

AutoRepair v0.0.0.0

Catalog Opened

Catalog initialisation took 204ms

General Announcements:

- * Mon 20th April @ 13:00 UTC: Third attempt to migrate _all_ mods to Harmony 2
- * 'Harmony 2.0.0.9 (Mod Dependency)' will be auto-subscribed and enabled. - <https://steamcommunity.com/sharedfiles/filedetails/?id=2040656402>
- * Report problems on the 'Harmony 2.0.0.9 (Mod Dependency)' workshop page.

Things to know about mods:

- * Disabled mods are often still loaded; always unsubscribe mods you're not using!
- * Mods that do the same thing are generally incompatible.
- * For modded games, always exit to desktop before loading another city.
- * After disabling/unsubscribing mods, always exit to desktop to flush them from RAM
- * Save game not loading? Subscribe Loading Screen Mod, enable it's sharing/optimisation and safe mode options, then load your save: <https://steamcommunity.com/sharedfiles/filedetails/?id=667342976>

Loaded 987 Review Descriptors.

Scanning...

[ID: 0] "Hard Mode":

- Local/bundled mods not scanned.

[ID: 0] "Unlimited Money":

- Local/bundled mods not scanned.

[ID: 0] "Unlimited Oil And Ore":

- Local/bundled mods not scanned.

[ID: 0] "Unlimited Soil":

- Local/bundled mods not scanned.

[ID: 0] "Unlock All":

- Local/bundled mods not scanned.

[ID: 408760323] "Auto Line Color":

- Broken. Unsubscribe it.
- Author seems unresponsive, updates unlikely.

- Replace with:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1415090282>

[ID: 405810376] "All Areas purchaseable":

- It is disabled; if not using it, it should be unsubscribed.
- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 497439640] "Random Terrain Generator":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 463845891] "No Pillars":

- It is disabled; if not using it, it should be unsubscribed.
- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 510802741] "Toggle District Snapping":

- It is disabled; if not using it, it should be unsubscribed.
- Broken. Unsubscribe it.
- Author seems unresponsive, updates unlikely.

[ID: 425057208] "Area Enabler":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 411095553] "Terraform Tool":

- Broken. Unsubscribe it.

- Author seems unresponsive, updates unlikely.
- Incompatible: [ID: 502750307] "Extra Landscaping Tools"
- Replace with: [ID: 502750307] "Extra Landscaping Tools"
<https://steamcommunity.com/sharedfiles/filedetails/?id=502750307>

[ID: 559172768] "Emergency Lights Changer":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Suitable alternative: [ID: 2053661585] "Emergency Lights Manager V2"
<https://steamcommunity.com/sharedfiles/filedetails/?id=2053661585>

[ID: 547533304] "Remove Decoration Sprites":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 767233815] "Decal Prop Fix":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 837112310] "Roads United: Europe":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Author seems unresponsive, updates unlikely.
- Large file size compared to other items of same type.
- Minor issues - check workshop page/comments for details.
- It won't work without:
<https://steamcommunity.com/sharedfiles/filedetails/?id=726005715>
- The texture pack often needs selecting twice in RU Core before it will work.

[ID: 498386331] "CrossTheLine":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 446764406] "No Border Limit Camera":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 407270433] "No More Purple":

- It is disabled; if not using it, it should be unsubscribed.
- Broken by the Cities: Skylines 1.2.0-f0 update.
- Author seems unresponsive, updates unlikely.
- Replace with: [ID: 666425898] "No Radioactive Desert And More!"
<https://steamcommunity.com/sharedfiles/filedetails/?id=666425898>

[ID: 497033453] "UnlimitedOutsideConnections":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 803074771] "No Deathcare":

- It is disabled; if not using it, it should be unsubscribed.
- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 407563935] "LessGarbage":

- It is disabled; if not using it, it should be unsubscribed.
- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 769744928] "PollutionRemoverMod":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 724382534] "One-Way Train Tracks":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 505480567] "More Beautification":

- Broken. Unsubscribe it.
- Author seems unresponsive, updates unlikely.
- Replace with: [ID: 837734529] "Find It!"
<https://steamcommunity.com/sharedfiles/filedetails/?id=837734529>

