User guide for SC4PIM

The Basics and getting started

Use the installation program to install SC4PIM to the default folder. This is important as updates need to be able to find it.

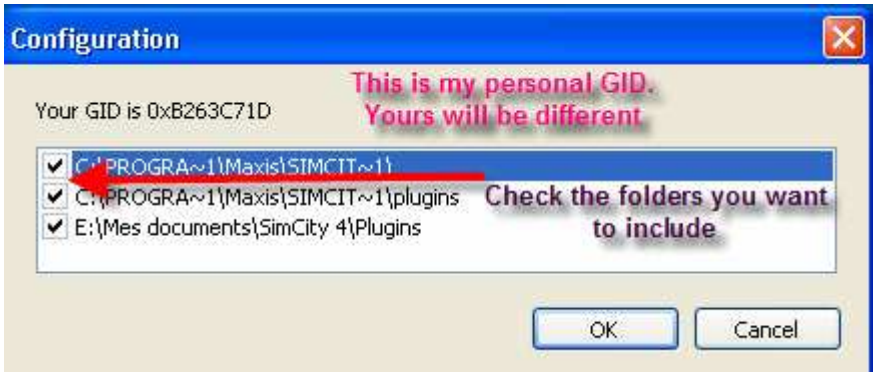
What PIM-X can do
You can create buildings, props, flora, foundations exemplars based on SC4 Models, mostly like with Maxis PIM
You can create lots like in Maxis Lot Editor, with more features - grid alignment/snapping etc.

What PIM-X can't do
You can't do any advanced modding, like the NAM team do
You can't do anything related to exemplars other than buildings, props, flora, foundations, lots
You can't create your custom queries
You can't do any LUA scripting
You can't make full rewards (PIM-X provides you with a template, but you'll need to use ILive Reader to make it work)

It is very important to only put into your plugins folder the lots, models, prop packs and textures that you want to use. If you try to work with a full plugins it will be very slow and may freeze. Empty your plugins and only put in what you want to use before starting SC4PIM. Never work with dat packed playing folders. Always use single model files and prop packs.

When you start the program it will give you an option for which folders to include so just check the ones you want to use. The top two are always the two Maxis folders and the others will be any folders you have in plugins. Check only the ones you are sure you want to use. Later a way of seeing what is in the various prop packs will be explained.

This screen also shows your personal GID which will be used on every lot that you make.



When selecting a folder for the first time or if you added new models to that folder since you last opened PIM_X , a window will popup with a preview of the models.

The window that pops up should not be moved, and not overlapped or else the thumbnails will be messed up. If this is the first time you have used SC4PIM or you have a new set of models then this can take some time so be sure not to interrupt the generation of the image thumbnails

The thumbnails are stored in ImageDB and ImageDBLarge folders and can be erased/removed in case you want to regenerate them.

The thumbnails are used in the LotEditor tool window for displaying props.

Table of Contents

Glossary:

Descriptor

The file made for the building or prop that holds properties such as capacity and pollution. Also called the Building or Prop Exemplar.

LotConFig Exemplar

The exemplar made holding the information about what is on the lot, growth stage or type if a ploppable. This exemplar is made when you create a lot.

Cohort file

A file used to name a family of buildings or props

Item Description Key

An LTEXT file containing the description seen in the menu for ploppables. Abbreviated to IDK. The LTEXT file can be extended to include a variety of languages for local settings.

User Visible Name Key

An LTEXT file containing the name of the lot that is displayed in the lot query and menu. Abbreviated to UVNK. The LTEXT file can be extended to include a variety of languages for local settings

TGI

Type Group Instance

TID

Type Identifier

GID

Group Identifier

IID

Instance Identifier

Resource Key Type

A property that tells SC4 what type of building is being used and its BAT reference TGI. Abbreviated to RKT. There are three main RKTs in use.

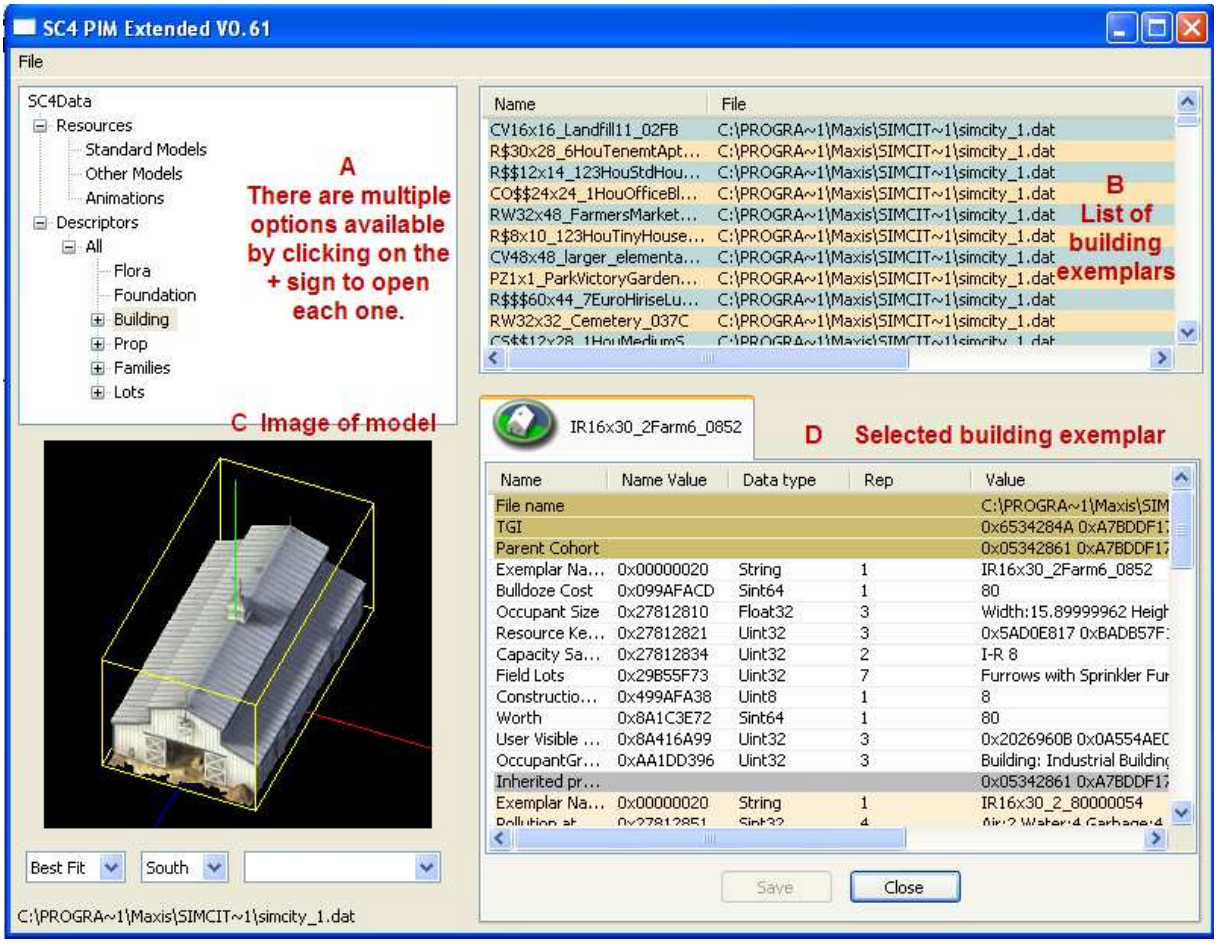
RKT 1 – used for visible buildings on a lot

RKT 0 – used for invisible buildings on a lot

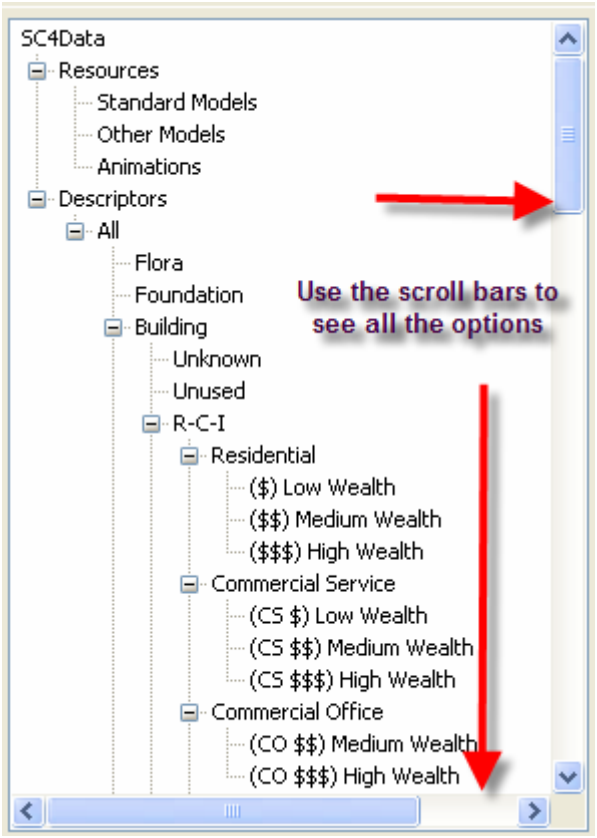
RKT 4 – used for timed props

The main screen and what it does.

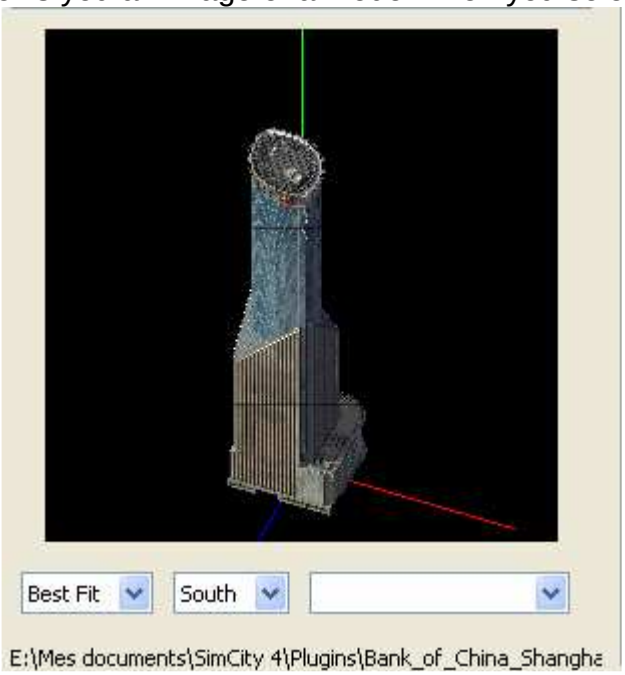
The main screen is divided into four parts.



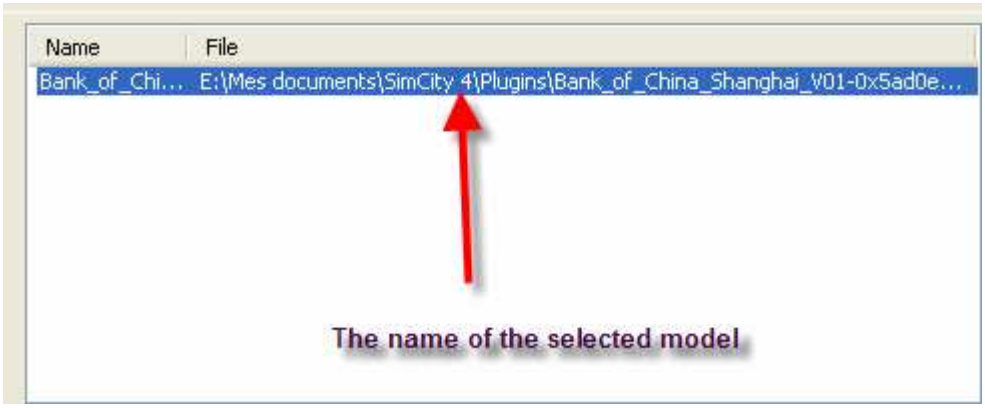
The upper left (A) has the lists of types of items available in plugins – models and lots. Models are right at the top of the list in the section labelled Resources. Descriptors holds the building exemplars for the different types available for growable – RCI – and ploppable.



The lower left (C) shows you an image of a model when you select one.



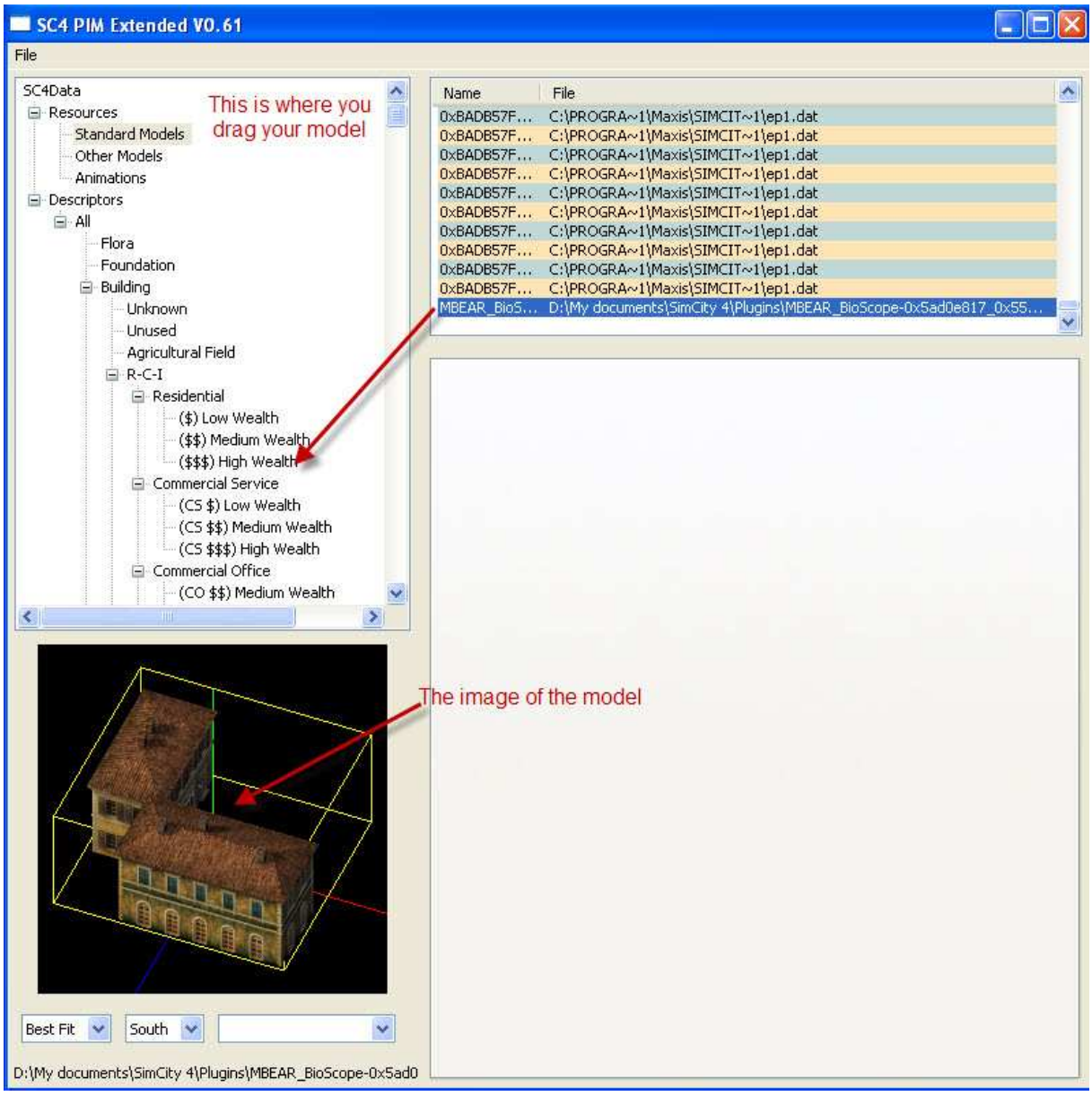
The upper right (B) has a list of what ever you have selected in the upper left section. When you click on a model it will show in the lower left screen.



The lower right section (D) shows the building or lot config exemplar once you have made or selected one.

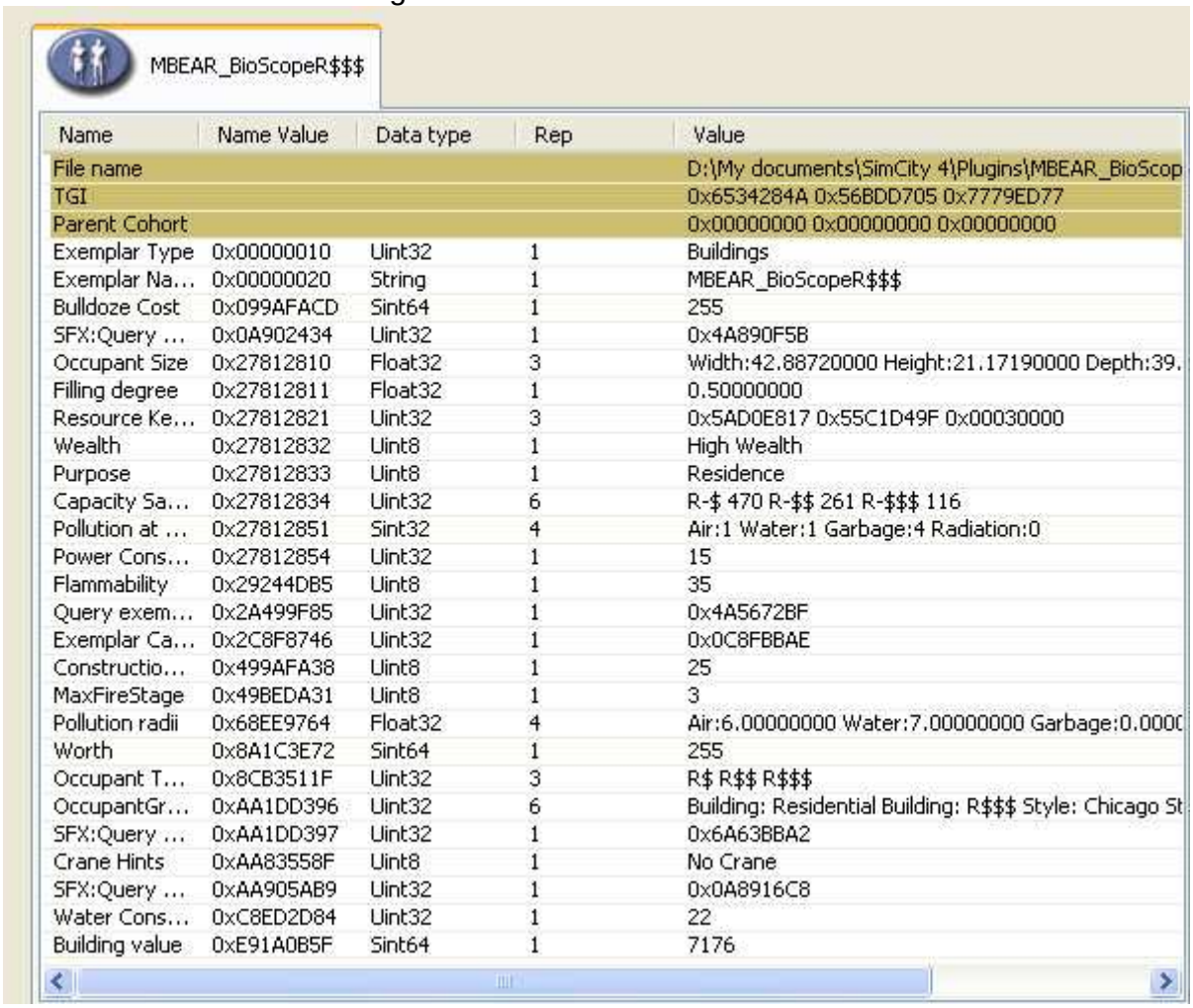
To make a basic growable lot

1. Drag the model of whatever you want to use to the correct type/wealth in the RCI section of the upper left window. It is a bit like Maxis PIM except you have more choices.



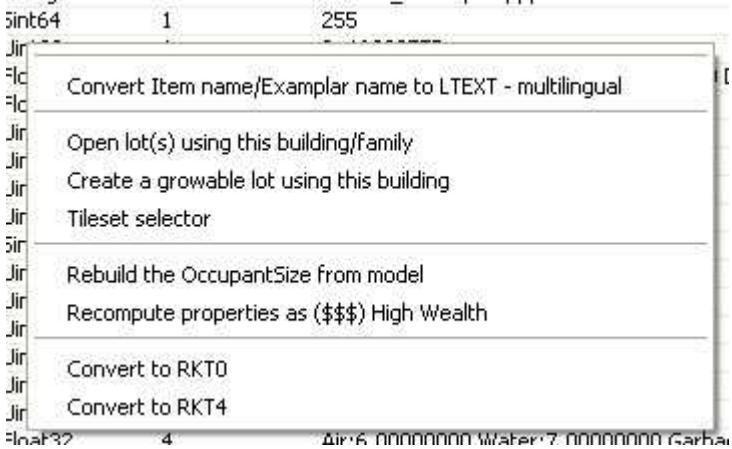
2. You will be asked for a name for your exemplar. Make it something you can recognise easily and is suitable for showing in the query.

3. Once you have dragged the model a descriptor will be made and the exemplar will be shown in the lower right section.

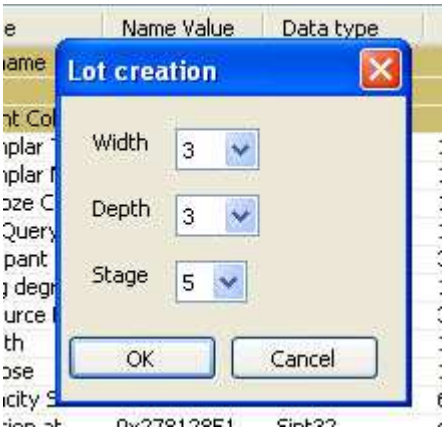


Name	Name Value	Data type	Rep	Value
File name				D:\My documents\SimCity 4\Plugins\MBEAR_BioScop
TGI				0x6534284A 0x56BDD705 0x7779ED77
Parent Cohort				0x00000000 0x00000000 0x00000000
Exemplar Type	0x00000010	Uint32	1	Buildings
Exemplar Na...	0x00000020	String	1	MBEAR_BioScopeR$$$
Bulldoze Cost	0x099AFACD	Sint64	1	255
SFX:Query ...	0x0A902434	Uint32	1	0x4A890F5B
Occupant Size	0x27812810	Float32	3	Width:42.88720000 Height:21.17190000 Depth:39.
Filling degree	0x27812811	Float32	1	0.50000000
Resource Ke...	0x27812821	Uint32	3	0x5AD0E817 0x55C1D49F 0x00030000
Wealth	0x27812832	Uint8	1	High Wealth
Purpose	0x27812833	Uint8	1	Residence
Capacity Sa...	0x27812834	Uint32	6	R-$ 470 R-$$ 261 R-$$$ 116
Pollution at ...	0x27812851	Sint32	4	Air:1 Water:1 Garbage:4 Radiation:0
Power Cons...	0x27812854	Uint32	1	15
Flammability	0x29244DB5	Uint8	1	35
Query exem...	0x2A499F85	Uint32	1	0x4A5672BF
Exemplar Ca...	0x2C8F8746	Uint32	1	0x0C8FBBAE
Constructio...	0x499AFA38	Uint8	1	25
MaxFireStage	0x49BEDA31	Uint8	1	3
Pollution radii	0x68EE9764	Float32	4	Air:6.00000000 Water:7.00000000 Garbage:0.0000
Worth	0x8A1C3E72	Sint64	1	255
Occupant T...	0x8CB3511F	Uint32	3	R$ R$$ R$$$
OccupantGr...	0xAA1DD396	Uint32	6	Building: Residential Building: R$$$ Style: Chicago St
SFX:Query ...	0xAA1DD397	Uint32	1	0x6A63BBA2
Crane Hints	0xAA83558F	Uint8	1	No Crane
SFX:Query ...	0xAA905AB9	Uint32	1	0x0A8916C8
Water Cons...	0xC8ED2D84	Uint32	1	22
Building value	0xE91A0B5F	Sint64	1	7176

4. Right click and select Create a growable lot using this building in the pop-up box that appears. The options will depend on which type of descriptor you have made.

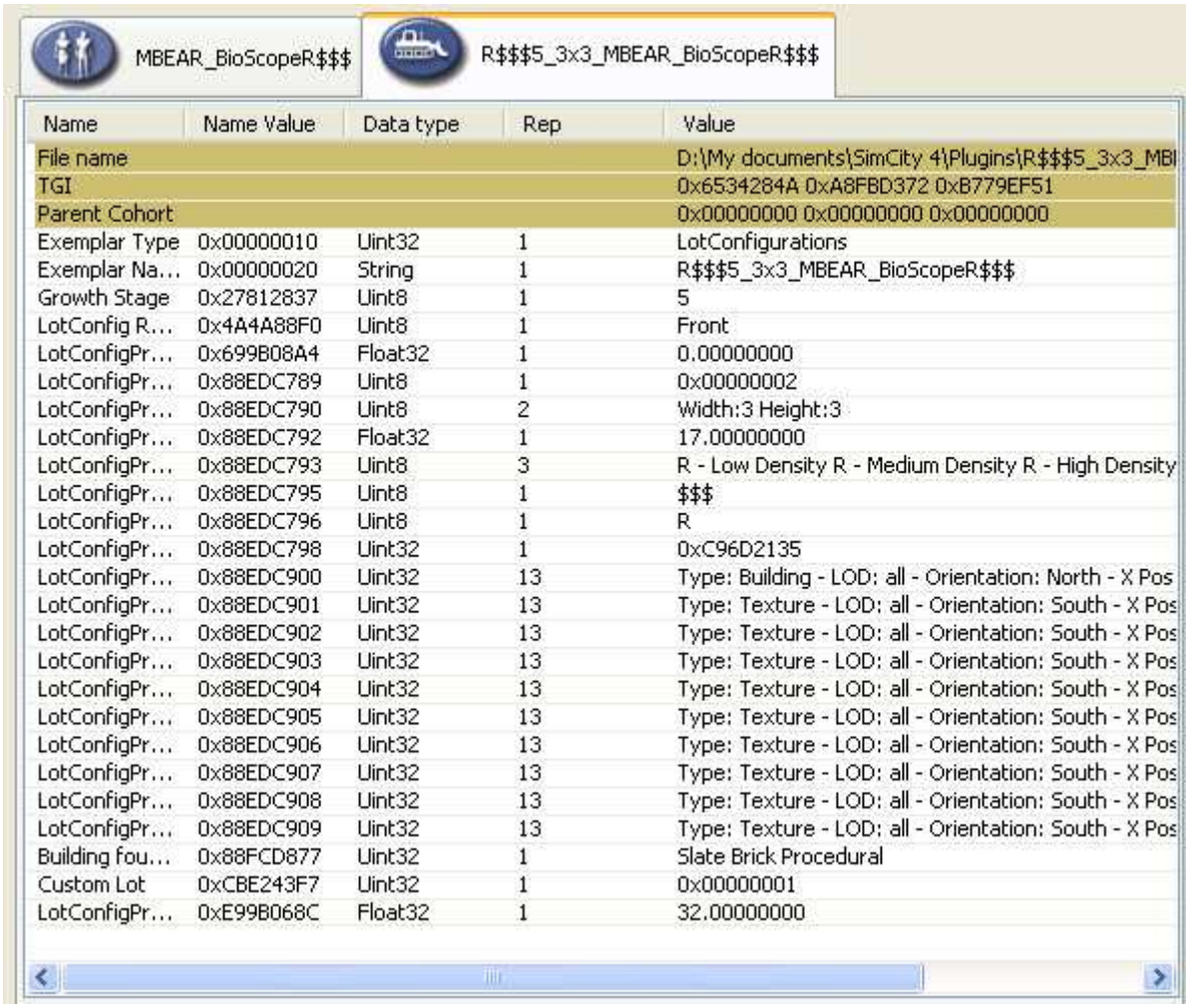


5. A popup will appear with the minimum lot size and the stage showing.



If you want to make a bigger lot you can choose to change the size here and accept a change of growth stage. You will only have the option to change growth stage by one more or one less in the above box. This is so that the lot is balanced for use in game and will not screw the simulation engine (unlike some of the early skyscrapers which were set to grow at stage 1). Click OK when you are happy with the lot size.

6. You will now see the Lot Config exemplar as well as the Building Exemplar in the lower right window.

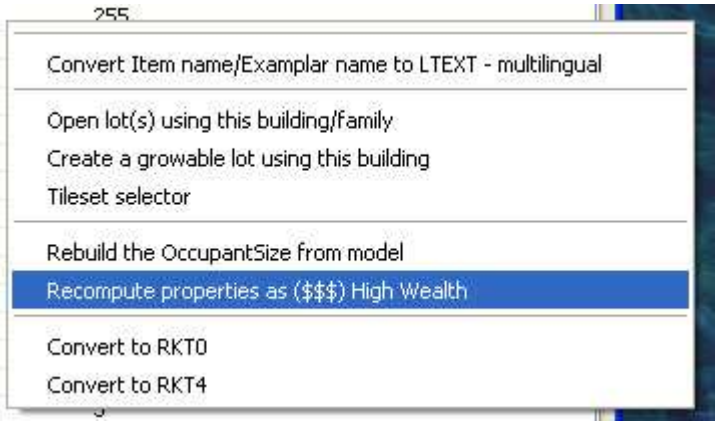


Name	Name Value	Data type	Rep	Value
File name				D:\My documents\SimCity 4\Plugins\R$$$5_3x3_MBI
TGI				0x6534284A 0xA8FBD372 0xB779EF51
Parent Cohort				0x00000000 0x00000000 0x00000000
Exemplar Type	0x00000010	Uint32	1	LotConfigurations
Exemplar Na...	0x00000020	String	1	R$$$5_3x3_MBEAR_BioScopeR$$$
Growth Stage	0x27812837	Uint8	1	5
LotConfig R...	0x4A4A88F0	Uint8	1	Front
LotConfigPr...	0x699B08A4	Float32	1	0.00000000
LotConfigPr...	0x88EDC789	Uint8	1	0x00000002
LotConfigPr...	0x88EDC790	Uint8	2	Width:3 Height:3
LotConfigPr...	0x88EDC792	Float32	1	17.00000000
LotConfigPr...	0x88EDC793	Uint8	3	R - Low Density R - Medium Density R - High Density
LotConfigPr...	0x88EDC795	Uint8	1	$$$
LotConfigPr...	0x88EDC796	Uint8	1	R
LotConfigPr...	0x88EDC798	Uint32	1	0xC96D2135
LotConfigPr...	0x88EDC900	Uint32	13	Type: Building - LOD: all - Orientation: North - X Pos
LotConfigPr...	0x88EDC901	Uint32	13	Type: Texture - LOD: all - Orientation: South - X Pos
LotConfigPr...	0x88EDC902	Uint32	13	Type: Texture - LOD: all - Orientation: South - X Pos
LotConfigPr...	0x88EDC903	Uint32	13	Type: Texture - LOD: all - Orientation: South - X Pos
LotConfigPr...	0x88EDC904	Uint32	13	Type: Texture - LOD: all - Orientation: South - X Pos
LotConfigPr...	0x88EDC905	Uint32	13	Type: Texture - LOD: all - Orientation: South - X Pos
LotConfigPr...	0x88EDC906	Uint32	13	Type: Texture - LOD: all - Orientation: South - X Pos
LotConfigPr...	0x88EDC907	Uint32	13	Type: Texture - LOD: all - Orientation: South - X Pos
LotConfigPr...	0x88EDC908	Uint32	13	Type: Texture - LOD: all - Orientation: South - X Pos
LotConfigPr...	0x88EDC909	Uint32	13	Type: Texture - LOD: all - Orientation: South - X Pos
Building fou...	0x88FCD877	Uint32	1	Slate Brick Procedural
Custom Lot	0xCBE243F7	Uint32	1	0x00000001
LotConfigPr...	0xE99B068C	Float32	1	32.00000000

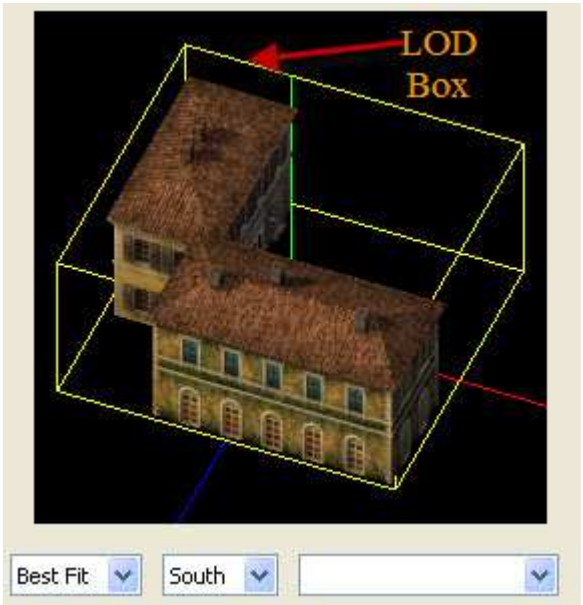
7. Now you can make any changes to the properties in the exemplars.

