

## Private room

Session Start: Fri Mar 01 19:47:52 2013

Session Ident: Alberth

[19:47] Session Ident: Alberth (OFTC, slower) (~hat3@a82-95-164-127.adsl.xs4all.nl)

[19:47] <Alberth> why do you ask that in a private channel?

[19:48] <Alberth> but, unlikely, the topic is started to day

[19:48] <Alberth> \*today

[19:48] <slower> well, should I ask on public channel? I'm not sure if it would not mess the channel... I'm new so I'm a bit shy :)

[19:48] <Alberth> ok :)

[19:49] <Alberth> yes you can ask such things at the public channel :)

[19:49] <slower> is there any easier task I could participate on, like

<http://bugs.openttd.org/task/5482?project=1&pagenum=1&order=dateopened&sort=desc> ?

[19:49] <Alberth> a private channel is more for private questions that you don't want everybody to know about

[19:50] <slower> ah, oki :) thanks for explanation

[19:50] <Alberth> a public channel is often better in the sense that more people read your question, and can give an answer or opinion

[19:51] <Alberth> the fact that someone is online doesn't generally mean he/she is also sitting behind his/her computer, so if you're unlucky, you could be waiting for hours or longer

[19:51] <slower> sure, I understand that (and do the same)

[19:53] <Alberth> as for easier tasks, sorry, I don't know that very much. In general GUI stuff is easy, as it is visual

## Public room

Session Start: Fri Mar 01 17:44:18 2013

Session Ident: #openttd

[17:44] \* Now talking in #openttd

[17:44] \* Topic is '1.2.3, 1.3.0-RC1 | Website: \*.openttd.org (translator: translator, server list: servers, wiki: wiki, patches & bug-reports: bugs, revision log: vcs, release info: finger) | Don't ask to ask, just ask | 'Latest' is not a valid version, 'Most recent' neither | English only | #openttd.dev for dev-talk | #openttd.notice for commit notices'

[17:44] \* Set by planetmaker!~planetmak@188.cimarsa.openttdcoop.org on Wed Feb 20 02:31:07

[17:58] <slower> Hello, is there any developer?

[18:00] \* ST2 (~ST2@bl6-253-218.dsl.telepac.pt) Quit (Quit: On the rocks! )

[18:00] \* oskari89 (~oskari89@62-241-226-106.bb.dnainternet.fi) has joined #openttd

[18:01] \* ST2 (~JrC@118.107.136.95.rev.vodafone.pt) has joined #openttd

[18:09] \* fonsinchen (~fonsinche@dslb-092-078-248-048.pools.arcor-ip.net) Quit (Read error: Connection reset by peer)

[18:13] \* xT2 (~ST2@bl6-253-218.dsl.telepac.pt) has joined #openttd02[18:15] \* xT2 (~ST2@bl6-253-218.dsl.telepac.pt) Quit

[18:16] <slower> I'd like to participate on development of ttd, I've read the todo list, does anyone know which easy tasks are free to be done?

[18:18] <andythenorth> :)

[18:19] <andythenorth> slower: this list? [http://wiki.openttd.org/ToDo\\_list](http://wiki.openttd.org/ToDo_list)

[18:20] <slower> yes, this one

[18:20] <slower> but it looks like most of the easy tasks are done

[18:20] <@peter1138> yup, they're the easy ones

[18:21] \* valhallasw (~valhallas@5070A0D5.static.ziggozakelijk.nl) has joined #openttd

[18:21] <slower> yes, but which are still not done and I can start working on it?

[18:21] <\_\_ln\_\_> somebody probably has a patch for every bug and feature request already, just not

committed.

[18:22] <slower> so everything is done already? :)

[18:24] <\_\_ln\_\_> yes, it's a complete and perfect product once the remaining patches are accepted.

[18:25] <slower> ah, great then :)

...

[19:19] <slower> is there anything else to be done with which I could help if everything seems to be programmed already?

[19:20] \* frosch123 (~frosch@frnk-590f5437.pool.mediaWays.net) has joined #openttd

[19:24] \* ST2 is now known as xT2

[19:27] <MNIM> slower: if you're still paying attention, OTTD is in constant development.

[19:27] \* RavingManiac\_ (~RavingMan@182.55.106.160) Quit (Read error: Connection reset by peer)

[19:30] \* Alberth (~hat3@a82-95-164-127.adsl.xs4all.nl) has joined #openttd

[19:30] \* ChanServ sets mode: +o Alberth

[19:30] <slower> I'm but this IRC is making me confused a bit, yet. I have no idea who's joking and who's serious :)

[19:30] \* Supercheese (~Password4@76.178.163.204) has joined #openttd

[19:31] <@Alberth> evenink

[19:33] <frosch123> slower: the todo list is up-to-date

[19:33] <frosch123> everything that is being worked on is linked from there

[19:33] <frosch123> i.e. make sure to look at the fs and forum links

[19:33] <frosch123> review is slow though :s

[19:33] \* ST2 (~ST2@188.250.229.240) has joined #openttd

[19:36] \* xT2 (~JrC@118.107.136.95.rev.vodafone.pt) Quit (Quit: On the rocks! ^^)

[19:38] -> \*frosch23\* wouldn't bother you if I asked few question you about development process?