[ID: 638786709] "Local-Only Passenger Harbours and Airports":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 707759735] "Ship Path Anarchy":

- It is disabled; if not using it, it should be unsubscribed.
- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 618885483] "AST: Kra's French Sirens":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 618536610] "AST: KRA Sound Pack":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 593588108] "Prop & Tree Anarchy":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 895061550] "Theme Decals":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Author seems unresponsive, updates unlikely.
- Minor issues - check workshop page/comments for details.
- If you see 'If you see this then the mod didn't work' the mod is either disabled or failed to initialise.
- Changes to prop or distance, theme textures or graphics detail will likely require game restart for the decals to update.
- Asset creators, script for creating decals:
<https://gist.github.com/ronyx69/69130ffd46ab3573f0968aedd11c88eb>
- Asset creators, logo for asset icon:
<https://drive.google.com/open?id=0B6Ccf1N5h5f7ZE9laHg3cVY0aHM>

[ID: 523818382] "Force Level Up":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Minor issues: [ID: 1420955187] "Real Time"

[ID: 561293123] "Hide Problems":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 409069482] "Fill The Houses":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 818641631] "Ambient Sounds Tuner":

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 793176674] "Sharp Textures":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 922939393] "Transparency LOD Fix + Cloud Assets Enabler":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Can cause performance issues (lag or framerate drop in-game).
- May cause lag on older computers or graphics cards due to increased rendering workload.

[ID: 802066100] "Fine Road Anarchy 1.3.5":

- Broken by the Cities: Skylines 1.13.0-f7 update.
- Author seems unresponsive, updates unlikely.
- Incompatible: [ID: 1844442251] "Klyte's Fine Road Tool 2.0.4"
- Incompatible: [ID: 411095553] "Terraform Tool"
- Sunset Harbor: Collision toggle isn't working properly; also breaks metro line placement.
- Replace with: [ID: 1844440354] "Fine Road Anarchy 2"
<https://steamcommunity.com/sharedfiles/filedetails/?id=1844440354>

[ID: 442167376] "Advanced Vehicle Options 1.8.2":

- Broken by the Cities: Skylines 1.13.0-f0 update.
- Author seems unresponsive, updates unlikely.
- Replace with: [ID: 1548831935] "Advanced Vehicle Options AV0"
<https://steamcommunity.com/sharedfiles/filedetails/?id=1548831935>

[ID: 787611845] "Prop Snapping":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 1274199764] "Network Tiling":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Asset creators, see:
<https://gist.github.com/ronyx69/db4e7c41fe80020e31d9bd2e1e1196f8>

[ID: 651322972] "Fine Road Tool 1.3.7":

- It is disabled; if not using it, it should be unsubscribed.
- Broken by the Cities: Skylines 1.13.0-f7 update.
- Author seems unresponsive, updates unlikely.
- Incompatible: [ID: 1844442251] "Klyte's Fine Road Tool 2.0.4"
- Incompatible: [ID: 411095553] "Terraform Tool"
- Replace with: [ID: 1844442251] "Fine Road Tool 2.0.3"
<https://steamcommunity.com/sharedfiles/filedetails/?id=1844442251>

[ID: 465127441] "Airport Roads 1.3.7":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 837734529] "Find It! 1.5.4":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Author seems unresponsive, updates unlikely.
- Can increase time taken to load save games.
- Minor issues - check workshop page/comments for details.
- Minor issues: [ID: 1597852915] "More Advanced Toolbar"
- This mod generates asset thumbnails at end of loading screen; if you are very low on RAM, it may cause game to crash.
- [DLC: Green Cities] The filters don't include eco buildings, but you can search for 'eco' to find them.
- [DLC: Industries] The filters don't include some industry buildings, but you

can still search for them by name.

- [DLC: Campus] The filters don't include some campus buidings, but you can still search for them by name.

- [DLC: Sunset Harbor] The filters don't include some fishing buidings, but you can still search for them by name.

- [Mod: More Advanced Toolbar] Find It has custom toolbar, so More Advanced Toolbar features will not be applied to it.

