Describing the contents and paths of the Small Cargo Station

This will explain what most of the entries in this Cargo Station and how the paths are configured.
If there is no description next to an entry, it means I either don't know or it probably will not be changed.

filename = cargo_medium_old.mdl
filepath = Train Fever\res\models\model\station\road

Code

```
local laneutil = require "laneutil"

function data()
return {
boundingInfo = {-- This Bounding Box Define the boundries of Station where collides with objects the same.
490585327,-- This define the positive values of size each of Bounding Box 0, 0, X,
},
999952734,-- This define the negative values of size each of Bounding Box 0, 0, Y,
},

},

},

},

{

},
children = {<---- This is where you list all of the meshs' that make up the Station.
paths each part is relative to the Mesh folder Train Fever\res\models\mesh
{
id="station/road/cargo_medium_old_lod_0_floor.msh",<---- Station Floor
0,0,0,0,1,<---- These numbers define the orientation of the parameters.

},
type = "MESH", <---- This means that the part is a MESH, .msh file.
---- This can

id="station/road/cargo_medium_old_lod_0_lanes.msh",<---- Station Lanes
1,0,0,0,0,1,0,0,0,0,1,0,0,0,0,1,<---- To mirror the part, change to -1 on it's axis.

-1 = X axis, -1 = Y
},

tation.msh",<---- Station Building and sidewalks

1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0,
},

id="asset/industry/pallet_01_lod_0_pallet_01.msh",<----Decoration

1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, -2.8516, -4.5346, 0.2862, 1,
},
```

https://www.transportfever.net/lexicon/entry/47-describing-the-contents-and-paths-of-the-small-cargo-station/

```
id="asset/industry/pallet_01_lod_0_pallet_01.msh",<----Decoration
```

Alles anzeigen

Each space above, between the segments, means the path is broken up into sections.
I asked Basil Weber why the paths were cut up into smaller sections and this is his responce;

> Zitat von Basil Weber
>
> The paths do not have to be cut up like this. The reason why we have it like this is that we wanted to
> have "person edges" which have exactly 8 meter length and 4 meter width. Cargo items are actually waiting on
> these edges, and cargo items are 2x2 meters. So in total, exactly 4x2 = 8 cargo items can wait on one edge,
> and you can also see at run-time that then such 8 items are grouped visually into one large cargo item.
>
> Also we wanted to have multiple "person edges" per terminal, because the internal logic of the game can only
> place cargo items of one type on an edge. Therefore, we can support multiple cargo types at one terminal by
> making multiple "person edges" per terminal.
> Hope that is understandable.
>
> Alles anzeigen

If you look above at the personEdges, there are 3 sections for the cargo to wait along.
Since there are 3 sections, this station can hold more than one type of cargo.
If it was only one section or one Edge, it could only hold one type of Cargo.
Also, Basil tells us how much cargo an Edge will hold or let wait in that section.

By knowing this, we can figure out how much cargo can wait at this station.
Basil said cargo items are 2x2 meters. So if you look above at the Edges the Cargo sits along, 22,23,24,
Measure them in your 3D program and you will find that all 3 edge combined are 18 meters long.

Now if you look above at how wide Edges 22,23,24, are, the fifth single number, they are 4 meters wide.

So 18 meters long divided by 2 meters, the size of the cargo item, it will hold 9 cargo items down the length of the edges.
The Edges are 4 meters wide so it will fit 2 cargo items wide so 9 x 2 is 18 cargo itmes per side.

If you wanted the station to hold more cargo items, you would make the Edges longer and wider.

I hope I explained this well enough for you to understand so you can mod your own station.

Good luck

Tattoo