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Simutrans Wiki

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(Cached)

Ground parameters (vers. 0.99.xx - 0.112.xx)



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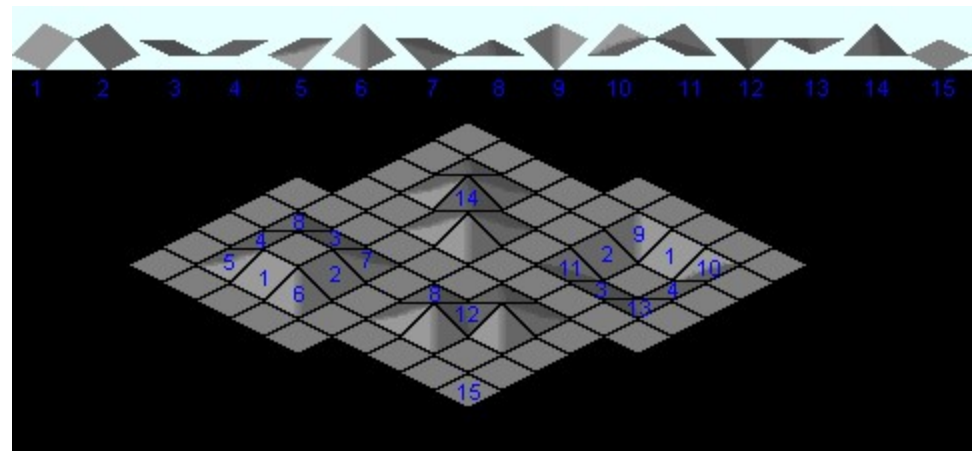
The parameters of Ground objects

Simutrans Version 0.99.xx

ground_32.zip (24.47 Kb) contains the source files of the objects on this page

Definition of basic ground

```
Obj=ground
Name=LightTexture
Image[0][0]=texture-lightmap.0.14
Image[1][0]=texture-lightmap.0.6
Image[2][0]=texture-lightmap.0.7
Image[3][0]=texture-lightmap.0.2
Image[4][0]=texture-lightmap.0.4
Image[5][0]=texture-lightmap.0.11
Image[6][0]=texture-lightmap.0.3
Image[7][0]=texture-lightmap.0.12
Image[8][0]=texture-lightmap.0.5
Image[9][0]=texture-lightmap.0.1
Image[10][0]=texture-lightmap.0.13
Image[11][0]=texture-lightmap.0.10
Image[12][0]=texture-lightmap.0.0
Image[13][0]=texture-lightmap.0.8
Image[14][0]=texture-lightmap.0.9
```



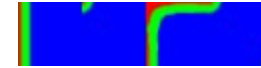
texture-lightmap.png

The grey values correspond to the brightness distribution on the map.

The graphic arts are in the format 32x32 pixels. For other dimensions, the size must be adapted accordingly.

Definition of coast

```
# these images define the beach transition
Obj=ground
Name=ShoreTrans
Image[0][0]=texture-shore.0.0
Image[1][0]=texture-shore.0.1
Image[2][0]=texture-shore.0.2
Image[3][0]=texture-shore.0.3
```



texture-shore.png

the colours correspond to water beach land

The graphic arts are in the format 32x32 pixels. For other dimensions, the size must be adapted accordingly.

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Definition of texture transitions

```
# these images define the slope transition
Obj=ground
Name=SlopeTrans
Image[0][0]=texture-slope.0.0
Image[1][0]=texture-slope.0.1
Image[2][0]=texture-slope.0.2
Image[3][0]=texture-slope.0.3
```



texture-slope.png

the colours show lower level upper level

The graphic arts are in the format 32x32 pixels. For other dimensions, the size must be adapted accordingly.

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Definition of textures

```

Obj=ground
Name=ClimateTexture
# water
# Wasser
Image[0][0]=texturen.0.0
# beach/desert
# Strand/Wüste
Image[1][0]=texturen.0.1
# tropic - Tropen
Image[2][0]=texturen.0.2
# mediterran
# Mittelmeerklima
Image[3][0]=texturen.0.3
# temperate grass
# gemäßigtes Klima
Image[4][0]=texturen.0.4
# tundra
# Tundra
Image[5][0]=texturen.0.5
# rocky/barren
# Alpines Klima/Bergklima
Image[6][0]=texturen.0.6
# snow
# Schnee
Image[7][0]=texturen.0.7

```



texturen.png

upper line: water, beach/desert, tropics, mediterranean, temperate, tundra, alpine, snow

lower line: graphics for the water depths and map edge

The graphic arts are in the format 32x32 pixels. For other dimensions, the size must be adapted accordingly.

