

# OpenTTD

- » Open source remake of Transport Tycoon
- » Multiplatform: runs on Windows, Linux, OS X, BSD, Solaris and other OSes
- » Licensed under GNU/GPL, written in C++
- » Project homepage is at http://openttd.org
- » Can be played for free thanks to open graphics and sound sets.



## What I wanted to do

- » The goal of the game is to successfully run a fictive transport company, maximising the profit while satisfying the market
- » We need to construct new railways, stations, roads and other infrastructure, therefore gaining money is essential
- » We can look at our yearly expenses in a window but the data is not really arranged so well



## What I wanted to do

- » I set a goal to improve the overall readability of this window
  - » I suggested the following possibilities:
    - reorder the data (group by vehicle type, ...)
    - separate the data with an empty space / line
    - differentiate incomes and expenses with color
    - use some icons



×	ky/TC Finances (Com	ipany 1)	₽×≉
Expenditure/Income	2045	2045	2047
Construction	-\$4 <u>,315,478</u>	-\$9,988,032	
Hew Vehicles	-\$4,878,986		
Train Running Codes	-\$7,006,648	-\$7,226,334	-\$434,380
Troin Income	+\$296,685,532	+\$299,855,774	+\$22,359,714
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Rood Vehicle Running Costs Rood Vehicle Income			
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Aircroft Running Costs	-\$1,755,736	-\$1,702,554 +\$22,544,138	-\$102,670
Aircroft Income	+\$20,755,768	+\$22,544,138	+\$2,005,40
Ship Running Costs	-\$188,578	-\$192,344	-\$11,644
Ship income	+\$1,640,298	+\$1,656,762	+\$44,580
Treampeter Maintanana	472L OLO	<b>#770 70</b> 2	
Property Mointenance Loan Interest	-\$724,040	-\$738,392	
Other	-\$3,934	-\$477,514	
Total:	+\$300,208,198	+\$303,731,504	+\$23,861,01
	3,993,660	** ***	
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#### Some notes

- » Those changes were made in a single .cpp file, namely company\_gui.cpp
  - » I had to
    - modify two lists defining the order of values to be printed
    - modify the behavior of two drawing functions
    - introduce the concept of making spaces between values :)

#### What I learned

- » While my changes work as planned, the separating space is a bit "hack-y"
- » In a project this size, even simple changes involve moderate responsibility
- » I started with this project too late and given the average response time of about two weeks, I didn't sumbit this as an official patch
- » The game really plays better, so I might still do so

