

Map Sizes

Transport Fever supports different map sizes and several ratios. Below is a table with all available sizes for free game and map editor.

Available Map Sizes

Normally, only Small, Medium, Large and Very Large are available ingame. See below on how to enable the other map sizes*. The ratio is calculated between the length of the map edges.

Due to memory limitations the Console Edition only allows the map sizes Small, Medium and on current generation consoles like the PlayStation 5 and Xbox Series the map size Large as well.

Size \ Ratio	1:1	1:2	1:3	1:4	1:5
Tiny*	4 × 4 km	2.5 × 5 km	2 × 6 km	2 × 8 km	1.5 × 7.5 km
Small	8 × 8 km	5.5 × 11 km	4.5 × 13.5 km	4 × 16 km	3.5 × 17.5 km
Medium	11 × 11 km	8 × 16 km	6.5 × 19.5 km	6 × 24 km	5 × 25 km
Large	14 × 14 km	10 × 20 km	8 × 24 km	7 × 28 km	6 × 31.5 km
Very Large	16 × 16 km	11 × 22 km	9 × 27 km	8 × 32 km	7 × 35 km
Huge*	20 × 20 km	14 × 28 km	11.5 × 34.5 km	10 × 40 km	8.5 × 42.5 km
Megalomaniac*	24 × 24 km	16.5 × 33 km	13.5 × 40.5 km	12 × 48 km	10.5 × 52.5 km

The sizes are approximations, exact values may differ up to 250m.

Heightmap Resolutions

Transport Fever 2 can import grayscale images. Each pixel contains the height information for a corner of a 4×4 meter square in the game. 1025 pixels are $(1025 - 1) \times 4 = 4096$ meters.

The images resolutions for the import of grayscale heightmaps are:

Size \ Ratio	1:1	1:2	1:3	1:4	1:5
Tiny*	1025 × 1025 px	641 × 1281 px	513 × 1537 px	513 × 1537 px	385 × 1921 px
Small	2049 × 2049 px	1409 × 2817 px	1153 × 3457 px	1025 × 4097 px	897 × 4481 px
Medium	2817 × 2817 px	2049 × 4097 px	1665 × 4993 px	1537 × 6145 px	1281 × 6401 px
Large	3585 × 3585 px	2561 × 5121 px	2049 × 6145 px	1793 × 7169 px	1537 × 8065 px
Very Large	4097 × 4097 px	2817 × 5633 px	2305 × 6913 px	2049 × 8193 px	1793 × 8961 px
Huge*	5121 × 5121 px	3585 × 7169 px	2945 × 8833 px	2561 × 10241 px	2177 × 10881 px
Megalomaniac*	6145 × 6145 px	4225 × 8449 px	3457 × 10369 px	3073 × 12289 px	2689 × 13441 px

*Enable Experimental Map Sizes

The other map sizes can be enabled by changing a value in the `settings.lua` which is located in the userdata folder. See the [game file locations](#) to find out where this directory is located.

Close the game before you change edit the file. Inside the file, look for the `experimentalMapSizes` key and switch it to `true` to enable the experimental map sizes. Usually the keys are ordered alphabetical for better orientation. Save the file and restart the game.

```
function data()
return {
    ...
    experimentalMapSizes = true,
    ...
}
end
```



Keep in mind that the size of the map correlates with the amount of RAM that is needed and in most cases the needed CPU power too. Smaller maps tend to run more fluently on most computers. To run experimental size maps, you need at least 16 GB RAM.

From:

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Last update: **2023/12/30 17:18**