Making changes to the exemplar properties (otherwise known as Modding a lot).

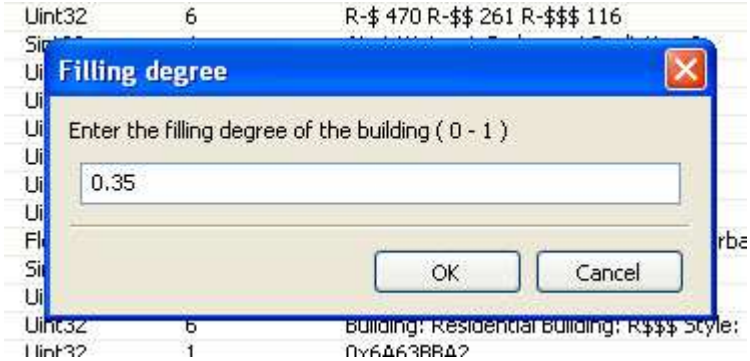
1. Select the building exemplar.
2. In the lower right if you right click then select Recompute as (whatever you have made) you will be presented with a pop up box which will ask for a filling degree. This is the amount of space taken up by the building in the imaginary box that bounds the outer limits of the model. The default is 0.5 = 50%.



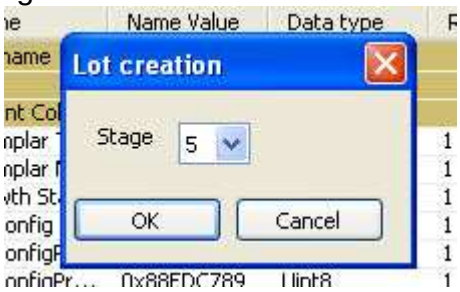
3. Look at the model in this example. How much of the yellow LOD box is the model filling? Make a reasonable estimate and input the figure into the popup. Ripplejet has posted a more detailed explanation at SC4Devotion to help you get a more accurate filling degree. In this case a more accurate filling degree would be 0.35 (35%).



4. Once you have inserted the filling degree click OK and the recomputing will be done.



5. The Lot Config Exemplar will open and you need to click OK to accept any changes to the growth stage.

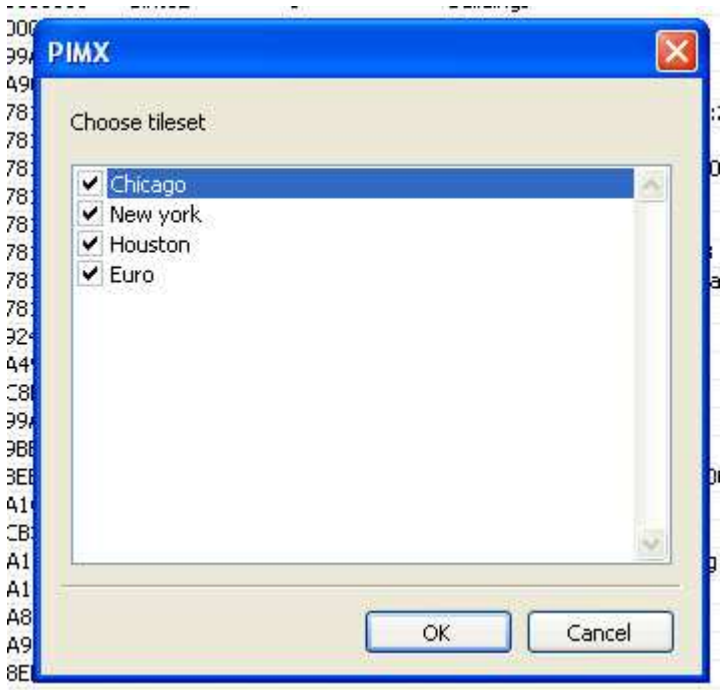


6. The occupancy will change to reflect the Filling Degree but in this case there is no change to the Growth Stage.

Occupant Size	0x27812810	Float32	3	Width:42.88720000 Height:21.17190000
Filling degree	0x27812811	Float32	1	0.35000000
Resource Ke...	0x27812821	Uint32	3	0x5AD0E817 0x55C1D49F 0x00030000
Wealth	0x27812832	Uint8	1	High Wealth
Purpose	0x27812833	Uint8	1	Residence
Capacity Sa...	0x27812834	Uint32	6	R-$ 250 R-$$ 139 R-$$$ 63
Pollution at ...	0x27812851	Sint32	4	Air:1 Water:1 Garbage:4 Radiation:0

7. If you are not happy with the occupancy you can change it again by repeating the Recompute with other values until you find the occupancy you want but remember that SC4PIM will give you accurate occupancy if you use the correct Filling Degree. If you change the occupancy the Growth Stage may change and again will be accurate and balanced for SC4.

8. If you right click in the Building Exemplar and select Tileset Selector you can decide which tileset you want your lot to grow in.

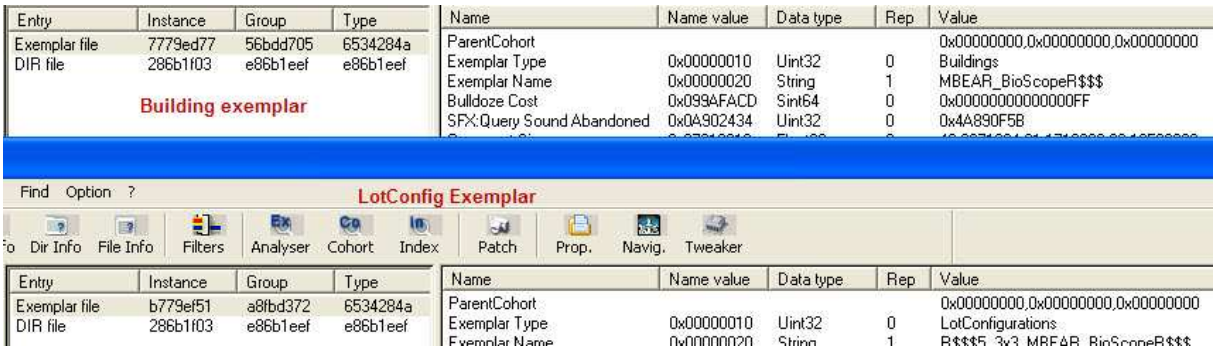


Just check the tilesets which you want your building to grow in.

9. Now you have an .sc4Lot file and an .SC4Desc belonging to the same lot. You can choose to leave these separate or follow the following tutorial to embed the building exemplar in the lot file. If you leave them separate but intend to share the work on the LEX, don't forget you need to include both files in the upload.

Tidying up and advanced stuff using iLive's Reader (optional but good)

1. At this stage you should close SC4PIM and open both the growable lot and the desc in Reader.

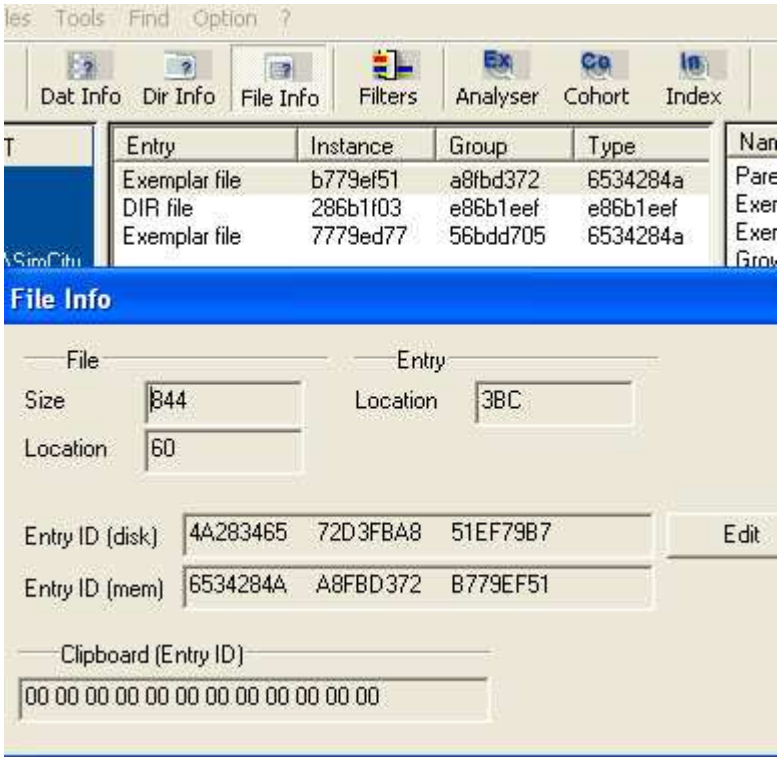


2. Right click on the Exemplar file in the Building Exemplar and select Copy File
3. Right Click under DIR in the LotConfig Exemplar and select Paste file.
4. Now you have two exemplar files in the lot file.

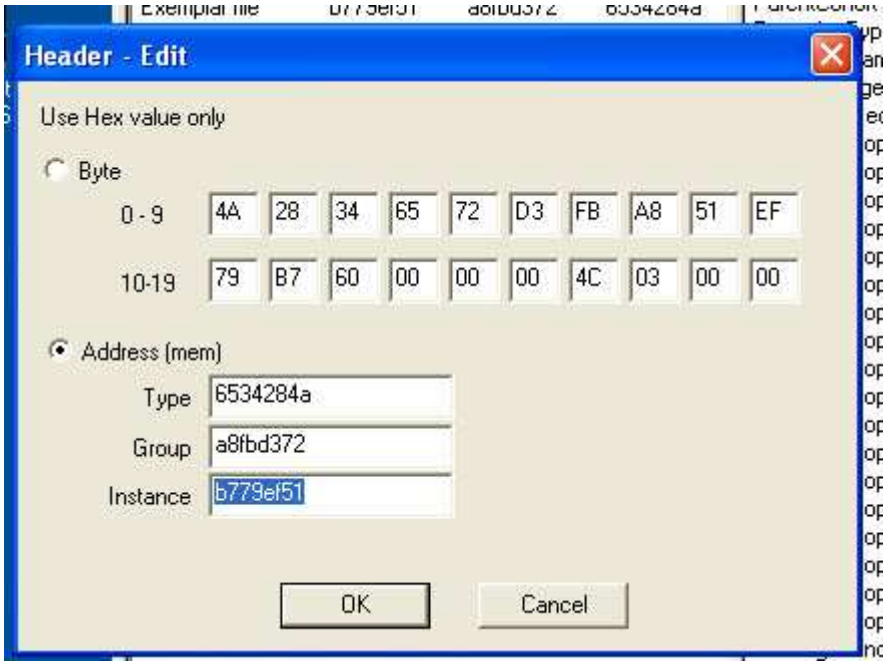
Entry	Instance	Group	Type
Exemplar file	b779ef51	a8fbd372	6534284a
DIR file	286b1f03	e86b1eef	e86b1eef
Exemplar file	7779ed77	56bdd705	6534284a

5. This next bit is the tricky bit so look carefully at the following

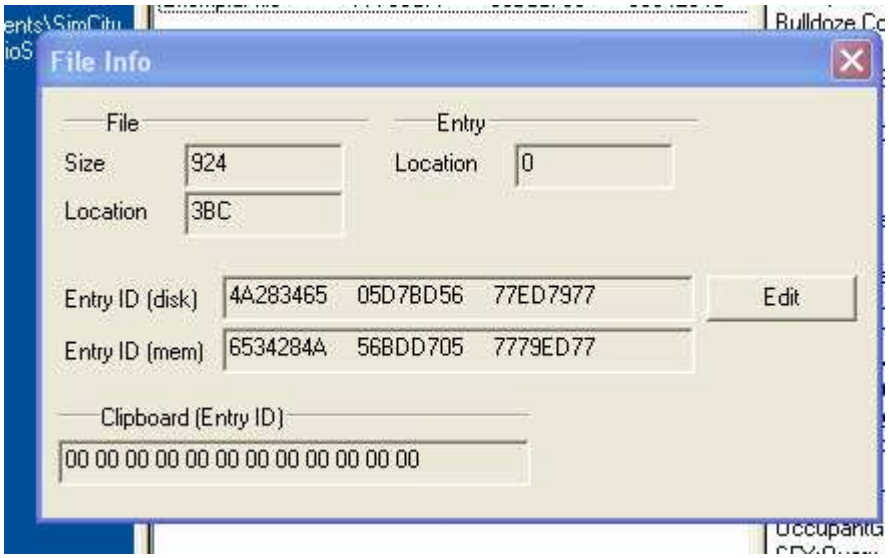
6. Select the top exemplar and click on File Info in the top menu bar. A popup box will appear.



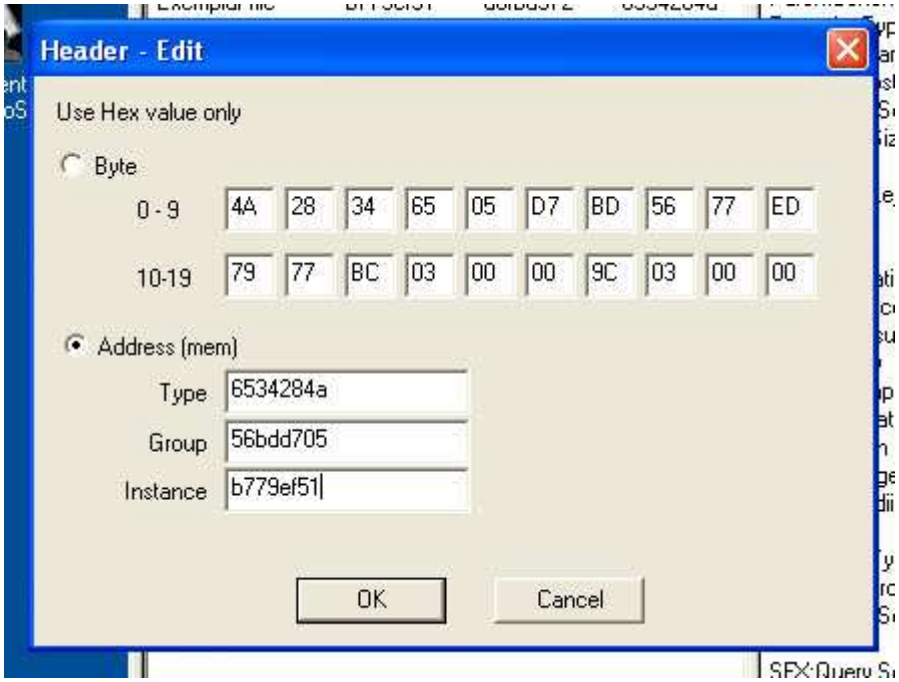
7. Click Edit and in the pop up box highlight and Copy the Instance line



8. Click OK and then select the other exemplar file.



9. Click on Edit and highlight the Instance line then Paste the copied IID in.

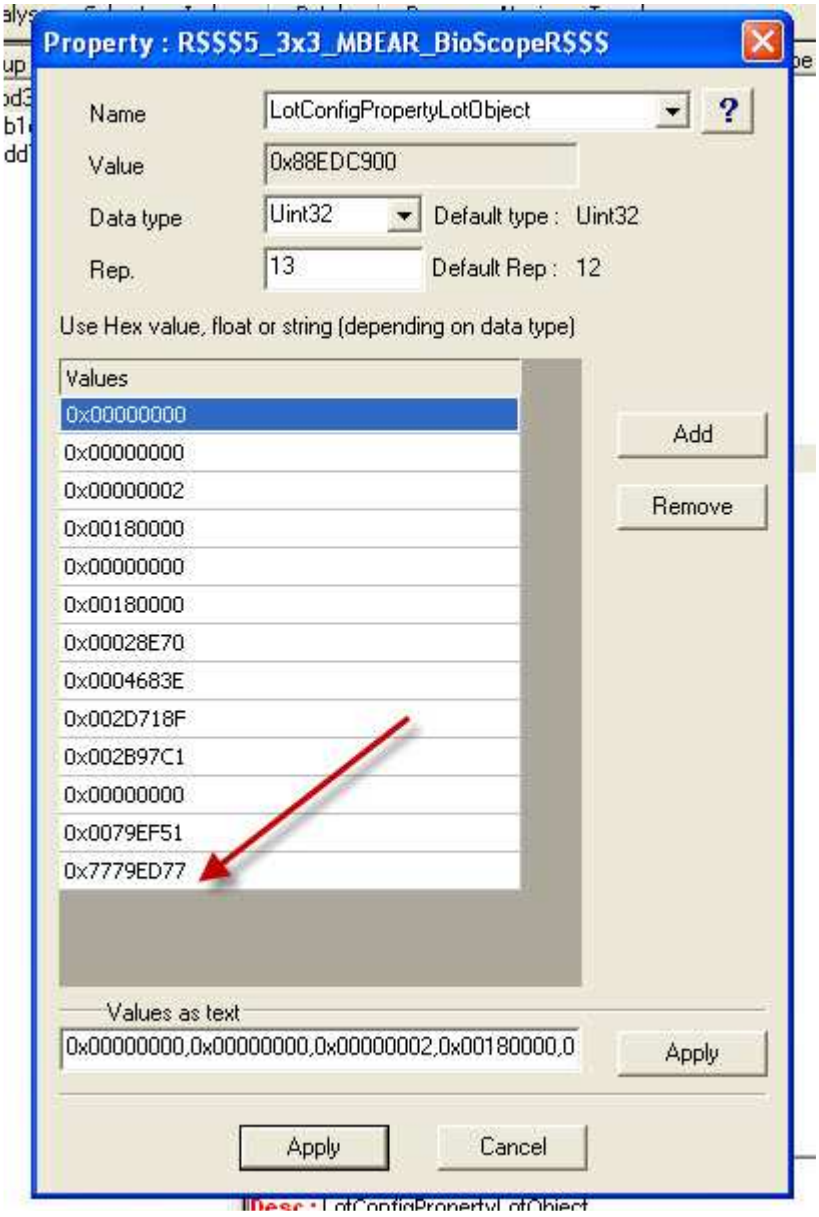


10. Click OK and then Close the pop up with the red X in the top right corner.

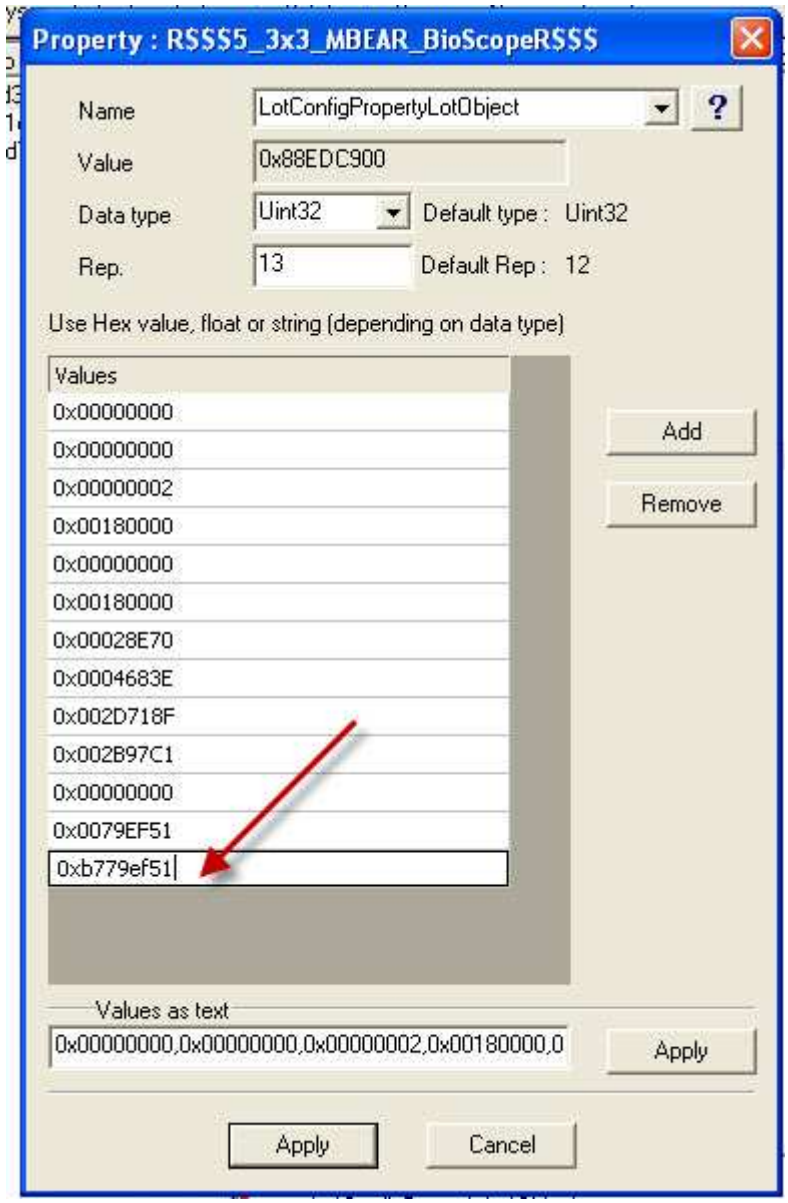
11. Return to the LotConfig Exemplar and find the LotConfigPropertyLotObject line that begins with all 0. If you have made the lot in SC4PIM this should be the first in the list as shown below.

ParentCohort				0x00000000,0x00000000,0x00000000
Exemplar Type	0x00000010	Uint32	0	LotConfigurations
Exemplar Name	0x00000020	String	1	R$$$5_3x3_MBEAR_BioScopeR$$$
Growth Stage	0x27812837	Uint8	0	0x05
LotConfig Required Roads	0x4A4A88F0	Uint8	0	0x08
LotConfigPropertyMinSlopeAll...	0x699B08A4	Float32	0	0
LotConfigPropertyVersion	0x88EDC789	Uint8	0	0x02
LotConfigPropertySize	0x88EDC790	Uint8	2	0x03,0x03
LotConfigPropertyMaxSlopeB...	0x88EDC792	Float32	0	17
LotConfigPropertyZoneTypes	0x88EDC793	Uint8	3	0x01,0x02,0x03
LotConfigPropertyWealthTypes	0x88EDC795	Uint8	1	0x03
LotConfigPropertyPurposeTy...	0x88EDC796	Uint8	1	0x01
LotConfigPropertyRetaining...	0x88EDC798	Uint32	1	0xC96D213
LotConfigPropertyLotObject	0x88EDC900	Uint32	13	0x00000000,0x00000000,0x00000002,0x00180000,...
LotConfigPropertyLotObjectD...	0x88EDC901	Uint32	13	0x00000002,0x00000000,0x00000000,0x00080000,...
LotConfigPropertyLotObjectD...	0x88EDC902	Uint32	13	0x00000002,0x00000000,0x00000000,0x00180000,...
LotConfigPropertyLotObjectD...	0x88EDC903	Uint32	13	0x00000002,0x00000000,0x00000000,0x00280000,...
LotConfigPropertyLotObjectD...	0x88EDC904	Uint32	13	0x00000002,0x00000000,0x00000000,0x00080000,...
LotConfigPropertyLotObjectD...	0x88EDC905	Uint32	13	0x00000002,0x00000000,0x00000000,0x00180000,...
LotConfigPropertyLotObjectD...	0x88EDC906	Uint32	13	0x00000002,0x00000000,0x00000000,0x00280000,...
LotConfigPropertyLotObjectD...	0x88EDC907	Uint32	13	0x00000002,0x00000000,0x00000000,0x00080000,...
LotConfigPropertyLotObjectD...	0x88EDC908	Uint32	13	0x00000002,0x00000000,0x00000000,0x00180000,...
LotConfigPropertyLotObjectD...	0x88EDC909	Uint32	13	0x00000002,0x00000000,0x00000000,0x00280000,...
Building foundation	0x88FCD877	Uint32	0	0x890B7314
Unknown	0xCBE243F7	Uint32	0	0x00000001
LotConfigPropertyMaxSlopeA...	0xE99B068C	Float32	0	32

12. Double click on that line and look at the pop up box that opens



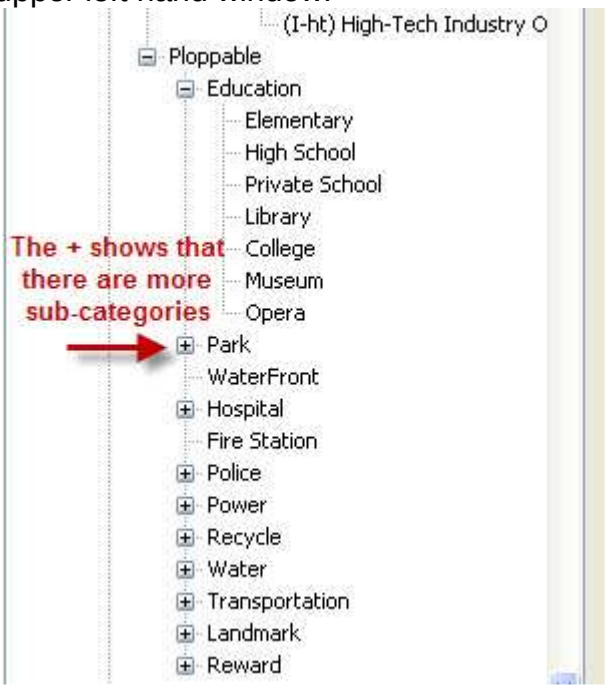
13. The value at the bottom of the list should be changed to match the IID of the Exemplars. If you have followed this in one go then you should still have the IID in your clipboard and so should be able to just Paste it in after the 0x



14. Click Apply when you have done this. Then right click in the right hand window and select Reindex Lotconfig.
15. Finish by right clicking in the centre panel and selecting Reindex, right click again and select Rebuild Directory file. Then Save.
16. You can now delete the loose growable descriptor.

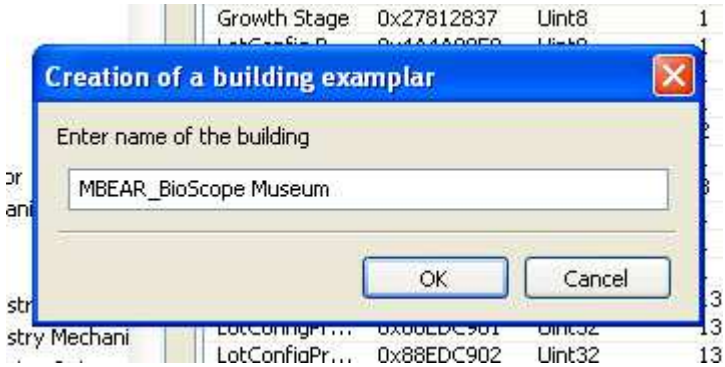
To make a ploppable lot

1. This is very similar to making a growable so read that section first.
2. Start with the model you want to use and drag the model to the Ploppable section of the upper left hand window.

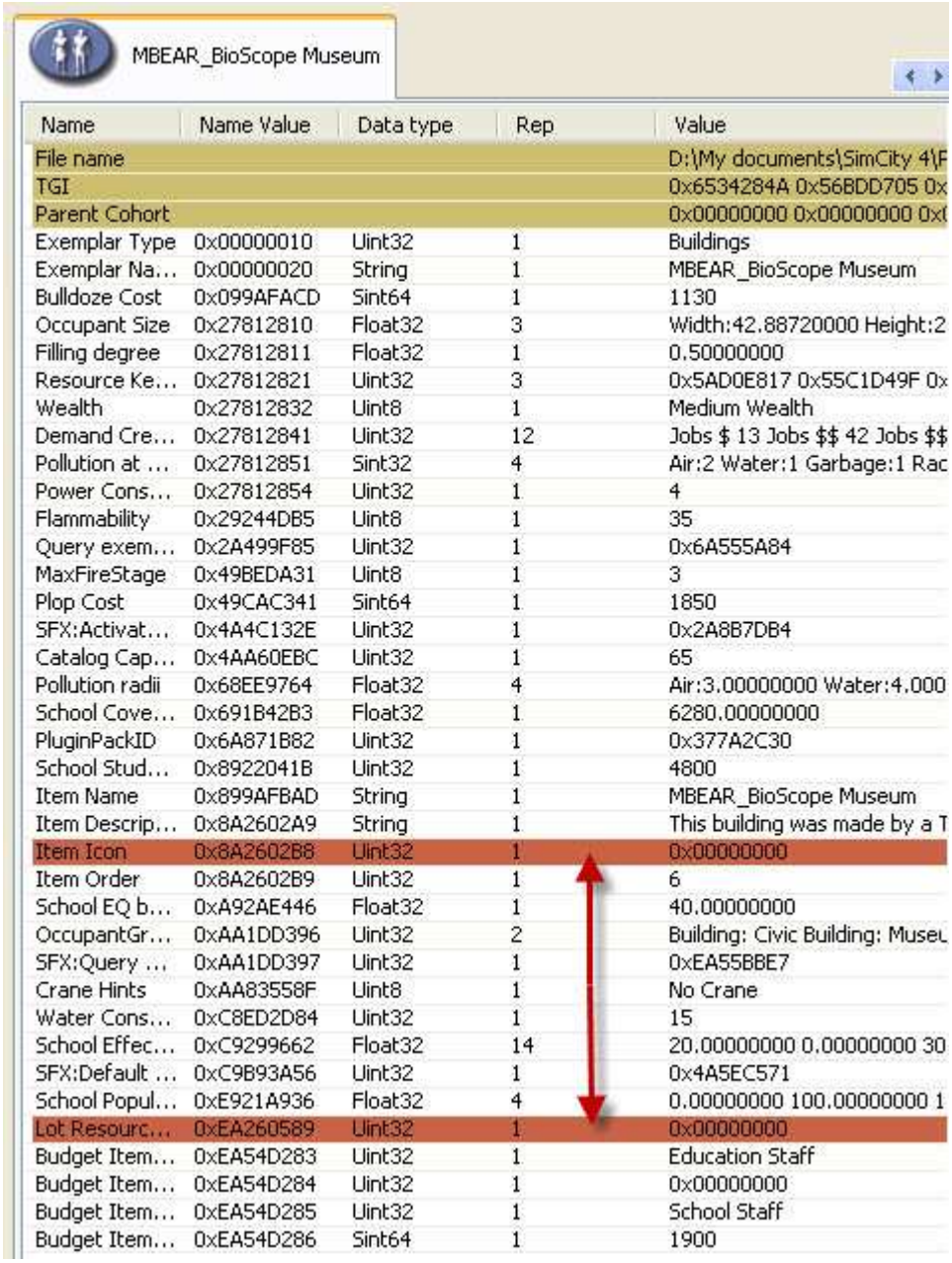


The ploppable section is very comprehensive and too big to show in one screenshot. You will need to explore the different types of lot available by clicking on the + sign where there is one. The above shows just the Education options opened out.

