



AEROSOFT®

ON THE ROAD

TRUCK-SIMULATOR



toxtronyx^{®14}

Developed by: Toxtronyx
Manual: Toxtronyx, Aerosoft



On The Road

Truck Simulator

Manual

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Starting Off

Epilepsy Warning

This section should read and considered carefully by adults and particularly for children before using the game.

Epileptic seizures or consciousness disorders can be triggered by certain flashing lights or light patterns in people who suffer from photo sensitive epilepsy, even in everyday life. While it is not usually dangerous, these individuals can experience seizures when using computer or video games. It is also possible that even those who have never been affected before or suffered an epileptic seizure can experience this. If an individual or family member experiences symptoms such as seizures or consciousness disorders associated with epilepsy when exposed to flashing lights, they should consult their doctor about using the game. Parents should monitor their children's use of computer video games. If an adult or a child experiences any of the following symptoms: dizziness, visual disturbance, eye or muscle twitching, loss of awareness, disorientation or any sort of involuntary movement or convulsion while playing the game, discontinue use IMMEDIATELY and consult a doctor.

Precautions

- Make sure you sit as far back from the screen as possible.
- Use as small a screen as possible when playing the game.
- Avoid playing if you are tired or have not had enough sleep.
- Make sure the room you play in is well lit.
- While playing a computer or video game, you should take a break of 10-15 minutes every hour.



Installation

You have to be logged in with administrator rights and need to be connected to the internet before you can start the installation of On The Road.

Insert the DVD of On The Road into your DVD drive. Follow the installation instructions presented on the screen. If the installation does not start automatically:

1. If the installation does not start automatically:
 - Click “Start” in the taskbar and then on “Computer”.
 - Double click on the corresponding DVD-ROM drive.
 - Double click the “setup.exe” icon.
2. Steam will be installed first if it is not already installed on your system. Any necessary updates will be installed.
3. You may create a new Steam account or use an existing one. Enter the required information.
4. When prompted, enter the activation code you can find in your game box.
5. On The Road will be installed from the DVD. Any required updates will be downloaded from the Internet.
6. After installing the game, a On The Road icon will appear on your desktop.
7. Double click the icon to start the game. Alternatively, you can access the game from your Steam library.

Preface

“On The Road – The Truck Simulator” is not only a mere truck simulator but also replicates the work of the managing director and the dispatcher. Even though playability is the main focus, we hope we have been able to offer a good impression of the complex procedures of route planning and responsibility for personnel and the fleet of vehicles. During development, it was important to us to depict the driver not in unity with the vehicle but as an acting figure. Therefore, some tasks (refuelling, coupling, freight documents) can only be done on foot.



Acknowledgements

Usually acknowledgements come at the end. However, after more than 2 years of Early Access on Steam, we would like to thank all first-hour customers and fans. Even if we could not take all the feedback, we did read what you have written and realised as much as possible.

On this occasion we would also like to thank all the Youtubers that supported us during Early Access by providing you videos and news. Unfortunately, we cannot thank each and every one of them, but we



want to personally express our gratitude towards those that assisted and advised us and kept direct contact:

Ansgar Blauth (nordrheintvplay): For trailers, community input, and gently criticising the update policy.

Carlo Borg (Burning-Gamers.de): For your videos, your feedback, and the constantly good mood when meeting in person.

Mateusz Mamet (MATAMET): For your tireless tests, your videos, your repaints, and all the other small niceties.



Support

If you have questions about installing or activating “On The Road” or general problems, please contact the Aerosoft support support@aerosoft.zohodesk.com

If they cannot help you there or if you have specific ideas and suggestions for improvement, please contact support@toxtronyx.com

In The Game

The Main Menu

When you start “On The Road” you will find yourself in the main menu. This lets you load savegames as well as create new ones. In addition, you can open the Options, the new features since the last update, and the Credits from here. Most of these functions are also available from the in-game menu [ESC key]. In the lower left-hand corner of both menus you can find the version number. Support needs that number in order to help you effectively.

