

RCT3 - Custom Content

by Jdrowlands

Copyright (C) 2010 Jdrowlands, some rights reserved.

You may share this tutorial as you wish, as long as it is freely available and you credit me.

Contents

| | | |
|----------|---------------------------------------------------------------|----------|
| 1 | What is Custom Content? | 1 |
| 2 | Obtaining Custom Content | 1 |
| 3 | Installing Custom Content | 1 |
| 3.1 | Custom Scenery | 2 |
| 3.2 | Custom Tracked Rides | 2 |
| 3.3 | Custom Flat Rides | 2 |
| 3.3.1 | Example | 3 |
| 4 | Special Sets | 3 |
| 4.1 | Shadows Off | 3 |
| 5 | When things don't work | 4 |
| 5.1 | Custom Scenery and Flat Rides | 4 |
| 5.1.1 | <i>No :svd for :sid</i> | 4 |
| 5.1.2 | In-game error message | 4 |
| 5.1.3 | Two copies of one set/ride in the game | 4 |
| 5.1.4 | <i>Missing effect point</i> | 4 |
| 5.2 | Custom Tracked Rides | 5 |
| 5.2.1 | There is no track file in the download | 5 |
| 5.2.2 | The game crashes as soon as you place a track piece | 5 |
| 5.2.3 | <i>Missing bone x</i> | 5 |
| 6 | What about Custom Tracks? | 5 |
| 7 | Closing | 5 |

1 What is Custom Content?

Custom Content is the name given to anything that was not created by Frontier for RCT3. There are three main types of Custom Content: Custom Scenery (abbreviated as CS or CSO), Custom Flat Rides (CFR) and Custom Tracked Rides (CTR). All Custom Content is user-created and can be downloaded for free.

2 Obtaining Custom Content

First of all, you need to find the content that you want to install. These are some good places to look:

- [The Atari Forums](#) are a good place to find new sets. However, do not assume that you can download everything there immediately because many projects are works in progress (usually marked with a [WIP] tag). It is important that you do not bug the creator for a download as this annoys them and quite possibly means that you have to wait longer for the release.
- [Vodhin.org](#) is a community site run by CS creator Vodhin. The advantage of it over the Atari Forums is that everything is instantly downloadable and many old sets that you cannot find anywhere else are available. The downside is that there is a download limit per day - otherwise it would collapse under the high traffic it receives.
- [RCTDataBase](#) is not a download site but a blog detailing all the new releases with download links. It is very helpful when you want to find released sets without wading through lots of WIPs.
- [The Complete List of Custom Scenery](#) is similar to RCTDataBase in that it does not provide hosting but rather lists sets. It has not been updated since October 2009, but it is a fantastic resource for finding old sets you need to open some park or ride you downloaded.

3 Installing Custom Content

First of all, designate a directory to unpack your sets in, for example C:\UnpackedCS.

Next, find out what type of archive your set came in. Most sets come as a standard .ZIP file, while others come as a .RAR. In all cases, I recommend you download a dedicated unpacker. [7-Zip](#) is a good free one. To unpack, simply drag the contents of the archive into your dedicated unpack directory.



Important

It is very important that you do not rename anything you unpack. If you do the set will *not* work.

Now, continue reading to find out how to install the Custom Content you just unpacked.

3.1 Custom Scenery

Custom Scenery is very simple to install if you know what you are doing.

1. First of all, if your set came with a readme, actually read it! Quite a few sets require special care to install right. I have documented the ones I know of, but there will be more.
2. After you have checked the readme (if any), and you know it is a normal set, you can install it. Open a new window and navigate to the directory you installed RCT3 in. On Windows XP, it is *C:\Program Files\Atari\RollerCoaster Tycoon 3*, and on Vista and Windows 7, it is *C:\Program Files (x86)\Atari\RollerCoaster Tycoon 3*. Please note that there are many variations on the name. As long as yours has RollerCoaster Tycoon 3 in the name, it's fine.
3. In your RCT3 directory you will see quite a lot of directories - the one you want for CS is *Style*.
4. In the *Style* dir, you will see a dir called *Themed*. Open it.
5. Finally, go back to the CS directory that you unpacked. Look through the directory structure until you find a dir with a *style.common.ovl* and a *style.unique.ovl*. This directory is the main one of the set. Copy or move it to your Themed directory.
6. The next time you start RCT3 the set should be accessible. Many sets are found amongst the walls, and other amongst the objects.

3.2 Custom Tracked Rides

Installing a Custom Tracked Ride is different to installing CS but some of the principals are the same. Because of this, I will assume that you have read and successfully installed CS using the tutorial above first.

