

NUTS Unrealistic Train Set - Feature #2870

General ideas

2011-07-20 08:22 - V453000

Status:	Closed	Start date:	2011-07-20
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			

Description

1. all 3 railtypes used

- involved universal engine
- better spread eras than original trainset

2. multiple categories of trains evolving with time - no useless trains, all should be usable

- strong, medium, weak, local passengers, long distance passengers
 - for all railtypes (monorail misses strong, maglev misses local pax)
- possibly some "extra" engines (particularly nutty ones but a bit less effective to use)

3. good wagons

- every wagon visible full/empty
- eventual "ultimate wagon" - 1 wagon that refits to all (parameter switch)
- more speed = less capacity: 35t rail wagons, 25t monorail, 20t maglev

4. toyland compatibility

- possibly FIRS/?PBI? compatibility
- trains have faces in toyland (must have!)

5. all engines reversible + reverse arrow in depot

6. weirdo things

- some trains look like animals or other weird things
- odd wagons
 - almighty flatbeds (carrying monster fruit or ANYTHING that comes to your mind)
 - beer!
 - transparent tankers - cargo can be seen

7. Unproblematic autoreplace

- universal rail type for easy transitions between different track types like rail -> maglev
- all wagons of equal length
 - short wagons can be simulated with articulated wagons
- all engines of equal length - with exception of some 1 tile engines

7.a. a good idea would be to have all wagons of equal length, and consist - no articulation, all wagons 8/8 length

- that would allow for having only 4 wagons within the one generation, which could be attached to anything
- their stats would change appropriately based on which train they are attached to
- there would be no confusion about which wagon fits to what
- unimplemented for the sake of short articulated wagons. /plugin_assets/redmine_wiki_extensions/images/sad.png :)

8.a. passenger trains are all 1 tile long

- 1 tile long steamer trains
- 2 headed modern trains

8.b. cargo steamers are just 0.5 tile short like any other engine

9. "engine" wagon - refittable to all, looks like an appropriate refit wagon, has 0 power or TE, very high max speed, and can be attached to other trains as "fake" wagon that transports reduced amount of cargo. It is an engine so it could be replaced to 2nd engine later on in the game so the player does not have to multiply their engine count manually.

10. every pax train has less passengers per tile than normal wagons

- so that you either get capacity or acceleration, not both at the same time

11. recolorable commuter trains on some engines
- colours in city centers are nice to have, should be mainly for local train class

History

#1 - 2011-07-20 18:20 - oberhuemer

Acronym: *N*ew *U*nrealistic *T*rain *S*et? Popped into my mind when I saw your overview page...

#2 - 2011-07-20 18:22 - oberhuemer

Boldface didn't work, maybe it will now: **NUTS**

#3 - 2011-07-20 18:27 - V453000

Haha, did not even think about that, I should really consider that /plugin_assets/redmine_wiki_extensions/images/biggrin.png New sounds odd, might come up with some other word starting with N /plugin_assets/redmine_wiki_extensions/images/tongue.png ... feel free to create some sprites if your imagination goes crazy! /plugin_assets/redmine_wiki_extensions/images/smile.png

#4 - 2011-07-21 00:17 - athanasios

"NUTS" rocks!

Animals Engines: Better keep them for toyland.

... and do not forget MARS climate support. ;-)

#5 - 2011-07-21 07:24 - V453000

Nono, animal engines included in all climates! /plugin_assets/redmine_wiki_extensions/images/smile.png It is just maglev that will be *that much* nuts after all ;). MARS support is a good idea ... I suppose that is possible (?)

#6 - 2011-07-23 09:55 - oberhuemer

Maybe "Nicely Unrealistic Train Set"? Or even "Nutty Unrealistic Train Set"?

#7 - 2011-07-23 10:42 - V453000

I considered "Nameless" for now /plugin_assets/redmine_wiki_extensions/images/biggrin.png

#8 - 2011-09-09 15:33 - V453000

- *Description updated*

#9 - 2012-02-11 18:28 - V453000

- *Description updated*

#10 - 2012-11-12 14:35 - V453000

NUTS Unrealistic Train Set is the official name

#11 - 2013-05-04 10:49 - V453000

- *Description updated*

#12 - 2013-05-04 10:56 - V453000

- *Description updated*

#13 - 2014-01-31 07:40 - V453000

- *Status changed from New to Closed*