The following options are available in the menus:



New Game / Load Game

In the menu “New Game” you can create a new savegame. To do so, you need to fill in all entries in the following menu and select all images. You can change these decisions, except for your headquarters’ location, later in the company menu. With the menu “Load Game” you can load previously created savegames. The list always shows the most recently saved game on top. You can delete existing savegames here that you no longer need.



Options

Game

Here you can change the language and activate or deactivate the individual components of the dynamic help system (triggers, warnings, tutorials).

Graphics

In the graphics options you can adapt the visuals of On The Road to the performance of your system. To change optical aspects there are sliders for brightness, the driver's field of view, exterior camera, and the cockpit camera.

SHOT 4 EINFÜGEN

Input devices

It is important that the first slider "Input device type" is always set to the type that's used to steer the vehicles! By clicking the button "Input" you can assign buttons and configure gamepads as well as steering wheels.

The sliders below depend on the chosen device type and have huge influence on how the vehicles react to input.

Loudness

The first slider controls the master volume. With the three sliders below you can adapt the individual categories to your liking.

Contributors

Lists all employees (including former ones) and a list of supporters.

Workshop

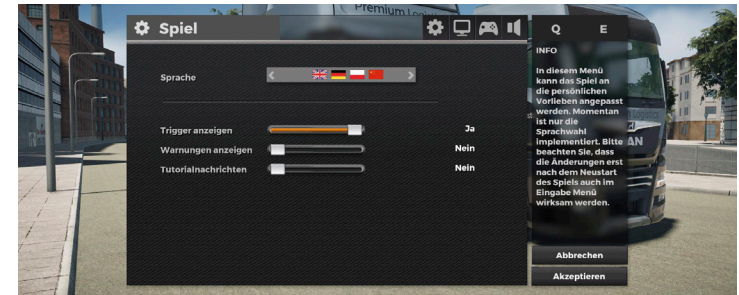
In the Workshop menu you can download new paints for your vehicles or make your own ones available to other players. Details can be found in step 4 of the Chapter "Create your own paint" at the end of the manual.

Tutorials, Hints and Help

"On The Road" has a range of assistance options in order to ease the entry into the game as well as the game process.

Menu Hints

Most menus that deal with the settings of the game have a hint about the function of the menu at the right-hand side of the window.



Tutorial Videos

The tutorial menu will automatically be started after creating a new profile. Here you can find short videos and accompanying text descriptions about all important functions of the game. You can always access this menu later via the "Tutorial" tab in the company menu [TAB key].





Warnings

Warnings will be displayed on the upper edge of the screen. They provide critical information about the state of the vehicle. This could be hints about an engaged gear when trying to start the engine, or an additional warning about a lack of fuel. These warnings can be deactivated in the settings menu in the “Game” tab if you so wish.

Dynamic Tutorials

The dynamic tutorials will be displayed on the lower edge of the screen and provide a step-by-step guide through all usual operations in the vehicle, as driver, and the keys needed for them. The dynamic tutorials can be deactivated in the settings menu in the “Game” tab if you so wish.

The Game Process

After creating a new profile, you will find yourself right in a truck. This will always be a biaxial box truck. Your goal is to earn money and reputation by successfully completing deliveries so as to purchase more vehicles and hire drivers. Hired drivers need routes in order to generate money. The following explanations can also be found in the “Tutorial” tab in the company menu, alongside short videos.



The Company Menu

After loading or creating a profile, the company menu is open. This menu is used to develop your company and plan routes for you and your drivers. The individual menu categories will be explained in the following.

Overview Menu

The Overview menu contains your own experience progress, the option to change name, company name, company logo as well as your own portrait. Furthermore, you can read e-mails about the game progress and completed orders and delete them if necessary. The lower area contains a short summary of the company's most important key figures.