[ID: 791221322] "Prop Precision 1.0.1":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 898480258] "Camera Positions Utility":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Save camera position: Ctrl + Shift + 1-9 or Ctrl + Shift + F1-12
- Return to position: Ctrl + 1-9 or Ctrl + F1-12
- Return to position when game was saved: Ctrl + Home
- Face down and north: Alt + R
- Rotate X-axis: Ctrl + Shift + X and Ctrl + X
- Rotate Y-axis: Ctrl + Shift + Y and Ctrl + Y
- Hold Alt while rotating to go in steps of 45° (default 15°)
- Change FOV: Ctrl + Shift + Up/Down; Reset FOV: Ctrl + Shift + Left
- Hold Alt while changing FOV to go in steps of 1 (defult 5)
- Asset editor: Center camera with Ctrl + Shift + C
- Asset editor: Isometric projection with Ctrl + Shift + I
- Sunset Harbor: Auto-saved position may act weirdly as vanilla game now has same feature.

[ID: 1138510774] "PostProcessFX":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Breaks content editors; before using editors, disable it and exit to desktop to flush it from RAM.

- Author seems unresponsive, updates unlikely.
- Minor issues - check workshop page/comments for details.
- Some users experienced problems; check workshop page/comments for details.
- Minor issues: [ID: 812713438] "Dynamic Resolution"
- Incompatible: [ID: 412146081] "PostProcessFX"
- Keycodes for shortcut key config: <https://pastebin.com/qe5BwdA2>
- [Dynamic Resolution] PostProcessFX breaks SSAO. Additionally might cause blue or pink screen on load.

[ID: 762520291] "ShadowStrengthAdjuster":

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 672248733] "Ultimate Eyecandy 1.5.2":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Breaks content editors; before using editors, disable it and exit to desktop to flush it from RAM.

[ID: 812713438] "Dynamic Resolution":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Can cause performance issues (lag or framerate drop in-game).
- Minor issues - check workshop page/comments for details.
- Minor issues: [ID: 1138510774] "PostProcessFX"
- Press F10, or Left Ctrl + R, to open the slider panel.
- Can cause extreme lag on older graphics cards. Make sure your GPU has good cooling.
- [PostProcessFX] PostProcessFX breaks SSAO, and might also cause blue or pink screen on load.
- Windows Users: This mod requires a big page file on high resolutions:
<https://steamcommunity.com/sharedfiles/filedetails/?id=465790009>

[ID: 899063611] "UKSoundPack":

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 563229150] "Advanced Toolbar":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 793346248] "Decal Hover Area":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 1442713872] "Detail":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Author seems unresponsive, updates unlikely.
- Some users experienced problems; check workshop page/comments for details.
- Minor issues: [ID: 1094334744] "Procedural Objects 1.6.2"
- Press Shift+Alt+D to toggle visibility of all props.
- Asset creators, see: <https://cslmodding.info/mod/detail/>
- Asset creators, example assets:
<https://drive.google.com/open?id=1xH7qB67NhVrlwtTW6gNfKD8FeRl-DNyl>
- [Mod: Procedural Objects] PO Ploppable Asphalt props might disappear when Detail mod is active: http://proceduralobjects.shoutwiki.com/wiki/Known_Issues

[ID: 881291183] "Ploppable Asphalt":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Users: Recommended asset collection:
<https://steamcommunity.com/workshop/filedetails/?id=1258162457>
- Asset creators, see: <https://cslmodding.info/mod/ploppable-asphalt/>
- Asset creators, also see:
<https://gist.github.com/ronyx69/2f4b08a45f3a14c585597c848a594150>

[ID: 543722850] "Network Skins":

- Broken by the Cities: Skylines 1.13.0-f7 update.
- Breaks content editors; before using editors, disable it and exit to desktop to flush it from RAM.
- Author seems unresponsive, updates unlikely.

