

RWG POI and Tile Guide

This is a guide to demonstrate the rules and restrictions for RWG content, such as Tiles, POIs, and Parts.

POI Sizes

POIs fall into one of 5 size categories.

Very Small - 25m x 25m

Small - 42m x 42m

Medium - 60m x 60m

Large - 100m x 100m

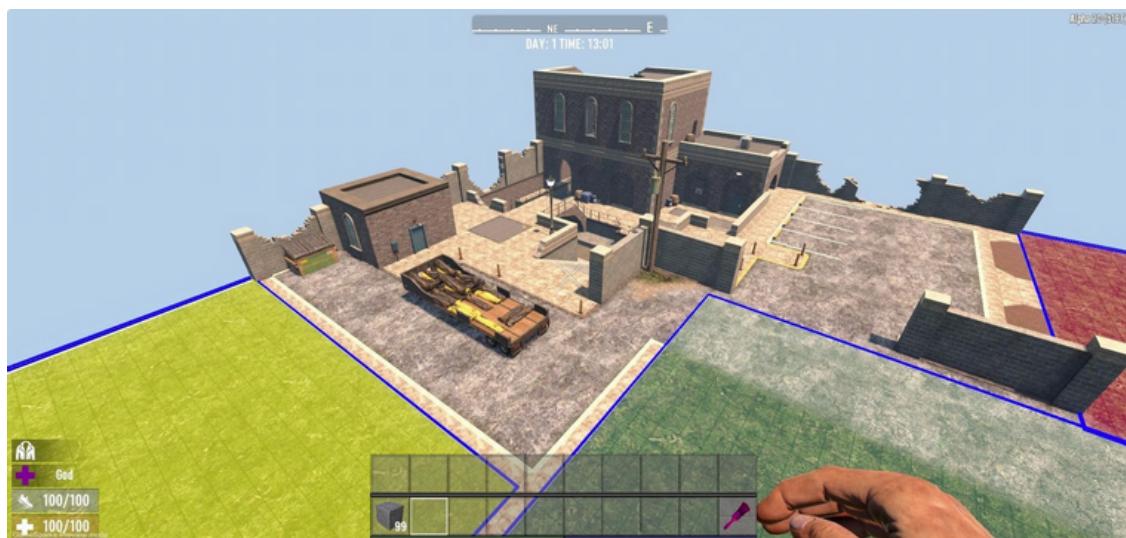
Wilderness - any size

POI Placemakers are used in tiles to dictate where POI's of each size and district may spawn.

In order for a POI to spawn in a district, it must have a Prefab Tag matching that district name. Driveway parts are not necessary, but do help blend a POI and the tile it spawns on.

Tiles

Tiles are 150m x 150m prefabs with roads, trees, terrain, and all the art props you would expect to see in a city. If a section of tile needs to be filled with a non-square shape, we often fill that space with a remnant style POI, built into the tile.



Sewers:

Some tiles have manholes that lead to underground sewers. These are intended to be short paths that include zombies, a small amount of loot, and connect to another part of the tile. These are the following districts that include sewers:

Commercial

Industrial (typically waterways out in the open)

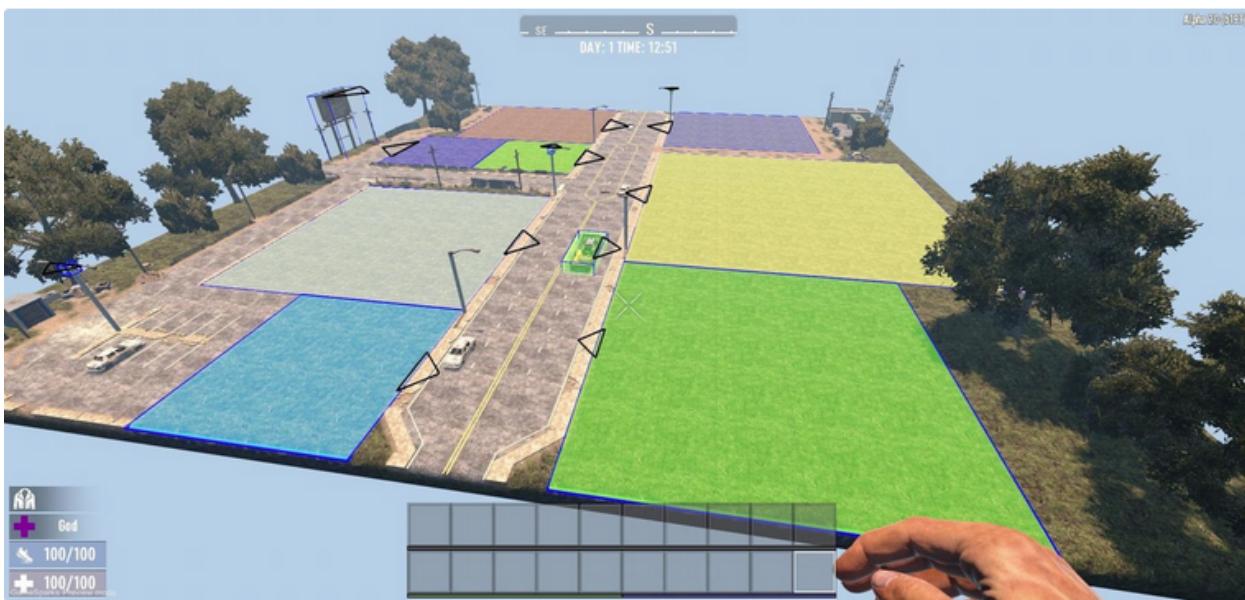
Downtown

POI Previewer:

When editing a tile, press CTRL+Shift+A to spawn random POIs in the POI Placemakers, filtered by size and district. (Note: Currently this mode does not take POI Placemarkers into account)

Supported POI Sizes:

The sizes a district supports is based on the sizes of the POI Placemakers in the tiles.



This country town tile supports very small, small, and medium-sized POIs.

POI Placemarkers Tags:

Some districts use POI Placemarkers tags to make sure a POI's driveway part connects properly to the tile. For example, in the Residential district, POI Placemarkers placed near a cul de sac filter out houses with front-facing driveways, so there are no issues connecting driveways to cul de sacs. Only POIs that have a "cul de sac" prefab tag may spawn in this Placemarker location.



Driveway Parts:

Driveway Parts help blend a POI to the tile it spawns in. Each district has different rules for the length and width of a driveway part. These parts are named part_driveway_(name of district)_00.

You can add a driveway part to a POI by pressing CTRL+Enter.



Set POI Marker Type to PartSpawn.

Set Group Name to "driveway". Additional driveways should be numbered, "driveway2" "driveway3" etc.

Set Tags to the name of the district. The part will only spawn if the POI is spawned in this district. This allows POIs to have driveway parts for multiple districts.

