



CTR_Creator use for rides (Pro)

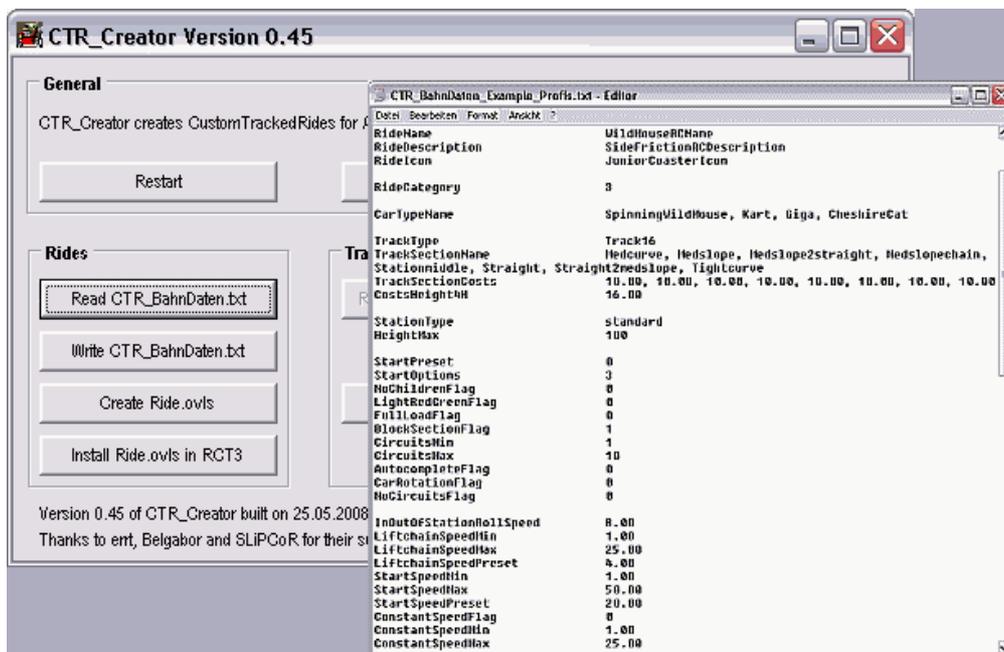
Tutorial for RCT3



Preliminary note

This tutorial is on further and more complex settings to create rides with the tool CTR_Creator which can be used to create Custom Tracked Rides (short CTR) for the game Rollercoaster Tycoon 3 (short RCT3). This tutorial is for advanced users that are already able to handle the basic use (see beginner's tutorial) of the tool.

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

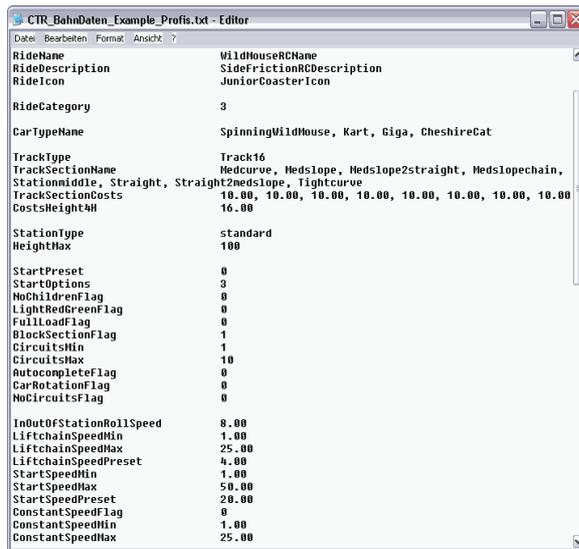


In the following it's assumed that

- the user did the whole beginner's tutorial and is able to use the CTR_Creator well;
- the keywords for beginners in the BahnDaten.txt file can be handled;
- the preparations mentioned in the beginner's tutorial are done;
- experience in creating simple CTR rides have been gained.

All notes and information of the beginner's tutorial should be adequately know as they remain valid.

For pros: Creating a CTR ride with extended settings



At first, open the text file "CTR_BahnDaten_Empty_Template_Prof.txt" with a text editor. You now see dozens of keywords behind which you can enter values (see image on the left). Most keywords are already known from the BahnDaten text files for beginners, but there was no explanation and they were added with the corresponding default values by the CTR_Creator.

