

Bronsmeer 2.0 (version: 1.2)

Thanks for downloading Bronsmeer 2.0! After more than 1½ years since Bronsmeer 1, version 2 is ready. If you did played version 1 than you probably won't recognise it. I've made so much changes that I even can't tell what is changed. Before playing I will highly recommend reading this read-me because it contains many useful information about installing the map but also about playing the map.

Bartjk

Installation

I have tried to put as many objects in the installation folder as possible. But this doesn't cover everything. You need to download the following addons before playing:

Steven objecten

<http://www.file-upload.net/download-7679976/Steven-Objecten.zip.html>

Additional Traffic signs

<http://www.omnibussimulator.de/forum/index.php?page=Thread&threadID=23>

gcW Straßenobjekte 1.3.1

<http://www.omnibussimulator.de/forum/index.php?page=Thread&threadID=1161>

Blackeye BVG Anzeige

http://tram-addon.square7.ch/OmsiAddons-BlackEye/BVG_Anzeige.zip

Zäune für den Omsi

<http://www.omnibussimulator.de/forum/index.php?page=Thread&threadID=9492>

Nemolus Traffic Signs 1.5

<http://forum.aerosoft.com/index.php?app=downloads&showfile=693>

Straßenmarkierungen - v2

<http://www.omnibussimulator.de/forum/index.php?page=Thread&threadID=15>

Börzsöny-Ficitonal map

<http://www.omnibussimulator.de/forum/index.php?page=Thread&threadID=17605>

Yufa Gehwege & Landstraßen

<http://dl2.yufa.eu/34899.ams>

chrisrose1993 Speed Hump Square

<http://aussiex.org/forum/index.php?/files/file/2160-cr-speed-hump-1-meter-square/>

Kamaz Objects & Textures

http://www.mediafire.com/download/uovlons3iokoi5l/Kamaz_Objects_Textures.rar

Tony_A Objects 2.1

<http://aussiex.org/forum/index.php?/files/file/2156-tony-a-objects/>

Terrain Splines V4.2 (!)

<http://www.omnibussimulator.de/forum/index.php?page=Thread&threadID=17393>

Addon Simple streets

<http://www.omnibussimulator.de/forum/index.php?page=Thread&threadID=2500>

Addon Modern Streets V.1.1

<http://www.omnibussimulator.de/forum/index.php?page=Thread&threadID=1255>

Sceneryobjects by folti 1.2

<http://omnibussimulator.de/forum/index.php?page=Thread&threadID=11204>

VKL's Splines

<http://www.file-upload.net/download-4810114/VKL--s-Splines-V1.0.rar.html>

(!) Make sure the splines are installed in "`\Splines\Terrain-Spline-V3_1\`" otherwise they won't work!

After downloading and installing all those addons you can start installing the map. The map is split in to 2 files. First unpack the scenery and splines file into your omsi folder. When completed you can unpack the 2nd file that contains the map, hof files, ansagen and textures. If there are bugfixes available than you need to install those also. When finished you're ready to play!

Credits

There are also some objects in the download included. This for the following reasons:

- The object isn't available for download anymore
- The recourse of the object is unknown
- The object is slightly edited or placed in another folder than in the available download

I've tried to contact all of the object makers but I wasn't able to find/speak them all. I'm sorry if your name isn't in the following list. Contact me if you aren't named.

Thanks to:

Swiss72, Steven, Maikono, fw-online.de (big thanks for the bus stops!), zane, nightskull, Jan Kiesewalter, LVB Fan12, Tomdresden, Chrizzly92, wooder.cz

Objects where I can't find the maker of it but still thanks to:

ADDON_RAV, IKEA, INGOLSTADT, Landstrassen-NDBV, Objects_SN, Streetobjects_BA, Buildings_Alex

Ibis system

The ibis system in this map is almost the same as in other maps. But the matrix system is a bit more advanced but need some attention. The ziel code is based on a logic numbering. It uses the last 2 numbers of the line number plus the destination number. When entering a route this will be 0 or 5 by standard. This is the ziel that the ai busses also using so if you don't want to use this system you can leave it on this ziel code. But if you want to use it you need to advance the number by 1. So 0 will be 1 and 5 will be 6. This will make the matrix show the destination and a via destination.

For example:

You drive busline 124 from Heeringen to Zuiderwaard.

This is route 2 in the ibis system and it will put the ziel code on 245 (24 are the last 2 numbers of line 124, the 5 is the standard destination code)

Ziel code 245 will show "Zuiderwaard, Station" on the matrix.

If you want to use the system, you need to change the ziel code to 246. Now the matrix will show "Zuiderwaard, Via Bronsmeer". When you're entering Bronsmeer, you need to change the ziel code to 247. Now it shows "Zuiderwaard, via Ijsseldam". You do this till you are in Zuiderwaard, then you change the ziel code back to 245 for the last stops.

It sounds difficult but when you try it, it will be easier. And you don't need to use it, it is just a bit more realistic.

Bus use

The use of 12 meter busses is recommended on all the normal lines. On the R-net lines an articulated 18 meter bus recommended.

