Space-Time Parameters in Simutrans-Extended

hh:mm:ss per month		bits per month						mpt effects:
		18	**19**	**20**	**21**	**22**	**23**	
metres per tile	**118**	timetabling less flexible					**12:05:04**	map has larger scale
	125					**06:24:00**		
	156					07:59:23		
	157		01:00:17	02:00:34	04:01:09	08:02:18	16:04:36	overpopulation?
	196					10:02:06	20:04:12	
	235				06:00:35	12:01:55	24:03:50	
	313	01:00:05	02:00:11	04:00:22	08:00:44	16:01:32	32:03:04	
	469			06:00:11	12:00:22	24:00:44	48:01:28	low population?
	625	02:00:00	04:00:00	08:00:00	16:00:00	32:00:00	64:00:00	map has smaller scale
	1000	**03:12:00**	06:24:00	timetabling more flexible				
bpm effects:		More game months in real time Monthly costs low				Fewer game months in real time Monthly costs high		*All values are independent of game speed*

Interesting choices
03:12:00: Although Simutrans-Standard does not use the meters-per-tile parameter, its default settings are equivalent to 18 bpm/1000 mpt.

06:24:00: This is the default option in pak128.Britain-ex and is used in the Bridgewater-Brunel and Stephenson-Siemens online games.

12:05:04: This is used by Carl's Great Britain rail simulation (https://forum.simutrans.com/index.php/topic,7367.0.html).

Pakset 128.Britain Scales
Building economic data	125m/tile (data multiplied in-game by 2)
Building graphics	30m/tile
Vehicle graphics	30m/tile
except ships > 15m	Sq rt of their length
Goods costs	50¢ Simucents = 1d. sterling (1890s)
therefore	600¢ Simucents = 1 s. sterling
	12,000¢ Simucents = £1 sterling
	120¢ Simucents = 1 new penny