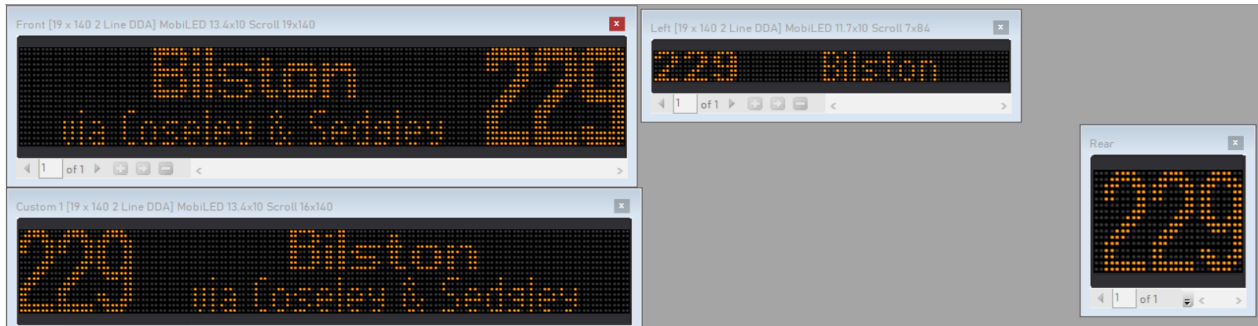


MS Studios G3 Pack V1.1 Custom Blind Guide

Written by DJ for Masterswitch Studios. All software and brand names are property of their respective owners. This guide does not provide downloads or info on how fully to use 'Helen', 'MIE' or 'Photoshop', you can find tutorials on YouTube, and information on where to purchase them from on the respective companies websites.

Mobitec

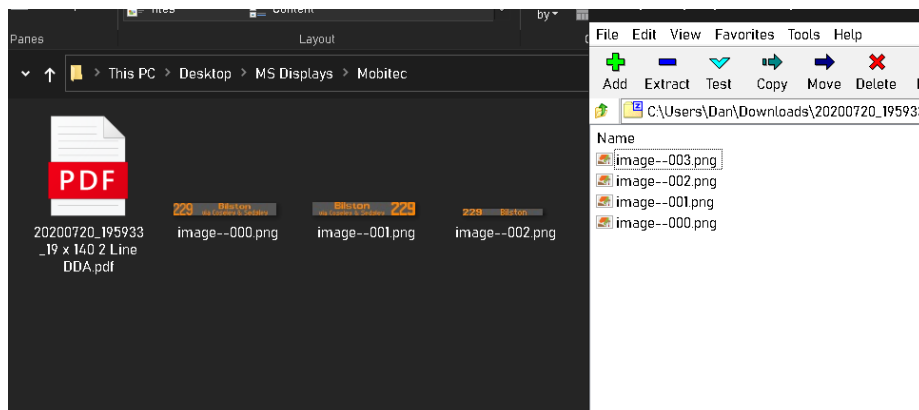


In the Mobitec 'MIE' software, you will need to create four blinds with the correct sizes; 19x140 for the front, 7x84 for the side, 16x28 for the small rear, and 16x140 for the full length rear. You also must make sure that the blinds are static only, as scrolling won't work.

Once you have got the software set up and your blinds made, you can export them to a PDF, by going to *File* and then clicking on *Print Signs*. It doesn't matter which option you choose after this. It will then open a PDF which contains images of your displays.

Pgm number	Custom 1	Front	Left	Rear
1				

Once you have this PDF, you need to extract the images. The easiest way I've found is to use a website called 'PDFCandy' and it's PDF extractor function, which can be found [here](#). Just follow the steps, and you will be able to download a zip file, which contains PNG files for each display.

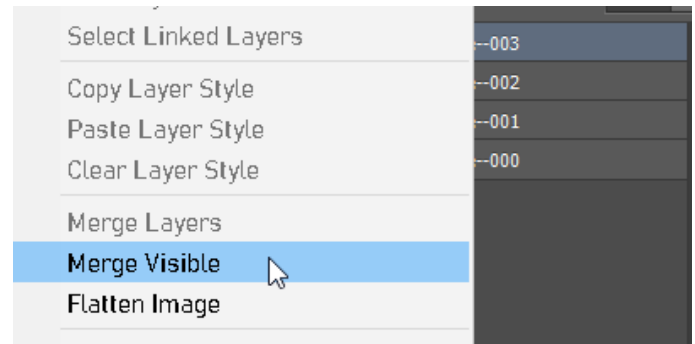


Next, you need to go to your Omsi 2 directory, and go to *Vehicles/MS_SharedDisplays/Mobitec/*, and open the file *_Template.png* in Photoshop. Once open, drag and drop the PNG images onto the document, and move them into place.

