# THE SIMCITY 3000™ BUILDING ARCHITECT
# USER'S GUIDE

# Getting Started

### System Requirements

Windows® 95 or 98
166 MHz or faster Intel Pentium®
32 MB RAM
2 MB Graphics Card, 16-bit Color Capable – DirectX™ 6 Certified
15 MB hard disk space plus space for saved buildings

### Installing the Building Architect

The SimCity 3000 Building Architect is available from a variety of sources.   These installation instructions assume that you have downloaded the Building Architect from www.simcity.com.

1.   Start the Windows 95/98 operating system.
2.   Locate the SCBA_***.exe and double-click it.   The installation files will be extracted and temporarily copied to your hard disk.
3.   The Installer will start automatically.   Select the appropriate language and then follow the on-screen instructions to complete the installation.

*(Note: DirectX 6 is required to run the Building Architect.   It is not provided in the download.   If you do not have DirectX 6 installed, instructions for its installation are provided with SimCity 3000.   Please refer to your SimCity 3000 installation instructions for more information.)*

### Uninstalling the Building Architect

If you are having problems, or the Building Architect did not install correctly the first time, we recommend uninstalling and reinstalling.
1.   Start the Windows 95/98 operating system.
2.   Click the Windows Start Menu button.   Select Programs\Maxis\SimCity 3000 Building Architect and then click the Uninstall Building Architect icon.
3.   Once uninstallion is complete, follow the instructions above to reinstall.

### Starting the Building Architect

1.   Start the Windows 95/98 operating system.
2.   Click the Windows Start Menu button.   Select Programs\Maxis\SimCity 3000 Building Architect and then click the SimCity 3000 Building Architect icon.

# Introduction

The SimCity 3000 Building Architect offers players the ability to create new and personalized buildings.   It has two main components:

Using the Architect Toolkit, you can design a building from scratch, or paint and decorate a blank pre-built building.   Buildings are first saved in tiny files designed for speedy exchange via the Internet.   That makes it easy to share buildings you create with other SimCity players by uploading them to www.simcity.com.

With the Building Manager, you choose which SimCity 3000 buildings to replace with Building Architect creations, and prepare Building Sets for use in the game. These Building Sets contain rendered forms of the buildings, and can be selected from the Preferences window within SimCity 3000.

# Tutorial

It's easier to paint and decorate a house than it is to construct one from scratch.   In this tutorial you will first use the Paint and Detail modes of the Building Architect to decorate a pre-constructed Tutorial House.   Later, you will use the more complex Construct Mode to add a new room to the house.

1.   Launch the SimCity 3000 Building Architect.   If you need help, see *Starting the Building Architect* above.
2.   From the Main Menu, select Load Building.
3.   From the Load A Building window, select Tutorial House and click the checkmark.

### Architect Toolkit

You are now in the ARCHITECT TOOLKIT, with Tutorial House displayed in the center of the workspace.

The buttons along the right toolbar represent the four modes of the Architect Toolkit.   They are Construct, Paint, Detail, and File Options & Exit.

4.   Select Paint. 

## Paint Mode

Paint Mode allows you to choose from a variety of textures and colors to apply to your structure. You'll notice that a SimCity street scene is displayed behind the house.   This view is intended to give you a sense of scale for your building when it's brought into SimCity 3000.   This image is only shown when the building is zoomed all the way out.   Now zoom in to get a better look.   The navigation buttons at the bottom of the Preview Window allow you to change your view.   + and – zoom in and out and the arrows allow you to rotate the building.



5.   Click on the + to get a little closer.

6.   There are two Paint Tools available to you in Paint Mode: Fill and Paint.   Select Fill.

7. Now select a texture in the Paint palette below.   The palette displays textures of the type selected in the list box – currently, walls.   You can scroll through the available textures with the scroll bar at the right.



8. Move the Paint Bucket cursor over one of the walls of the house.   A square highlight frame under the cursor indicates where you'll paint when you click the button. Go ahead and click. The wall should fill with the selected texture.   Now paint the other one.
9. The rotate buttons allow you to turn your building around and get to the other side.   You can also tap the Spacebar to rotate 90 degrees (a handy shortcut). Paint the other two sides of your house.
10. For more precise painting, select the Paintbrush tool.   Select a brick texture in the palette and paint the chimney

   and porch before we move on. 
11. Now that we have the walls painted, let's paint the rooftop.   From the list box at the top of the palette, select Rooftops.
12. The palette now displays the rooftop textures.   Select one you like and paint the roof.
13. Finally, let's make the grounds around the house more interesting. Select Ground from the list box, and give your house a nice lush lawn.
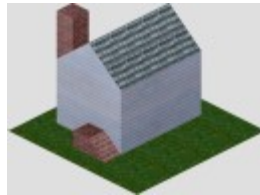


14. Your house should now look something like this.

15. It's now time to apply some details like doors and windows.   Select the Detail button. 

## Detail Mode

16. The Details in the Building Architect are applied in the form of decals.   A decal is a flat image of a discrete size and shape (as opposed to the textures of the Paint Mode, which can be applied continuously to a surface of any shape and size).   In addition to windows and doors, there are decals for cornices, vents, etc.   The decals are organized so that you can see how the different pieces can be used together.   They are separated into Traditional and Contemporary styles.     Moving your cursor over the palette will highlight the individual decals.   Use the scroll bar on the palette to move this set into view.   Select the Door.
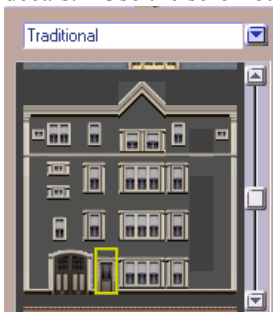
17. Rotate the house so that the steps are showing and move the cursor to the area just above the steps. The highlight shows where the bottom left-hand corner of the decal will be placed. Click the left mouse button to
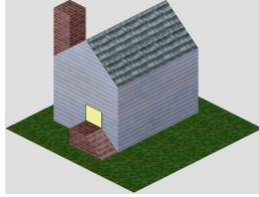


place the door.
18. Apply some windows and other details.
19. If you don't like the way something looks, just erase it. The Eraser tool, one of the edit tools, can be used to remove any decals you don't like. Holding down the right-button on the mouse also activates the eraser (another handy shortcut).

