Network Widening Mod User's Manual

For NAM Version 35




NAM
Network Addon Mod

Contents

Preface

Overview

The Network Widening Mod adds 13 surface network extensions, including 6 single-tile, 5 dual-tile, and 2 triple-tile networks. Among these networks are the Turning Lane Avenues (with center turn lane/flush median), Wider Roads (formerly referred to as "Medianless Avenues") and additional widths of the One-Way Road network. It also includes diagonal/curving functionality for all networks, a series of Wide-Radius Curve pieces for three of the single-tile networks, transition pieces, and neighbor connector puzzle pieces for selected networks.

For updates, developments, known technical issues, and for any other information regarding this mod, please visit the "Network Widening Mod - Development and Support Thread" at SC4 Devotion or Simtropolis for support and feedback.

NOTE: When reading this document, there may be key terms to take note of or terms that are used differently than normal. This includes the following terms:

- **Bridge** and **Overpass**: In the field of transit modding, bridges over other networks and bridges over water and ravines are two completely different things. A bridge that goes over another network is an **overpass**. A bridge that goes over water is what is considered a bridge. Overpasses and elevated networks have a fixed height, and have to be placed using starters, whereas bridges have to be selected through the bridge selection window.
- **Diagonal**: This refers to being at a 45-degree angle to the Simcity 4 grid.
- **LHD** and **RHD**: Left-hand drive and right-hand drive instead refer to which side of the **road** you drive on, not which side of the **car** you drive in.
- **Orthogonal**: This is a synonym for "**perpendicular**" in certain mathematical fields, but instead refers to being in line, or parallel, with the Simcity 4 grid. Perpendicular is used instead for networks crossing at 90-degree angles.
- **Other conventions:** When referring to game transit network and object types, their names will be capitalized, i.e. Road, Avenue, etc.

Compatibility

The NAM and its plugins are only compatible with **SimCity 4 "Rush Hour"** or **SimCity 4 Deluxe**, Version 1.1.638 or higher. It is required that you install the Simcity 4 Patch (for Version 1.1.638) before proceeding with installing. If you have purchased Simcity 4 Deluxe from Steam, the Version number will be 1.1.640, and should be pre-patched.

Attempting to use this mod with other versions of SimCity 4 will cause the game to instantly crash upon loading.

Disclaimer

The usage of this download is on your own risk. We try to test our products extensively, so they should work properly, but errors may still exist. Feel free to modify the items for yourself and show them in your city journals, but please don't distribute them without asking first.

Installation and Setup

IMPORTANT!!! IT IS ALWAYS A GOOD IDEA TO CREATE A BACKUP OF YOUR CITIES AND YOUR PLUGINS FOLDER IN THE EVENT THAT SOMETHING GOES WRONG. IF SOMETHING DOES GO WRONG, YOU WILL BE ABLE TO RESTORE YOUR PREVIOUS FILES.

In order to install the **Network Widening Mod** using the NAM Installer, simply select the option for it. If you choose to install it at another time, you can simply rerun the installer.

If you are using a Left-hand Drive installation (cars driving on the left), install the corresponding Left-hand Drive plugin as well.

Version Change Log

Features new to NAM 35:

- Several new draggable transitions have been added, including NRD-4-to-ARD-3, NRD-4-to-Avenue, NRD-4-to-TLA-5, NRD-4-to-RD-4, Road-to-RD-4, TLA-3-to-Avenue, TLA-3-to-TLA-5, AVE-2-to-TLA-5, AVE-2-to-Avenue, TLA-7/AVE-6-to-Dual-OWR-3, OWR-4-to-RHW-8S, OWR-5-to-RHW-10S, and OWR-1-to-MIS.

Features new to NAM 34:

- Bridges have been added for the RD-4 and RD-6 networks. (Note: While these networks are normally based on Road, the bridges require using the Avenue network.)

Features new to NAM 32:

- NWM networks may now pass under the new Draggable Elevated Road, One-Way Road, and Avenue Viaducts, at both L1 and L2 heights.

Features new to NAM 31:

- New transition from AVE-6 to RD-6
-

Features new to Version 2.0.0 (NAM 30):

- Three new networks have been added, including the triple-tile 6-lane Avenue and 7-lane Turning Lane Avenue, plus the single-tile 4-lane Narrow Medianless Avenue
- Draggable transition functionality, allowing easier connections with default networks, other NWM networks, and networks in the RealHighway Mod (downloaded separately).
- Basic diagonal and curving functionality for dual-tile and triple-tile networks (note: this does not include intersections).

