

Realistic Population

Revisited

Description

Changes building's population levels to realistic values for that building. No more skyscrapers with only 10 households and suburbs having 4 in each house. Also changes employee counts for all buildings.

Notes

Be careful with high density! Too much concentrated high density buildings will generate a lot of traffic and require good road layouts to support.

Be careful when adding this mod to an existing savegame as it changes consumption, traffic amount and city population a lot.

Configuration

Default values are well balanced.

Dependencies

Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=2025147082>

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