

ChrisIN-r11289 Manual

October 18th, 2007, version 0.1-alpha

1. Patches that were added to trunk

- Allow to disable exclusive rights and/or give money (Added to trunk r11188)
- Auto list for ungrouped vehicles (Added to trunk r10567)
- Toolbar overlap fix v2 (added to trunk in r11256)
- Town road cleanup (Added to trunk r11172)
- Signal auto complete (Added to trunk r10437)
- Statues on slopes (Added to trunk r11069)

2. Patches which can be modified in the GUI



2.1 Day length factor.

This value allows you to change the length of a game day. In Original OTTD one game day is 74 ticks which are equal to 2.22 seconds when your PC is able to run the game at full speed. With a factor of 10 for example one game day will be 22.2 seconds.

Recommended: 1-5.

2.2 Day length affects vehicle running costs.

When disabled vehicle running costs will be the same as in Original OTTD regardless of the game day length. When enabled vehicle running costs will be [day length factor] * [original running costs]. For example with a day length of 10 the running costs of all vehicles will be 10 times as high as in the Original OTTD.

Recommended: Enabled.

2.3 Enable the signal GUI.

When this option is enabled you will be presented a GUI when building rail signals allowing you to choose from semaphores and electric signals at any time of the game. You are also able to change the signal density with the Signal GUI (i.e. every [x] tiles a signal will be placed when dragging).

Additionally you can choose from Normal Signals, Exit Presignals, Entrance Presignals and Combo Presignals.

Recommended: Enabled.

2.4 Allow players to found towns.

This option will allow players to found their own towns when enabled. The initial price without inflation is around 22m Euros. The town founded will start with a very low population.

Recommended: Disabled in multiplayer unless desired by all players.

2.5 Increased construction costs near towns.

This patch when enabled will make construction and land development near towns very expensive. Especially demolishing buildings is extremely expensive. The costs raise the larger the town/city is. There is also a low population limit at which this patch will have no effect.

Recommended: Disabled. Only turn it on when you understand the consequences.

2.6 Show town rating indicators.

When enabled you will see an indicator above the town center near which you construct something so you see how much they like you without opening the town window.

Recommended: Enabled.

2.7 Minimum distance between industries.

A value of 0 effectively disables this patch. A higher value allows you to set a minimum distance between industries on new game creation. Building industries during the game (by players) is not affected by this patch.

Recommended: 0-30 depending on map size.

2.8 Minimum distance between towns.

This patch allows you to set a minimum distance between towns (calculated from the town center). It is very helpful when you want to prevent "clusters" of towns on larger maps with many towns.

Recommended: 10-40 depending on map size.

2.9 Probability of planes crashing at suitable airports.

2.10 Choose amount of smoke locomotives produce.

2.11 Maximum subsidy route distance.

2.12 Length of finance history.

2.13 Display better graphs.

2.14 Use timetables to ensure vehicle separation.

3. Patches which are not represented in the GUI.

3.1 Not yet implemented in Manual.