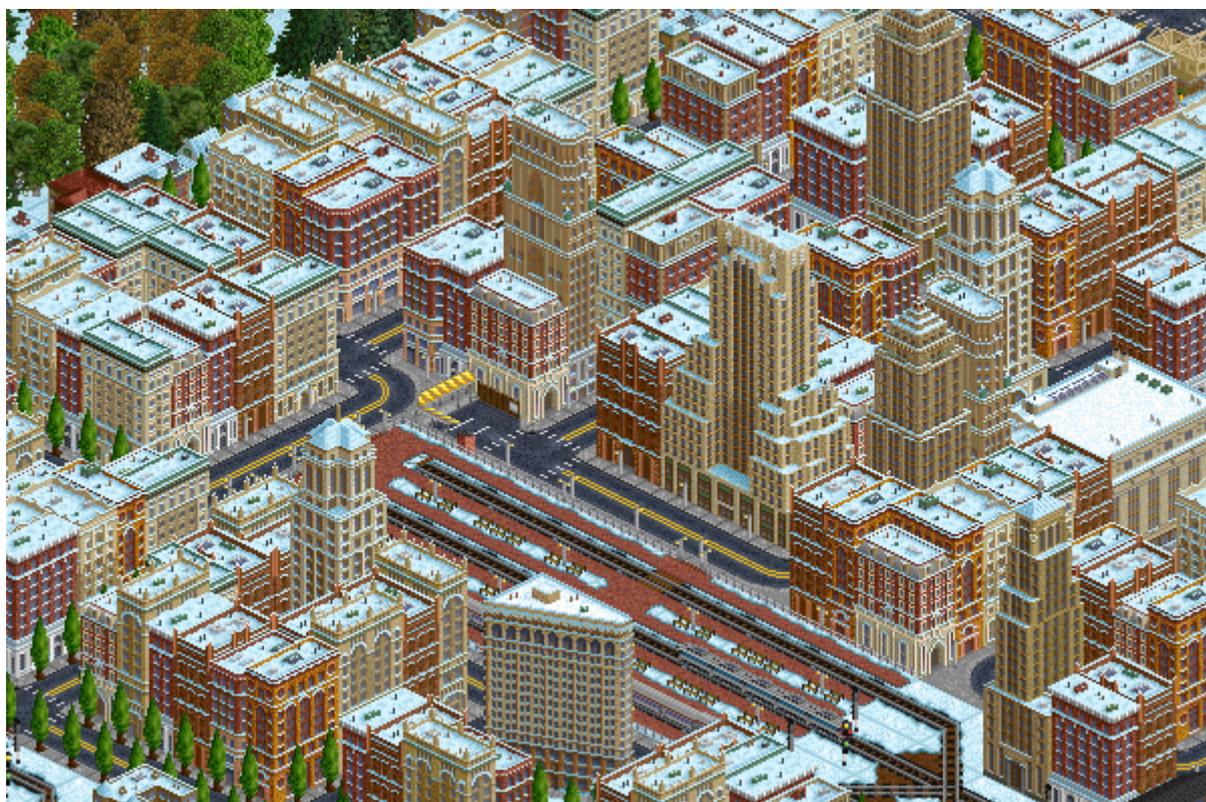


# **North American City Set**

for

## **Transport Tycoon Deluxe**

### **OpenTTD and TTDPatch**



## **User Guide**

v0.1

December 2007

# North American City Set

The North American City Set is a town replacement set for North America, but is equally at home anywhere in the world.

It is another one of the sets in the Canadian/American suite of graphic sets.

It complements the Canadian Trains Set, Canadian Stations Set and the North American Roads and Bridges Sets [the last one not yet released], although they are not required.

Currently the set is far from finished, many more buildings are planned. Eventually becoming a total building replacement set for North America.

## **Compatible Platforms :**

The set is compatible with OpenTTD v0.6 / nightlies [r11451+], TTDPatch 2.6 alpha [r1705+] and is available for Windows (NACityw.grf) and DOS (NACityd.grf) environments.

## **Climate Support :**

The set is designed and supports all major climates; i.e. temperate, arctic and sub-tropical and is fully snow aware in temperate and arctic climates.

