

How to add new cities to Euro Truck Simulator

2008.10.20

by Lil Truckin' One after Hausmann's helpful instructions, this could not have been made without you. Thank you.

This documents assumes that you have basic working knowledge of the map editor. It is not a mapping tutorial neither a tutorial on how to find the required file nor does it teach you how to extract or zip the mod. For those, please refer to other tutorials.

The procedure is also not 100% yet, so if you find any flaws please contact Lil Truckin' One at TruckPol forums (<http://truckpol.proboards35.com/index.cgi>).

Note: Make certain to keep a neat and tidy formatting of the files, as some things may even cause crashes -- such as not using a proper line break in some places and so on.

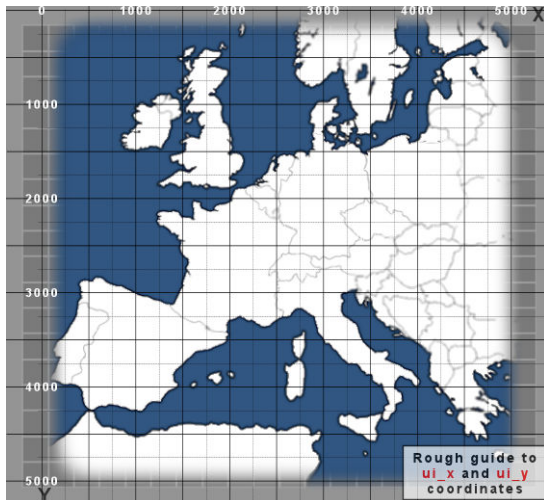
1. Create a new folder and copy over a file of a city from under `def/economy/city`, preferably from the same country if possible in order to simplify the process a bit. To show the procedure Rome will be used as a base for Bari, and therefore `rome.sii` is copied to `bari.sii`.

- 1.1. Open `bari.sii` and change any reference from Rome into Bari as follows:

Note: Do not use any other character than a to z and _ under `city_data`, also a maximum of twelve letters apply.

```
city_data: city.rome becomes city_data: city.bari
city_name: "@@ui_rome@" becomes city_name: "Bari"
```

Set `ui_x` and `ui_y` to the correct position, about 3750 for both axes will do for Bari – this is the location of the city on the map when selecting cargo:

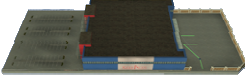
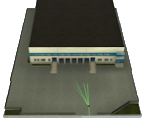
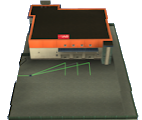
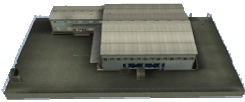
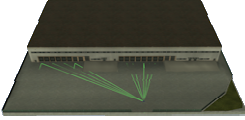
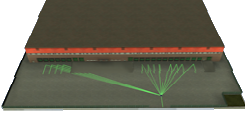


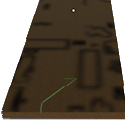
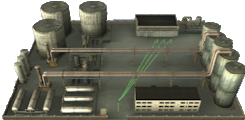


Optionally modify `facts[]`: if desired; search the net (e.g., Wikipedia). You will want info about area (km²), population, and population per square kilometre.

Make sure `country: italy` is indeed the correct country for the new city.

1.2. Save, zip and place in the mod folder.

2. Start the game and go into the map editor, place the new city and the desired companies, making certain to use the proper prefab set for each company:

#	Editor name	Used by...	Appearance
29	/prefab/sellplan/sellplan.pmd	Kaarfor, SellPlan	
31	/prefab/tradeaux_warehouse/tradeaux.pmd	Tradeaux, TransiNet	
32	/prefab/warehouse_orange/warehouse_orange.pmd	EuroGoodies	
33	/prefab/warehouse_small/warehouse_small.pmd	Posped	
34	/prefab/warehouse_grey/warehouse_large_grey.pmd	Trameri	
36	/prefab/warehouse_grey/warehouse_large_grey_v2.pmd	LkwLog GmbH	
37	/prefab/sawmill/sawmill.pmd	Tree-ET	
41	/prefab/farm/farm.pmd	EuroAcres	
42	/prefab/construction/ground.pmd	Sanbuilders	
44	/prefab/nbfc/nbfc.pmd	FCP, ITCC, NBFC, WGCC	

Once done, save the map and exit the game. Remember to zip the map and place it in the mod folder to put the changes into effect.

3. Under `def/economy/company` edit the `.sii` file of any company desired. Example follows:

- 3.1. Open `trameri.sii`, add `city_names[]: bari` as well as `prefab_names[]: 34` or any other prefab used when placed on the map on the previous steps.
4. Under `def/economy/initial_save` and each of `normal`, `preview` and `quick` open the file `companies_new_game.sii` and look up the company above, in our example Trameri:

- 4.1. Under Trameri, copy the entry for Rome and edit it to Bari. Like this:

```
company: company.volatile.trameri.bari
{
    permanent_data: company.permanent.trameri
}
```

Do so for any other company added to the new city.

5. For the same directories, open `game.sii` and add Bari to it:
 - 5.1. Find the line `companies[]: company.volatile.trameri.rome` and copy it into a new line as such; `companies[]: company.volatile.trameri.bari`
 - 5.2. Repeat this for all companies added.
 - 5.3. Save, zip and place in the mod folder, as usual.
 - 5.4. Start the game and go into the map editor again – and save the map, that is all needed to be done there now. Apart from exiting once it is saved, that is.
6. All done, apart from possibly fine-tuning the `ui_x` and `ui_y` to precisely place the city on the cargo map (and possibly any `map_?_offsets` — perhaps they dictate the placement of the city name on the navigation map? It is unclear what these are for at the time of writing.).

Note: Currently there is only one way to get signs for new cities without a modeller making new signs, and this method means taking the letters of a country (A, D etc) and turning them into names. This is of course severely limited and not the best solution, so if any modeller will assist in making new signs it would no doubt mean a lot for all map makers out there. A sign with redundant fields would allow for some future expansion, perhaps.