Definition of water depths

```

Obj=ground
Name=Water
Image[0][0]=texturen.1.0
Image[1][0]=texturen.1.0
Image[2][0]=texturen.1.1
Image[3][0]=texturen.1.2
Image[4][0]=texturen.1.3
Image[5][0]=texturen.1.4

```

Definition of map edge

```

Obj=ground
Name=Outside
# hangtyp * animation
Image[0][0]=texturen.1.0

```

from version > 0.102.2.2 (r3621):

From this version onwards the copyright field will be shown while the pakset is being loaded.

In this field, the name of the pakset and its version number should be stored.

Top

Definition of map grid

```
Obj=ground
Name=Borders
# backpart (obtained by (hang&1)|((hang&12)>>1)
Image[0][0]=borders.0.6
Image[1][0]=borders.0.2
Image[2][0]=borders.0.3
Image[3][0]=borders.0.4
Image[4][0]=borders.0.5
Image[5][0]=borders.0.1
Image[6][0]=borders.0.0
Image[7][0]=borders.0.7
```



borders.png

The graphic arts are in the format 32x32 pixels. For other dimensions, the size must be adapted accordingly.

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Definition of cursor frame

```

Obj=ground
Name=Marker
# the front part (obtained by hang&7) for single slopes
Image[0][0]=Marker.0.6
Image[1][0]=Marker.0.1
Image[2][0]=Marker.0.4
Image[3][0]=Marker.0.2
Image[4][0]=Marker.0.0
Image[5][0]=Marker.0.5
Image[6][0]=Marker.0.3
Image[7][0]=Marker.0.7
# backpart (obtained by (hang&1)|((hang&12)>>1)
Image[8][0]=Marker.1.6
Image[9][0]=Marker.1.2
Image[10][0]=Marker.1.3
Image[11][0]=Marker.1.4
Image[12][0]=Marker.1.5
Image[13][0]=Marker.1.1
Image[14][0]=Marker.1.0
Image[15][0]=Marker.1.7

```



Marker.png

The graphic arts are in the format 32x32 pixels. For other dimensions, the size must be adapted accordingly.

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Definition of slope fences

```
Obj=ground
Name=Fence
# Natural fence
# Zäune unbebaute Felder
Image[0][0]=fences.0.0
Image[1][0]=fences.0.1
Image[2][0]=fences.0.2
# building fence
# Zäune bebaute Feldern
Image[3][0]=fences.1.0
Image[4][0]=fences.1.1
Image[5][0]=fences.1.2
```



fences.png

The graphic arts are in the format 32x32 pixels. For other dimensions, the size must be adapted accordingly.

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Definition of slope walls

Walls farmed fields

```
Obj=ground
Name=Basement
# West
Image[0][0]=-
Image[1][0]=ls-brickslope.0.0
Image[2][0]=-
Image[3][0]=ls-brickslope.0.1
Image[4][0]=ls-brickslope.0.2
Image[5][0]=ls-brickslope.0.3
Image[6][0]=-
Image[7][0]=ls-brickslope.0.4
Image[8][0]=ls-brickslope.0.7
Image[9][0]=-
Image[10][0]=-
# North
Image[11][0]=-
Image[12][0]=ls-brickslope.1.0
Image[13][0]=-
Image[14][0]=ls-brickslope.1.1
Image[15][0]=ls-brickslope.1.2
Image[16][0]=ls-brickslope.1.3
Image[17][0]=-
Image[18][0]=ls-brickslope.1.4
Image[19][0]=ls-brickslope.1.7
Image[20][0]=-
Image[21][0]=-
```



ls-brickslope



ls-slope

The graphic arts are in the format 32x32 pixels. For other dimensions, the size must be adapted accordingly.

if vacant fields build with mortar

```
Obj=ground
Name=Slopes
# West
Image[0][0]=-
Image[1][0]=ls-slope.0.0
Image[2][0]=-
Image[3][0]=ls-slope.0.1
Image[4][0]=ls-slope.0.2
Image[5][0]=ls-slope.0.3
Image[6][0]=-
Image[7][0]=ls-slope.0.4
Image[8][0]=ls-slope.0.7
Image[9][0]=-
Image[10][0]=-
# North
Image[11][0]=-
Image[12][0]=ls-slope.1.0
Image[13][0]=-
Image[14][0]=ls-slope.1.1
Image[15][0]=ls-slope.1.2
Image[16][0]=ls-slope.1.3
Image[17][0]=-
Image[18][0]=ls-slope.1.4
Image[19][0]=ls-slope.1.7
Image[20][0]=-
Image[21][0]=-
```

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Contributors to this page: Frank , IgorEliezer and system .

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3. unofficial pak64.german 0.120.4.1.2 beta
4. Translation page for missions/scenarios
5. unofficial pak64.german 0.120.4.1.1

6. TileCutter 1.1.2
7. TileCutter 1.1.1
8. pak128.German 1.1
9. survey on Simutrans 2019
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