- Numerous new T-intersections, including dual-tile networks ending at single-tile networks.
- Limited support for diagonal intersections on single-tile networks--this functionality is still experimental and offered on an "as-is" basis.
- To avoid graphical glitches with some graphics cards, the grass/sidewalk wealthification on some NWM Transition Puzzle Pieces has been taken out of the NWM Core and moved into an optional plugin, the NWM Legacy Transition Puzzle Piece Wealthing file. If you are experiencing graphical glitches with this plugin (such as artifacting), your graphics card cannot support this functionality, and the only way to fix it at the present is to remove this file (NetworkWideningMod_LegacyPuzzleWealthing.dat)

Features new to Version 1.1.1 (Patch):

- "Path stair-stepping" issue with ARD-3, OWR-3 and RD-6 networks on slopes has been corrected.

Features new to Version 1.1.0 (NAM 29):

- The TLA-3, TLA-5, ARD-3, RD-6, OWR-3, OWR-4 and OWR-5 networks have all had their capacity increased.
- Fixes to RULs and path files.
- Overhanging "bite" added to Orthogonal-Diagonal transition for TLA-3, AVE-2 and ARD-3 networks.

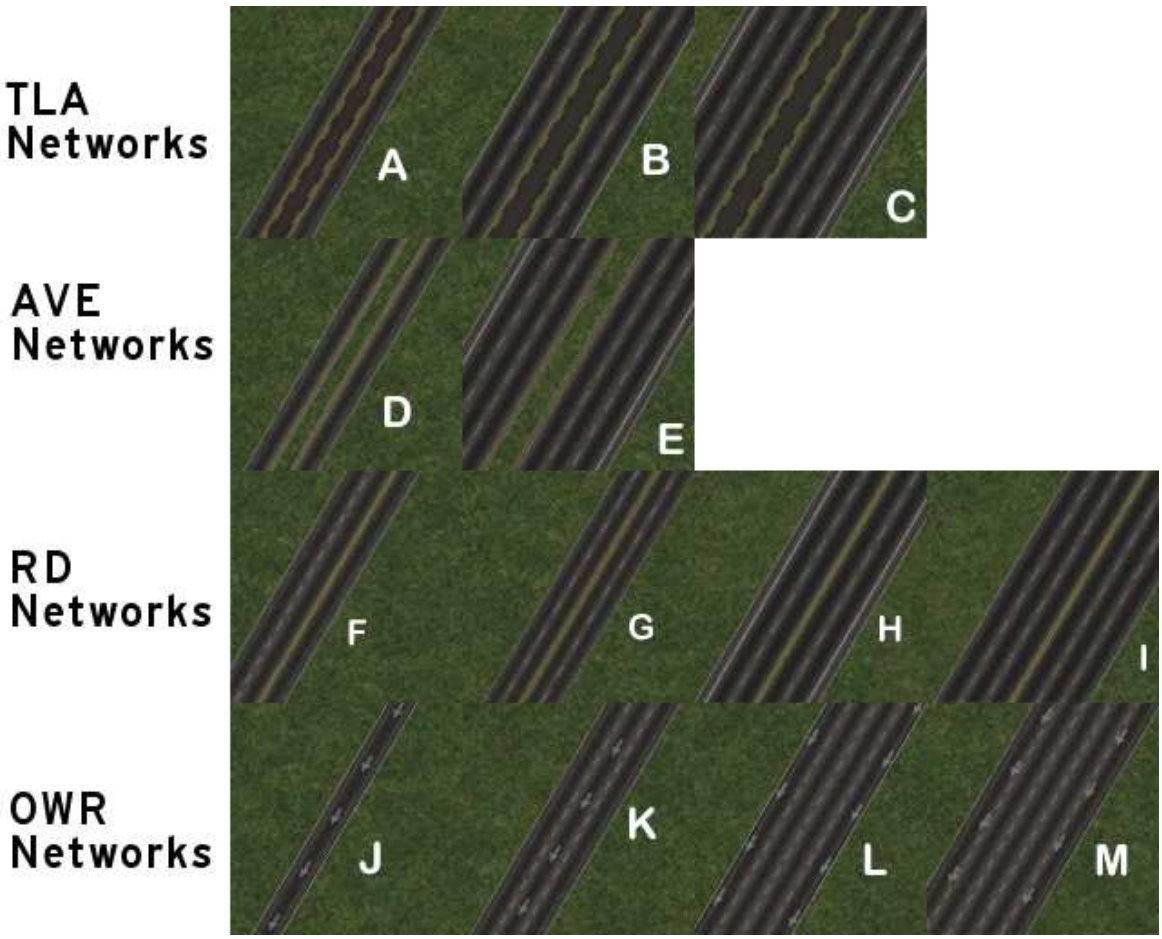
Features new to Version 1.0.0 (NAM 28):

