

Getting into Sim City 4[®] (2018)



Me - Major Fantozzi. Guardian of a hundred regions, beloved ruler, despot over a thousand zities, generous kreator of countlezz streets and monuments, immorthal leader to millions sims.

You learn how to be like me? Make prosberring zities and Sims loving you and obey?

So shut up. Me teaching, you listen. And you go and buy you Sim City 4 instead wasting time reathing boogs at skool.

Part 1: Installation and Configuration

Hi, my name is Sissi Sim and Grandmaster Fantozzi politely asked (=commanded) me to tell you about the technical basics to become a despot like him. Grief.

You'll need a computer first. Scientists found, that this software can't run neither in flashlights nor on lambskin. Sim City 4[®] was developed before the era of multicores and can run only on one core of your CPU. Instead of the number of cores, regarding performance, their single speed, the speed of physical memory and a fast hard drive is of importance. A SSD card to run the game from and later, maybe, game mods (your plugin folder) is no bad idear.



Sim City 4® (SC4) is a 3D game only in small parts but largely deals with a big amount of pictures. Imagine them like sets of photos with a digital address (ID) and there will be hundreds of thousands of these sets to process - the game will search, load and discharge them constantly. Therefore all components on loading stuff into memory should be fast, while there is not much render power needed. So most graphic cards, even the cheap ones, can handle the games needs. The system requirements of the original game are antic: 500 Mhz cpu, 128 MB main memory. 32 MB graphic card memory. Yes, megabytes, not gigabytes.

These requirements may change when using mods. So first make shure the base game runs fine before installing additional content.

While basically even an average smartphone could handle the hardware requirements of SC4, most graphical and technical issues gamers report aren't related to hardware but because of bad communication with this hardware, which is handled by so called drivers. While they mostly understand what SC4 asks them to do, what they reply may confuse SC4 like an old swedish farmer talking to a group of japanese school kids.

On the other hand there are many adjusting bolts you can turn to fix and to give some translation aid. This may require some obstinacy but can be resolved. Be aware that public laments about 'incompatibility with modern computers' may be done by people simply having no patience to configure their systems properly. Also SC4 now is 15 old - it's still the same computer language, not remotely a product of the Stone Age.

Sim City 4® is a 32bit program and can only process data in a limited adress space in the first 4 gigabyte of your physical memory, no matter how much you plugged into your PC. If you are running a 64bit operating system there is a patch to increase this limit. It is called 4GB patch. On the [creators home page](#) you'll find more technical info about that. This patch is strongly recommended when both conditions are met: you have a 64bit OS and you are using game mods. Therefore it's included in the major traffic overhaul - the NAM (Network Addon Mod).

Still you should run as less other 32bit software as possible parallel and keep your operating smart (free from unneeded background tasks, apps etc.).

So second you'll install and setup the base game. if I say the original game, I always mean Sim City 4 Deluxe® or Sim City 4 Rush Hour®, how they are shipped by your vendor, not to confuse with the 'vanilla game', which shouldn't be sold anymore at all. But what's in a name? Only important thing is, to check the version number of the executable, the 'exe' - that must be 1.1.640.0 (on carrier) or 1.1.641.0 (digital copy). If not, your dealer was really lazy and you have to get you the last official update/patch. It's mandatory to check/fix this.





There's not that much to tell about first installation except you should have an eye what installation paths are. As later you'll have to visit these folders, you might even link them on your desktop to have faster access.

If done, make shure the executable is the latest official version as explained above. Otherwise you must patch it.

Also, when Sim City 4® was released in 2003 it was immediatly a big success which made MAXIS/EA release a bunch of free additional content. There was f.e. the Lot Editor (geeks name it LE) a tool with great usability to modify, well, the lots (which the major himself will cover later). [Here](#), you have a link list with all the official add-ons and smaller gadgets but keep in mind you don't need to deal with the different update packs if your version number is right. But you might install 'BldgPropVol1' and 'BldgPropVol2' and the LE quite now too. Just because these are from the times when Electronic Arts® was generous and gave away great content for free. And if you get hooked to the game you'll need them anyway. 'BldgPropVol1' and 'BldgPropVol2' you just unzip into the plugin folder, which should be in your documents directory. LE you should install with administrator privileges.