The following is still true: 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.

The keywords for beginners will be assumed to be known, so they are noticed in the following list only shortly (for completeness). But they will not be explained anymore.

keyword	description of the value
RideName	Name of your ride shown in the game.
RideDescription	Description of your ride shown in the preview in the game.
RideIcon	Icon of you ride shown in the preview.
RideCategory	A number from 0 to 17 defining in which category your ride will be shown.
CarTypeName	One or more names of car types to be used with your ride.
TrackType	The track type defines the kind of track to be used for your ride.
TrackSectionName	List of names of track sections that can be used while building your ride.
TrackSectionCosts	List of the costs per track section listed. The costs (in the currency your game uses) have to be listed in the same way the track sections were. <i>Example: 45.00, 33.10, 39.50</i>
CostsHeight4H	Costs for building track sections in a height of 4H. This costs depending on the height above the terrain tile will be added to the above costs. So placing of track sections gets more expensive when building higher. <i>Example: 16.00</i>
StationType	Specification of a station type defining the look of the platform. You can choose between Standard, Inverted, Water, Wooden, CableCar, GoKart, MiniGolf, NoPlatform, Rapids or "none". In Soaked/Wild there are additional station types: Aquarium, ElephantStation, FrequentFaller, MasterBlaster, Seizmic, StandardWater, StandardWaterWide, SteamerStation and WhiteWaterRapids. This only changes the look of the platform, i.e. this doesn't influence the track.

	<p>Sometimes a station type is specified in the car.ovls that has a higher priority than this value, so it can change the look of the station. <i>Example: Standard</i></p>
HeightMax	<p>Maximum height above the ground. Defines how high the ride can be build over the respective terrain tile (in units of 1H). For water rides the value should be -1. <i>Example: 50</i></p>
StartPreset	<p>Specification of the preset start option. This value defines which start option (see below) is set by default when building a ride. You can choose between 0=Continuous circuit, 1=Powered launch, 2=Reverse inclined launch, 3=Boating, 4=Racing, 5=Shuttle, 6=Upwards launch, 7=Freefall drop, 8=Up and down, 9=Mini golf, 10=Slide, 11=Reverse cable lift hill, 12=Water Transport, 13=Aquarium, 14=Multiple Powered Launch, 15=Lazy River. Normally this preset start option should also be included in the list of start options (see below). <i>Example: 0</i></p>
StartOptions	<p>Value between 1 and 65535 specifying which start options can be chosen in the game. You can use 1=Continuous circuit, 2=Powered Launch, 4=Reverse inclined launch, 8=Boating, 16=Racing, 32=Shuttle, 64=Upwards launch, 128=Freefall drop, 256=Up and down, 512=Mini golf, 1024=Slide, 2048=Reverse cable lift hill, 4096=Water Transport, 8192=Aquarium, 16384=Multiple Powered Launch, 32768=Lazy River. The list in game can contain more than one option if you add the values up (e.g. value 38 = 2+8+32 = Powered launch + Boating + Shuttle). <i>Example: 3</i></p>
NoChildrenFlag	<p>Defines, whether children can ride your ride. If the value is 1, no children will ride your ride. If the value is 0, children can ride your ride. <i>Example: 1</i></p>
LightRedGreenFlag	<p>Flag defining whether the "traffic light" for the ride operation mode (red=ride closed, yellow=testing, green=ride opened) contains the yellow light. If the value is 1 it's only possible to choose red (ride closed) or green (ride opened). If it's 0, the "traffic light" also contains yellow (start testing). The term "traffic light" does not correspond to the traffic light at a station. <i>Example: 0</i></p>
FullLoadFlag	<p>Defines whether it's only possible to run the ride on full load. Normally the value is 0, so you can choose between „1/4 Load“, „1/2 Load“, „3/4 Load“ and „Full Load“ for the time of the trains to wait before starting. If the value is 1, you can't choose; only „Full Load“ is possible. <i>Example: 0</i></p>
BlockSectionFlag	<p>Defines whether the "Block section" box is shown. If the value is 1, the box "Block section" is shown, i.e. the player can choose to use block sections or not. If the value is 0, the box will not be shown. <i>Example: 1</i></p>
CircuitsMin	<p>Minimal number of circuits you can set in the game. Normally you should use 1. <i>Example: 1</i></p>
CircuitsMax	<p>Maximal number of circuits you can set in the game. <i>Example: 10</i></p>
AutocompleteFlag	<p>Defines whether the autocomplete button is shown. If the value is 1, the button is activated. If the value is 0, the button is not shown. <i>Example: 0</i></p>
CarRotationFlag	<p>Defines whether the button for a rotation set by hand is shown.</p>