Logistics Menu

The left-hand area shows the current route, the right-hand area the world map as well as the selection of the driver whose route shall be changed or shown. The map section can be moved with the left mouse button and zoomed in or out with the scroll wheel. Left-clicking the logo of a company shows all currently available assignments of this company. Right-clicking shows all assignments of this company. If no companies are shown on the map then you need to zoom in further. You can link multiple orders to one route. More information about efficient route planning can be found in the section “Route planning”.

Vehicles Menu

The vehicle menu contains a list of the current vehicles on the left-hand side. By levelling up you will unlock more vehicle slots. On the right-hand side you can find information about the current vehicle. Additionally, you can assign a driver to each vehicle, change the paint (more paints are available in the Steam Workshop) or sell the vehicle. More information about vehicle purchases and sales can be found in the section “Vehicle purchases/sales”.



Employees Menu

The employees menu lists all available employees. New employees can be hired by left-clicking an available slot. By levelling up you will unlock more slots. The right-hand side contains information about the selected employee as well as the option to lay him off. To lay an employee off he must not be assigned to a vehicle.

Finances

The finances menu shows all key figures of the company including its capital. The diagram on the right-hand side shows the development over the last 14 days. This extract can be moved back and forward in time via the corresponding buttons.

Tutorials

The tutorial menu provides short videos and accompanying texts to the various game functions.

Vehicle Start

To start a modern truck, you need to meet a range of requirements. The steps include the actual ignition process until the engine is running. Then you need to set a direction using the gear switch. Now you can release the parking brake. The keys required for that depend on your settings in the options and will be shown by the dynamic tutorial system. After starting the vehicle, the actual tasks begin.



Refuelling

After parking the vehicle within the intended marking of a petrol station you can start the refuelling process by holding the left mouse button and watching the tank. To do so you have to leave the vehicle. Refuelling continues as long as you keep the mouse button pressed. The costs will be charged off your company account right away.

Route planning

Assignments can not only be strung together, but also linked in order to increase the utilisation rate. To make a route efficient you can change the order of each entry via the yellow arrows. One example: In Kiel you're supposed to pick up cargo from Brutto and from Food Imp Kiel, both for Hamburg. Now, one route leads to Brutto Kiel, then to Hamburg for delivery, back to Kiel while empty to pick up and back to Hamburg again. It would be much more efficient to have the loading entry for Food Imp Kiel listed before the delivery entry in Hamburg. Now the route leads to Brutto in Kiel, then to Food Imp Kiel, and then both deliveries can be transported to Hamburg in one go. If this would cause overloading your vehicle, the corresponding slot will be marked red. Picking up would not be possible then. The corresponding assignment would have to be cancelled.



Pick up/dispense freight

In order to pick up or unload cargo, you have to manoeuvre the vehicle into the parking indication of the company. After that, or before, as you wish, you need to sign the freight documents. The freight documents will be shown when stepping into the freight document marking and can be signed there.

EU Control Unit/Rest Times

To be allowed to drive, you first have to insert your driver card into the tachograph, set it to driving time and confirm. If the driving time comes to a close, you need to find a place to park your vehicle. The actual resting time starts by changing to rest time and confirming in the tachograph. After completing the resting time, the tachograph needs to be set back to driving time. The remaining driving time will be shown in the status windows (key F1).



Vehicle Purchases/Sales

To purchase a vehicle, just click on an available slot. Vehicle slots will be unlocked over time by successfully running your company. All available vehicles will be listed. Clicking the button Purchase starts the



purchasing process. The purchase contract needs to be signed with the pressed left mouse button. Select the city of delivery in the list above. The vehicle will be delivered to the local truck service where you can pick it up, add it to your route planning, or assigned it to a driver right away via the vehicles menu. To sell a vehicle, select it from the list. After that just click the button Sell and confirm. Vehicles with an assigned driver or active route cannot be sold.

Couple/decouple trailers

For boldor and ginaliner it is enough to manoeuvre the truck's trailer hitch near the trailer and get out. You can now look at the hitch and couple it with a left click. For tandem and semitrailer you need to retract the supports after coupling. This works by left-clicking the supports. When decoupling you first have to extend the supports before you can decouple the trailer.





