

Traffic Manager: President Edition

Description

This mod massively improves the vehicle simulation. This mod is an absolute necessity to any Cities: Skylines player.

It also provides many features and tools. For example you can create roundabouts with vehicles yielding, creating timed traffic lights (as well as disabling/enabling traffic lights at all for each intersection), lane selection, disabling citizen "pocket-cars" (cars must be parked) and much more.

Notes

Configuration

The below settings are configured for a realistic acting vehicle AI.

General

Gameplay

Policies

Overlays

Maintenance

Keybinds

Select language:

Game language ▼

☐ Lock main menu button position

☐ Lock main menu position

User interface scale:

▼

Window opacity:

▼

Overlay transparency:

▼

☐ Enable tutorial messages

☒ Notify me if there is an unexpected mod conflict

☒ Scan for known incompatible mods on startup

☒ Ignore disabled mods

☐ Display speed limits as MPH instead of km/h

Theme for MPH road signs:

US signs ▼

Simulation

Simulation accuracy:

Very high ▼

☒ Apply AI changes right away

General

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Vehicle behavior

Reckless drivers percentage:

Rush Hour (5 %)

- ☒ Individual driving styles
- ☐ Road condition has a bigger impact on vehicle speed
- ☒ Disable despawning

Advanced Vehicle AI

- ☒ Enable Advanced Vehicle AI

Dynamic lane selection:



Parking AI

- ☒ Enable more realistic parking

Public transport

- ☒ Prevent unnecessary transfers at public transport stations

At junctions

- ☐ Buses may ignore lane arrows
- ☐ Vehicles may enter blocked junctions
- ☐ Vehicles may do u-turns at junctions
- ☐ Vehicles may turn at red traffic lights
 - ☐ Also apply to left & right turns between one-way streets
- ☐ Vehicles going straight on may change lanes at junctions
- ☐ Vehicles follow priority rules at junctions with timed traffic lights
- ☒ Automatically add traffic lights if applicable

On roads

Vehicle restrictions aggression:

Normal ▼

- ☐ Ban private cars and trucks on bus lanes
- ☐ Enable highway specific lane merging/splitting rules
- ☒ Heavy vehicles prefer outer lanes on highways

Roundabouts

- ☒ Pedestrians shall not cross to the center of roundabout
- ☐ Pedestrians shall not cross the roads approaching the roundabout
- ☒ Stay in lane inside the roundabout
- ☒ Stay in lane on the roads approaching the roundabout
- ☒ Allocate dedicated exit lanes