	<p>Normally this value is 0. Even if set to 1, only cars that are created for horizontal rotation are affected (e.g. Multidimension Coaster). You should set this flag to 0 for cars that normally swing free or they won't swing freely (bobs also belong in this category). If you set it to 1, you have to/can set up the rotation/swinging by hand in the game.</p> <p><i>Example: 0</i></p>
NoCircuitsFlag	<p>Defines, whether circuits are possible. If the value is 1, you can't connect the start and the end of the ride; i.e. the cars go forwards and backwards and not in a circuit. If the value is 0, you have to build a circuit, i.e. the track must be a closed circuit without start and end.</p> <p><i>Example: 0</i></p>
InOutOfStationRollSpeed	<p>Speed the cars normally (i.e. if the start option "Continuous circuit" is chosen) roll into the station and out of it. Other start options than Continuous circuit may have priority, so the speed may differ from this value.</p> <p><i>Example: 6.50</i></p>
LiftchainSpeedMin	<p>Minimal lift chain speed to be set by the user. If the lift chain speed is available (depends on the ride), the user can set it in a specific range. This value defines the lower limit of this range.</p> <p><i>Example: 1.50</i></p>
LiftchainSpeedMax	<p>Maximal lift chain speed to be set by the user. If the lift chain speed is available (depends on the ride), the user can set it in a specific range. This value defines the upper limit of this range.</p> <p><i>Example: 20.00</i></p>
LiftchainSpeedPreset	<p>Preset lift chain speed. If the lift chain speed is available (depends on the ride), the user can set it in a specific range. This value defines the speed that is preset after building the ride.</p> <p><i>Example: 4.70</i></p>
StartSpeedMin	<p>Minimal launch speed to be set by the user. If the launch speed is available (depends on the ride), the user can set it in a specific range. This value defines the lower limit of this range.</p> <p><i>Example: 3.00</i></p>
StartSpeedMax	<p>Maximal launch speed to be set by the user. If the launch speed is available (depends on the ride), the user can set it in a specific range. This value defines the upper limit of this range.</p> <p><i>Example: 45.50</i></p>
StartSpeedPreset	<p>Preset launch speed. If the launch speed is available (depends on the ride), the user can set it in a specific range. This value defines the speed that is preset after building the ride.</p> <p><i>Example: 15.00</i></p>
ConstantSpeedFlag	<p>Defines whether the cars drive at a (nearly) constant speed. If the value is 0, the ride can have varying speeds (e.g. coasters). If the value is 1, the cars drive at a constant speed set by the user (e.g. ghost trains, many junior rides and most water rides).</p> <p><i>Example: 0</i></p>
ConstantSpeedMin	<p>Minimal constant speed to be set by the user. If the constant speed is available (depends on the ride), the user can set it in a specific range. This value defines the lower limit of this range.</p> <p><i>Example: 0.90</i></p>
ConstantSpeedMax	<p>Maximal constant speed to be set by the user. If the constant speed is available (depends on the ride), the user can set it in a specific range. This value defines the upper limit of this range.</p> <p><i>Example: 25.00</i></p>
ConstantSpeedPreset	<p>Preset constant speed. If the constant speed is available (depends on the ride), the user can set it in a specific range. This value defines the speed that is preset after building the ride.</p> <p><i>Example: 5.20</i></p>