1. Unpack the CTR into your unpack directory.
2. **Read the readme.** This will tell you which folder is the *car*, and which folder is the *track*. **Hybrid CTR's that do not come with cars will just have the *track* folder.**
3. Move the *car* folder (that starts with CTR_) into your RCT3 directory\Cars\TrackedRideCars
4. Move the *track* folder (that also starts with CTR_) into your RCT3 directory\tracks\TrackedRides.
5. The next time you start RCT3 the CTR should be accessible. Most CTRs are found amongst the in-game Coasters.

3.3 Custom Flat Rides

Note

All of this information also holds true for Belgabor's most recent releases.

Custom Flat Rides are the hardest to install because they require some new directories to be created. Read the above two tutorials before attempting this one.

1. Unpack the CFR into your unpack directory.
2. All CFR's install the same, so don't read the readme. Instead, navigate through the directory structure until you reach a directory with a *Style.common.ovl* and a *Style.unique.ovl*. This is the directory you need to install (I will refer to it as the 'ride directory').
3. Navigate to your RCT3 dir\Style dir. In there, create a new directory called *Custom*.
4. Navigate to your newly created *Custom* dir.
5. Put the parent directory of the ride directory into your *Custom* folder.
6. The next time you want to install a CFR from the same author, you can just put the ride directory into their folder.

3.3.1 Example

I install Belgabor's Cube Sitting ride. I create a *Custom* directory, and install the *Belgabor* folder inside. Then, I install Belgabor's Jumpin' Jack ride. I take the *jumpjack* folder and place it in my *Belgabor* folder.

4 Special Sets

A few sets require special care. In all cases, read the supplied readme:

- DasMatze's Ride Events (requires in-game files to be copied over).
- DasMatze's Instant Jungle/Instant Wood (requires in-game files to be copied over).
- Belgabor's Invisible Doodads (requires a CFR-like installation and path files to be installed separately)
- RCT3 Vanilla's Glass Walls (Modified) by mikeyca (requires in-game files to be copied over)
- **ANY SET THAT INCLUDES PARTICLE EFFECTS** - The particles must be installed separately (consult the readme).

4.1 Shadows Off

Some large objects may crash your game if shadows are not turned off. If the creator advises it please take their advice.

5 When things don't work

If the game seems to crash, try Alt-Tab to get to your desktop to see the error message. If Alt-Tab does not work, it is usually the *shadow bug* - see above.

5.1 Custom Scenery and Flat Rides

5.1.1 *No :svd for :sid*

This error is the most well known, and the easiest to fix. It occurs when a set is incorrectly installed - the title of the error dialog will tell you the internal name (for example: *jdrowlands-RedLight01*). When you have found the culprit, just reinstall its set.

If there was a readme and you didn't read it, go back and read it.

Check the forum thread of the set. If others are having the error, it may be that the author has made an error. In this case, check the thread for an updated version.

If this error appears after you have updated a set, delete all versions and reinstall.

5.1.2 In-game error message

The only in-game error message I know of explains that some particle effect was not found. To fix it, just reinstall the particles that came with the set the error occurred on.

5.1.3 Two copies of one set/ride in the game

To fix this, simply remove and reinstall the set that has multiple copies in the game.

5.1.4 *Missing effect point*

This error is exclusive to stalls. When the missing effect point is *vendor*, then the game will crash. When the missing effect point is *peep*, then the stall will be placeable, but peeps will ignore it. In all cases, it is not your fault. Check the thread and see if others are having the same problem. If they are, wait for a fixed version to be posted.

5.2 Custom Tracked Rides

5.2.1 There is no track file in the download

If the download only contains the car files, you need to make a ride file. If you know how to use the CTR_creator you can do this yourself, otherwise ask in 182470's [CTR Creator Request Thread](#).

5.2.2 The game crashes as soon as you place a track piece

The cars are likely installed wrong. Go back and check you installed them correctly.

5.2.3 *Missing bone x*

In this error, x is the name of a bone. If you see this error the author has likely made a mistake. Go and read every post of its forum thread to see if others are having the same problem.

6 What about Custom Tracks?

Custom Tracks are not available publicly yet. When they are, this guide will be updated with installation instructions.

7 Closing

If you have read this tutorial from beginning to end, you should now know everything there is about Custom Content. If you are attempting to produce your own, I wish you good luck.

Finally I want to thank all the people who have put a lot of time and effort into researching RCT3's internals to find out how to produce custom content. Without them we would most likely not be the community we are today.
