



CTR Creator use for rides (Beginner)

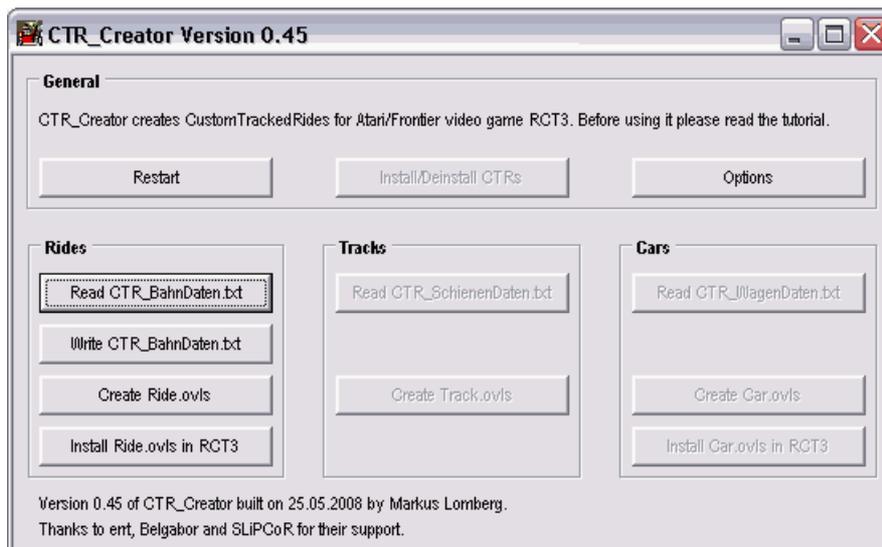
Tutorial for RCT3



Preliminary note

This tutorial explains the basic use of the tool CTR_Creator which can be used to create Custom Tracked Rides (short CTR) for the game Rollercoaster Tycoon 3 (short RCT3). For beginners it's step by step demonstrated, how to simply create the first custom coaster. For pros there is another tutorial, that shows the use of CTR_Creator with additional and more complex options to create coasters.

This tutorial is on version 0.45 of CTR_Creator. With this version, custom coasters can be made; custom tracktypes and cars will be available in later versions.



Preparations

Of course the tool CTR_Creator is needed that can be downloaded at rct-3.org. The download includes some helpful supplementary files to make the use of CTR_Creator easier, for example empty templates, examples, a list of coaster and car names and a list of all tracksections (one for RCT3 with and another one for RCT3 without addons).

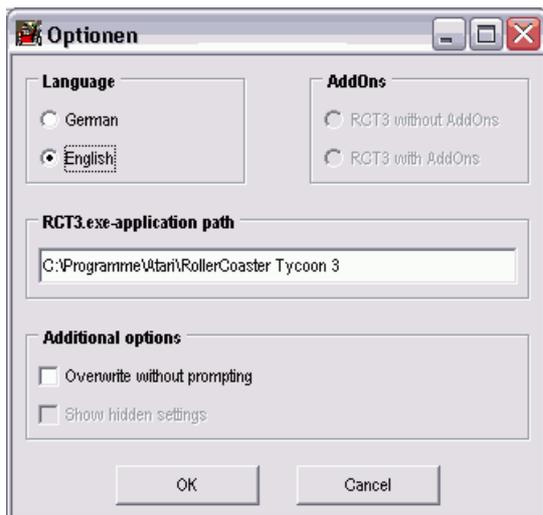
Now you should create a new folder for your CTRs, e.g. "CTR workfolder" in "MyDocuments" (but name and location aren't important). Put all the files from the download into this folder.

Before starting, I recommend to make a backup of the RCT3-folders. There are no known damages of RCT3-files, but just to be safe. This is the way you can get a working game without CTR by copying the backed up folders back.

I didn't try, but I think you need the rights of an administrator to write files to the RCT3-directory.

For beginners: The first CTR-coaster in a few steps

The first time you're starting CTR_Creator you're asked to open the options menu first. To open it, click the **button „Options“** to define some important data for the CTR_Creator.

