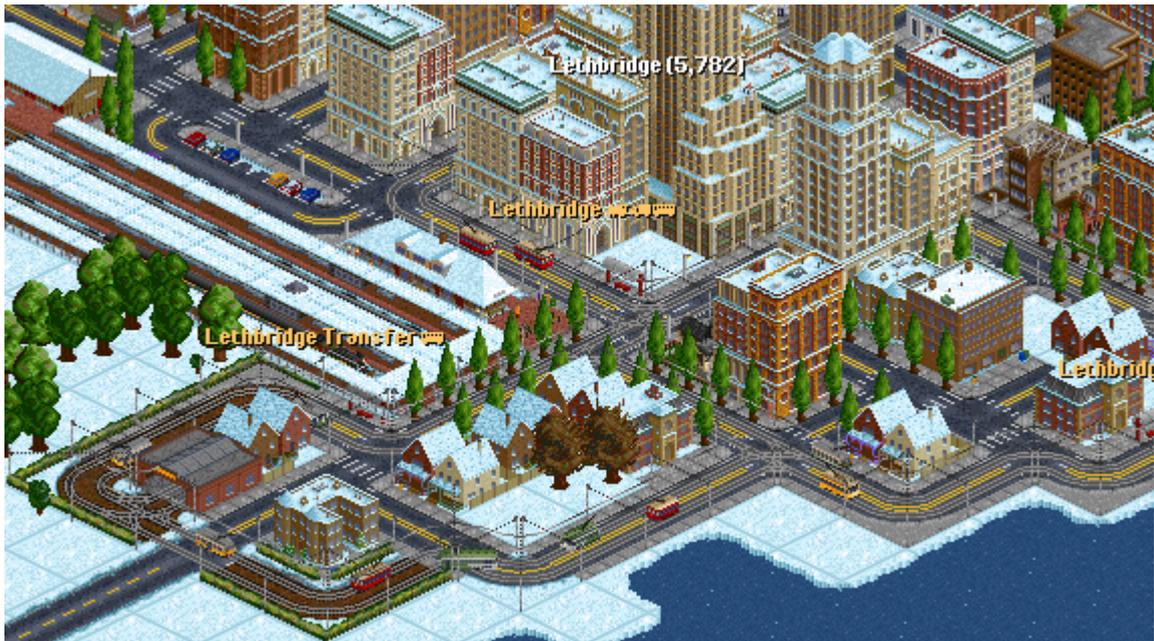# North American Roads Set

for

Transport Tycoon Deluxe

OpenTTD and TTDPatch

User Guide

v1.0

June 2008

North American Roads Set

The North American Roads Set is a comprehensive road infrastructure replacement set for North America, but is equally at home anywhere in the world.

It replaced the US Roads Set and received a new name and graphics ID [43415261]. It is one of the sets in the Canadian/American suite of graphic sets.

It has been expanded and enhanced with 2 generation of road tiles including tram tracks and street cars and almost all tiles have been reworked and updated.

It complements the Canadian Trains Set, Canadian Stations Set and the North American Cities Set, although they are not required. Add the Canadian Town Names Set and it will give a touch of reality to your games. It also contains the US HQ set by Skidd13.

Compatible Platforms :

The set is compatible with OpenTTD v0.6.x and v0.7 nightlies, TTDPatch 2.5 beta 5+ and 2.6 alpha and is available for Windows (NARoadsw.grf) and DOS (NARoadsd.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.

Traffic Side Support :

The set is designed and supports both left and right traffic sides automatically.

Railway Support :

As far as railway road crossings are concerned, all major rail track systems are supported. They are : normal rail, monorail, maglev as well as narrow gauge.

If playing with the Canadian Trains Set or having NGRails[w].grf activated, the NA Roads set will select narrow gauge rail crossings automatically [no parameter settings or player intervention required].

Bridges Support :

The set only contains TTD 'original' bridges with NA road surfaces. New bridges support will be provided by the North American Bridges Set, which is currently being developed.

Tram Tracks and Street car Support :

Tram Infrastructure is included, matching the 2 road systems. Further, it has been enhanced with a selection of North American Street cars.