Set Part Name to the name of the driveway part that matches the width of the driveway in the POI. If no driveway parts match the width of the driveway in the POI, a new part_driveway can be created. It only needs to follow the rules listed below for each district.

Marker Rotations need to be set so the arrow in the part box is pointing away from the POI. That is rotation 2 for driveways on the front, and rotation 0 for parts in the back of the POI.



In the top left corner of a driveway part, you may notice a Part Helper block. This part spawns an air block in its place during gameplay. This helper increases the vertical size of a part, so it will overwrite tall objects that might be in the tile, such as telephone poles, or street lights. See other part_driveway parts to see which ones use this helper.

Part Helper blocks should be at least 12 meters above the ground.

POI Exterior:

POI exteriors are based on the district they spawn in. For example, Rural POIs are surrounded with grass and trees, and have gravel or asphalt driveways. Downtown POIs are surrounded by full-meter concrete block sidewalks.

Districts also have additional rules for blending with the tiles. See Below:

Districts

Rural:

Types of POIs:

- Ranch homes
- Farms
- Mills or other industrial farming

- Gas stations
- Motels
- Forest filler

POI sizes supported:

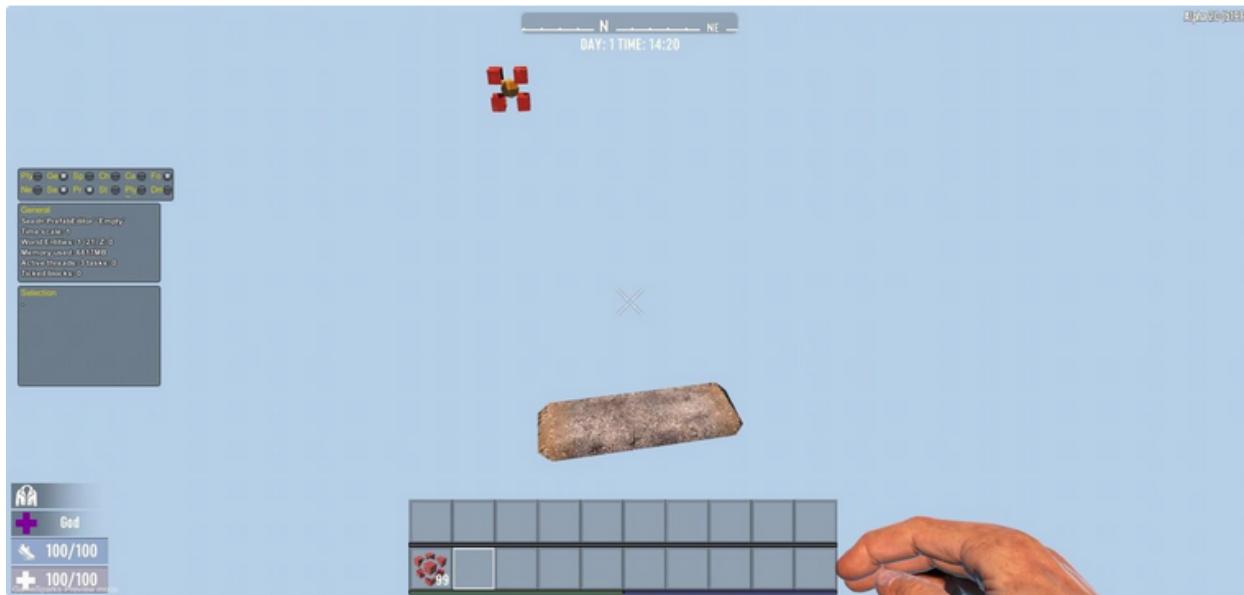
- Medium
- Large

Note: The rwg_tile_rural_cap tile supports one Small-sized POI. However, this tile does not currently spawn, since cities and towns are surrounded by the rural district.

POI Placemarker Tags:

None

Driveway Parts:



3 meters deep, up to 100 meters wide. However these should match the width of the POI's driveway.

Some rural driveways blend from gravel to asphalt.

POI Exterior:

Rural POIs should be surrounded by grass. Any asphalt or gravel parking lots have to connect to the tile in the front of the POI.



Residential:

Types of POIs:

- Houses
- Parks

POI sizes supported:

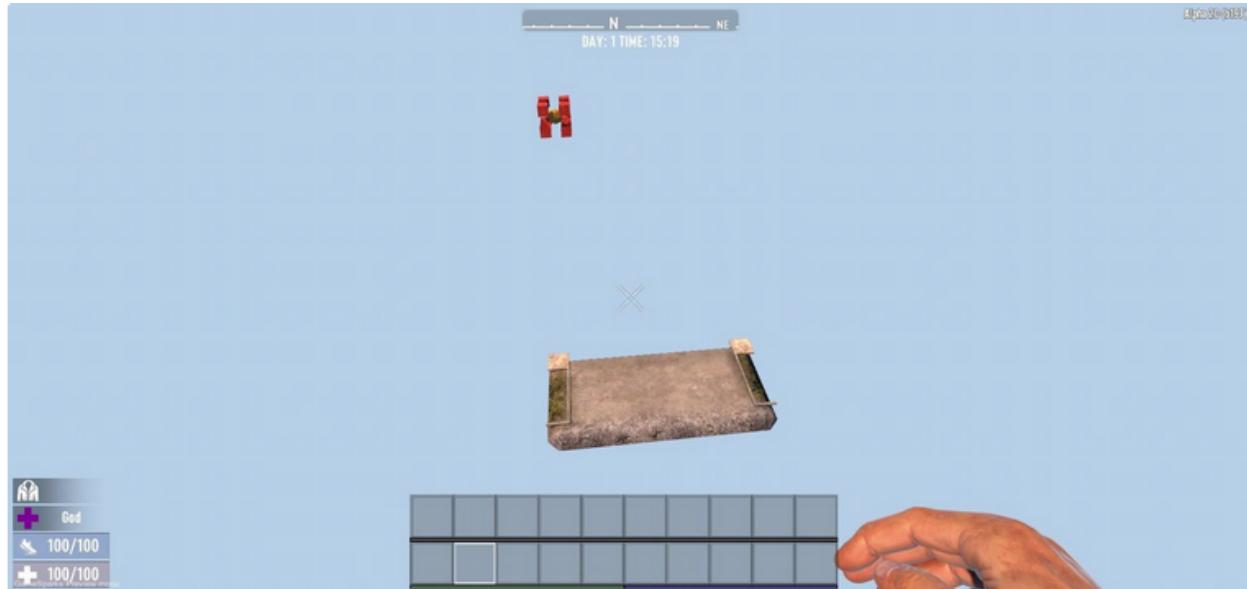
- Small

POI Placemarker Tags:

“cul de sac”: This tag is used for POI Placemarkers surrounding a cul de sac. Only residential houses that DON’T have a front-facing connecting driveway should use this tag. This is to make sure there are no blending issues between driveways and cul de sac sidewalks.