20. When you are happy with the way the house looks, select the File Options button. 
21. <u>You may notice that the image of your building changes slightly. In File Options Mode, the shading is the same as it will be in SimCity 3000. Select Save As.</u>
22. <u>A thumbnail image of your house is shown in the Save Building As window. When saving a building, you also have the chance to add the name of the Architect, the Building Type, and a Building Description. Change the Architect name, select the type of building it is, and add a quick comment about the building to the description. Then, rename the file as My House and click the checkmark to save it.</u> *(Note:* *www.simcity.com, will provide a building exchange where you can download buildings created by other users and also upload your own creations. The Architect Name, Building Type and Building Description travel with the building, so people will know who built it and what they have to say about their creation.)*
23. This is a fine looking building, but a little small, isn't it? Let's add a room using the Construct Mode.

Select Construct. 

## Construct Mode

This is by far the most difficult area of the Building Architect to learn, especially for users who have not had previous experience with 3D art tools. Before doing any building. Let's take a look at how a house is put together.

24. Click on the – to zoom out and rotate the building again so the porch is in front.

Buildings are made by stacking blocks on top of one another. The Construct workspace is comprised of four areas. The center area is called the Model View, which shows a 3D image of the structure. The other three areas (right, left, and below the Model View) are the Edit Planes. All of your actions will take place on these Edit Planes, not in the Model View. As you build, you will see blocks appear in the Model View, but it is through the Edit Planes that you direct where to place them. Once you get this concept, Construct Mode will be a lot easier to use.

The area in which each Edit Plane bisects the Model View is sometimes shown in a colored highlight plane. You control the placement of the three highlight planes using colored handles called widgets. Let's see how.

25. Move the cursor over the red widget on the bottom right side of the Model View.   When the cursor becomes a hand, press and hold the mouse button to grab the widget.   When you grab the widget, a highlight plane bisects the Model View.   While holding down the mouse button slowly, move the mouse so that the highlight plane bisects the center of the house. Release the widget.
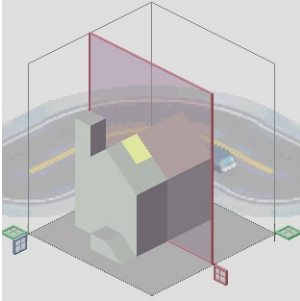


26. Now move your cursor over the Right Edit Plane (outlined in red).   When you do so, matching changes appear in the Model View and the Right Edit Plane.   The bisecting highlight plane reappears in the Model View.   On the Right Edit Plane you will now see all of the blocks drawn on that plane of the building. In the Model View and on the Right Edit Plane you will also notice a floating block.   This block is a reference block.   If you were to click the left mouse button, a block would appear in that position in both places.   Pick an open space and place a block just so you see how it works. All three Edit Planes work exactly the same; they just represent different perspectives of the Model View.   Click the Undo edit tool to remove the block you drew.
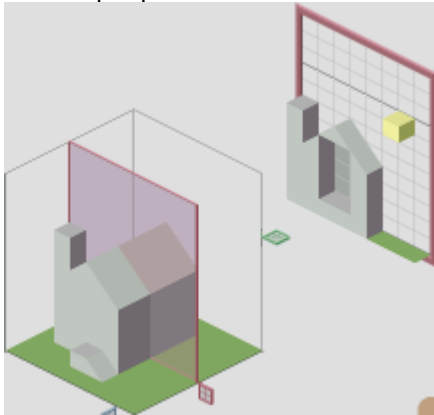


27. Now you will make an addition to your house.   Once again, rotate the house so that the steps are out front.
28. The Construct palette displays the eight different building blocks available in four different rotations. Select one
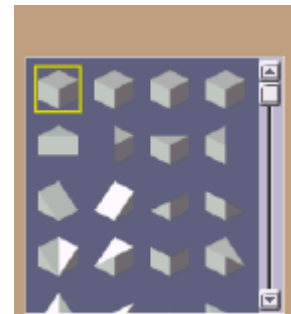


of the square blocks from the top row of the palette.   It will become highlighted.

29. Now select the Plane tool from the Construct tools. 
30. Select the Right Edit Plane widget again (the red one).   Move it to the second block from the right, bisecting the last plane of blocks of the house.
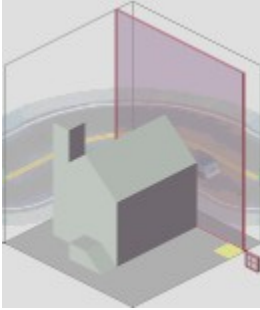
31. On the Right Edit Plane, move the cursor to the block next to the lower-right corner of the house.   Click and drag the cursor up four and over two blocks, then release the mouse button.   This will draw a plane of blocks next to the house.
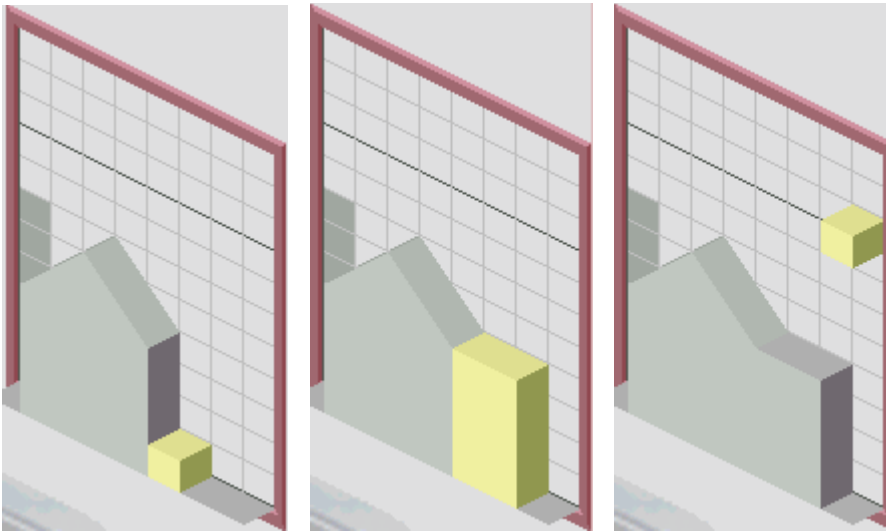


32. Move the widget one block to the left and repeat.   And then once again.   You have now added a nice 2x3 room to the house.
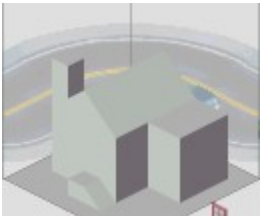
33. Now for the roof… Move the Bottom Edit Plane widget (green widget) to the same level as the first layer of roof tiles on the existing house.