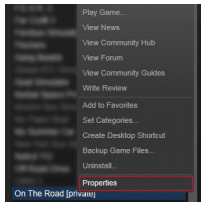
Create your own paint

Introduction

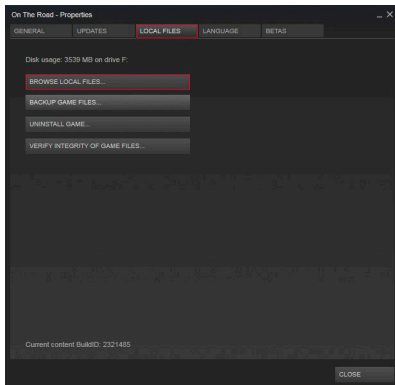
This guide explains step by step how you can integrate new repaints for your vehicles in OTR. Before we start, you should have basic knowledge about image editing and have OTR started at least once before. You don't even have to close it. We didn't close it when writing this tutorial, either.

Step 1 Preparation:

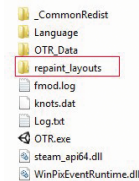
OTR is running? Very good! Now we can start. Since OTR needs the Steam Client, that should be running as well. In your library, right-click OTR and click on Properties.



In the new window, open the tab "Local Files" and click on "Show local files":



In the new window you can see the root folder of OTR:



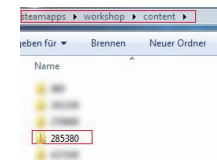
The folder "repaint_layouts" interests us, as selected in the image. Copy this (don't paste it right away! Just CTRL+C [Win] or CMD+C [Mac]).

The root folder of OTR within the folder structure of Steam is:

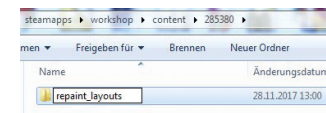
Steam/steamapps/common/On The Road

Our next destination is:

Steam/steamapps/workshop/content/285380



The number at the end is the AppID of OTR from Steam at is automatically generated. Paste the folder repaint_layouts into this folder. It should look like this:



On this occasion, we can rename the folder right away. In our case, we named it RepaintTest, but choose a name you like.

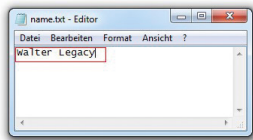


Step 2 Creating:

In Step 2 we create the actual repaint and add it to the game. Pay attention to one thing:

The names of the files within the folder must not be changed in any case. If one of them has a different name, file format, or doesn't exist at all, the repaint will not be shown in the game!

First we change the displayed name in the game. To do so, enter a new name inside the name.txt (do not change the file name!). We were a bit unimaginative here:



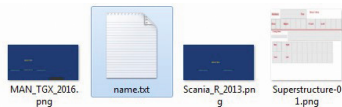
Next we should paint the actual repaint. The programme you use for that does not matter as long as it can export PNG files. A repaint in OTR consists of 3 textures and a preview image (more on that in step 4).

MAN_TGX_2016.png for the TGX

Scania_R_2013.png for the Scania R Streamline

Superstructure-01.png for the trailer boxes

In each texture there are markings which part is where to help you orient yourself. Since we've been a bit unimaginative, we have quickly reactivated the old Walter skin and left the Superstructure-01.png unchanged for demonstration purposes.