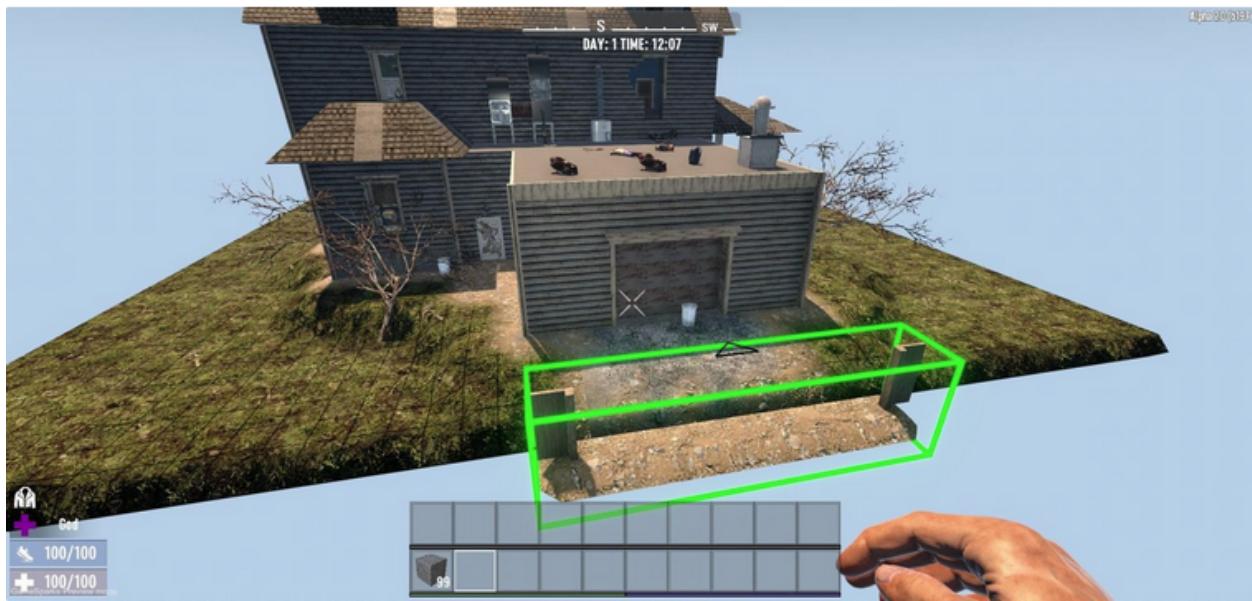
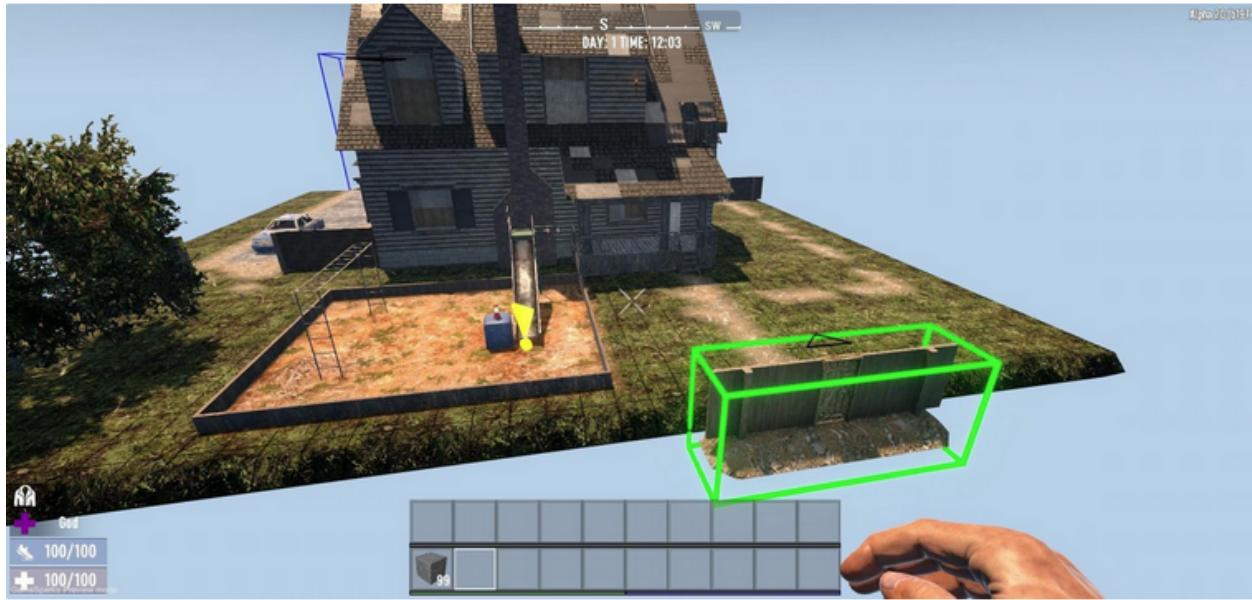
Driveway Parts:



Residential driveway parts must be 5 meters deep and can be up to 42 meters wide. However, these should match the width of the house's driveway.

These driveway parts can blend between concrete and asphalt. These should have the sidewalk details as shown in the screenshot above.

Residential houses can connect to the tiles in both the front and back of the POIs. These `part_driveway_residential_back` parts can be up to 42 meters wide and should be 2 meters deep.



POI Exterior:

Residential POIs should be surrounded by grass (terrain filler).

Residential houses should not include fences, those are in the tiles. However, a residential house may have a fence in the front of the POI, but it must be 12 meters deep, and be the same style of fence that Residential tiles use, to properly connect to the fences in the tile.



Industrial:

Types of POIs:

- Warehouses
- Factories
- Utility buildings
- Gas stations

POI sizes supported:

- Very small (usually filler POIs)
- Small
- Medium
- Large (usually large factories)

POI Placemarker Tags:

None

Driveway Parts:



Industrial driveway parts should be one meter deep and can be up to 100 meters wide. However, they should match the width of the driveway in the POI. They should have sidewalk ramps on either side, with gravel underneath.



POI Exterior:

Industrial POIs can be surrounded with grass (terrain filler), asphalt, or gravel.

Commercial:

Types of POIs:

- Stores
- Apartments
- Offices
- Gas stations

POI sizes supported:

- Small
- Medium
- Large

POI Placemarker Tags:

None

Driveway Parts:

The commercial district doesn't use driveway parts.

POI Exterior:

Commercial POIs should have asphalt parking lots that connect to the front of the POI. The tiles have asphalt in front of each POI Placemarker, so they should seamlessly connect. The POIs should be surrounded with either asphalt or sidewalk.