3. Give your building a name and click OK to make the descriptor. In this case a museum is being made.



4. This time the exemplar looks a bit different as it has two red lines marked.



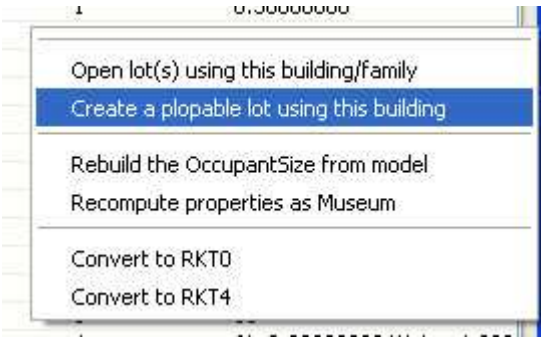
MBEAR_BioScope Museum

Name	Name Value	Data type	Rep	Value
File name				D:\My documents\SimCity 4\F
TGI				0x6534284A 0x56BDD705 0x
Parent Cohort				0x00000000 0x00000000 0x(
Exemplar Type	0x00000010	Uint32	1	Buildings
Exemplar Na...	0x00000020	String	1	MBEAR_BioScope Museum
Bulldoze Cost	0x099AFACD	Sint64	1	1130
Occupant Size	0x27812810	Float32	3	Width:42.88720000 Height:2
Filling degree	0x27812811	Float32	1	0.50000000
Resource Ke...	0x27812821	Uint32	3	0x5AD0E817 0x55C1D49F 0x
Wealth	0x27812832	Uint8	1	Medium Wealth
Demand Cre...	0x27812841	Uint32	12	Jobs $ 13 Jobs $$ 42 Jobs $$
Pollution at ...	0x27812851	Sint32	4	Air:2 Water:1 Garbage:1 Rac
Power Cons...	0x27812854	Uint32	1	4
Flammability	0x29244DB5	Uint8	1	35
Query exem...	0x2A499F85	Uint32	1	0x6A555A84
MaxFireStage	0x49BEDA31	Uint8	1	3
Plop Cost	0x49CAC341	Sint64	1	1850
SFX:Activat...	0x4A4C132E	Uint32	1	0x2A8B7DB4
Catalog Cap...	0x4AA60EBC	Uint32	1	65
Pollution radii	0x68EE9764	Float32	4	Air:3.00000000 Water:4.000
School Cove...	0x691B42B3	Float32	1	6280.00000000
PluginPackID	0x6A871B82	Uint32	1	0x377A2C30
School Stud...	0x8922041B	Uint32	1	4800
Item Name	0x899AFBAD	String	1	MBEAR_BioScope Museum
Item Descrip...	0x8A2602A9	String	1	This building was made by a T
Item Icon	0x8A2602B8	Uint32	1	0x00000000
Item Order	0x8A2602B9	Uint32	1	6
School EQ b...	0xA92AE446	Float32	1	40.00000000
OccupantGr...	0xAA1DD396	Uint32	2	Building: Civic Building: Museu
SFX:Query ...	0xAA1DD397	Uint32	1	0xEA55BBE7
Crane Hints	0xAA83558F	Uint8	1	No Crane
Water Cons...	0xC8ED2D84	Uint32	1	15
School Effec...	0xC9299662	Float32	14	20.00000000 0.00000000 30
SFX:Default ...	0xC9B93A56	Uint32	1	0x4A5EC571
School Popul...	0xE921A936	Float32	4	0.00000000 100.00000000 1
Lot Resourc...	0xEA260589	Uint32	1	0x00000000
Budget Item...	0xEA54D283	Uint32	1	Education Staff
Budget Item...	0xEA54D284	Uint32	1	0x00000000
Budget Item...	0xEA54D285	Uint32	1	School Staff
Budget Item...	0xEA54D286	Sint64	1	1900

At this stage the building has no Item Icon and no Lot Resource key.

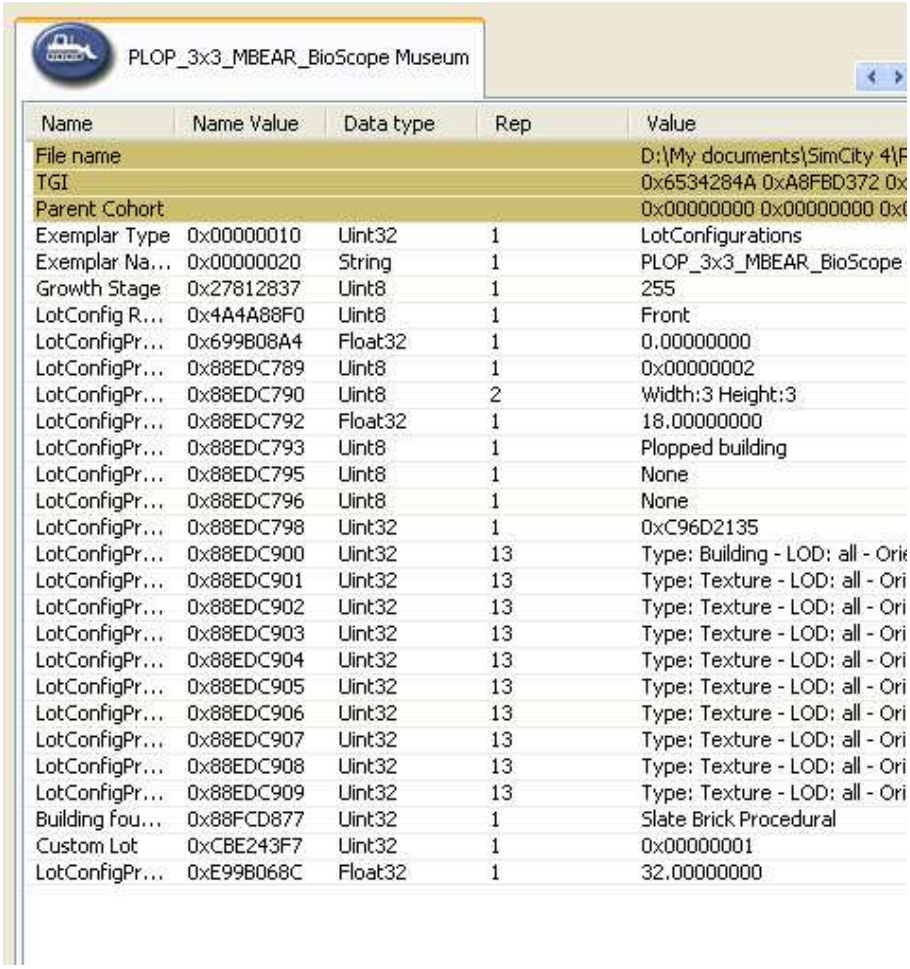
Do not make any changes to the exemplar at this stage.

5. Right click in the lower right section and select Create a ploppable lot using this building.



6. Once again you will get the pop up box asking for the lot size. This time there will not be a Growth Stage showing as it is not appropriate.

7. Click OK and the lot will be made. You will get the LE window which will open and close. You will now have the Lot Config Exemplar showing.



Name	Name Value	Data type	Rep	Value
File name				D:\My documents\SimCity 4\F
TGI				0x6534284A 0xA8FBD372 0x
Parent Cohort				0x00000000 0x00000000 0x(
Exemplar Type	0x00000010	Uint32	1	LotConfigurations
Exemplar Na...	0x00000020	String	1	PLOP_3x3_MBEAR_BioScope
Growth Stage	0x27812837	Uint8	1	255
LotConfig R...	0x4A4A88F0	Uint8	1	Front
LotConfigPr...	0x699B08A4	Float32	1	0.00000000
LotConfigPr...	0x88EDC789	Uint8	1	0x00000002
LotConfigPr...	0x88EDC790	Uint8	2	Width:3 Height:3
LotConfigPr...	0x88EDC792	Float32	1	18.00000000
LotConfigPr...	0x88EDC793	Uint8	1	Plopped building
LotConfigPr...	0x88EDC795	Uint8	1	None
LotConfigPr...	0x88EDC796	Uint8	1	None
LotConfigPr...	0x88EDC798	Uint32	1	0xC96D2135
LotConfigPr...	0x88EDC900	Uint32	13	Type: Building - LOD: all - Ori
LotConfigPr...	0x88EDC901	Uint32	13	Type: Texture - LOD: all - Ori
LotConfigPr...	0x88EDC902	Uint32	13	Type: Texture - LOD: all - Ori
LotConfigPr...	0x88EDC903	Uint32	13	Type: Texture - LOD: all - Ori
LotConfigPr...	0x88EDC904	Uint32	13	Type: Texture - LOD: all - Ori
LotConfigPr...	0x88EDC905	Uint32	13	Type: Texture - LOD: all - Ori
LotConfigPr...	0x88EDC906	Uint32	13	Type: Texture - LOD: all - Ori
LotConfigPr...	0x88EDC907	Uint32	13	Type: Texture - LOD: all - Ori
LotConfigPr...	0x88EDC908	Uint32	13	Type: Texture - LOD: all - Ori
LotConfigPr...	0x88EDC909	Uint32	13	Type: Texture - LOD: all - Ori
Building fou...	0x88FCD877	Uint32	1	Slate Brick Procedural
Custom Lot	0xCBE243F7	Uint32	1	0x00000001
LotConfigPr...	0xE99B068C	Float32	1	32.00000000

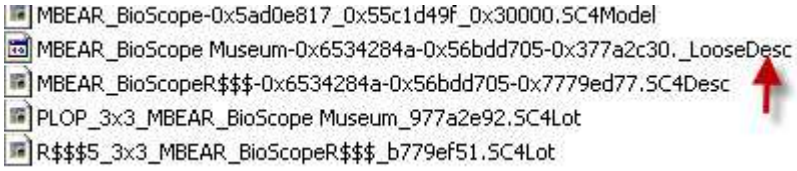
8. The Building Exemplar can also now be examined by clicking on the tab at the top of this window.

MBEAR_BioScope Museum | PLOP_3x3_MBEAR_BioScope Museum

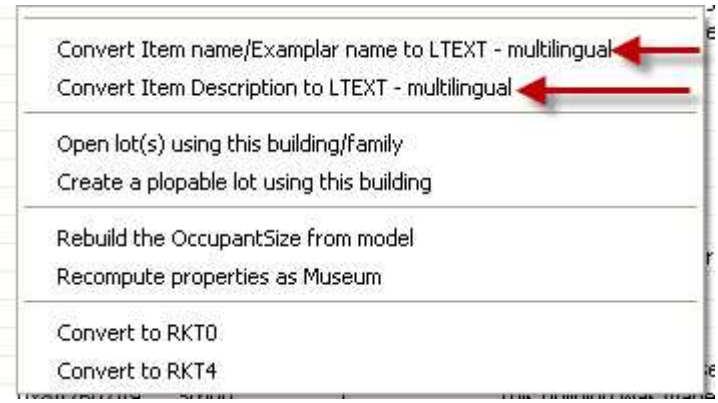
Name	Name Value	Data type	Rep	Value
File name				D:\My documents\SimCity 4\F
TGI				0x6534284A 0x56BDD705 0x
Parent Cohort				0x00000000 0x00000000 0x(
Exemplar Type	0x00000010	Uint32	1	Buildings
Exemplar Na...	0x00000020	String	1	MBEAR_BioScope Museum
Bulldoze Cost	0x099AFACD	Sint64	1	1130
Occupant Size	0x27812810	Float32	3	Width:42.88720000 Height:2
Filling degree	0x27812811	Float32	1	0.50000000
Resource Ke...	0x27812821	Uint32	3	0x5AD0E817 0x55C1D49F 0x
Wealth	0x27812832	Uint8	1	Medium Wealth
Demand Cre...	0x27812841	Uint32	12	Jobs $ 13 Jobs $$ 42 Jobs $$
Pollution at ...	0x27812851	Sint32	4	Air:2 Water:1 Garbage:1 Rac
Power Cons...	0x27812854	Uint32	1	4
Flammability	0x29244DB5	Uint8	1	35
Query exem...	0x2A499F85	Uint32	1	0x6A555A84
MaxFireStage	0x49BEDA31	Uint8	1	3
Plop Cost	0x49CAC341	Sint64	1	1850
SFX:Activat...	0x4A4C132E	Uint32	1	0x2A8B7DB4
Catalog Cap...	0x4AA60EBC	Uint32	1	65
Pollution radii	0x68EE9764	Float32	4	Air:3.00000000 Water:4.000
School Cove...	0x691B42B3	Float32	1	6280.00000000
PluginPackID	0x6A871B82	Uint32	1	0x977A2E92
School Stud...	0x8922041B	Uint32	1	4800
Item Name	0x899AFBAD	String	1	MBEAR_BioScope Museum
Item Descrip...	0x8A2602A9	String	1	This building was made by a T
Item Icon	0x8A2602B8	Uint32	1	0x977A2E92
Item Order	0x8A2602B9	Uint32	1	6
School EQ b...	0xA92AE446	Float32	1	40.00000000
OccupantGr...	0xAA1DD396	Uint32	2	Building: Civic Building: Museu
SFX:Query ...	0xAA1DD397	Uint32	1	0xEA55BBE7
Crane Hints	0xAA83558F	Uint8	1	No Crane
Water Cons...	0xC8ED2D84	Uint32	1	15
School Effec...	0xC9299662	Float32	14	20.00000000 0.00000000 30
SFX:Default ...	0xC9B93A56	Uint32	1	0x4A5EC571
School Popul...	0xE921A936	Float32	4	0.00000000 100.00000000 1
Lot Resourc...	0xEA260589	Uint32	1	0x977A2E92
Budget Item...	0xEA54D283	Uint32	1	Education Staff
Budget Item...	0xEA54D284	Uint32	1	0x00000000
Budget Item...	0xEA54D285	Uint32	1	School Staff
Budget Item...	0xEA54D286	Sint64	1	1900

You can see that the two red lines have gone and a value has been placed in both the Item Icon and Lot Resource Key properties.

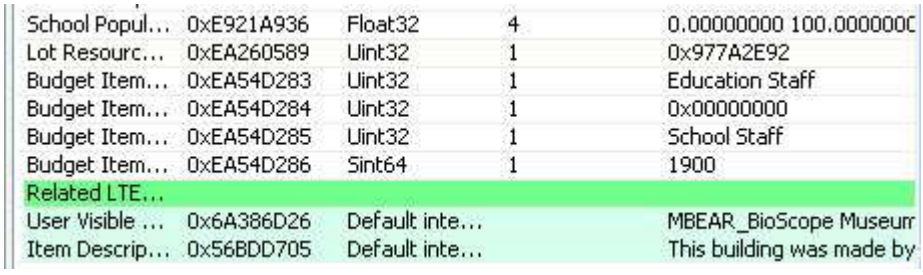
9. If you now look in your plugins folder you will see the model, descs and lots but one is called .LooseDesc. This one should be deleted from plugins as it is no more use. It is harmless but now completely unnecessary. Do not keep this file and never include it with the lot. This is now embedded into the lot file.



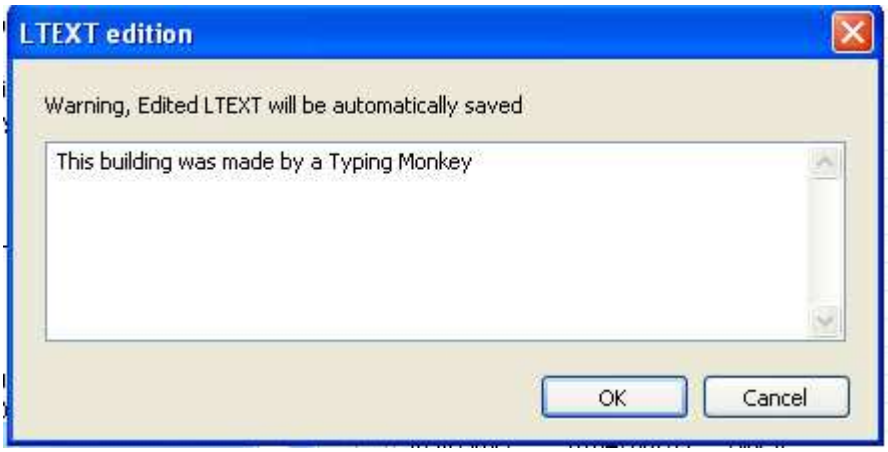
10. At this stage you should make the LTEXT files for the Item Name and Item Description. How? Simple. Right click in the exemplar and find the top two lines in the pop up box



11. Select each one and two new lines will appear in green at the bottom of the screen.



12. Edit each by double clicking on the property. Changes you make will be saved automatically when you click OK. As this is the name and description shown in the menu you may want to add some description other than the default.



13. Once you have done this, Save the exemplar.
14. You can now make any changes to the properties, remembering to Save after doing that.
15. If you are making a Landmark lot with jobs there is one final thing to do in the Lot Config exemplar.

Both of these properties need a value to match the wealth and purpose in the Building Exemplar.

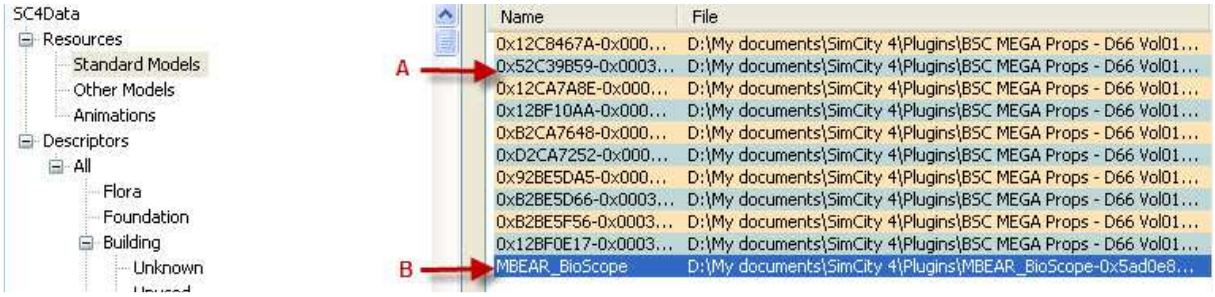
LotconfigPropertyWealthTypes- needs to be completed with either 0x01 for Low, 0x02 for Medium, or 0x03 for High Wealth.
LotconfigPropertyPurposeTypes – needs to be completed with the same purpose type as shown in the Building Exemplar:
0x02 – CS
0x03 – CO
0x05 – I-R
0x06 – ID
0x07 – IM
0x08 – I-HT

16. Now you can go into Lot Editor and finish the lotting.

Props – making and seeing

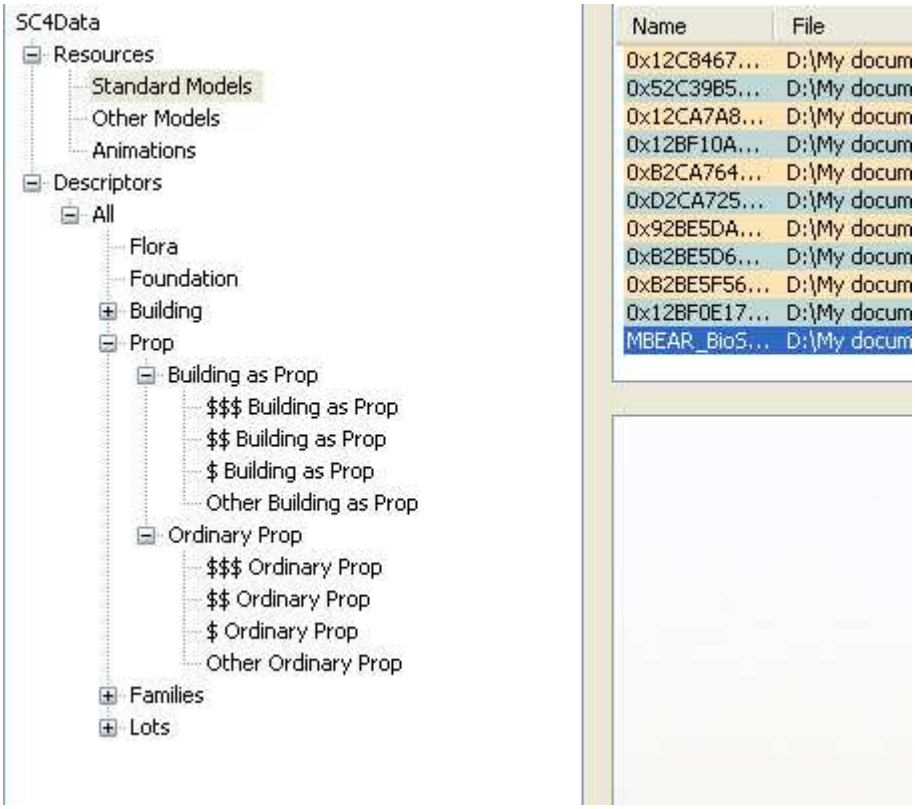
A prop is an optional extra added to lots to add interest to or enhance them. Props are made by dragging the model from the models window to the correct place on the left hand upper window.

1. Look at the screenshot below. This is where you can see the models in plugins. For this I have just one prop pack and the original building by mickebear.

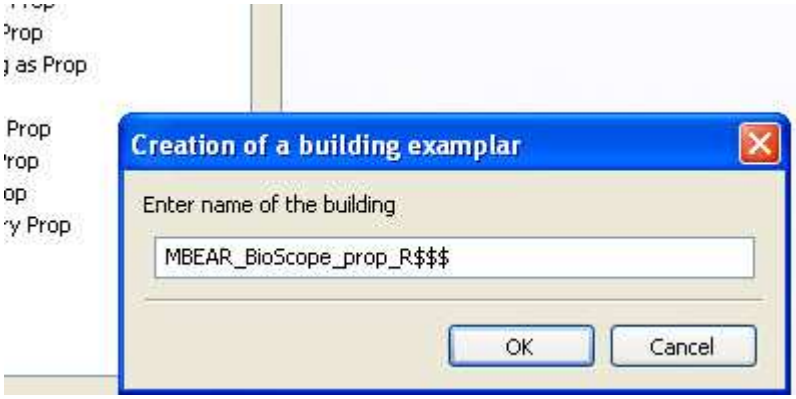


There is no name shown for the models in the prop pack (A). This is because both SC4Tool and SC4DatPacker remove the files that give the models their names when the pack is made.
The single model by MBEAR still has its name showing (B)
If you try to use the prop pack in Maxis PIM you would not see the models at all in (A) so SC4PIM allows you to make new prop and building exemplars out of existing prop packs.

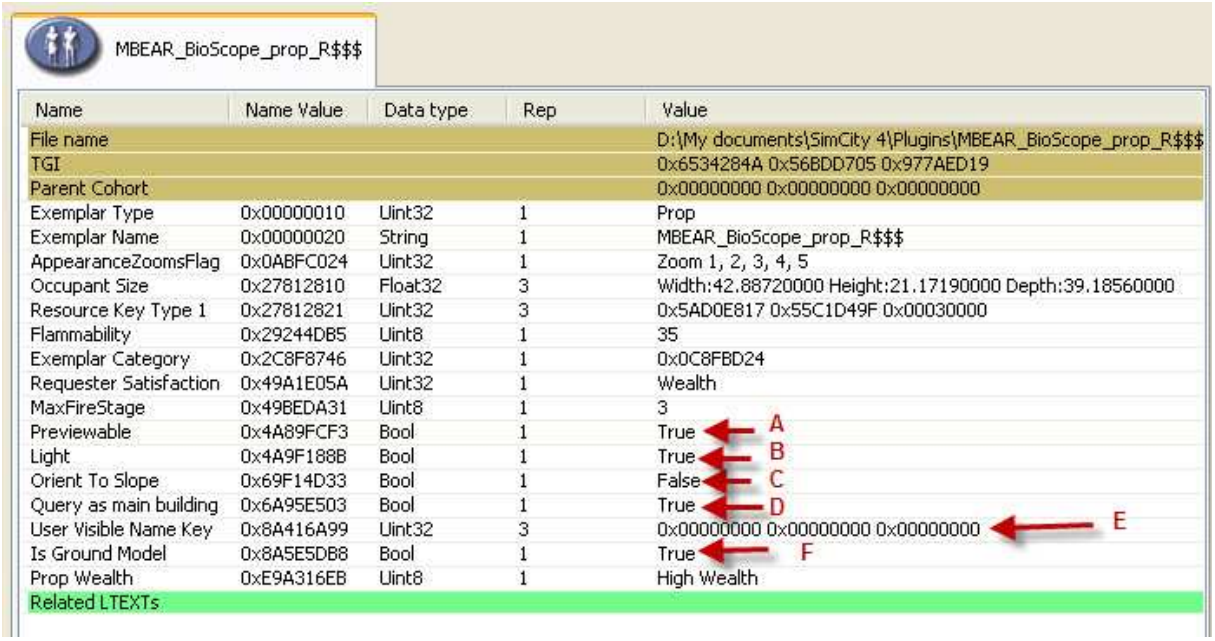
2. The prop section in the left hand window has a number of options which have subtle differences in the prop exemplar properties.



3. In this instance, the model was dragged to the $$$ Building as Prop branch and given a name to distinguish it from any other exemplar made with this model by adding prop to the name.

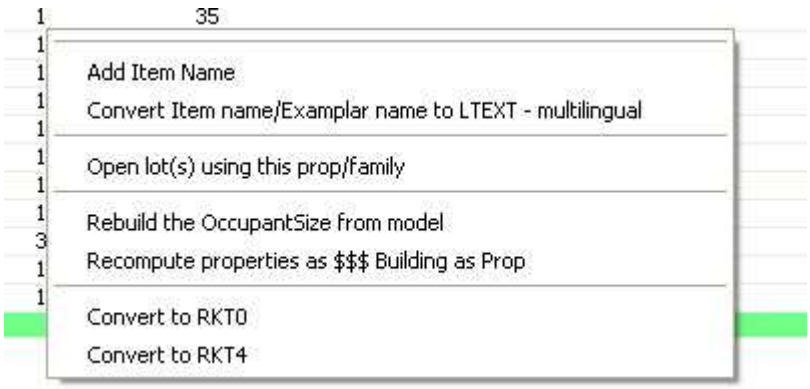


4. The amount of properties in the prop exemplar is much less than in a building exemplar although it looks similar.

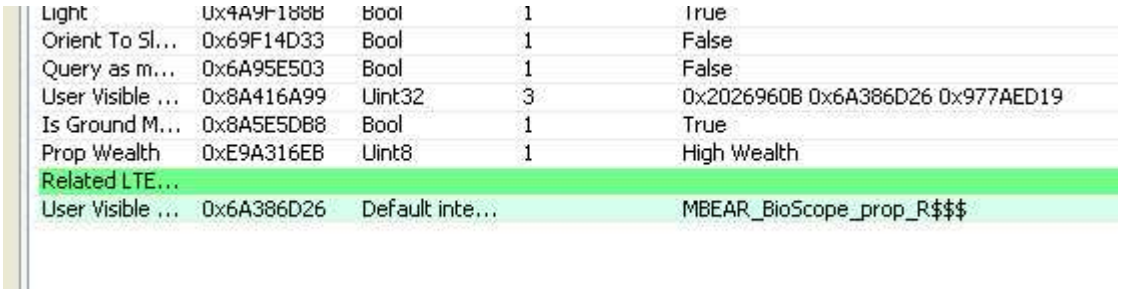


Properties marked do the following as they are set:
A – shows you a “ghost” of the prop when you plop it in game. This can be useful for orienting lots.
B – makes sure that the prop lights up – where appropriate
C – sets the prop so that it is not slope conforming.
D – sets the hover query to the main building/lot name
E – shows that the hover query is empty and will query as if the prop were the main building.
F – sets the shadow where appropriate
All the above can be changed to True or False depending on how you want the prop to act.

5. If you want the prop to have its own hover query then right click in the exemplar window and select Add Item Name then Convert Item name/Examplar name to LEXT. You might want to do this if you want to add other languages for the hover name.

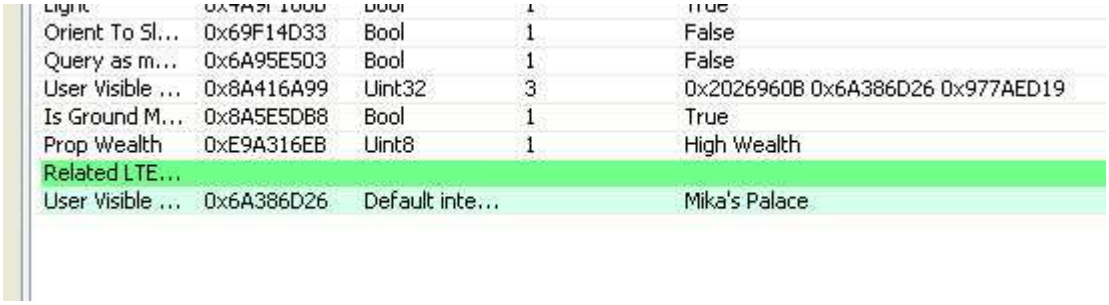


6. Once you have done that you will have a new line at the bottom of the exemplar and the User Visible Name Key property will have a new set of values.