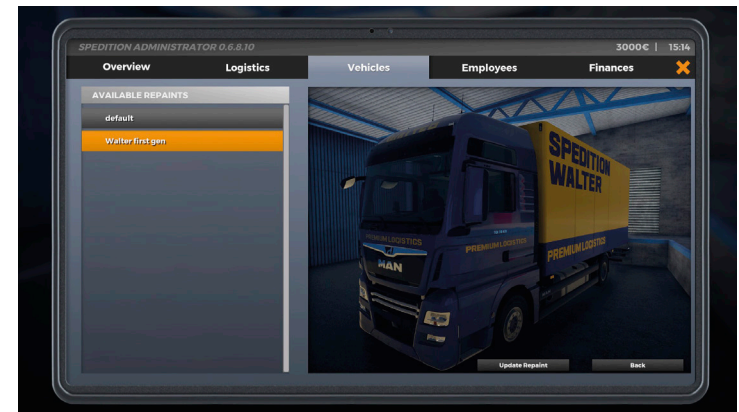


This completes step 2. We now need to go back to the game and load a profile.

Step 3 Import and Updates:

A short note in advance: If OTR wasn't running during the repaint process, then step 3 can be omitted completely except for selecting the repaint. Since we have assumed OTR to be running, however, we now need to open the vehicles menu. After clicking the "Modify", button the repaint list opens. There is an "Update Repaint" button on the lower edge of the window. After clicking that, the new repaint should appear in the list and can be selected. The truck will then be updated.

Two new buttons have appeared in the right-hand side of the menu. For one it's the list of available repaints, and the update button. The latter is our first goal. Click it once, wait a moment, and our new repaint should become available. In our case, it's Walter_Legacy:



Note: The name in the image is different since the repaint name has changed over time.

NOTE:

Sometimes, it can take until changing into the game until the data has been correctly read. Should the repaint not appear, just click on Update repaint again. If that still doesn't work, please continue in the section Troubleshooting.

Since our repaint is not complete, we have quickly changed back to the image editing, painted the superstructure in Walter colours as well and went back to the game. Clicking Update again, this is our result:



Troubleshooting:

My repaint doesn't appear in the list!

- Sometimes the update feature takes some time, or a second click
- If that still doesn't help, maybe the repaint is incomplete. It needs to always have 4 files (+ Preview):
- MAN_TGX_2016.png for the TGX
- Scania_R_2013.png for the Scania R Streamline
- Superstructure-01.png for the trailer boxes
- name.txt

My repaint is shown without name / "Skin name" is shown instead of my repaint:

- A display name must be entered in the name.txt. That is either empty or not edited/saved.



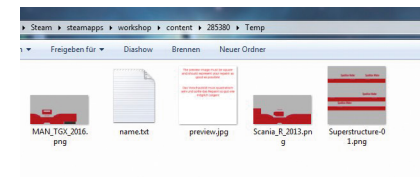
The folder "...\\steamapps\\workshop\\content\\285380" does not exist!

- OTR needs to have been started at least once. The folder will only be created on first start-up.

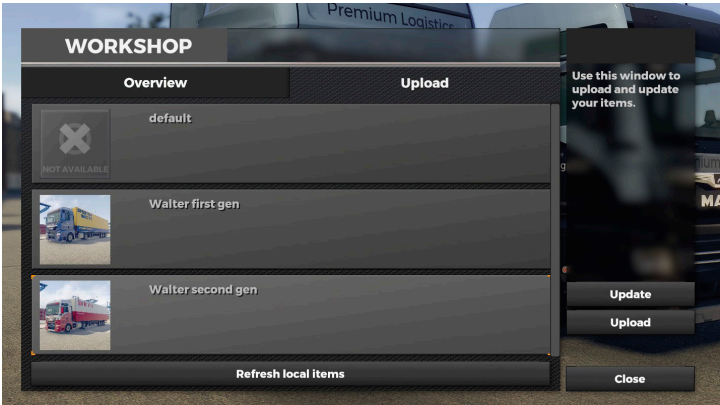
Step 4: Steam Workshop (optional)

Step 4 is completely optional and only necessary when you want to offer the repaint you created in the Workshop. We use the second Walter skin as an example. In Step 2 we already mentioned the preview.jpg.

