

- I. Introduction
  - II. Installation Instructions \*\*\*IMPORTANT!\*\*\*
  - III. Notes about transparency and x-ray
  - IV. Notes about placing escalator end pieces
- 

## I. Introduction

This set was inspired by the original Glass Walls set that is included in RCT3 Vanilla. I felt that those pieces were good but limited, so I decided to make the walls conform to the terrain. This led to a need for a terrain-conforming roof piece. From there the set took off, and I've added 18 more pieces of my own creation.

As of release 2.0, there are 21 pieces in the set:

- 1H Wall, 2H Wall, and 3H Wall (recolorable frame and glass)
- Side, Front, Peak and Corner roofs in 1H and 2H (recolorable frame and glass)
- 2 flat roofs—one with pure glass and one with frame supports crossing the top (recolorable frame and glass)
- Lower roof trim piece to cover the bare glass on the bottom of the wall pieces if you use them above a pathway (recolorable)
- Wall siding piece that sticks slightly above ground (recolorable)
- Floor/ceiling tile (recolorable)
- Animated escalator piece (recolorable handrail and siding)
- Metallic floor grate for the end of the escalator
- Escalator end piece (recolorable handrail and siding + 'Sign' behavior for 'No Entry' option)

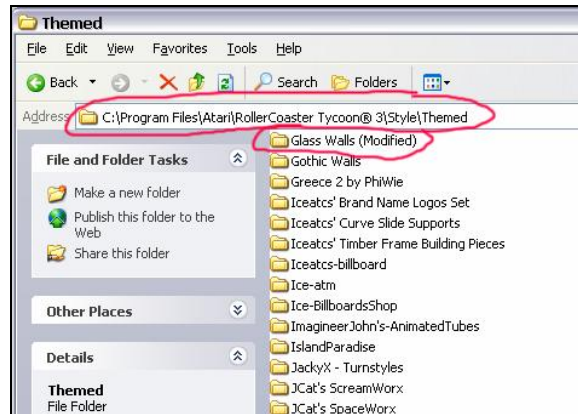
All the pieces (with the exception of the escalator end piece) conform to the terrain, assuming a regular sloped path (i.e. one edge raised above its opposite edge).

---

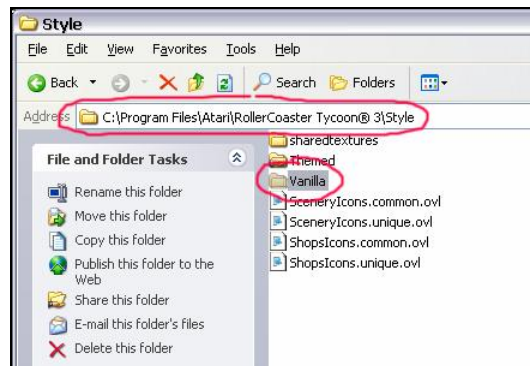
## II. Installation Instructions

Because this set uses existing scenery pieces from RCT3, there is a **LITTLE** bit of work that ***MUST*** be done before you can use this set successfully.

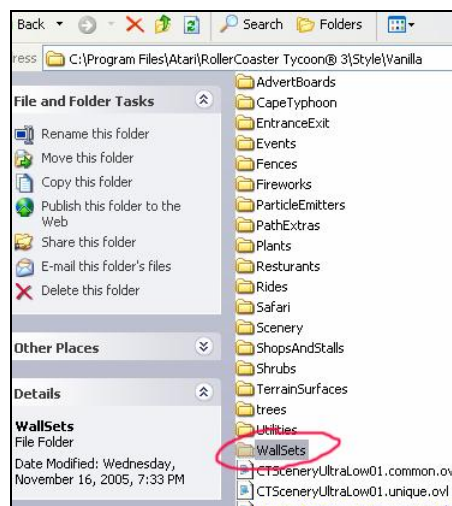
- 1) **Delete** any prior version of my Glass Walls (Modified) set. Do NOT just replace (or combine) the old folder with the new folder. Some files have changed significantly.
- 2) Extract the downloaded zip file. You should find a folder called **"Glass Walls (Modified)"** and the Release Notes PDF that you're currently reading. Move the **"Glass Walls (Modified)"** folder into your RCT3 'Themed' folder as usual.



