

# Real Time

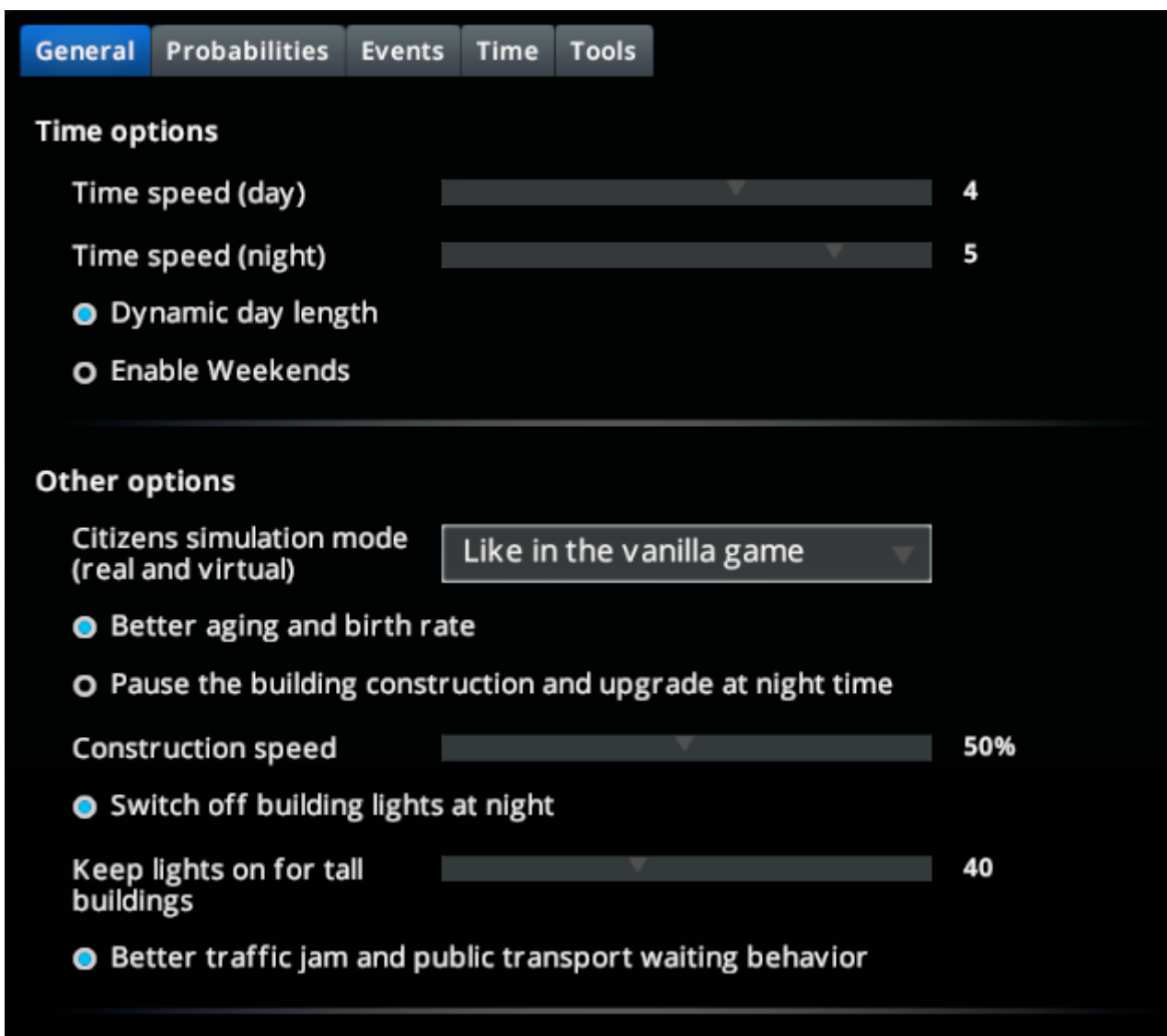
## Description

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, titled "Real Time". The menu has five tabs: "General", "Probabilities", "Events", "Time", and "Tools". The "Time" tab is currently selected. Under the "Time options" section, there are two sliders: "Time speed (day)" set to 4 and "Time speed (night)" set to 5. There are also two radio buttons: "Dynamic day length" (selected) and "Enable Weekends". Under the "Other options" section, there is 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 "Construction speed" set to 50%. There are also two sliders: "Switch off building lights at night" (selected) and "Keep lights on for tall buildings" set to 40. Finally, there is a radio button for "Better traffic jam and public transport waiting behavior" (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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