Downtown:

Types of POIs:

Downtown style buildings that include several different businesses within one POI



- Skyscrapers
- Courthouses / town halls
- Police stations

- Apartments
- Churches
- Plazas

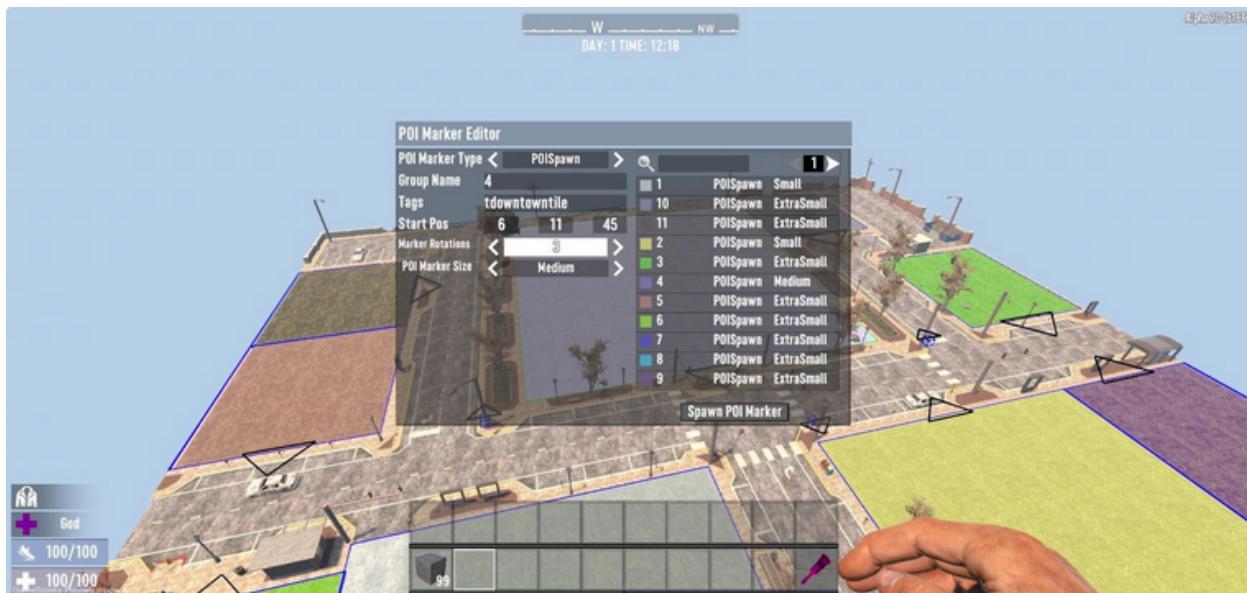
POI sizes supported:

- Very small
- Small
- Medium (only special cases, such as skyscrapers, courthouses, etc)

POI Placemarker Tags:

"tdowntowntile": This tag is used for POIs that are Medium in size, but aren't skyscrapers. These POIs will only spawn in the rwg_tile_downtown_t tile. (See screenshot below)

This tag was created so we don't have POIs like churches spawning next to skyscrapers, in rwg_tile_downtown_intersection_02, since it looked out of place.



Driveway Parts:

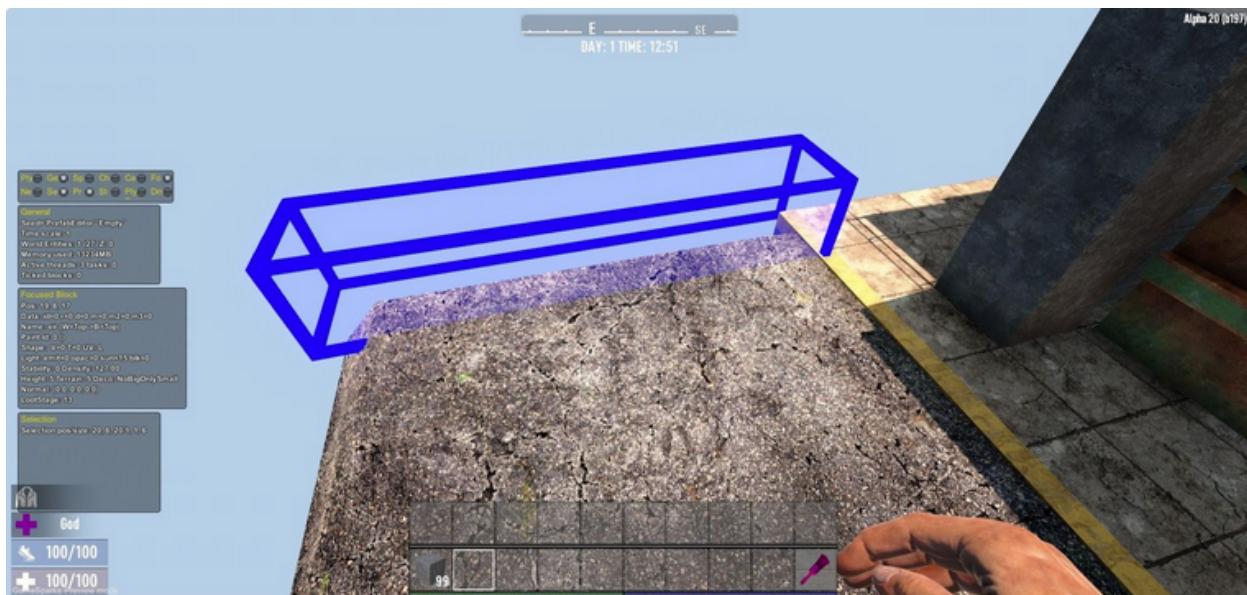
Downtown doesn't use driveway parts.

POI Exterior:

Downtown POIs should be surrounded by full-meter concrete sidewalks. Make sure to set the terrain density to the maximum value on these. (CTRL+SHIFT+UP ARROW)



Small sized Downtown POIs should always have 6 meters of asphalt in the back, to accommodate alleyways. The sidewalk blocks bordering the asphalt alleyway should have a yellow trim.



However, the alleyways can change thickness within the POI, or be filled with props, as long as the edges are 6 meters wide.



