

Real Time

Description

Completely changes the citizen daily-life simulation. Amongst other things makes the simulation realistic by implementing difference between night and day and also citizen aging speed.

Notes

Configuration

I have found these values to be reasonably balanced.

General Probabilities Events Time Tools

Time options

Time speed (day) 4

Time speed (night) 5

☒ Dynamic day length

☐ Enable Weekends

Other options

Citizens simulation mode (real and virtual)

☒ Better aging and birth rate

☐ Pause the building construction and upgrade at night time

Construction speed 50%

☒ Switch off building lights at night

Keep lights on for tall buildings 40

☒ Better traffic jam and public transport waiting behavior

General

Probabilities

Events

Time

Tools

Second shift workers	<div></div>	13%
Night shift workers	<div></div>	6%
Lunch probability	<div></div>	50%
Local shopping ratio	<div></div>	65%
Shopping for fun	<div></div>	15%
On-time ratio	<div></div>	67%

General

Probabilities

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☒ Enable custom events

Earliest weekday event	<div></div>	16:00
Latest weekday event	<div></div>	20:00
Earliest weekend event	<div></div>	08:00
Latest weekend event	<div></div>	22:00

General

Probabilities

Events

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City wakes up	<div></div>	06:00
City goes to sleep	<div></div>	22:00
Work start hour	<div></div>	08:00
Work end hour	<div></div>	17:00
<input checked="" type="radio"/> Enable Lunch time		
Lunch begin hour	<div></div>	12:00
Lunch end hour	<div></div>	13:00
Max. Overtime	<div></div>	2:30
School start hour	<div></div>	08:00
School end hour	<div></div>	14:00
Maximum vacation days	<div></div>	3

Dependencies

None

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1420955187>

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