

# Online Library Openttd Manual

## Openttd Manual

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## **Openttd Manual**

Pages in category "Manual" The  
following 91 pages are in this category,  
out of 91 total.

## **Category:Manual - OpenTTD**

# Online Library Openttd Manual

Welcome to the OpenTTD Manual of Style. This document keeps the rules for all English in-game text (both of UK and US variants). This manual was first started with the goal of improving the text quality of the UI tooltips, as to make localization to different languages easier.

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## **Manual of style - OpenTTD**

OpenTTD is an open source reimplementation of the Microprose game Transport Tycoon Deluxe (TTD). As president of a start-up transportation company in (typically) 1950, you have a choice of building rail, road, air and maritime transportation routes to build up your transportation empire.

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## **OpenTTD - OpenTTD**

Welcome to the OpenTTD general gameplay tutorial. Here you will be shown how to start a game and set up bus and train routes. This will probably take around 30 minutes. If you get stuck, position your mouse on top of a button and after a two second wait a

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tooltip with a description of what the button does will appear.

## **Tutorial - OpenTTD**

OpenTTD is a transport simulation game based upon the popular game Transport Tycoon Deluxe, written by Chris Sawyer. It attempts to mimic the original game as closely as possible while extending it



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with new features. OpenTTD is licensed under the GNU General Public License version 2.0, but includes some 3rd party software under different licenses.

## **GitHub - MingweiSamuel/OpenTTD: OpenTTD is an open source ...**

Welcome to the OpenTTD Wiki A user-edited manual and development guide

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for users and developers of the open source transport simulation game OpenTTD, based on the gameplay of Transport Tycoon Deluxe.

## **OpenTTD**

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It attempts to mimic the original game as closely as possible while extending it with new features. OpenTTD is licensed under the GNU General Public License version 2.0, but includes some 3rd party software under different licenses.

**GitHub - pelya/openttd-android:  
OpenTTD for Android**

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OpenTTD 1.10.0-RC1 2020-02-09 Posted by LordAro We managed to make quite a lot of changes in RC1, which marks the beginning of the “feature freeze” phase of the 1.10 release cycle.

## **OpenTTD | Home**

OpenTTD requires a separate base graphics set to run, which can be

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downloaded through the installer (Windows) or on first run (Windows, Linux). In case you want to manually download and install it, some options are:

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From the content service (Bananas) in OpenTTD (recommended). Instructions. As a zip/tar for manual installation. Download FIRS zip/tar. As a source checkout for compiling. How to checkout and compile.

**FIRS Industry Replacement Set -  
openttdcoop**



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OpenTTD provides a script interface, which is used to provide computer players or altered game behaviour and goals. Scripts and associated libraries are written in squirrel (version 2) and need to make use of OpenTTD's API for Scripts.

## **OpenTTD | Development**

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Description OpenTTD is an open source transport simulation game similar to the popular Microprose game "Transport Tycoon Deluxe", written by Chris Sawyer. It attempts to mimic the original game as closely as possible while extending it with new features.

**Get OpenTTD (official) - Microsoft**

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## **Store**

Start OpenTTD and on the main menu click the Check Online Content button. A new window will pop up. If OpenTTD doesn't start, follow the manual installation procedure.

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