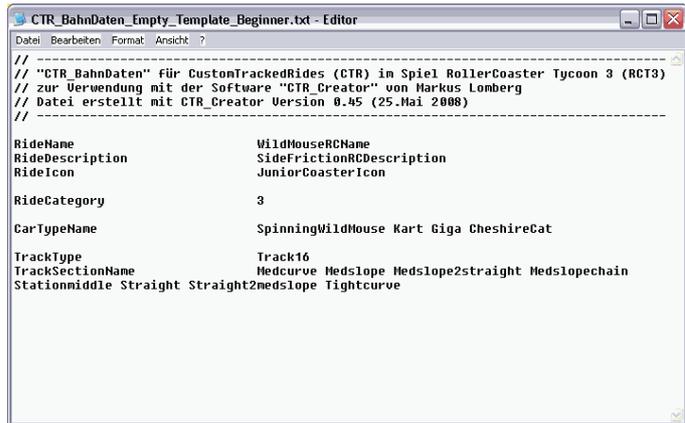


Check the installation directory, i.e. the directory your "RCT3.exe" (respectively "RCT3plus.exe" if you have Soaked/Wild) is in. The path preset should be correct as CTR_Creator automatically reads it from the Registry; otherwise (i.e. an incorrect path or problems with reading it from the Registry) insert the path by hand. With this specification, CTR_Creator can install the Ride.ovl directly into the RCT3 folder structure, which might save you work and possible mistakes. Also change the language to English (at the upper left) if this isn't selected. You will have to restart the CTR_Creator then to have the language changed.

You don't have to care about the other options now; they will be activated in a later version of CTR_Creator. By clicking „OK“ a file "CTR_Creator_Options.txt" will be generated in your work directory, so the options are saved for later starts of CTR_Creator.

Now there is a **button "Read CTR_BahnDaten.txt"**. This textfile, containing all needed information for your coaster, will be written now. To do this, open the file "CTR_BahnDaten_Empty_Template_Beginner.txt" which came with the download in a texteditor like e.g. "Notepad" (also called "Editor") or „Wordpad“ in Windows.

The file should look similar to the one in the picture on the right (without the values filled in). On the left side you see the so-called keywords and behind these, the values will be written. If you're not sure, you can leave the space behind a keyword empty; in this case CTR_Creator will automatically use a default value, that should match in most situations.



```

// "CTR_BahnDaten" für CustomTrackedRides (CTR) im Spiel RollerCoaster Tycoon 3 (RCT3)
// zur Verwendung mit der Software "CTR_Creator" von Markus Lomberg
// Datei erstellt mit CTR_Creator Version 0.45 (25.Mai 2008)
//
RideName                WildMouseRCName
RideDescription          SideFrictionRCDescription
RideIcon                 JuniorCoasterIcon

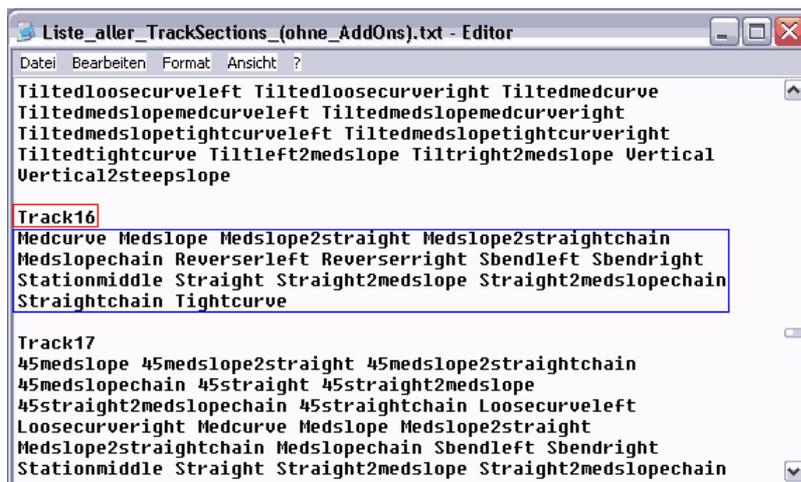
RideCategory             3

CarTypeName              SpinningWildMouse Kart Giga CheshireCat

TrackType                Track16
TrackSectionName         Medcurve Medslope Medslope2straight Medslopechain
Stationmiddle Straight Straight2medslope Tightcurve

