
Subject: Using Inaccessible Sectors

Posted by [edmortimer](#) on Fri, 24 Jun 2016 05:42:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is there any way to modify the inaccessible sectors (e.g. A4, A5, A16, et al) to become accessible? If so, what would that require I do?

Subject: Re: Using Inaccessible Sectors

Posted by [silversurfer](#) on Fri, 24 Jun 2016 06:39:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Apart from creating the map with correct entry points you will need to modify TableData\Map\MovementCosts.xml. There the travel costs from sector A to sector B are defined. Inaccessible sectors or "impossible routes" are defined as "EDGEOFWORLD" (outer map border) or "GROUNDBARRIER" (obstacles like mountains or lakes). For example sector B4 has its north travel route defined as "EDGEOFWORLD". This would need to be replaced by a valid travel option ("PLAINS", "HILLS" etc.). This would have to be done for the previously inaccessible sector as well as all surrounding sectors that should allow travel to that sector.

Travel options are:

```
UINT8 gszTerrain[NUM_TRAVTERRAIN_TYPES][15] =
{
    "TOWN", "ROAD", "PLAINS", "SAND", "SPARSE", "DENSE", "SWAMP",
    "WATER", "HILLS", "GROUNDBARRIER", "NS_RIVER", "EW_RIVER", "EDGEOFWORLD"
};
```

Subject: Re: Using Inaccessible Sectors

Posted by [edmortimer](#) on Fri, 24 Jun 2016 06:58:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote: Apart from creating the map with correct entry points you will need to modify TableData\Map\MovementCosts.xml.

Thank you!
