

# 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>