34. Select the single Block tool and the left-facing slanted block. 
35. Return to the Bottom Edit Plane. Place a row of blocks above the wall of the addition facing you.
36. Then select the opposite block (opposite blocks are always two away on the same row in the palette), and place those above the wall facing away from you.
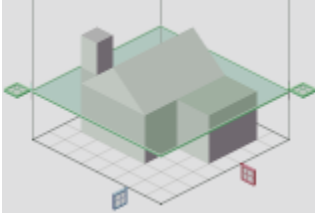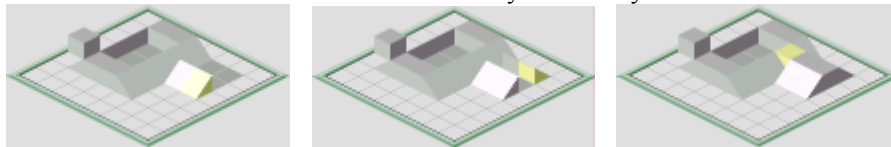37. Lastly, fill in the area between with square blocks and place an additional square block to connect to the existing roof. You should now have a nice barn-style roof on your addition.



38. You still need to connect the new addition to the existing roof. Select the front-facing ¾ angled block. 



39. Place it on the corner facing you where the two roofs connect. It should now look like this:

40. Now repeat for the other side using this shortcut. Rather than selecting the opposite block, rotate the view clockwise once. Using the same block, place it where the two roofs connect. *(Note: This technique is especially useful for roofs, since it is difficult to see the slants when they are not facing you.)*
41. Now back to Paint Mode... Select Paint.
42. Let's use another shortcut technique to give the new room textures and details that match your work on the original house. Select the Select tool (eyedropper) and click on one of the painted walls in the Model View. The Select tool allows you to pick a texture directly from the model, instead of having to hunt through the palette to find it again.
43. Now select the Fill or Paint tool and apply the texture to the new areas.
44. Next, switch to Detail Mode and use the same technique. Use the Select tool to pick up a decal you want to use again, switch to Apply Decal, and place the decal wherever you want.



45. Once you're happy with your building, save it as My New House.

*Building Manager*

The BUILDING MANAGER allows you to select buildings in SimCity 3000 and replace them with buildings created with the Architect Toolkit.   The original collection of SimCity 3000 buildings is the default Building Set. When you work with the Building Manager you create a replacement Building Set.

46.  Select the Building Manager tab at the top of the screen. 
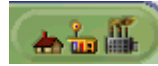
47.  Select My New House from the file list.   It will appear in the Building Selection Window.   You can click on other buildings in the file window to view them in the Preview Window.
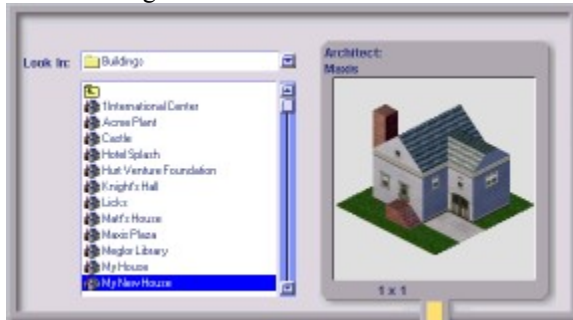


48.  We have provided a ready-made Building Set that already has several of the SimCity 3000 buildings replaced with Building Architect buildings.   Select the File Options button and Load the Tutorial Set.



49.  Selection buttons have been provided to choose between Residential, Commercial, Industrial, and Other buildings.   Select the Show Residential Button to display the residential buildings in the Building Set Filmstrip.

Also make sure that My New House is highlighted in the Building Selection Window. 

Building Architect buildings can only replace buildings of the same size. Since My New House is a 1x1 building, it can only replace other 1x1 buildings.   As you scroll through the Filmstrip using the arrows on the Filmstrip pane, if a 1x1 building is highlighted, the Replace Arrow will turn yellow, indicating that the building is replaceable. Original SimCity buildings are displayed against a green background.   Building Architect buildings are shown against a lighter background, with a "peekaboo" corner that allows you to see which SimCity building was replaced.   When you reach a 1x1 frame that doesn't already have a Building Architect



building in the slot, click the arrow to replace it with My New House.

50.  You can replace additional 1x1 buildings with My New House or My House.   If you change your mind on any of them, you can click the Trash Can icon to revert to the original SimCity 3000 building.

51. Once you're satisfied with your set, select Save As from the File Option tools and save the set as My New Set.
52. The file you have just created is not ready for SimCity 3000 to display.   In order for the Building Set to be used and recognized by the game, it must first be prepared.   Essentially the Building Architect buildings must be rendered.   Select the Prepare Set button.



53. Next you are prompted to select where you want to save the rendered set.   We will save the set to the default Building Sets directory. *(Note: This is where SimCity 3000 will automatically search for the Building Sets.)* Click the checkmark to begin the rendering process.
*54.* Once the rendering process is complete, it is time to leave the Building Architect and load SimCity 3000 so that you can actually see your Building Set in the game. *(Note:   If you prefer to spend more time in the Building Architect, the remainder of the tutorial can be completed when you are ready to play SimCity 3000.)*


### Building Sets in SimCity 3000

Now that we have created a Building Set for use with SimCity 3000, it's time to take a look at it.

**Important Note:** The SimCity 3000 1.1 Patch should have been installed on your system when you installed the SimCity 3000 Building Architect.     The patch is necessary to use Building Sets created with the Building Architect within SimCity 3000.   If you have any visit our Web site: www.simcity.com to download the Patch separately (one is available for each language). After installing the SimCity 3000 1.1 Patch.   Start SimCity 3000.

