

# Real Time

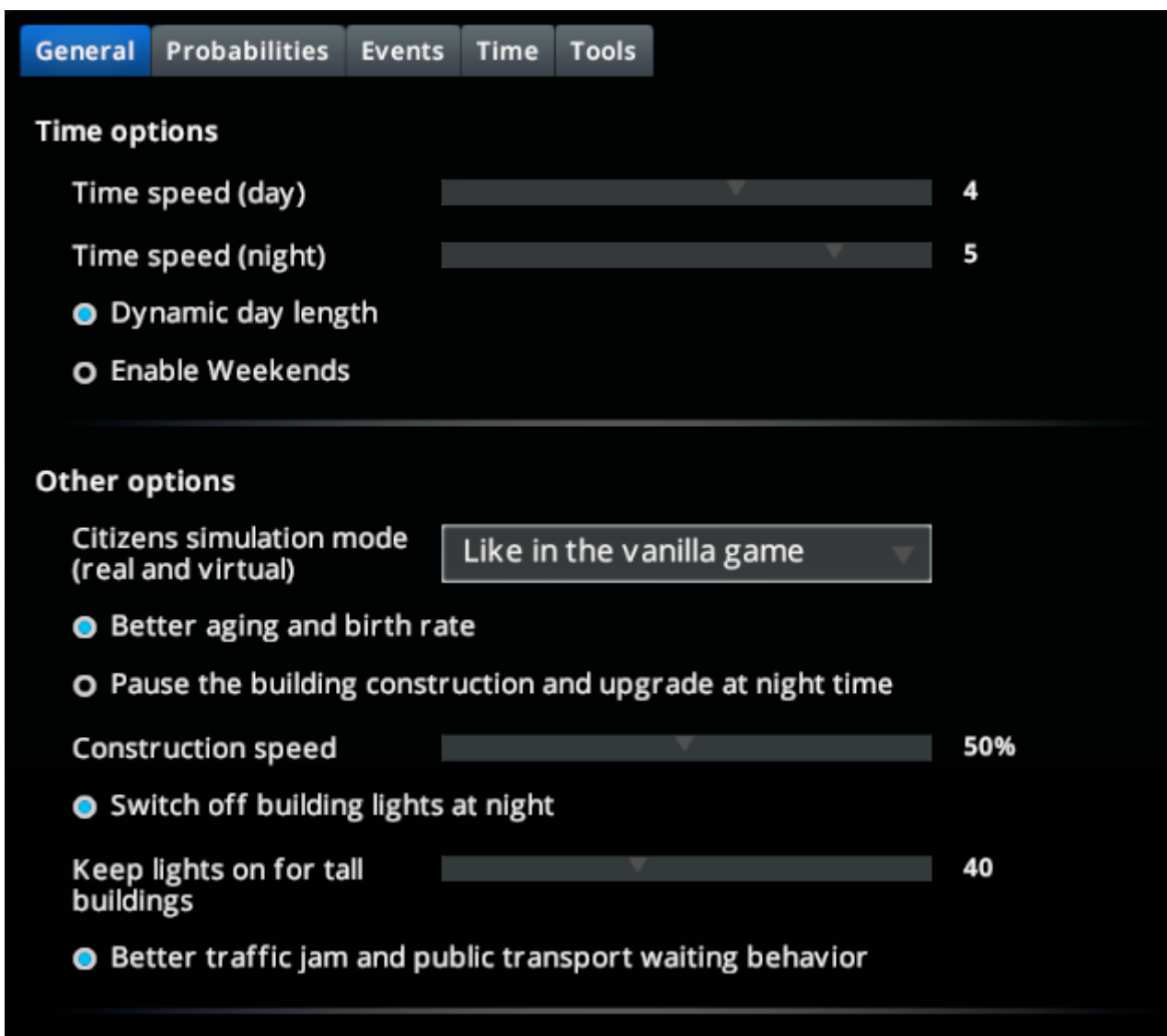
## Description

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 a game, specifically the 'Real Time' settings. The menu has a dark background with light-colored text and controls. At the top, there are five tabs: 'General' (selected), 'Probabilities', 'Events', 'Time', and 'Tools'. Below the tabs, the 'Time options' section contains three sliders and two radio buttons. The first slider is 'Time speed (day)' set to 4, the second is 'Time speed (night)' set to 5, and the third is 'Dynamic day length' which is selected. Below these, there is a radio button for 'Enable Weekends'. The 'Other options' section contains a dropdown menu for 'Citizens simulation mode (real and virtual)' set to 'Like in the vanilla game', a radio button for 'Better aging and birth rate' which is selected, a radio button for 'Pause the building construction and upgrade at night time', a slider for 'Construction speed' set to 50%, a radio button for 'Switch off building lights at night' which is selected, a slider for 'Keep lights on for tall buildings' set to 40, and a radio button for 'Better traffic jam and public transport waiting behavior' which is selected.

**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	<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

Events

Time

Tools

☒ 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

Time

Tools

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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