

"V" Intersections?

Posted by granpappy77 - 2010/04/20 12:18

Has DF ever made a "V" intersection piece for any of their lines? I think a piece like that could add variety in branching paths. V intersections can serve the same general function as T intersections (paths that branch both left and right) but the main purpose here would be to make it easier to have those left- and right-branching paths converge once again. I think this would fit best in the cavern line (and I think having a V makes more sense "naturally" than a t-intersection) as well as the classic dungeon.

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Re:"V" Intersections?

Posted by Harneloot - 2010/04/20 12:43

The *Y* intersection in the Cavern set is the closest to this that I know of, though it flairs out more than you would prbably like given your description.

Maybe something could be created with diagonal walls that would serve?

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Re:"V" Intersections?

Posted by granpappy77 - 2010/04/21 14:36

Its close but not quite what I was thinking of. The Y & T intersections turn right, where I was thinking of two paths that slightly bear left and right. I think pieces like that would be a nice add-on (maybe as part of an advanced builder or wicked set) for the sake of layout variety and flexibility.

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Re:"V" Intersections?

Posted by HeroQuestFrance - 2010/04/23 06:53

You can do a V intersection with diagonal wall & floor pieces I think.

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