46. From the Main Menu.   Select Preferences.
47. A new option has been added to the Preferences window.   At the bottom of the window is now a Building Set Selection. The Current Building Set is the Default Building Set, which is the set that comes with SimCity 3000. To select the Building Set that you created with the Building Architect, select the "Change" button.



48. The Load Building Set window appears.   The Building Sets that have been created with the Building Architect are listed in the file directory.   Select "My New Set" and select the checkmark to return to the Preferences window.
49. You should now see My New Set listed as the Current Building Set.   Select checkmark to return to the Main Menu.  *(Note: Whenever you want to revert back to the SimCity 3000 Default Building Set, select Change and then select the Default button from the Load Building Set window.)*
50. Since you created a set that replaced several 1x1 residential buildings, you should load a city that can show them off easily.   Select Load a City and choose Littleburg.   When the city loads, you should see that your hard work has paid off.

# SimCity 3000 Building Architect Reference Guide

## Using the Architect Toolkit

The Architect Toolkit is comprised of the four basic modes for creating buildings, these are: Construct, Paint, Detail and, of course, File Options & Exit. In each of these modes the screen is separated into four areas: the workspace, the toolbar, the palette, and the preview areas.

 To enter the Architect Toolkit of the Building Architect, click on the Architect Toolkit button in the top right area of the screen.   This button is always available and transitions you from the Building Manager. (*Note: If you enter from the Main Menu, selecting either Create Building or Load Building will take you to a mode of the Architect Toolkit.   Also, if you have been working on a Building Set in the Building Manager, you will be prompted to save your work prior to transitioning to the Architect Toolkit – this always occurs when moving between Building Architect components.*)

The image below displays the Construct Mode of the Architect Toolkit component.
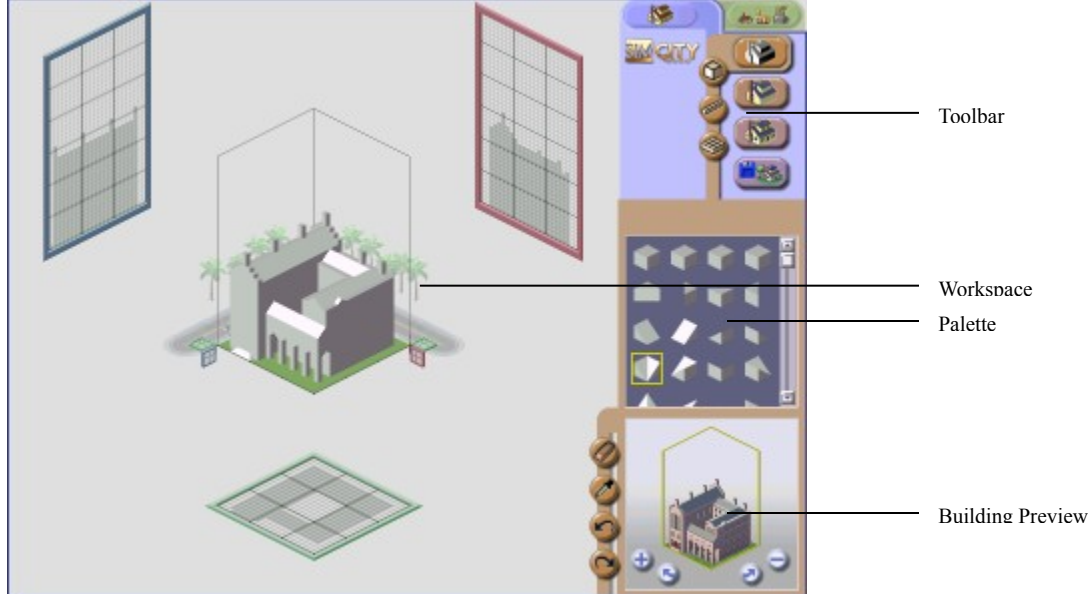


Each of the Architect Toolkit modes has its own set of tools that you will find in a secondary button menu and that are described under their respective headings below.   To switch from one mode to another, use the main button in the toolbar associated with each mode:

 Construct

 Paint

 Detail

 File Options & Exit

Each mode is described in detail below.

 **Construct**

This is the mode in which you construct the buildings that you will eventually paint, detail, and elect to place in SimCity 3000.

### The Construct Workspace

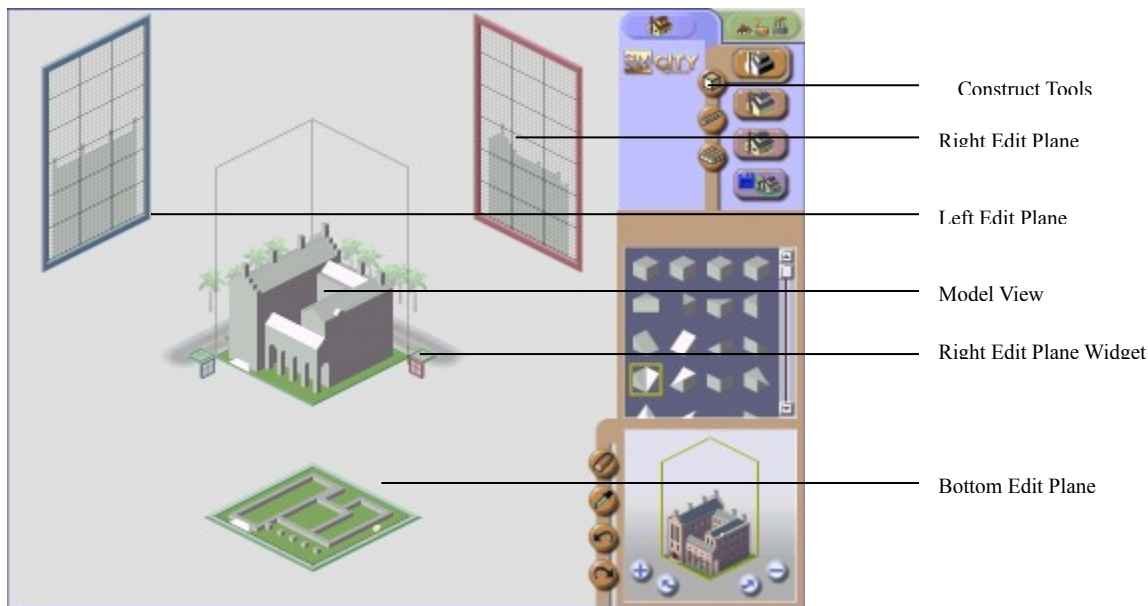This area will probably take the most getting used to.   The tutorial section will give you some tips and suggestions on how to work with this area and will take you step-by-step through some simple construction operations.   This section discusses the various elements of the construct workspace and how they function.