CountryTown:

Types of POIs:

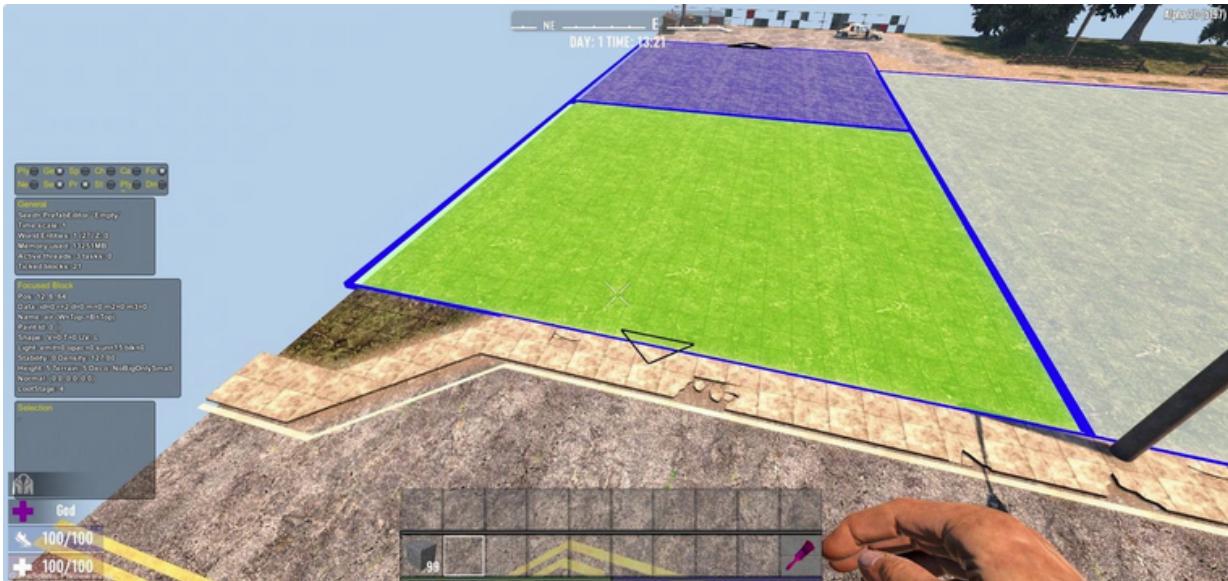
- Small town businesses
- Stores
- Small industrial buildings
- Gas stations

POI sizes supported:

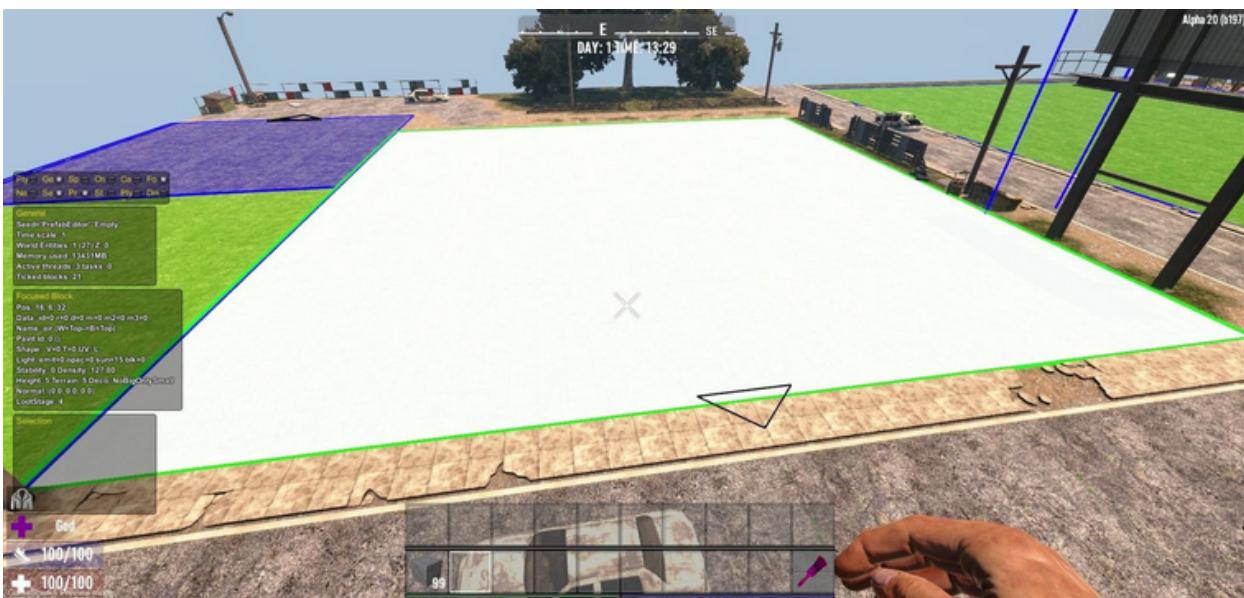
- Very Small
- Small
- Medium

POI Placemarker Tags:

“nodiagonal” and “diagonal”: These tags differentiate between whether or not a POI can be spawned in front of a diagonal sidewalk in a country town tile.



Above is an example of a diagonal sidewalk. These diagonal sidewalks were creating issues with driveway parts seamlessly connecting to tiles, so we created the “nodiagonal” and “diagonal” tag. The “nodiagonal” tag is for POI placemarkers that don’t have diagonal sidewalks in front of them, and the “diagonal” tag is for POI placemarkers that do.

