Ahlheim Version 4
for OMSI 2

Manual

Table of content

About Ahlheim

Dear user,

you are reading this manual since you have downloaded the map **Ahlheim V4**. We hope you will enjoy it as much as we do. Please read this manual (at least the installation instructions) thoroughly before asking questions. Most questions should already be answered in here. However, in case of occurring complications or if you discover any bugs that we did not detect in our beta tests, contact us via OMSI WebDisk or our Facebook page.

Ahlheim is a fictitious city with about 350'000 inhabitants in western North Rhine-Westphalia and is only about 20-30 minutes away from the Dutch border. The local bus services are operated by the **Ahlheimer Verkehrsgesellschaft** (AVG).

There are **29 day bus routes** (including 2 express routes) and **15 night bus routes.** **A**dditionally, there are various extra services ("E-Wagen") that add onto the regular services, serving e. g. schools or industrial areas.

In addition to a busy downtown Ahlheim also offers calm and rural areas, noble quarters as well as deprived areas. There are a few sights to be seen like the coal mine "Zeche Hindenburg" or the St Bartholomew's Cathedral in the Eichenhöhe district.

Eichenhöhe is, besides Kranenburg, the biggest district of Ahlheim and has a large centre of its own. It also has an own railway station which is served by regional and suburban train services.

The map Ahlheim consists of more than 700 tiles and guarantees hours and hours of gaming fun. Since we wanted to let you drive on the complete AVG network, you can picture yourself as a bus driver in Ahlheim and create your own shifts out of the massive number of services. We deliver schedules that will help you with that.

131	Zeche Hindenburg – Heroldsberg, Bostoner Weg	32 min
132	Grachtheide, Drillichshammer – Fachhochschule	60 min
133	Sternenberger Gehölz – Erckenfeld, Rathaystraße	44 min
134	Bleickenburg, Sater Weg – Lühr, Am Frommholz	20 min
135	Eichenhöhe Bf. – Tillmannsdorf, Altenheim	34 min
136	Heroldsberg, Löwenhaus – Bendstein S	38 min
137	Schrucken, Dommeringsweide - Prenkum	21 min
141	Universität Ahlheim – Vörreder Markt	37 min
142	Ahlheim Hbf – Rosental Bf	22 min
143	Rosental, Siedlung Bösch – Lößstein, Traueregge	15 min
144/145	Campus circle lines	29 min
146	Bendstein S – Flurwede, BüroPark	33 min
149	Flurwede, A.d.Rübenkamp – Kranenburg, Siedl. Herzenberg	39 min
151	Waldlehne, Valdoriastraße – Bortel, Siedlung Hohn	35 min
152	Eichenhöhe Bf. – Brecker Feld	44 min
153	Ahlheim Hbf – Harbsen, Sporthalle Stoelzbachtal	24 min
154	Ahlheim Hbf – Stoelzen Mitte	27 min
156	Eichenhöhe Bf – Nochem, Friesenstraße	53 min
163	Waldlehne, Bülowstraße – Brecker Berg	39 min
164	Osterfelder Markt – Burgfreisenberg, Burgschöttel	45 min
187/188	Kranenburg Mitte – Leuchtefurt, Dieselstr. / Listau S	28 min
191	Kranenburg, Woltenausee – Nochem, Kirche	40 min
192	Eichenhöhe Bf – Preinesberg S	51 min
198/199	Circle lines Kranenburg	46-50 min
SB12	Express bus Kranenburg Mitte – Rosental Bf	28 min
SB13	Express bus Ahlheim Hbf – Burgfreisenberg, Burgschöttel	20 min

Night bus routes in Ahlheim

You prefer being out late at night? No worries. **15 night express routes** ensure that the citizens of Ahlheim can get home even at a late hour. The main services (NE1-NE12) start at the central station, where all lines meet every full hour to ensure easy transfers between services.
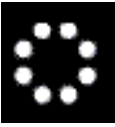
The Eichenhöhe circle lines (NE21/22) are a little more quiet. They have different connections to the routes NE1, 2 and 10 and serve the districts around Eichenhöhe station. However, the schedules are tight so do not get *too* relaxed.

It will get extremely quiet on the NE31 that was added to the network just recently. It serves the small villages Dornsbügge, Norderhofen, Bergerfurt and Harbsen.

Bus signals

In Ahlheim, buses have a high priority in traffic. In addition to several bus lanes, many crossings are equipped with bus signals or signal influencing mechanisms, in order to prolong green phases or shorten red phases when a bus approaches the crossing.

The following signals add to the usual signals such as „Stop" and „Go":

	„Anforderung" (request) or „Kontakt" (contact): Signal requested
	„Türen schließen": Finish boarding and close doors
	Pull up to the next signal
	Another bus has arrived; wait for transferring passengers

Route helpers

The route helpers will guide you along every line. There are signs for all regular day and night services as well as the most important empty runs. Mind: There are no route helpers for the extra routes. They are designed for more experienced drivers who already know their way around the city.

Additional documents

In the folder OMSI 2\Addons\Ahlheim 4 you can find several documents that will support you on your shifts.

- Overview of extra routes
- Information on relief points.
- Vehicle schedule number explanations
- Position plans central station / Eichenhöhe station
- Depot parking order
- Lists of routes and terminus numbers
- Vehicle schedule plans for every schedule

Installation

We are able include some addons into the download. In order not to let the repository size become too large, we provide them seperately.

