

TaI - introducing the scrabble board - Page 6

Post by DanMacK » 08 Apr 2012 17:44

Discuss, get help with, or post new graphics for TTDPatch and OpenTTD, using the NewGRF system, here. Graphics for plain TTD also acceptable here.

Moderator: [Graphics Moderators](#)

[Eddi](#)

Tycoon

Tycoon

Posts: [7404](#)

Joined: 17 Jan 2007 00:14

Re: TaI - introducing the scrabble board

Post by [Eddi](#) » 12 May 2012 22:24

i agree, that annoys me as well. the road configuration should only be read on construction time, and then stored somewhere (animation frame?) for future reference.

You might not exactly be interested in [Ferion](#), but if you are, have fun 😊



[keoz](#)

Transport Coordinator

Transport Coordinator

Posts: [321](#)

Joined: 16 Jul 2009 10:04

Re: TaI - introducing the scrabble board

Post by [keoz](#) » 19 Dec 2012 12:42

Pikka: thank you for this great and excellent work.

I have a question: could there be any problem in using this set together with another townGRF like TTRS ? I just tried and so far, seems to work.



[PikkaBird](#)

Graphics Moderator

Graphics Moderator

Posts: [5383](#)

Joined: 13 Sep 2004 13:21

Location: The Moon

Contact:

[Re: TaI - introducing the scrabble board](#)

[Post](#) by [PikkaBird](#) » 19 Dec 2012 13:28

*keoz wrote:*Pikka: thank you for this great and excellent work.

I have a question: could there be any problem in using this set together with another townGRF like TTRS ? I just tried and so far, seems to work.

TaI attempts to limit the growth of towns by withholding buildings when the town reaches a certain size. If you use another set, the town will just use the other set's buildings once it reaches TaI's limit.

This set could really do with an updated release, eh? 😊



[keoz](#)

Transport Coordinator

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Posts: [321](#)

Joined: 16 Jul 2009 10:04

[Re: TaI - introducing the scrabble board](#)

[Post](#) by [keoz](#) » 19 Dec 2012 14:05

TaI attempts to limit the growth of towns by withholding buildings when the town reaches a certain size. If you use another set, the town will just use the other set's buildings once it reaches TaI's limit.

Ok. Thank you for the answer. That's not an issue for me, I use your set together

with TTRS mostly to decrease the density of the cities/introduce more diversity.

PikkaBird wrote: This set could really do with an updated release, eh?



Well, considering the great quality of all your works, I'll obviously not say "no" 😊



[PikkaBird](#)

Graphics Moderator

Graphics Moderator

Posts: [5383](#)

Joined: 13 Sep 2004 13:21

Location: The Moon

Contact:

Re: TaI - introducing the scrabble board

[Post](#) by [PikkaBird](#) » 28 Dec 2012 13:02

A little progress, but still plenty to do - victorian slums, country estates, modern/futuristic houses...

Attachments

[TaI_170.gif](#)

170 years of animated progress (1850-2020), with a single train used to promote growth.

[TaI_170.gif](#) (1.36 MiB) Viewed 2782 times

[TaI_170.png](#)

A wider view of the city in 2020. Note all the big buildings are in the middle, where they belong. ;)

[TaI_170.png](#) (475.93 KiB) Downloaded 8 times

[TaI_1702.png](#)

The town at the other end of the line. This is not a city and has not grown anywhere near as big, although it has its own little business district with office buildings.

[TaI_1702.png](#) (167.72 KiB) Downloaded 8 times



[keoz](#)

Transport Coordinator

Transport Coordinator

Posts: [321](#)

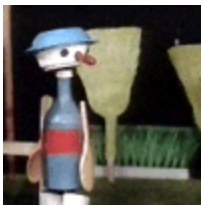
Joined: 16 Jul 2009 10:04

[Re: TaI - introducing the scrabble board](#)

[Post](#) by [keoz](#) » 28 Dec 2012 13:44

Interesting.

Let me understand: the only way you can control town "growth" (and size), is not by limiting the amount of houses (tiles with houses), but only by defining the style of house that can be built in a tile ?



[PikkaBird](#)

Graphics Moderator

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Posts: [5383](#)

Joined: 13 Sep 2004 13:21

Location: The Moon

Contact:

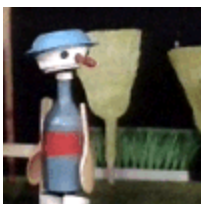
[Re: TaI - introducing the scrabble board](#)

[Post](#) by [PikkaBird](#) » 28 Dec 2012 13:54

keoz wrote: Interesting.

Let me understand: the only way you can control town "growth" (and size), is not by limiting the amount of houses (tiles with houses), but only by defining the style of house that can be built in a tile ?

You can prevent the town building any houses, but - as discussed previously in this thread - the town will end up building big empty road networks instead. So instead, when the town reaches its limit, I have it build a fake "house" which looks like a rough ground tile, and which removes itself as soon as it is built.



[PikkaBird](#)

Graphics Moderator
Graphics Moderator
Posts: [5383](#)
Joined: 13 Sep 2004 13:21
Location: The Moon
Contact:

[Re: TaI - introducing the scrabble board](#)

[Post](#) by [PikkaBird](#) » 28 Dec 2012 15:49

Now with Pub-be-gone®, a new calculation to stop the outskirts of large towns being overrun with light commercial buildings (currently, country pubs and petrol stations).