## Features of NA City Set

- **Urban sprawl**; a fully developed metropolis, should have in zone 0 and 1 (outermost) suburban residential buildings (aka houses); zone 1 and 2 flats, shops and offices, country hotels (more places to live, shop and spend your hard earned cash); zone 2 block of flats; zone 3 and 4 large office blocks (a choice of 80); zone 4 tall office towers, hotel tower and department store.
- **CBD (Central Business District)**; the set will build tall office blocks, hotel tower and department store, at the time of construction, in the innermost zone only, starting with zone 2. With large office blocks being built in the 2 innermost zones only; thus creating a CBD.
- **Multi-directional buildings**; such buildings will align themselves according to streetscape. The buildings will have one side that would suit street frontages. The alignment is automatic and may change, if roads are built/removed. Currently one such building, residential houses (8 variants with 128 paint schemes), is available. Now the letterbox need not be in the backyard any more.
- **Unique buildings**; the hotel tower, department store and 'Flatiron' tower are unique buildings, numbers are restricted but the likelihood is very high they will be built. They are also protected, once built they should hang around forever.
- **Tourist industry**; the hotels 'accept' and 'produce' tourists, without having such industries located in the city. You may use the internal tourist industry (part of NA City, enabled via parameter) or any 3<sup>rd</sup> party industry/cargo set, that has a tourist industry defined [cargo label = TOUR] but not both. Use trams, buses or trains (any set that supports tourists) to provide transportation for tourists; each individual hotel is capable of producing and accepting tourists.
- **Building restrictions**; almost all buildings are restricted in one way or another, i.e. whether they can be built. The restrictions range from town zone, game year, city population, number of same buildings already built, either in the city or on the entire map. Some buildings face tougher restrictions, the more of them have already been built.
- **Building protection**; there is extensive support for building protection. Unique buildings are protected from demolition by the AI and town, players can still demolish them but at a high price and bad ratings with the local authority. Other buildings have a nil chance to disappear when 'young', but that chance increases with age (5 levels; i.e. nil, 1 in 4, 1 in 2, 3 in 4 and finally in any case they can be removed by the AI or town); thus a town can evolve to a city or metropolis.
- **Cargo Acceptance**; all buildings are able to accept (a choice of up to 3 per tile) passengers and mail as well as goods and food in all climates (as long as the relevant industry is available in game). The same goes for tourists, the tourist industry must be available in game for the hotels to support tourists. Once that is the case, tourists can travel from town to town, city to city, as long as there are hotels to stay at.
- **Snow**; it is fully snow aware naturally, in both temperate and arctic games. Variable snow line feature is included in NA City (it has the same functionality as in NA Roads and Canadian Stations sets).
- **Climates**; available in all climates, including sub-tropical for those that insist on it.

## Compatibility Issues

This set is compatible with other building sets, like Total Town Replacement Set (TTRSv3), as well as TTD 'original' buildings. Some TTD 'original' buildings are being replaced with NA City buildings, but only if a NA City equivalent is available; e.g. the department store replaces the shopping mall, but the sports stadium is not replaced, because NA City does not have a replacement yet. Towns will continue to construct such buildings; either TTD 'original' or from other 3<sup>rd</sup> party building sets.

Further, NA City can be activated and used with already advanced saved games.

It is recommended to use the following procedure to upgrade saved games [TTDPatch only] :

- 1) Load NACity[w/d].grf in your newgrf directory and add the entry to your newgrf.cfg.
- 2) [optional] remove any building sets from newgrf.cfg you no longer want to use [or deactivate such sets later on].
- 3) start your saved game and pause the game.
- 4) deactivate NACity[w/d].grf, if it is active by any chance; [optional] deactivate any unwanted building sets.
- 5) buildings of removed or deactivated sets will display TTD 'original' graphics.
- 6) run sign cheat "Cht: PurgeHouses"; this will revert any buildings from 3<sup>rd</sup> party building sets (that are no longer present in game) to their TTD 'original' equivalent. But, it will not remove the building from the game.
- 7) activate NACity[w/d].grf in GRF status window.

It should now take about 2 to 3 game years for your cities to develop fully into NA City towns and cities.

If you have used TTRSv3 (the most common alternative) in your saved game and you already have a large number of TTRSv3 buildings and want to retain these, then upgrading to NA City style may take much longer. If you prefer a balanced mix of NA City and TTRSv3 buildings, then under step 4) above deactivate TTRSv3 and activate it again under step 7) above. Thus rebuilding all your buildings in a more balanced way. The same would apply with any other 3<sup>rd</sup> party building set.

## Installation and Configuration :

OpenTTD : add NACityw.grf to the \DATA directory and activate the set in 'NewGRF Settings' on the title screen.

TTDPatch : add NACity[w/d].grf to the \NEWGRF directory and add the entry 'newgrf\NACity[w/d].grf' to the newgrf.cfg file, found in the game directory. You will also require the following patch settings in ttdpatch.cfg : 'newhouses on', 'temp snowline on' [if snow line height option selected] as well as 'newcargoes on' and 'newindustries on' for the tourist industry to function properly.

## Parameter Settings :

There are 3 parameters available for set customisation. They are :

. **Snowline Option**, selects snow line height, i.e. variable or seasonally changing :

**0** – [default] no snow in temperate or level 7 in arctic. Use this setting to disable the snowline feature or if you wish to use a static or variable snowline feature from another set; e.g.

