

SimCity (TM) Societies  
Readme document

<http://simcity.com>  
Version 1.0  
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GENERAL

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For the latest news, downloads, and information about SimCity Societies, visit <http://simcity.com>.

To find out about more EA games, visit <http://www.ea.com>. To learn more about Tilted Mill Entertainment, the developer of SimCity Societies, come to <http://www.tiltedmill.com>.

SYSTEM REQUIREMENTS

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- \* OS: Windows(R) XP SP2 / Vista\*
  - \* Processor: 1.7 GHz Intel CPU or faster, AMD XP 2100+ or faster
  - \* Memory: 512 MB RAM
  - \* Hard drive: at least 2.1 GB free space
  - \* Video card: 128 MB\*\*
  - \* DVD drive: 4 speed
  - \* Sound Card - DirectX 9.0c compatible
  - \* DirectX - Version 9.0c (included on disc)
  - \* Input - Keyboard, Mouse

\*Windows Vista requires a 2.4 GHz processor or equivalent and 1 GB RAM.

\*\*Supported chipsets: NVIDIA GeForce FX 5900 or greater; ATI Radeon 9600 or greater; onboard chipsets not supported. Windows Vista requires an NVIDIA GeForce 6800 or greater, ATI Radeon X600 or greater. Laptop versions of these chipsets may work but are not supported. Updates to your video and sound card drivers may be required.

INSTALLATION

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Be sure to close all other programs during installation.

SimCity Societies requires DirectX 9.0c or later. This will be installed along with SimCity Societies if necessary. Visit [www.microsoft.com](http://www.microsoft.com) for the latest version of DirectX.

SimCity Societies requires .NET 2.0. This will be installed along with SimCity Societies if necessary. Visit [www.microsoft.com](http://www.microsoft.com) for .Net.

It is a good idea to defragment your drive prior to installing. (Start>All Programs>Accessories>System Tools>Disk Defragmenter).

## PERFORMANCE TIPS

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When you run SimCity Societies for the first time, the game will automatically configure its graphics options based on your machine's specs. If game performance seems sluggish or choppy, there are a few things you can try to improve things:

- \* Make sure your computer meets the game's system requirements (see above). If you do not meet these requirements, the game is unlikely to run acceptably.
- \* In the game, go to the Options menu. Reducing or turning off options in the Video panel will improve the game's performance. Reflections, Shadows, Bloom, Specular and Anti-Aliasing are the options that will affect your frame rate the most, followed by Lighting and Terrain Quality.
- \* If you set the game resolution to match the native resolution of your flat screen monitor, you can turn off Anti-Aliasing in the Video panel of the Options menu to improve performance without reducing visual quality.
- \* Some large saved games may be slow when scrolling around when they are first loaded up. Frame rate will pick up considerably after the game has had a few minutes to load everything.
- \* Turn off all other applications while running the game.
- \* Change your Camera to MOST RESTRICTED by going to the Settings> Game>Camera Settings pull down.
- \* Adding RAM to your system is an efficient way to improve performance.
- \* Defragment your hard drive regularly for optimal disk performance (Start>All Programs>Accessories>System Tools>Disk Defragmenter).

## KNOWN ISSUES

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**Low Hard Drive Space:** If you run out of hard drive space while playing SimCity Societies, the game will be unable to store new data, such as saved games and snapshots. In certain cases, when attempting to save the game with no hard drive space, the game will appear to save, even though data has not been stored. Please make sure you have at least 500 MB of free hard drive space when running the game.

Large cities can require a lot of memory to run. SimCity Societies will warn you when you are running low on memory and disable building placement until memory increases. Sometimes memory used will be slightly larger when a saved city is first loaded and waiting for a minute or

two may allow placement to be re-enabled. Making sure no other programs are running will also help, as will making sure your texture detail is set to low.

Installation / Uninstallation: If you experience any problems installing or uninstalling the game, please temporarily close any virus scanning software you have, and try again.