- 10 new Road and One-Way Road-based override networks, including 5 single-tile and 5 dual-tile networks
- 44 new puzzle pieces (not including starters) which include Wide-Radius Curves, transitions to Maxis networks and other NWM networks, and neighbor connectors for two-way dual-tile networks
- orthogonal intersections/crossings for all networks
- multi-tile zone access with 5-lane Turning Lane Avenue (TLA-5) network
- optional new One-Way Arrow plugin designed for use with the NWM
- ability to interface with the Turn Lane Extension Pieces (TuLEPs), included in the Network Addon Mod.
- texture set designed by superhands and Tarkus

Functionality, Networks, and Network Types

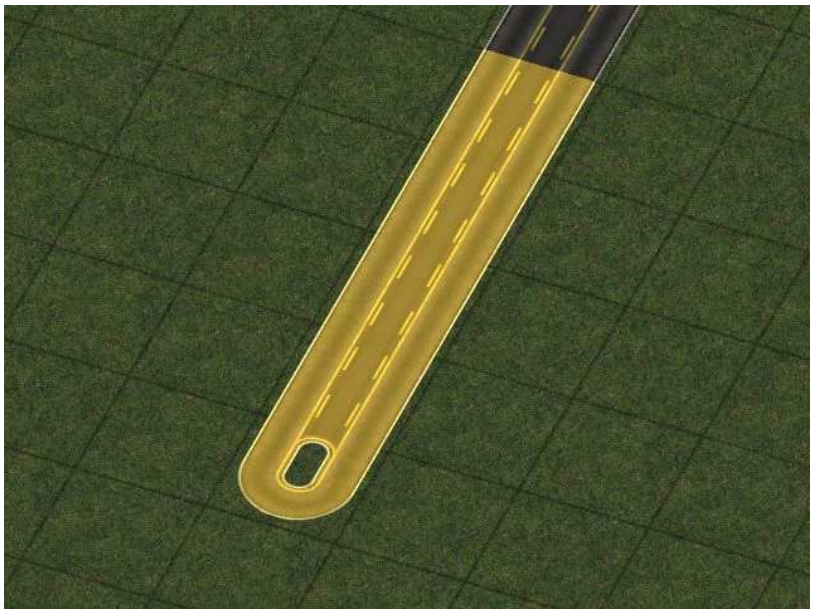
- **Networks**

The following new override networks are available for the NWM:



- A: TLA-3 (Turning Lane Avenue, 3 lanes)
- B: TLA-5 (Turning Lane Avenue, 5 lanes)
- C: TLA-7 (Turning Lane Avenue, 7 lanes)
- D: AVE-2 (Avenue, 2 lanes)
- E: AVE-6 (Avenue, 6 lanes)
- F: ARD-3 (Asymmetrical Road, 3 lanes)
- G: NRD-4 (Narrow Road, 4 lanes)
- H: RD-4 (Road, 4 lanes)
- I: RD-6 (Road, 6 lanes)
- J: OWR-1 (One-Way Road, 1 lane)
- K: OWR-3 (One-Way Road, 3 lanes)
- L: OWR-4 (One-Way Road, 4 lanes)
- M: OWR-5 (One-Way Road, 5 lanes)

All NWM networks are built by using special "starters", which can be found on the dedicated starter puzzle pieces (see below). Once the NWM starter puzzle piece has been plopped, you can drag the network using either the Road network tool (A through I) or the One-Way Road network tool (J through M), starting at the end of the piece. The puzzle piece itself does not drag. PLEASE NOTE: None of the NWM networks are Avenue-based. Attempting to drag a network out with an Avenue will have no effect. Because of the Avenue network's inflexibility in modding applications, there are no plans to convert NWM networks to being Avenue-based.



