

# ARUT – Another Road Update Tool

## Summary

A tool to allow mass updates of a city or a map in Cities: Skylines

## Contents

ARUT – Another Road Update Tool .....	1
Summary .....	1
Options.....	1
Updates .....	1
Deletes .....	3
Services .....	4
Why or How would I use this? .....	4

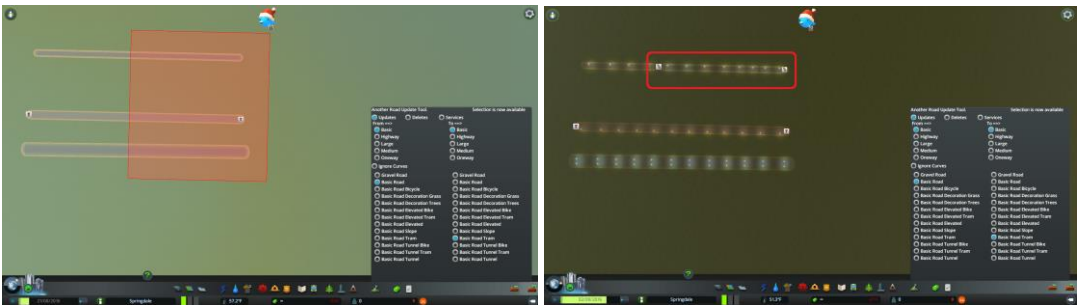
## Options

### Updates

These options will allow the user to select an area of their map and update an item of one type to another item. This is currently limited to road objects.

Review the images to see that while I selected all three road types only the Basic Road updated to the Basic Road Tram.

This does not handle the differences in Slope, Tunnel or Bridge without additional selection being made. So to handle Sloped, Bridged, or tunneled section you will need to select them separately.



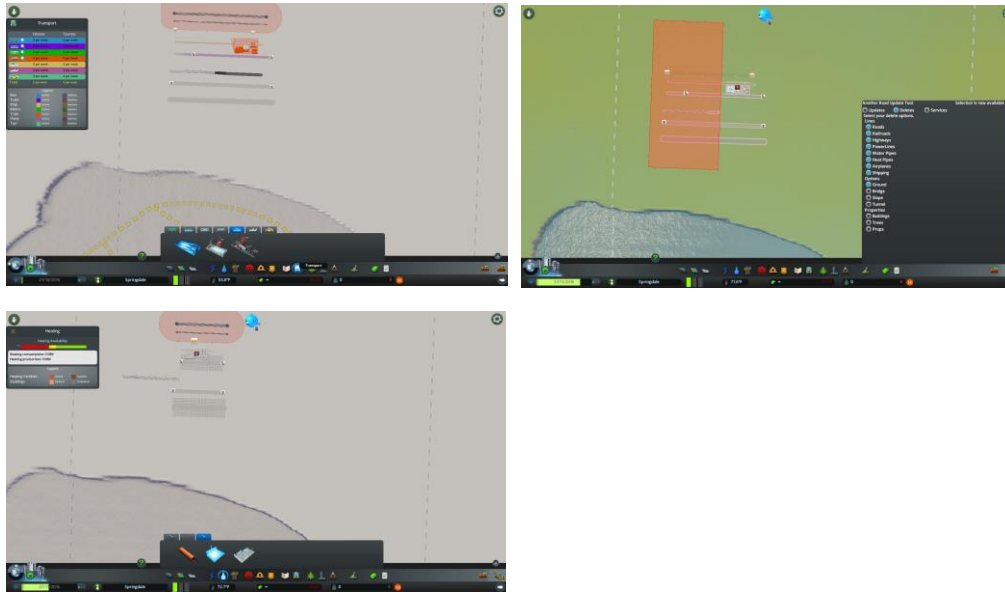


## Deletes

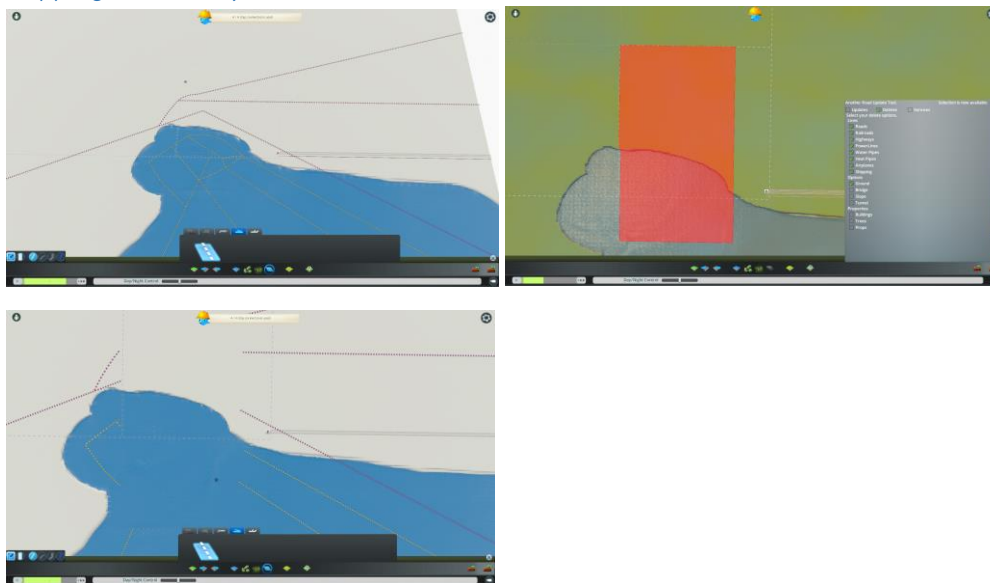
These options will allow the user to select an area of their map and delete the items of the type they selected. This is currently limited to road and Line objects.

I had only Ground option so only the ground segments deleted. Note: this included the water pipes.

I will show the Shipping and Airway lanes as well but in the Map editor as it shows the airways



## Shipping and Airway lanes

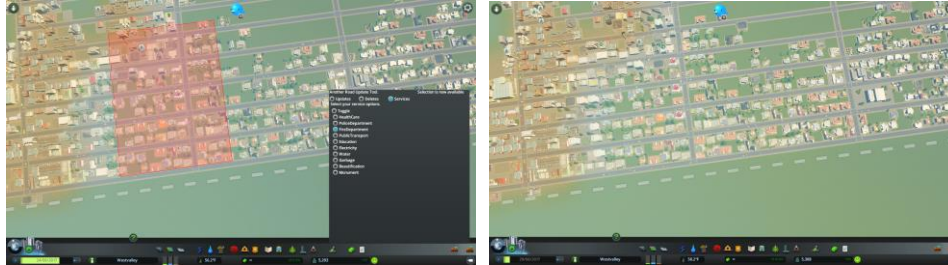


As desired the shipping and airway lanes under my selected area are deleted.

## Services

These options will allow the user to select an area of their map and update the selected Services to the option On or Off.

I had the Toggle set to Off so the two On services got shut off. The one service already off was ignored.



## Why or How would I use this?

So, I make perfect maps and test out road layout formats. My examples used my basic 60x60 grid, but to reach nirvana I use a Super Grid that has a roundabout intersect and a 40x40 basic road grid.

With this I can reach the best and fastest profitable cities and the happiest people.

Okay but why do you need a tool to help with this, you could have made the highways in a map and dragged out the roads.

That was too boring I made the grid and highways using ramp and Highway and dumped out my entire city in my map. Then I upgrade the ramps to basic road and then to bicycle roads.

I also use this with unlimited money and dump out all of my services, turning them all off was a total pain so that is why I made this.