

# OMSI Tools 3.1

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Thiago Sobral

**About:** This application will help players who want to retrieve deeper information about the dependencies of a map, as well as map designers who are creating medium to complex maps which use a considerable variety of scenery objects and splines. Sometimes we forget to include important object or spline packages within our map files, thus having to release additional patches to fix these missing files issues. This will hopefully decrease these occurrences. The application is very simple to use. It's meant to be simple and effective.

## What's new in version 3.1:

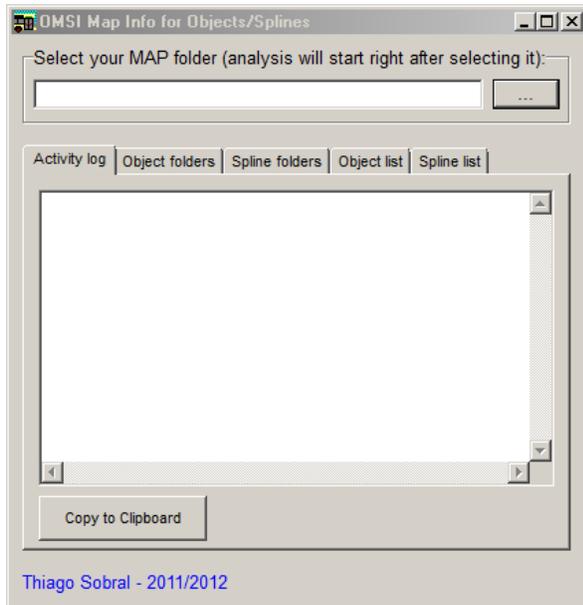
- **The tool automatically locates your OMSI maps folder. If you have both OMSI 1 and 2 installed, the tool will always prioritize OMSI 2! If the tool is unable to find the path automatically, it will memorize the folder path after you select it for the first time.**

## Functionalities available since 1.0:

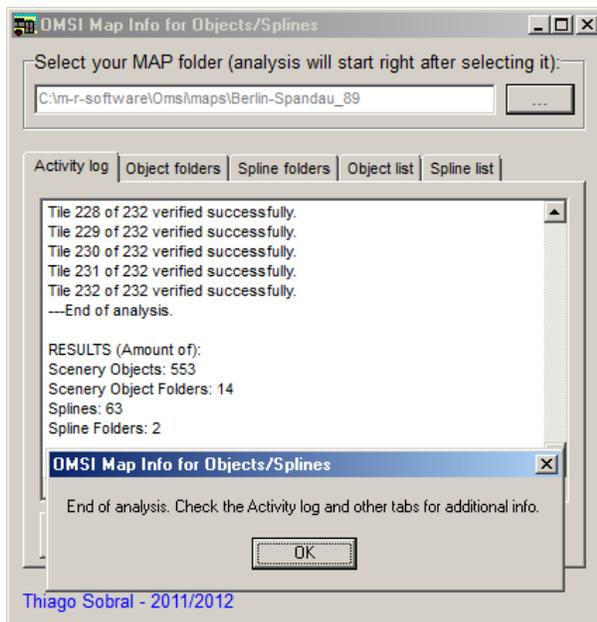
1. Provides summarized information about the objects and splines used by your map (amount of objects and splines)
2. Provides analytical information about the objects and splines used by your map (exhaustive file and folder list, so you can always keep track accurately of which content folders your map is using)
3. Provides an extra function to automatically copy used objects and splines to another folder
4. Compatibility with OMSI 1 and 2

## Quick guide:

Open the application



Click '...' to select your MAP folder and click OK. Your map will be analyzed instantaneously. This may take some seconds



You can switch between 5 different tabs that will provide different details. Take some of your time to see how is the information presented. You can copy each of those contents to the Clipboard by clicking 'Copy to Clipboard'

### **Missing Files Function:**

OMSI Map Tools can help you finding missing objects or splines in your computer that are required by your computer. It automatically generates individual lists for objects and splines, making your life a bit easier when searching for these addons on the internet.

In order to use this function, load a map into the application as usual. After the analysis has come to an end, simply click the tabs 'Missing Objects' or 'Missing Splines', and every content required by the map missing in your hard disk will be listed there. If these tabs are empty, that means you have all the required files.

### **Extra Copy Function (BONUS):**

You cannot copy object and spline folders simultaneously. There are individual copy actions for Objects and Splines. Let's copy the objects used by this map to another folder. Switch to 'Object Folders' and click 'Copy to another folder'.

*This copy procedure will also copy the original object folders made by M&R, since some 3<sup>rd</sup>-party addon creators place their files in some of these folders (and that's completely not recommended), so don't forget this important detail.*

**WINDOWS XP USERS:** *You will probably get an error during the copy process if you click that Copy Button. In case this happens to you, use the alternative 'Copy to another folder (Windows XP)'. This will use a 'rubbish' way of copying files using Command Prompt, which is slower but totally functional as well.*

Select a folder that will be used. **Attention:** it's not needed to choose a folder like \mymap\Sceneryobjects\. The application will create the \Sceneryobjects\ and \Splines\ folders automatically. If you don't do this, you may get an incorrect path such as \Sceneryobjects\Sceneryobjects\... or \Splines\Splines\.

Once the copy process is finished, you will be prompted a message.

**Remarks:**

OMSI: Der Omnibussimulator is a product from M&R Software. This tool is not an official application.

This application was developed by me, Thiago Sobral. The application icon used was made by M&R Software.

It's not authorized to upload this application anywhere without my written permission.

This program has been tested several times in different computer ambient and by different individuals. Use it at your own responsibility.