Canadian Stations Set, NA Roads, or even a 3<sup>rd</sup> party set.

1 .. 15 - set snow line height to level 1 to 15

129 .. 132 - seasonally changing snow line (4 scenarios) :

129 - up to level 14 in summer, down to level 3 in winter (deep winter, hot summer)

130 - up to level 14 in summer, down to level 7 in winter (mild winter, hot summer)

131 - up to level 10 in summer, down to level 3 in winter (sub-arctic winter)

132 - up to level 7 in summer, down to level 3 in winter (arctic winter)

This parameter applies only in temperate or arctic games, it is ignored in a sub-tropical game and may not yet be available in OpenTTD. Do not enable it multiple times; i.e. in more than one activated graphics set.

. **Tourist Industry Option**, enables set internal tourist industry :

**0** – [default] tourist industry disabled; use this option if a 3<sup>rd</sup> party tourist industry/cargo set is or will be activated.

1 – enables tourist industry, use only, if **no** 3<sup>rd</sup> party tourist industry/cargo is or will be activated.

. **Language Option**, select the set language for building names :

**0** – [default] English or game language

2 - German

3 - French

4 – Spanish [yet to be implemented]

31 - Dutch [yet to be implemented]

This parameter is only necessary, if the automatic language detection does not work and it only affects the language within the set itself.

## **Credits :**

Graphics by Oz and lifeblood, testing by wallyweb, coding by OzTransLtd. 'Flatiron' tower (graphics) by Skidd13 adapted by lifeblood. This set also acknowledges Aegir's early work and involvement with the North American Buildings Set (NABS), the predecessor of NA City. Without his support NA City would not have been released.

## **Copyright :**

Copyright © 2007 by Team of North American City Set; If you wish to modify for personal use, or use, any part of this set, please ask for prior permission. However, the individual elements remain the property of their respective team members.

## **Technical Information :**

Name : North American City Set

Version : v0.1b [26 Dec 2007]

Graphics ID : 43414361

Active Sprites 'Houses' category : 473

## **TTDPatch vs OpenTTD :**

Differences between the 2 platforms, they are :

[none as yet]

## **Known Issues :**

The following are issues that have not been resolved yet :

[none as yet]

## **Update History :**

**v0.1b** – Update [26 Dec2007]

- set did not activate in OpenTTD versions other than r11451 [fixed].

**v0.1a** - Initial Release [25 Dec 2007]

# North American City Set v0.1a

Image	Description	Size	Num	Town Zones				Year Built		Cargo Acceptance					Cargo Production	Max Buildings		Building Protection				Ratings Decrease	Removal Cost	
				0	1	2	3	4	(from)	(to)	Pass	Mail	Good	Food		Tour	[on map]	[in city]	1	2	3			4
	houses [quad-directional]	1x1	4 x 4	Y	Y	-	-	-	1930 [1920]	--	4	1	-	1	-	-	-	4	8	12	16	48	\$800	
	houses [quad-directional]	1x1	4 x 4	Y	Y	-	-	-	1930 [1920]	--	4	1	-	1	-	-	-	4	8	12	16	48	\$800	
	houses	1x1	1	Y	-	-	-	-	1930 [1920]	--	4	1	-	1	-	-	-	4	8	12	16	48	\$800	
	houses	1x1	1	Y	-	-	-	-	1930 [1920]	--	3	1	-	1	-	-	-	4	8	12	16	48	\$800	
	flats	1x1	1	-	Y	Y	-	-	1930 [1920]	--	6	2	-	2	-	-	-	4	10	16	22	64	\$1,600	
	flats	1x1	1	-	Y	Y	-	-	1930 [1920]	--	5	2	-	2	-	-	-	4	10	16	22	64	\$1,600	
	shops and offices	1x1	4	-	Y	Y	-	-	1930 [1920]	--	3	1	2	-	-	-	-	8	16	24	32	96	\$1,600	
	hotel [produces and accepts tourists instead of passengers]	1x2	1	-	Y	Y	-	-	1935	--	-	1	2	-	8	320 tourists per month	-	0 [≤1000] 1 [≤3000] 2 [≤6000] 3 [≤10000] 4 [≤15000] 5	8	16	24	32	256	\$6,400
	large block of flats	1x2	4	-	-	Y	-	-	1935	--	5 5	2 2	2 -	- 4	-	-	-	10	20	30	40	128	\$3,200	
	large block of flats	2x1	4	-	-	Y	-	-	1935	--	5 5	2 2	2 -	- 4	-	-	-	10	20	30	40	128	\$3,200	
	large office block	1x1	8	-	-	-	Y	Y	1940	--	6	2	4	-	-	-	-	0 [≤1500] NoMax	16	32	48	64	160	\$2,400

