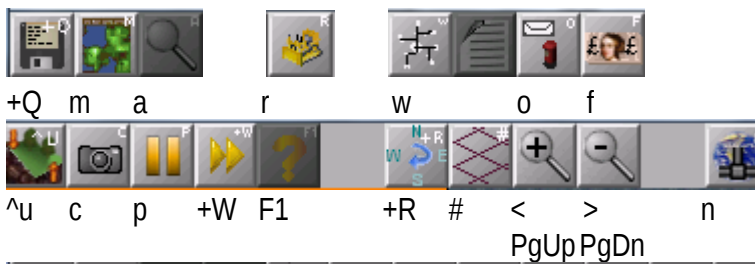




# Simutrans Pak128.Britain-Ex Quick Reference Guide

2022-05-23



+ Shortcut uses the Shift key.

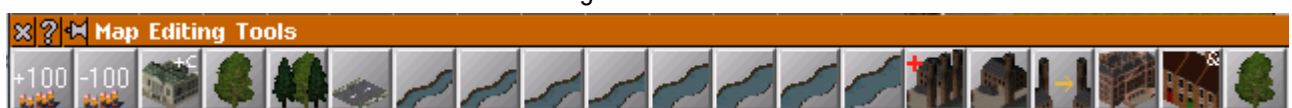
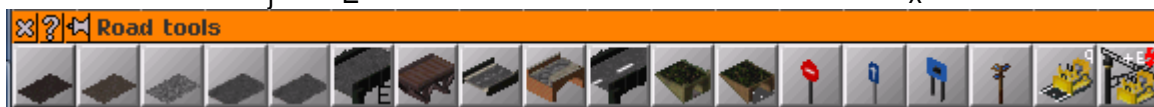
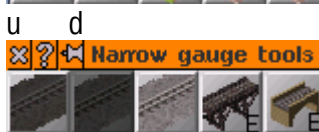
^ Shortcut uses the Ctrl key.

## User Interface Shortcuts

k	
+D	
y	
+Y	
+L	
+S	

## Custom Settings

i	
z	
.	
,	
+J	
F5	
h	



+H +V +T +G +F +A ^m ^d ^v ^s

Key	Clarification	Main map display option
;	semi-colon	Hide buildings under cursor
"	speech mark	Hide some/all buildings
	pipe	Hide trees
'	apostrophe	Iterate convoy tooltip options
!	exclamation	Iterate station nameplate options
+I	+ I	View convoy nameplates
#		View grid
:	colon	View street directions (one-way)

Key	Main map display option
+O	View ownership
+\$	View signalbox range
v	View station coverage
+U	View underground (summary)
^u	View underground (sliced height)
{ }	Raise/lower sliced underground view
+B	View way reservations
b	Clear way reservation

The numeric keypad can be used to move the main map.

### IMPORTANT MOUSE COMMANDS

- |   |   |
|---|---|
| <b>Shift + Click</b> on halts (stations) on the map, in the Line Manager and in Convoy Window<br>⇒ Display the Details window for that halt | <b>Ctrl + Click + drag</b> while building a new way<br>⇒ Make the way as straight as possible                                     |
| <b>Ctrl + Click</b> on any building on the map<br>⇒ Display the info window for the tile or way underneath the building                     | <b>Ctrl + Click + drag</b> building a way over an existing way<br>⇒ Downgrade the way   |
| <b>Ctrl + Click</b> on station extension tools<br>⇒ Choose the rotation of the building   | <b>Shift + Click + drag</b> while selecting an existing way & way tool<br>⇒ Schedule the renewal of the way                       |
| <b>Ctrl + Click</b> while using a tunnel tool<br>⇒ Build the tunnel one tile at a time  | <b>Ctrl + Shift + Click + drag</b> while selecting an existing way & way tool<br>⇒ Schedule the renewal of the way as a downgrade |

### COMMON PITFALLS AND FAQs

- This game is so slow!** It's designed to be run 24/7 on a server. Try an online game.
- Why does 6:24 often appear?** In Simutrans, the economy uses months, but transport uses hours:minutes:seconds. Each economic month lasts 6h24m of transport time.
- No-one uses my vehicles.** Goods must go to particular industries. Passengers want to go to certain destination types within a time limit. They will walk if it's quicker and not too far.
- How are passengers routed?** Passengers use the fastest route (inclusive of waiting & transfer time) available to their class. If passengers can afford multiple classes, they sometimes pay more for better comfort & always pay more if it's necessary to reach their comfort threshold or to travel at all. Passengers pay for catering on journeys >45 minutes.
- No-one sends any mail.** While passengers will try to find alternative destinations, mail is routed to only one destination. A viable mail network will need to cover most of your map.
- My convoy can't find a route.** Make sure that it is not too heavy or too high for a bridge.
- My ship can't find a route.** Check the ship's MUST USE and MAY USE restrictions if the route involves canals or rivers. Sea routes may need intermediate 'waypoints'.
- I can't delete roads.** Build a diversion of ≤ 18 tiles first. Don't disconnect city buildings.
- I can't build docks.** Docks must be placed on a slope next to open water (not canal/river).
- I can't build tunnels.** First build a tunnel entrance on a double-height slope (X2 icons).
- Can't make signals work?** Read the signalling help (F1). Simutrans-Extended provides several different signalling systems for different eras, but they all need careful planning.
- Can't build electric trams?** The tram depot must be built on electrified tramway track.
- Can't make a profit?** Click on the town halls and think about how much transport a town of that size would have had in real life. Default maps start with villages, not cities.
- Industry has staffing shortage?** This is difficult to fix. Open Custom Settings\Extended and reduce both "minimum\_staffing\_percentage" parameters to 0.
- Why build power lines?** Power lines are very expensive, but will generate traffic.
- When do I need TPOs?** TPOs pay a bonus if the mail journey exceeds 90 minutes.
- Why do all the buildings suddenly look weird?** This pak does not use the brightness feature. Don't use brightness keyboard controls: + (plus), - (minus) and \* (asterisk).
- I'm still stuck.** A longer FAQ is available at [forum.simutrans.com/index.php?topic=9184.0](http://forum.simutrans.com/index.php?topic=9184.0)