



Ikarus 250.59 – OMSI 2

This bus is for OMSI 2 only!

Ikarus 250.59 type tourist bus, specifications:

- Engine: Rába D10-UTS 180 (*180 KW (245 PS) 1900/min - Torque: 1027 Nm 1140/min - Euro 1*)
- Gearbox: ZF S6-120U
- Rear axle: MVG 118

In the game there are two types: one with air conditioner, and one without. The bus has automatic clutch, to use this function, switch on the „Automatic clutch” in the settings.

Authors:

- **Model:** 242, VL67, Laci BAS-953, IkarusSTR, CCV-520
- **Sounds:** BX 59-70, Laci BAS-953, CCV-520, 242, IkarusV134, bocskor3, C56, M-R software
- **Textures:** 242, CCV-520, IkarusSTR, Routeres
- **Scripts:** Nemeza, CCV-520, Laci BAS-953, M-R software, 242
- **Font:** IkarusSTR
- **Repaints:** TXGN (*Szeles Trans, Salgóbusz, Piros csíkos, Nógrád Volán repaints: CCV-520*)

Built: CCV-520

I would like to thank Laci BAS-953's much help in this project.

Have a good time!



1	Left wiper	21	Handbrake
2	Right wiper	22	Passangercabin temperature
3	Mirror heating	23	RPM meter
4	Front foglight	24	Central warning indicator
5	2 stages driver's cabin heating, <i>in AC model AC switch</i>	25	Low-beam indicator
6	2 stages passanger cabin heating	26	Blinker indicator
7	Temperature regulator	27	High-beam indicator
8	Empty	28	Oil pressure warning light
9	Driver's cabin light	29	Fuel level
10	Passanger cabin light	30	Cooling water temperature
11	Passanger cabin light	31	Battery voltage
12	Passanger cabin light	32	Olajnyomás
13	Engine cooling	33	Air pressure 1.
14	Empty	34	Air pressure 2.
15	Warning lights	35	Speedometer
16	Light switch	36	Minute
17	Engine start	37	Hour
18	Engine stop	38	Excessive speed indicator
19	Main electric switch	39	Total km
20	Auxiliary heating	40	Blinker switch



1
2
3
4
5
6
7
8
9
10
11

Window washer
Handbrake indicator
Box light indicator
Box light switch
Empty
Door 1 open
Door 1 close
Door 2 open, stop light
Door 2 close
Destination table (writeable from HOF) show
Table with texture (tabla.bmp) show



1
2
3
4

Outside door open lid
Door 1 open
Main electric switch
Door 1 close