

# Customize It Extended

## Description

This mod is very important if you want to increase realism in your city. It allows you to rebalance building values to realistic values. This includes things like truck-count, range and more.

In the default game the way service ranges works is very weird. For example, in a medium real city (100k population) it is normal to have maybe one big hospital (and in some cases two), but vanilla Cities: Skylines' hospitals has very low range and therefore you have to place hospitals everywhere because citizens far away from a hospital will not be able to use it. In my opinion very unrealistic. Same goes for many large buildings such as high schools, universities and police headquarters.

## Notes

## Configuration

Of course you can change the values to whatever you feel is realistic, however this is my *suggested* configuration. Do note that extra assets also need their values updated if you have them.

File is too big to display, therefore it must be in file.

CustomizeIt-Extended.xml

Trucks are increased for some buildings.

File should be placed in `%localappdata%\Colossal Order\Cities_Skylines\CustomizeIt-Extended.xml`

## Dependencies

None

## Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1806759255>

---

Revision #6

Created Thu, Jan 14, 2021 2:44 PM by Henrik

Updated Thu, Jan 14, 2021 3:51 PM by Henrik