- Minor issues - check workshop page/comments for details.
- Minor issues: [ID: 576327847] "81 Tiles (Fixed for C:S 1.2+)"
- [Mod: 81 Tiles] Network Skins settings may occasionally reset outside central 25 tile area.
- Replace with: [ID: 1758376843] "Network Skins 2"
<https://steamcommunity.com/sharedfiles/filedetails/?id=1758376843>

[ID: 689937287] "Surface Painter":

- It is disabled; if not using it, it should be unsubscribed.
- Compatible with Cities: Skylines 1.13.0-f8 :)
- Some users experienced problems; check workshop page/comments for details.
- Minor issues: [ID: 576327847] "81 Tiles (Fixed for C:S 1.2+)"
- Sunset Harbor: Users reporting 'Array index is out of range' errors - but might be mod conflict.
- Sunset Harbor: Users reporting that the painted textures look strange - might be Procedural Objects mod?
- [Mod: Ultimate Eye Candy] May cause Surface Painter customisations to reset (unconfirmed reports).
- [Mod: 81 Tiles] Surface Painter customisations sometimes reset if 81 Tiles active - might be due to Ultimate Eye Candy mod?

[ID: 502750307] "Extra Landscaping Tools":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Incompatible: [ID: 411095553] "Terraform Tool"

[ID: 1372431101] "Painter":

- It is disabled; if not using it, it should be unsubscribed.
- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 625608461] "Adaptive Prop Visibility Distance":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
-

[ID: 586012417] "Ploppable RICO":

- Broken by the Cities: Skylines 1.13.0-f7 update.
- Breaks content editors; before using editors, disable it and exit to desktop to flush it from RAM.
- Author seems unresponsive, updates unlikely.
- Incompatible: [ID: 1597852915] "More Advanced Toolbar"
- Minor issues: [ID: 1420955187] "Real Time"
- Sunset Harbor: Causes residential buildings to have 0/0 households, collapsing your economy.
- Replace with: [ID: 2016920607] "Ploppable RICO revisited"
<https://steamcommunity.com/sharedfiles/filedetails/?id=2016920607>

[ID: 912329352] "Building Anarchy":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Incompatible: [ID: 1637663252] "TM:PE 11.3.2 STABLE"
- If you have problem with building placement, try deleting 'BuildingAnarchy.xml' from
'C:\Users\YOURUSER\AppData\Local\Colossal Order\Cities_Skylines'
- Incorrect use of this mod can seriously mess up your city; buildings further than 2 zoning squares from road cannot be reached! Use with caution!
- Usage notes:
<https://steamcommunity.com/workshop/filedetails/discussion/912329352/1326718197216147348/>
- A somewhat safer alternative is 'Path Snapping' mod:
<https://steamcommunity.com/sharedfiles/filedetails/?id=2060132379>

[ID: 1209581656] "Relight":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Minor issues: [ID: 530871278] "Daylight Classic"
- Read the workshop page for important details on how to properly set-up your system for Relight.
- [Mod: Daylight Classic] Disable 'Classic sunlight color/intensity' and 'classic fog color' to make compatible with Relight.
- [Mod: Shadow Strength Adjuster] Set it's 'Shadow Strength' to maximum for

best results with Relight.

[ID: 1410003347] "Additive Shader":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Asset creators, see: <https://cslmodding.info/mod/additive-shader/>

[ID: 1182722930] "Automatic Empty":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Author seems unresponsive, updates unlikely.
- Some users experienced problems; check workshop page/comments for details.
- Doesn't empty snow dumps.
- Suitable alternative: [ID: 1661072176] "Empty It!"
<https://steamcommunity.com/sharedfiles/filedetails/?id=1661072176>

[ID: 1654658173] "Random Tree Brush":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Author seems unresponsive, updates unlikely.

[ID: 1658773932] "Historical Districts":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Minor issues: [ID: 924884948] "Plop Growables"
- [Mod: Plop the Growables] Settings in PtG can override the historical districts settings.

[ID: 455403039] "Unlimited Trees Mod":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Can cause performance issues (lag or framerate drop in-game).
- May cause lag on older computers or old graphics cards (although game is highly optimised for distant trees). May increase RAM consumption.

[ID: 933513277] "Sun Shafts":

- Compatible with Cities: Skylines 1.13.0-f8 :)

- Can cause performance issues (lag or framerate drop in-game).
- May cause fps drop in-game, especially if you have weak graphics card.

[ID: 523824395] "Clouds & Fog Toggler":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 812107110] "Less Steam":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 538019888] "Spawn/Unspawn Positions Swapper":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 883332136] "Any Road Outside Connections":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- It won't work until you enable: [ID: 530771650] "Prefab Hook"
- If the road has zoning, you will need to disable its zoning where it reaches edge of map (use a zoning mod to do that).