You can build (place blocks) on any of the three edit planes: left, right, or bottom.   Select a block from the Construct Palette, then select one of the Construct Tools.   Move the cursor into the workspace.   When you move to one of the edit planes, a yellow highlighted reference block will appear on the grid.   This indicates where the block(s) will be placed when you use the selected Construct Tool.

Each edit plane shows only a cross-section of the building under construction.   The model view shows the entire image of the building.   Use the selection plane to select a specific cross-section of the building to edit.   Move the selection plane by using the edit plane widget controls.   The edit plane widgets are color-coded to their respective edit planes: green for the bottom, red for right, and blue for left.   To use the edit plane widget, click and hold the mouse button on the widget and drag it in the direction you wish to move the edit plane. When the edit plane widget is active, the cross-section of the building under construction will be highlighted in the model view; this is called the selection plane and it, too, is color-coded to better orient you.   The selection plane in the model view shows the cross-section of the building that you will build on in the associated edit plane. *(Note: If you are using a mouse with a roller wheel, when the cursor is over one of the edit planes, you can roll up or down to move the selection plane just like using a widget.)*

### Construct Tools

**Single** – You can place a single instance of the block currently selected in the Construct Palette with this tool.   Select this tool, then move to the workspace – the block cursor will be active.   When you move to an edit plane, a yellow highlight will appear where the block will be placed if you click the left mouse button. This same block will be mirrored in the model view on the selection plane.   Click and hold the left mouse button and drag to place multiple blocks.   If you place the tool in a position that a block already occupies, it will replace the existing block with the currently selected block.

**Line** – You can place a line of the currently selected block with this tool.   Select this tool then move to the workspace – the line cursor will be active.   When you move to an edit plane, select a position to place the first block of a row of blocks.   Click and hold the left mouse button, then drag in the direction you wish the row of blocks to be placed.   A yellow highlight appears showing where the line of blocks will be placed when you release the mouse button.

**Plane** – The Plane tool allows you to place a plane of the currently selected block. This is extremely effective for building walls or other large areas.   Select the Plane tool, then move to the workspace – the Plane cursor will be active.   When you move to an edit plane, a yellow highlight will appear under the Plane cursor.   This indicates the position where the plane will begin when you click the left mouse button.   Hold the mouse button and drag in the direction you wish to create a plane of blocks.   The yellow highlighted area will expand to indicate where the blocks will be placed.   Release the mouse button and the blocks will appear.

With both the Line and Plane tools, if you decide you do not want to complete the line or plane, hold down the SHIFT key before you release the mouse button.

## The Construct Palette

The Construct Palette displays the set of blocks available for building. There are eight block types that run vertically down the palette and each is represented in four rotations.   To select a block, position the pointer over the block and click the left mouse button.   The selected block will become highlighted to indicate that it is selected.   When you use any of the Construct Tools, the block you have selected will be used.

## Edit Tools

The Edit Tools function similarly in each mode of the Architect Toolkit.
**Eraser** – Select this tool then move to the workspace, the Eraser cursor will be active.   Position the Eraser cursor over the block you wish to erase and click the left mouse button.   Click and hold the left mouse button and drag to erase multiple blocks.   The Eraser is also available by pressing the right mouse button, which allows you to erase blocks in the same manner that you apply them.   This is useful if you want to remove a line or plane of blocks.
**Select** – This tool allows you to select elements of your building.   Select this tool then move to the workspace – the Eyedropper cursor will be active. Position the Eyedropper over any block and click the left mouse button.   This tool does not edit your building.   The block you have selected will be used with any of the Construct Tools.
**Undo** – This tool will undo the last tool action.   If you just placed a line of blocks, clicking on Undo will remove the line.   Continue clicking on Undo to back up action by action.
**Redo** – If you decide you did not want to Undo, click Redo.

## Preview Area

The Preview Area always shows a complete image of the building under construction in all modes of the Architect Toolkit.   It also includes the navigation buttons for zooming and rotating the view.
**Highlight Frame** – The Highlight Frame shows the area of the building currently visible in the workspace.   Click anywhere in the Preview Area to move the highlight frame to a new location.   This will be necessary when the building exceeds the workspace area
**+ and -** –  These tools zoom the current building in and out, respectively.
**Right and Left Arrows** – Select to rotate the building clockwise and counterclockwise, respectively.

 *Paint*

Painting is the application of materials to walls, rooftops, or ground areas.   The Paint Mode includes a palette of textures like brick and stucco, grass and asphalt, as well as a palette of paints to be used in any way you wish.   You may find that just one building, painted in various ways, can add to the variety of your Building Set without building several different buildings.   Experimenting with some of the blank (unpainted) buildings provided with the Building Architect and painting them is a good way to get familiar with the process.

The Workspace
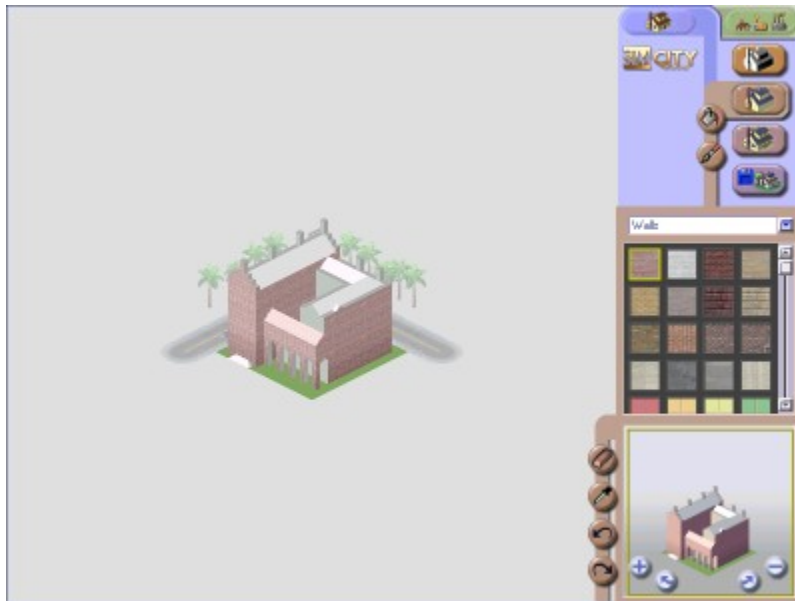


In the Paint Mode Workspace, you will apply paints and textures directly to the model.