Light	0x4A9F188B	Bool	1	True
Orient To Sl...	0x69F14D33	Bool	1	False
Query as m...	0x6A95E503	Bool	1	False
User Visible ...	0x8A416A99	Uint32	3	0x2026960B 0x6A386D26 0x977AED19
Is Ground M...	0x8A5E5DB8	Bool	1	True
Prop Wealth	0xE9A316EB	Uint8	1	High Wealth
Related LTE...				
User Visible ...	0x6A386D26	Default inte...		MBEAR_BioScope_prop_R$$$

7. Finally you might like to make the name a bit more interesting by clicking on the green line and editing it.

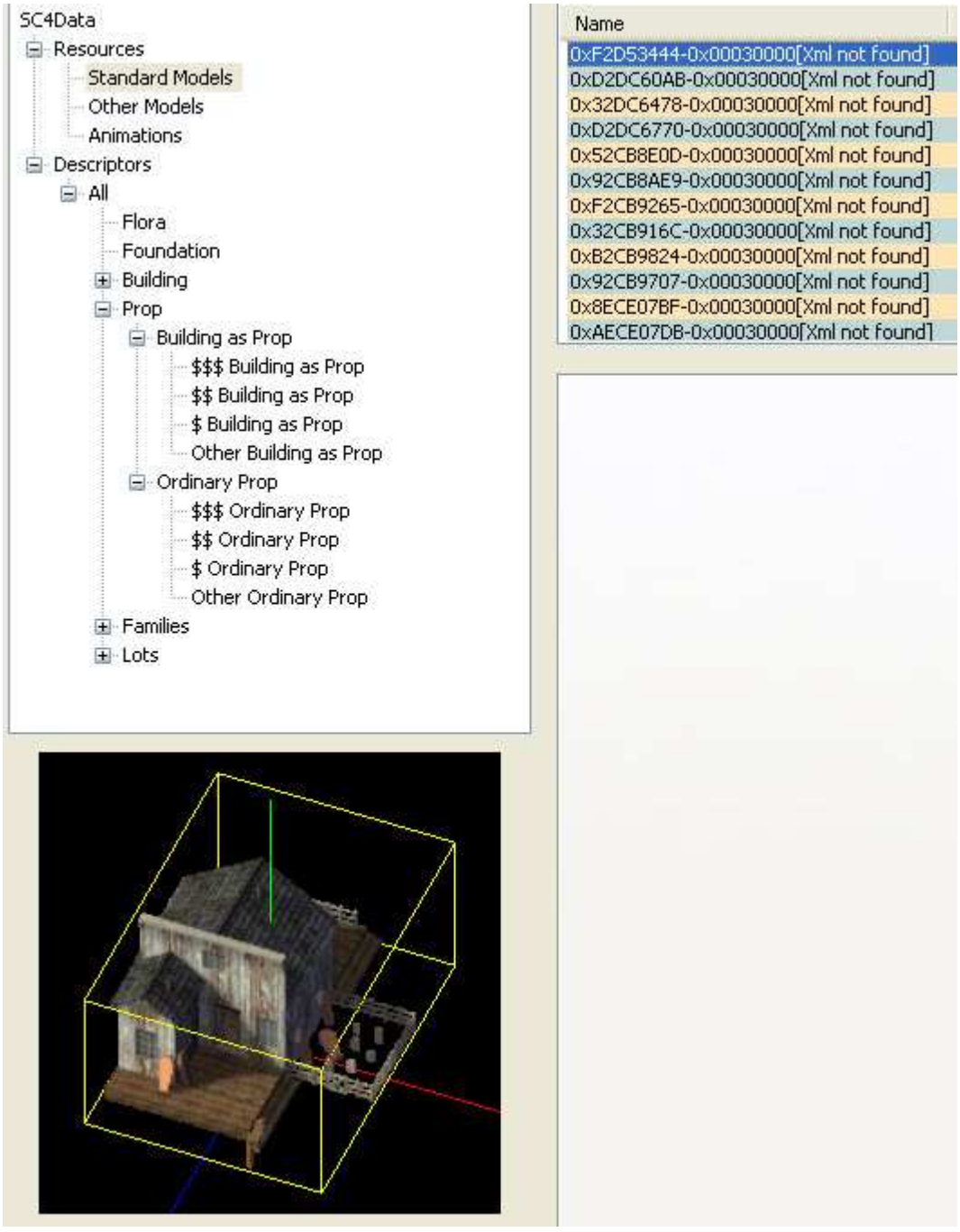


Light	0x4A9F188B	Bool	1	True
Orient To Sl...	0x69F14D33	Bool	1	False
Query as m...	0x6A95E503	Bool	1	False
User Visible ...	0x8A416A99	Uint32	3	0x2026960B 0x6A386D26 0x977AED19
Is Ground M...	0x8A5E5DB8	Bool	1	True
Prop Wealth	0xE9A316EB	Uint8	1	High Wealth
Related LTE...				
User Visible ...	0x6A386D26	Default inte...		Mika's Palace

8. Now you have a prop exemplar for the model.

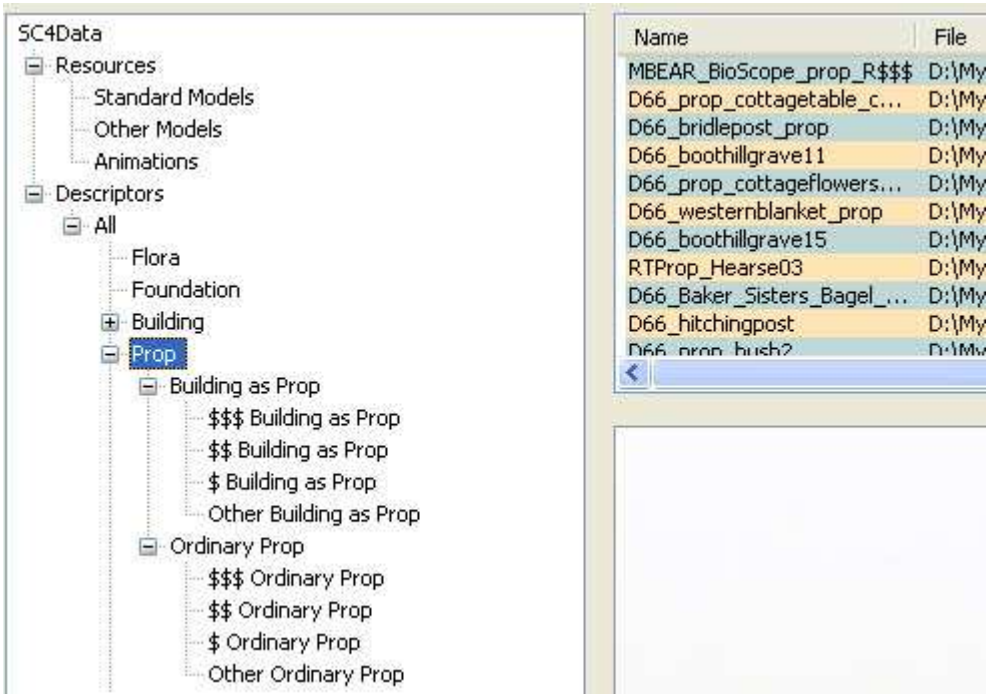
How to see what is in a prop pack.

1. This is best done one pack at a time so that you don't slow up your computer too much. In this instance BSC MEGA Props – D66 Vol01 is the only pack in plugins. As you saw above the models have no names – just like the Maxis ones – and cannot be used in Maxis PIM. In SC4PIM you can look at each model and see the image in the lower left hand screen.

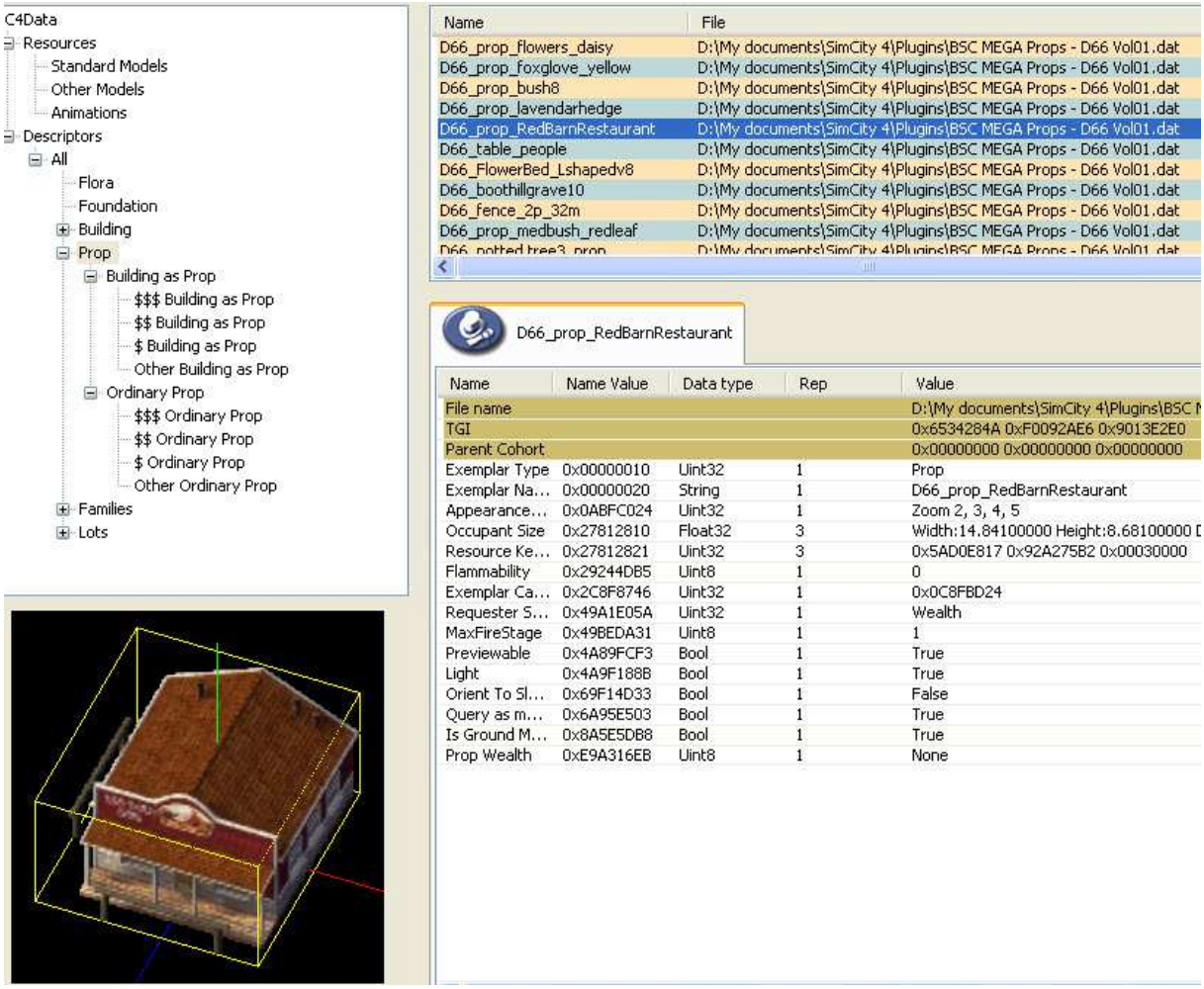


As you scroll down the list of models the image will appear at the bottom of the screen.

2. If you now select the Prop section of the tree you can now see the props with their names as used in LE.



3. By selecting one of the prop exemplars in this pack you should notice something that is missing.



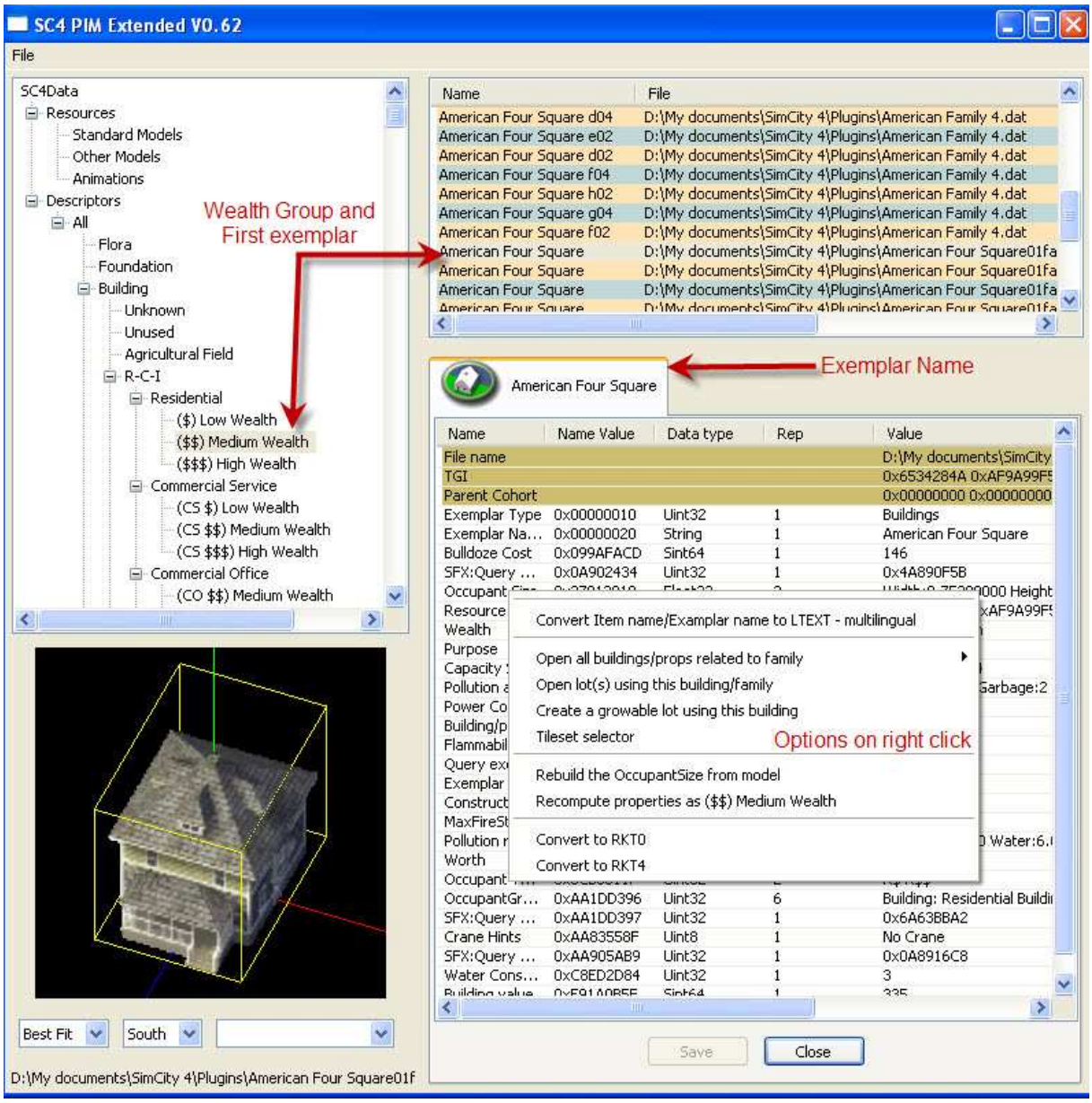
In this prop exemplar there is no User Visible Name Key as it was made before SC4PIM was available and before the importance of the UVNK was fully understood. This and all the other props in this pack have no hover queries of their own but it is not sufficiently vital to need to update this and many more packs.

4. You can now scroll through all the props and see what they are. You can also make new prop exemplars or building exemplars from these models but if you make lots for release you must never include the model with the lot. You must always point to the pack as a dependency.

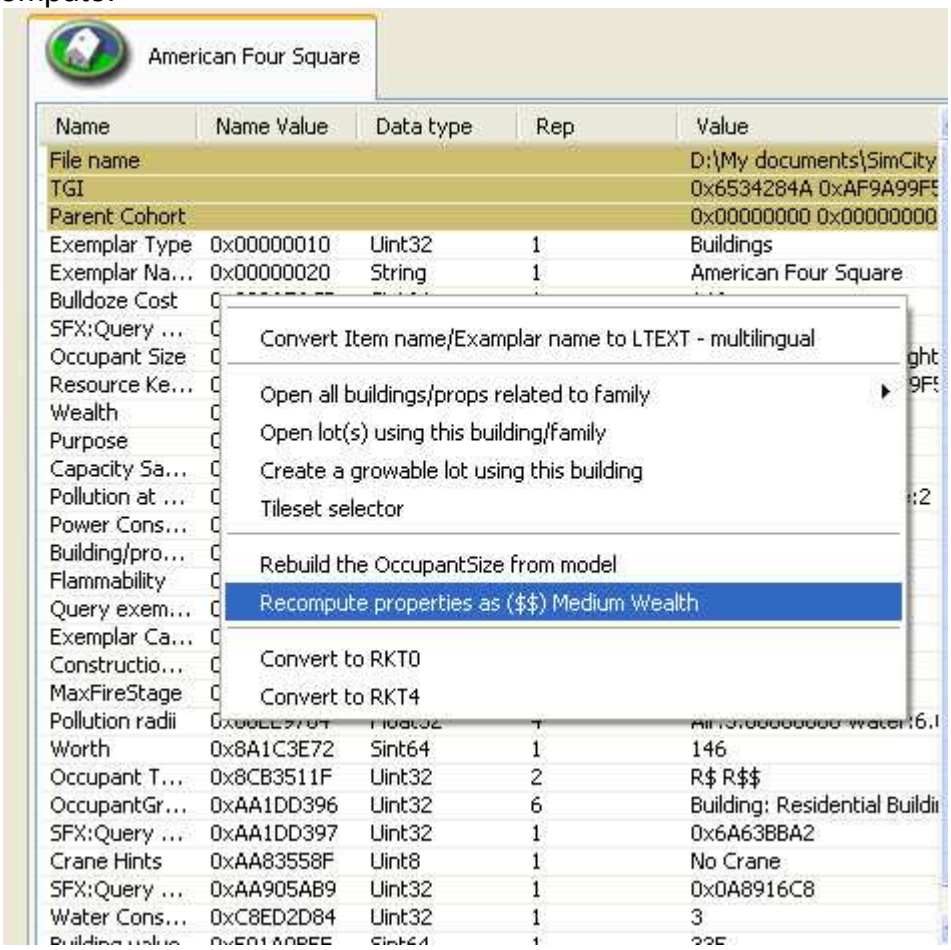
Editing existing lots

Place the lots you want to edit with the models and, if necessary, the building descriptors into plugins. If possible embed the building exemplars into the lot unless you are dealing with a family of buildings when it is better to have the building exemplars in a dat. For speed of using SC4PIM I suggest that you have nothing else in plugins. At the opening screen just check your plugins folder and you will find things are much quicker to load and access.

1. Select one of the buildings to be edited:

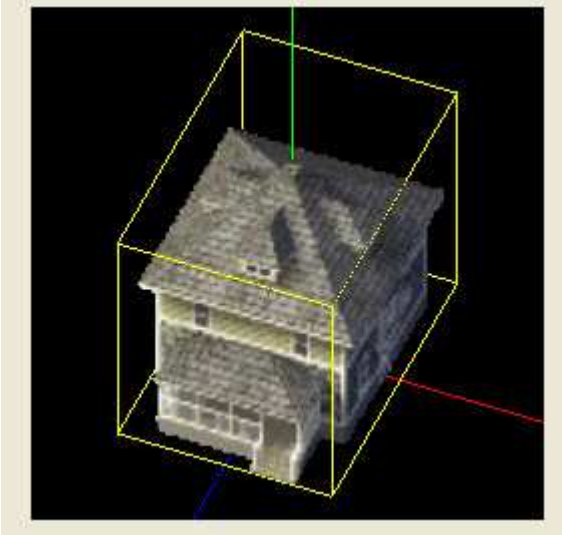


2. As there is no Filling Degree property this building has not been processed via SC4PIM so right click into the bottom right section of the screen to Recompute.



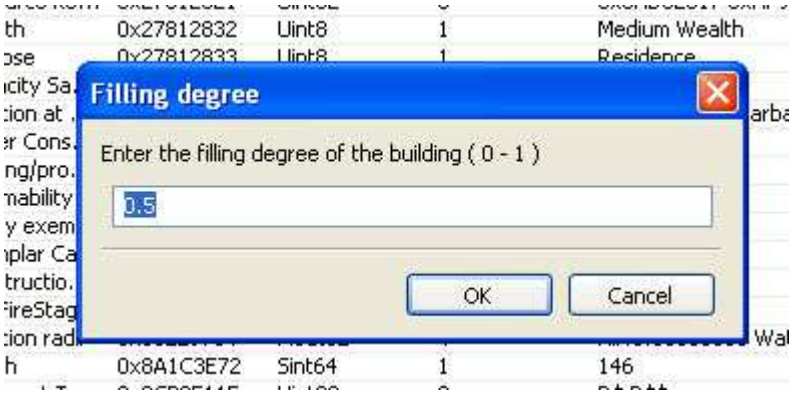
3. Once you select the Recompute you will be presented with a pop up asking for the Filling Degree. As you have seen earlier this is possibly the most difficult thing to do as you need to imagine the LOD box and work out roughly how much of that the building takes up.

   Look at the image of the building in the lower left of the main screen:

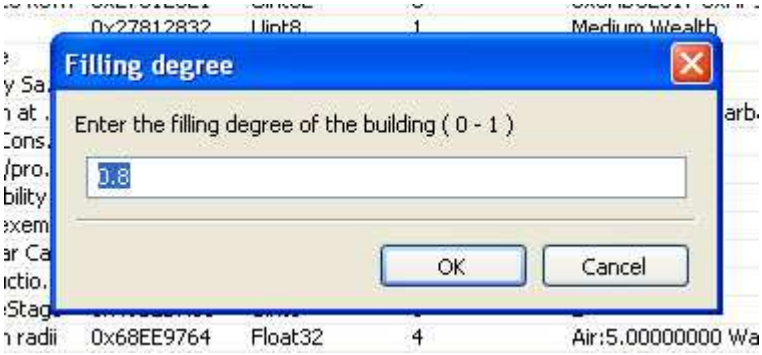


   At first appearance this might look at though the Filling Degree should be 0.9 BUT the porch and roof make the LOD box bigger. By making a reasonable estimate this would be about 80% of the LOD box.

4. .Type in the Filling Degree and click OK.

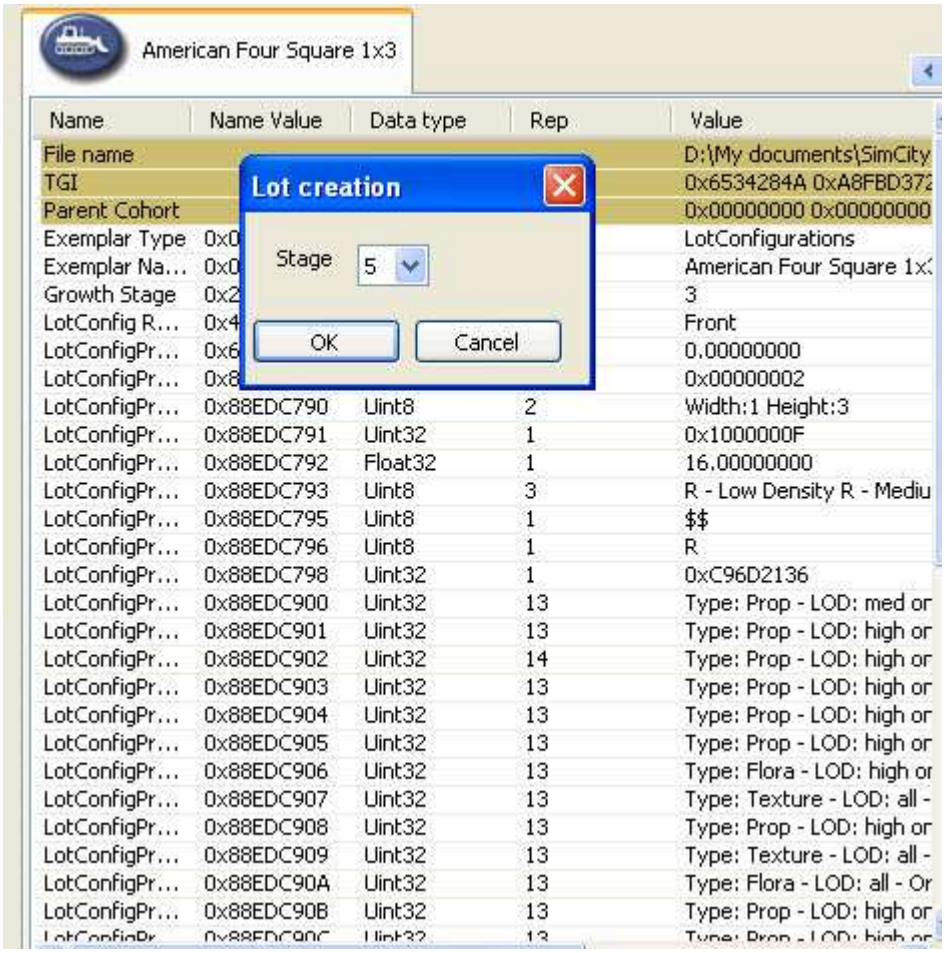


The above shows the default filling degree and should be changed for the estimated amount.

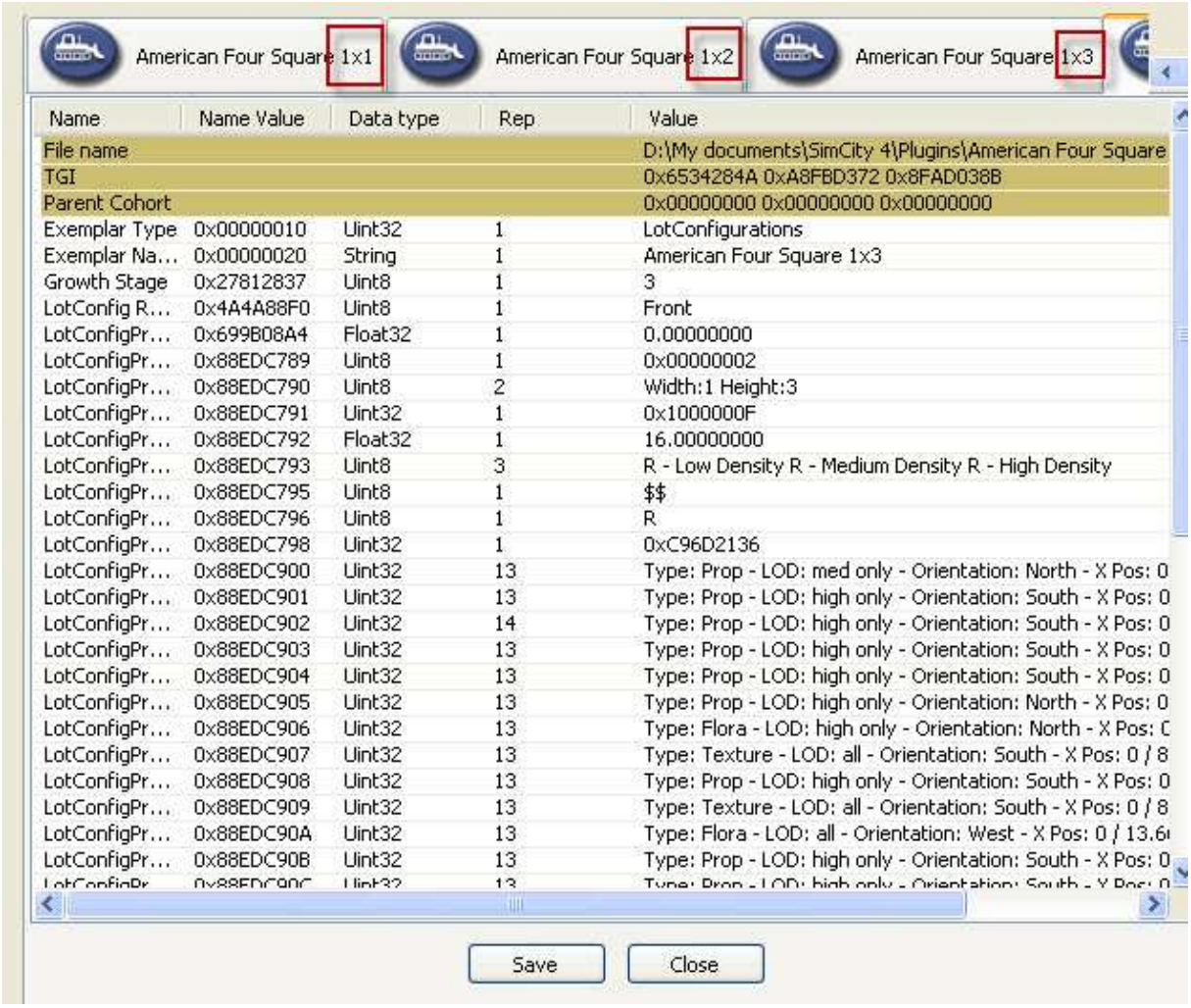


The filling degree has been changed to 0.8

5. Once you click OK in the Filling degree pop up box, the LotConfig exemplars for the lot/s using this building will open and the growth stage pop up box will appear.

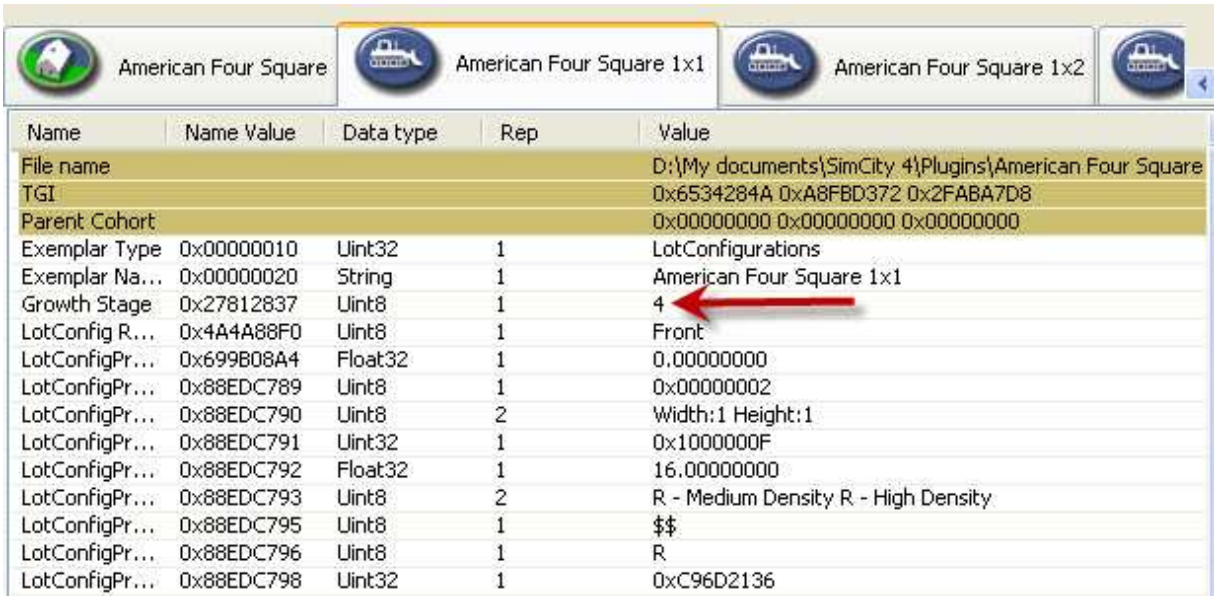


6. To accept the growth stage change click OK. If you are dealing with a building that is used on a lot of lots of different sizes then you will need to accept each one as it appears.