[ID: 553319260] "Hide Border Line":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 1664509314] "Custom Animation Loader (CAL)":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Find animated assets here:
<https://steamcommunity.com/workshop/browse/?appid=255710§ion=readytouseitems&requiredtags%5B%5D=custom%20animation>
- Some animations won't work if the building has no power or is disabled.
- Asset creators, see: <http://cslmodding.info/mod/custom-animation-loader/>
- A (slightly outdated) video shows how to create assets:
https://www.youtube.com/watch?v=Y7SABko_ZXQ

[ID: 412146081] "PostProcessFX":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Breaks content editors; before using editors, disable it and exit to desktop to flush it from RAM.
- Author seems unresponsive, updates unlikely.
- Minor issues - check workshop page/comments for details.
- Incompatible: [ID: 1138510774] "PostProcessFX"
- Keycodes for shortcut key config: <https://pastebin.com/qe5BwdA2>
- [Dynamic Resolution] PostProcessFX breaks SSAO. Additionally might cause blue or pink screen on load.

[ID: 1597852915] "More Advanced Toolbar":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- WARNING: Source code is obfuscated, preventing inspection!
- Incompatible: [ID: 1577882296] "Resize It!"
- Minor issues: [ID: 837734529] "Find It! 1.5.4"
- Incompatible: [ID: 586012417] "Ploppable RICO"
- Incompatible: [ID: 563229150] "Advanced Toolbar"
- [Mod: Find It!] Advanced Toolbar cannot be applied to the non-standard Find It panel.

[ID: 707497031] "Tram Station Track":

- It is disabled; if not using it, it should be unsubscribed.
- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 1394468624] "Advanced Stop Selection":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 1415090282] "AutoLineColor Redux":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 556784825] "Random Tree Rotation":

- It is disabled; if not using it, it should be unsubscribed.
- Compatible with Cities: Skylines 1.13.0-f8 :)
- Suitable alternative: [ID: 1388613752] "Tree Movement Control"
<https://steamcommunity.com/sharedfiles/filedetails/?id=1388613752>

[ID: 694512541] "Prop Line Tool":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 1756089251] "Zoom It!":

- It is disabled; if not using it, it should be unsubscribed.
- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 1721492498] "Optimised Outside Connections":

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 466834228] "NotSoUniqueBuildings":

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 552309905] "No Abandonment":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 1869561285] "Prop Painter":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Minor issues: [ID: 576327847] "81 Tiles (Fixed for C:S 1.2+)"
- [Mod: 81 Tiles] Prop Painter will sometimes lose its settings if 81 Tiles is active.

[ID: 924884948] "Plop Growables":

- Compatible with Cities: Skylines 1.13.0-f8 :)
 - Minor issues: [ID: 1658773932] "Historical Districts"
 - Minor issues: [ID: 1420955187] "Real Time"
-

[ID: 1886877404] "Custom Effect Loader":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Minor issues - check workshop page/comments for details.

- Asset creators: See

<https://gist.github.com/boformer/a9c5935a9752dcaa68d67e3a611ada26>

[ID: 426163185] "WG Realistic Population v8.4.0":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Author seems unresponsive, updates unlikely.
- Replace with: [ID: 2025147082] "Realistic Population revisited"
<https://steamcommunity.com/sharedfiles/filedetails/?id=2025147082>

[ID: 1890830956] "Undo It!":

- It is disabled; if not using it, it should be unsubscribed.
- Compatible with Cities: Skylines 1.13.0-f8 :)
- Minor issues: [ID: 1625704117] "Roundabout Builder"
- Minor issues: [ID: 1619685021] "Move It 2.7.1"
- Minor issues: [ID: 694512541] "Prop Line Tool"
- [Mod: Roundabout Builder] Can't undo roundabouts made with Roundabout Builder (use it's own undo tool instead).
- [Mod: Move It] Can't undo changes made by Move It (use it's own undo tool instead).
- [Mod: Prop Line Tool] Can't undo props placed with Prop Line Tool.

