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## What Is SimMap?

SimMap is our attempt to allow you to configure your Simcity as you desire. This program allows you to place trees, lakes, and shorelines wherever you want (go ahead, play god.). You could even attempt to create your favorite city, and perhaps you'll end with a nicer result than current city planners. Good luck, and happy building.

## How to Use SimMap

To use SimMap you must have a mouse. SimMap currently does not support the keyboard in editing functions.

Open a city using the Tool Bar or File|OpenHELP\_FILEOPEN, or create a new city using File|New. The Edit Window and the City Window will then be displayed with the selected city. The Tool Box will also be displayed with open land as the Selected Tool.

Select the tool you wish to use from the Tool Box. Use the left mouse button to place the Selected Tool into your city. If you wish to BullDoze an area (fill with open land) use the right mouse button.

After you're done editing your city, save it using the Tool Bar or File|Save.

SimMap does not check the power grid for breaks nor does it check if a power plant is overloaded.

For a further discussion on SimCity unzoned and zoned lands see SimCity Help.

See also:

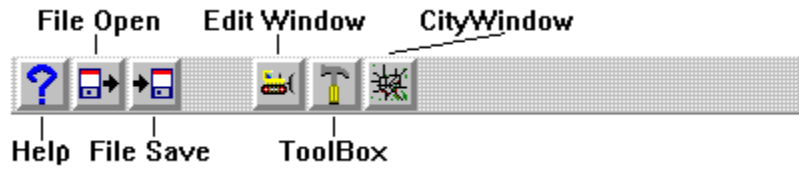
File Menu

Tool Bar

Tool Box

## Tool Bar

The Tool Bar lets you Open and Save a File, and open and close various windows. It can be hidden or shown through the Settings|Editor Options menu box.



See also:

[File|Open](#)

[File|Save](#)

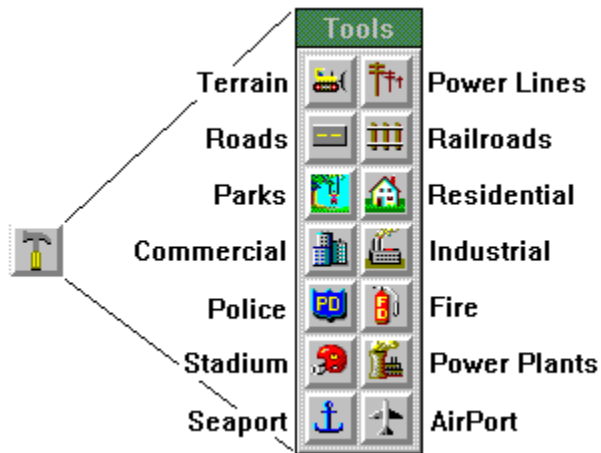
[Edit Window](#)

[Tool Box](#)

[City Window](#)

## Tool Box

The Tool Box lets you select the tool you wish to use while editing the city. It can shown or hidden by using [Settings|Editor Options](#) or by using the [Tool Bar](#).



See also:

[Selected Tool](#)

[Terrain Box](#)

[Power Lines](#)

[Roads](#)

[Railroads](#)

[Park Box](#)

[Residential Box](#)

[Commercial Box](#)

[Industrial Box](#)

[Police](#)

[Fire](#)

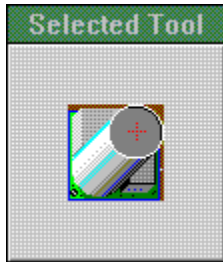
[Stadiums](#)

[Power Plant Box](#)

[Seaport](#)

[Airport](#)

## Selected Tool



The Selected Tool window shows the symbol(s) that were selected from the [Tool Box](#) and its sub-windows. This is the symbol that will be placed into the map if the left button is pressed. Brushes, power lines, roads, and railroads may be changed from the displayed symbol in Selected Tool to fit better into the map.

The Selected Tool window is shown and hidden with the Tool Box.

See also:

[Tool Box](#)

## File Operations

The File menu contains the File Operations listed below. The File menu can also be accessed by pressing ALT-F.

See also:

Open

Close

Save

Save As

New

## Settings

The Settings menu allows you to change certain Editor Options and the City Name and Funds. The Settings menu can also be accessed pressing ALT-S.

See also:

Editor Options

City Name and Funds



## Editor Options

The Editor Options Box allows you to display or hide various windows and [Ship Trails](#). These settings are loaded on entry to the program and are saved on exit.

See also:

[Settings](#)

[Edit Window](#)

[City Window](#)

[Tool Bar](#)

[Tool Box](#)

[Show Ship Trails](#)

## City Name and Funds

The City Name and Funds box allows you to change the name of the city and the amount of money the city has.

The city's name is restricted to eight characters. If more characters are entered the name is shortened to eight characters.

The city's funds should be entered as a whole number. If a decimal point or any other non-numerical character is added your city will have zero funds(\$0).