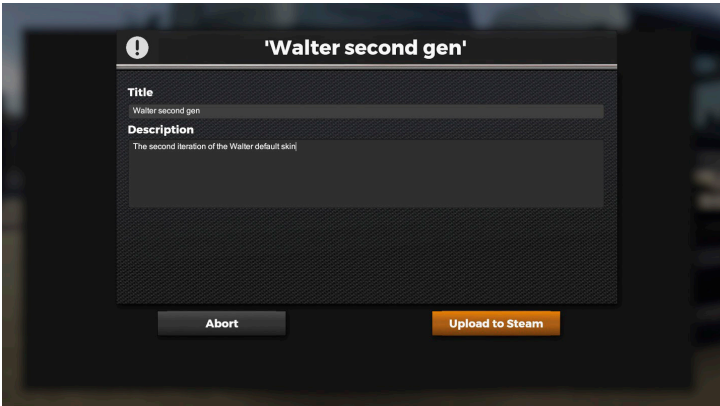
In case you want to prepare an existing repaint for the workshop you need to create this file. It is a square image of the repaint that serves as a preview in both the Steam Workshop and the in-game Workshop menu and should therefore represent the repaint as well as possible. A screenshot from the game would be ideal for that. It is important that the image is cut so that it is absolutely square! We chose "Temp" as a folder name, and will explain why in the last step.



Next, open the Workshop menu on OTR. Clickling on the “Upload” tab lists all local repaints, including our “Walter second gen” along-side its preview.jpg.



Clicking on the repaint selects it and clicking on Upload opens the upload form.



The header shows the name as it's entered in the name.txt. Under “Title” you can enter the name as it's supposed to appear in the Steam Workshop. The difference could be that the repaint menu shall



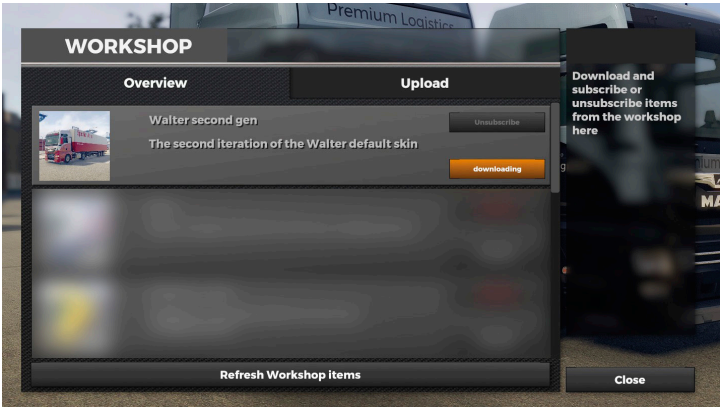
display “Freight Forwarder Bloggs” while the Workshop shall display “Freight Forwarder Average by Joe Bloggs”. The description should include a short text that describes the repaint. English would be ideal since the description will be the same for all players.

If both entries are done, you can upload the repaint by clicking “Upload to Steam”.

NOTE:

Steam takes some time to list a new Workshop item. Please don't upload again just because it is not shown yet. In our tests it could take between 5 minutes and 1 hour until a new repaint was shown.

Once the repaint is listed in the Workshop, it can be downloaded. If you haven't closed OTR, you need to refresh the list by clicking the Refresh button.



After the successful download the repaint now appears twice in the upload list. The reason: Steam gives a unique ID to every item and created a corresponding folder. In our case the repaint now exists both in the Temp folder we created as well as in folder 1376626059.

1369636320	02.05.2018 21:24	Dateiordner
1376626059	03.05.2018 11:37	Dateiordner
Temp	03.05.2018 08:15	Dateiordner

We should delete the Temp folder for two reasons:

1. We don't need the repaint twice
2. Only the repaint that's located in the ID folder from Steam should be updated using the Update button in the Upload tab. If we update from the Temp folder, a new repaint will be created in the Workshop!

Point 2 is also a great transition. If the repaint you created needs an update, you should do this with the "Update" button. If you use the "Upload" button, a new Workshop item will be created and the old version remains in the Workshop!

Tourist BUS

SIMULATOR



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