The Paint Tools

 **Fill** – This tool allows you to paint large areas of your building.   Select this tool and then select a texture or paint from the palette.   When you move to the workspace, the Fill cursor will be active.   Position the cursor over a tile – a highlight will appear on the tile that will be painted.   Click the mouse button to fill all tiles on the plane contiguous with the highlighted tile.   If you select another paint from the palette, and click the area again, it will replace all contiguous tiles of the same paint type with the new selection.

 **Paintbrush** – For finer details, use the Paintbrush tool.   This tool allows you to place a single tile of the selected texture or paint.   Select the Paintbrush tool and move to the workspace.   Position the cursor over the tile you wish to texture or paint – a highlight will appear on the tile that will be painted.   Click the left mouse button to apply a single tile of the selected texture or paint. Click and hold the left mouse button and drag to apply the selected texture or paint over an area of tiles.

It is important to texture or paint all of the flat ground tiles.   When the building you create is prepared for use in SimCity 3000, ground tiles that have no texture or paint applied to them will appear transparent.

The Paint Palette

The Paint Palette displays the textures and paints.   The textures and paints have been organized into sets; use the list box to select a particular set.   To select a texture or paint, position the pointer over the texture or paint in the palette and click the left mouse button – the selection will become highlighted.   When you use any of the paint tools, the texture or paint you have selected will be placed.

**Note:**   Custom textures and paints can be created in either .tga or bmp format (.tga recommended) and placed in the Paints directory of the Building Architect.   Paints placed in this directory will appear in the Custom directory of the Paint Palette.   For best results images should be sized in some multiple of 16 pixels on each side – such as 16x16 pixels, or 32x32 pixels, or even 16x48 pixels – up to 128 pixels maximum.

Edit Tools

**Eraser** – Select this tool then move to the workspace – the Eraser cursor will be active.   Position the Eraser cursor over the texture or paint you wish to erase and click the left mouse button.   Click and hold the left mouse button and drag to erase multiple tiles of texture or paint.
**Select** – This tool allows you to identify individual textures or paints used in your building.   Select this tool then move to the workspace – the Eyedropper cursor will be active. Position the Eyedropper over any tile and click the left mouse button.   This tool does not edit your building.   The texture or paint used on the tile you have selected will now be used with either of the Paint Tools.
**Undo** – This tool will undo the last tool action.   If you just placed a texture, clicking on Undo will remove the texture.   Continue clicking on Undo to back up action by action.
**Redo** – If you decide you did not want to Undo, click Redo.

Preview Area

The Preview Area always shows a complete image of the building under construction in all modes of the Architect Toolkit.   It also includes the navigation buttons for zooming and rotating the view.
**Highlight Frame** – The Highlight Frame shows the area of the building currently visible in the workspace.   Click anywhere in the Preview Area to move the Highlight Frame to a new location.   This will be necessary when the building exceeds the workspace area
**+ and -** –   These tools zoom the current building in and out, respectively.
**Right and Left Arrows** – Select to rotate the building clockwise and counterclockwise, respectively.

 *Detail*

In this mode, you apply all of the decals that give your buildings detail.   The decals that are supplied in the Building Architect are organized into three categories – Traditional, Contemporary, and Custom – selectable in the Detail palette.

**Note:** Following the same directions above for textures and paints, decals can be created in either .tga or .bmp format   (.tga recommended) and placed in the Details directory of the Building Architect.

The Workspace



In the Detail mode workspace, you will apply decals directly to the model in the Model View. You can apply decals to a building before applying paints. When you move the Apply Decal cursor around over the model in the Model View, a highlight outline shows you where the decal will be placed. If you try to apply a decal on an area that is smaller than the decal – for example the edge of your building – the decal will simply place only the part it can.

Detail Tools

**Apply Decal** – This is the single tool available in the Detail Mode. Select this tool and a decal of your choice from the Detail palette. Move to the workspace – the Decal cursor will be active. Position the cursor where you want to apply the decal – the highlight indicates where the lower-left corner of the decal will be placed when you click the left mouse button. If the decal you have selected is a multiple-tile decal, the outline highlight indicates where the lower-left corner of the decal will be placed.

The Detail Palette

The Detail Palette displays the decals. The decals have been organized into two sets: Traditional and Contemporary. Use the list box to select a particular set of decals. To select a decal, position the pointer over the decal in the palette and click the left mouse button. When you use the Apply Decal tool, the selected decal will be placed.

Edit Tools

**Eraser** – Select this tool then move to the workspace – the Eraser cursor will be active. Position the Eraser cursor over the decal you wish to erase and click the left mouse button. Click and hold the left mouse button and drag to erase multiple-tile decals.
**Select** – This tool allows you to identify individual decals used in your building. Select this tool then move to the workspace – the Eyedropper cursor will be active. Position the Eyedropper over any decal and click the left mouse button. This tool does not edit your building. The decal used on the tile you have selected will be with used with the Apply Decal tool.
**Undo** – This tool will undo the last tool action. If you just placed a decal, clicking on Undo will remove the decal. Continue clicking on Undo to back up action by action.
**Redo** – If you decide you did not want to Undo, click Redo

## Preview Area

The Preview Area always shows a complete image of the building under construction in all modes of the Architect Toolkit.   It also includes the navigation buttons for zooming and rotating the view.

**Highlight Frame** –   The Highlight Frame shows the area of the building currently visible in the workspace.

**+ and -** –   These tools zoom the current building in and out, respectively.

**Right and Left Arrows** – Select to rotate the building clockwise and counterclockwise, respectively.

## *File Options & Exit*

This mode is pretty self-explanatory – it is where you save, name, and load your buildings or exit the Building Architect.