See also:

[Settings](#)

## Edit Window



The Edit Window is where you edit your SimCity cities. The Edit Window can be hidden or shown by using the Settings|Editor Options menu box and the Tool Bar. The Selected Tool is added to the city at the cursor position when the left mouse button is clicked and one square is changed to dirt (open land) when the right mouse button is pressed. Most of the Tools repeat when clicked and dragged.

See also:

[CityWindow](#)

## City Window



The City Window is an overview of the entire city. The City Window can be hidden or shown by using the Settings|Editor Options menu box and the Tool Bar. Use the left mouse button in the City Window to move the Edit Window to that position.

See also:

Edit Window

## File Open



The File|Open dialog box is accessible through the File menu and through the Tool Bar. This box lets you load the city file. The directory and filename are both saved in the INI file.

See also:

File Operations

Close

## File Close

The File|Close menu option is accessible through the File menu. This box lets you close the city file.

See also:

File Operations

Open

## File Save



The File|Save menu option is accessible through the File menu and through the Tool Bar. This box lets you save the city file. If the city is a New City, File Save does a File Save As.

See also:

File Operations

## File Save As

The File|Save As menu option is accessible through the File menu. This box lets you name the city file.

See also:

[File Operations](#)




## File New

The File|New menu option is accessible through the File menu. This box lets you create a new city file. First you'll be asked for the City Name and Funds. You'll then be given a blank city.

See also:

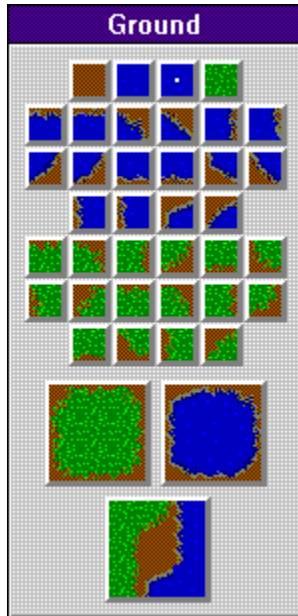
File Operations

## Terrain Box


The  button on the Tool Box brings up the Terrain Box. This box allows you to pick the kind of ground piece or brush that you want. You can choose dirt, water, Ship Trails, a water border, trees, a tree border, or one of three Brushes.

See also:

Brushes  
Ship Trails




## Power Lines

The  button on the Tool Box allows you to add power lines to your map. It changes the Selected Tool to the power line symbol.

See SimCity Help for more details.

SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.


## Roads

The  button on the Tool Box allows you to add roads to your map. It changes the Selected Tool to the road symbol.

See SimCity Help for more details.

SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.


## Railroads

The  button on the Tool Box allows you to add railroads to your map. It changes the Selected Tool to the railroad symbol.

See SimCity Help for more details.

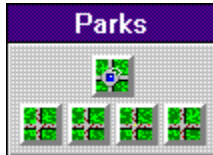
SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.

## Park Box


The  button on the Tool Box brings up the Park Box. This box allows you to pick the kind of park you wish. You can choose a park or a fountain.

See SimCity Help for more details.

SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.

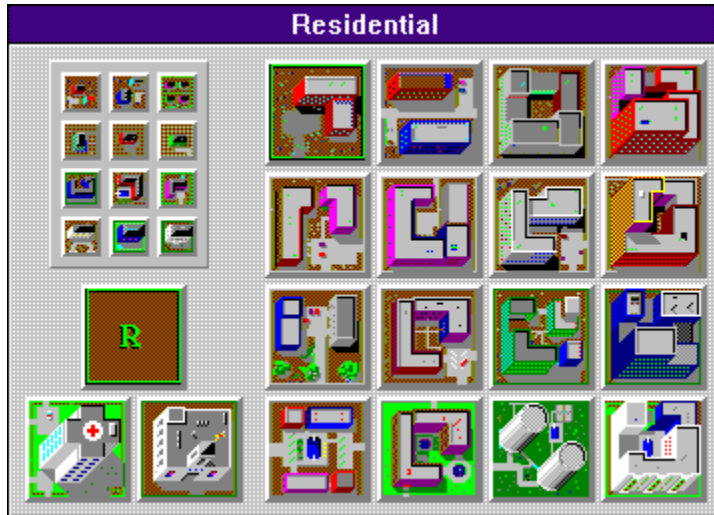


## Residential Box


The  button on the Tool Box brings up the Residential Box. This box allows you to pick the kind of Residential property you wish. You can choose an empty zone or a pre-built zone in every density and value.

See SimCity Help for more details.

SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.