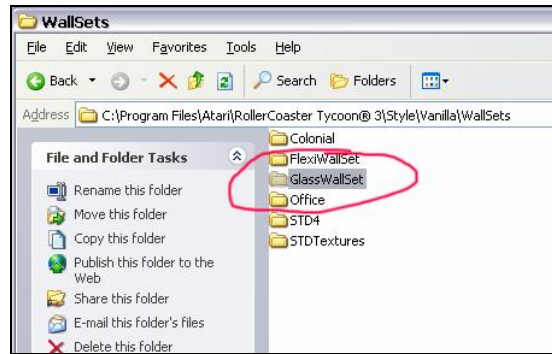
- 3) Now move one folder level up into **C:\Program Files\Atari\RollerCoaster Tycoon® 3\Style**. Double-click on the folder called **'Vanilla'**.



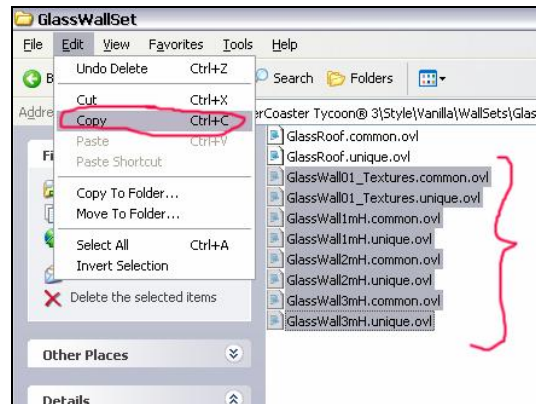
- 4) Double-click the folder called **'WallSets'**.



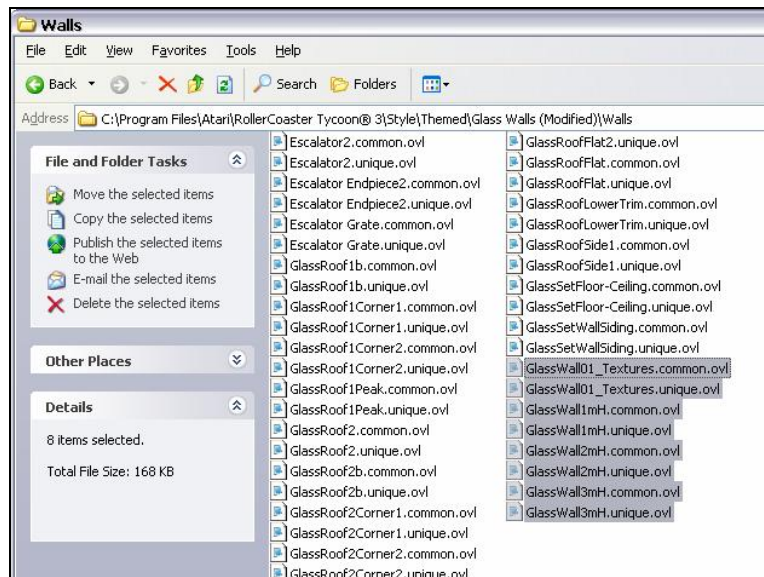
- 5) Double-click the folder called '**GlassWallSet**'.



- 6) Select (highlight) all the files in that folder EXCEPT for the GlassRoof files. Copy the files using **Edit > Copy** or **Control+C**.



- 7) Navigate back into the '**Glass Walls (Modified)**' folder in your 'Themed' folder, then into the '**Walls**' folder, where you should see all the OVL files. Paste the copied files into this folder using **Edit > Paste** or **Control+V**.