- **Network footprint**

Below is a listing of all the networks in terms of their space consumption:

NWM Network Type	Tile Width	Base Network
TLA-3	1 Tile	Road
AVE-2	1 Tile	Road
ARD-3	1 Tile	Road
OWR-1	1 Tile	One-Way Road
OWR-3	1 Tile	One-Way Road
NRD-4	1 Tile	Road
TLA-5	2 Tiles	Road
OWR-4	2 Tiles	One-Way Road
OWR-5	2 Tiles	One-Way Road
RD-4	2 Tiles	Road
RD-6	2 Tiles	Road
TLA-7	3 Tiles	Road
AVE-6	3 Tiles	Road

· Network capacities

The capacity of each network depends on the Traffic Plugin one has installed. Capacity is generally calculated on a per tile basis by the game. All NWM networks are also surface street-type networks, meaning that they allow full access to RCI Zones. The capacities for the five standard capacity levels of the NAM Traffic Plugin are listed below. Please note that these capacities listed are for the full width of the network, rather than the per-tile capacity.

NWM Network Type	Classic	Low	Medium	High	Ultra
TLA-3	1500	3000	5000	7500	15000
AVE-2	1500	3000	5000	7500	15000
ARD-3	1500	3000	5000	7500	15000
OWR-1	1800	2400	4000	6000	12000
OWR-3	2250	4500	7500	11250	22500
NRD-4	1500	3000	5000	7500	15000
TLA-5	3000	6000	10000	15000	30000
OWR-4	4500	9000	15000	22500	45000
OWR-5	4500	9000	15000	22500	45000
RD-4	2400	4800	8000	12000	24000
RD-6	3000	6000	10000	15000	30000
TLA-7	4500	9000	15000	22500	45000
AVE-6	4500	9000	15000	22500	45000

If you are using a plugin generated with the Traffic Simulator Configuration Tool (TSCT), to calculate each network's capacity, simply multiply the values for the "base level" you used by the Network Capacity Multiplier you used.

· Special Network Functionality on TLA Networks

The 5 and 7-lane Turning Lane Avenues (TLA-5 and TLA-7) network have special pathing on them, which allows for multi-tile zone access. Traffic may cross the median and access zones all the way on the other side of the network.

Starter Pieces

• TLA-3 Starter Piece (Ortho and Diag)	• OWR-4 Orthogonal Starter Piece
• AVE-2 Starter Piece (Ortho and Diag)	• OWR-5 Orthogonal Starter Piece
• ARD-3 Starter Piece (Ortho and Diag)	• RD-4 Orthogonal Starter Piece
• OWR-1 Starter Piece (Ortho and Diag)	• RD-6 Orthogonal Starter Piece
• OWR-3 Starter Piece (Ortho and Diag)	• TLA-7 Orthogonal Starter Piece
• NRD-4 Orthogonal Starter Piece	• AVE-6 Orthogonal Starter Piece
• TLA-5 Orthogonal Starter Piece	

The starter pieces allow one to "widen" their Roads and One-Way Roads. The basic premise is the same as the RHW, SAM and Draggable GLR.

Wide-Radius Curve Puzzle Pieces

• TLA-3 S-Curve	• ARD-3 S-Curve
• TLA-3 45-Degree Curve	• ARD-3 45-Degree Curve
• TLA-3 90-Degree Curve (Large)	• ARD-3 90-Degree Curve (Large)
• TLA-3 90-Degree Curve (Small)	• ARD-3 90-Degree Curve (Small)
• AVE-2 S-Curve	
• AVE-2 45-Degree Curve	
• AVE-2 90-Degree Curve (Large)	
• AVE-2 90-Degree Curve (Small)	

These pieces allow you to build smoother curves for your NWM networks.

