

## SimCity™ Editor Version 0.1β

Note: This document is in 12 point Times.

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### About the program:

SimCity Editor is a small utility which allows the user to edit cities which were created with SimCity, the city simulator from Maxis Software. If you do not have SimCity, this program will be of little or no use to you.

### The Menus:

The Apple menu contains desk accessories and the obligatory about box.

The File menu contains:

<b>New</b>	Creates a new SimCity file, zeroed out. The landscape is all forest, except for a little river (seashore?) which runs along the bottom.
<b>Open</b>	Lets you select an existing SimCity file.
<b>Close</b>	Closes the current file, letting you save changes, if applicable
<b>Save</b>	Saves the current file. Not available if editing a NEW file.
<b>Save As</b>	Saves the current file with a new name.
<b>Quit</b>	Exits.

The Edit menu contains the usual commands.

The Special Menu contains:

#### **Make Bulldozable**

This command tells SimCity to allow you to bulldoze out areas that you normally aren't able to (ie: Water, nuclear waste). You can use this to free up a little land when things are getting tight.

#### **Make Unbulldozable**

This command undoes the Bulldoze command. Use it after you have gone into SimCity and removed the annoyance.

#### **Make Nonflammable**

For some reason, even when you have "No Disasters" checked in the menu, SimCity occasionally allows a plane and helicopter to hit, crash and start a fire. Ships running into the shore will also start fires. Use this command to make your city impervious to flame. One caveat, though: barren patches of land will burn, but the fire won't spread.

#### **Clearings to Trees**

This command will turn all barren patches of land into forests, improving land values. Cheaper than parks :-)

### Main Dialog:

The main dialog allows you to view and change many of the SimCity variables. Select the variable from the pop-up menu and enter the new value (or change the button settings.)

### **Important Note:**

Although all of the settings get written back into the file, SimCity ignores some of them. It appears to do this for one of two reasons - the variable is calculated, not read from disk (like population and game score); or the program just ignores the setting (like game level).

### Misc:

This program was slapped together in a couple of hours. It isn't done by any stretch of the imagination, but I would like to get it out there for peoples' comments. Please respond with comments and suggestions to ADJENSEN on America Online.

This program is free. I have a job, so I don't need to make you feel guilty about not sending in some silly fee. If you enjoy it, use it and pass it on. If you hate it, pitch it and let me know why.

Thanks,

a.d. jensen