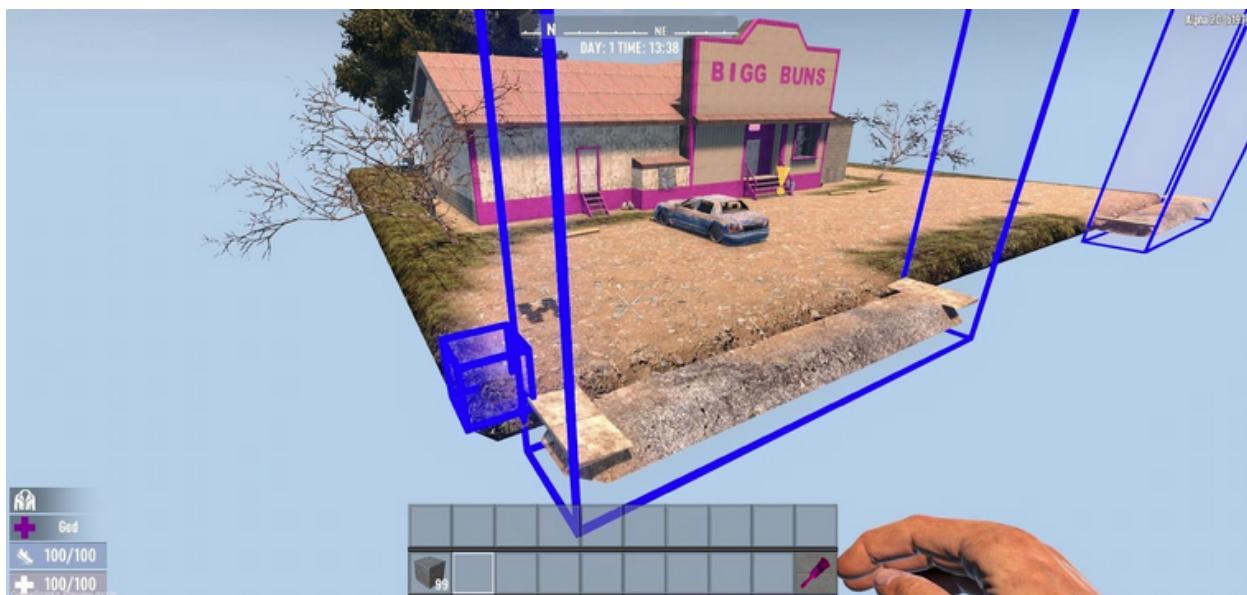
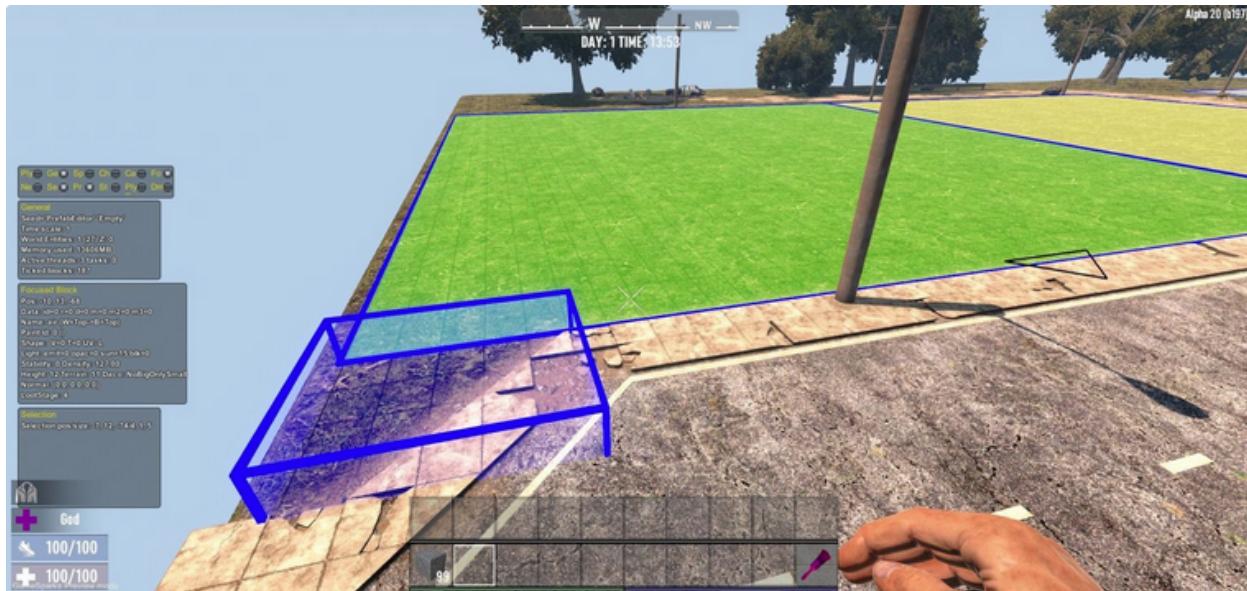


Above is a POI Placemark without diagonal sidewalks in front of it.

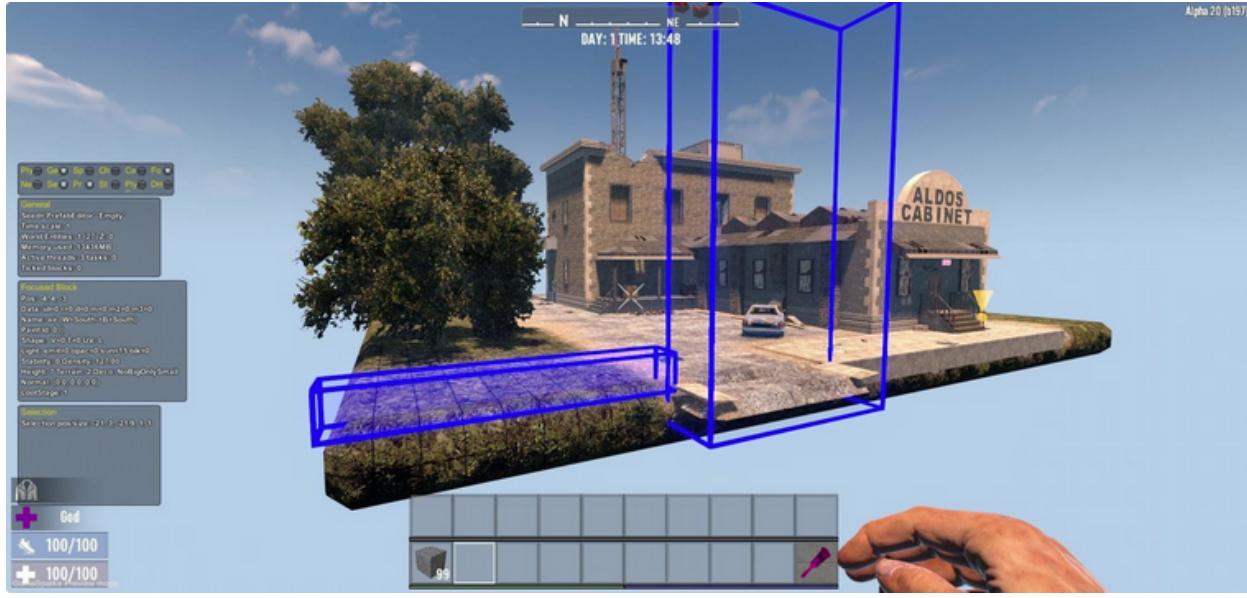
Driveway Parts:

To determine if a Country Town POI will have issues seamlessly blending with diagonal sidewalks, see if there is 5 meters of space between the edge of the POI and the edge of the driveway, on both sides of the POI.

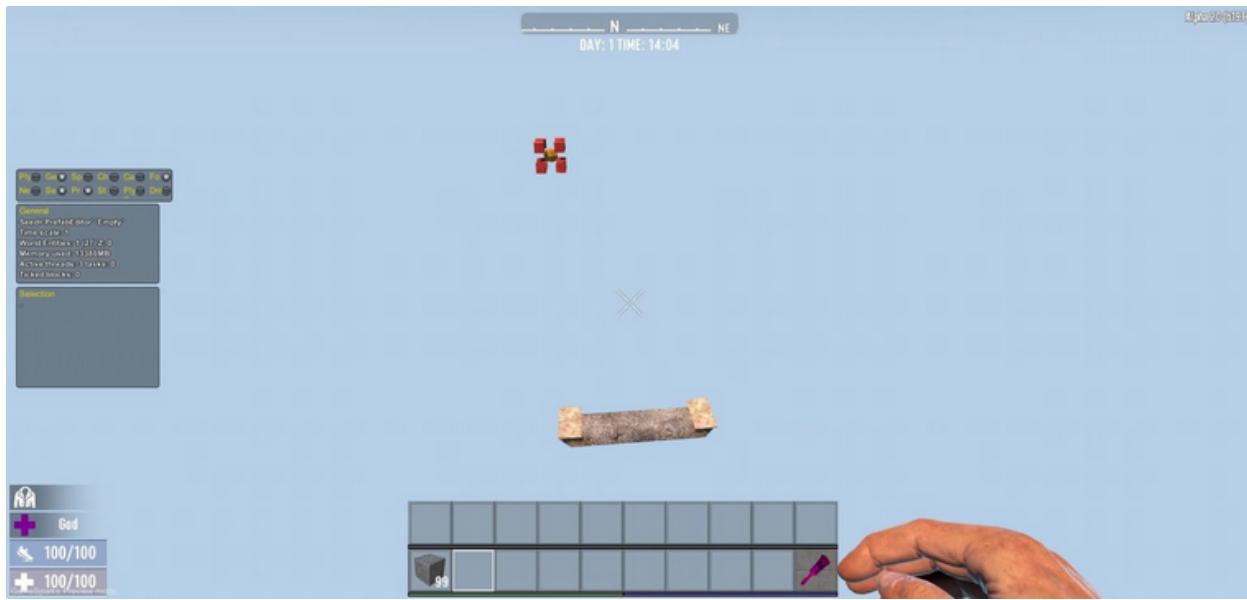
Diagonal sidewalks are 5 meters in width:



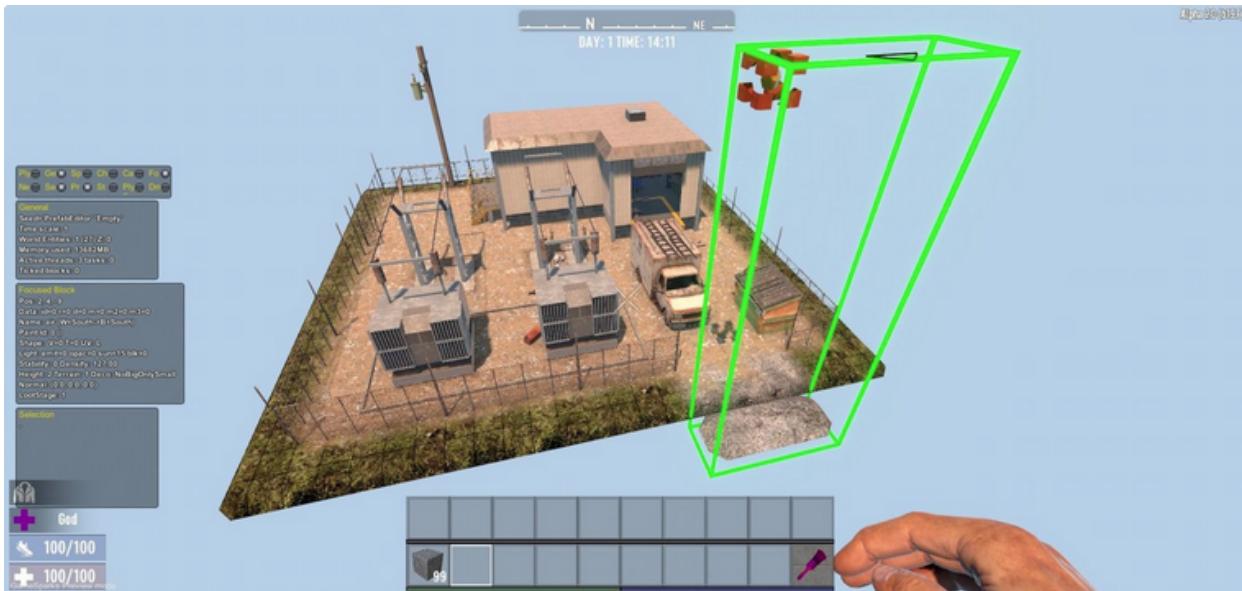
This POI only has one meter between the edge of the POI and the driveway. Therefore, this POI is tagged “nodiagonal” so it won’t spawn in a POI Placemaker with a diagonal sidewalk in front of it.



This POI has much more than 5 meters of space between the edge of the POI and it's driveway. Therefore, this POI is tagged “diagonal” so it will only spawn in a POI Placemarker with a diagonal sidewalk in front of it. Since there are more than 5 meters between the edge of the POI and the driveway, it won't have any issues blending with the sidewalk in front of the POI Placemarker it spawns in.



CountryTown driveway parts should be 2 meters deep and have sidewalk ramps on either side.



Very Small CountryTown POIs should have an asphalt driveway with no sidewalks on either side, and be two meters deep.

POI Exterior:

CountryTown POIs can be surrounded with grass (terrain filler) or sidewalk. The parking lots should always connect to the front of the POI.

CountryResidential:

Types of POIs:

- Older houses
- Trailers and trailer parks
- Junkyards
- Very Small industrial POIs
- Parks

POI sizes supported:

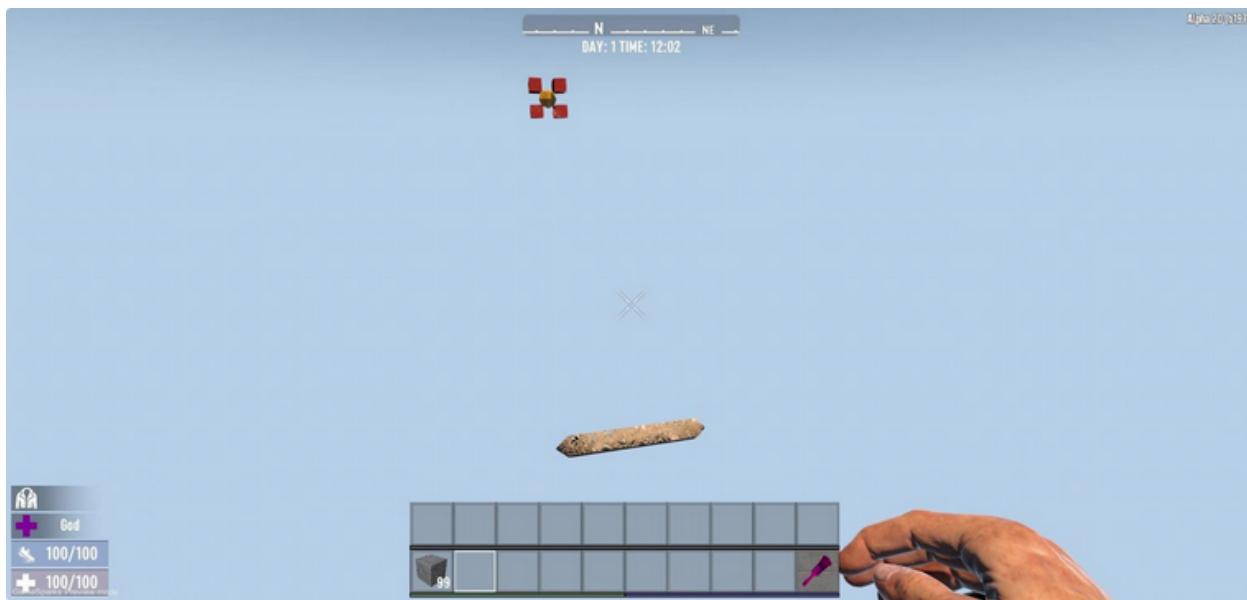
- Very Small
- Small

POI Placemarker Tags:

None

Driveway Parts:

CountryResidential driveway parts are 1 meter deep and can be asphalt, gravel, or concrete, depending on the driveway of the POI.



