

Real Time

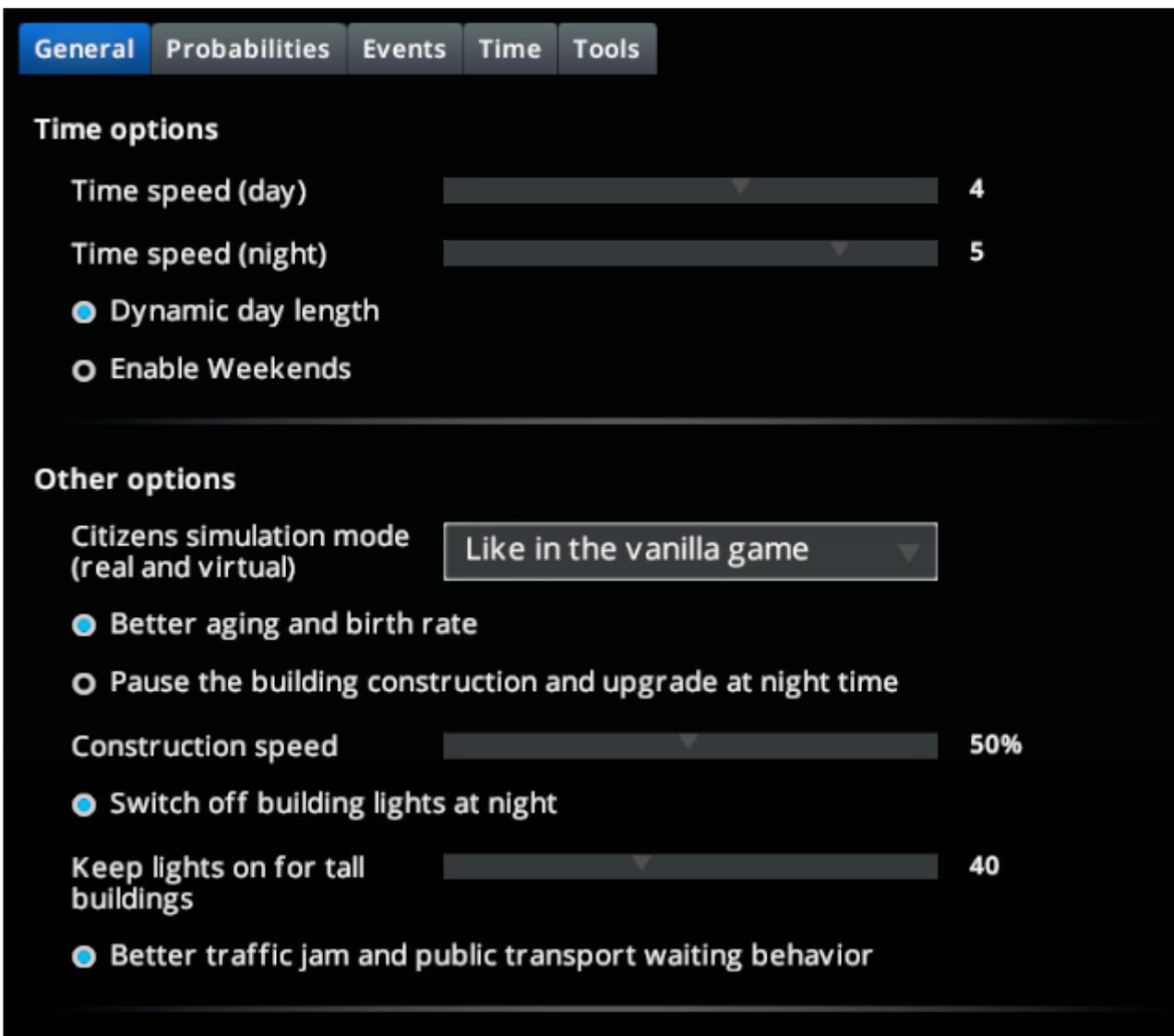
Description

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.



The image shows a configuration menu for the 'Real Time' feature. It has a dark background with white text. At the top, there are five tabs: 'General' (selected), 'Probabilities', 'Events', 'Time', and 'Tools'. Below the tabs, the 'Time options' section includes sliders for 'Time speed (day)' set to 4 and 'Time speed (night)' set to 5. There are two radio buttons: 'Dynamic day length' (selected) and 'Enable Weekends'. The 'Other options' section includes a dropdown menu for 'Citizens simulation mode (real and virtual)' set to 'Like in the vanilla game'. There are three radio buttons: 'Better aging and birth rate' (selected), 'Pause the building construction and upgrade at night time', and 'Better traffic jam and public transport waiting behavior'. There are two sliders: 'Construction speed' set to 50% and 'Keep lights on for tall buildings' set to 40.

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) Like in the vanilla game

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	<input type="range"/>	13%
Night shift workers	<input type="range"/>	6%
Lunch probability	<input type="range"/>	50%
Local shopping ratio	<input type="range"/>	65%
Shopping for fun	<input type="range"/>	15%
On-time ratio	<input type="range"/>	67%

General Probabilities **Events** Time Tools

Enable custom events

Earliest weekday event	<input type="range"/>	16:00
Latest weekday event	<input type="range"/>	20:00
Earliest weekend event	<input type="range"/>	08:00
Latest weekend event	<input type="range"/>	22:00

General Probabilities Events **Time** Tools

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

Dependencies

None

Links

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

Revision #1

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