- 8) The set should work fine now. If this doesn't work, please email me at [meyee@sbcglobal.net](mailto:meyee@sbcglobal.net).

### III. Notes about transparency and x-ray

The annoying part about working with glass-like textures is the annoying x-ray effect that no one has cracked yet. This is where you have a model with a glass window, and scenery that should be seen through the window has become invisible.

To help minimize this effect, I made all the glass pieces available with all three color choices. The first color choice (lower left) changes the color of the frame; the second color choice changes the color of the glass; the third color choice doesn't change the color of anything, BUT it can affect whether the x-ray effect occurs.

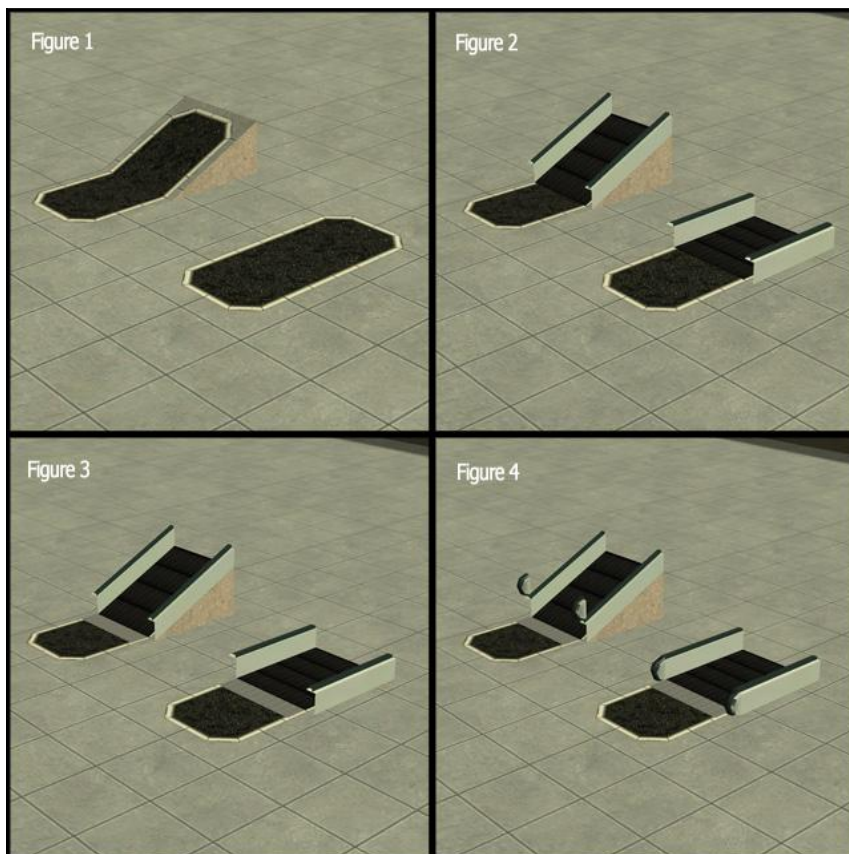


In the picture above, the glass roofs clearly show the escalator floors behind them. In the lower right corner of the picture is the roof scenery window. The lower right color choice doesn't change the color of anything, but it can affect whether or not the scenery shows through.

---

#### IV. Notes about placing escalator end pieces

If you plan to place an escalator end piece at the end of a slope, it's important to place the end piece BEFORE you slope the terrain. Otherwise the end piece floats in mid-air and can't be lowered, as illustrated below.



**Figure 1:**

The end pieces can only be placed between two EXISTING paths, so make sure you've already connected your paths before placing the end piece.

**Figure 2:**

The escalator pieces can be placed. The direction of the floor animation depends on your placement.

**Figure 3:**

The metallic floor grate will conform to terrain and can be placed at any time.

**Figure 4:**

Notice on the left escalator how the end pieces are "floating" in mid air. I think it's because the placement point is determined by the height of the MIDDLE of the tile. So, place the end piece BEFORE sloping the terrain (like on the right escalator)