Attachments

pub-be-gone.png

pub-be-gone.png (11.58 KiB) Viewed 2729 times



[romazoon](#)

Tycoon

Tycoon

Posts: [1288](#)

Joined: 20 Jun 2010 23:16

[Re: TaI - introducing the scrabble board](#)

[Post](#) by [romazoon](#) » 28 Dec 2012 17:05

i m really glad to see things move on this set ! I m really excited to see the outcome of your work mr Pikka ! The screenies are tasty 😊

Can we expect the city hall bulding you were planning initially ?

also would it be anyhow possible to see what kind of towns we are building in the scenario editor ? i remember creating a scenario with your newgrf were i had to label cities name with their max pop possible at a certain date, this was made so i can know what kind of town is coming next(by counting down with the pattern you gave earlier in the thread)... and also to let player know from the begining and plan their network accordingly.

and a small suggestion, what about a parameter to disallow all the tall and urban building to be built to make for example a totally rural looking scenario? or to allow them only after cities reached a certain size (like in the japan set). This should/would not break your feature of limiting city size, but could give more flexibility to players on the kind of scenario they want to play 😊

thanks for all your work, and looking forward your next release 😊



[PikkaBird](#)

Graphics Moderator

Graphics Moderator

Posts: [5383](#)

Joined: 13 Sep 2004 13:21

Location: The Moon

Contact:

[Re: TaI - introducing the scrabble board](#)

[Post](#) by [PikkaBird](#) » 28 Dec 2012 17:47

A new version of the set has hit Bananas, along with a beta of TaI Industries (which is little more than PBI renamed, for the moment). 😊

*romazoon wrote:*also would it be anyhow possible to see what kind of towns we are building in the scenario editor?

TaI now reads and respects the OpenTTD "city" flag; only and all OpenTTD "cities" will also be TaI "cities". 😊 As for the city/town/village halls... well, eventually (tm).

[ziond](#)

Engineer

Engineer

Posts: [50](#)

Joined: 04 Mar 2009 10:55

Location: Moscow, Russia

[Re: TaI - introducing the scrabble board](#)

[Post](#) by [ziond](#) » 28 Dec 2012 19:13

*PikkaBird wrote:*A new version of the set has hit Bananas, along with a beta of TaI Industries (which is little more than PBI renamed, for the moment). 😊

Thanks for those awesome sets 😊 PBI (and brick chain ofcourse) is still one of the most used industry set by me mostly because of stockpile and secondary_industries_built_near_town features 😊 By the way is there any chance in future to fix the bug mentioned [here](#)?



[Dave](#)

Moderator

Moderator

Posts: [17198](#)

Joined: 26 Dec 2005 20:19

Location: Harringay, North London

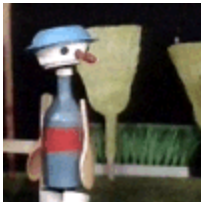
Contact:

[Re: TaI - introducing the scrabble board](#)

[Post](#) by [Dave](#) » 31 Dec 2012 01:41

Request: I trust you will be removing the football stadium before 1863... and maybe even some stepped versions through history!? 🙄

In Pikka we trust... I know you'll get this right. UKRS has been screaming for era-specific scenery for years. A combination of that and no reserved tracks and my screens might actually be come half-way respectable dear 😊



[PikkaBird](#)

Graphics Moderator

Graphics Moderator

Posts: [5383](#)

Joined: 13 Sep 2004 13:21

Location: The Moon

Contact:

[Re: TaI - introducing the scrabble board](#)

[Post](#) by [PikkaBird](#) » 31 Dec 2012 11:10

Dave W wrote: Request: I trust you will be removing the football stadium before 1863... and maybe even some stepped versions through history!? 🙄

Oh, that's definitely on the to-do list. You may have noticed that the football stadium is a "Park"; it's just that that's the only graphic that exists for the 2x2 park so far.



[Zuu](#)

OpenTTD Developer

OpenTTD Developer

Posts: [4553](#)

Joined: 09 Jun 2003 18:21

Location: /home/sweden

Re: TaI - introducing the scrabble board

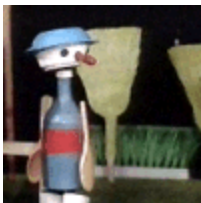
[Post](#) by [Zuu](#) » 01 Jan 2013 23:34

For those who have mentioned a complementary GS, it might be worth to mention which role a GS can play:

- increase/reduce growth rate
- put restrictions on growth based on eg. cargo delivery

However, the GS can only read the city flag. It cannot read the type of which of the 6 TAI town types a town belongs to. Unless some property that is exposed both via NewGRF spec and GS API is abused to communicate this fact.

If GRFs can affect the noise limit, that might be a candidate to have a relation between population and noise limit that is different for each of the 6 town types in a way that the GS can use noise limit + town size + city flag to decode the town type.



[PikkaBird](#)

Graphics Moderator

Graphics Moderator

Posts: [5383](#)

Joined: 13 Sep 2004 13:21

Location: The Moon

Contact:

Re: TaI - introducing the scrabble board

[Post](#) by [PikkaBird](#) » 02 Jan 2013 00:05

Here are the Town Index values that are associated with each town class, if they're helpful.

If the city flag is set: Lowest 2 bits of the Town Index (0-3):

0 = Metropolis

1 = Industrial City 2-3 = Small City

If the city flag is not set: Lowest 3 bits of the Town Index (0-7):

0-2 = Industrial Town

3 = Small/Planned Town 4-7 = Village

[aantono](#)

Traffic Manager

Traffic Manager

Posts: [211](#)

Joined: 15 Apr 2010 21:01

Location: Midwest, US

Re: TaI - introducing the scrabble board

[Post](#) by [aantono](#) » 27 Oct 2014 21:55

Pikka, this is an amazing set, and I was hoping that there might be an update to it, to add the City/*/Hall to mark the kind of town, etc. Any chance that might happen? 😊

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