Data structures returned by game.interface

[h1]Entities[/h1]

Everything in the game of Transport Fever is an entity. This includes assets, industries, stations, vehicles, and even lines. To fetch information about them from the game interface, you can use the following methods:

- `game.interface.getEntities({pos, radius}, {type, includeData})`
- `game.interface.getTowns()`
- `game.interface.getLines({stationGroup})`
- `game.interface.getVehicles({line, depot, carrier})`
- `game.interface.getStations({town, townRadius, carrier})`
- `game.interface.getDepots()`

All of these functions return an id, which is an integer. You can get the data behind an ID with the function `game.interface.getEntity(id)`. Depending on which type of entity is returned, the data structures are different. `game.interface.getEntities` allows you to instantly fetch the data together with the ID. Also, this function allows you to specify an entity type filter.

ASSET_GROUP

Note: Assets with valid `groundFaces` are by definition a construction and will appear in the list CONSTRUCTION instead of ASSET_GROUP.

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CONSTRUCTION

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LINE

Note: lines can't be fetched with the `game.interface.getEntities`-method. Use `game.interface.getLines` instead.

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SIM_BUILDING

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STATION_GROUP

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STATION

Spoiler anzeigen

TOWN

Spoiler anzeigen

VEHICLE_DEPOT

Spoiler anzeigen

VEHICLE

Spoiler anzeigen