LAITCH'S GUIDE TO MAKE TWO FLATRIDES LOOK LIKE ONE

Version 1.2

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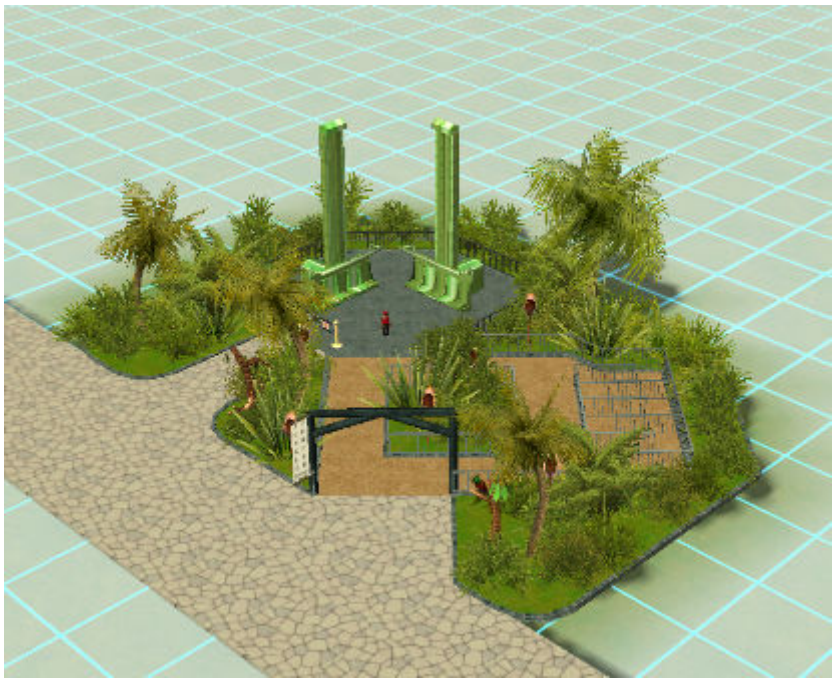
INTRODUCTION

In real life there are lots of examples of two individual flatrides that are combined into one. Here is a picture, so you guys can see what I'm talking about:

We are going to make a similar ride in RollerCoaster Tycoon 3 using a technique I came up with while making a ride for Redwood Lake Amusement Park, in the end it will look like this:

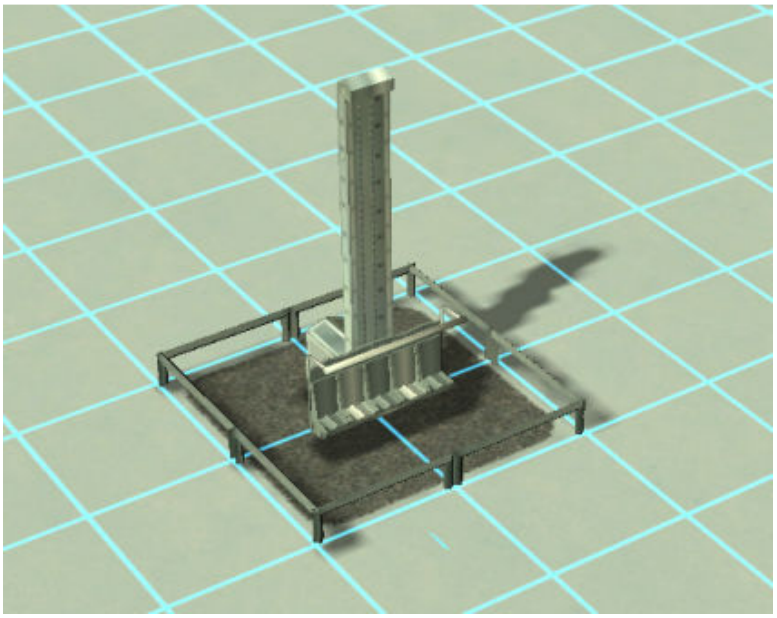


WHAT YOU NEED

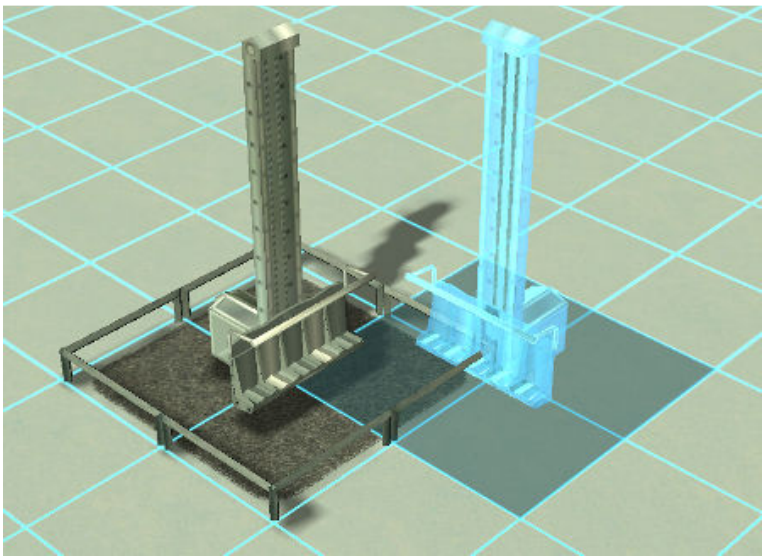
- ImagineerJohn's Kiddie Hopper
- Options.txt cheat: TrackAllowSameTrackIntersect 1
- Belgabor's Invisible Doodads
- Vodhin`s Ride Operators
- Shyguy's Main street set 4
- Shyguy's planters

LET'S GET STARTED

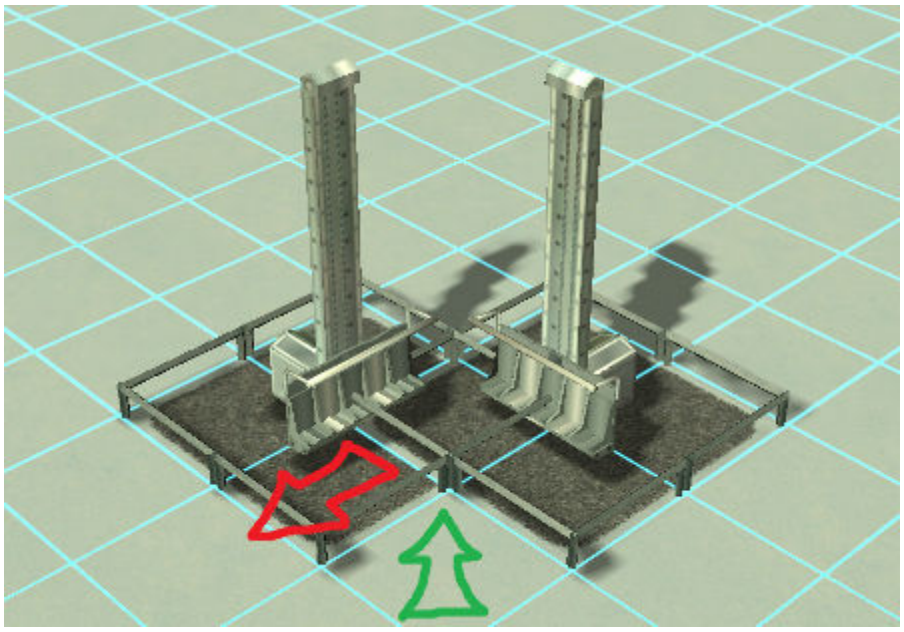
Start by placing the first kiddie hopper:



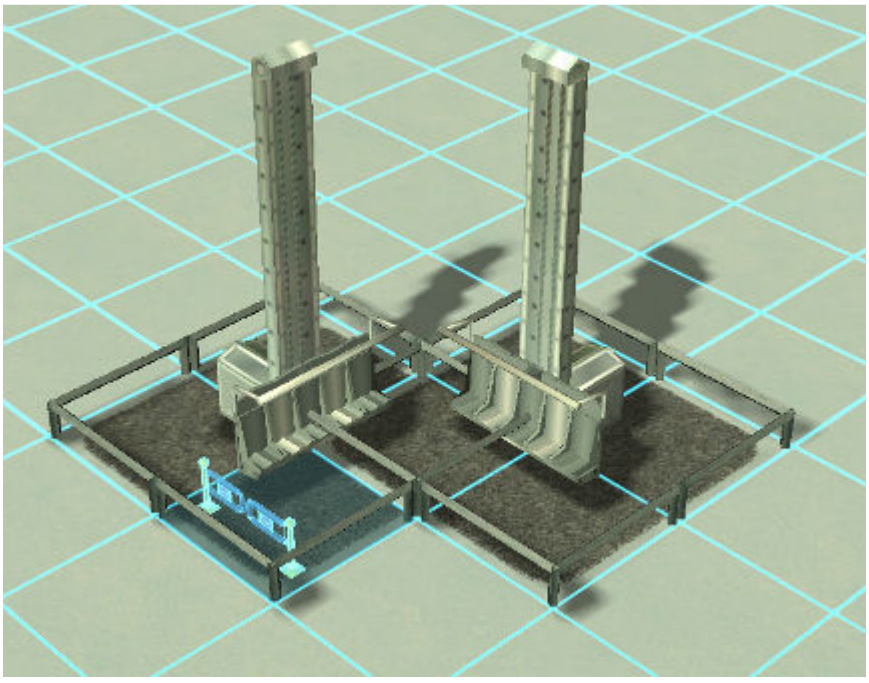
Next, place another kiddie hopper, rotate it one time, and place it so it overlaps with the first kiddie hopper on one square:



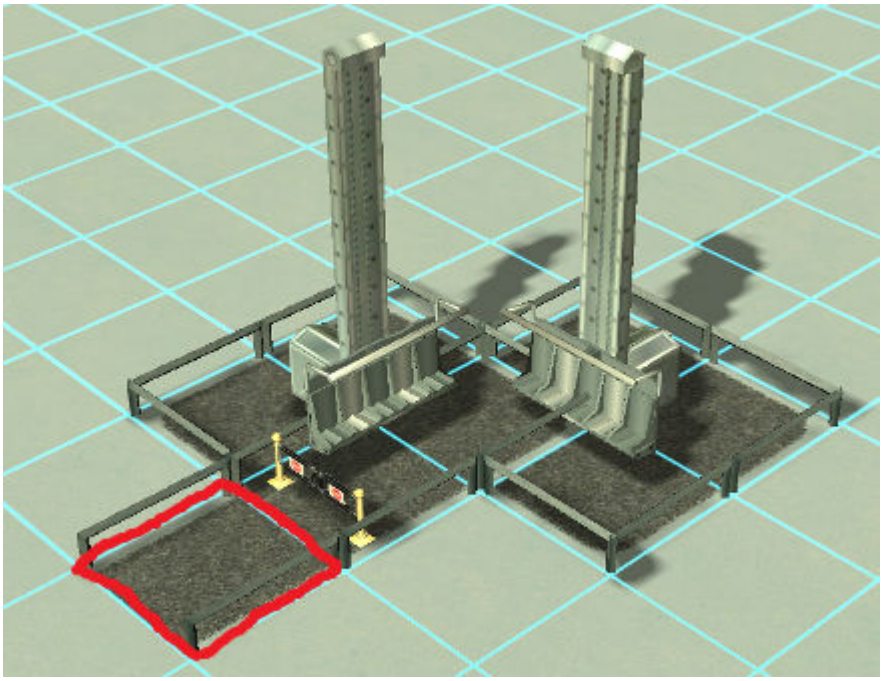
This was the easy part, now the trick to really make it look like one combined flat ride, and not just two separate flatrides placed close to each other is to have a combined entrance and exit. This picture shows where we want our entrance and exit:



Start by adding a standard exit to the right ride at the red arrows position:

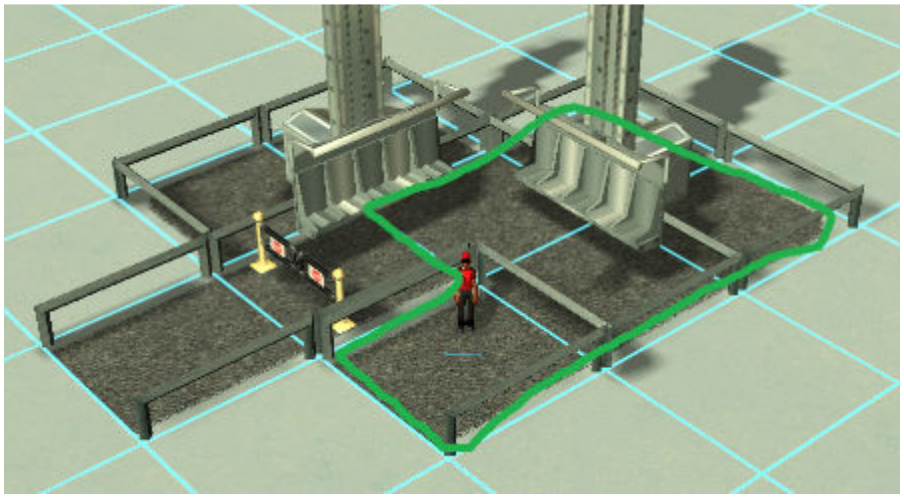


Next add an invisible exit to the left ride at this position:

