Heavy Equipment Set (HEQS)

For OpenTTD (requires nightly build 14745 or newer)

User Guide (v0.4)

The Heavy Equipment Set (HEQS) is a road vehicle set featuring trucks, tractors and heavy equipment for mining, logging, farming and other specialised uses. It includes some vehicles that are just plain useful, some very large vehicles which radically change the gameplay possibilities of road vehicles, and some things that are mostly eye candy, but can haul cargo profitably.

Requirements

As of 30th December 2008 the set required a nightly build of OpenTTD (v14745 or newer), it did not work with any of the 'stable' versions of OpenTTD at the time of writing (0.6.3 or older). The set may be compatible with future stable releases of OpenTTD.

The set is **not** compatible with any version of TTDPatch at the time of writing. The set uses a very large number of vehicle IDs and supporting TTDPatch for the full set is not possible. If anyone is interested in coding a limited number of the vehicles into a TTDPatch version of HEQS, I would be in favour of that, please contact me (contact info below).

Important: use 'Enable multiple NewGRF engine sets' option in 'Advanced Settings'.
*If this is not used, there **will** be problems with the default vehicles or other vehicle sets.*

Climate Support

All vehicles from the set are available in the temperate, arctic and tropic climates. The toyland climate is not supported.

Compatibility With Other Sets

Trains, ships and planes	Should be fully compatible
Road vehicles	• Tested ok with eGRVTS (recommended) • Should be compatible with all sets (see note on 'Enable multiple newgrf engine sets' above)
Industries	• Tested ok with PBI - graphic support for all cargos is not finished • Not tested with ECS by George, but should mostly work
Other sets	• Tested ok with North American Roads • Tested ok with Industrial Stations Renewal (highly recommended to go with this set)

Parameters

There are currently no parameters for the set.

Running Costs and Purchase Costs

The set does not have final running costs or purchase costs. Most vehicles in the set cost about the same. Probably they are way too cheap. This will be fixed in future. Feedback is welcome. The set is currently intended to balance against eGRVTS.

Savegames

Adding this set to an existing savegame is not recommended and has caused problems for some testers. Starting a new game with the set enabled is preferred.

Version and ID

Heavy Equipment Set v 0.4 / December 30th 2008
GRF ID: 41501201

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The Heavy Equipment Set is licensed under both the GPL v2 and GPL v3.
http://www.gnu.org/copyleft/gpl.html

Source available on request.

Contact me via the forums at http://tt-forums.net - username andythenorth

Forum thread for the set: http://www.tt-forums.net/viewtopic.php?f=36&t=37912&start=0

Credits

- Graphics and code: andythenorth
- Code: Richard Wheeler (Zephyris)

Thanks to:

- DaleStan, DJ Nekkid, Frosch, Michael Blunck, and PikkaBird for NFO help
- cmoiromain, comm Cody, Dan MacK
- Everyone who beta tested
- The developers of OpenTTD, grf-codec, grf2html and nfo-renum

Disclaimer

- No warranty is provided. Without limitation, the creators of the set cannot be held responsible for any consequences arising from download or use of the set or accompanying files.
- Not suitable for use in ways that violate good taste.
- Heavy pixels may fall and cause injury.
- Do not lick pixels!

Equipment Overview

Colours

All vehicles include the first or second company colours.

Most use the second colour; this means that players can have heavy equipment in one colour and normal road vehicles in another colour. For players who like realistic liveries, try orange, yellow, white, or green for the second company colour.

Truck Stations

All vehicles with trailers will require drive-through road stops. They will not be able to use the 'terminal' style of truck station.

Game Play Style

Players are of course free to play any way they want. My preferred play style is realistic, but the set should work well for all kinds of players.

Most of the vehicles in the set are slow and high capacity. These are intended for short runs, especially transfers. For example, if there are three mines near to each other, it's ideal to use dump trucks to transfer their cargo to a single train station or dock, served by large trains or boats. Road vehicles are easy to route, and it's easy to get good station ratings. It also means rail networks are simpler and less congested: one large train can take the place of three smaller ones.

Some of the vehicles are suitable for long-distance hauling, either because they are fast, or because they simply carry a *lot* of cargo.

The overview of the vehicles below doesn't cover everything but lists a few tips. Suggested uses are only recommendations - ignore them if you wish!

	Wheeled Tractors First model available in the 1970s. More tractors may be added to the set in future. • Should refit to all cargos except passengers. • Use for anything, but best for farm hauling, logging, short trips with processed goods like steel and plastic. • Some livery variations depending on cargo.
	No. 6 Crawler Tractor First model available in the 1930s, available throughout the game. • General Purpose version hauls three smaller trailers, refittable to most cargos. • Logging / Mining version hauls one large trailer, refits to wood and mineral cargos. • Capacity increases roughly every 10-15 years. • Sprite variations: with or without bulldozer blade, various styles of cab (or no cab at all) • Slow: intended for short transfers

	No. 8 and No. 9 Crawler Tractors First model available in the 1940s, available throughout the game. • Supply Train version hauls four or seven trailers, intended for hauling supplies to remote arctic or desert towns. Slow, but high capacity. • Logging / Mining version hauls two or three very large trailers, refits to wood and mining cargos only. Slow, high capacity - use for transfers. • Capacity increases roughly every 10-15 years. • Sprite variations: with or without bulldozer blade, various styles of cab (or no cab at all)
	Dump Trucks First model available in the 1950s. • Carry most mining cargos (coal, iron ore etc). N.B Gold/diamonds/valuables cannot be carried. • Medium speed, medium capacity • Ideal for both transfers and short runs direct from a mine to an industry
	Mining Trucks First model available around 1980. • Same as the dump trucks, only larger and faster • Ideal for both transfers and short runs direct from a mine to an industry
	Articulated Mining Trucks First model available in the 1960s. • Same as the dump trucks, only faster, and much larger. • Ideal for both transfers and short runs direct from a mine to an industry • Belly-dump trailers: doors in the bottom release the cargo • Not for hilly routes. The game doesn't care, but in real life these trucks don't perform well on steep slopes.
	Unitised Mining Truck First model available in the 1990s. • Same as the dump trucks, except huge capacity, and very fast (for a mining truck!) . • Use for transfers, or direct delivery over quite long routes. • Doors in the bottom release the cargo • Not for hilly routes. The game doesn't care, but in real life these trucks don't perform well on steep slopes.

Enjoy :)

TT Foundry: Pixel Creations for Open Transport Tycoon