[19:40] <@Alberth> slower: oh, todos. Did you consider <http://www.tt-forums.net/viewtopic.php?f=32&t=64539> ?

[19:41] \* pjpe (b8af1d68@ircip1.mibbit.com) has joined #openttd

[19:42] <frosch123> i fear the vehicle gui will look weird when removing on of the buttons

[19:43] <@Alberth> yeah, I am not convinced that they should be moved, but a unified icon would be possible imho

[19:44] <frosch123> well, the vehicle gui icon is quite big, you cannot place it next to text buttons

[19:44] <frosch123> that would also look weird

[19:44] <frosch123> i like the idea to draw a new small icon and put it into the caption bar

[19:44] <frosch123> just that i worry about the vehicle gui :)

[19:45] <slower> I've read the info and I it does look suitable for me

[19:45] <@Alberth> k

[19:45] <@DorpsGek> Commit by translators :: r25057 /trunk/src/lang (3 files) (2013-03-01 18:45:23 UTC)

[19:46] \* /msg: invalid window

[19:46] -> \*Alberth\* is there a ticket on FS which I can participate to, so we won't be two people working on it?

[19:47] <@DorpsGek> -Update from WebTranslator v3.0:

[19:47] <@DorpsGek> greek - 13 changes by Evropi

[19:47] <@DorpsGek> korean - 2 changes by telk5093

[19:47] <@DorpsGek> norwegian\_nynorsk - 35 changes by terjesc

[19:47] <@Alberth> just add a new icon then?

[19:47] <frosch123> like two buttons in the vehicle gui? or like only in the other guis?

[19:47] <frosch123> or the same icon at two scales?

[19:47] <frosch123> captionbar icon would likely need to black only

[19:47] <frosch123> vehicle gui icon looks quite different

[19:47] <frosch123> maybe we should just make the other buttons in the vehicle gui higher :p

[19:48] <@Alberth> people complain about the small gui anyway :p  
[19:50] <slower> Can I start working for example on that: <http://bugs.openttd.org/task/5482?project=1&pagenum=1&order=dateopened&sort=desc> ?  
[19:52] <frosch123> if you can convince the devs that it is actually correct :p they are all european, so have no idea about medieval units  
[19:52] <frosch123> except peter lives in a mediaval kingdom  
[19:52] \* ntoskml (~not@a91-153-231-146.elisa-laajakaista.fi) Quit (Ping timeout: 480 seconds)  
[19:53] <slower> oki, could you suggest me something other not that complicated which would be most helpful to development?  
[19:54] <@Alberth> any area that you like in particular?  
[19:55] <@Alberth> besides the todo list, I don't think we have things that are useful from the top of out hat  
[19:56] <slower> there not any area I'd know about I wanna do...  
[19:56] <Supercheese> Tractive effort in tons? :S  
[19:56] \* oskari89 (oskari89@62-241-226-106.bb.dnainternet.fi) has joined #openttd  
[19:56] <Supercheese> ft-lb?  
[19:56] \* chester\_ (~chester@89-178-255-105.broadband.corbina.ru) has joined #openttd  
[19:56] <Supercheese> ft-tons\* rather  
[19:56] <Supercheese> no, wait, just tons  
[19:57] <Supercheese> Why don't we just stick with kN :P  
[19:57] <@Alberth> they are random numbers anyway :p  
[19:57] <frosch123> slower: see, that's what i meant :) the first non-european to comment no that task, says it should stay at kn :p  
[19:57] <slower> well, do you know if the task with crash log is still waiting to be done?  
[19:58] <Supercheese> I thought trainset authors looked them up, they're documented values no?  
[19:58] <slower> oki, as European I trust him :)  
[19:58] <@peter1138> ft-lbs smell  
[19:59] <Supercheese> Wikipedia does use lb\_f though  
[19:59] <Supercheese> Hmm  
[20:00] <Supercheese> [http://en.wikipedia.org/wiki/LNER\\_Peppercorn\\_Class\\_A1](http://en.wikipedia.org/wiki/LNER_Peppercorn_Class_A1)  
[20:00] <Supercheese> Tractive effort 37,397 lbf (166.35 kN)  
[20:00] <Supercheese> I'm pretty used to kN in OTTD  
[20:01] <Supercheese> lbf would be strange  
[20:03] <Supercheese> Why don't we properly implement the American unit system, all lengths are measured in Football Fields  
[20:03] <Bad\_Brett> hello guys  
[20:04] <Supercheese> with the occasional City Bus unit of length  
[20:05] <Supercheese> volumes that are sufficiently large are measured in Olympic-Sized Swimming Pools  
[20:05] <Bad\_Brett> hah  
[20:05] <Prof\_Frink> Nah, implement Reg units.  
[20:05] <Prof\_Frink> <http://www.theregister.co.uk/Design/page/reg-standards-converter.html>  
[20:09] <@Alberth> let's just remove all units; the only important thing is how big the numbers are relatively to each other anyway :)  
[20:09] \* Eddi|zuHause (~johekr@p57BD4CDF.dip.t-dialin.net) has joined #openttd  
[20:11] <slower> oki, so this task is unimportant too... what about the task from todo list with crash log? I have not found on fs nor on forum that someone is working on it..  
[20:11] \* perk11 (~perk11@broadband-46-242-13-101.nationalcablenetworks.ru) Quit (Quit: Miranda IM! Smaller, Faster, Easier. <http://miranda-im.org>)  
[20:14] \* Devroush14 (~dennis@dD5765BAC.access.telenet.be) has joined #openttd  
[20:14] <frosch123> you mean the newsitem thingie?  
[20:15] <frosch123> i doubt anyone worked on that

