

More Effective Transfer Manager

Description

Improves AI of buyer/seller selection. Buildings will try to buy from buildings that are shorter distance. Buyer/seller also includes hospitals to buildings with sick citizens, firestation to building on fire and more. Does not affect garbage.

Must have for larger cities.

Notes

Configuration

Default configuration are good, but might consider reading wiki page to customize to your liking.

<https://github.com/pcfantasy/MoreEffectiveTransfer/wiki/English-UG>

Dependencies

Harmony <https://steamcommunity.com/workshop/filedetails/?id=2040656402>

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1680840913>

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