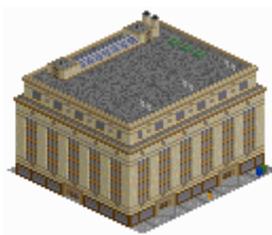
# North American City Set v0.1a

	large office block	1x1	8	-	-	-	Y	Y	1940	--	6	2	-	4	-	-	0 [ $\leq 1500$ ] NoMax	16	32	48	64	160	\$2,400
	large office block	1x1	8	-	-	-	Y	Y	1940	--	6	2	4	-	-	-	0 [ $\leq 1500$ ] NoMax	16	32	48	64	160	\$2,400
	large office block	1x1	8	-	-	-	Y	Y	1940	--	6	2	-	4	-	-	0 [ $\leq 1500$ ] NoMax	16	32	48	64	160	\$2,400
	large office block	1x1	4	-	-	-	Y	Y	1940	--	6	2	4	-	-	-	0 [ $\leq 1500$ ] NoMax	16	32	48	64	160	\$2,400
	large office block	1x1	4	-	-	-	Y	Y	1940	--	6	2	-	4	-	-	0 [ $\leq 1500$ ] NoMax	16	32	48	64	160	\$2,400
	large office block	1x1	8	-	-	-	Y	Y	1940	--	6	2	4	-	-	-	0 [ $\leq 1500$ ] NoMax	16	32	48	64	160	\$2,400
	large office block	1x1	8	-	-	-	Y	Y	1940	--	6	2	-	4	-	-	0 [ $\leq 1500$ ] NoMax	16	32	48	64	160	\$2,400
	large office block	1x1	8	-	-	-	Y	Y	1940	--	6	2	4	-	-	-	0 [ $\leq 1500$ ] NoMax	16	32	48	64	160	\$2,400
	large office block	1x1	8	-	-	-	Y	Y	1940	--	6	2	-	4	-	-	0 [ $\leq 1500$ ] NoMax	16	32	48	64	160	\$2,400

# North American City Set v0.1a

	large office block	1x1	4	-	-	-	Y	Y	1940	--	6	2	4	-	-	-	0 [ $\leq 1500$ ] NoMax	16	32	48	64	160	\$2,400
	large office block	1x1	4	-	-	-	Y	Y	1940	--	6	2	-	4	-	-	0 [ $\leq 1500$ ] NoMax	16	32	48	64	160	\$2,400
	tall office block	1x1	1	-	-	Y	Y	Y	1945	--	8	3	4	-	-	-	0 [ $\leq 3000$ ] 1 [ $\leq 9000$ ] 2 [ $\leq 15000$ ] 3	24	36	48	60	320	\$100,000
	tall office block	1x1	1	-	-	Y	Y	Y	1945	--	8	3	4	-	-	-	0 [ $\leq 4000$ ] 1 [ $\leq 15000$ ] 2	24	36	48	60	320	\$100,000
	tall office block	1x1	1	-	-	Y	Y	Y	1945	--	8	3	4	-	-	-	0 [ $\leq 4000$ ] 1 [ $\leq 15000$ ] 2	24	36	48	60	320	\$100,000
	tall office block	1x1	1	-	-	Y	Y	Y	1945	--	8	3	4	-	-	-	0 [ $\leq 4000$ ] 1 [ $\leq 10000$ ] 2 [ $\leq 18000$ ] 3	24	36	48	60	320	\$100,000

# North American City Set v0.1a

	tall office block	1x1	1	-	-	Y	Y	Y	1945	--	8	3	4	-	-	-	0 [ $\leq 3000$ ] 1 [ $\leq 10000$ ] 2 [ $\leq 18000$ ] 3	24	36	48	60	320	\$100,000
	tall office block	1x1	1	-	-	Y	Y	Y	1945	--	8	3	4	-	-	-	0 [ $\leq 5000$ ] 1 [ $\leq 17000$ ] 2	24	36	48	60	320	\$100,000
	Unique Building hotel [produces and accepts tourists instead of passengers]	1x2	1	-	-	Y	Y	Y	1940	--	-	2	-	8	8	1,000 tourists per month	0 [ $\leq 3000$ ] 1 [ $\leq 15000$ ] 2 Max	24	36	48	60	1280	\$400,000
	Unique Building department store	2x2	1	-	-	Y	Y	Y	1940	--	4	1	4	-	-	-	0 [ $\leq 2000$ ] 1 [ $\leq 15000$ ] 2 Max	24	36	48	60	1280	\$400,000
	Unique Building 'Flatiron' tower	1x2	1	-	-	Y	Y	Y	1950	--	6	2	4	-	-	4 [any additional building requires an additional 1000 population]	0 [ $\leq 3000$ ] 1 Max	24	36	48	60	640	\$200,000