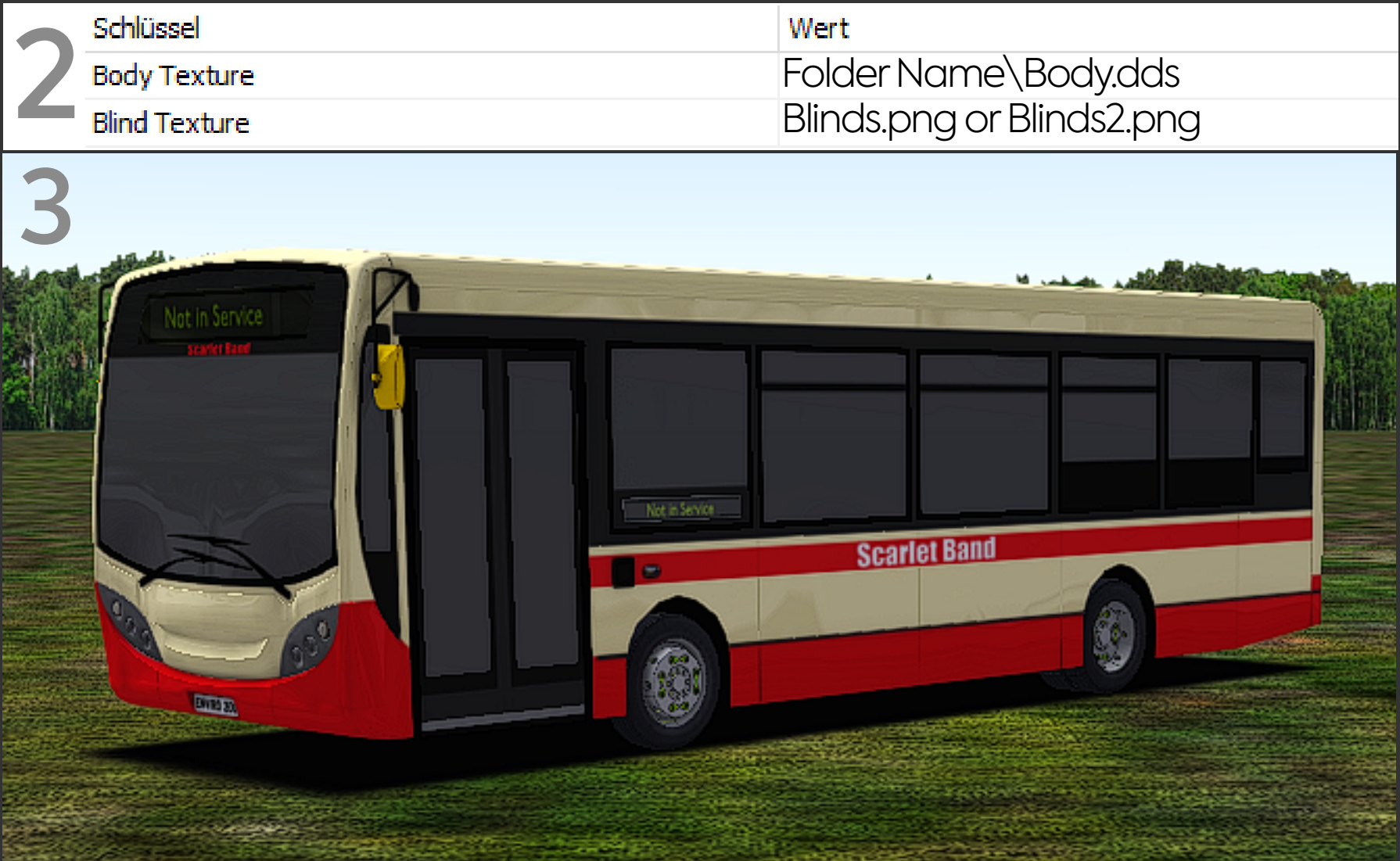
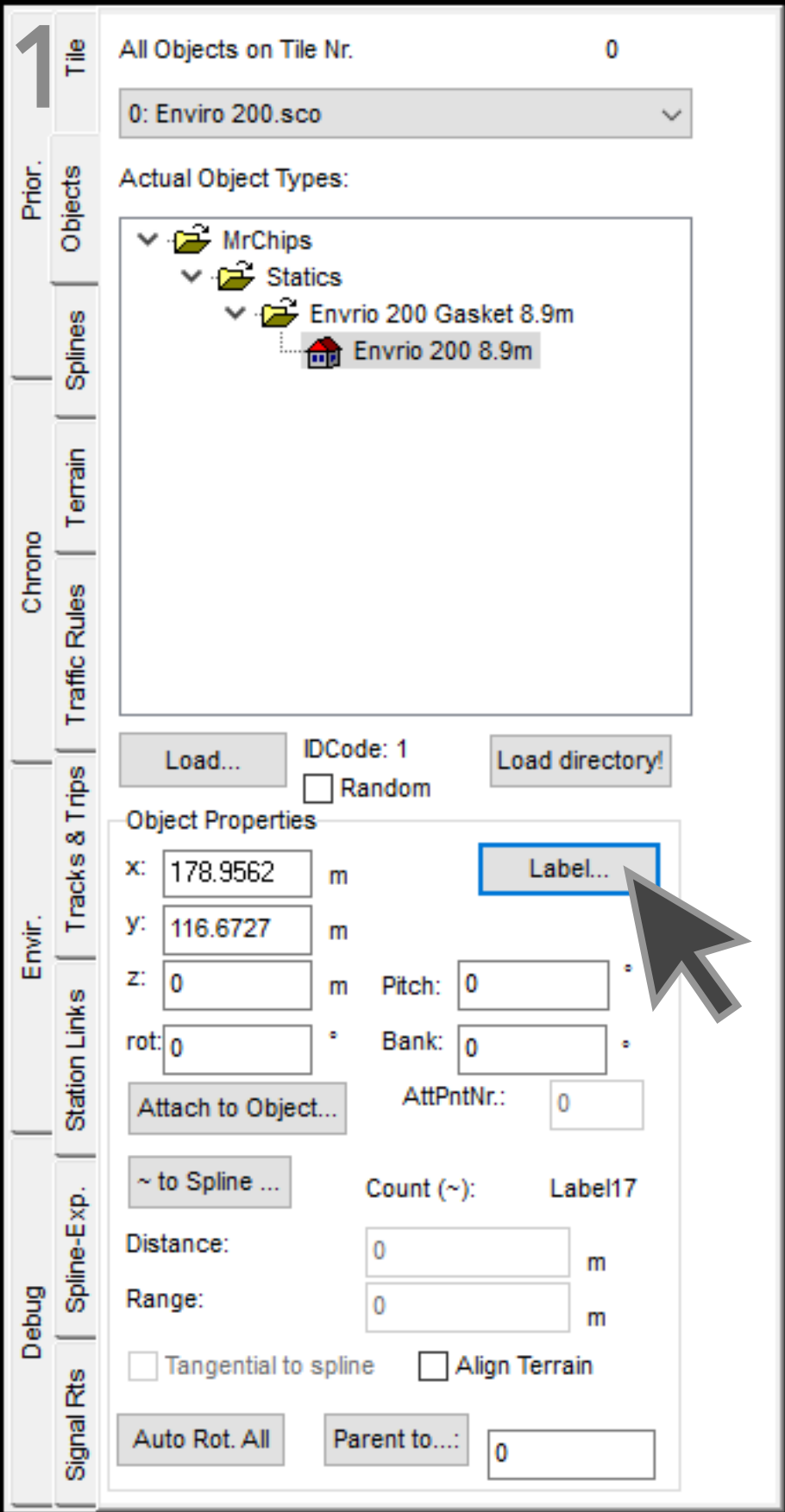
- MrChips | Making the model & repaints
- Tom9962 | various ref images
- Nikel Mendes | various ref images
- smelly_katarina | various ref images
- Tsumiki | various ref images
- Olleco | various ref images

Need Help Instaling it?

Extract the “Sceneryobjects” file into your OMSI 2 directory.
The OMSI might be located in the following places:
C:\Program Files (x86)\Steam\steamapps\common\OMSI 2
C:\Program Files\Steam\steamapps\common\OMSI 2
C:\M-R Software\OMSI

When updating the pack, you will get a pop-up asking if you want to overwrite the files, press “yes to all” for the files to update with the newest version.

In the editor, you’ll need to head to the folder “MrChips_Enviro_200_First_Gen” to place the model with the “N” key. To change the livery and the destination texture, you’ll need to navigate to the texture folder in the folder referenced above. Look at the folder name and when in the editor do the following:



Schlüssel	Wert
Body Texture	Folder Name\Body.dds
Blind Texture	Blinds.png or Blinds2.png

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MrChips – Working with SimpliDevelopments

