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 was 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

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
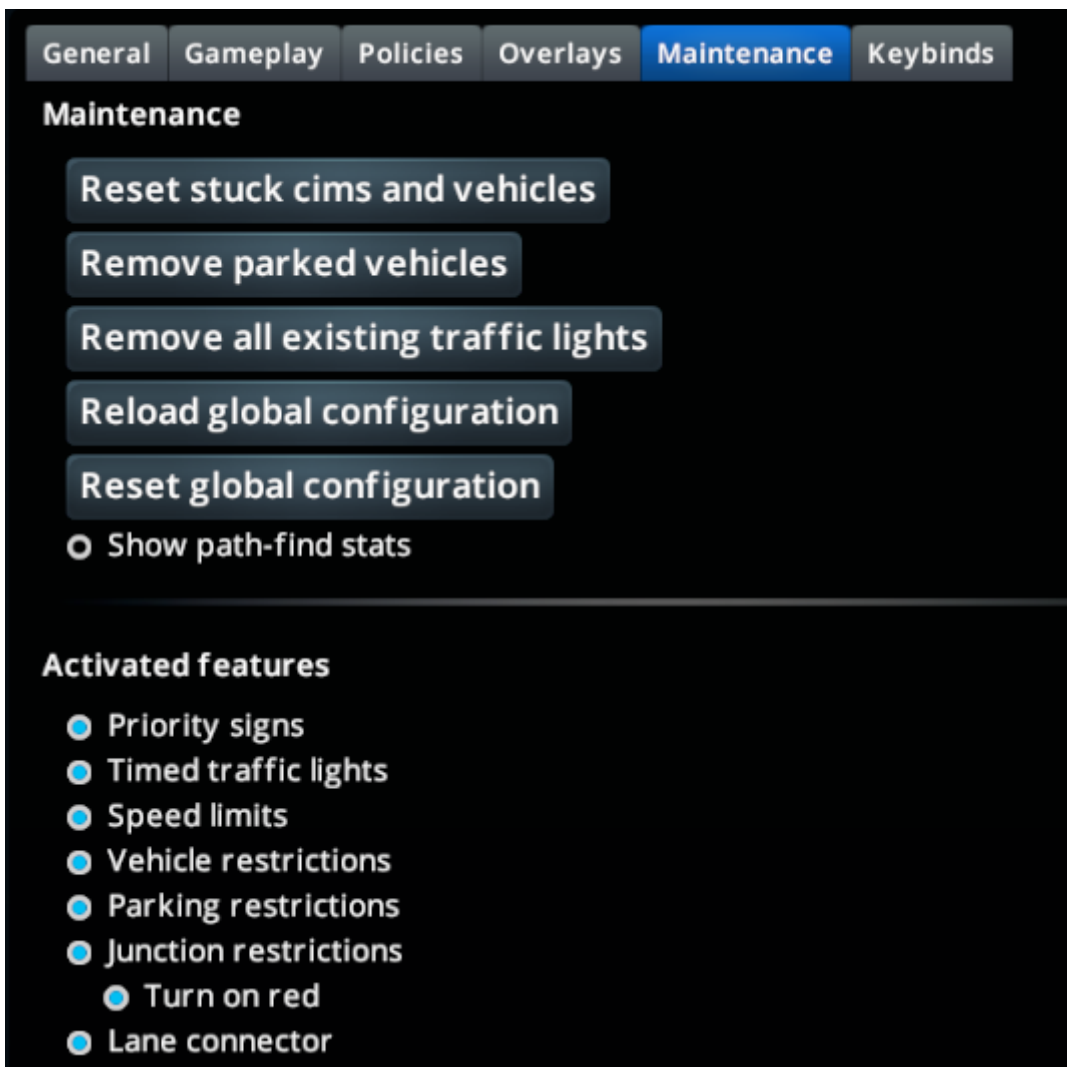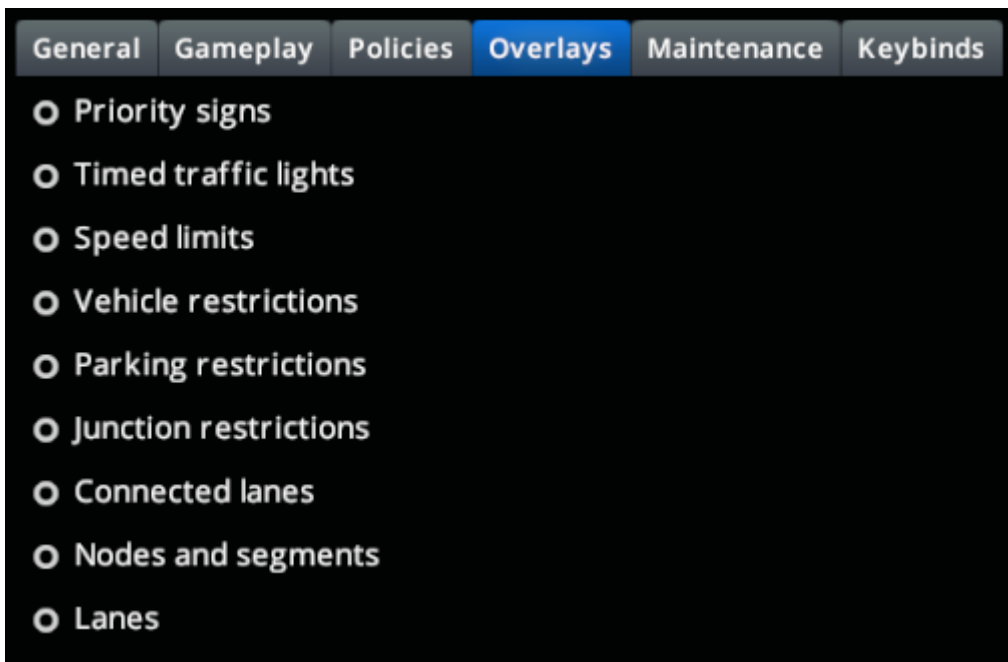- ● Allocate dedicated exit lanes

Normal

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Roundabouts

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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

General	Gameplay	Policies	Overlays	Maintenance	Keybinds

O Priority signs

O Timed traffic lights

O Speed limits

O Vehicle restrictions

O Parking restrictions

O Junction restrictions

O Connected lanes

O Nodes and segments

O Lanes

General	Gameplay	Policies	Overlays	Maintenance	Keybinds

Maintenance

Reset stuck cims and vehicles

Remove parked vehicles

Remove all existing traffic lights

Reload global configuration

Reset global configuration

O Show path-find stats

Activated features

- Priority signs
- Timed traffic lights
- Speed limits
- Vehicle restrictions
- Parking restrictions
- Junction restrictions
  - Turn on red
- Lane connector

Keybinds you can set as you wish.

Dependencies

None

Links

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