

# Combined Roadset for Windows

version 0.10

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## 1. Content

You have obtained version 0.10 of the Combined Roadset for Windows. This set is the successor of the European Roadset and combines several road improvements in one (read §3. Installation for more details).

Despite severe testing this roadset could contain errors. Please report any error by sending me a [PM](#) or by reporting them in the topic on [www.tt-forums.net](http://www.tt-forums.net). but if you find errors or glitches please contact me (see below). Do yourself and the forum users a favour though and try solving the errors by reading this manual.

This ZIP-archive should include:

- `combroadw.grf`: TTD graphics file
- `Readme (Windows) .PDF`: this PDF-file

## 2. What's new

The Combined Roadset combines a totally redrawn European Roadset with Purno's bridge set, RobC's cantilever bridge replacement and support for PikkaBird's stone bridge.

## 3. Configuration and installation

### 3.1 Configuration

You can specify what sets to play with by setting a 2 parameters in `newgrfw.cfg`. The first parameter ranges from 0 to 2 and sets all bridge sets off (0), RobC's cantilever bridge replacement on (1) or Purno's bridge set on (2). The second parameter ranges from 0 to 1 and sets the European Roadset off (0) or on (1). Values for the first parameter are not cumulative. This means you must choose one of the 2 bridge sets. You can play with or without the European Roadset regardless of the bridge set you choose. See Table 1 for a overview of the parameter values.

Set description	Parameter 1		Parameter 2	
	On	Off	On	Off
RobC's cantilever replacement	1	0	n/a	n/a
Purno's bridge set	2	0	n/a	n/a
European Roadset	n/a	n/a	1	0

Table 1: parameter values.

With the European Roadset selected PikkaBird's stone bridge will automatically be loaded if you place `pb_viaduct.grf` *above* `combroadw.grf` in `newgrfw.cfg`. If you also switch RobC's cantilever replacement bridge on it will just work fine with PikkaBird's stone bridge.

Also note that Purno's bridge set contains overrides for Andrex' Roadset. These overrides are ought to work if you leave the European Roadset switched off.

### 3.2 Installation

Once you have decided which bridge set to play with and if you want to play with the European Roadset you can install the `grf`-file into the proper directory.

**NOTE:**

This manual refers to the default directory (`newgrf`) and default configuration file (`newgrfw.cfg`). If you install new graphics in a different directory or configure them in a different configuration file you should use that directory and configuration file instead.

Take the following steps:

1. Unzip `combroadw.grf` to your `newgrf` directory
2. Open `newgrfw.cfg` and add the following line above any other roadset  
`newgrf/combroadw.grf`
3. Specify the 2 parameter values you prefer
4. Save the modified `newgrfw.cfg`
5. Run TTD through `ttddpatchw.exe`

### 3.3 Uninstalling

If you want to temporarily disuse this Combined Roadset add a `#` in front of the proper `newgrfw.cfg` line: `#newgrf/combroadw.grf`

To permanently remove this Combined Roadset just delete the proper line entirely from the same `newgrfw.cfg`.

## 4. Important notes

The Combined Roadset is coded with warning message in case you have any of the following roadsets in your graphics configuration file:

- Old European Roadset (GRFID 45523035)
- Born\_Acorn's Roadset (GRFID 49450001)
- US Roadset (GRFID 54570900)
- Andrex' Roadset (GRFID 535A0200)
- Czech Roadset (GRFID 00000001)

If you have entries for `cantbridw.grf` and `newbridgesw.grf` in `newgrfw.cfg` when using this set you should delete them.

**NOTE:**

As mentioned in §3.2 Andrex' Roadset **is** combinable with Purno's bridge set switched on. A warning message should not appear in this case (parameter values 2 0).

## 5. Contributions

General thanks to Josef Drexler for making `TTDPatch` and the basic graphics tool `grfcodec`. Also thanks to Andrés Zsögön for creating the `GRFWizard` and Oskar Eisemuth for his `Grdtogrf` tool. Szappy and gl2 thanks for creating `GRFmaker` and DaleStan for creating `NFORenum`.

Graphical thanks to Michael Blunck for allowing me to use his barrier crossings and thanks to Purno for allowing me to use his road reconstruction sprites and for agreeing on combining his bridge set with the other graphics. RobC and PikkaBird, thanks for allowing me to include/support your bridges.

Szappy coded Purno's bridge set and started coding this Combined Roadset. Lakie took over coding for the Combined Roadset and added the parameter functionality but left Purno's bridge set code untouched.

## 6. Copyright notice

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