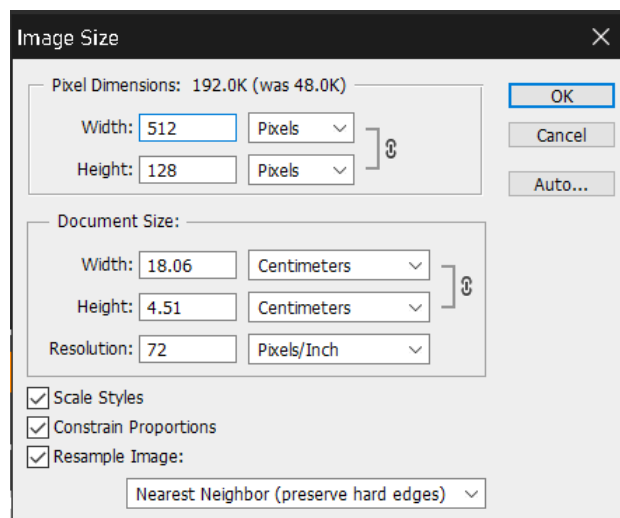



With the images aligned, you can then delete the blue layer, and then right click any of the layers, and select *Merge Visible*.

This will put all of the blind images onto one layer, which we can now adjust to work within Omsi.



Select the *Image* drop-down menu at the top of the screen, and then *Image Size*. Then, you will need to change the settings to the ones below.

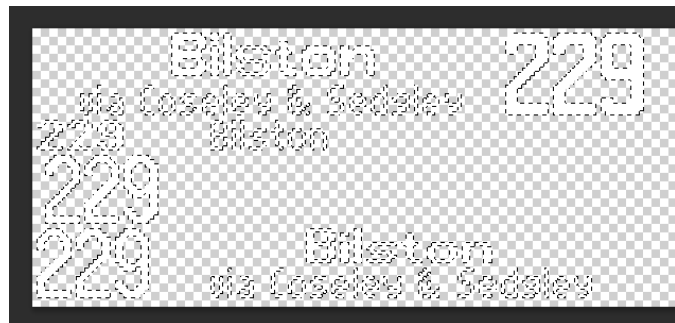
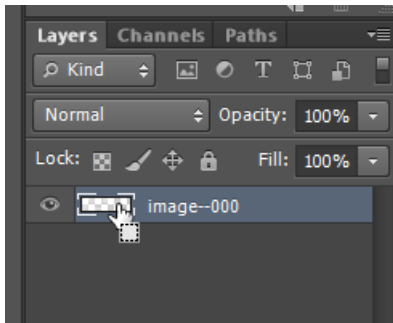


Now, we need to get rid of the grey background on our displays, and make the rest solid white. Using the magic wand tool () and with *Anti-alias* and *Contiguous* unchecked at the top of the screen, click on any of the grey areas, which will select all pixels that are that colour, and then press the *delete* key on your keyboard to remove them, leaving you with just the orange areas.




Now, we need to make these areas white. The quick way to do this is to hit *Ctrl+U* on your keyboard, bringing up the *Hue/Saturation* menu. Then, just move the *lightness* slider all the way to the right, ensuring that the box for it reads *+100*. Then, press okay to apply the change.

To finish processing the image, we need to create an alpha channel. While holding the *ctrl* key on your keyboard, hover over the preview image in the layers panel, and click on it. This will select all the solid areas of the layer.



Now that we have the areas selected, click on the *Channels* tab on the layers panel, and then click the icon for a new channel.

Your image should now appear as all black, but don't worry, as we will change this! Select the fill bucket () , make sure you have white selected, and click anywhere, and the selection will be filled in.