[ID: 530871278] "Daylight Classic":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 1117087491] "Remove Road Props":

- It is disabled; if not using it, it should be unsubscribed.
- Compatible with Cities: Skylines 1.13.0-f8 :)
- Can increase time taken to load save games.

- Consider using 'Loading Screen Mod' instead; skip the props via its 'skip.txt' = much faster.

[ID: 956707300] "Remove Street Arrows":

- It is disabled; if not using it, it should be unsubscribed.
- Compatible with Cities: Skylines 1.13.0-f8 :)
- Can increase time taken to load save games.
- It hides vanilla game street arrows (on any road), it won't hide custom street arrows.
- Consider using 'Loading Screen Mod' instead; skip the arrows (props) via its 'skip.txt' = much faster.
- [Mod: TM:PE] Compatible: Vehicles will still respect the street arrows even if not visible.

[ID: 1875298330] "Extended Building Info":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Sunset Harbor: It works, but doesn't show info for new building types.

[ID: 1938493221] "Mini FPS Booster 1.0":

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 605590542] "Rush Hour II":

- It is disabled; if not using it, it should be unsubscribed.
- Broken. Unsubscribe it.
- Author seems unresponsive, updates unlikely.
- Replace with: [ID: 1420955187] "Real Time"
<https://steamcommunity.com/sharedfiles/filedetails/?id=1420955187>

[ID: 780720853] "Vehicle Effects 1.9.0":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 576997275] "Remove Need For Pipes":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 518456166] "Prop Remover":

- It is disabled; if not using it, it should be unsubscribed.
- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 531738447] "CSL Show More Limits":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 536250255] "Phantom Lane Remover":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 1645781000] "Elektrix's Road Tools":

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 1619685021] "Move It 2.7.1":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Minor issues: [ID: 1890830956] "Undo It!"

[ID: 1859100867] "Klyte's Framework 1.1":

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 1844442251] "Klyte's Fine Road Tool 2.0.4":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Incompatible: [ID: 802066100] "Fine Road Anarchy 1.3.5"
- Incompatible: [ID: 651322972] "Fine Road Tool 1.3.7"

[ID: 1637663252] "TM:PE 11.3.2 STABLE":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Can cause performance issues (lag or framerate drop in-game).
- Minor issues - check workshop page/comments for details.
- Incompatible: [ID: 912329352] "Building Anarchy"

- Incompatible: [ID: 411095553] "Terraform Tool"

- Troubleshooting guide:

<https://github.com/CitiesSkylinesMods/TMPE/wiki/Troubleshooting>

- Setting 'Simulation Accuracy' to lower value will improve framerate.

- Setting 'Simulation Accuracy' to higher value will improve vehicle behaviour at junctions.

- Sunset Harbor: Updated, but might be some issues with pedestrian pathfinding (investigating).

[ID: 845665815] "CSL Map View":

- It is disabled; if not using it, it should be unsubscribed.

- Compatible with Cities: Skylines 1.13.0-f8 :)

- Command line parameters:

<https://github.com/gansaku/CSLMapView/wiki/Command-line-parameters>

- Translation resources: <https://github.com/gansaku/CSLMapView/>

[ID: 1776052533] "Stops and Stations":

- It is disabled; if not using it, it should be unsubscribed.

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 576327847] "81 Tiles (Fixed for C:S 1.2+)":

- Compatible with Cities: Skylines 1.13.0-f8 :)

- Can cause performance issues (lag or framerate drop in-game).

- Minor issues - check workshop page/comments for details.

- Alters the save game; without it, the savegame might break.

- Incompatible: [ID: 405810376] "All Areas purchasable"

- Minor issues: [ID: 1869561285] "Prop Painter"

- Minor issues: [ID: 543722850] "Network Skins"

- Minor issues: [ID: 463845891] "No Pillars"

- Minor issues: [ID: 689937287] "Surface Painter"

- IMPORTANT: If your save game became corrupt due to Sunset Harbor update, use the recovery mode in 81 Tiles mod options.
- After loading a save, terrain may look distorted but should quickly return to normal.
- Dams cause tsunamis if placed outside central 25 tile area.
- Disasters and evacuation don't work properly outside central 25 tile area.
- [Mod: Surface Painter] Customisations sometimes reset if used outside of central 25 tile area.
- [Mod: Network Skins] Customisations sometimes reset outside of central 25 tile area.
- [Mod: No Pillars] Customisations sometimes reset outside of central 25 tile area.