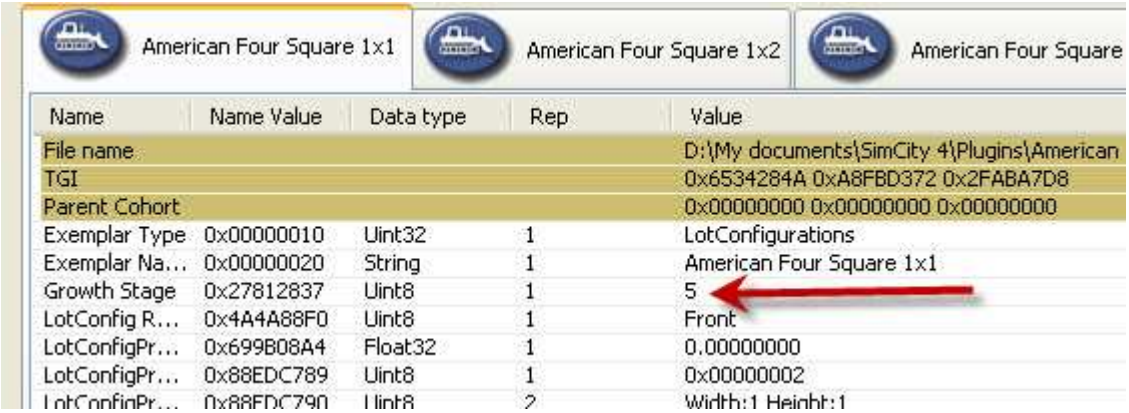
There are actually four lots using this particular building but only 3 are visible. They are different sized lots so will have different growth stages.

If we look at the original for the 1x1 lot we can see that the growth stage is 4.



Name	Name Value	Data type	Rep	Value
File name				D:\My documents\SimCity 4\Plugins\American Four Square
TGI				0x6534284A 0xA8FBD372 0x2FABA7D8
Parent Cohort				0x00000000 0x00000000 0x00000000
Exemplar Type	0x00000010	Uint32	1	LotConfigurations
Exemplar Na...	0x00000020	String	1	American Four Square 1x1
Growth Stage	0x27812837	Uint8	1	4
LotConfig R...	0x4A4A88F0	Uint8	1	Front
LotConfigPr...	0x699B08A4	Float32	1	0.00000000
LotConfigPr...	0x88EDC789	Uint8	1	0x00000002
LotConfigPr...	0x88EDC790	Uint8	2	Width:1 Height:1
LotConfigPr...	0x88EDC791	Uint32	1	0x1000000F
LotConfigPr...	0x88EDC792	Float32	1	16.00000000
LotConfigPr...	0x88EDC793	Uint8	2	R - Medium Density R - High Density
LotConfigPr...	0x88EDC795	Uint8	1	$$
LotConfigPr...	0x88EDC796	Uint8	1	R
LotConfigPr...	0x88EDC798	Uint32	1	0xC96D2136

After recomputing it becomes stage 5



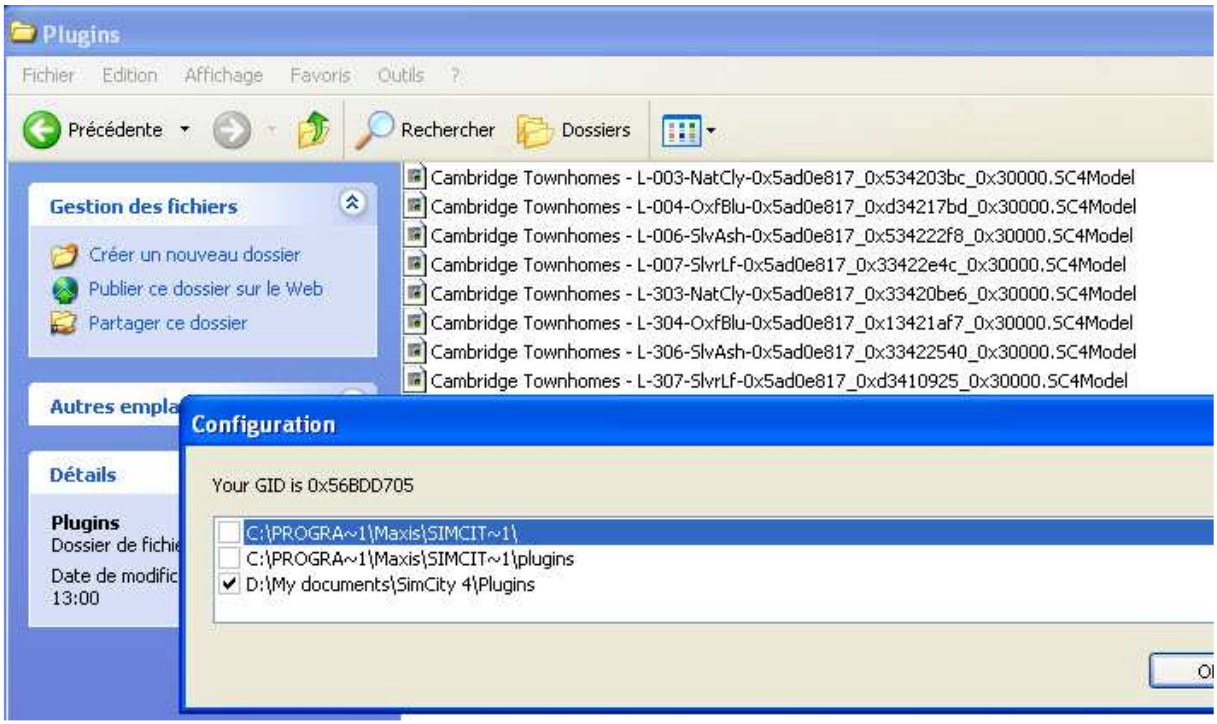
Name	Name Value	Data type	Rep	Value
File name				D:\My documents\SimCity 4\Plugins\American
TGI				0x6534284A 0xA8FBD372 0x2FABA7D8
Parent Cohort				0x00000000 0x00000000 0x00000000
Exemplar Type	0x00000010	Uint32	1	LotConfigurations
Exemplar Na...	0x00000020	String	1	American Four Square 1x1
Growth Stage	0x27812837	Uint8	1	5
LotConfig R...	0x4A4A88F0	Uint8	1	Front
LotConfigPr...	0x699B08A4	Float32	1	0.00000000
LotConfigPr...	0x88EDC789	Uint8	1	0x00000002
LotConfigPr...	0x88EDC790	Uint8	2	Width:1 Height:1

7. At this point you can Save and Close each LotConfig exemplar and the Building Exemplar. If you are dealing with a family of buildings you will need to Recompute the properties for each of the building exemplars in the family to match.
8. Editing existing ploppable lots is done in the same way.

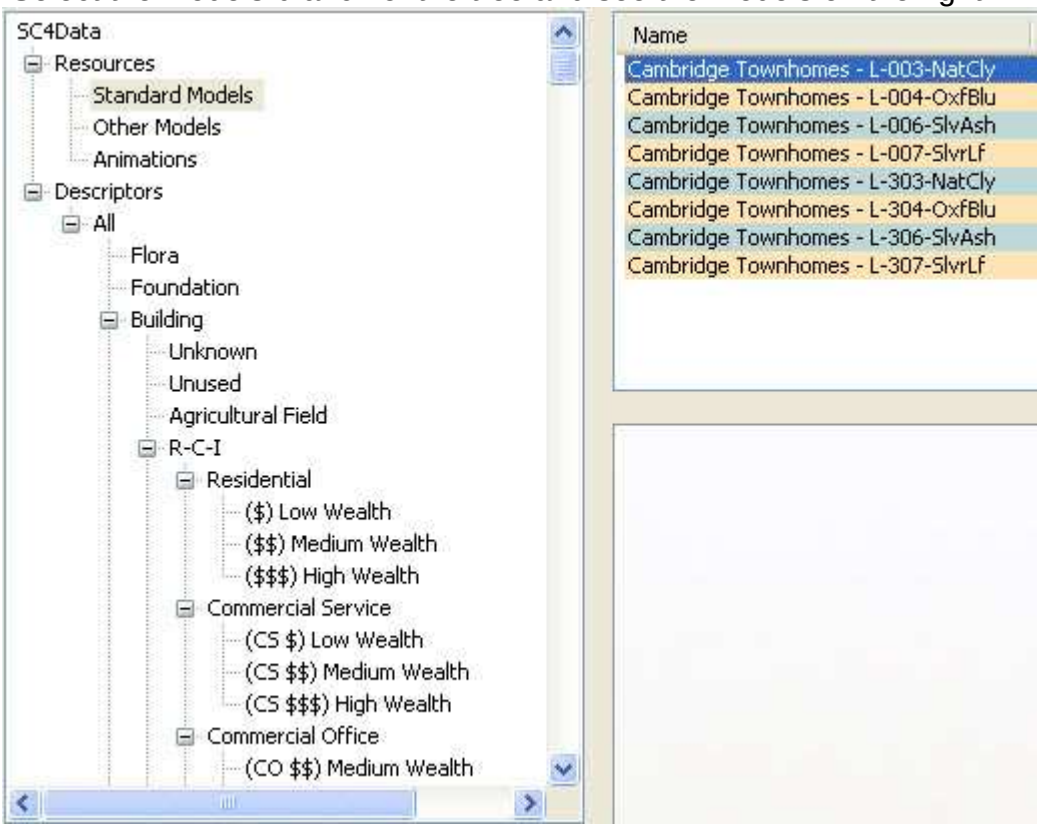
More advanced stuff
Making and using building and prop families

To demonstrate this, the only models in plugins were a set of models by homefryes. First step is to make a set of building exemplars and put them onto lots and into families.

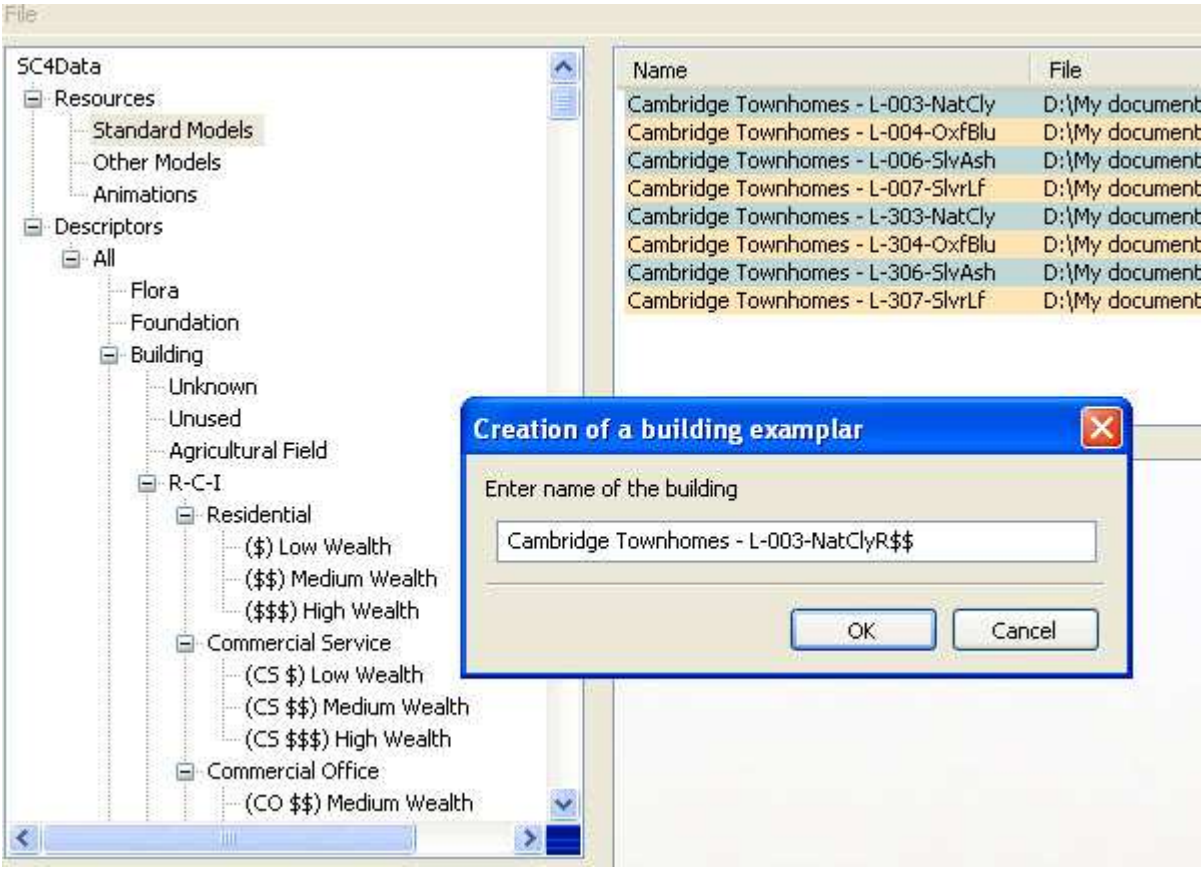
1. Open SC4PIM with just plugins selected.



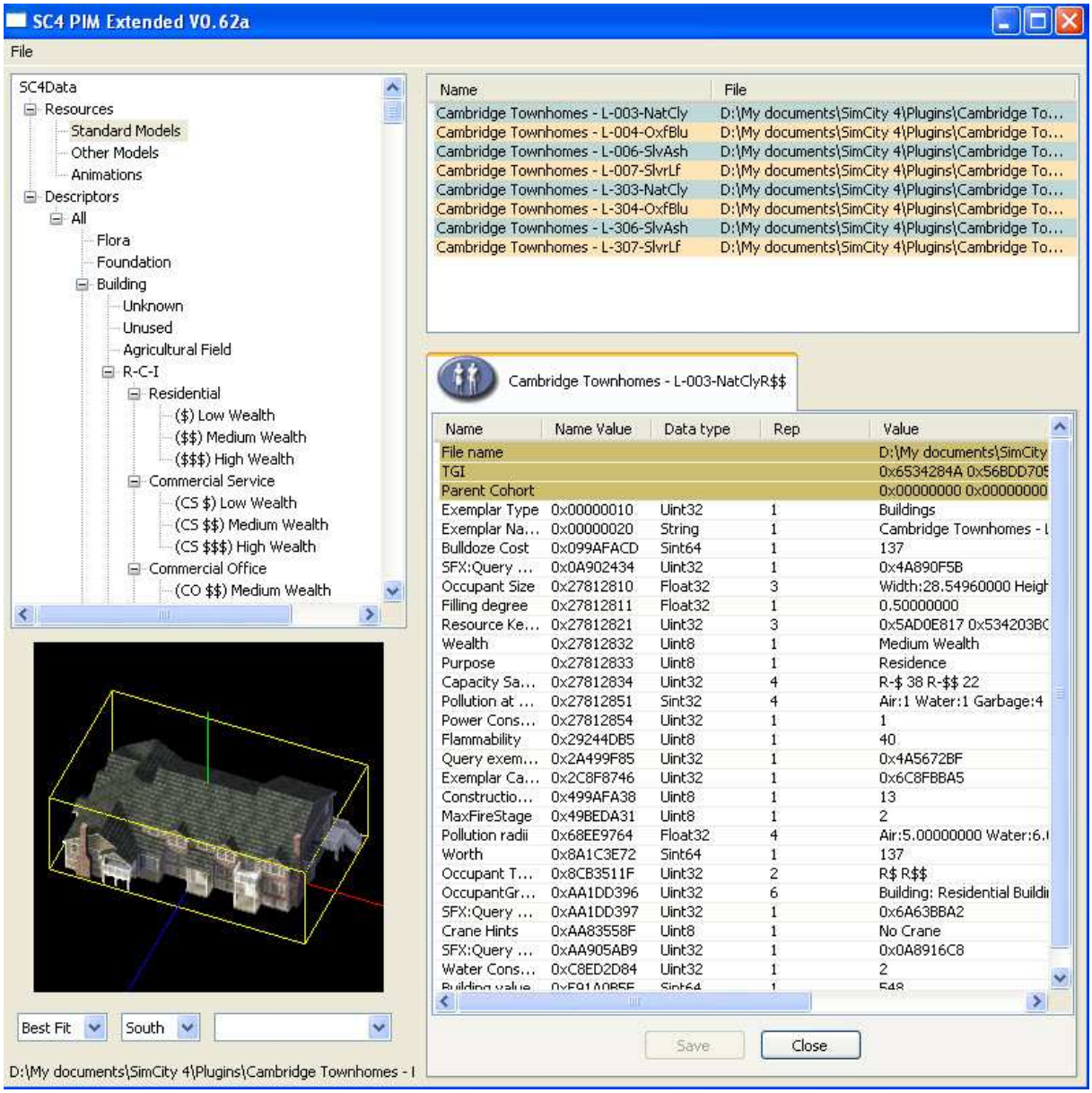
2. Select the models branch of the tree and see the models on the right.



3. Drag the model to the R$$ branch under Descriptors – Building – RCI. Name the exemplar by adding R$$ to the end.

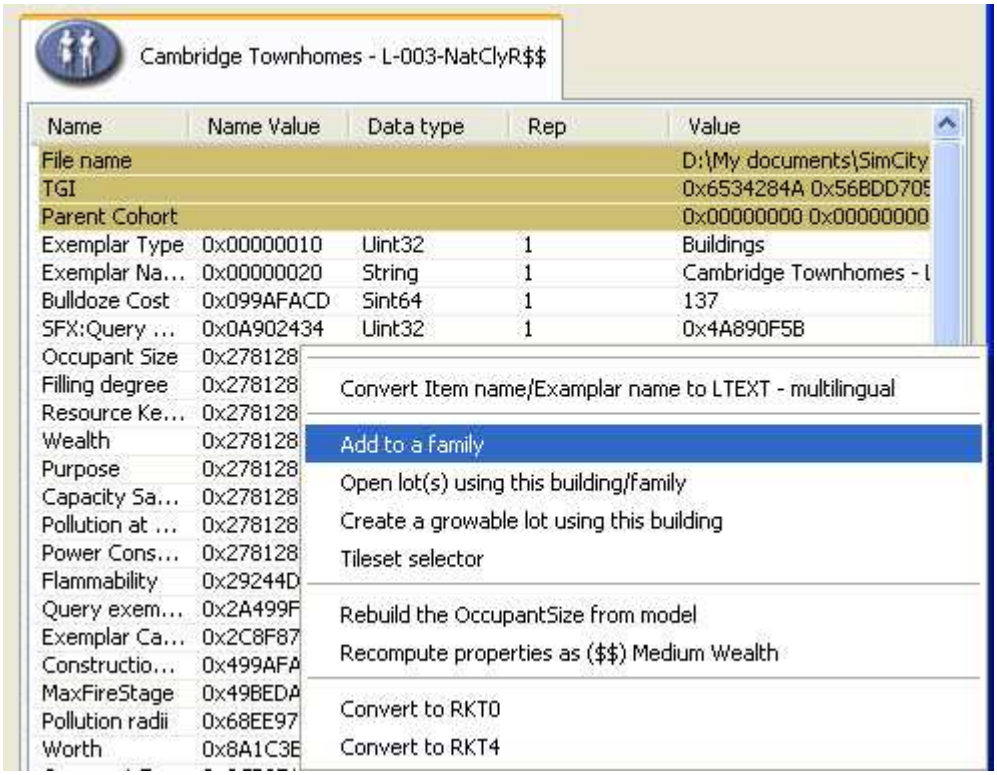


4. The exemplar now shows in the bottom right of the screen.

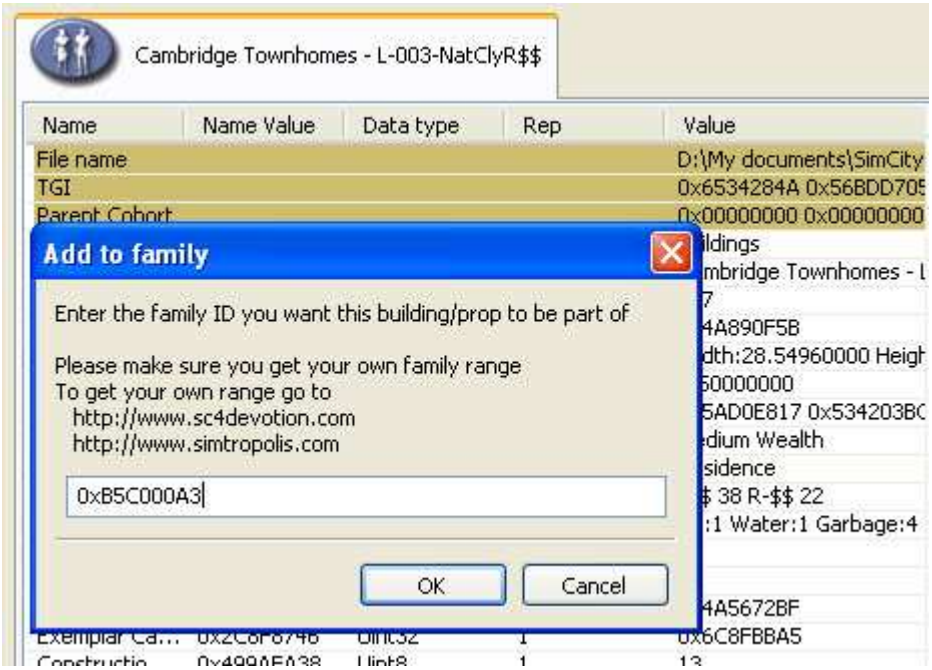


5. Now we can make this building part of a family. Right click in the exemplar window and select Add to a family.

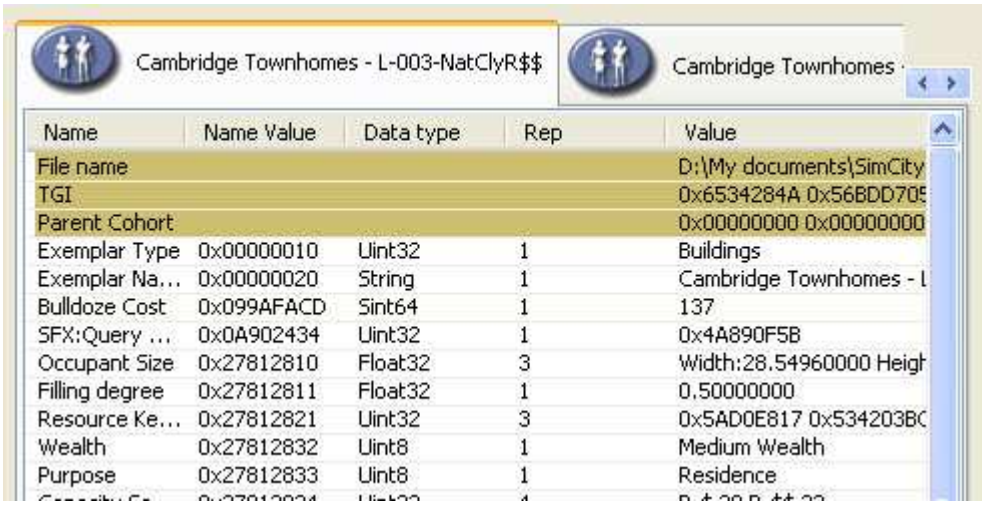
Remember to request a family range at SC4Devotion or Simtropolis before making families.



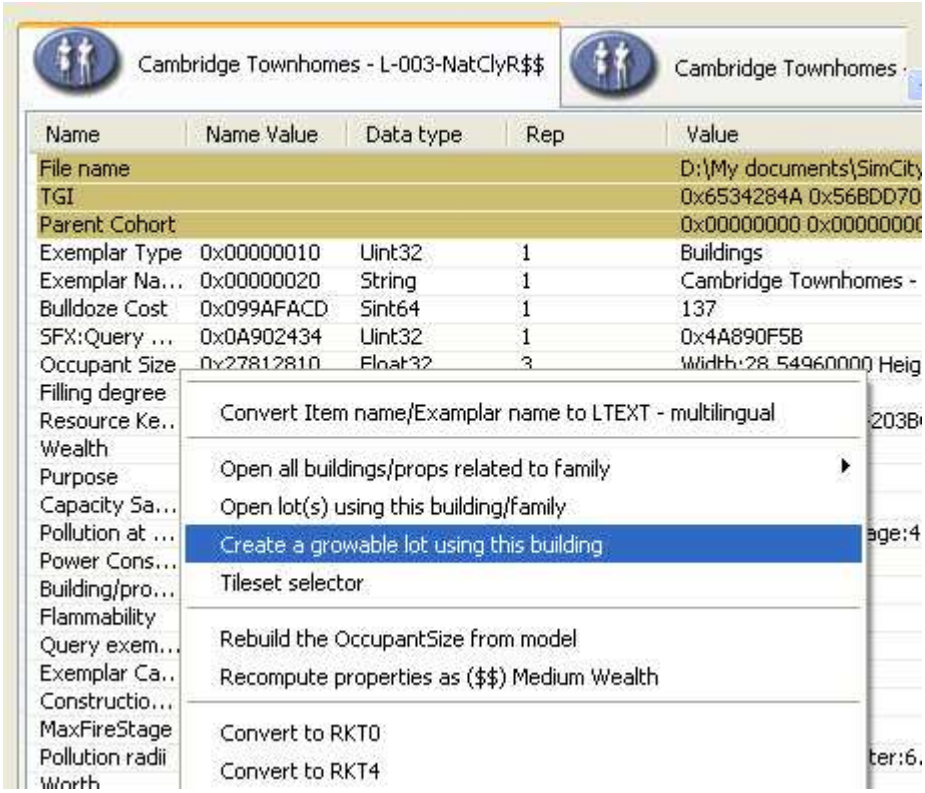
6. Type the IID in the box that appears. Click OK and Save.



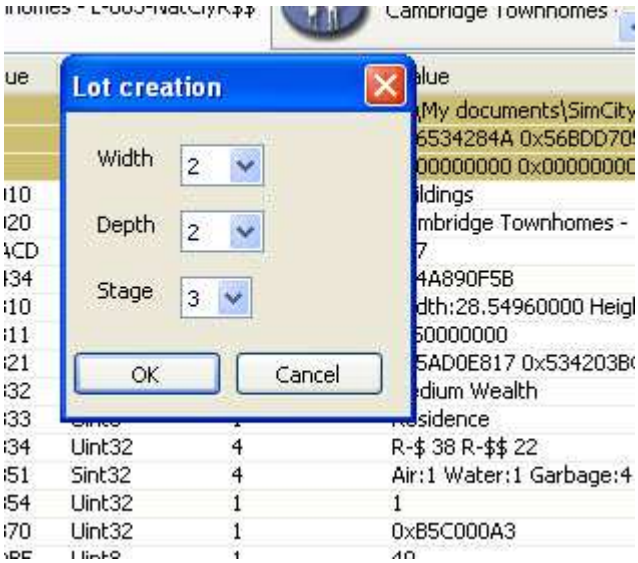
7. The Building/prop family is now added to the exemplar. Repeat for each of the models for this family until you have them all done.



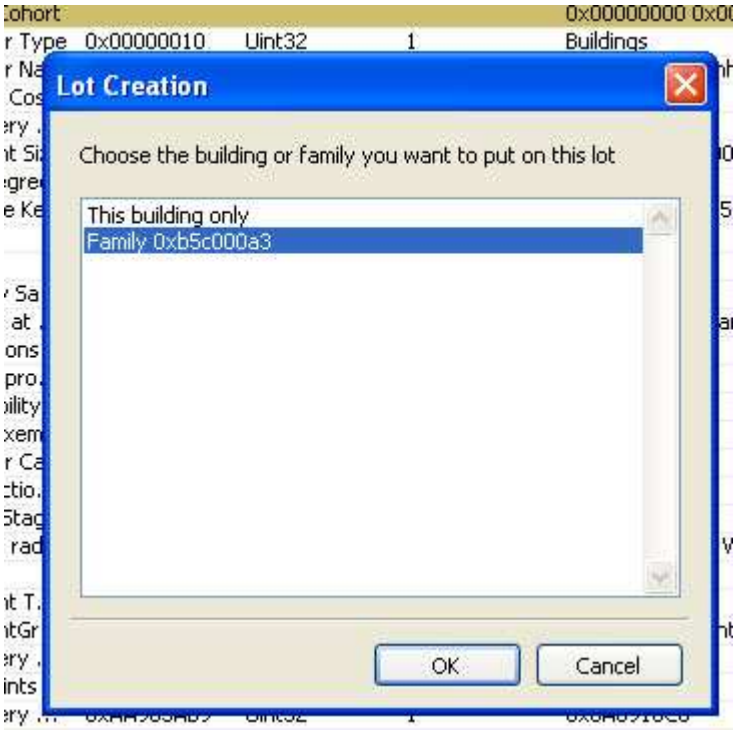
8. Create the lot for this family. Right click in the exemplar and select Create a growable lot using this building.



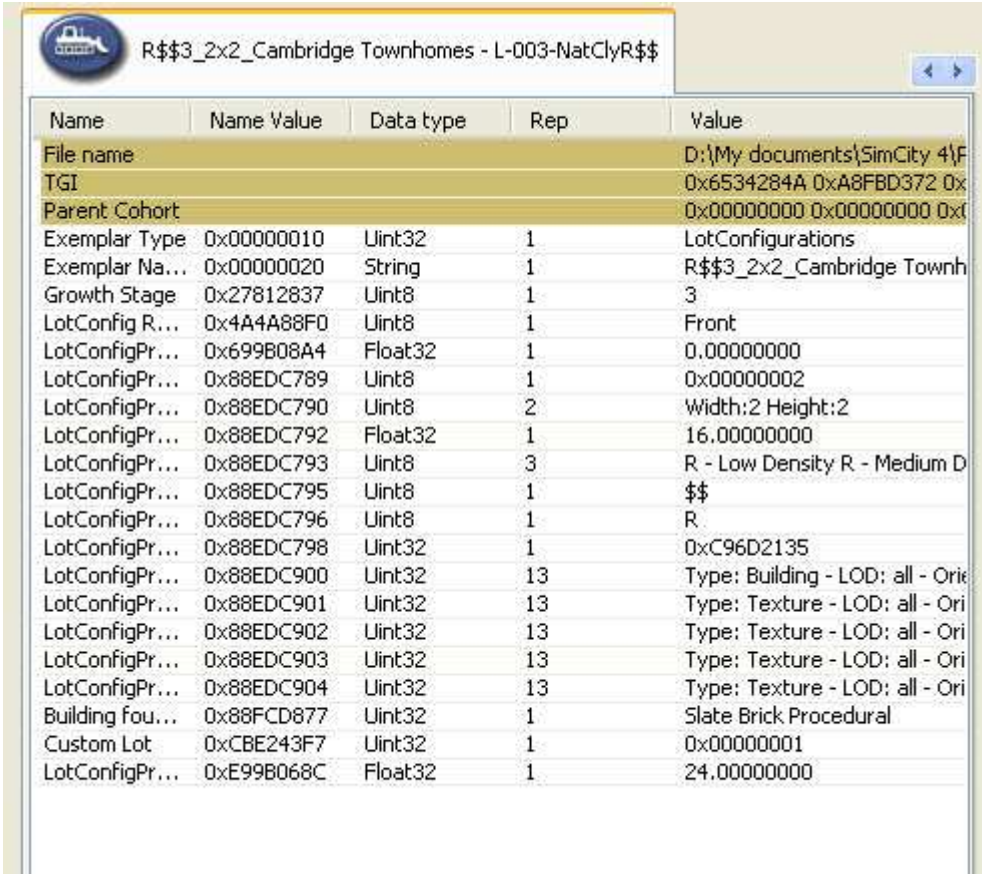
9. First select the size.