After that, hink of applying the 4GB patch or, if you plan to get the Network Addon Mod (great stuff btw.) you may skip this and care for it later.

Stop, halt! Before you even consider to start the game first time - be gentle. It's a sleeping beauty still dreaming it was the year 2003 and it would be a shock waking her abruptly. We will prepare the environment first by editing the command line of the executable, making the game known of things that changed. About Michael Jackson and Steve Jobs not being here anymore, Take That instead again, Obamacare, Edward Snowden, Vatileaks, cell phones became smart phones using 'whatsapp' and Europe launched their 1-billion-dolloar-space-probe Rosetta but crashed it into a comet.

Well, maybe Sim City 4® doesn't need to know all that. But f.e. monitor resolution changed from postcard size to biggus dickus (call it widescreen, if you prefer). Or there are multicores making parallel tasks These kind of things.

To make SC4 known of that, we have to give commands (Major Fantozzi loves this!). This is done by adding some cryptic messages after the 'execution command' in the command line.

If you left double click on an icon on your desktop - that's nothing else then yelling 'get up! execute! or 'run!' So double clicking on that icon is commanding: to call a programm to be executed. Klicking with your right mouse button on that icon it unviels this secret and a small window will open. As the icon on your desktop is a shortcut to the executable program (instead of searching on your hard drive for it, these often are called also 'shortcut parameters' or 'startup parameters'). The same is valid for entries in your startup menu. Note these are independen. You must edit both - the icon on your desktop and the entry in your startuo list,dependend from you start Sim City 4®, where you prefer to yell your commands.

The line called 'Target' - that's the command line (target of your commands) or the parameter line of the shortcut. For now, in the picture the command is simply to execute a program.

And we are to specify 'how' to execute it. So everything we'll add , we add behind what is written in quotation marks ("...blabla ...").

Every command begins with a short dash , - (telling your stupid computer: 'this is no joke but a command").But I would recommend you simply copy and paste from this tutorial.

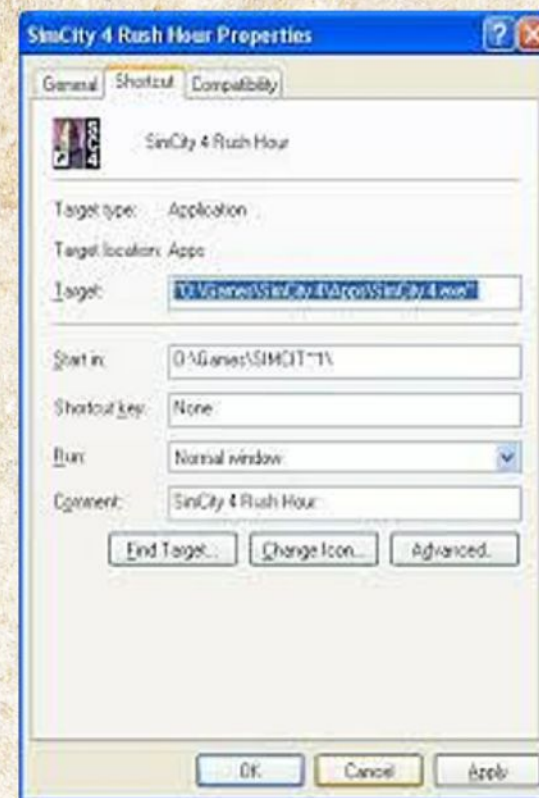
First thing we want to tell, that monitor today are all 'biggus dickus:

-CustomResolution:enabled

This one you'll need if your screen resolution isn't oldfashioned 4:3 but more dickus.

Second you shurely want to tell how big is yours exactly:

-r1920x1080



Where 'r' means resolution. The following numbers aren't your birthday or the average size of swedish farms in inches but the resolution of your monitor in pixel. So the numbers are just an example. It might be 1366x768 or something else. Don't worry if you type nonsense here. Next time on startup the game will crash and somewhere in sweden a cow will explode. But that's all that gonna happen. And you can adjust this anytime by the risk of losing another swedish cow.

So next is also crucial:

`-CPUCount:1`

This protects your game by telling your system this executable can only deal with one core at a time.

For your delight there are many, many other commands you can add and to play with, an overview you get [here](#) or [here](#). Always on the risk of losing another swedish cow, of course.

