

Building/city management mods

Mods that improve the quality-of-life of the game by adding extra building tools and management tools.

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Cross The Line

Description

Allows building certain infrastructure outside of city borders.

Notes

Configuration

Has no settings.

Dependencies

None

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=498386331>

More Network Stuff

Description

Allows editing ship and airplane paths ingame

Notes

Configuration

No settings.

Dependencies

None

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=512314255>

Zone It!

Description

This mod allows to change zone block layout and also disable zone block updates.

It's possible to adjust zone radius to either 0, 1, 2, 3 or 4 instead of always having it at the default 4 as well as forcing number of rows in zone blocks. This is especially useful if you are making small villages or cities and want to plan for small buildings (less than 4) with small interwoven roads connected and distance between each house.

It also includes zone anarchy to disable any updates to zone blocks.

Notes

Configuration

Default is fine.

Dependencies

None

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1783307723>

Hide TMPE crosswalks

Description

This mod is an add-on for TMPE that automatically removes crosswalks when TMPE bans pedestrian crossing.

Notes

Configuration

No settings.

Dependencies

Traffic Manager: President Edition

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1934023593>

Node Controller

Description

This mod lets you control Nodes and override the base games' automatic settings. You can add/remove crossings, Create smooth junctions, control road transition, ...

Notes

Configuration

Default is fine.

Dependencies

Hide TMPE crosswalks

Traffic Manager: President Edition

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=2085403475>

Write The Signs

Description

Allows you to write on props.

Notes

Configuration

Default is fine.

Dependencies

Camera Positions Utility

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=2139980554>

Intersection Marking Tool

Description

Allows you to make lines in Intersections and between nodes.

Notes

Configuration

As required.

Dependencies

None

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=2140418403>

Prop Snapping

Description

Allows to snap props to buildings and elevated roads.

Notes

Configuration

As required.

Dependencies

Prop & Tree Anarchy

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=787611845>

Detail

Description

Allows having props & trees which can be color matched to your map theme grass color. Also allows custom lod/max render distances for props.

Notes

Configuration

As required.

Dependencies

None

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1442713872>

Surface Painter

Description

Allows to paint terrain surface. Useful for detailing.

Notes

Configuration

No settings for this mod.

Dependencies

Extra Landscaping Tools

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=689937287>

Plop the Growables

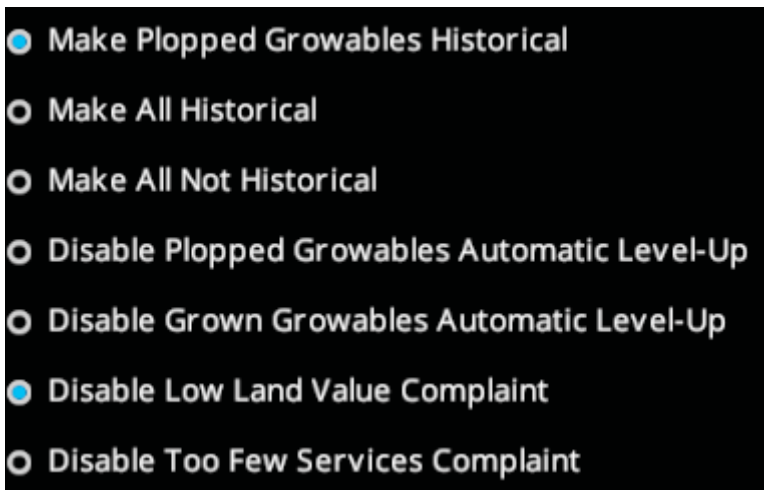
Description

Allows you to manually plop growable buildings with Find It! and having them remain where you put them.

Notes

Configuration

Default is fine. As required.



Dependencies

Find It!

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=924884948>

Quay Anarchy

Description

Allows to place quays and flood walls anywhere. Also fixes 'Height too high' for quays, flood walls, cargo and passenger harbors

Notes

Configuration

No settings.

Dependencies

None

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=650436109>