Having characters in the installation pathname that are not supported as part of the standard character set for the operating system you are using may cause a crash upon launch. If you experience a crash on launch and suspect the pathname, please verify that the regional settings on your OS match the character set of the game's install path.

Camera setting: If you want to be able to see the horizon, set the camera in the Game panel of the Options menu to Free. Showing the horizon may reduce the game's scrolling speed. Set the camera to a more restrictive setting to improve performance.

Removing Saved Games on Uninstallation: Choosing to delete saved games when uninstalling will only remove saved games for the current user. Saved games for other users on the computer will remain under their respective folders under C:\Documents and Settings\username\My Documents\SimCity Societies. Due to the large size of saved games, you may wish to remove them manually.

On ATI graphics cards, for performance reasons, SimCity Societies uses slightly lower shadow precision. That means that very small objects may not have shadows when viewed on ATI cards on some settings.

#### UNSUPPORTED VIDEO CARDS

If you have an unsupported video card, SimCity Societies may run with reduced performance or in some cases it may not run at all.

Examples of unsupported video cards are:

- ATI Radeon X300
- Intel Graphics Media Accelerator series
- S3 Graphics Chrome S27, S3 Graphics DeltaChrome S4 Nitro, S3 Graphics GammaChrome S18, S3 Graphics MultiChrome S27
- XGI Volari V3XT, XGI Volari V8
- NVIDIA Quadro4
- NVIDIA GeForce 6200 TurboCache

\* Video Problem tip: If you are seeing graphical problems not described here it is always best to go to your video card or computer manufacturer's website and make sure you have installed the latest drivers for your hardware.

#### YOUR USER DATA

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\* SimCity Societies saved games are kept in C:\Documents and Settings\username\My Documents\SimCity Societies\User Data\playername\Save Games. Saved games for other users on your computer are kept in their respective username folder. If you want to trade save games with friends, be sure to put the save game (\*.scs) file in this folder.

\* SimCity Societies creates three files when saving a game, a .scs file, which is the saved city itself, a file called <savename>MiniMapBG.tga, and a file called <savename>.tga. Only the .scs file is necessary to load the saved game, but if the .tga files are missing, no Mini Map preview will appear on the Save/Load menu for that particular save.

\* Any screenshots you take using the Printscreen key (PrtScn) are automatically stored in C:\Documents and Settings\username\My Documents\SimCity Societies\User Data\playername\Snapshots.

## SNAPSHOTS

If you want to take higher quality, uncompressed screenshots you can set the following line in C:\Documents and Settings\username\My Documents\SimCity Societies\SimCitySocieties.ini

```
Take BMP Screenshots      1
```

The F12 key will hide the user interface to allow fullscreen snapshots to be taken.

## GETTING STARTED WITH CUSTOMIZATION

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**WARNING:** Modifying installed content is not supported by EA, or Tilted Mill Entertainment. If you wish to customize the installed content, or implement another user's modifications, you must be aware that modifying or replacing any installed file can lead to instability, potentially forcing a Re-Installation. The below tips are just a couple of very basic 'best practices' used by people who make modifications.

Prior to modifying any installed file, make a copy of that file in a separate folder, with a similar directory structure. Keep the 'Read only' attribute on the back up files. If you make a change that causes instability, you can copy the originally installed file back into the proper location. You should never modify a read only file, without first confirming that you are using the intended live/working file, not your backup.

Make one change at a time. Though this is the slowest way to make changes, it is also the safest way.

The best way to begin is to come to the website <http://simcity.com> where you can exchange ideas with other members of the 'Mod community', including lists of files that can be modified, a detailed look at making HeightMaps for import, better solutions for version control (public domain SCM solutions) and other resources.

In general, the most commonly modified files will be the \*.xml files for general game constant manipulation (such as starting Simoleons), text and building data, and the \*.tga files for textures.

All of us at Tilted Mill and Electronic Arts had a great time making SimCity Societies for you and we hope you'll have an even better time playing it for many years to come. It's an honor to be bringing you the latest in a series that has given us so much enjoyment. We're really excited to see the cities you imagine come to life. Thank you for playing!