HillVariation	Value between 0 and 1 defining how much the speed is influenced by riding up or down hills. All rides without constant speed (e.g. coasters) should use 1 for full influence to get a realistic driving behavior. For rides with constant speed , a value between 0.0 and 0.4 should be used. <i>Example: 1.0</i>
RideCostsPreview	Approximate costs shown in the preview. Specifies the expected costs that are shown in the preview and the ride list. RCT3 rounds this to full 50s. This value is only shown and has nothing to do with the real costs. <i>Example: 4700</i>
RunningCostsBase	Base value for the running costs. This costs always incur (independent of the players settings). More values (see following keywords) will be added to this to get the full running costs in game. <i>Example: 49.60</i>
RunningCostsPerTrain	Running costs per train. This value will be added to the base running costs for each train. I.e. the more trains the player chooses, the higher are the running costs for the whole ride. <i>Example: 10.90</i>
RunningCostsPerCar	Running costs per car. This value will be added to the base running costs for each car. I.e. the more cars the player chooses, the higher are the running costs for the whole ride. <i>Example: 3.20</i>
RunningCostsPerStation	Running costs per station. This value will be added to the base running costs for each station. I.e. the more stations the player builds, the higher are the running costs for the whole ride. (Normal rides only have one station; the station segments aren't relevant!) <i>Example: 10.50</i>
ExcBase	Base value for the excitement rating. More values depending on the ride will be added to this to get the excitement rating in the game. <i>Example: 3.00</i>
IntBase	Base value for the intensity rating. More values depending on the ride will be added to this to get the intensity rating in the game. <i>Example: 2.00</i>
NauBase	Base value for the nausea rating. More values depending on the ride will be added to this to get the nausea rating in the game. <i>Example: 1.50</i>
ExcCircuitCount	Excitement rating based on chosen number of circuits. This value multiplied with the number of circuits chosen by the user will be added to the base excitement value (see above). <i>Example: 0.00</i>
IntCircuitCount	Intensity rating based on chosen number of circuits. This value multiplied with the number of circuits chosen by the user will be added to the base intensity value (see above). <i>Example: 0.00</i>
NauCircuitCount	Nausea rating based on chosen number of circuits. This value multiplied with the number of circuits chosen by the user will be added to the base nausea value (see above). <i>Example: 0.00</i>
ExcCarCount	Excitement rating based on chosen number of cars. This value multiplied with the number of cars chosen by the user will be added to the base excitement value (see above). <i>Example: 0.30</i>
IntCarCount	Intensity rating based on chosen number of cars.

	<p>This value multiplied with the number of cars chosen by the user will be added to the base intensity value (see above).</p> <p><i>Example: 0.00</i></p>
NauCarCount	<p>Nausea rating based on chosen number of cars.</p> <p>This value multiplied with the number of cars chosen by the user will be added to the base nausea value (see above).</p> <p><i>Example: 0.00</i></p>
ExcRideTime	<p>Excitement rating based on ride time.</p> <p>This value multiplied with the ride time (in seconds) will be added to the base excitement value (see above).</p> <p><i>Example: 0.01</i></p>
IntRideTime	<p>Intensity rating based on ride time.</p> <p>This value multiplied with the ride time (in seconds) will be added to the base intensity value (see above).</p> <p><i>Example: 0.00</i></p>
NauRideTime	<p>Nausea rating based on ride time.</p> <p>This value multiplied with the ride time (in seconds) will be added to the base nausea value (see above).</p> <p><i>Example: 0.00</i></p>
ExcSceneryMax	<p>Maximal influence of scenery to the excitement rating.</p> <p>This value limits the influence of scenery (see below). Even if there's much scenery, maximally this value will be added to the base excitement value.</p> <p><i>Example: 0.50</i></p>
IntSceneryMax	<p>Maximal influence of scenery to the intensity rating.</p> <p>This value limits the influence of scenery (see below). Even if there's much scenery, maximally this value will be added to the base intensity value.</p> <p><i>Example: 0.00</i></p>
NauSceneryMax	<p>Maximal influence of scenery to the nausea rating.</p> <p>This value limits the influence of scenery (see below). Even if there's much scenery, maximally this value will be added to the base nausea value.</p> <p><i>Example: 0.00</i></p>
ExcMaximumSpeed	<p>Excitement rating based on maximum speed.</p> <p>This value multiplied with the maximum speed (in m/s) will be added to the base excitement value (see above).</p> <p><i>Example: 0.01</i></p>
IntMaximumSpeed	<p>Intensity rating based on maximum speed.</p> <p>This value multiplied with the maximum speed (in m/s) will be added to the base intensity value (see above).</p> <p><i>Example: 0.02</i></p>
NauMaximumSpeed	<p>Nausea rating based on maximum speed.</p> <p>This value multiplied with the maximum speed (in m/s) will be added to the base nausea value (see above).</p> <p><i>Example: 0.01</i></p>
ExcAverageSpeed	<p>Excitement rating based on average speed.</p> <p>This value multiplied with the average speed (in m/s) will be added to the base excitement value (see above).</p> <p><i>Example: 0.50</i></p>
IntAverageSpeed	<p>Intensity rating based on average speed.</p> <p>This value multiplied with the average speed (in m/s) will be added to the base intensity value (see above).</p> <p><i>Example: 0.50</i></p>
NauAverageSpeed	<p>Nausea rating based on average speed.</p> <p>This value multiplied with the average speed (in m/s) will be added to the base nausea value (see above).</p> <p><i>Example: 0.00</i></p>
ExcRideLength	<p>Excitement rating based on ride length.</p> <p>This value multiplied with the ride length (in m) will be added to the base excitement value (see above).</p>