All lines are compatible with 8,10,12,15 or 18 meter busses, But only use single deck busses only due to low bridges. Double decker busses aren't common in the Netherlands and so unrealistic

AI only uses articulated busses on the R-net lines. If you experience problems with them, use the AI list low, this uses only solo busses.

Driving tips / rules

Bronsmeer recreates the combination of long and straight Dutch country roads ("Provinciale wegen" in Dutch) and narrow city roads. Without traffic this map is already difficult. So you need to adapt your driving on the AI. If you're facing a narrow corner, first look if there is a

ai car coming. He won't stop 20 meters before the corner but in the corner. In that case you are stuck. So look, wait till there's nothing coming anymore, and then make the corner.

You won't find many signs at crossings. You will have to take your right of way or give right of way. Traffic coming from the right has right of way except if a sign says you have it.

The timetable is a realistic narrow one. But it includes time keeping stops. This means if you were exactly on time at the stop before you will be too early and have to wait. But if you were too late you are able to make up some time there. These stops are mostly bus stations.

These stops are marked with a timekeeping marker. If you are too early, don't try to keep up time after 1 stop (except if it's a time keeping stop). Sometimes you need to be early because otherwise you will be late at the next stop. If you are more than 2 minutes too early then you need to stop at a bus stop with a waiting area. If you are too late, don't drive like crazy, you can make up time at the time keeping stops.

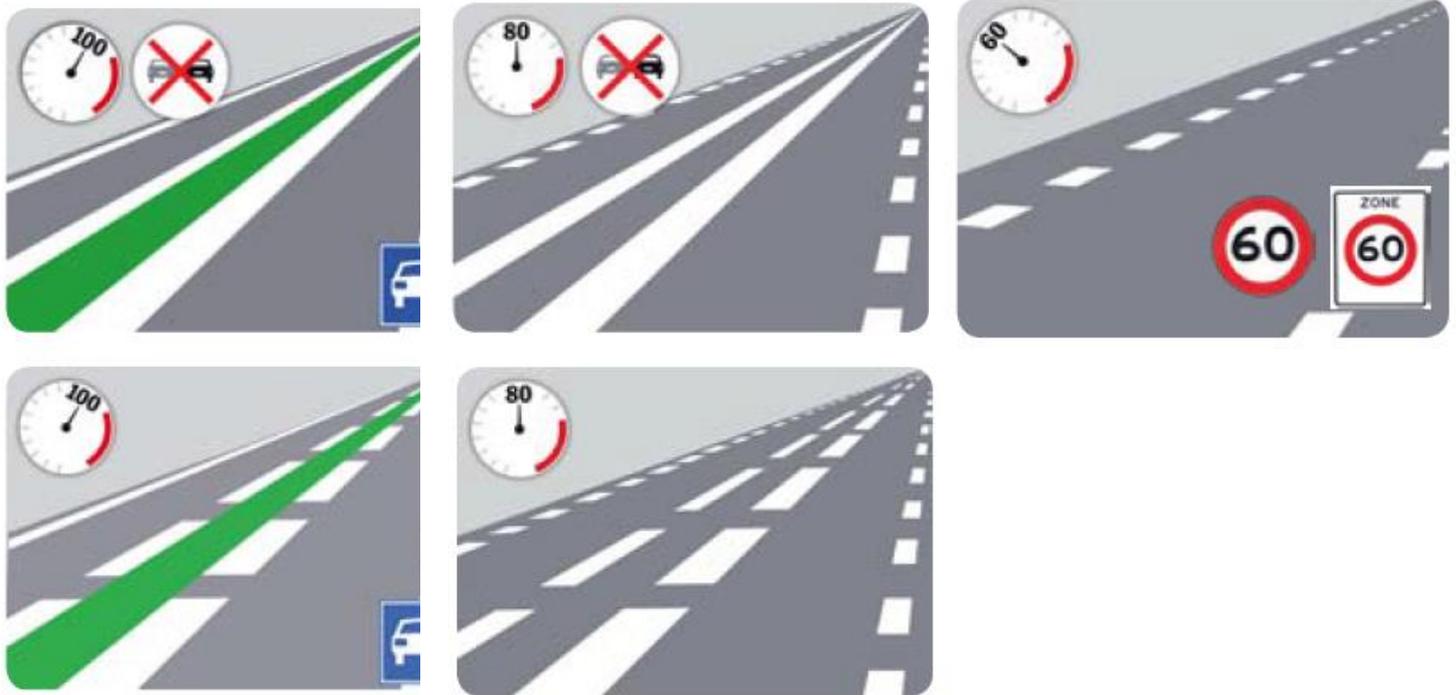
Bus stops are marked with another marker than in other maps. The marker on the right is the one that marks a stop.



Road lines / speed limit

In the Netherlands you don't need to see the speed signs in order to know the speed limit.

In Bronsmeer I tried to recreate Dutch rules so also the road lining. How this works is explained below:



This is only on country roads. In cities the maximum speed limit is 50km/h and 30km/h in residential areas.

Final information

This map is the complete version of Bronsmeer 2

Legal

Any distribution of this map is forbidden. If you want to use objects of this map in your map, please contact me.

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