



“chura-Krüger” (Krüger+) – OMSI 2 Krüger matrix mod

iteration 0.6 “Coloratura”

Hello there everyone,

This Krüger+ mod is a beautification project for the Krüger matrix that is on the default MAN NL 202 and NG 272 buses in OMSI 2, as well as a collection of additional styling features. It is in no way intended to be realistic. While beauty is of course in the eye of the beholder, I hope that you will find the matrix display somewhat more pleasing to look at! (No offence meant to Marcel—I suppose Krüger matrix displays actually looked like that...)

Installation

Files are supplied for the installation of this mod for the following buses:

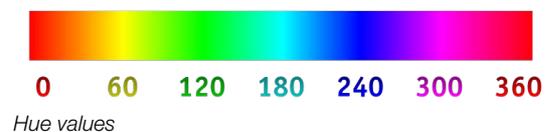
- MAN NL 202 EN 92 and MAN NG 272 GN 92, in the original OMSI 2
- [MB O 530 Citaro version 2 and MB O 530 G Citaro](#), by alTerr, Wizard et al.
- [MAN Lion's City 1DTF Edition version 1.21](#), by Gozek, Kamaz, Morphi et al.

Copy the supplied files (based on OMSI version 2.00.024) to your OMSI 2 folder, retaining the folder structure, overwriting files from any previous releases of this mod.

Using the mod

With this release, the mod also includes an LED display (as well as the flip-dot version), with twice the resolution per dimension. In the vehicle selection menu, this is labelled “Krüger++”, and may be selected as either a single-colour display (“monochr.”) or multi-colour display (“polychr.”).

To set the default colours of the display, change the corresponding hue (0°–359°), saturation (0 to 1) and brightness (0 to 1) values in the “const” files in the Script\churaKrueger subfolder of the corresponding bus. For best performance and brightness, use hue 30° (orange) or 120° (lime), or saturation 0 (white), with brightness 1. (Default colours are overridden by colours specified in the depot files; see the styling guide.)



Depot files

Note: OMSI 2-format depot files modified for the Krüger+ matrix will generally work on other buses as well, as the modifications do not generally change the original terminus list. Only new entries are appended to the original list.

This mod uses modified depot (.hof) files to enable its additional features. Please see the separate styling guide for details. Included are sample depot files for the maps listed in the copyright information section below. Copy these depot files to the folder of each bus you wish to use this mod with, after backing up any identically-named files you wish to keep.

Copyright information

This mod package contains modified versions of works by various authors.

- The original Krüger matrix script by Marcel Kuhnt
- Files from these maps:
 - modified depot file of the [Börzsöny 1.02](#) map by Routeres
 - modified depot file of the [Gladbeck 4.2.4](#) map by MAK-Software
 - modified depot file of the [Omninsk 4.1](#) map by AlekseyAzarh
 - modified depot file of the [Projekt Szczecin 4.0.0](#) map by mpaw82 & tomass94
 - modified depot file of the [Römerberg 3.2](#) map by nightcab
 - modified depot file and SVB logo of the [Sittingen 1.3](#) map by bluescreen
- Modified files for the following buses:
 - MAN NL 202(2) and MAN NG 272(2), in the original OMSI 2
 - [MB O 530 Citaro version 2 and MB O 530 G Citaro](#), by alTerr, Wizard et al.
 - [MAN Lion's City 1DTF Edition version 1.21](#), by Gozek, Kamaz, Morphi et al.

The original files are copyrighted by their respective authors, as mentioned above.

For the modified portions, as well as other original content contained in this work:

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- Should any web site, organization, etc. require that permission be obtained for any of these actions, permission may be deemed to have already been obtained.
- No person or entity may claim copyright or ownership to this work. It belongs to, and is dedicated to the OMSI community, and is not owned by any one individual.
- There is no warranty or support available for this work from the author.
- Notwithstanding the above and while not mandatory, I hope that those developing new free content based on this mod will also release their content with as few restrictions as feasible and possible, for the benefit and enjoyment of the community.

That's all from me for now! I hope that you will like this mod. If you would like to create your own destination displays for this mod, please do read the included styling guide as well!

— from a random OMSI player, just like you :)
24th June 2014