

OpenGFX - Feature Request #2116

wind direction

2011-01-04 16:01 - planetmaker

Status:	Confirmed	Start date:	2011-01-04
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Base	Estimated time:	0.00 hour
Target version:	1.0		

Description

The wind direction is not consistent in the original graphics and probably here not either.

airport wind sock

power plant

oil rig

vehicle smoke?

anything affected by wind forgotten?

Given that the most-used direction, also in newgrf (e.g. ECS, FIRS) seems to be the power plant one to the upper right, I'd prefer to make that standard.

History

#1 - 2011-01-04 22:06 - athanasios

The sea sprites. Waves go > E-SE, we will have to change them to E-NE as you said.

#2 - 2011-02-13 15:44 - Ammler

wind directions can easy change on the map, why should the whole map blow the same direction?

#3 - 2011-02-14 01:41 - athanasios

If we patch code and provide needed graphics it shouldn't! ;-)

#4 - 2011-02-14 14:50 - Ammler

what shouldn't?

I think it is fine to have different wind directions, I see no issue with that... that is more a Feature :-)

#5 - 2011-02-15 00:08 - athanasios

As long as it is not on the same tile or structure or vehicle, agreed! ;-)

#6 - 2011-05-12 17:06 - planetmaker

- File *sprite2679.png* added
- File *sprite2678.png* added
- File *sprite2677.png* added
- File *sprite2676.png* added

Before the sprites get lost and forgotten again (by kamnet):

#7 - 2011-09-23 13:04 - Ammler

- Tracker changed from *Bug* to *Feature Request*

it's not a bug

Files

sprite2679.png	966 Bytes	2011-05-12	planetmaker
sprite2678.png	966 Bytes	2011-05-12	planetmaker
sprite2677.png	966 Bytes	2011-05-12	planetmaker
sprite2676.png	965 Bytes	2011-05-12	planetmaker