```

keyword	Description of the value
RideName	The name of your coaster shown in the game. You can only use the names RCT3 includes, as CTR_Creator version 0.45 doesn't support custom names. The names you can use can be found in the list included in the download. If the value entered here is incorrect, no name will be shown in RCT3. <i>Example: WildMouseRCName</i>
RideDescription	Description of your coaster that will be shown in the preview. You can only use descriptions RCT3 includes, as CTR_Creator version 0.45 doesn't support custom descriptions. The descriptions you can use can be found in the list included in the download. If the value entered here is incorrect, no description will be shown in RCT3. <i>Example: SideFrictionRCDescription</i>
RideIcon	Icon of your coaster that will be shown in the preview. You can only use icons RCT3 includes, as CTR_Creator version 0.45 doesn't support custom icons. The icons you can use can be found in the list included in the download. If the value entered here is incorrect, no icon will be shown in RCT3. <i>Example: JuniorCoasterIcon</i>
RideCategory	A number from 0 to 17 that defines the category your coaster will be shown in. 0=Transport Rides, 1=Gentle Rides, 2=Water Rides, 3=RollerCoasters Steel 4=Thrill Rides, 5=Other Rides and Attractions, 6=Junior Rides, 15=RollerCoasters Wooden, 16=RollerCoasters Suspended, 17=RollerCoasters Water. <i>Example: 3</i>
CarTypeName	One or more names of the car types to be used for the coaster. The names you can use can be found in the list included in the download. <i>Example: SpinningWildMouse Kart Giga CheshireCat</i>
TrackType	The tracktype defines the track the coaster will use. To choose a tracktype you like (and so the possible track sections) take a look at the „List_of_all_TrackSections_(with/without_AddOns).txt“. <i>Example: Track16</i>
TrackSectionName	List of names of all tracksections that can be used to build the coaster. Names of tracksections matching the tracktype can be found in the textfile „List_of_all_TrackSections_(with/without_AddOns).txt“. The easiest way to do this, copy all tracksections of the choosen tracktype. Then remove tracksections you don't want to have. Whether a normal or inverted station will be used depends on whether "Invstationmiddle" or "Stationmiddle" is included in TrackSectionName. If both are in the copied list and you decide to keep both, inverted and normal tracks are possible; in this case, RCT3 selects "inverted" as default and you shouldn't be suprised by some strange results in RCT3. <i>Example: Medcurve Medslope Medslope2straight Medslopechain Stationmiddle Straight Straight2medslope Tightcurve</i>



In the picture on the left, you see the value for the TrackType marked red.

The blue marked part are possible values for the TrackSectionName, you can copy from the „List of all TrackSections“ to select the sections you want to have.

After filling in all information you want to, save the text file with a new name. This name has to start with "CTR_BahnDaten_", the following will become the name of the generated folder; e.g. "CTR_BahnDaten_SuperScreamer.txt".

In CTR_Creator you can now read in the CTR_BahnDaten text file. If everything is ok (i.e. you did no greater mistakes in the file), two new buttons can be used.

The **button "Write CTR_BahnDaten.txt"** overwrites your text file by automatically correcting format, writing default-values behind keywords without value and adding more keywords that are only for the use of pros.

On the one hand, you can see if CTR_Creator interpreted the values you entered correctly, if problems encounter in the game. If there are mistakes you can correct these and (after pressing the button "Restart") read in the corrected CTR_BahnDaten again.

On the other hand, you can give this textfile to other users so they also can use your coaster. To use it, they have to read in the CTR_BahnDaten with CTR_Creator, create the Ride.ovls and install them in RCT3 (though just giving them the folder with the Ride.ovls is easier normally).

If you don't want the format to be corrected and the values to be proved, you don't have to click the button "Write CTR_BahnDaten.txt".

The most important **button "Create Ride.ovls"** creates the ovl-files RCT3 can read from your CTR_BahnDaten. It creates a folder in the work directory of CTR_Creator containing the two Ride.ovls.

You can give this folder with your CTR-coaster to other users instead of giving them the CTR_BahnDaten so they can use your coaster. You can also install this folder in RCT3 by hand: Just copy it into "\tracks\TrackedRides" in your RCT installation folder.

The easier way to install it is clicking the **button "Install Ride.ovls in RCT3"** that appears after the Ride.ovls have been created. Of course you don't have to click this button if you want to install it in your RCT3 directory by hand.

Now you can use your coaster in RCT3. It appears in the chosen category with the chosen name.

Additional Information

The **button "Options"** is only enabled after starting the application (and not after reading in the CTR_BahnDaten file).

By clicking the **button "Restart"** you can start over and be able to read in a new CTR_BahnDaten file.

You should be **Case-Sensitive** in CTR_Creator and the files created for it. Spaces, Umlauts and special characters in names should be avoided, as these could lead to problems.

The **lists behind keywords** can be separated by spaces, tabulators or commas.

To **deinstall a CTR-Coaster** delete its folder in „\tracked\TrackedRides“ in your RCT3 installation directory.

CTR_Creator doesn't **check for senseless inputs** (e.g. negative speed). So don't complain if your senseless inputs produce curious effects in RCT3.

There can also be **unexpected results**, if you use car types for tracks they don't match, e.g. the bobsleigh, coasters with special extras or inverted, swinging cars. It's the same for stations, tracksections and many more options you can choose that RCT3-programmers didn't think of and that can result in unexpected behavior of the game or errors.

From time to time, search for **new versions of the files included in the download** (e.g. corrected and completed lists), you can also download individually in the download area.

Closing words

I won't answer to mails or pms!

If you got enough experience with the options for beginners, you can try the additional options for pros. To handle these, please read the tutorial for pros.

Thanks to errt, Belgabor and SLiPCoR for their support. Thanks to Lonestar for hosting the forum at www.RCT-3.org.

Translated by errt on 28-05-2008 (version 1.1e) based on the German tutorial written by Markus Lomberg on 05-06-2008 (version 1.0) exclusive for www.rct-3.org