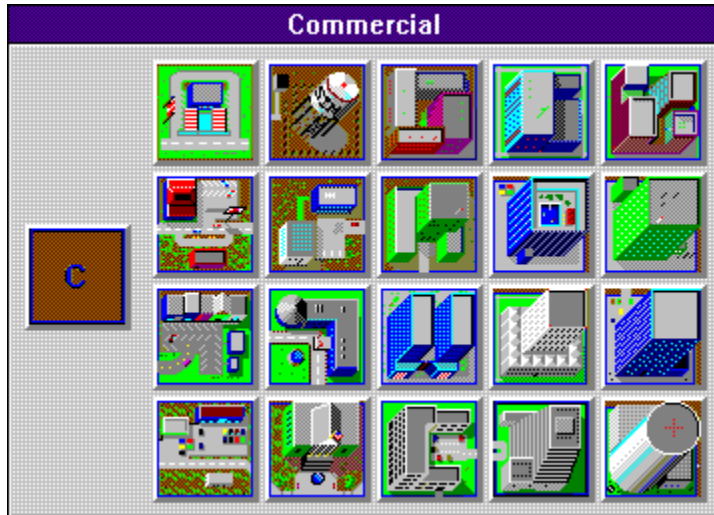


## Commercial Box

The  button on the Tool Box brings up the Commercial Box. This box allows you to pick the kind of Commercial property you wish. You can choose an empty zone or a pre-built zone in every density and value.


See SimCity Help for more details.

SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.



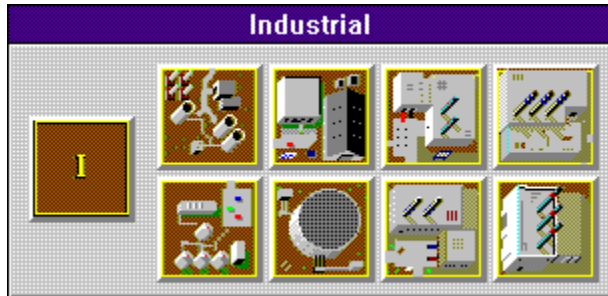


## Industrial Box


The  button on the Tool Box brings up the Industrial Box. This box allows you to pick the kind of Industrial property you wish. You can choose an empty zone or a pre-built zone in every density and value.

See SimCity Help for more details.

SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.




## Police Station

The  button on the Tool Box allows you to add police stations to your map. It changes the Selected Tool to the police station symbol.

See SimCity Help for more details.

SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.


## Fire Department

The  button on the Tool Box allows you to add fire departments to your map. It changes the Selected Tool to the fire departments symbol.

See SimCity Help for more details.

SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.


## Stadiums

The  button on the Tool Box allows you to add stadiums to your map. It changes the Selected Tool to the stadium symbol.

See SimCity Help for more details.

SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.

## Power Plant Box


The  button on the [Tool Box](#) brings up the Power Plant Box. This box allows you to pick the kind of Power Plant you wish. You can choose a coal burning plant or a nuclear plant.

See SimCity Help for more details.

SimMap Basic does not implement this button. See [Registration](#) for details of SimMap Enhanced.




## Seaport

The  button on the Tool Box allows you to add seaports to your map. It changes the Selected Tool to the seaport symbol.

See SimCity Help for more details.

SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.

## Airport

The  button on the Tool Box allows you to add airports to your map. It changes the Selected Tool to the airport symbol.

See SimCity Help for more details.

SimMap Basic does not implement this button. See Registration for details of SimMap Enhanced.

## Brushes

There are three brushes to choose from in the Terrain Box. These brushes automatically place the correct borders on water, and trees.

The Dirt Brush puts a dirt square into the selected position and then adjusts the surrounding squares accordingly. It can be used on dirt, water, and trees.

The Water Brush puts a water square into the selected positions and then adjusts the selected positions accordingly. It can be used on dirt, and water. It will not effect trees.

The Tree Brush puts a tree square into the selected positions and then adjusts the selected positions accordingly. It can be used on dirt, and trees. It will not effect water.

None of the above brushes will effect Zoned Lands.



## Ship Trails

Ship Trails are the water symbols with the white dots on the Terrain Box and on the maps when the Show Ship Trails Option is selected.

Ship Trails are put in when there are three empty water symbols in each direction by the SimCity Terreformer. A ship trail is the path that the ship takes. If a bridge is built over a ship trail or just a single ship trail symbol that bridge will be a draw bridge. There is no automatic setting in SimMap to make Ship Trails.

To create a true Ship Trail, one that the ship will follow, you must begin at one of the edges of the map and create an unbroken line of Ship Trails until you reach your destination.

## Bulldozing

Use your right mouse button to Bulldoze.

SimMap allows you to doze anything. This includes zoned lands and disaster related objects. This can be useful if your city has fires, floods or fallout. Just Doze your troubles away. If you wish to doze trees or water, we suggest you use the [Dirt Brush](#).

## Registration

SimMap Enhanced allows you to place empty or built Zoned lands into your SimCity city. It also lets you add roads, power lines, railroads or parks to your city.

To register send \$15(U.S.) to:

Mark Schmelzer  
771 Franklin Avenue  
Columbus, Oh 43205

See README.TXT and REGISTER.TXT for more details.