They're only made with terrain, no sidewalks on either side.

POI Exterior:

CountryResidential POIs can have a fence surrounding them, unlike Residential that have fences in the tiles. However, driveways in the POI must connect to the front of the POIs only.

They should be surrounded with grass (terrain filler) or gravel.

Oldwest:

Types of POIs:

- Oldwest businesses
- Oldwest houses
- Barns
- Stables
- Sheriff's office

POI sizes supported:

- Very Small
- Custom sized: 25m x 50m (for oldwest_strips only)

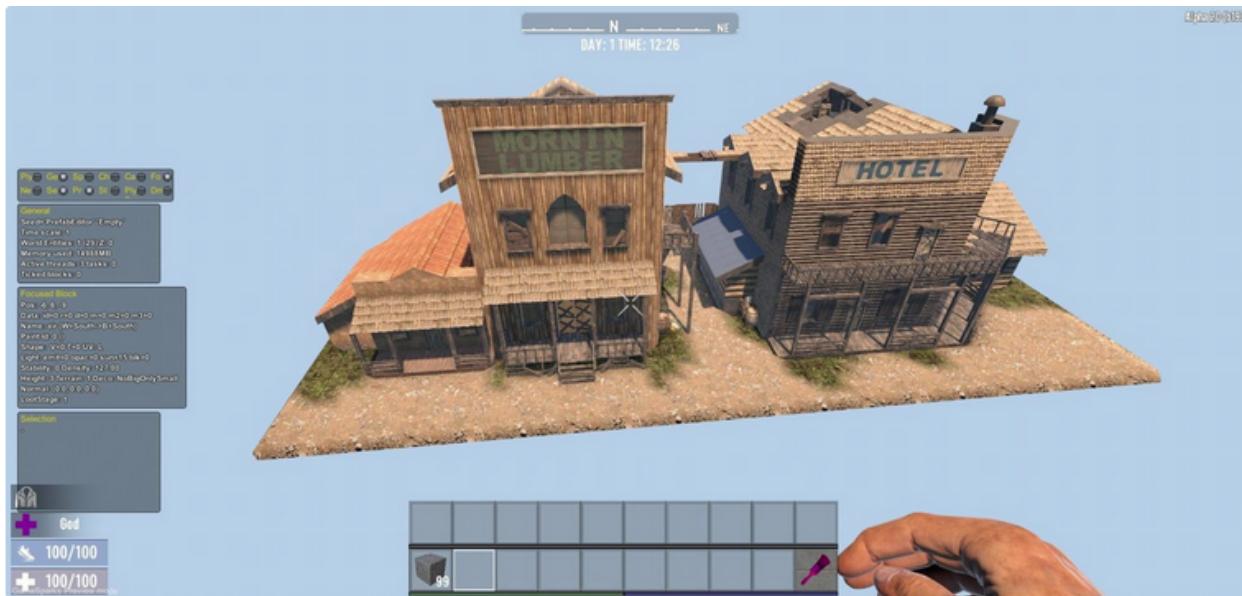
POI Placemarker Tags:

None

Driveway Parts:

Oldwest towns don't use driveway parts.

POI Exterior:



Oldwest POIs should be surrounded with grass (terrain filler) and can have gravel in the front of the POI to connect to the main road in the tile.

Wilderness:

Types of POIs:

- Cabins
- Ranger Stations
- Caves
- Survivor sites
- Abandoned houses
- Gas Stations

POI sizes supported:

- Any size

POI Placemarker Tags:

None

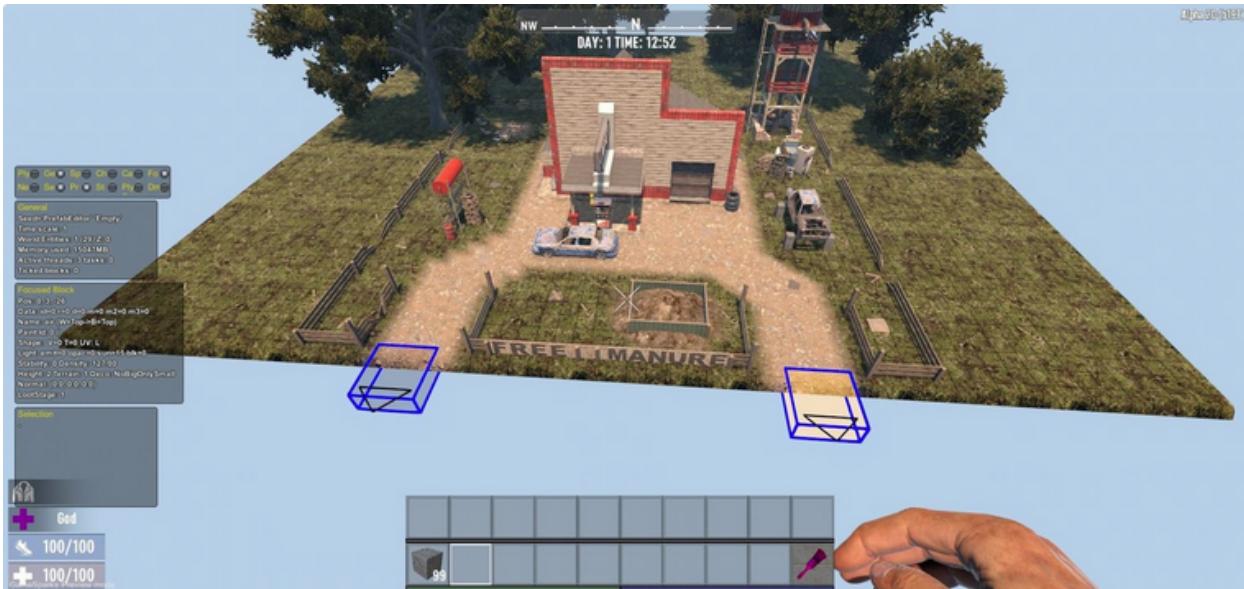
Driveway Parts:

Wilderness POIs don't use driveway parts, however, they do use RoadExit POI Markers. These markers tell the RWG generator where to connect roads to these POIs. These RoadExits can be

multiple sizes and should have unique names.



Also, multiple RoadExits can be used, and a straight piece of road will generate between them.



Currently, there is no way to specify whether a wilderness POI connects to a hiking path (1-meter gravel path) a dirt road (4-meter gravel path), or an asphalt street. However, this is planned to be supported in the future.

POI Exterior:

Wilderness POIs should be surrounded with grass (terrain filler) and driveways should connect to the front of the POI.