	<i>Example: 0.01</i>
IntRideLength	Intensity rating based on ride length. This value multiplied with the ride length (in m) will be added to the base intensity value (see above). <i>Example: 0.00</i>
NauRideLength	Nausea rating based on ride length. This value multiplied with the ride length (in m) will be added to the base nausea value (see above). <i>Example: 0.00</i>
ExcSceneryInfluence	Influence of scenery to the excitement rating. This value multiplied with the influence of scenery built near the ride will be added to the base excitement value (see above). <i>Example: 4.00</i>
IntSceneryInfluence	Influence of scenery to the intensity rating. This value multiplied with the influence of scenery built near the ride will be added to the base intensity value (see above). <i>Example: 0.00</i>
NauSceneryInfluence	Influence of scenery to the nausea rating. This value multiplied with the influence of scenery built near the ride will be added to the base nausea value (see above). <i>Example: 0.00</i>
ExcAverageHorizGForce	Excitement rating based on average horizontal G force. This value multiplied with the average horizontal G force (in G) will be added to the base excitement value (see above). <i>Example: 2.00</i>
IntAverageHorizGForce	Intensity rating based on average horizontal G force. This value multiplied with the average horizontal G force (in G) will be added to the base intensity value (see above). <i>Example: 2.00</i>
NauAverageHorizGForce	Nausea rating based on average horizontal G force. This value multiplied with the average horizontal G force (in G) will be added to the base nausea value (see above). <i>Example: 4.00</i>
ExcAverageVertGForce	Excitement rating based on average vertical G force. This value multiplied with the average vertical G force (in G) will be added to the base excitement value (see above). <i>Example: 1.50</i>
IntAverageVertGForce	Intensity rating based on average vertical G force. This value multiplied with the average vertical G force (in G) will be added to the base intensity value (see above). <i>Example: 3.00</i>
NauAverageVertGForce	Nausea rating based on average vertical G force. This value multiplied with the average vertical G force (in G) will be added to the base nausea value (see above). <i>Example: 1.50</i>
ReliabilityDecrease	Defines how fast the reliability of this ride decreases. The higher the entered value, the faster the reliability decreases, i.e. the ride breaks down earlier. Value 0 means the ride will not break down, so it won't need any mechanic. <i>Example: 10.00</i>
PeepAttractivity	Peeps to be attracted to enter your park. This value defines how many peeps will be attracted to enter your park when this ride is opened. <i>Example: 65</i>
DistanceSpeedUnit	Unit of the velocities you entered above. Possible values are "Metric" ("km/h") or "Imperial" ("mph") or SI ("m/s"). SI is the default value. RCT3 also mentions a distance unit, but this appears to be not affectable. <i>Example: km/h</i>

Additional Information

Flags are turned off with 0 and turned on with 1 (False and True are not implemented).

Negative Values only make sense on HeightMax (Water rides use -1 so you can't build them above ground.) and on CircuitsMax (-1 is default for 100 circuits).

Closing words

If you really did the whole tutorial till the end, you should be a real pro – at least in matters of patience ;-). This tutorial and CTR_Creator were written for exactly these pros. I wish you lots of fun and creativity building your CTR rides!

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

Written Markus Lomberg on 05-06-2008 (version 1.0) exclusive for www.rct-3.org

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