

Transport fever heightmap too large



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Hi, I want to create a custom map and I already use another as a basis for it. However, I don't know how to make a card anymore. I want to be the biggest size, 576 km2. What do I have to do? EDIT: Nothing, it seems to depend on the size of the height card. EDIT #2: That's right, but the game throws a mistake when I try to import an 8192x8192 height card. Thank you one. Sides of the card 1024 x X No 1 (1025 x 2049 , 3173 x 4097, etc.) 2. Maximum map limited to 16 mios pixels For more information see here: Heigtmaps (Erlaube Abmessungen) (Only German, but this should not be a problem) Ich ben nur dafr verantwortlich was ich schreibe, ich was andere verstehen wollen! System: Windows 7 Final 64bit ; AMD Phenom II X4 965 and 3.4 GHz; 8GB DDR3 Ram; GeForce GTX 660 and 3GB GDDR5 Ram (Treiber: 431.36) So no maps more than 256 km2? Well, it sucks bigtime, it's one of the main things that made me want this game. The maps larger then 256 km2 only possible with ingame generated maps. Max. 576 km2 with experimental mapsizes. See here: Alle Kartengren Ich ben nur dafür verantwortlich was ich schreibe, nicht was andere verstehen wollen! System: Windows 7 Final 64bit ; AMD Phenom II X4 965 and 3.4 GHz; 8GB DDR3 Ram; GeForce GTX 660 and 3GB GDDR5 Ram (Treiber: 431.36) Well, it's just disappointing. What's the point of having large card sizes if you can only have ugly and boring generated cards? I think there will be future updates/patches regarding this issue, I hope so. I bet we're going to get some good updates... I've always found Train Fever a little lacklustre in that regard. They did some small gameplay fixes and some user interface changes and then they were made. With these types of games, new gameplay and content is added after release more often than not. I was very disappointed too when I found that they limited the 16 mpx maximum side the user created the card. I believe they did this to prevent bad game performances in ultralarge cards. But the game already has a drop in performance when the card fills too much, aside from the size of the card. This has more to do with the number of agents and vehicles, so limiting the size of the card is pointless. Another thing that bothers me, as a map builder enthusiast, is that the game try always automatically to create a road network in you map, with ugly results (the island of the city ends always with long ocean bridges to the mainland) and even prevents you from using the map if the game fails to create an automatic road network. Without a proper editor, in mountain maps it's really a pain to add cities and industries because the game won't take cities or industries that can't be reached on conventional roads and not trying tunnels in the mountains. I really hope that Devs will help us get rid of these pointless and frustrating limits of our creativity. How can I edit a city? Not a buddy. I want later place of city building, streets, etc. go to drive C: and search settings.lua file (for GOG game located located C: Users \$UserName AppDataRoaming-Transport Fever) find an experimentalMapSizes parameter and change it to trueThat's it. Enjoy huge and megalomaniac sizes. Thank you, but I already knew that. Click here for the program files (x86)Steam-userdatayousteamuserid446800\locaedit file settings.lua, to include experimental map sizes.i haven't actually tried to work with these maps as I suspect my 2yr old 8core@3.64.6Ghz/16gb/RX290 will not be able to accept it.enjoy.edit: 2 23 comments modding:developerinfo maps:In addition to random maps, you can create custom maps. The only thing you need is a height map in the form of a gray image. In the accompanying map.lua file, you can specify the height range of your growth map, and you can add cities and industries. Each card has its own separate folder and there is a special catalog for custom cards. The structure looks like this: Transport fever ... maps test_map01 heightmap.png map.lua test_map02..... The height map used to create the custom map is represented by a grey scale. The brightness of each pixel represents the value of height. The range of these values can be set in the accompanying maps.lua file. Restrictions for gray image: greyscale, i.e. must contain only one PNG channel format 8-/16-bit width and heigth images must be multiples of 256 plus one and limited between 257 and 16385. The total number of pixels should be no more than 16 million, for example, 4097 x 4097 or 2049 x 8193 (note 256 x 16 x 1 4097 or 256 x 32 x 1 8193). Greyscale image heights maps can be found online or created using standard image editing tools (Photoshop, Gimp, etc.). Each user card needs an accompanying maps.lua file where you at least need to give a name. Otherwise, it won't appear in the Create a New Game dialogue. It is also highly recommended to determine the range of height values represented by the height map. Typical map.lua file: these features () return and name test_map01.