• Transitions

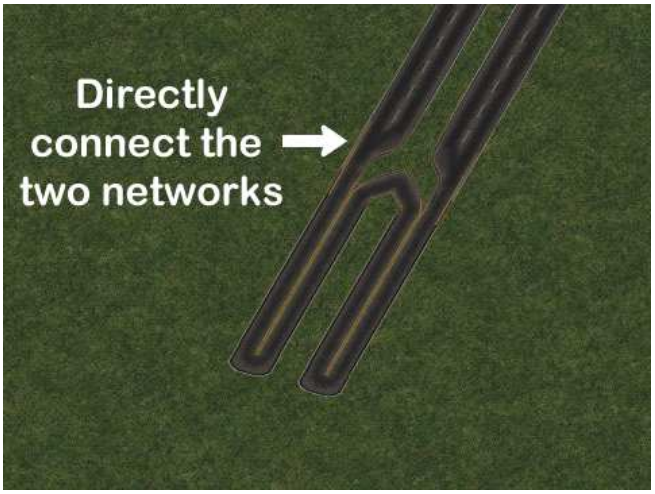
The NWM includes the ability to transition from NWM networks to default networks, other NWM networks, and RealHighway networks, with both draggable and puzzle piece-based options.

The draggable transition functionality is new to NWM Version 2.0, and these transitions can be generated in one of two ways--"Double Stub" or "Direct Connect". "Double Stub" transitions are built by placing the stubs of two networks back-to-back (shown below), and this technique is used for transitions between two networks of the same base (Road or One-Way Road). The main mechanics of the Double Stub are shown in the first two images. The third pattern is for Direct Connect. These transitions are built by creating a hard, physical connection between the two networks (shown below). This technique is used on transitions involving default Avenues, as well as transitions involving RealHighway networks:

For Single-Tile to Single-Tile Transitions
(Same Base Network)

For Single-Tile to Dual-Tile Transitions
(Same Base Network)

For Transitions with Different Base Networks



TRANSITIONS PRODUCED THROUGH DOUBLE STUB TECHNIQUE

• Road to TLA-3	• Road to TLA-3 Diag	• AVE-2 to Avenue
• Road to AVE-2	• Road to AVE-2 Diag	• ARD-3 to Avenue
• Road to ARD-3	• Road to ARD-3 Diag	• NRD-4 to Avenue
• Road-to NRD-4	• OWR-1 to OWR-2 Diag	• TLA-3 to TLA-5
• OWR-1 to OWR-2	• OWR-2 to OWR-3 Diag	• AVE-2 to TLA-5
• OWR-2 to OWR-3	• RD-4 to TLA-5	• NRD-4 to TLA-5
• TLA-3 to AVE-2	• RD-4 to RD-6	• NRD-4 to RD-4
• TLA-3 to ARD-3	• RD-6 to TLA-5	• OWR-3 to OWR-4
• AVE-2 to ARD-3	• Road to RD-4	• OWR-4 to OWR-5
• NRD-4 to ARD-3	• TLA-3 to Avenue	• OWR-4 to Dual OWR-2
		• TLA-7 to AVE-6

TRANSITIONS PRODUCED THROUGH DIRECT CONNECT TECHNIQUE

• RD-4 to AVE-4 Transition (Type A)	• RHW-4 to TLA-5 Transition
• RD-6 to AVE-4 Transition (Type A)	• RHW-4 to RD-4 Transition
• TLA-5 to AVE-4 Transition	• RHW-6S to Dual OWR-3 Transition

• RD-6 to Dual OWR-3 Transition • MIS to OWR-1 Transition • RHW-2 to TLA-3 Transition • RHW-2 to AVE-2 Transition • RHW-2 to ARD-3 Transition • RHW-2 to NRD-4 Transition	• RHW-6S to RD-6 Transition • RHW-6C to TLA-7 Transition • RHW-6C to AVE-6 Transition • RHW-8S to OWR-4 Transition • RHW-10S to OWR-5 Transition

Additionally, the following transitions are available as puzzle pieces, selected under the NWM Transition Puzzle Pieces button on the Roads menu. Transitions that are not available in draggable form as of this release are marked with an asterisk (*).