Insert the folders of both repositories into your OMSI main folder (usually C:\Program Files (x86)\Steam\steamapps\common\OMSI 2).

Required addons

Below, a lot of additional objects are listed that you also need for using this map. This might take some time but let us tell you, it is going to be worth it. By using the various free addons we did not need to use any payware DLCs. As a first step, please check which of these addons you already have installed. This might save you lots of time.

- Additional Traffic Signs
- BMO-Objects
- BusdriverObjects Autobahn Signs
- BusdriverObjects Information Signs
- Busdriver3 Autobahn signs
- CreativeStreets
- Folti Objects
- gcW-Street Objects
- Helferlein Bus Signals
- Helferlein LED-Traffic Sign Set
- Kamaz' Objects and Textures
- Leitplanke (Crash barrier)
- Mainz (only download part 1)
- Nemolus Traffic Signs
- NoNameProduction Sceneryobjects
- Oberpfalz 3D-Objektpool
- SimpleCrossingSplines by O3D
- SimpleStreets
- Stevens Werkhallen
- TerrainSplines
- Yufa Bussteige
- Yufa Depotset
- Yufa Landstraße
- Yufa Street Markings

Required addons (continuation)

In addition, you need the following buses:

- [O 530 Citaro by alTerr](#)
- [O 530 Citaro G by alTerr](#)
- [O 530 Citaro Facelift by Helvete](#)

For a more diverse and realistic AI traffic you can also download the official Ahlheim V4 Repaint Pack, which has a complete authentic bus pool with vehicle numbers, local advertisements and damages. It is also available in the OMSI WebDisk.

Even though we kept an eye on a performance-friendly construction Ahlheim is still a large city. This includes an authentic city center together with large intersections, squares etc. In case your computer is not suited for this, we have some tips for you to improve your experience:

- Set the **object priority** in your settings to a **low level**. This way, not as many smaller objects like park benches or garbage cans will be loaded, especially in the city center.
- Set the **map complexity** in your settings to a **low level**. As a result less objects in back roads will be loaded.
- Adjust **priority for AI traffic**. The different levels will affect AI traffic as follows:
  o Priority 1: All playable lines on the map (= all AVG and Rostorf Reisen services); as this setting will already generate a lot of buses on the map you can also lower the maximum number of buses to be spawned in the OMSI settings. The maximum value you are going to need is 135.
  o Priority 2: All playable lines + AI lines (e. g. NIAG or Rheinlandbus regional services)
  o Priority 3: All playable lines + AI lines + „Traffic light buses" (invisible in the game as they „stand" below intersections and are responsible for turning off certain traffic lights at night)
  o Priority 4: All playable lines + AI lines + Traffic light buses + train traffic (in this setting everything operates on the map – including suburban trains as well as regional and long distance trains)

These are only a few tips to provide a better experience also in densely built areas. You can find additional advice for optimized OMSI settings with good explanations for all steps here (article in German only):

Vorlage für optimale OMSI-Einstellungen - Tipps&Tricks - 3BRSW GmbH

If all of this is not helping we have to be honest and admit that you may not be able to run Ahlheim in its full size on your computer. However there are some nice services that you could try to discover. You will find these below, together with some informations on performance. Red sections might be critical, green sections are most likely not going to be a problem.

135*	Eichenhöhe	Erckenfeld S	Brecker Feld	Leuchtefurt	Tillmannsdorf
141*	Universität	Hochweidentor	Rosental S	Burgfreisenberg	Vörrede
143	Siedl. Bösch	Rosental S	Lößstein	Traueregge	
146	BüroPark	Rosental S	Werle	Lößstein	Bendstein S
187*	Kranenburg	Hauptbahnhof	Kronprinzenstr.	Leuchtefurt	
191	Woltenausee	Kranenburg	Näckersberg	Nochem	

*The lines 135, 141 and 187 feature additional short trips that operate only during certain times of the day and only in more performance-friendly areas. Please find more information on routes and service hours in this manual (see above) and the vehicle schedule files.

In the end the performance in the above-mentioned sections of course cannot be guaranteed but also depend on your settings (AI traffic, passengers, number of neighboring tiles etc.)

If the installation process went fine, everything should now work as planned and you can start off with your first trips through Ahlheim. Of course we hope that you enjoy our project a lot and we wish you hours of joy as you discover the city of Ahlheim and the AVG.

Best wishes,
the Ahlheim construction team, including:

- Dario (Network plans, grafics, detail design)
- Hendrik [EVAG4101] (Map design, schedule design, traffic rules)
- Jan [O530 Citaro] (Map design, 3D models, announcements)
- Jens [Gleiswechselbetrieb] (Map design, AI trains)
- Marc (Map design, repaints, public relations)
- Niklas (Map design, 3D models)
- Sascha (Map design, public relations)

Acknowledgements

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You are allowed to modify the map according to your desires and ideas, however, please refrain from uploading your modifications to the community for now. This project has undergone a very detailed and tedious development reaching from map construction, schedule design and fleet management to everything else necessary and we wish to share the very result of this as of now. Complementary modifications (like duty rosters based on the given schedule system) are, of course, allowed – however, modifications that overwrite given files are not.

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