
OpenRCT2 Documentation

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System requirements

OpenRCT2 should be able to run on almost every computer made in the last five years, and probably even older computers. An important thing to consider is that the game will use the native resolution of your monitor by default. If you run into performance problems, try lowering the used resolution in the Options window (this requires regular fullscreen mode) or resizing the window if you use windowed mode.

OpenRCT2 needs about 250 MB of disk space, including the required files from RollerCoaster Tycoon 2. You will need additional disk space for your own scenarios, saved games and custom objects. A saved game can take between 500 kB and 7 MB, depending on the amount of custom objects. In general, having 1 GB or more of free disk space is recommended.

OpenRCT2 needs about 500 MB of free RAM. If your system is equipped with 2 GB of RAM or more, it should be sufficient, though 1.5 GB or less might also work.

Since OpenRCT2 runs in software rendering mode (an OpenGL mode is in development), the CPU is much more heavily used than the GPU. A simple video chip will be sufficient.

Operating system

Currently, OpenRCT2 runs on Windows, macOS, Linux and FreeBSD. There is also an experimental Android port.

- Windows: Vista or higher
- macOS: 10.9 (Mavericks) or higher
- Linux: confirmed to work on Ubuntu (14.04 and higher) and Arch, but any modern distribution should work. The goal is to eventually have OpenRCT2 in the repositories of many distributions.
- FreeBSD: minimum version unknown. It should probably work on the latest stable version.

OpenRCT2 does not officially work on Windows XP. At the time of writing (18 November 2016) it is still possible to compile OpenRCT2 for Windows XP, but there is no guarantee. Support for other BSD operating systems should be easy to add.

Installing OpenRCT2 On Windows

In order to play OpenRCT2, you need a copy of RollerCoaster Tycoon 2 to play. Whilst it is possible to play OpenRCT2 without music, sound and the official scenarios, tracks and objects... the base graphics are still required (known as g1.dat). OpenRCT2 will work with any version and region of RollerCoaster Tycoon 2 including the original CD game, the GOG edition and the Steam edition. If you have installed the game in the default location, OpenRCT2 should automatically detect it and read the required files directly. If however you have not installed the game in the default location, you will be required to locate them when you start OpenRCT2 for the first time. You must select the directory containing the sub directories; data, objdata, scenarios and tracks.

Footpaths

Footpaths allow guests and staff to walk between your park entrance, rides and shops. They can also be used as decor for your park as footpaths come in different styles and colours.

There are two types of footpath:

- Footpaths - used as a means of navigation.
- Queues - used to allow guests to form queue lines for rides.

Placing Footpaths

Open the footpath window by pressing toolbar button below or the default keyboard shortcut F4.



The bottom left toggle button will enable the place footpath tool. After enabling this, you can click any suitable map tile within the park to place footpath at. You can also drag the cursor along the map to place a strip of footpath. Footpaths will automatically connect together to form junctions or wide paths.

Multiplayer

Multiplayer is a new game mode introduced in OpenRCT2 that allows two or more players to cooperatively play and build on the same park. Similar to games like OpenTTD and MineCraft, a server can be setup which runs a game allowing players to connect to it. When a player joins a server, the park will be downloaded to the client allowing them to play it.

The multiplayer window can be accessed from the main menu screen via the Multiplayer button at the bottom of the screen.

Connecting to a server

When you open the multiplayer window you will see a list of public servers and servers you have saved. Type your name or alias into the player name field - this is the name that will be shown to other players in multiplayer games. To connect to a server, click and hold the server you would like to join and then click “Join server” from the popup menu. If the server is password protected you will need to enter in the correct password to join. The park will then be downloaded to your client, this may take a few seconds to a few minutes depending on the speed of the connection from the server to your client and the size of the park.

If you want to join a server that is not advertised on the public server list, you must click the “New server” button and enter the hostname or IP address (and optionally a port if the server is not using the default OpenRCT2 port, 11753). Upon doing this, the server will be saved to your server list so you do not have to type the address in every time you want to join it.

Starting a server

If you want to start a server for your friends to join, you can start a new server from within the game and then immediately play on it. This can be done by clicking “Start Server” and loading a saved game. If you do not want your server to be listed on the public server you must make sure you have the “Advertise” option unchecked.

If you are setting up a public server or are not on the same local area network as your friends - you must make sure that your server can be accessed from outside your local area network. If you are behind a router with Network Address Translation (NAT) enabled (very likely), you must configure your router to forward TCP connections on your chosen port (default is 11753) to your computer. Configuring your router will vary between router brands and will not be covered in this documentation.

Staff

Every park needs several staff members to keep the guests happy and the rides working. To accomplish these goals, OpenRCT2 has four types of staff:

- Handymen - these clean up litter, water gardens and optionally mow the grass.
- Mechanics - these fix and check your rides.
- Guards - these keep vandals at bay.
- Entertainment - these keep your guests entertained and happy, especially in long queue lines.

Using staff

Open the staff window by pressing the toolbar button below or the default keyboard shortcut S.



This will open the staff window. Every staff member mentioned in the preceding section has its own tab. Every tab contains a button to hire extra staff members and contains a list of existing members. To open a window for a particular staff member, simply click their name in the list. This will open a window which you can use to move, rename and fire that staff member, as well as setting an area in which the staff member should operate. Setting one can prevent staff members from bunching up in one area and neglecting others. Handymen, mechanics and entertainers also have a second tab which controls the activities the staff member should carry out (for handymen and mechanics) and which costume to wear (for entertainers).

Every staff member has a salary, which differs per staff type. The amount of it is also displayed on every tab. You will need to find a balance between hiring enough staff members in order to keep your park running smoothly, and keeping the costs down.

CHAPTER 3

Indices and tables

- `genindex`
- `modindex`
- `search`