US Headquarters Support :

The US HQ set (v1.0) has been incorporated into the North American Roads Set. The US HQs will only be available with the 'bitumen' roads. In an early game with 'dirt' roads, you'll get the original TTD HQs. Once the switch to 'bitumen' roads has occurred an automatic switch to US HQs will occur, depending on the parameter setting [see under Parameter Settings for more details].

Please note, some headquarter tiles contain NA 'bitumen' roads, these are part of the HQ, although looking very much the same as NA 'bitumen' roads, but they are not navigable by road vehicles.

Further, the 'White House' needs to be enabled separately; if not enabled the tall office tower will be displayed instead.

Please note, the bank buildings that were available in the original US HQ set have not been included in this set. They don't really belong here. Also, if you have been playing the original US Roads set and the US HQ set together, then this functionality is available with NA Roads v0.6+.

Looking for the set ...

Listed on GRF Crawler

http://grfcrawler.tt-forums.net/

Installation and Configuration :

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

TTDPatch : add NARoads[w/d].grf to the \NEWGRF directory and add the entry 'newgrf\NARoads[w/d].grf' to the newgrf.cfg file, found in the game directory.

Parameter Settings :

There are 6 parameters available for set customisation. They are :

. **Bridges Option**, allows to skip TTD 'original' bridges with NA road surface. This parameter has been retained for compatibility reasons from the discontinued US Roads Set. It can still be used to deactivate the TTD 'original' bridges within this set, in case a 3rd party bridges set is being used. This does not include the North American Bridges Set, which will be auto-detected and handled regardless of this parameter setting :

0 – [default] update TTD 'Original' Bridges with NA road surfaces.
1 – do not update TTD 'Original' Bridges with NA road surfaces.

. **City Roads in Desert Towns Option**, allows to have city roads in desert towns in a sub-tropical game :

0 – [default] do not display city roads in desert towns.
1 – display city roads in desert towns.

This parameter is applicable in a sub-tropical game only.

. **Multiple Road Surfaces Option**, allows to have road surfaces change over time, or select one for the entire game :

0 – [default] road surfaces change over time.
1 – use era 1 'dirt' road surface for entire game.
2 – use era 2 'bitumen' road surface for entire game.

Future plans include a 3rd road surface. Era 2 road surface will be moved to era 3 and the new one becomes the era 2 road surface.

For more information on the road surfaces system, see later on in this guide.

. **One Way Road Option**, allows to replace the rather unsightly slimy green one way road arrows with custom ones :

0 – do not show arrows from the NA Roads Set; the green default arrows will be shown.
1 – [default] show custom arrows for one way roads, with road works for blocked roads.
2 – show custom arrows for one way roads, but with police attended road block.

Parameter Settings (continued) :

- **Tram Tracks Option**, allows to disable tram tracks in NARoads, or select different off-road tram track fences (the latter TTDPatch only); further you can disable the set internal street cars :

    BEWARE: this parameter has been changed to a bit switch !! Now, you need to add together all applicable values.

    - 0 - disable tram tracks and street cars from the NA Roads Set.
    - **1** - [default] enable tram tracks from the NA Roads Set, also you get normal TTD fences for off-road tram tracks displayed and street cars enabled.
    - 2 - display small fences [instead of normal TTD fences] for off-road tram tracks, same fences used for Canadian Station Platforms (TTDPatch only).
    - 4 - display hedges (in temperate) or stone walls (in arctic) [instead of normal TTD fences] for off-road tram tracks (TTDPatch only).
    - 8 - display no fences for off-road tram tracks (TTDPatch only).
    - 128 - disable set internal street cars.

    Note : values 2, 4 and 8 are mutually exclusive, have no influence in OpenTTD and they will also affect rail track fences in the same way.

    Possible values are :

    0 = disable feature
    1, 3, 5, 9 = enable feature, you get tracks, your choice of fences and street cars.
    129, 131, 133, 137 = enable feature, you get tracks, your choice of fences but NO street cars.

. **US Headquarters Option**, allows to replace the TTD 'original' headquarters (with 'bitumen' roads only) :

This parameter is a bit switch, you need to add together all applicable values.