## The Workspace

The image of your building shown in the Workspace when in File Options Mode represents what it will look like when rendered and in use in SimCity 3000.   This is a quick way to double-check that you have everything exactly as you want it, before you save.

## File Tools

**Save Building** – Click this button to save your building.   If you have not saved the building previously, the Save As dialog will appear, prompting you to name your building.

**Save As** – This button brings up the Save As dialog.   This allows you to save your building, rename an already-saved building, and place the file in the directory of your choice.   This dialog also allows you to add the name of the architect and a description of your building.   This is your opportunity for fame! Share your buildings with other SimCity 3000 players on www.simcity.com, and become a noteworthy architect in someone else's city!

**Load** – This button brings up the Load dialog.   This allows you to browse your directories and load any previously saved or downloaded buildings.

**New Building** – This button allows you to start a new building.   The New Building Tile Size selection dialog will appear, prompting you to select a tile size for your new building.   Once you have selected a tile size, you will proceed to the Construct Mode of the Architect Toolkit.

**Exit** – Use this button to exit the Building Architect.   You will be reminded to save your current work, or you can cancel this action if you decide to.

# Using the Building Manager

The Building Manager is the other component of the Building Architect.   This is where you create and prepare a set of buildings to be used in SimCity 3000.   The Building Manager component of the Building Architect allows you to select buildings that you have created or downloaded from www.simcity.com; decide which building(s) to replace in the default set available in SimCity 3000; and prepare (render) your personalized set for use in the game. You can replace one building or several – it's up to you.

To enter the Building Manager of the Building Architect, click on the Building Manager button in the top-right area of the screen.   This button is always available and transitions you from the Architect Toolkit. *(Note: If you enter from the Main Menu, selecting Edit Building Set will take you to the Building Manager.   Also, if you have been working on a building in the Architect Toolkit, you will be prompted to save your work prior to transitioning to the Building Manager – this always occurs when moving between Building Architect components.)*

The Building Manager screen is divided into three main areas: the toolbar, the Building Selection Window, and the Building Set Filmstrip.
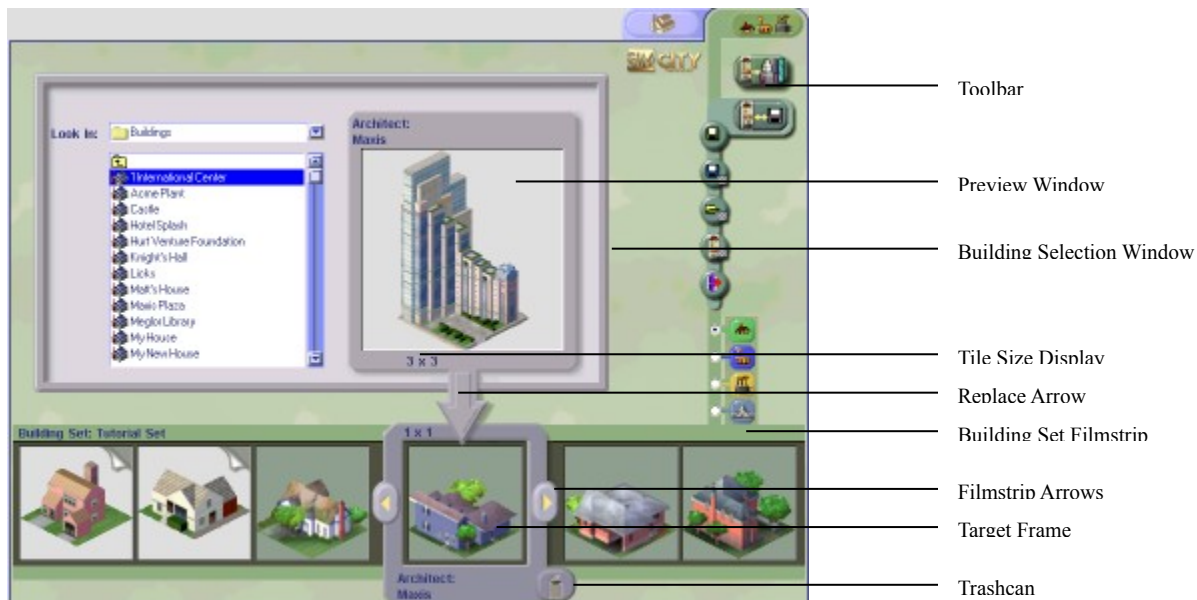


### The Building Selection Window

The Building Selection Window allows you to navigate your directory structure and identify buildings that you have created yourself or downloaded from www.simcity.com.   Navigate to the building file of your choice.   When you select a building file in the scroll list, a thumbnail of the building will appear in the preview window.   Another piece of very important information is provided in the preview area – the tile size.   You can only replace a building in a Building Set with one of like tile size. In other words, 1x1 buildings can replace 1x1 buildings, 2x2's for 2x2's, and so on.

Once you have a building selected, it is time to select a building to replace.   This is where you will use the Building Set Filmstrip.
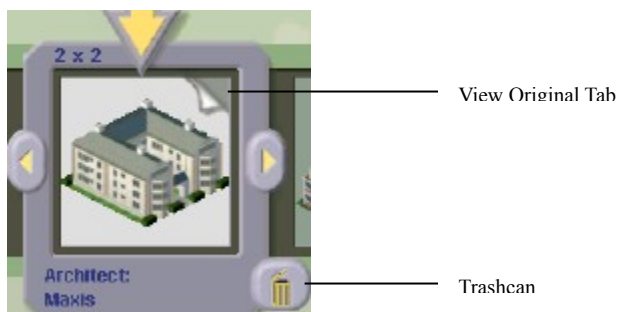
### *The Building Set Filmstrip*

The Building Set Filmstrip shows a thumbnail of every replaceable building in the currently loaded Building Set. The Filmstrip defaults to the set of replaceable buildings that come with SimCity 3000.
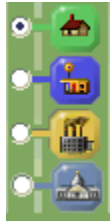
 For ease of use, the buildings are organized into four categories: residential, commercial, industrial, and other – which is made up of civic and reward buildings.   The buttons along the right-hand side of the Building Manager window allow you to select which group of buildings you'd like to preview and edit in the Filmstrip. Each building thumbnail in the Filmstrip includes information about the tile size of that building and the building architect's name.   Use the Filmstrip arrows to move buildings into the target frame.   When the building in the target frame matches the tile size of the building in the preview window, the replace arrow will become highlighted. Clicking on the replace arrow replaces the building in the target frame with the building in the preview window.

