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Factorio petroleum gas setup

if this loads forever, there may be an error. Press F12 to get the debug console up and report any errors. Dropoff Iron schedule and it drives me around the whole factory as the chaotic interaction of train stop limits and other trains means every time it needs to travel somewhere else. I can also imagine a lot of fun design considerations will be needed when building such a rail network where traffic is less predictable than a 'Static Route' system. [h2] Tips and tricks[h2]The tips and tricks have been a feature of the game for a very long time. They began as a way of explaining things to the players that weren't explained elsewhere. The iconic example is the 'Alt mode' tip. Playing without Alt mode is painful, and even more painful to watch, so we had to tell the player somehow. [h3] The early days [h3]When I say early days, I mean the early days before even the indiego campaign. The first implementation of tips was straightforward, but a bit rough. [img] (STEAM_CLAN_IMAGE)V12002589/7c520a484a98850f20d432e89b7eab31c0a.png[/img]]The tips and tricks GUI in version 0.6.4. [v] The original design:[img] [T]hey would pop up when you start the game. [T] You can click forward through them (no one is going backwards). [T] You can close the GUI, there was no way to reopen it other than to load a save game again. [T] The images were of inconsistent sizes, so gui would bounce around and resize. [T] There was a built-in check box to turn them off. [v]It got the job done, but it needed some development like with the rest of the game. [h3] Over time, the tips and tricks fell into a dark corner. It was always low priority, and was not clearly a 'Graphics' or 'Programmer' task to improve them, it was something in-between. So this is where I came in and took the task of making some improvements. [img] (STEAM_CLAN_IMAGE)V12002589/vec5e9f592ae973152b291dd4d182b038dc8c.png[/img]]The tips and tricks GUI in version 0.10.51. [v] First improvements:[img] [T]You can click back and forth through them. [T] You can close and open them with a shortcut key. [T] The images were recaptured with a uniform resolution and zoom. [T] You can open them in multiplayer. [v]At this point we switched focus to the other 'tutorial channels' as we hoped that the new mini-tutorials and NPE would mean that we do not need as many tips. We think it's better if things like item consumption are explained in the goods tool rather than in another GUI elsewhere. Apart from some GUI style updates, tips and tricks were not significantly changed for the next few major versions. [h3] 1.0 [h3]On the approach to 1.0, I took one last quick look at tips and tricks. The tips are one of the first GUI's the player sees when they start so I wanted to give them one last lick of paint before the full full tips and tricks GUI in version 1.0.0 [v] The improvements this time were the lovely final touches to bring tips and tricks to their final form: [list] [T] Increased image size and updated al images to high-res. [T] Added frames and subpanels to suit the visual design of the new GUI. [T] New button styles. [T] Generic closing button at top right. [v]So that's it right? I finally rest, and watch the sun rise in a grateful universe... [h3] The inspiration for change[h3]Even before 1.0 was released, I was inspired by the mini-wiki found in [url=https://V/mods.factorio.com/mod/Vkrastorio2]Krastorio 2[/url], and [url=https://V/mods.factorio.com/mod/Vinformaton]Informaton[/url] mod. [img] (STEAM_CLAN_IMAGE)V12002589/24f0655c022d64b64679215c29b8f64d095641bc301.png[/img]](STEAM_CLAN_IMAGE-1)V12002589/v6e0b3a84ba3c58a6f5b33220f06990ee02e.png[/img]The main spark is the index of topics. It solves many problems:[img] [T]You can see the title of all the tips immediately. [T] You don't have to click through all the tips. [T] Of course, this allows for categorization of tips. [T] The player has an idea of the tip content before you click on it. [T] The icons for the small element are visually appealing. [v]But with the deadline of 1.0 approaching and not wanting to expand the scope further, I just let the idea brew in my mind... until now. [h3] The new tips and tricks[h3]A picture is worth 1,000 words, and in this case it's very true. So let's start with that: [img] (STEAM_CLAN_IMAGE)V12002589/131d0ba029e4b7f6d85607714395c0f34413f6e8.png[/img]-let's go through and explain some of the first changes:[img] [T]There is now an index on the page. [T] Now that there is an index, we can remove the 'Forward' and 'Back' buttons. [T] There is a search button we can search using tip titles. [T] The tips are categorized and indented accordingly. [T] There is a 'Mark as read' button, we will get to it later... [v]Quite a few changes to the GUI layout and it works really well. But we can move on. One problem remains, an issue that is small, but in the long run and with compound interest, it becomes a major source of pain. The problem is that tips still use images, which means they become obsolete when we update things. We have recaptured all screenshots many times now over the years. So what can we do about it? [h3] The simulation[h3]In this case a GIF is worth 1,000 images, so let's start with that:[a href="https://cdn.factorio.com/assets/img/vblog/vff-361-tips-110.gif"]https://cdn.factorio.com/assets/img/vblog/vff-361-tips-110.gif[/a]What you see is a GIF (technically a .mp4) on a web page, but we're not putting GIFs in the game. What the GIF shows is the tips and tricks gui live rendering a real simulation of devices [n] inside [V] GUI. This marvel of

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