[20:15] <frosch123> it's more about the idea how to print the newsmessages without risking to crash while doing

[20:15] <frosch123> so

[20:15] <frosch123> maybe, by just printing the textid and raw parameters or so :p

[20:18] <slower> printing play text should be OK, but I'd follow your advices. Or if you can advice me some other task to get started...

[20:19] <Supercheese> RoadTypes would be nice :P

[20:19] \* Devroush (~dennis@dD5765BAC.access.telenet.be) Quit (Ping timeout: 480 seconds)

[20:19] <frosch123> i can just point at the todo list :)

[20:20] <Supercheese> So I can immediately abuse them for subways :U

[20:20] <frosch123> but whatever you do. usually the hard task is to figure out what is the right way to do something

[20:20] <frosch123> once you know what needs doing, implementing is easy

[20:21] <Supercheese> If you want something easy-ish, you could try adding a new cheat to the cheat menu, say, something to disable the loading speed penalty when the train is longer than the station

[20:21] <Supercheese> only requires disabling one chunk of code in economy.cpp

[20:21] <Supercheese> disable the loading\*

[20:22] <slower> cool, that looks good for me, does it have task on FS, or somewhere, so I can get it assigned?

[20:22] <frosch123> slower: oh, i can also advise you to do something which you are interested yourself, and would also use on your own :)

[20:22] <Supercheese> I don't think there's an FS entry for it, I just thought it up :P

[20:23] <Supercheese> Because I would use it :D

[20:23] <Supercheese> Or, well, I do use it, but I just hac- I mean, commented out the code block and compiled a modified version

[20:24] <Supercheese> I've not messed with the cheat menu code, though, I wonder where it is

[20:24] <Supercheese> cheat\_gui.cpp, conveniently named

[20:25] <frosch123> i would expect it to be quite messy, with custom drawing and such :p

[20:28] <Bad\_Brett> do you know any girls who enjoy TT? i have several female friends who love Rollercoaster Tycoon, but for some reason they don't seem to enjoy TT. even my gf, who loves my work, refuses to play TT :P

[20:28] <Supercheese> my sister doesn't like it much, unfortunately

[20:28] <Supercheese> I tried to show her how cool it was, but to little avail :S

[20:29] <Supercheese> She didn't grow up on Thomas the Tank Engine like I did, perhaps that's why :P

[20:29] <frosch123> Alberth: can you transform that into advertisement to join freerct development?

[20:30] <slower> well. I'm a bit confused, what's the workflow if I decide to do something? Is there anyone responsible for the code? or some group of people? So I'd know if I do something usefull or not...

[20:30] <Supercheese> 1) Modify some code

[20:30] <Supercheese> 2) Test that the code works and is bug-free

[20:30] <Supercheese> 3) Post the .diff on Flyspray

[20:30] <frosch123> slower: nope, that's the general problem with ottd development

[20:30] <Supercheese> feel free to correct me if I'm wrong, but that's my impression

[20:30] <frosch123> most things get stuck in discussion of details

[20:31] <frosch123> so the best method is to do something which you like to use yourself

[20:31] \* Flygon (~Flygon@218-214-18-147.people.net.au) Quit (Read error: Connection reset by peer)

[20:32] <slower> that's what I wanted to know, thx :)

[20:32] <@Alberth> frosch123: :D something like get them hooked on freerct, to demonstrate the

fun that strategic games are? :)

[20:33] \* Arafangion (~Arafangio@101.114.0.230) has joined #openttd

[20:33] <Supercheese> There's also stuff about coding style

[20:33] <frosch123> many girls play rct - become a freerct dev!

[20:33] <slower> I've noticed that, gonna read it soon