Normal

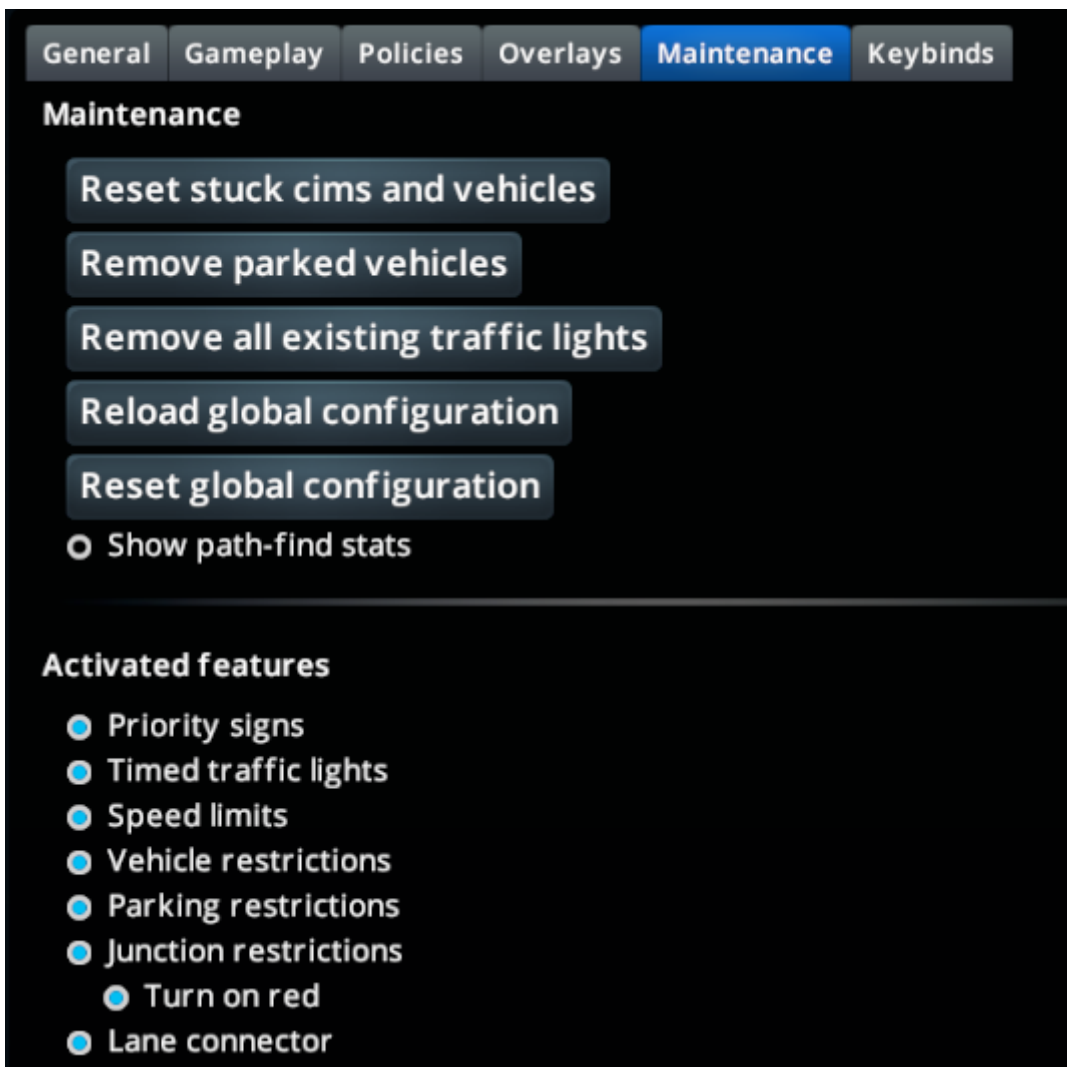
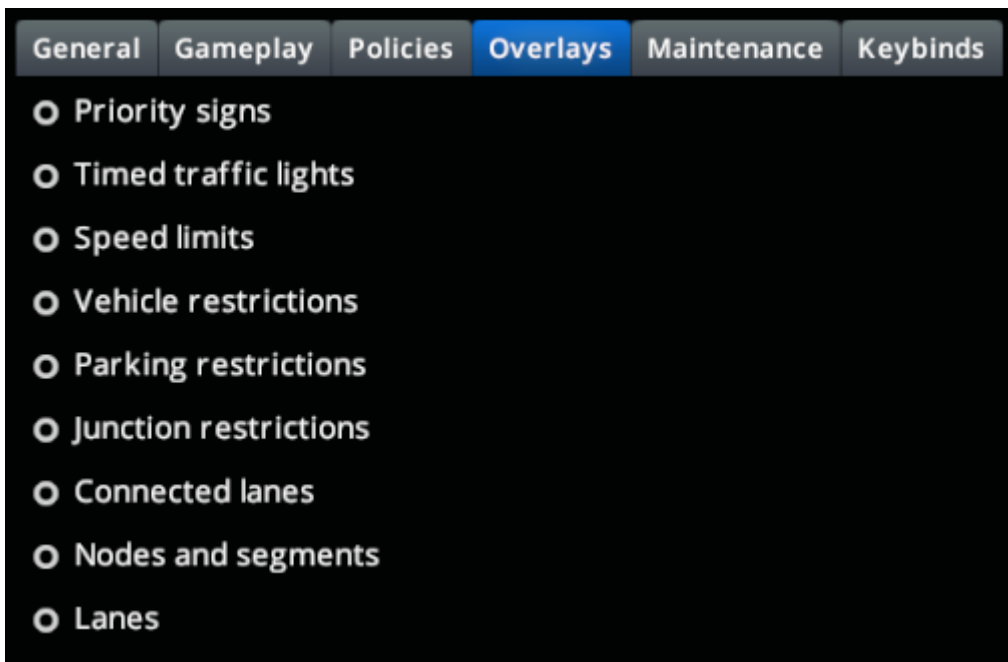
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- ☒ Stay in lane inside the roundabout
- ☒ Stay in lane on the roads approaching the roundabout
- ☒ Allocate dedicated exit lanes
- ☒ Add priority signs on the roundabout junction
- ☒ Yielding vehicles keep clear of blocked roundabout
- ☐ Assign realistic speed limits to roundabouts
- ☒ Put parking ban inside roundabouts
- ☐ Put parking bans on roundabout branches

Priority roads

- ☐ Allow pedestrian crossings on main road
- ☐ Allow cars to take far turn from/into main road (not recommended)
- ☐ Allow cars on yield road to enter blocked main road
- ☐ Use stop signs when entering main road



Keybinds you can set as you wish.

Dependencies

None

Links

Workshop: <https://steamcommunity.com/sharedfiles/filedetails/?id=1637663252>

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