- (1) range 510.0, -- (2) seed - test, -- (3) (optional) startDate - year 1950, month 1, day -1, -- (optional) cities - (optional) name - Schaffhausen, sizeFactor - 1.0, ... , industries -- (6) (optional) - pos -1500.0, 1600.0, fileName - industry/farm.con The name of the card that appears in the menu of choice Sets the minimum (black pixel) and the maximum height (white pixel) where: the water level is always 100 m maximum possible height of 1000 m Fix seeds to a certain Override Start Date List of Cities List of Industries Modding / developerinfo/maps.txt Last change: 2019/03/19 10:18 (external editing) Some maps that are posted here and that I tried not to download. The message I get is: The game of initialization is not Heightmap is too big. The number of pixels should not exceed 16 MWho something knows how to fix it, I mean they place here because they work if its my my wine, its not new, but it has all the settings on a high, chosen by itself. Thank you for your time I have my map settings set to be true rather than false. gamemanual:mapsizes Transport Fever supports different card sizes and multiple ratios. Below is a table with all available sizes for free play and map editor. Typically, only small, medium, large and very large are available in the game. Below is a look at how to include other card sizes. The ratio is calculated between the length of the edges of the map. Size \ Ratio 1:1 1:2 1:3 1:4 1:5 Tiny* 4 x 4 km 2.5 x 5 km 2 x 6 km 2 x 8 km 1.5 x 7.5 km Small 8 x 8 km 5.5 x 11 km 4.5 x 13.5 km 4 x 16 km 3.5 x 17.5 km Medium 12 x 12 km 8 x 16 km 6.5 x 19.5 km 6 x 24 km 5 x 25 km Large 14 x 14 km 10 x 20 km 8 x 24 km 7 x 28 km 6 x 31.5 km Very Large 16 x 16 km 11 x 22 km 9 x 27 km 8 x 32 km 7 x 35 km Huge* 20 x 20 km 14 x 28 km 11.5 x 34.5 km 10 x 40 km 8.5 x 42.5 km Megalomaniac* 24 x 24 km 16.5 x 33 km 13.5 x 40.5 km 12 x 48 km 10.5 x 52.5 km The sizes are approximations The exact values can vary to 250m. Transport Fever 2 can import gray images. Each pixel contains information about the angle height of 4x4 meters in the game. 1025 pixels (1025 - 1) x 4 and 4096 meters. The images resolutions for the import of grayscale heightmaps are: Size \ Ratio 1:1 1:2 1:3 1:4 1:5 Tiny* 1025 x 1025 px 641 x 1281 px 513 x 1537 px 513 x 1537 px 385 x 1921 px Small 2049 x 2049 px 1409 x 2817 px 1153 x 3457 px 1025 x 4097 px 897 x 4481 px Medium 3073 x 3073 px 2049 x 4097 px 1665 x 4993 px 1537 x 6145 px 1281 x 6401 px Large 3585 x 3585 px 2561 x 5121 px 2049 x 6145 px 1793 x 7169 px 1537 x 8065 px Very Large 4097 x 4097 px 2817 x 5633 px 2305 x 6913 px 2049 x 8193 px 1793 x 8961 px Huge* 5121 x 5121 px 3585 x 7169 px 2945 x 8833 px 2561 x 10241 px 2177 x 10881 px Megalomaniac* 6145 x 6145 px 4225 x 8449 px 3457 x 10369 px 3073 x 12289 px 2689 x 13441 px The other map sizes can be enabled by changing a value in the settings.lua which is located in the userdata folder. You can see the location of the game files to find out where this catalog is. Close the game before you change the edit file. Inside the file, look for the experimentalMapSizes key and switch it to the true one to include the experimental card sizes. Usually the keys are ordered in alphabetical order for better orientation. Save the file and restart the game. Functional data () return ... ExperimentalMapSizes - true, ... End keep in mind that the size of the card correlates with the amount of RAM that is needed, and in most cases the required processor power too. Smaller cards tend to work more freely on most computers. To run experimental size cards, you need at least 16GB of RAM. gamemanual/mapsizes.txt Last change: 2020/06/03 12:39 by kjell kjell

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