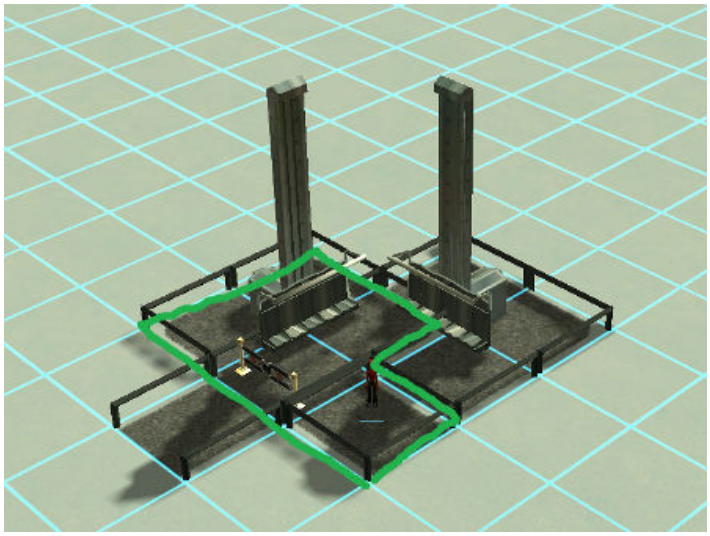


Don't worry, peeps riding the right ride will still be able to exit, they will use the left rides exit as a normal path.

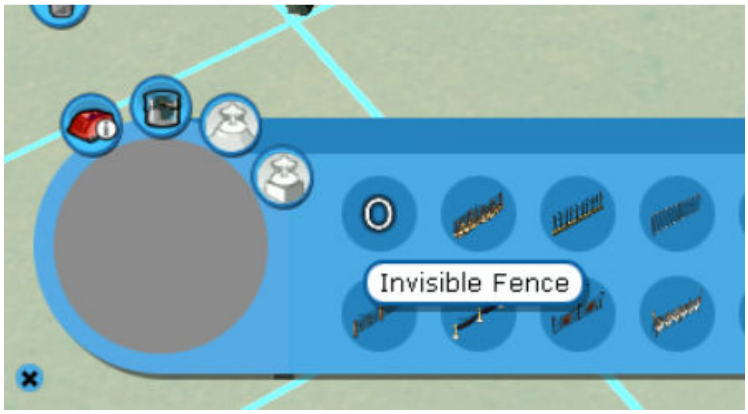
Now, onward to the entrance: Start by adding a entrance to the right ride, use the ride operator from "Vodhin's Ride Operators" facing towards the entrance:



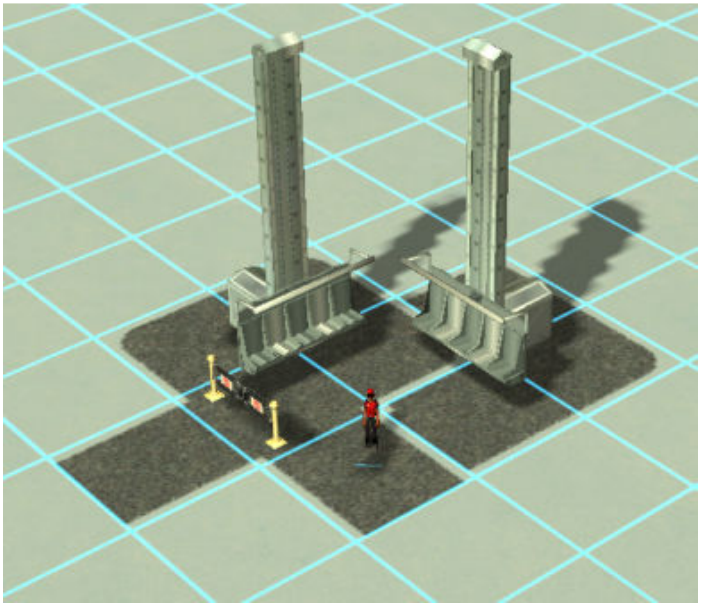
Next, add an invisible entrance to the left ride at the same position.