0 – [default] do not replace TTD 'original' headquarters.
1 – enable US Headquarters.
2 – in an arctic game, use snowy headquarter instead of grassy one.
4 – in a sub-tropical game, use rainforest headquarter instead of desert one.
8 – as final stage headquarter display the 'White House' instead of tall office tower.

Credits :

New, updated and reworked graphics by lifeblood, Oz, OzTransLtd and Skidd13, tunnel portals inspired by Zimmlock's work, unmodified graphics (from the US Roads Set) by norfolksouthern37 and/or Oracle, as well as narrow gauge rail track pieces by Cornelius, US Headquarters by Skidd13 and street cars by DanMack and CharlieMTA; coding by OzTransLtd.

Copyright :

Copyright © 2005-2008 by Team of North American Roads 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 Roads Set

Version : v1.0 [13 June 2008]

Graphics ID : 43415261

Active Sprites 'Other' category : 127, 'Road Vehicle' category : 72

TTDPatch vs OpenTTD :

There are a few differences between the 2 platforms, they are :

. **Drive-Through Bus and Truck Stops** : updates to these road stops will not be available in TTDPatch 2.5; as well as in 2.6 alpha prior to r1590.

. **One Way Road Arrows** : in OpenTTD, these arrows are shown permanently; in TTDPatch, only while the Road Construction Toolbar is open, unless you set Miscellaneous Modifications 'miscmods.alwaysshowoneway' to on in ttdpatch.cfg. (TTDPatch 2.6 alpha r1593+ only).

. **Passenger and Cargo Tram Stops** : OpenTTD uses the Drive-Through Bus and Truck Stops as tram stops. TTDPatch, uses tram stops for passengers only; cargo tram stops remain as initially implemented.

. **Off-Road Tram Tracks** : TTDPatch, has fenced off-road tram tracks; OpenTTD, does not display fences for these.

Changing Road Surfaces during Game

Road Surfaces

The NA Roads Set contains 2 different road surfaces; they are :

a) 'dirt' urban and 'brick' city roads, being displayed from start of game until end of 1945.
b) 'bitumen' urban and city roads, being displayed from 1946 onwards.

How do road surfaces change from one type to another ?

While playing a game a new surface will not become available automatically. Player intervention is required.

You can do one of the following, once a new era in a game has been reached and provided the 3rd GRF parameter has been set to '0' :

a) Open the 'Game Options' menu, select the 'Graphics Status' [TTDPatch] or 'NewGRF settings' [OpenTTD] option, then in the 'GRF Status'/'NewGRF settings' window, click the 'Apply' button followed by 'yes' to confirm [OpenTTD only].

   - or -

b) Save the game and reload it, which you will do anyway during the course of a game.

If the era has not been reached yet, nothing will happen; otherwise the new surfaces will be shown immediately.

How to play an entire game with the same road surface ?

You can play an entire game with the same road surface. It is also possible to change from one to another road surface regardless of current era any time.

Simply change the 3rd GRF parameter to either '1' – 'dirt/brick' or '2' – 'bitumen'.

OpenTTD players can change the parameter from within a game, by simply following instructions under a) above, but before pressing the 'Apply' button, change parameter 3 to the value of choice.

TTDPatch players need to save the game, exit the game application, make the necessary change in newgrf.cfg, then restart the game application and reload the saved game.

North American Street Cars

Overview

A selection of North American Street cars has been included. They are enabled automatically, but should you prefer other tram vehicle sets (together with tram tracks from this set), they can be disabled.

The street cars use road vehicle IDs 4Fh through 57h and they should be compatible with most other road vehicle sets. There are 3 of them by DanMack and a few by CharlieMTA. All are simple, non-articulated, and may not necessarily be representative by description and specifications; but they all transport your passengers, including tourists, around your North American and Canadian Cities; further there will always be a few of them available at all times throughout a game.

Early Introduction of Street Cars

In OpenTTD, the Britney 'Safety Car' is available as early as 1906 and the Early Streetcar in 1913.

Potential Problems

If you switch tram vehicle sets in a save game, you may encounter a few problems; they range from game crashes to ghost trams flying around in the sky.

This is a problem with articulated tram vehicles in particular; make sure you sell the old ones before you switch sets.