• Road to TLA-3 Transition • Road to AVE-2 Transition Type A • Road to AVE-2 Transition Type B* • Road to ARD-3 Transition • Road to NRD-4 Transition • OWR-1 to OWR-2 Transition • OWR-2 to OWR-3 Transition • TLA-3 to AVE-2 Transition • TLA-3 to ARD-3	• Road to AVE-2 Transition Diagonal • Road to ARD-3 Transition Diagonal • OWR-1 to OWR-2 Transition Diagonal • OWR-2 to OWR-3 Transition Diagonal • TLA-3 to ARD-3 Transition Diagonal • TLA-3 to AVE-2 Transition Diagonal • AVE-2 to ARD-3 Transition Diagonal • AVE-4 to AVE-2 Transition • RD-4 to AVE-4	• RD-4 to RD-6 Transition • RD-6 to AVE-4 Transition Type A • RD-6 to AVE-4 Transition Type B* • RD-6 to TLA-5 Transition • TLA-5 to AVE-4 Transition • OWR-3 to OWR-4 Transition • OWR-3 to OWR-5 Transition* • OWR-4 to OWR-5 Transition • AVE-4 to AVE-6 Transition*

Transition • AVE-2 to ARD-3 Transition • Road to TLA-3 Transition Diagonal	Transition Type A • RD-4 to AVE-4 Transition Type B* • RD-4 to TLA-5 Transition •	• TLA-7 to AVE-6 Transition

- **Neighbor Connectors**
  - TLA-5 Neighbor Connector
  - RD-4 Neighbor Connector
  - RD-6 Neighbor Connector
  - TLA-7 Neighbor Connector
  - AVE-6 Neighbor Connector

These pieces allow for neighbor connection functionality for dual and triple-tile NWM networks for which the normal method of making neighbor connections does not allow for proper functionality. Simply drag the network to the edge of the city tile as if making a normal neighbor connection (please note: the default yellow Neighbor Connector arrows will all be headed the same direction, unlike on Avenues and Maxis Highways), and then plop the appropriate Neighbor Connector piece over top of the tiles with the yellow arrows to make your Neighbor Connection function properly.

- **NAM Turn Lane Extension Pieces (TuLEPs)**

The NAM includes an optional Turn Lane Extension Plugin, which has been designed with NWM interoperability in mind. The following pieces may be used to build turn lanes with the specified NWM networks:

- Road Type A TuLEPs (with and without Slip Lanes) may be used with the TLA-3, AVE-2 and ARD-3.

- Avenue Type A and B TuLEPs (with and without Slip Lanes) may be used with the TLA-5.

The NWM, beginning with the Version 2.0 release, also includes TuLEPs for use on the new triple-tile networks, interfacing them with the existing Road and Avenue TuLEPs. The following TuLEPs can be found under the NWM Triple-Tile Network TuLEPs button on the Roads menu:

- AVE-6 Type A Transition
- AVE-6 Type A1
- AVE-6 Type A1/Avenue Type A1 + Intersection
- AVE-6 Type A1/Avenue Type A2 T Intersection
- AVE-6 Type A1/Road Type A1 + Intersection
- AVE-6 Type A1/Road Type A2 T Intersection

Draggable Network Components, Intersections and Transitions

Single-Tile Networks (TLA-3, AVE-2, ARD-3, OWR-1, OWR-3, NRD-4)

The single-tile networks in the NWM allow for orthogonal and diagonal functionality. The single-tile networks can form orthogonal intersections and overpasses with the following networks:

- All Maxis networks
- Ground Light Rail (GLR), both standard and rural versions
- all single- and dual-tile NWM networks
- RHW-2, MIS, and all elevated RHW networks from the RealHighway (RHW) Mod
- Single-Track Rail (STR) from the Railway Addon Mod (RAM)
- High Speed Rail (HSR) from the High Speed Rail Project (HSRP)

There is limited capacity for diagonal intersections involving single-tile networks (except the OWR-1). This functionality is still in an experimental state, offered on a strictly "as-is" basis, and may not prove stable in all situations, especially in the case of a diagonal NWM network meeting another diagonal network.

Dual-Tile Networks (TLA-5, OWR-4, OWR-5, RD-4, RD-6)

The dual-tile networks allow for both orthogonal and diagonal functionality. The dual-tile networks can form orthogonal intersections and overpasses with all Maxis networks, as well as all other NWM networks. No diagonal intersections are possible.

- All Maxis networks
- Ground Light Rail (GLR), both standard and rural versions
- All single- and dual-tile NWM networks
- RHW-2, MIS, and all elevated RHW networks from the RealHighway (RHW) Mod
- Single-Track Rail (STR) from the Railway Addon Mod (RAM)
- High Speed Rail (HSR) from the High Speed Rail Project (HSRP)

All other network crossings/intersections are not supported and will cause reversion to the respective base (Road or One-Way Road) intersections.