10. Then specify if you just want to use this building or the family. In this case we are selecting the family.



11. The lot is made and this is the LotConfig Exemplar showing the details of the lot.

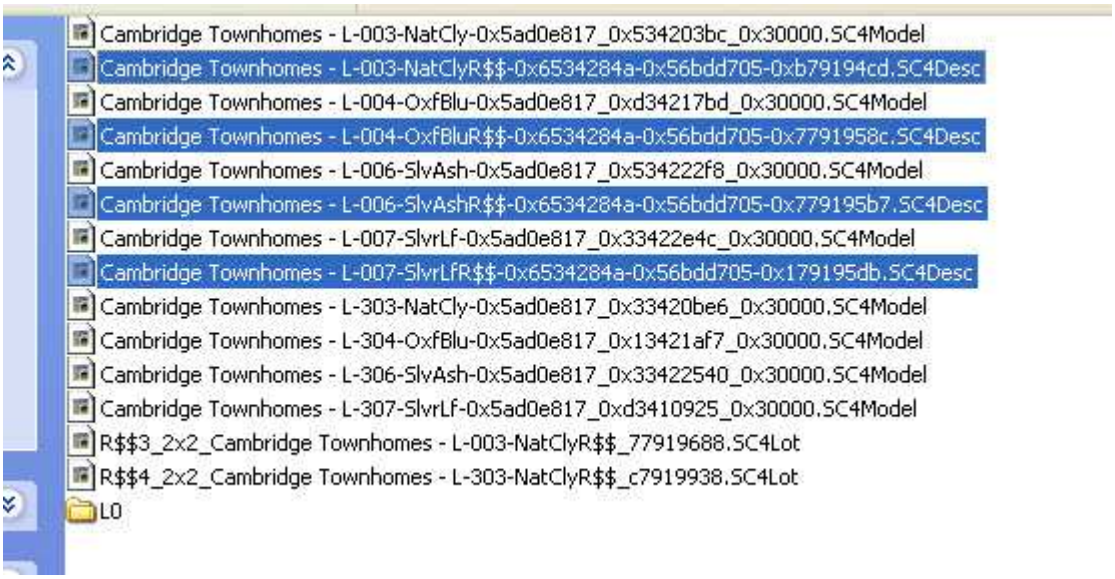


R$$3_2x2_Cambridge Townhomes - L-003-NatClyR$$

Name	Name Value	Data type	Rep	Value
File name				D:\My documents\SimCity 4\F
TGI				0x6534284A 0xA8FBD372 0x
Parent Cohort				0x00000000 0x00000000 0x
Exemplar Type	0x00000010	Uint32	1	LotConfigurations
Exemplar Na...	0x00000020	String	1	R$$3_2x2_Cambridge Townh
Growth Stage	0x27812837	Uint8	1	3
LotConfig R...	0x4A4A88F0	Uint8	1	Front
LotConfigPr...	0x699B08A4	Float32	1	0.00000000
LotConfigPr...	0x88EDC789	Uint8	1	0x00000002
LotConfigPr...	0x88EDC790	Uint8	2	Width:2 Height:2
LotConfigPr...	0x88EDC792	Float32	1	16.00000000
LotConfigPr...	0x88EDC793	Uint8	3	R - Low Density R - Medium D
LotConfigPr...	0x88EDC795	Uint8	1	$$
LotConfigPr...	0x88EDC796	Uint8	1	R
LotConfigPr...	0x88EDC798	Uint32	1	0xC96D2135
LotConfigPr...	0x88EDC900	Uint32	13	Type: Building - LOD: all - Ori
LotConfigPr...	0x88EDC901	Uint32	13	Type: Texture - LOD: all - Ori
LotConfigPr...	0x88EDC902	Uint32	13	Type: Texture - LOD: all - Ori
LotConfigPr...	0x88EDC903	Uint32	13	Type: Texture - LOD: all - Ori
LotConfigPr...	0x88EDC904	Uint32	13	Type: Texture - LOD: all - Ori
Building fou...	0x88FCD877	Uint32	1	Slate Brick Procedural
Custom Lot	0xCBE243F7	Uint32	1	0x00000001
LotConfigPr...	0xE99B068C	Float32	1	24.00000000

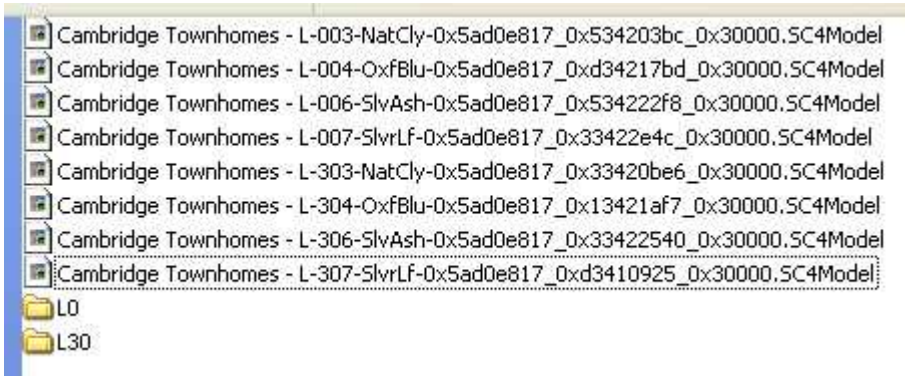
12. Looking in plugins now you can see that there are now some .SC4Desc files and one SC4Lot file. These are for one set of houses only.

13. Make a folder to collect together the SC4Descs and the SC4Lot file for the L0 Cambridge Townhomes. Drag the highlighted files into that folder.

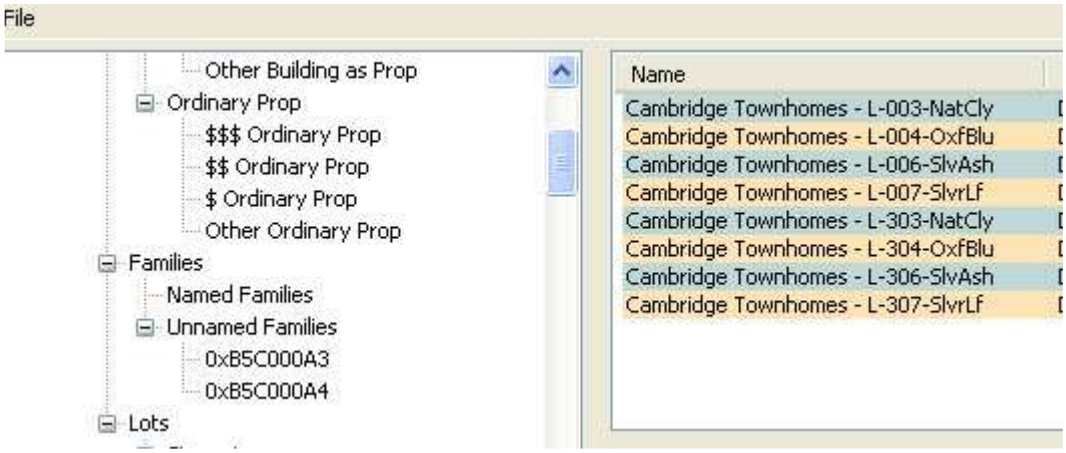


14. Repeat the above for the L30 style changing the family IID to the correct one. Make another folder for the L30 houses and put the appropriate SC4Descs and SC4Lot files into it once they are made.

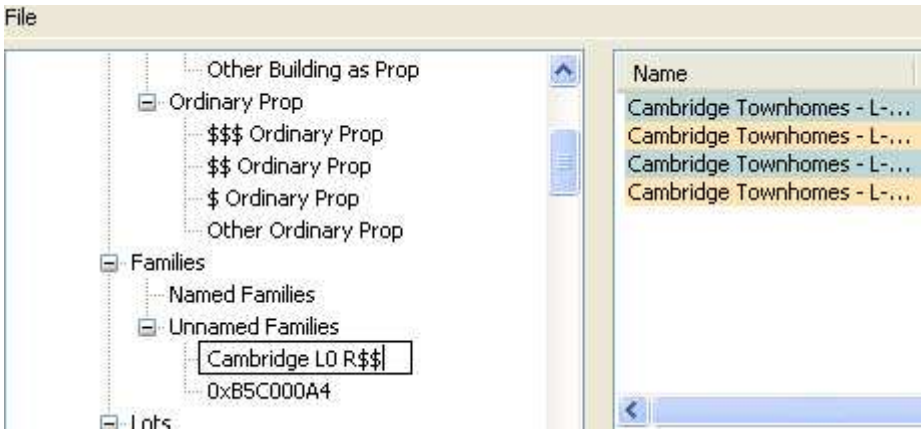
15. Now there are two folders in plugins and the model files.



16. If you look down the tree on the left until you can see Families you can see there are two Unnamed Families showing. This next step is optional but can be useful when lotting.

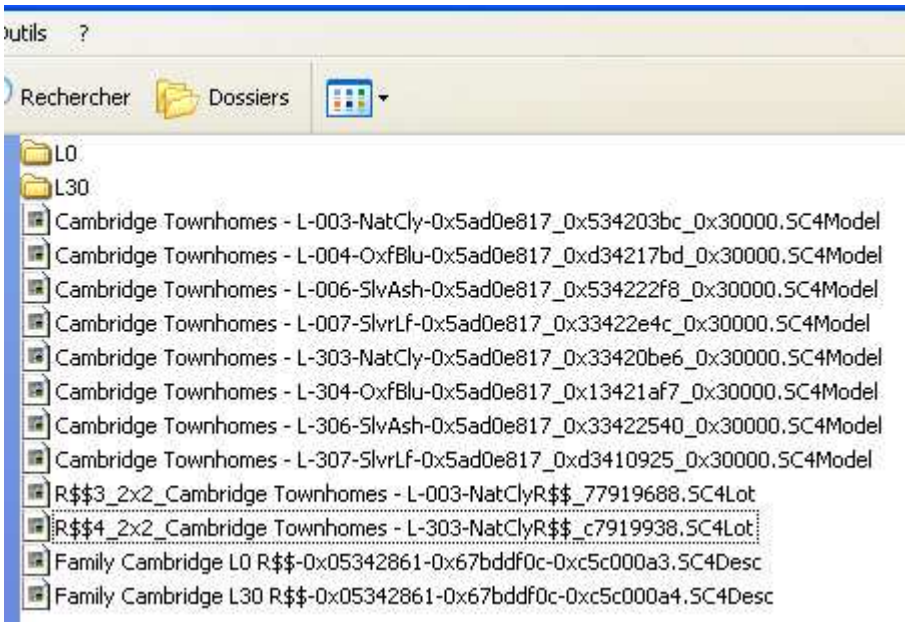


17. Select one of the Unnamed Families and type the appropriate name into the box.



18. Once you press Enter or just click outside the box the family will move to Named Families. Repeat for the second family.

19. In plugins now you have two new files which start Family. Place each one in the appropriate folder with the SC4Desc and SC4Lot file for each style. These are additional files and only hold the type of exemplar, the family IID and the name for the family. You still need the SC4Desc files for the buildings. If you don't include the Family file the family will not have a name – that is all it does and is very much optional.

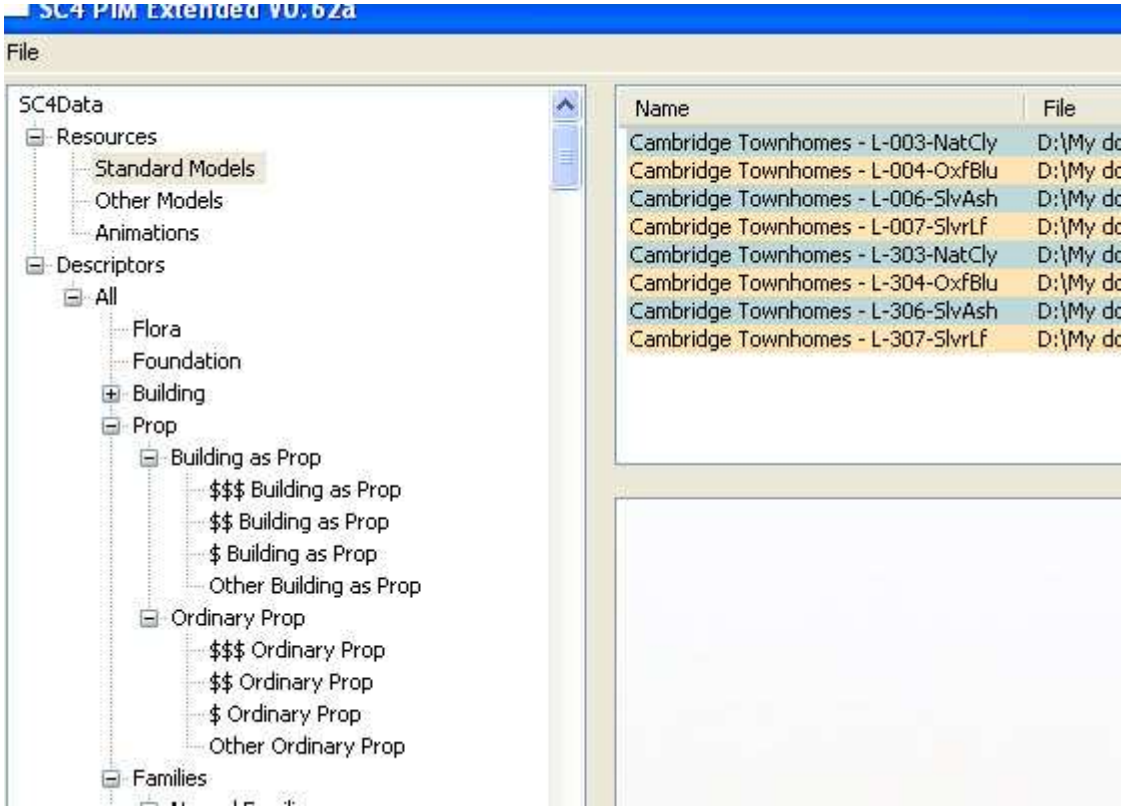


This has now dealt with the building families.

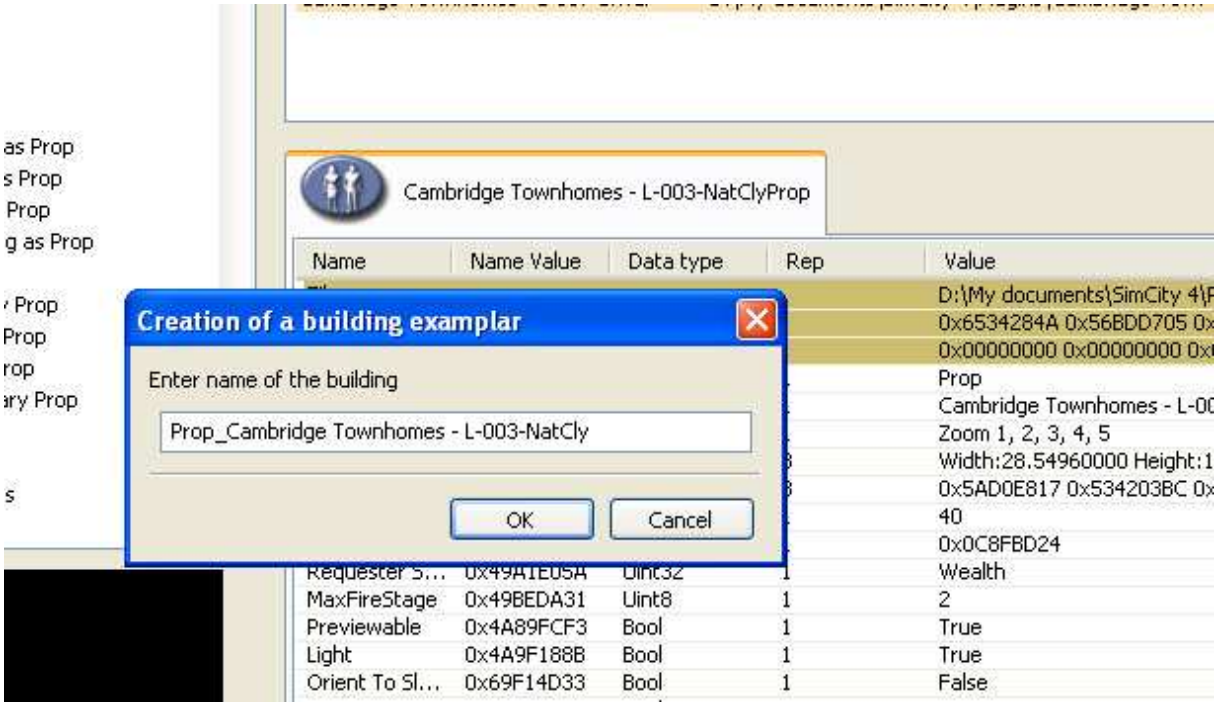
Prop Families.

Contrary to popular belief building families and prop families are not the same thing. They are similar but not identical. Every lot MUST have a building but does not have to have any props. Building exemplars hold all the information about the type of building, the wealth level, the occupancy etc etc. All the essential properties for a lot, in fact. Prop exemplars hold much less information as they are secondary items on a lot and have no occupancy etc. The fact that in the Props list you have two sub headings – Building as Prop and Ordinary Prop – is to differentiate on subtle changes in the properties.

1. Opening SC4PIM again with just plugins selected you can see the models again. I have collapsed the tree on the left as you do not need everything showing to make props.

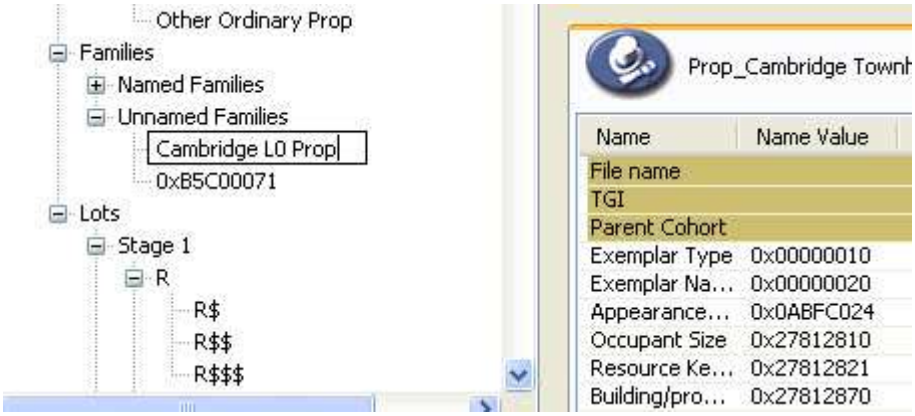


2. This time we are going to make a prop but as it is a building not a tree or a hedge we shall use the $$ Building as Prop branch to make the exemplar. You can see in the image below that the small window is headed “Creation of a building examplar” – please note that you are NOT making the same type of exemplar you made for the building. You are making a Prop exemplar. At this stage I suggest you change the name in the box to something similar to the one I have entered. This will keep them together in the props list. Click OK.



As you make each prop exemplar add each to a family as you did for the building exemplars. Use new IIDs for each style – i.e. L0 and L30 – not the same ones you used for the building families.
What you are doing here is to make a set of prop exemplars for your prop pack. You may not use them if you are making single lots but they can come in very useful if you want to make neighbourhood type lots on a bigger lot.
When making prop packs they can include models for buildings, flowers, small props like benches or sheds. They should only contain the models and prop exemplars and they don’t need to be big files. If you name them sensibly then at a later date you can collate all of these smaller packs into a MEGA pack and use BSC Cleanitol™ to remove the old packs.

3. Repeat the naming of families as for the building families but add Prop to the end of the name.



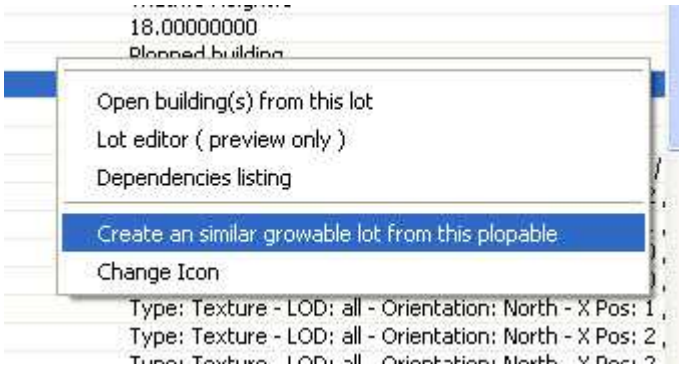
4. At this stage you can tidy up your plugins by making a new folder – here I called it Homefryes_Cambridge_Townhomes_Prop_Pack – and putting all the model files, all the prop exemplars and the two new Family cohort files into it.

Now you can decide how to package these. You can make a dat file with all the building exemplars and their cohort files or make two separate ones – one for each style. If you choose to make one file you will need to collect the exemplars – SC4Desc – and the Family cohort from each of the lot folders – labelled R$$ in my examples – into one folder. You could call that Cambridge_Townhomes_L0_R$$ and then use Datpacker to make the dat. Just remember that which ever way you decide you shouldn't include the lot files in the dat and once the files are in a dat the single ones should be discarded or saved in another location away from plugins. The prop pack should be made into a separate dat for separate upload.

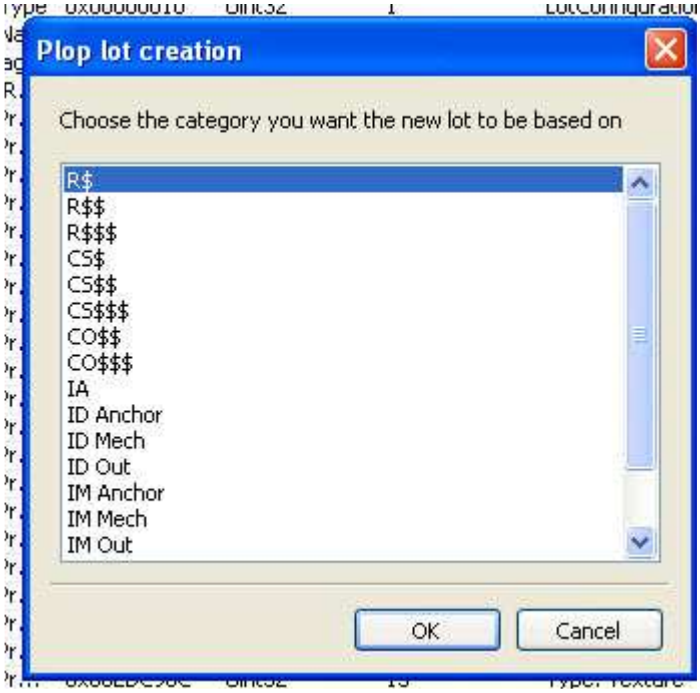
Advanced and additional features

The PIM_X section of SC4PIM has many advanced modding features.

1. It can turn a ploppable lot into a growable one.



a. Right Click in the exemplar and select the above.
b. Select the type of growable you want to make and click OK.

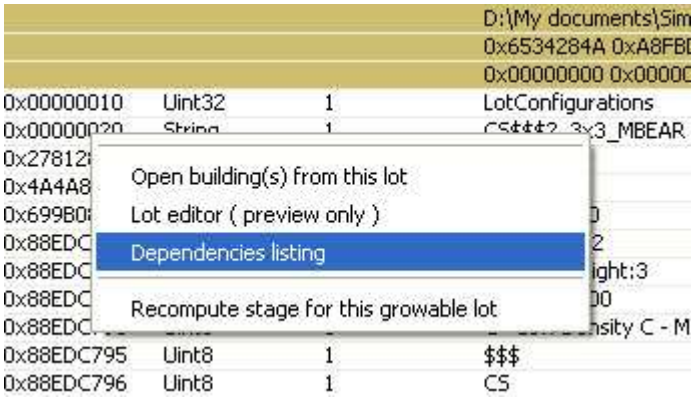


c. Give the new lot a name and click OK and the new lot is made.

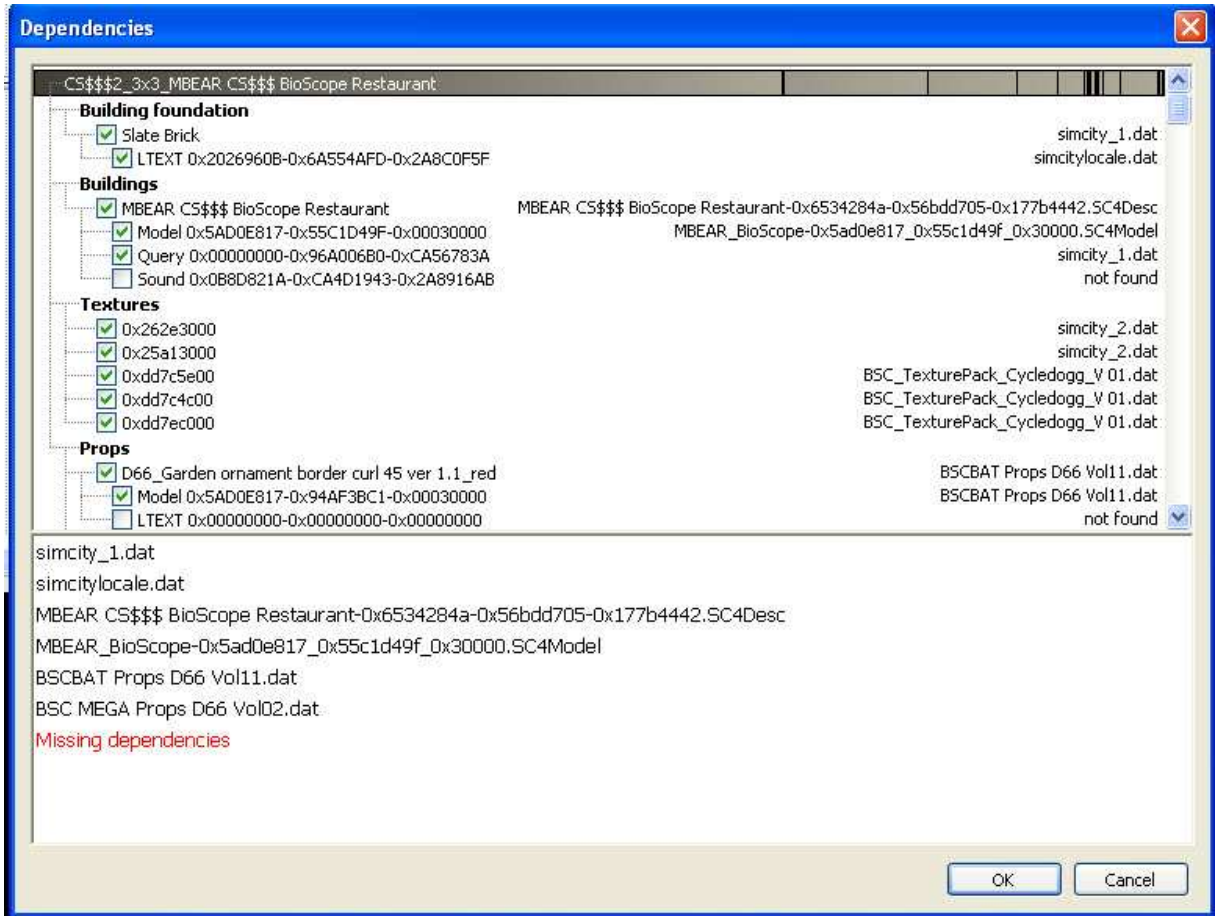
d. You can now make changes to the lot or just Save the file.

e. If you look in your plugins folder you will see the new growable desc file. This can be embedded into the lot file as for the instructions given in the making a growable section.

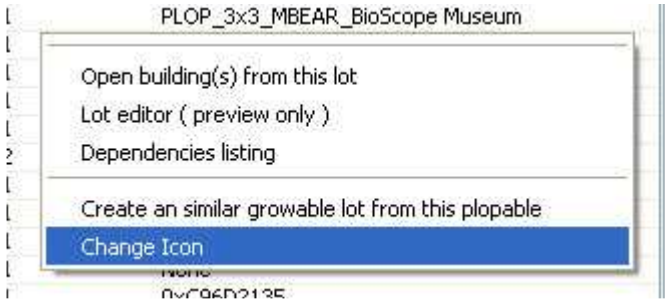
2. You can get a list of dependencies.
    a. Right click in the exemplar and Select Dependencies listing



    b. This will list every texture and prop used and tell you where it is located. Unlike SC4Tool this will also give the location of the model used for the building.

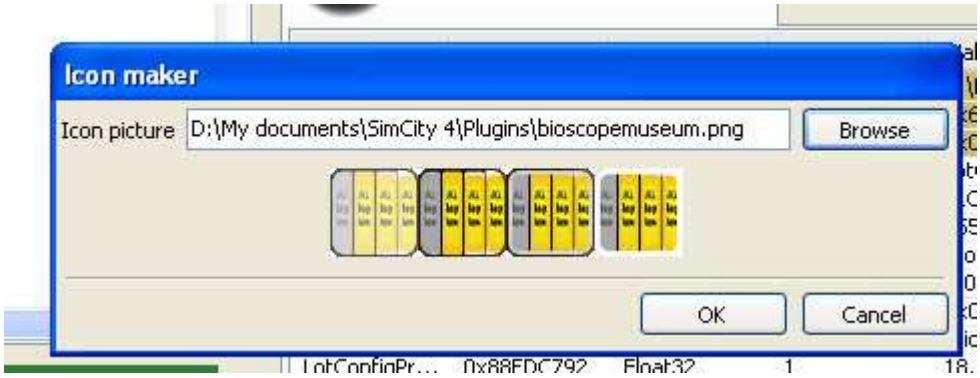


3. You can change the icon for a ploppable lot.
    a. Right click in the exemplar and select change icon



    b. Browse to where you have a suitable image and select it.