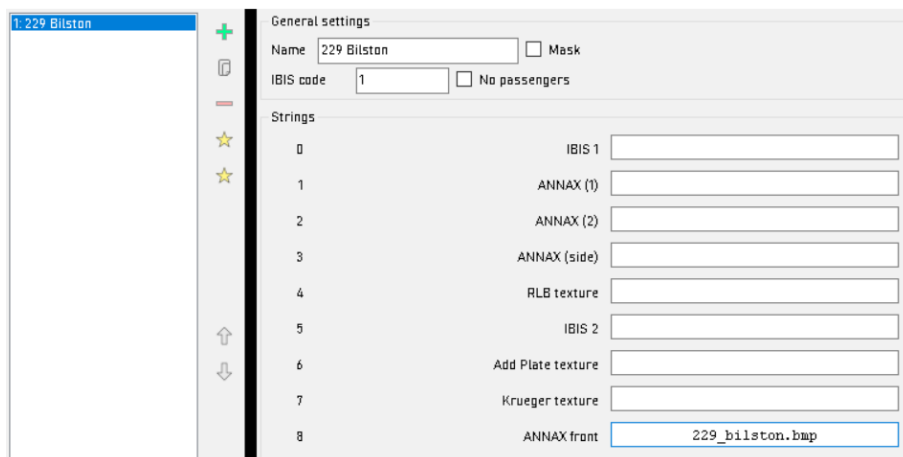
You can now save the image, ensuring it is in the */Vehicles/MS_SharedDisplays/Mobitec/* folder, and that it's saved as a BMP image.

Now, we will need to set up the *.hof* file to use the bitmap. For this, it's recommended to use 'HOF Suite', which is a [free download from the WebDisk](#).



For the purpose of this guide, I'll be using a fresh empty *.hof* file.

Put in your desired IBIS code, and give the display a name. Then, put the name of the texture in the *ANNAX front field*, in this case, *229_bilston.bmp*. If you have saved it into a folder within the mobitec directory, simply add that folder name before the file name, followed by a backslash. For example, *cotterell/u18_university.bmp* would be used for a file named *u18_university.bmp*, inside a folder named *cotterell*, inside the *Mobitec* folder.

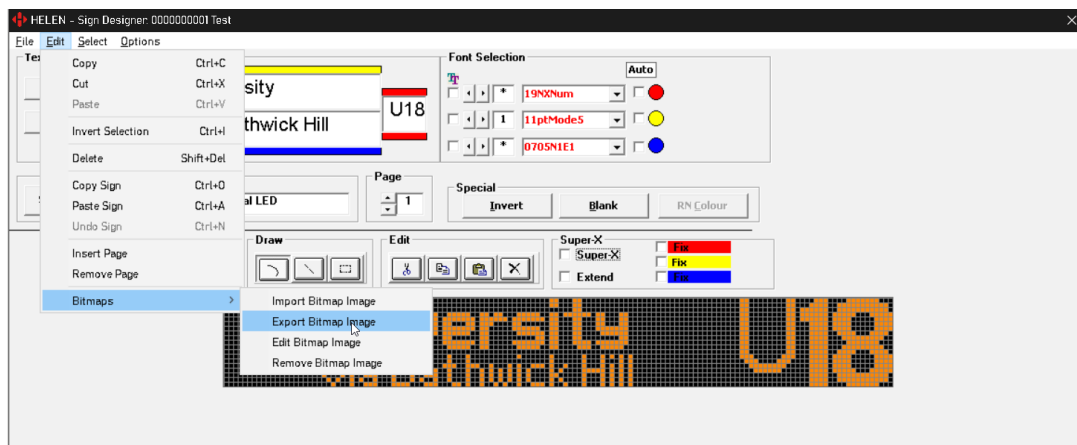


Now, click save, and you will be able to use your blind in game.

Hanover

In the Hanover 'Helen' software, you will need to create four blinds; 19x144 for the front, 8x96 for the side, 17x32 for the small rear, and 17x128 for the full length rear. You also must make sure that the blinds are static only, as scrolling won't work. They also cannot be SuperX.

Once you have created your blinds, export each one to a bitmap image, by going to *Edit*, then *Bitmaps*, then *Export Bitmap Image*. Save them to a folder that you can access.



Now, open each image individually in Photoshop, then copy and paste them onto the template image. This can be found in your Omsi 2 directory, then by going to *Vehicles/MS_SharedDisplays/Hanover/*, and opening the *_TEMPLATE.png* image in Photoshop. Then, position them into the gaps, ignoring the one in the centre, as this was for the large side display, which was removed in the 1.1 update.



Now, follow the same process as the Mobitec guide from this point on, to remove the black background on the layer, and remove the blue guide layer. You don't need to worry about making the text white this time, as it is already white.

Once you have it ready, save it into the */Vehicles/MS_SharedDisplays/Hanover/* folder as a BMP, and then add the name of the bitmap file into the 'Krueger texture' field in HOF Suite, right above the one for Mobitec. Now you will be able to use both Hanover and Mobitec bitmaps in game, without having multiple HOF files.