• Triple-Tile Networks (TLA-7, AVE-6)

The triple-tile networks allow for both orthogonal and diagonal functionality. The triple-tile networks can form orthogonal intersections and overpasses with all Maxis networks, as well as all other NWM networks. No diagonal intersections are possible.

- All Maxis networks
- Ground Light Rail (GLR), both standard and rural versions
- All single- and dual-tile NWM networks
- RHW-2, MIS, and all elevated RHW networks from the RealHighway (RHW) Plugin
- Single-Track Rail (STR) from the Railway Addon Mod (RAM)
- High Speed Rail (HSR) from the High Speed Rail Project (HSRP)

All other network crossings/intersections are not supported and will cause reversion to base Road network intersections.

For transitions between networks, please refer back to the Transitions section above.

• Bridges and Tunnels

The NWM includes the following Bridges for crossing bodies of water:

- RD-4 Iron Girder (built with Avenue tool)
- RD-6 Iron Girder (built with Avenue tool)

Bridges are not supported for any of the other networks, and if using a non-supported network, you will need to transition to another NWM, RHW, or Maxis network that does support Bridges to cross the body of water.

Tunnel functionality is hard-coded, and near to impossible to mod in any significant way.

- ### A Note Regarding Neighbor Connections

Neighbor connections are possible for all Road-based NWM networks, though the five Road-based multi-tile networks (TLA-5, RD-4, RD-6, TLA-7, AVE-6) require the use of special Neighbor Connector pieces in order to provide proper functionality.

In order to build a neighbor connection for one of these networks, simply build the neighbor connection as normal by dragging the Road tool to the edge of the city tile, then place the appropriate Neighbor Connector for the network over top of the neighbor connection arrows (please note that unlike Avenues and Maxis Highways, all the default yellow Neighbor Connection arrows will be pointed the same direction). The Neighbor Connector pieces have special pathing that gets around the game's limitations on neighbor connections. Note that the game's default Neighbor Connection arrows will not change direction, nor do they need to in order for the connection to function with the connector pieces.

Please note that these pieces have encountered some issues, and this functionality is planned to be re-implemented in a future release.

With the single-tile Road-based networks, neighbor connections may be built normally by simply dragging the network to the edge of the tile, without any alteration. One-Way Road-based networks cannot create neighbor connections, much like their base network.

Frequently Asked Questions

Technical Questions

Why use the Road tool to make the dual-tile two-way NWM networks?

The Avenue network has less flexibility and there are substantial difficulties in making the sort of puzzle-drag overrides that are required by this project with that network. Additionally, it would cause complications with the triple-tile networks.

I am only getting Freight Traffic through my NWM Neighbor Connections. Is there any way to fix this?

Yes. This issue occurs with the two-tile Road-based networks (TLA-5, RD-4 and RD-6), and to a lesser extent, with the two triple-tile networks (TLA-7, AVE-6). To solve the problem, simply locate the Neighbor Connection puzzle pieces (under the NWM Neighbor Connection Puzzle Pieces button) and place the appropriate piece for the network at the edge of the city tile.

Are Tunnels and Bridges possible?

Bridges are possible, but only for the RD-4 and RD-6. Due to game limitations, these bridges must

be built with the Avenue tool, and there is code to support transition to the normal Road-based versions of these networks at bridge ends. For non-supported networks, in the meantime, convert to a Maxis network (Road, One-Way Road or Avenue) to make a bridge. As far as the tunnel issue, the answer is no. Tunnel functionality is largely hardcoded in the .EXE. Use the draggable transitions or transition puzzle pieces to switch your NWM network to a Maxis network (Road, One-Way Road or Avenue) that supports tunnels.

- **Why is traffic zig-zagging on my TLAs and dual-tile One-Way Roads?**

The TLA networks include a series of "crossover" paths that allow them to function just like roads with two-way center left turn lanes do in real-life. The game's automata engine likes to explore all available paths, and as such, it will generally route some vehicles onto the turn crossover paths. The wider One-Ways also have "crossover" paths that allows traffic to switch between the two tiles of the network, and this can occasionally cause automata to zigzag or do "donuts" in the middle of the road, and due to the .exe-controlled tidal flow system on One-Way Road networks, this cannot be corrected.