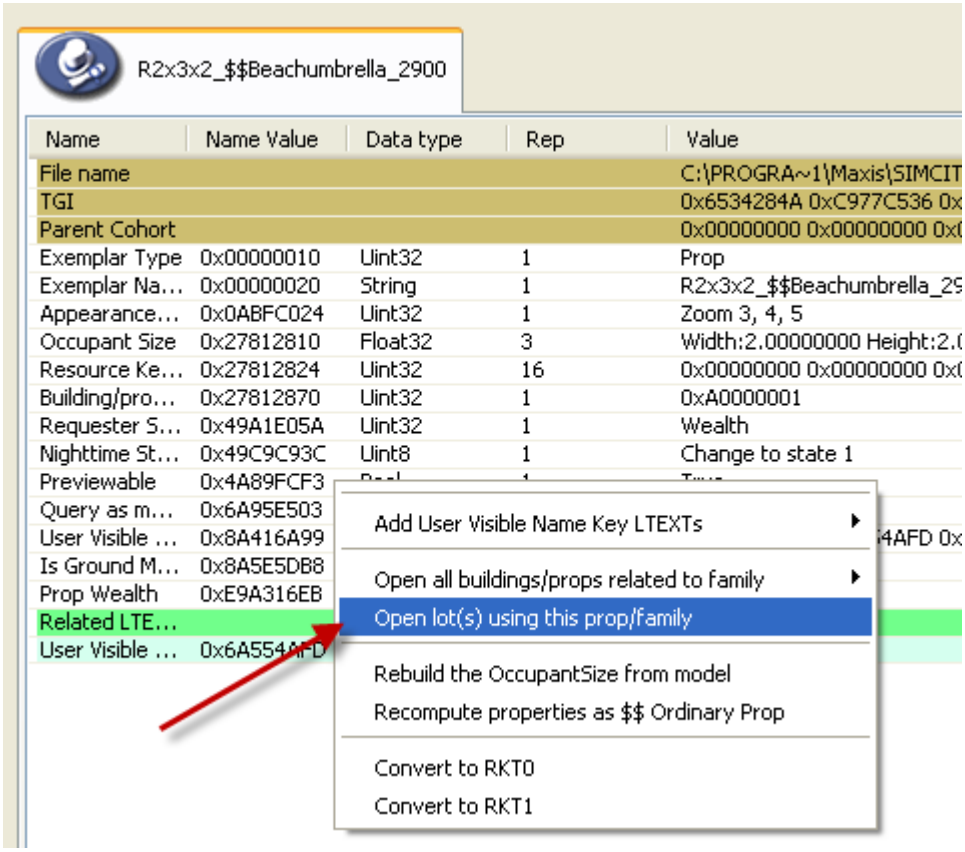
    c. See the new icon in the window and click OK to add it to the lot.



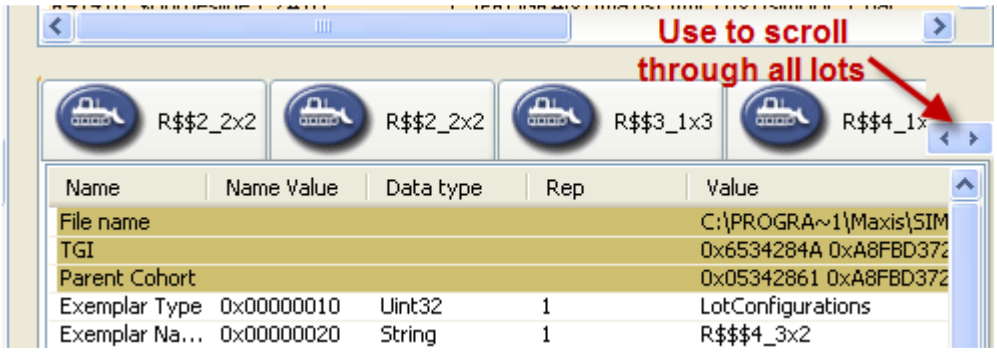
(A bad example but it is easy to see)

    d. Save the Exemplar and the icon will now be in the lot file.

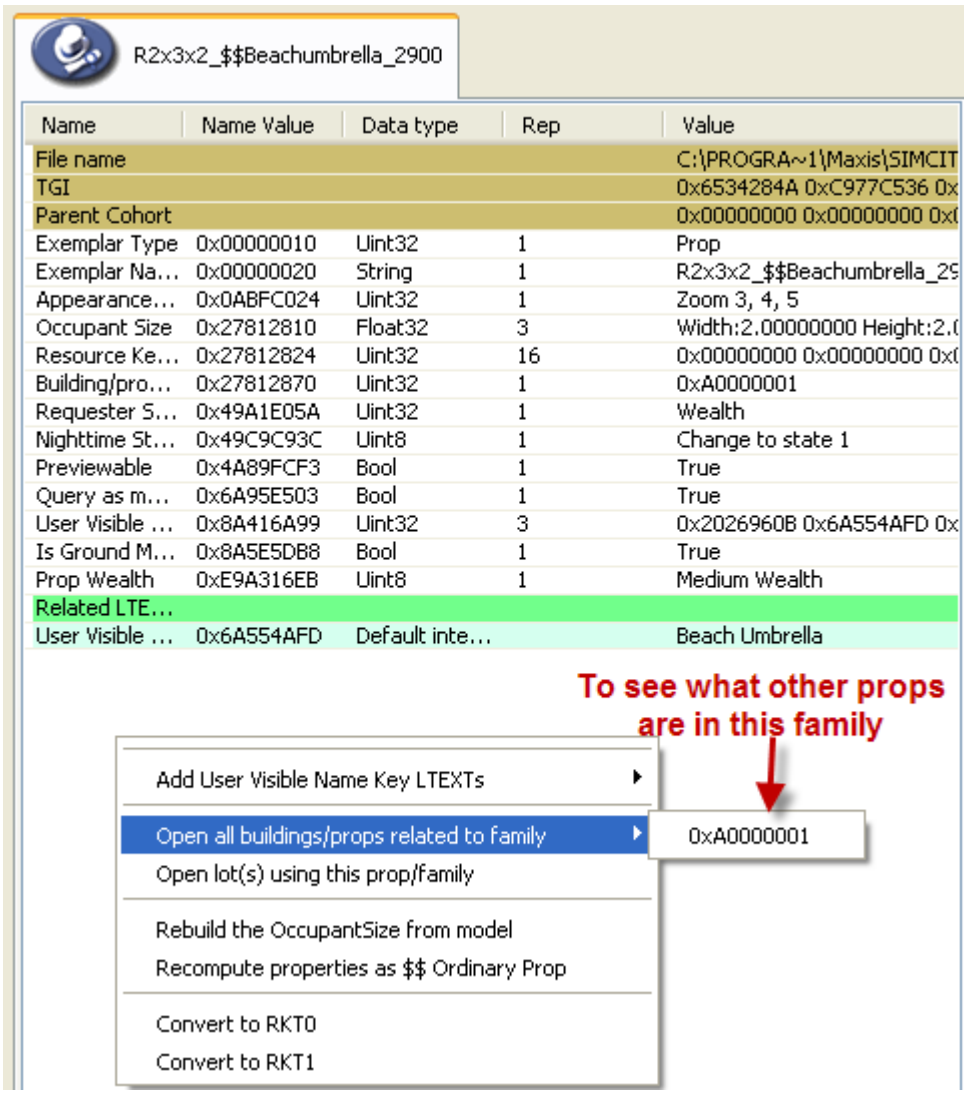
5. You can see which lots use any prop or building. This can be useful when checking for frequency of use.



   a. Select the highlighted option and the screen will show you all the lot config exemplars that have this prop on them.



6. You can check what other props are in the same family.



LE_X – the better way to lot.

The Lot Editor element of SC4PIM has many enhancements over Maxis Lot Editor but you really do need to be careful about what you place into your plugins folder when you start making a lot. Be as minimal as possible by trying to only put into plugins the props and textures that you think you will need for a lot. For example if you are making industrial lots you will not need the prop packs by D66 or MJB as they are generally floral and agricultural small props. Try to look through the prop packs in SC4PIM and learn what is in each so you can make good judgements on what you need for any specific lot.

NEVER USE DAT PACKED PLAYING FILES IN SC4PIM.
ALWAYS USE THE PACKS OR MODEL FILES AS THEY ARE INSTALLED.

LE_X works by keyboard commands. Here is a list of the commands that can be used.

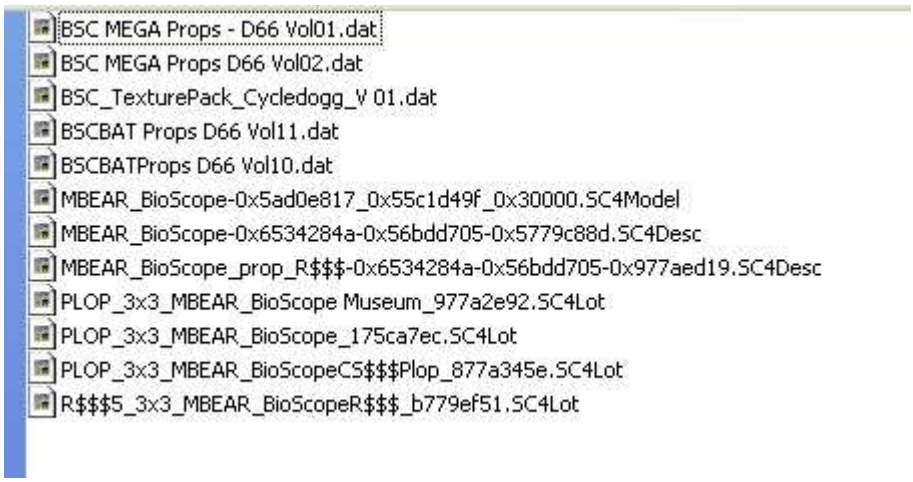
Do not use capital letters!

h : pan mode – for moving the lot in each window
p : prop mode
v : overlay mode
b : building mode
f : flora mode
t : texture mode
n : cycle family – only on the building and only if the building is in a family
1, 2 ,3, 4, 5, 6 : zoom level – zoom 6 only for the 2D part (for azerty users, use SHIFT to get 1 etc..)
+/-: zoom/unzoom
a : cycle through dual view (3D&2D) single views (3D or 2D)
d : duplicate selection
m : mirror (only for base and textures)
s: toggle snap-to-grid
CTRL-s: set size of snapping grid
DEL: delete selection (except if it's the building)
HOME: rotate selection CW
END: rotate selection CCW
PGUP, CTRL-PGUP: rotate view CCW
PGDN, CTRL-PGDN: rotate view CW
CTRL-t, CTRL-b, CTRL-l, CTRL-r : if multiple selection, align everything on Top/Bottom/Left/Right of the selection's bounding box
to align multiple selection on vertical center or horizontal center, move the selection to the vertical or horizontal boundary of the lot
CTRL-ARROW UP/DOWN: nudge object vertically
CTRL-SHIFT-ARROW UP/DOWN: nudge object vertically 10x faster
ARROW UP/DOWN: nudge object forwards/backwards
SHIFT-ARROW UP/DOWN: nudge object forwards/backwards 10x faster
ARROW LEFT/RIGHT: nudge object left/right
SHIFT-ARROW LEFT/RIGHT: nudge object left/right 10x faster
CTRL-I: capture the current 3D window as lot icon (ploppables only)
SHIFT-b: toggle background display in LOT-X 3D view

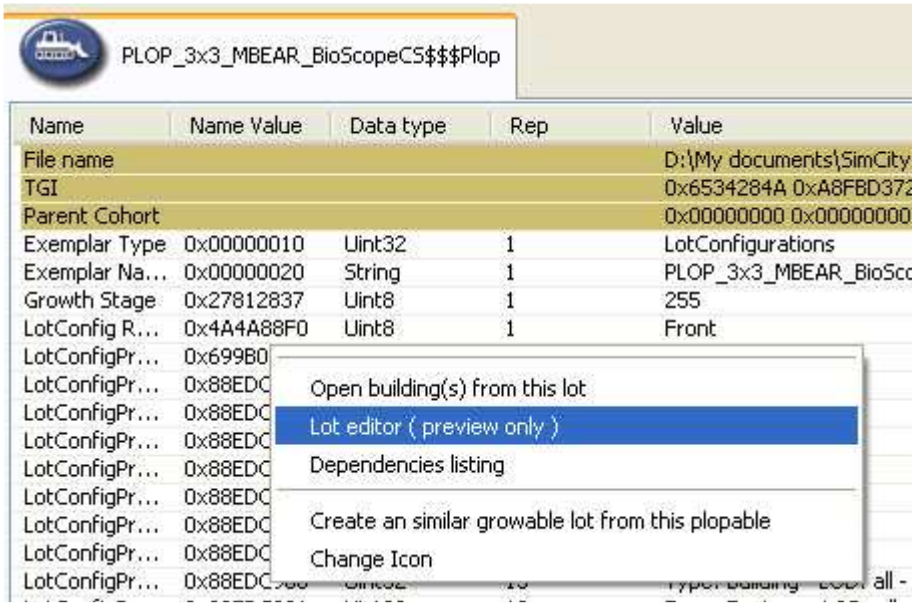
SHIFT-LEFTCLICK DRAG: move background picture (only when in pan mode)
left click => select
CTRL- left click => add/remove from selection. Requires something is selected before hitting ctrl.
Box select by dragging a box with the mouse. Works according to mode.
To move things, you should drag (ie left click in a selected object then drag), different from Maxis LE !

Getting started with LE_X

1. First of all make sure you have the minimum in plugins. This is my starting set up for this example.

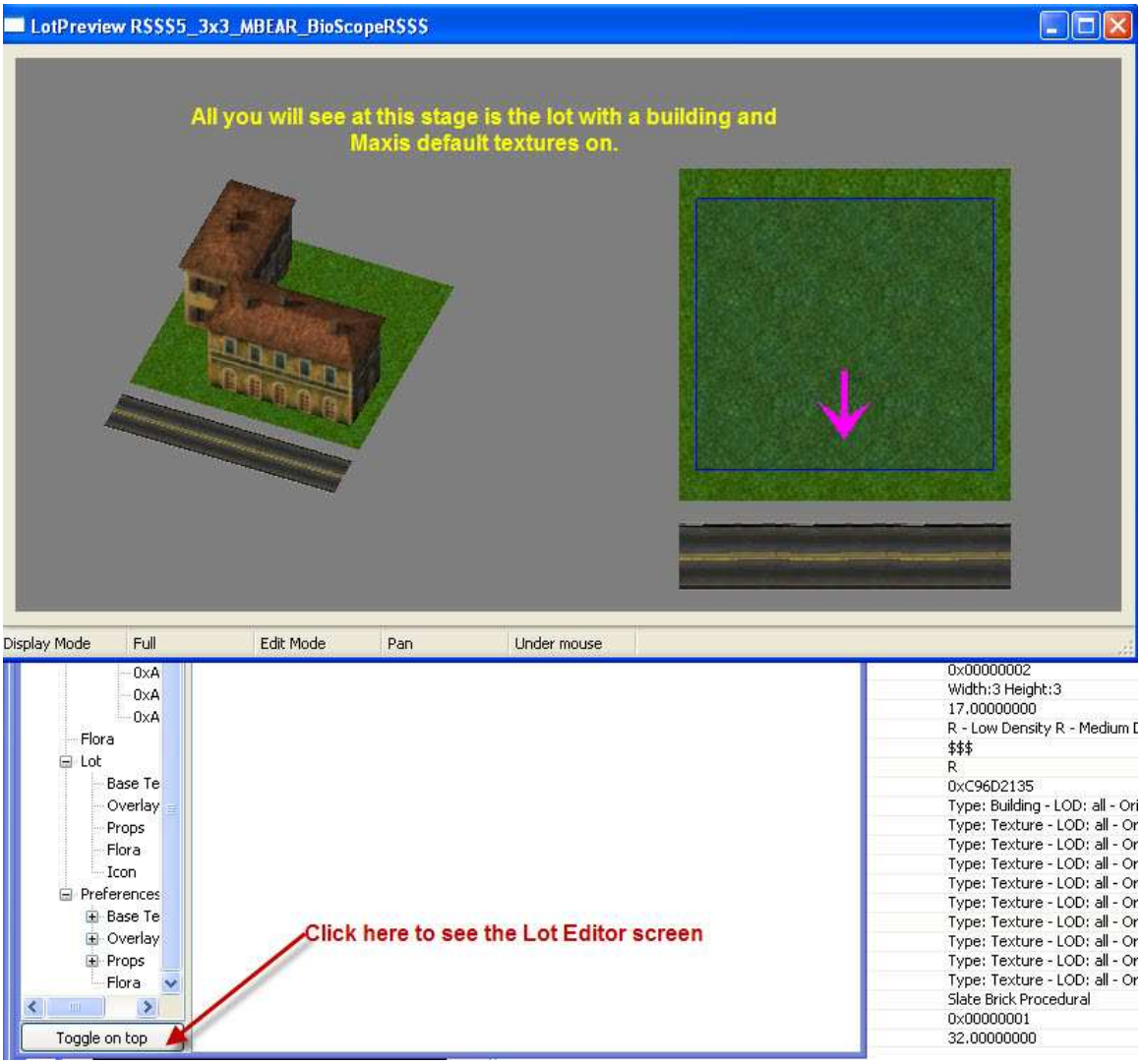


   I put these prop and texture packs in as I thought they were the ones I would need. I also loaded in the Maxis simcity_x dats. Even with just these few plugins SC4PIM took much longer to load.
2. LE_X is opened from the LotConfig exemplar. Right click and select Lot Editor.



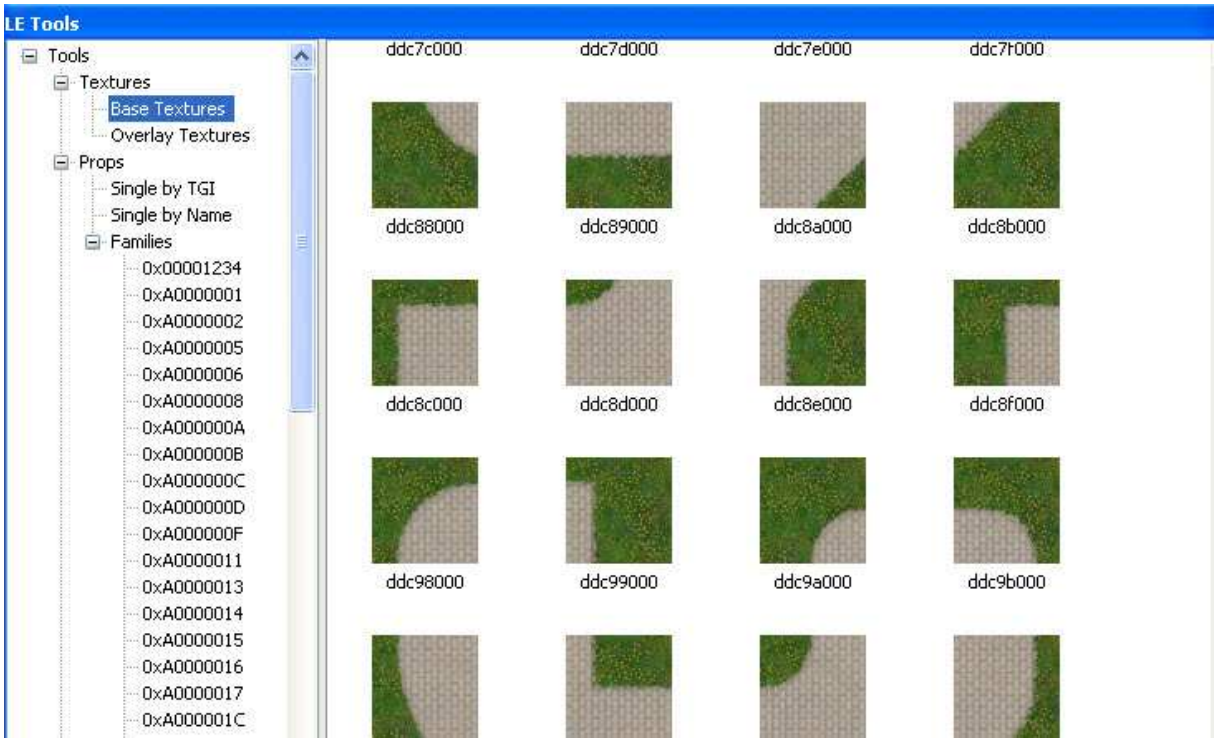
(Note that the (preview only) is now removed and LE_X can be used to lot.)

3. The LE_X window will open with the LE Tools window on top so click at the bottom of that window (Toggle on Top) to see the lot itself and put the LE Tools window to the back.

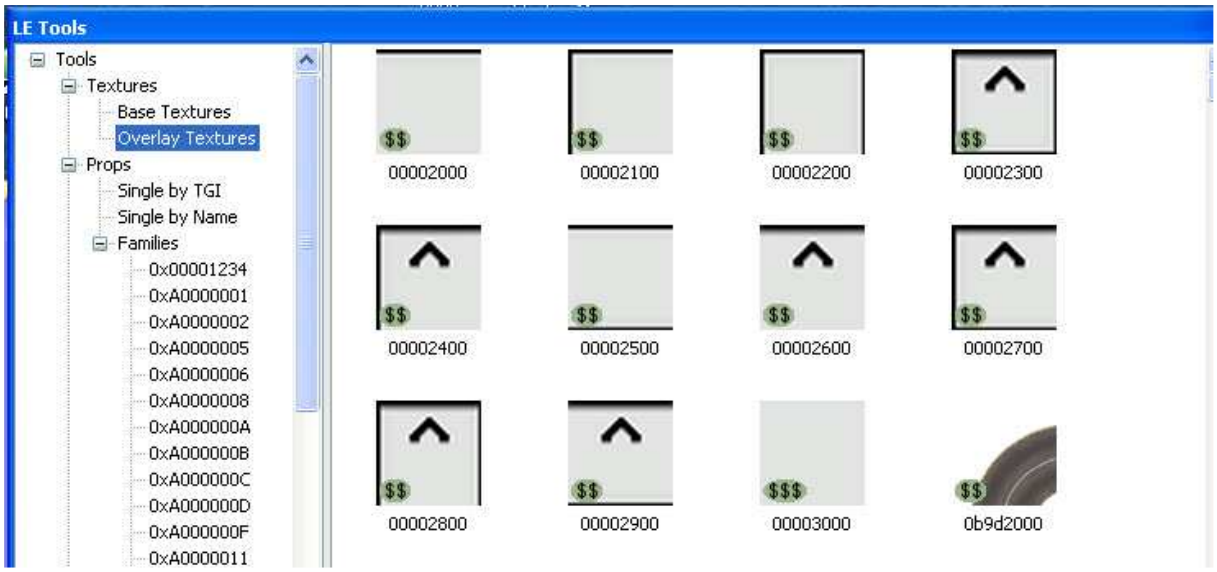


4. The lot can be seen in 3D and 2D view. You work on the right hand side – the 2D view but see the changes in the left hand 3D view.

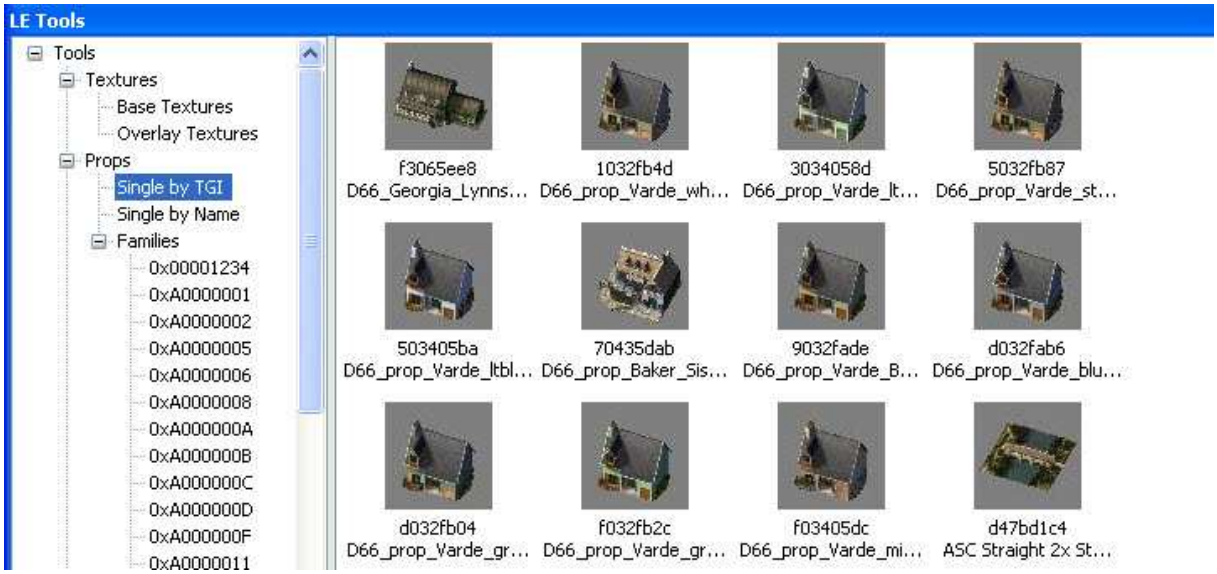
5. The LE Tools window is where you can see and select all the textures and props that you have available. Most have previews but animations do not. The previews are generated when you open SC4PIM and models are added to the image database. Start by bringing that back to the front and have a look at the various options showing in the window. When you select a branch in the left hand window all available options are shown in the right hand window. You will need to scroll to see every option. This window is resizable by dragging the edges so you can see more or less at any one time.



Base Textures

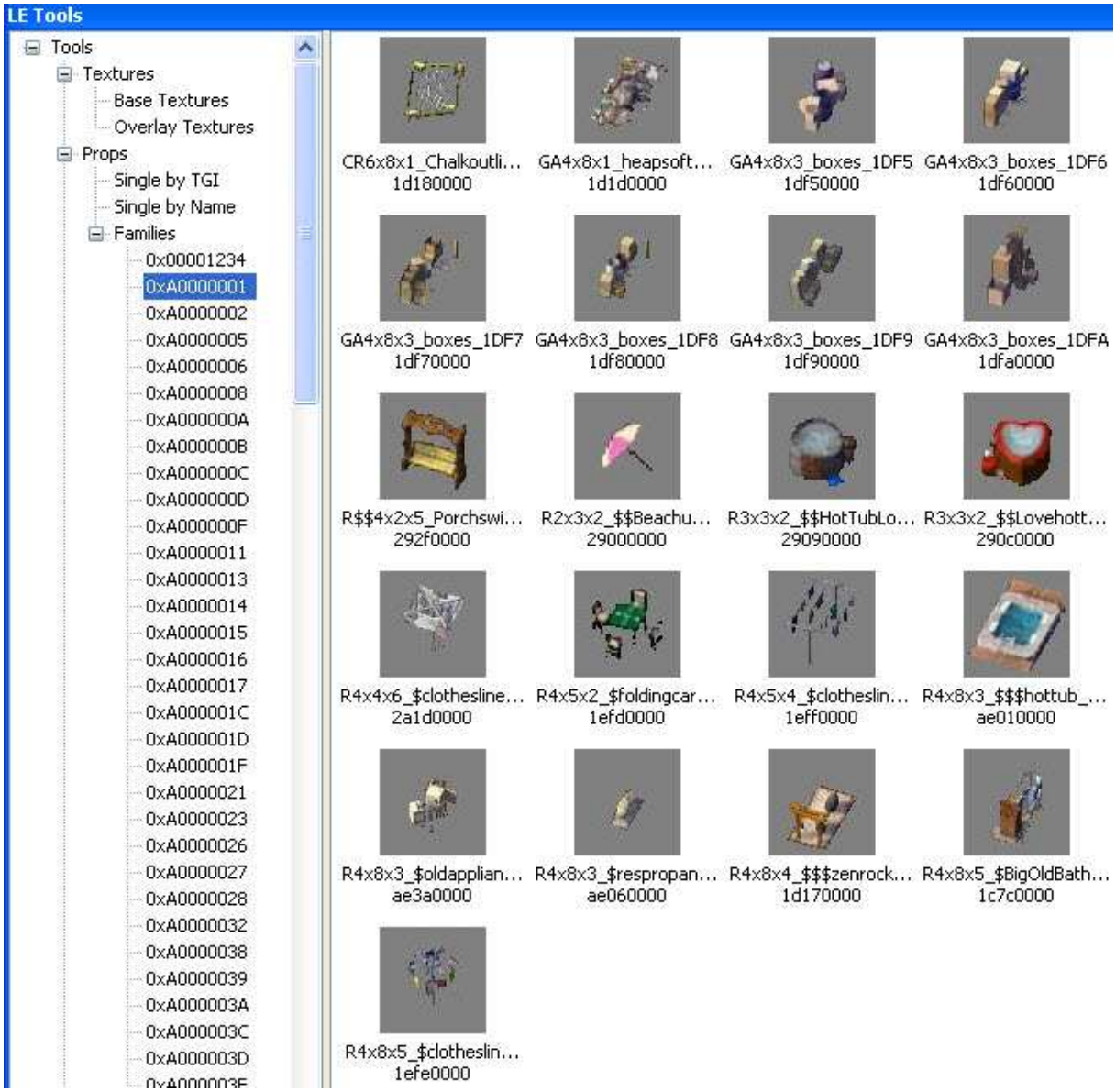


Overlay Textures

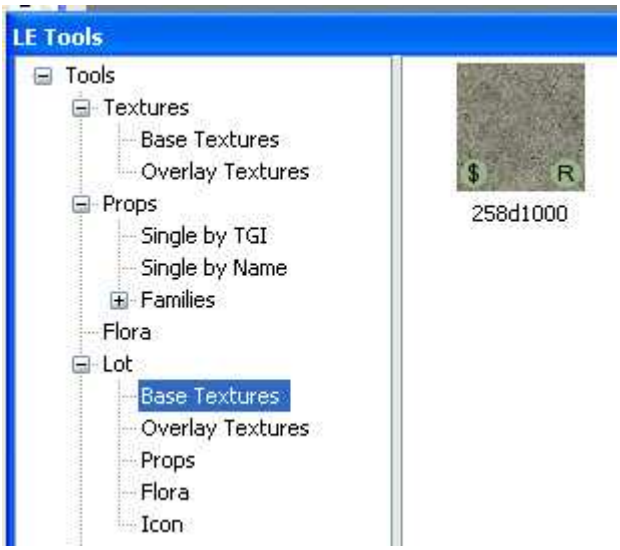


Props listed by TGI

Props listed by name – all of the ones visible are Maxis props and have no preview as they are animations



Always wanted to know what a family contained? Look no further but just click down the list on the left to see what each family contains.

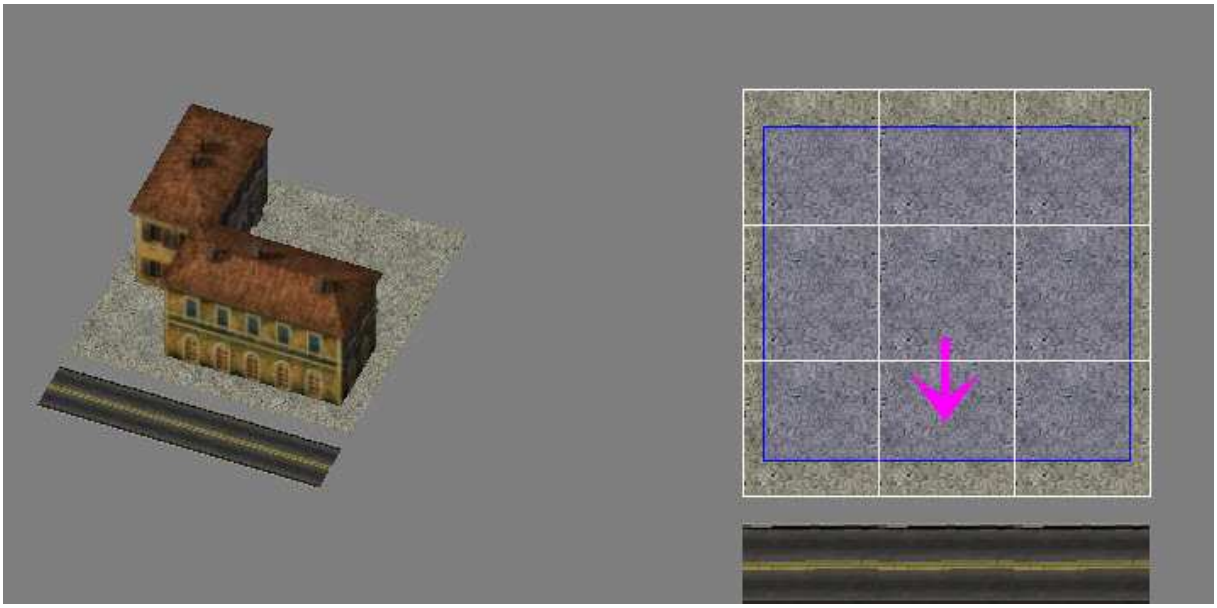


The Lot branch shows what you have on the lot. At this stage there is only the building and the base texture.