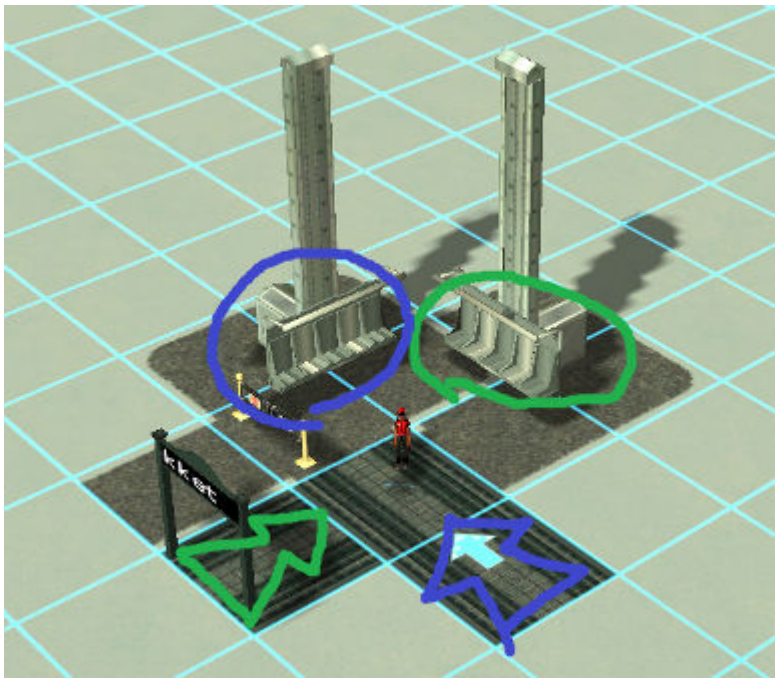
Now, change the fence of both the rides to the invisible fence:



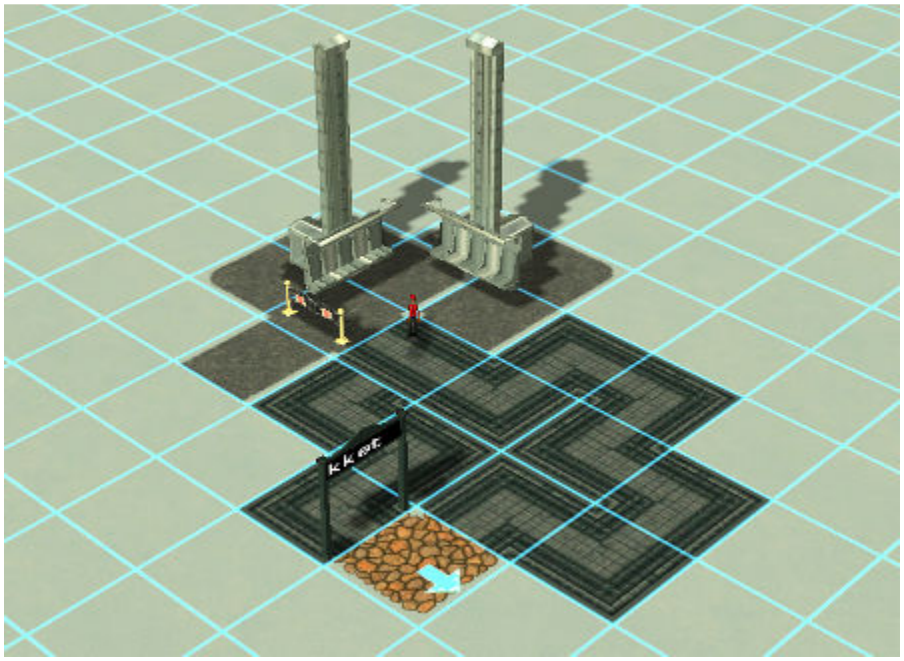
This should be what it looks like so far:



Now it's starting to look like something, all we need now is to add a path, a queue, some path covers and a fence. First up is the queue. Unfortunately, the two rides will still need two separate queues this picture shows how to place them:

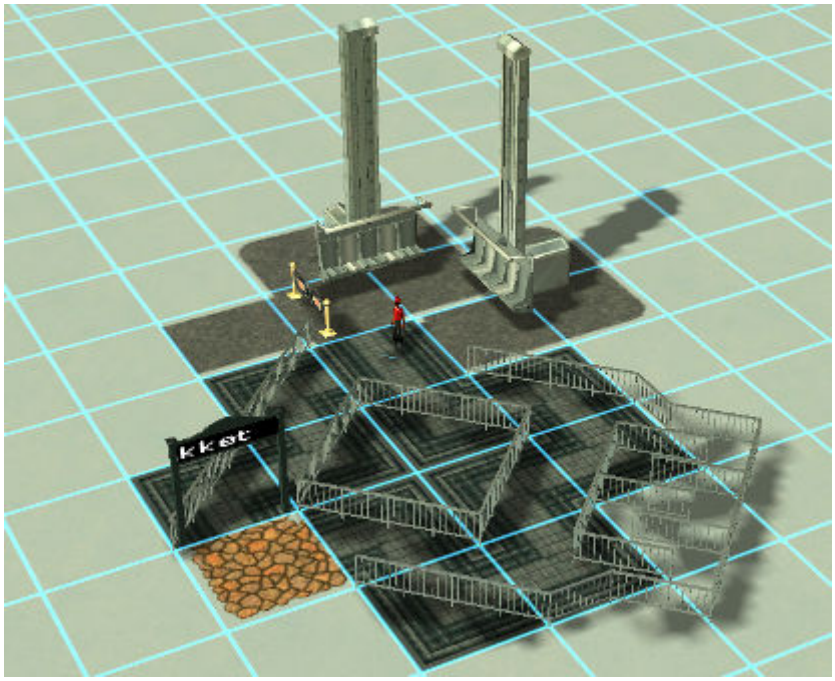


So the queue on the left belongs to the ride one the right, and the queue on the right belongs to the ride on the left. Now make the queue the way you prefer it, I use the technique from "Gravity's Guide to Building a Better Queue"[1]. Now since I cannot have a single queue I will make it look like one queue is for "express tickets", and therefore make it smaller. This is how I would make it: First, the path layout, notice the short path for the "express ticket":

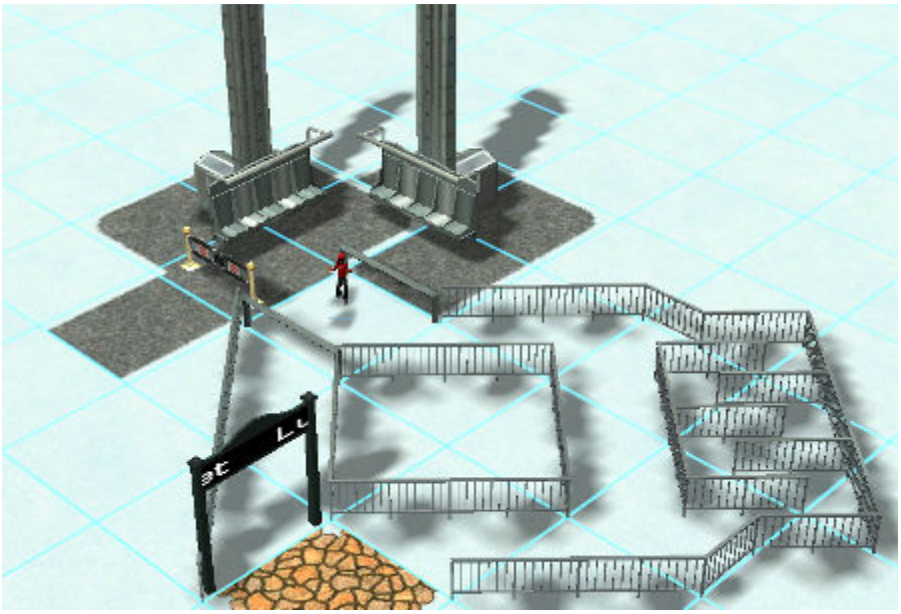


[1] The guide can be found at http://www.ataricommunity.com/forums/showthread.php?t=689036

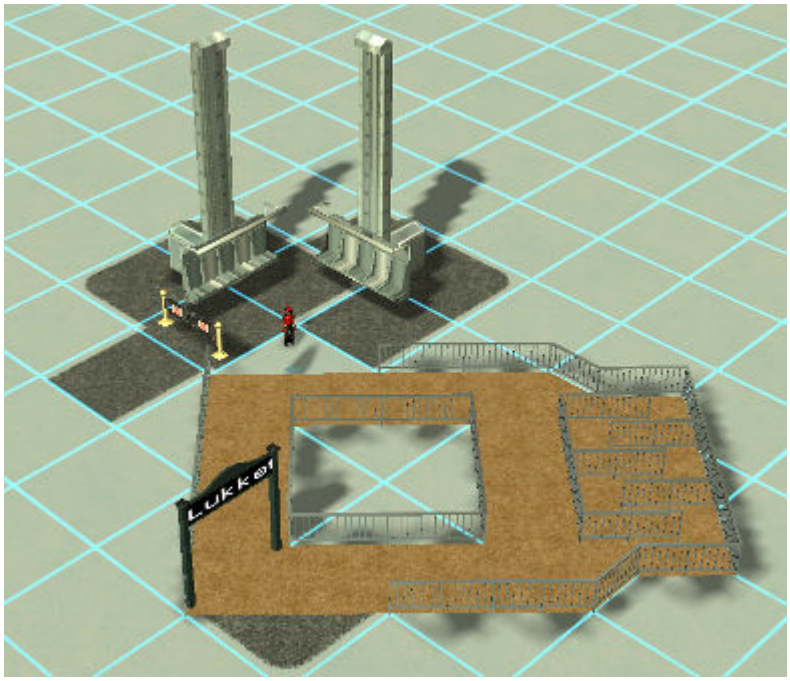
Next, I put in the fences, I use the ones from 'shy planters':