- **Is this mod compatible with the NAM Road Turning Lanes (RTL) Plugin and/or the NAM One-Way Road Arrow Reduction Plugin (ARP)?**

Yes, it is compatible with both. With the RTL Plugin, there may be some minor instabilities with it at NWM/Road intersections, but in most situations, it should work fine. With regards to the ARP, while the NWM allows for the overriding of OWRs built with the ARP installed, at this time, the resultant NWM OWRs may not have their arrows hidden or otherwise reduced.

• Functionality Questions

- **My NWM networks are getting congested awfully early. What is the problem?**

You most likely have an incompatible Maxis-based Simulator residing in your Plugins folder. Locate and remove it, and install one of the NAM Unified Traffic Simulator (UTS)/Simulator Z options included in the NAM or through the Traffic System Configuration Tool (TSCT), available separately

- **How come when zoning, the pavement on some of the puzzle pieces is on the wrong side?**

This issue only occurs with the optional Legacy Puzzle Piece Wealthing file installed. Note that the Draggable Transitions do support wealth textures, and do not run into this issue. This occurs due to the way the wealthing is set-up. To rectify this problem simply zone Medium/High Density Residential or Commercial adjacent to the puzzle piece.

- **Why is my vehicle exiting immediately when I try to use U-Drive-It (UDI) on NWM networks?**

There have been significant improvements to UDI Snap To Roads functionality that previously affected the Turning Lane Avenues (TLA-3 and TLA-5) in the Version 1.1.1 release. While there are some rare instances where the previous "turn and exit" behavior can still occur (mainly near starter stubs), things are much more stable than before. If you are still running into this issue, ensure that you have removed any and all files from previous NWM versions (Version 1.1.0 or earlier).

- **How can I curve the dual-tile networks like the TLA-5 and RD-6?**

All NWM networks have curve/diagonal functionality.

The RD-4 and OWR-4 operate on a "shared tile" setup. The TLA-5, OWR-5 and RD-6 operate on a "split tile" setup. The images below show the necessary drag patterns.

Shared Tile (for RD-4 and OWR-4)	Split Tile (for TLA-5, OWR-5, and RD-6)

The TLA-7 and AVE-6 operate on a slightly larger "split tile setup"

Triple Split Tile (for TLA-7 and AVE-6)

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· **I'm trying to build diagonal intersections with my NWM networks and they're deconverting to Road or One-Way Road. What's wrong?**

Nothing--the type of intersection you're attempting to build is not supported yet. While select single-tile diagonal intersections are offered on an experimental basis in NWM Version 2.0, the dual and triple-tile NWM networks do not support any diagonal intersection capability. Diagonal intersection capability will be expanded in future NWM releases. Additionally, some setups may simply be unstable due to the complexity of their RULs. Try clicking around the vicinity with a

network tool to see if it resolves correctly.

• Why are there no traffic signals on my NWM One-Way Road networks?

The game does not provide proper stop point functionality along draggable stretches of One-Way Road networks (an .exe-based limitation), which effectively causes the lights to get stuck on green. Additionally, since the Type21 exemplars used to place the signal props at the intersections cannot detect the direction of travel on the One-Way Road, so the signals would end up facing the wrong direction half the time. If you notice closely with the default 2-lane One-Way Roads included in the game, you'll notice they also lack signalization on the OWR approaches, for these very same reasons.

The Signalization and Turn Arrow Project (SITAP), introduced in NAM 34, does offer a workaround that allows OWR approaches to be signalized. It presently only works for the base OWR-2, but is planned to be expanded to cover NWM setups.

• When is the next version coming out?

We have no idea. And besides, we like to surprise people. ;-)

For more Frequently Asked Questions, see the NWM Development Thread at SC4Devotion.

• Credits

Current Developers

- eggman121
- Tarkus

- woodb3kmaster

Textures

- Dexter
- GDO29Anagram
- michi_cc
- MushyMushy
- superhands
- Tarkus

Documentation

- Andreas
- Tarkus
- MandelSoft

Menu Icons

- Andreas
- GDO29Anagram
- Tarkus

Testing

- BigSlark
- CaptCity
- caspervg
- Ciuu96
- Haljackey
- j-dub
- MandelSoft
- noahclem
- Rionescu
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Please visit the Network Widening Mod thread for any feedback or support issues. We will attempt to answer them to the best of our knowledge, and as quickly as possible.