Replaced buildings in the Filmstrip are identified by their background color and by the "peekaboo" tab in the upper-right corner. Click and hold the left mouse button on the tab to see the SimCity 3000 building that has been replaced. The Trashcan also becomes active on replaced buildings. Clicking on the trashcan will revert to the original SimCity 3000 building in the Building Set.



View Original Tab

Trashcan

Any or all of the buildings in the Filmstrip can be replaced.   Saved sets, when opened, will display which buildings have been replaced.

### *Creating a Building Set*

To create a Building Set, locate a building you want to include by using the selection window.   Position the building you wish to replace in the target frame of the building Filmstrip.   Again, it is very important that the tile sizes of the buildings match.   Whenever the tile sizes of the target building and the selected building match, the replace arrow will appear yellow, indicating that you can replace the target building with the selected building.   Click on the replace arrow to replace the existing building with the building you have selected in the selection window.   An overlay of the new building will appear in the Filmstrip.   You can repeat these steps for as many buildings as you wish to include in your Building Set.   Remember to use the radio buttons to switch from one strip to another, residential to commercial, etc.

Here's an example of a Building Filmstrip with a couple of Building Architect buildings in place.



*(Note: If the*

*Building Set you are editing has been downloaded and contains buildings for which you do not have the individual building files, removing them from the Building Set with the trashcan will be permanent, as you do not have the building files to replace them. If you unintentionally remove a building in this fashion, reload the Building Set without saving over it.)*

In order for Building Sets to be used with SimCity 3000, they must be saved and then prepared (rendered) for use with SimCity 3000.

### *Preparing Your Building Set for Use in SimCity 3000*

The buildings in SimCity 3000 are actually comprised of 16 different images: four sides in four levels of zoom.   For the buildings created in the Building Architect to be used in SimCity 3000, these individual images need to be created.   This is the process of preparing, or rendering, the set.   The file created through this process can then be read directly into SimCity 3000, allowing you to see the Building Set you have created in the game.

The Prepare Set button begins the process.   If the set you have been working on has not been saved, you will be prompted to save it before proceeding. It must be saved before it can be rendered.   Once the set has been saved, you will proceed to the Render Set Directory window.   This is where you select the directory in which you want the rendered set to be placed.   The default directory for this operation is Building Sets – this is where SimCity 3000 will first look for rendered sets to be used.   However, since these files can be large, you can select another destination if hard disk space is limited; SimCity 3000 allows you to browse for rendered sets anywhere on your system.    The rendered set will automatically be named the same as the Building Set it is created from, but it can be renamed if desired. Once the checkmark is selected, the rendering process will begin.   A progress meter will indicate how long the process will take –time will depend on the number of buildings to be replaced.   At the completion of the rendering process, the Building Set will then be available for use with SimCity 3000.

### *File Options & Exit*

Like the Architect Toolkit component's, this mode is pretty self-explanatory. It is where you save, name, and load your Building Sets or exit the Building Architect.

File Tools

**Save Set** – Click this button to save your Building Set.   If you have not saved the Building Set previously, the Save As dialog will appear, prompting you to name your Building Set.

**Save As** – This button brings up the Save As dialog.   This allows you to save your Building Set name, rename an already saved Building Set, and place the file in the directory of your choice.   This dialog also allows you to add a description of the Building Set.

**Load** – This button brings up the Load dialog.   This allows you to browse your directories and load any previously saved or downloaded Building Sets.

**Create New Set** – This button allows you to start a new Building Set.   The Building Set in the Filmstrip will be replaced with default SimCity 3000 Building Set when this button is selected.

 **Exit** – Use this button to exit the Building Architect.   You will be reminded to save your current work or you can cancel this action if you decide to.

## Using a Building Set with SimCity 3000

A new option has been added to the SimCity 3000 Preferences window to allow you to select and load rendered Building Sets created with the Building Architect.   *(Note: SimCity 3000 v. 1.1 is necessary in order to use Building Sets created with the Building Architect in the game.   If you have not already installed the SimCity 3000 v.1.1 Patch, please do so.   It is available for download from www.simcity.com.)*

After loading SimCity 3000, from the Main Menu, select Preferences.   At the bottom of the Preferences window a new option has been added – this is the Building Set Selection.   When first entered, the current Building Set is displayed as the Default Building Set, this is the set of buildings that comes with SimCity 3000.   To select a new Building Set, click "Change…"



The Load Building Set window allows you to select from the rendered sets on your system.   It defaults to the Building Sets directory of the Building Architect.   If your rendered sets are stored elsewhere, navigate to the appropriate directory.   Clicking on the checkmark changes the highlighted Building Set to the current Building Set and returns to the preferences window.   Once the current Building Set has been changed from the default Building Set, returning to the Load Building Set window activates the Use Default button, which, when selected, reverts the current Building Set to the default SimCity 3000 set.



Once a rendered set has been selected as the current set.   Simply load or start a new city to see the set in use.

## Hotkeys

### General

Ctrl & S or F1    Save Building
Ctrl & A  or F2   Save Building
Ctrl & L  or F3   Load Building
Ctrl & N or F4    New Building
Ctrl & Q or ESC Quit

### Architect Toolkit

+                Zoom In

| | |
|---|---|
| - | Zoom Out |
| Space | Rotate Counterclockwise |
| Ctrl & Space | Rotate Clockwise |
| E | Eraser Tool |
| R | Select (Eyedropper) Tool |
| U | Undo |
| Y | Redo |
| B | Move bottom edit plane up one (while highlighted) |
| N | Move bottom edit plane down one (while highlighted) |
| G | Move bottom edit plane up eight (while highlighted) |
| H | Move bottom edit plane down eight (while highlighted) |
| PG Up | Move Bottom Plane Up One |
| PG Down | Move Bottom Plane Down One |
| Ctrl & Pg Down | Move Bottom Plane to Ground Plane |
| Numpad | Scroll Image in direction |
| Numpad 5 | Return All Edit Planes to Default Locations |
| Ctrl & K | Remove all textures and decals from building |

**Notice**