[ID: 667342976] "Loading Screen Mod":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- To fix broken savegames:
<https://steamcommunity.com/workshop/filedetails/discussion/667342976/1626286205707786286/>
- Find & fix broken/bloated assets:
<https://steamcommunity.com/sharedfiles/filedetails/?id=1846793796>
- Asset creators, see:
<https://steamcommunity.com/workshop/filedetails/discussion/667342976/1636416951459546732>
- More guides here:
<https://steamcommunity.com/sharedfiles/filedetails/discussions/667342976>

[ID: 1625704117] "Roundabout Builder":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Minor issues: [ID: 1890830956] "Undo It!"
- It won't work without:
<https://steamcommunity.com/sharedfiles/filedetails/?id=1844440354>
- [Mod: Undo It!] Doesn't undo roundabouts. Use undo feature of Roundabout Builder instead.

[ID: 1577882296] "Resize It!":

- Compatible with Cities: Skylines 1.13.0-f8 :)
- Author seems unresponsive, updates unlikely.
- Minor issues - check workshop page/comments for details.
- Incompatible: [ID: 1597852915] "More Advanced Toolbar"
- Incompatible: [ID: 563229150] "Advanced Toolbar"

[ID: 650805785] "First Person Camera":

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 1094334744] "Procedural Objects 1.6.2":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?
- Minor issues: [ID: 1442713872] "Detail"
- Documentation; http://proceduralobjects.shoutwiki.com/wiki/Main_Page
- Fonts for Procedural Objects:
<https://steamcommunity.com/workshop/filedetails/?id=1897915526>
- [Mod: Detail] PO Ploppable Asphalt props might disappear when Detail mod is active: http://proceduralobjects.shoutwiki.com/wiki/Known_Issues

[ID: 1420955187] "Real Time":

- It is disabled; if not using it, it should be unsubscribed.
- Compatible with Cities: Skylines 1.13.0-f8 :)
- Incompatible: [ID: 605590542] "Rush Hour II"
- Minor issues: [ID: 672248733] "Ultimate Eyecandy 1.5.2"
- Minor issues: [ID: 924884948] "Plop Growables"
- Minor issues: [ID: 586012417] "Ploppable RICO"
- Minor issues: [ID: 523818382] "Force Level Up"
- The 'Better citizen aging' option has a big influence on how education works.
- [Mod: Plop the Growables] If plopped buildings disappear, set 'Construction speed' to 100% in Real Time.
- [Mod: Ultimate Eye Candy] Game will pause when you change time, time will revert when game unpaused.

- [Mod: Ploppable RICO] Old versions of the mod sometimes report zero construction time which crashes Real Time.

[ID: 812125426] "Network Extensions 2":

- Probably compatible with Cities: Skylines 1.13.0-f8 ?

[ID: 795514116] "Train Converter":

- It is disabled; if not using it, it should be unsubscribed.
- Compatible with Cities: Skylines 1.13.0-f8 :)
- It won't work until you enable: [ID: 530771650] "Prefab Hook"
- Now works with vanilla game - no DLC required!
- Installation: Enable Prefab Hook and Train Converter, then exit to desktop and restart game.
- Default train conversions:
<https://steamcommunity.com/workshop/filedetails/discussion/795514116/276237094327064093/>
- Trains will revert to their normal state if the mod is removed.

[ID: 530771650] "Prefab Hook":

- It is disabled; if not using it, it should be unsubscribed.
- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 515489008] "Extra Train Station Tracks":

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 650436109] "Quay Anarchy":

- Compatible with Cities: Skylines 1.13.0-f8 :)

[ID: 2034713132] "Auto Repair":

- Compatible with Cities: Skylines 1.13.0-f8 :)

Outdated information? Please let us know!
<https://steamcommunity.com/sharedfiles/filedetails/?id=2034713132>

Did it help? Please rate/comment the Mod Compatibility Checker in the workshop
to help others find it (:
Scanned 117 item(s) in 244ms

Catalog Closed