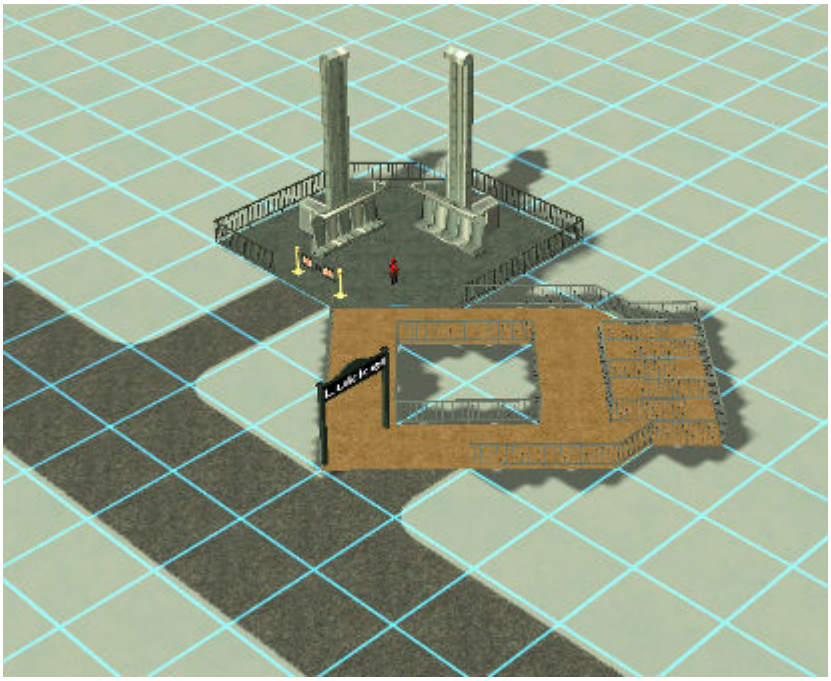
Then I change the queue to invisible using the invisible doodads, a very tricky part:



And lastly I add the path covers, I use the ones from 'shy main street set 4':



Now we need to add path covers and a fence to the ride:



That's it :-)

ALL THE DETAILS

All that's left to do now is add all those small details that makes it look really nice:

This technique can be applied to any type of flatrides :-)

