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***OMSI 2** Freeware Add-on*

K-Bergbahn



Manual for the OMSI 2 Add-on

GAMESARY Publishing presents

K-Bergbahn

MANUAL

CREDITS

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Legal informations

„OMSI - Der Omnibussimulator 2“ and the appropriate enhancements succumb the developer „Marcel Kuhn“ and „Rüdiger Hülsmann“. This enhancement was developed and featured by „Kevin Nitschmann“. GamesAry take the function as publisher.

It's prohibited to upload the add-on on other common platforms. If you have further questions you can contact us at any time.

INSTALLATION VIA SETUP

We provide you a installer. Therewith you can install the add-on with a few clicks. Download the installer on our webpage and implement it.

After you started the installer there will be open a window with instructions. Click on continuing and accept the terms of a licence. It's important that you scroll down to the end of the terms of a licence. Only if you have done this you can continue with the installation.

Your Steam directory will be find automatically. So you can install the add-on immediate in your steam folder. If the installation is finished you can close the installer and you can start OMSI 2.

If you have questions you can create a support-ticket at GamesAry. From there we can help you very well.



INSTALLATION AS FILE

You can download a version on our marketplace where you can copy the files in the mainfolder of OMSI 2. We issue for you a step-by-step instruction how you can install this Add-on.

Our instructions for a perfect installation:

- 1.** Assure you that you have acquired OMSI 2. If you don't have OMSI 2 you can buy the game keen at our partner „GamesPlanet“.
- 2.** Go on our Marketplace and download with a few clicks the .rar-file. According to your internet connection it can takes a bit time.
- 3.** Please install the programm „WinRar“ to extract the files. Usually it is a demo-version which expire after a time. However you can use it after the test time ordinary continuing.
- 4.** Download the add-on to a good detectable place. We recommend you to place the file on your desktop. If „WinRar“ not recognize the file, do a right click and go to „Open with ...“ and then „WinRar“. The programm starts now and you can see the content of the add-on.
- 5.** Please open the following directory on your harddrive: **C:\Program Files (x86)\Steam\steamapps\common\OMSI 2**
- 6.** Go back to WinRar and press STRG + A and then STRG + C. Open the OMSI main directory and insert the files by pressing STRG + V. You have to overwrite all files therewith your add-on works problem-free.

If you have questions you can create a support-ticket at GamesAry. From there we can help you very well.

LICENSE OF THIS ADD-ON

The product was licenced under General Public License (GPL). More informations about the licence you can find [here](#). The product name and the logo are property by Kevin Nitschmann and GamesAry and are copyrighted. Further edits have to be agreed by GamesAry.

The terms pertain too: <https://creativecommons.org/licenses/by-nc/2.0/de/>

Licences of the Add-on:

1. Source Code.

The “source code” for a work means the preferred form of the work for making modifications to it. “Object code” means any non-source form of a work.

A “Standard Interface” means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The “System Libraries” of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A “Major Component”, in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The “Corresponding Source” for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work’s System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.



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LEGAL INFORMATION

All logos are copyrighted. The OMSI 2 logo is copyrighted by Aerosoft GmbH and the developers of the game Marcel Kuhnt & Rüdiger Hülsmann. All logos may not be worked on.

The complete add-on is copyrighted and it's not allowed to edit. Without a consent form it's forbidden to upload the add-on on a other website. GamesAry does not stick for damage or the same of the end user.