

Overcoming CAM Installation Problems (Windows 10)

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Introduction:

This document is for people using Windows 10 who have encountered errors during the CAM installation process or for Windows 10 users who want to avoid complications before they attempt to install CAM for the first time.

These instructions are rather involved. They're also long, because I've written them so that someone like me – an average SimCity 4 player with no programming experience – can follow along with ease.

You will need:

- SimCity 4 Rush Hour or SimCity 4 Deluxe Edition
- SC4DatPacker 2008, by Wouanagain, available from https://sc4devotion.com/csxlex/lex_filedesc.php?lotGET=26
- Colossus Addon Mod v2.1.0, by InvisiChem, available from <https://community.simtropolis.com/files/file/30956-colossus-addon-mod/> or https://sc4devotion.com/csxlex/lex_filedesc.php?lotGET=3335
- MSVCP.dll (to run SC4DatPacker), available from http://www.dlldump.com/download-dll-files_new.php/dllfiles/M/msvc71.dll/7.10.3077.08/download.html
- MFC71.dll (to run SC4DatPacker), available from http://www.dlldump.com/download-dll-files_new.php/dllfiles/M/MFC71.dll/7.10.3077.0/download.html
- GPIPLUS.dll (to run SC4DatPacker), available from http://www.dlldump.com/download-dll-files_new.php/dllfiles/G/GDIPLUS.DLL/5.1.3097.0/download.html
- 7-zip, available from <https://www.7-zip.org/download.html>

Instructions:

PART 1: Preparation

1. Ensure that SC4DatPacker 2008 is installed.
2. Ensure that you have downloaded MSVCP.dll, MFC71.dll and GPIPLUS.dll, and **placed these three files in the same folder that the SC4DatPacker is installed to** (in my case, for example, C:\Program Files (x86)\SC4DatPacker 2008).
3. Ensure that you've downloaded and installed 7-zip.
4. Download and unzip the CAM installation file.

PART 2: Merging the CAM and SimCity_1 DAT files

5. If you haven't already done so, run the CAM installer from Step 4. During the installation process a Notepad document will pop up on screen containing some instructions. Copy those instructions down in case you need them should the CAM installer work successfully. Exit that Notepad document and you will find that the installer will fail and then nothing else will happen until you quit the installer. Go ahead and quit the installer. **Do not delete the installer** as you will need it later. Remember where it is. You no longer need the instructions you just copied down.
6. Even though the installer failed, you may have noticed that it created some new folders:
 - a. There **may** be a folder in Documents\SimCity 4\Plugins called *a_CAM*. If it is there then leave it. If it is not, don't worry. Either way, this issue will be returned to later.
 - b. In Documents\SimCity 4 there is now a folder called *Original SimCity Files* containing a DAT file called *SimCity_1*. This is a copy of one of the core SimCity 4 files. **Copy** (do not cut) this file.
 - c. In Documents\SimCity 4\Plugins folder there is now a folder called *SimCity_1* containing a DAT file called *z_CAM_2.1.0_Stand_Permanent Merge*. Paste the file from Step 6b into this folder so that it now contains two DAT files:
 - i. *SimCity_1.dat*
 - ii. *z_CAM_2.1.0_Stand_Permanent Merge.dat*
 - d. Leave the folder from Step 6b where it is. Ensure that it still contains a copy of *SimCity_1.dat*. This is now a backup file, to be used if you wish to uninstall the CAM, or if anything goes wrong during the remaining steps.
7. Run SC4DatPacker 2008. A lot of entries will be highlighted in blue. Click on *SimCity_1* and ensure that it is the only entry highlighted in blue. Press Start, and you will see a new box pop up with some bars. When the program says that it is finished you may quit the DatPacker program.
8. In Documents\SimCity 4\Plugins folder there will now be a folder called *Plugins_Compressed*, containing a DAT file called *SimCity_1*. Move that DAT file to the folder containing your SimCity 4 game. In my case, this is located at C:\GOG Games\SimCity 4 Deluxe Edition. If you are using the Steam version it will likely be located at C:\Program Files (x86)\Steam\steamapps\common\SimCity 4 Deluxe Edition. When you try to move the DAT into this folder, Windows will ask if you want to replace or skip files: select "Replace the file in the destination".
9. Back in your Documents\SimCity 4\Plugins folder, you may delete the folder called *SimCity_1* (and *Plugins_Compressed* too, if there's nothing else in that folder). **Congratulations**, you are halfway there!

PART 2: Creating your “a_CAM” folder

10. If, in Step 6a, you found that you already had the a_CAM folder installed, the following steps do not apply to you; your CAM probably works fine. However I imagine that it is best to check that your folder contains the correct files anyway. If, like me, you found that you did not have such a folder, then read on!
 11. In Step 5, if not earlier, you ran the CAM installer. Right click on the installer, then under “7-zip” select *open archive*. A box will pop up, and you will see a folder called a_CAM. Right click on this folder and select “*Copy to ...*”. Copy that folder to your Documents\SimCity 4\Plugins folder. Quit 7-zip.
 12. Open the folder you just created at Documents\SimCity 4\Plugins\a_CAM, and you will see two folders. Open the one called *a_Core*, and inside you will find another folder called *\$_16_*. Move this folder to a safe location outside your Plugins folder – this contains the CAM Uninstaller.
 13. Of the files remaining in the *a_Core* folder, you MUST leave the following two files in place:
 - CAM_2.1.0_Main_Controller.dat
 - CAM_2.1.0_Rural_Farm_Demand_Override.dat
 14. Of the other five files (all of which contain “PlayStyle” in their name) you must select one, according to the play styles outlined in the CAM read me. Select only one. Delete the other four files (i.e. in my case I chose CAM_2.1.0_PlayStyle_Extended, and I deleted the other four entitled Midrise, Rural, SkyScraper and Standard).
 15. You do not need to do anything with the folder in a_CAM called “*Core Buildings*”.
- Congratulations, you should now have a working version of the CAM installed.**

Credits: The credit for these instructions rightly goes to rsc204 and jeffryfisher at Simtropolis. I merely collated their instructions into a single document. Thanks also to CorinaMarie at Simtropolis for tracking down a reliable source of those elusive DLL files.