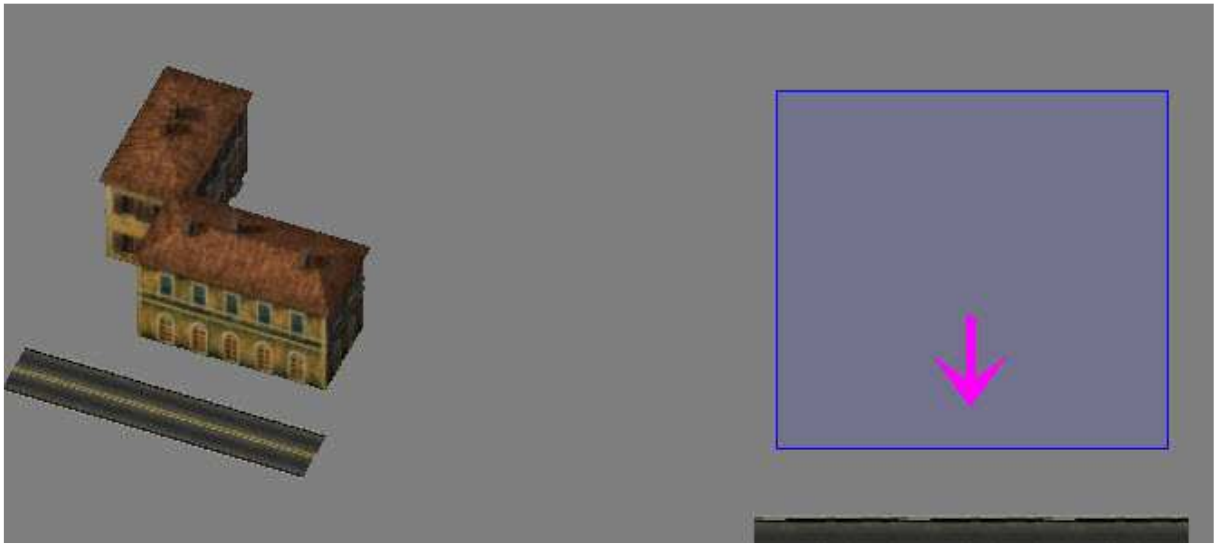
6. Explore all the various options in here before going on to start editing.

Editing a lot – otherwise known as adding dependencies

1. Start off by pressing t on the keyboard. This puts you into Base Texture mode. Drag a box around the complete lot on the right hand side to select all the base textures.

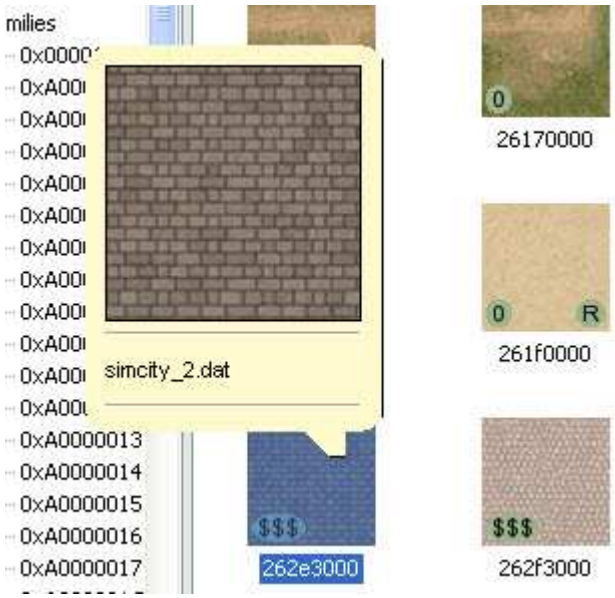


2. Press the Delete key and all the textures disappear.



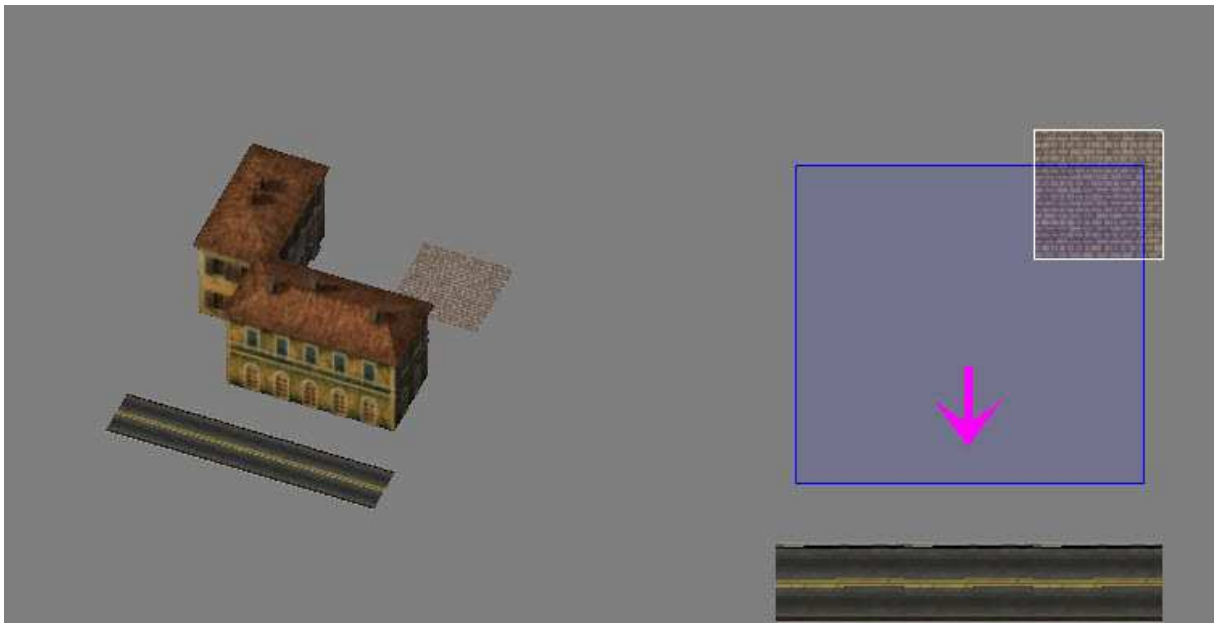
Unlike Maxis LE you could save this without base textures if you wanted to.

3. Now go to the LE Tools window and scroll down the base textures to find the one you want to use.

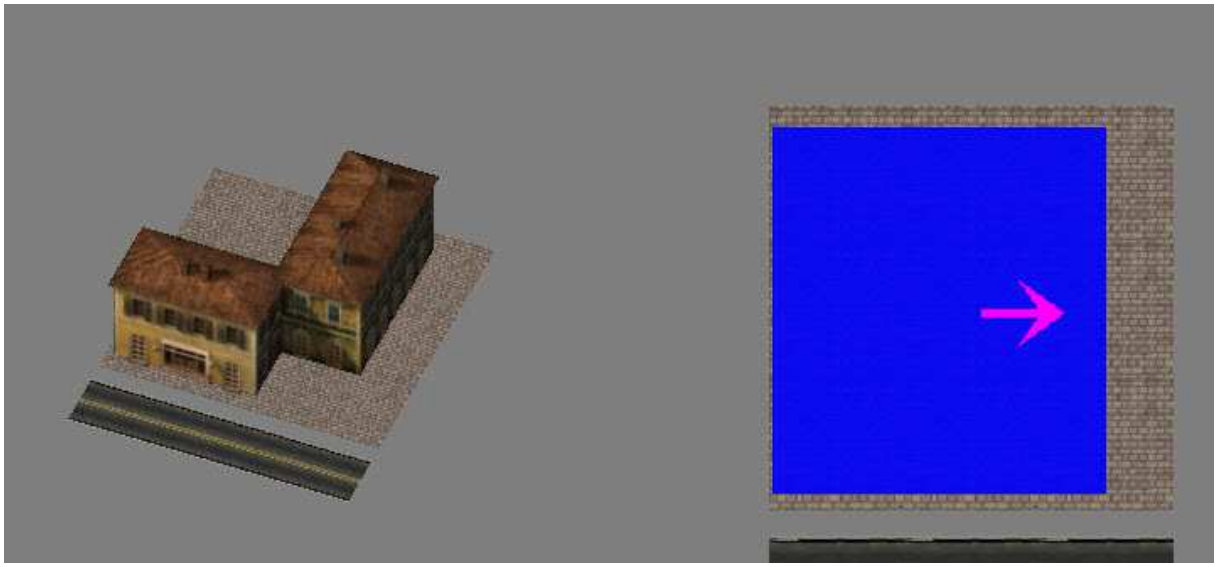


The call out tells you where this texture is located.

4. Drag the texture from the LE Tools window to the 2D view of the lot and repeat for each tile that will have the same texture

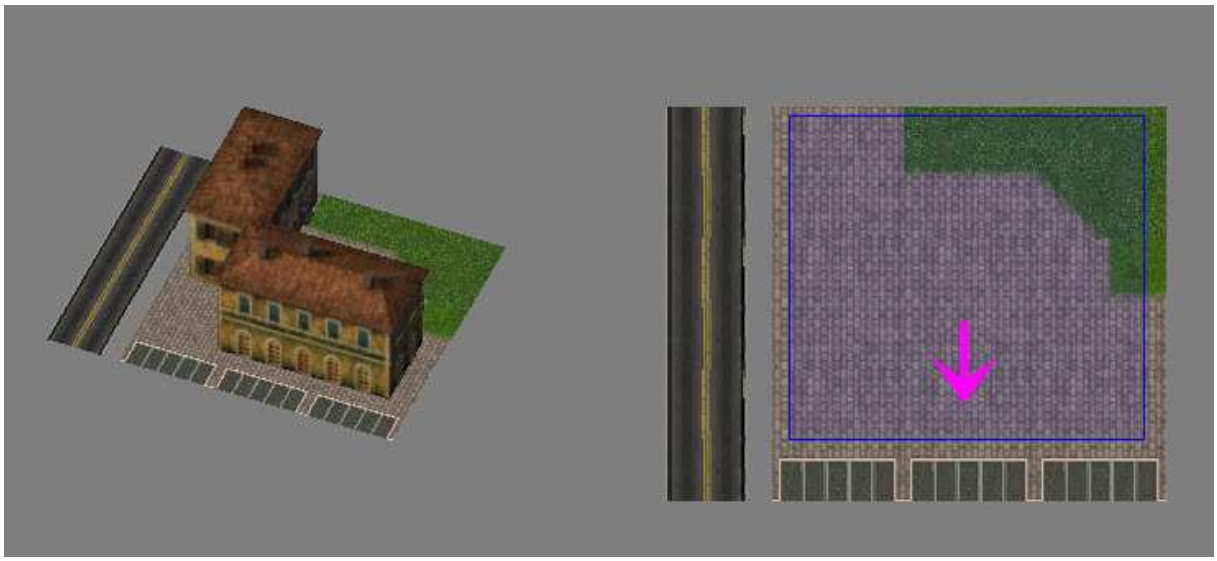


5. Before adding any overlays or props, the building needed rotating as it had no entrance to the road. Do this by pressing b and then use Home and End to rotate until you are happy with the placement.



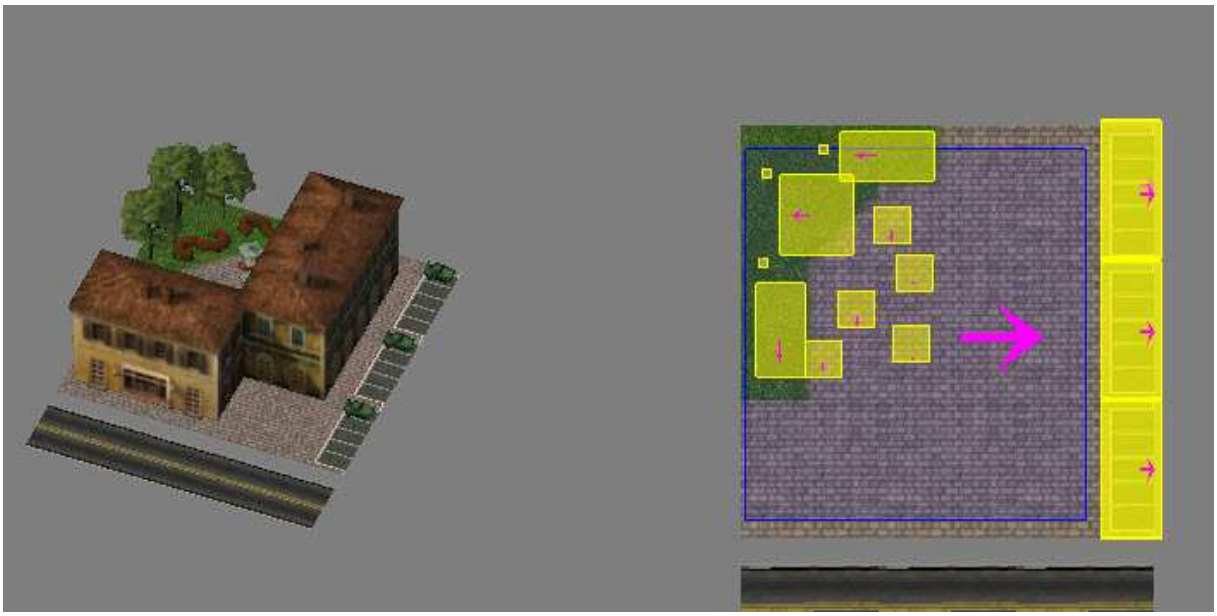
If you need to move the building to one side of the lot or the other, drag it by left clicking on the mouse and dragging or use the arrow keys to move it.

6. Now that the building is located where you want it you can start to add overlays to suit the purpose of the building. This is a landmark lot with CS$$$ jobs so let's make it a luxury restaurant. Press v and select the overlays you want. Drag them from the LE Tools window to the lot as you did with the base textures. Here there is some parking to one side and a green space at the rear.



If you wish to add multiple overlays this is possible and will be displayed in game in the same way you see them in this window. This is different to Maxis LE where multiple overlays do not always display correctly.

7. Now you can turn your attention to the props and start to bring the lot alive.



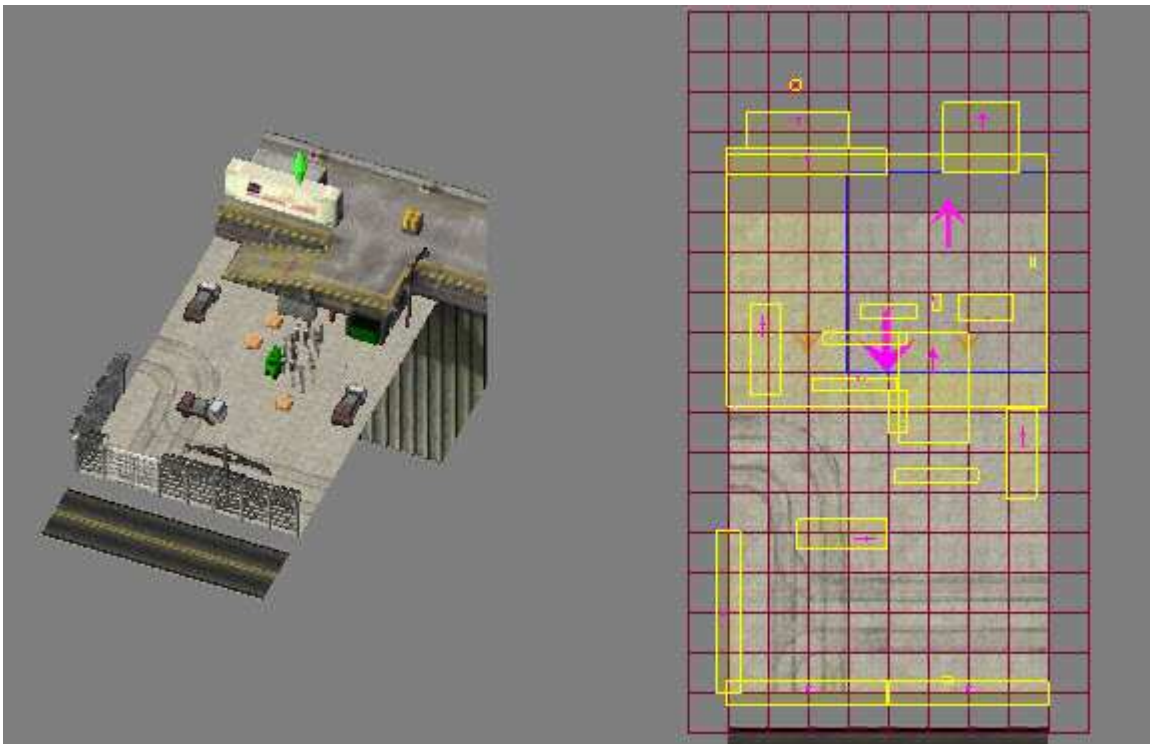
Press p and select the props you want to add from the props branch in the LE Tools window. Drag each one across to the lot.
You can rotate the props by using Home and End.
You can rotate the lot by using Page Up and Page down.
You can duplicate props by selecting them and pressing d.
You can delete props by selecting them and pressing Delete.

8. At this stage you may decide you need some different or additional props. Before you change anything in your plugins, close the Lot Editor window then Save the LotConfig exemplar. **If you don't Save you will lose all your edits.**
9. Sometimes the "Save" button is not active. Close the LE Window, and reopen it. The 'Save' button will be active.
10. Sometimes in LE Window the keys are not responsive anymore, close the LE Window and reopen it.

Advanced and special features.

LE_X is a much more powerful lot editor than the Maxis one.

1. You can save lots without base textures. This can be very useful for water edge lots or any you may wish to show the underlying terrain.
2. You can use multiple overlays safely. These will display in game in the order that you place them so make sure you put them in the correct order.
3. You have a snap to grid feature.

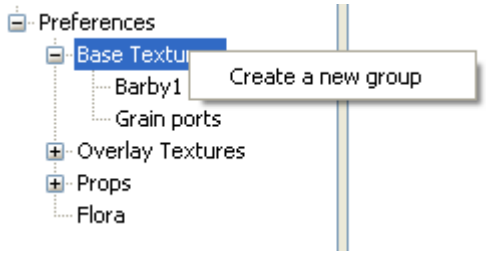


You can change the size of the grid by pressing CTRL+s. Once this is in place you can line things up to the grid and ensure that all similar pieces line up the same way. In the above example the dock piece can be snapped to the nearest grid line and all other dock pieces can be done the same. You can still drag props but they will always snap to the nearest grid line.

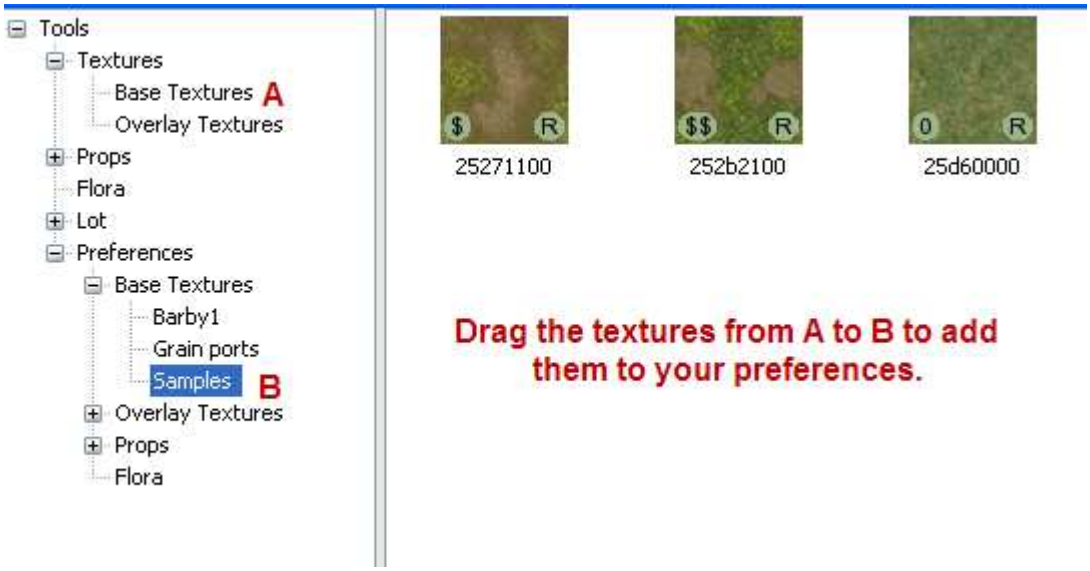
4. You can edit lots in dats and sub-folders. If you try to edit a lot in a dat or in a sub-folder in Maxis LE you will get a duplicate lot saved to the root of plugins. In LE_X you can edit lots in a dat and they will save within the dat without making a duplicate lot. This is very useful if you want to update sets of lots like the BRT WIMPS set shown in the above example or in the BSC Parks version of the RT Waterfront Kit. In the next section you will be shown how to do this.

5. You can check what objects – textures and props etc – are on a lot

6. You can set up groups of textures etc that you like to use frequently.
   a. Select each section and Create a new group.



   b. Drag the items from the main groups (A) to your personal group(B)

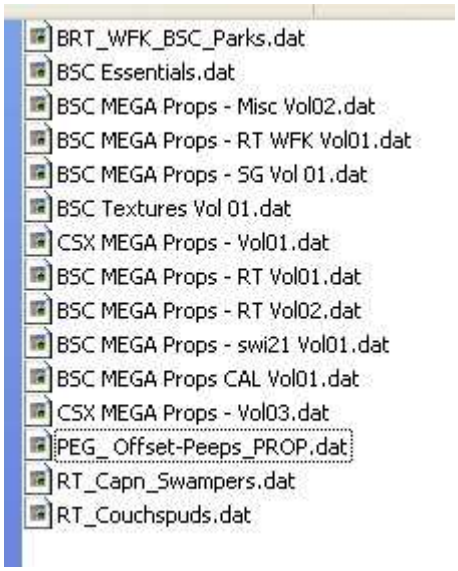


   c. Repeat this for each of the groups to set up all your personal choices. These can be from Maxis default as above or from custom content packs but the packs must be in plugins when you want to use them.

The settings for your personal preferences are stored in a file called groups.ini which is saved in your installation folder – normally c:\Program files\SC4PIM. If you set up preferences it would be wise to save this file from time to time to another location. If you have a problem or there is an update to SC4PIM this file may be overwritten so a backup is a good idea.

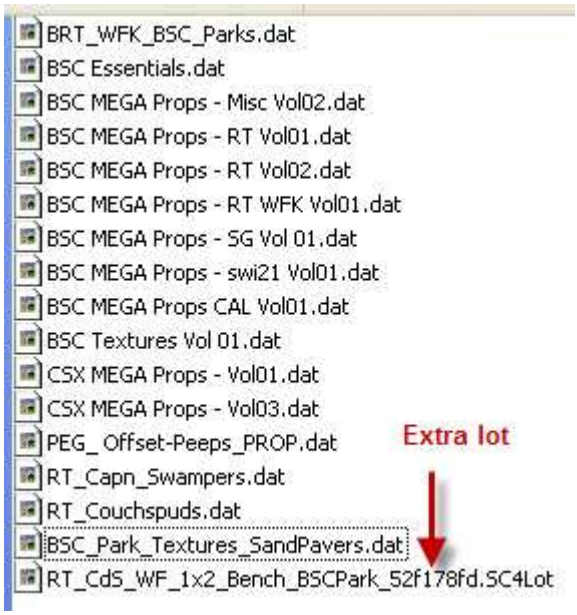
Editing sets of lots in a dat file

1. Start off by collecting all the dependencies for the set/s – use the list in the Readme – into an otherwise empty plugins folder.



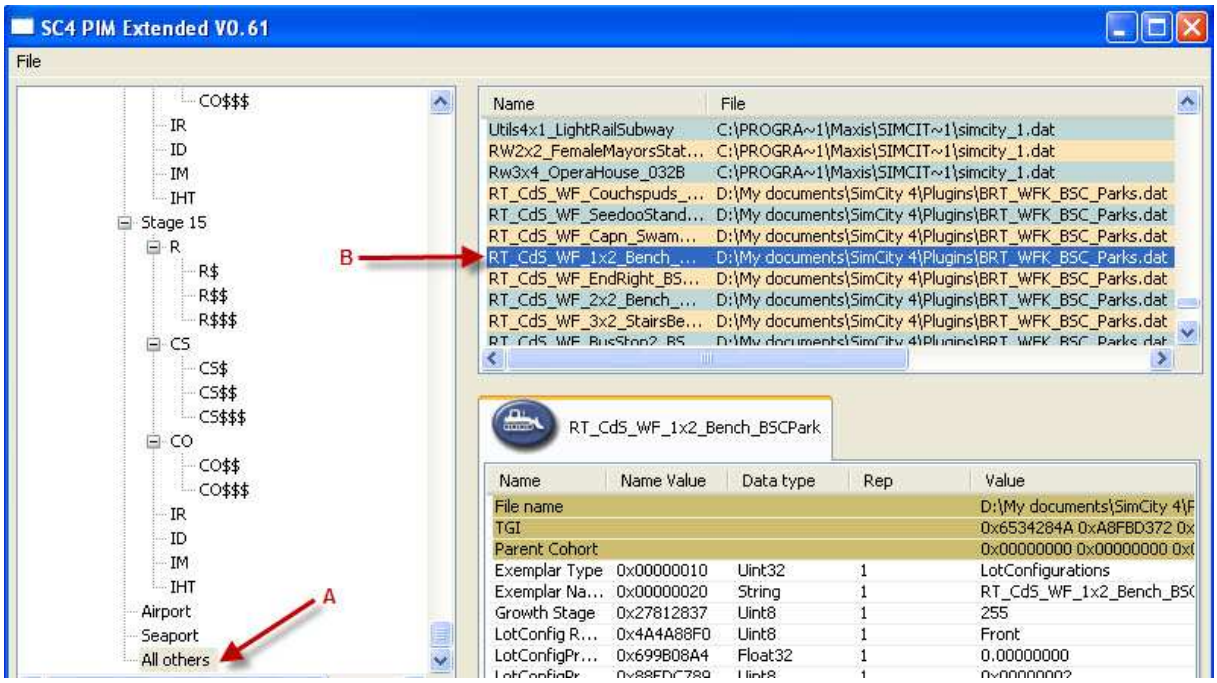
For the RT Waterfront kit set the above plugins are required plus the BSC Park Textures and also BSC Textures Vol02. (I forgot the first and the second is needed although not referenced in the Readme)

2. If you look at the list in the screenshot above you can see the dat containing the lots. These were originally made in 2007 and could do with some updating to the lots.
3. If you look at the following screenshot you can see what happens when you try to edit one of the lots in Maxis LE.



There is an extra file as LE saves the changes to a new file. To put this back into the dat needs you to use Reader and copy/paste properties. Time consuming and difficult to do.

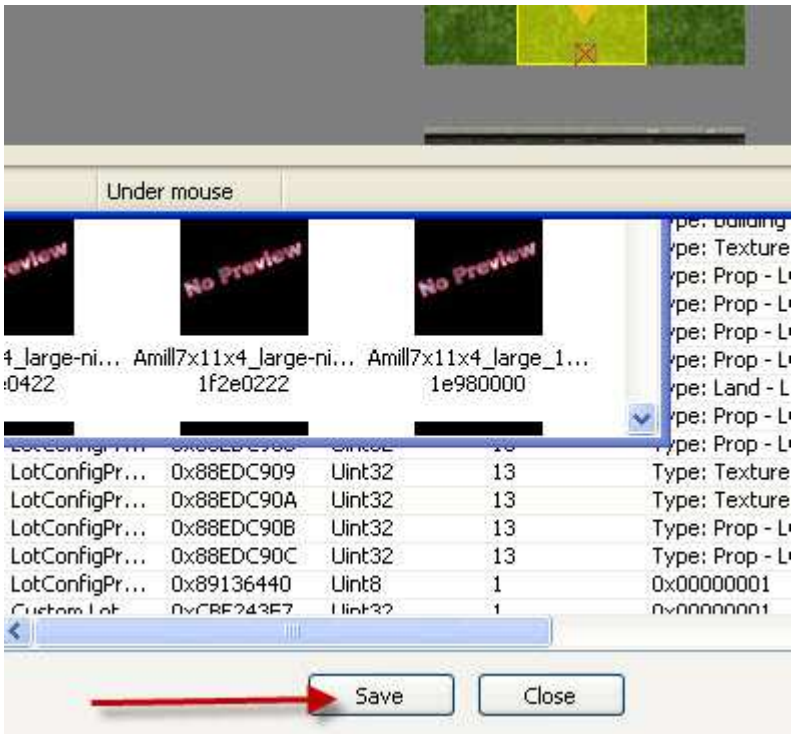
4. As the base textures and some of the props are Maxis standard ones you need to select to open your plugins and the Maxis My Documents simcity_x files – item 1 on the opening screen.
5. Scroll down (A) the left hand upper window to find All others in the Lots list and then (B) scroll down the upper right window to find the lots listed.



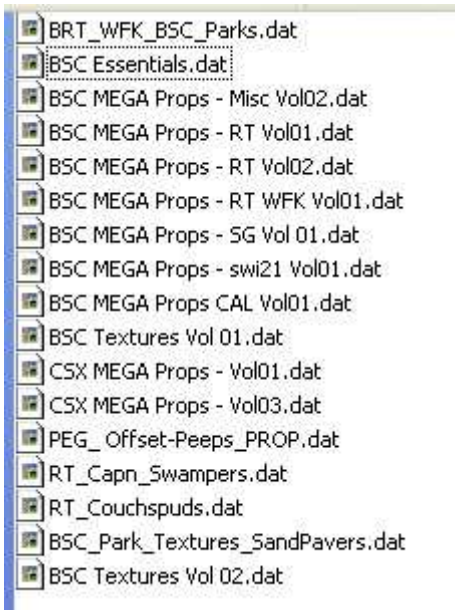
6. Select the first lot in the list to open it. Then right click and select Lot Editor.

Here I have added two groups of people.

7. When you have added or changed your props or textures you must Save the Lotconfig exemplar before closing.



8. If you look in plugins now there is no extra lot as the changes have been made to the dat file.



Much simpler and less messy than via Maxis LE.

9. Another point worth noting is that if you have custom menu icons they will not be changed – again unlike Maxis LE where the icon is changed for an LE one.
10. You can continue and edit all the lots you need to do, remembering to Save the exemplar each time.