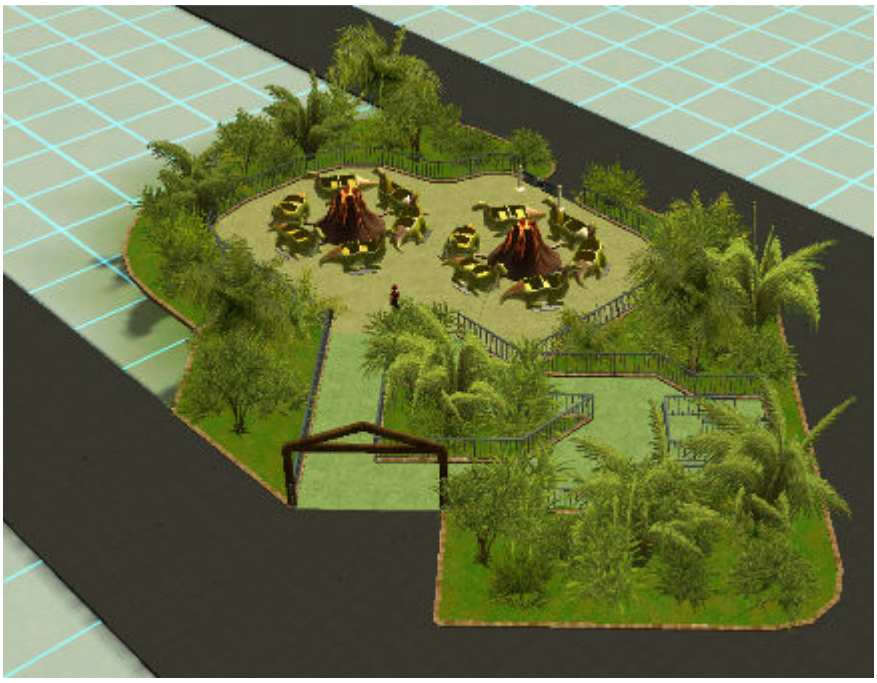
KNOW ISSUES

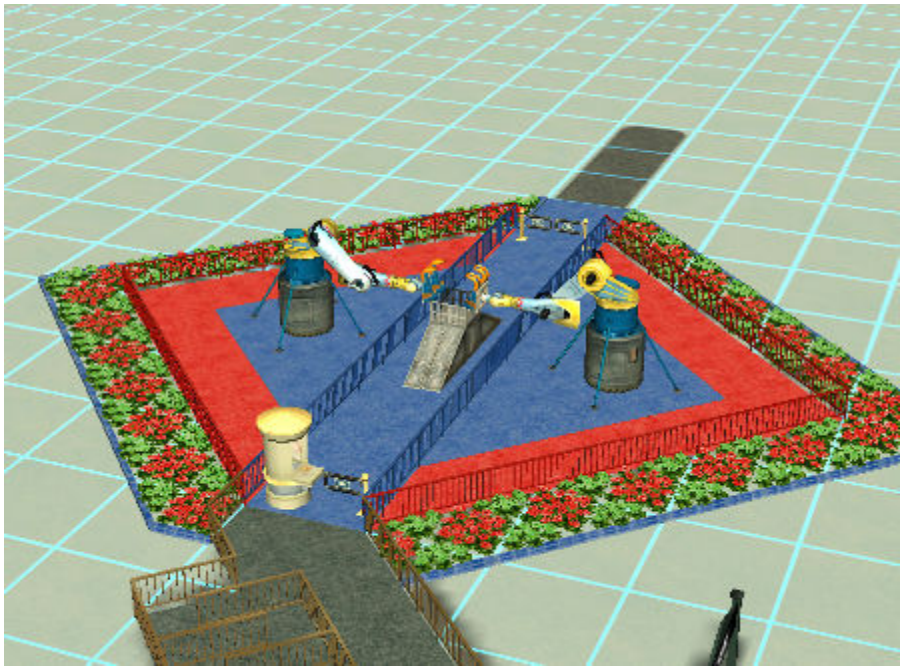
When guests is entering one flatride, they can walk right through the other one

The exit gates will only open for one of the rides, so when guests from the other ride is exiting, they walk right through the exit gate:

Lastly, I don't believe that there is any way to synchronize two flatrides, so the guests can exit one ride while the other one is still running. Very dangerous in real life xD

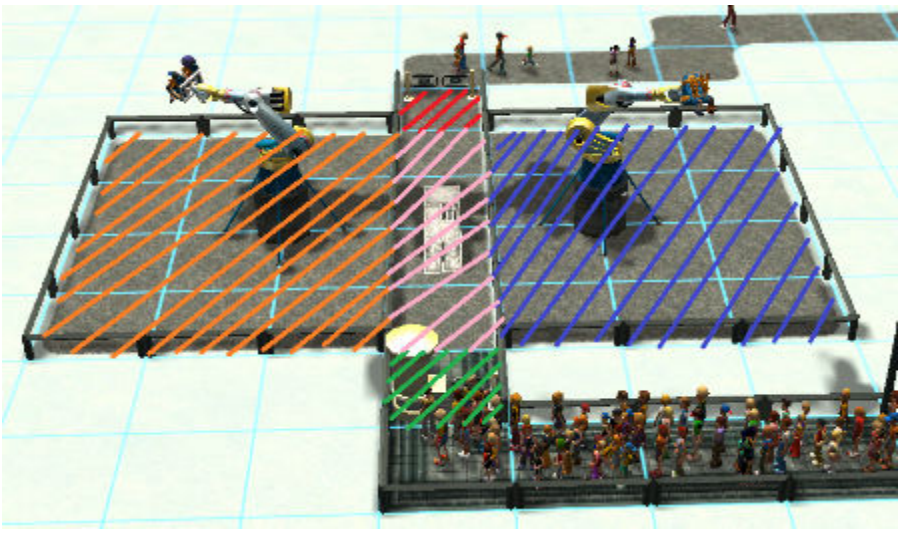
OTHER EXAMPLES OF USE





UPDATES

UPDATE 1: I found out that it IS possible to only have one queue, you just need to add the entrances at the same position, pointing the same way, and they can share the same queue:



Orange: flatride1
Blue: flatride2
Pink: overlapping flatrides
Green: Overlapping entrances
Red: Overlapping exits