

Network Addon Mod

Alternate Components Guide



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1 Preface

The Network Addon Mod version 31.1 (NAM 31.1) comes with a whole range of alternate models and texture sets. This document is a pre-installation guide to help you to pick the different NAM component texture and model alternatives with pictures of all alternatives.

1.1 Disclaimer

Users download, install, and run this mod completely and solely at their own risk. Maxis, the creators, and its individual contributors, are not responsible for any errors, crashes, problems, or any other issue that you may have if you have downloaded and applied this mod file to your game. Players should also expect that any future patches and/or expansion packs and SimCityscape may not function properly with the game if you have downloaded this mod and applied it to your game. The use of this document, the information within, and the Network Addon Mod is conditional upon the acceptance of this disclaimer and all that is within this document.

2 Complete overrides of standard networks

The NAM 31.1 comes with a range of alternative implementations of the standard networks. These completely override the underlying network, unlike starter-based networks like the Real Highway Mod or the Network Widening mod.

2.1 Maxis Highway Override / Project Symphony

The Maxis Highway Override, better known as Project Symphony, is a complete override of the standard highway system of SimCity 4. The crammed six lane highway network is replaced by a four lane highway network that resembles the Real Highway Mod.

Not only does this replace the entire draggable network; it also replaces the entire interchange system, which works together with the Real Highway's Modular Interchange System. Standard interchange components are **NOT** converted.



Project Symphony requires the Real Highway Mod to work properly. More information can be found in the [Project Symphony Manual](#).

2.2 Bullet Train Mod



The Bullet Train Mod is an override for the Monorail. It replaces the Monorail with a more conventional elevated high-speed rail network (not to be confused with the High Speed Rail Mod). The mod is named after the Japanese Bullet Trains (or Shinkansen, as they're called in Japanese) and it's designed to mimic this network.

2.3 Alternate Elevated Rail Implementation



There are also alternate overrides for the elevated rail network. These models have slightly different models and textures, plus this version also adds (optional) ground textures and fences.

This override comes with two texture varieties: Warm and Cool Color Concrete Concrete. The cool color is slightly bluer.

3 Euro Textures

The standard game and NAM comes with road textures in US/American style. These roads have characteristic yellow median lines, something that's not really common in Europe and in some other parts of the world too. The Euro Textures replace these textures with European/International styled ones with white lines only, and some other modifications too.

IMPORTANT NOTE: If you want to install the Euro Textures properly, please uninstall the old versions of the Euro Textures first.

3.1 Standard components

The Euro Textures completely override all standard components. As you can see, the standard double solid yellow line is replaced by a single broken white line:

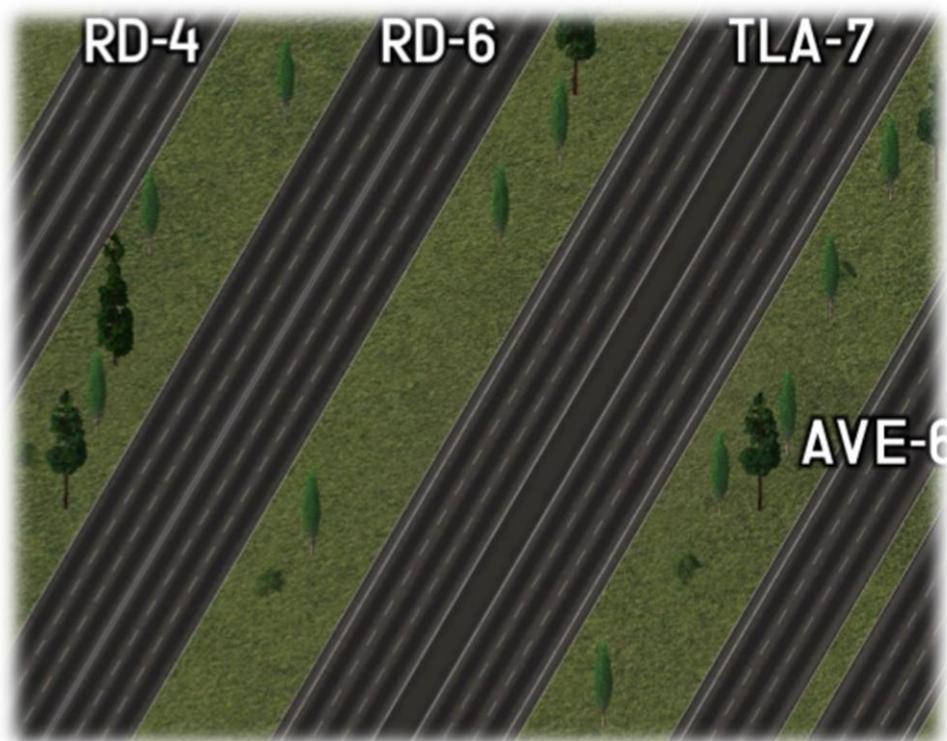
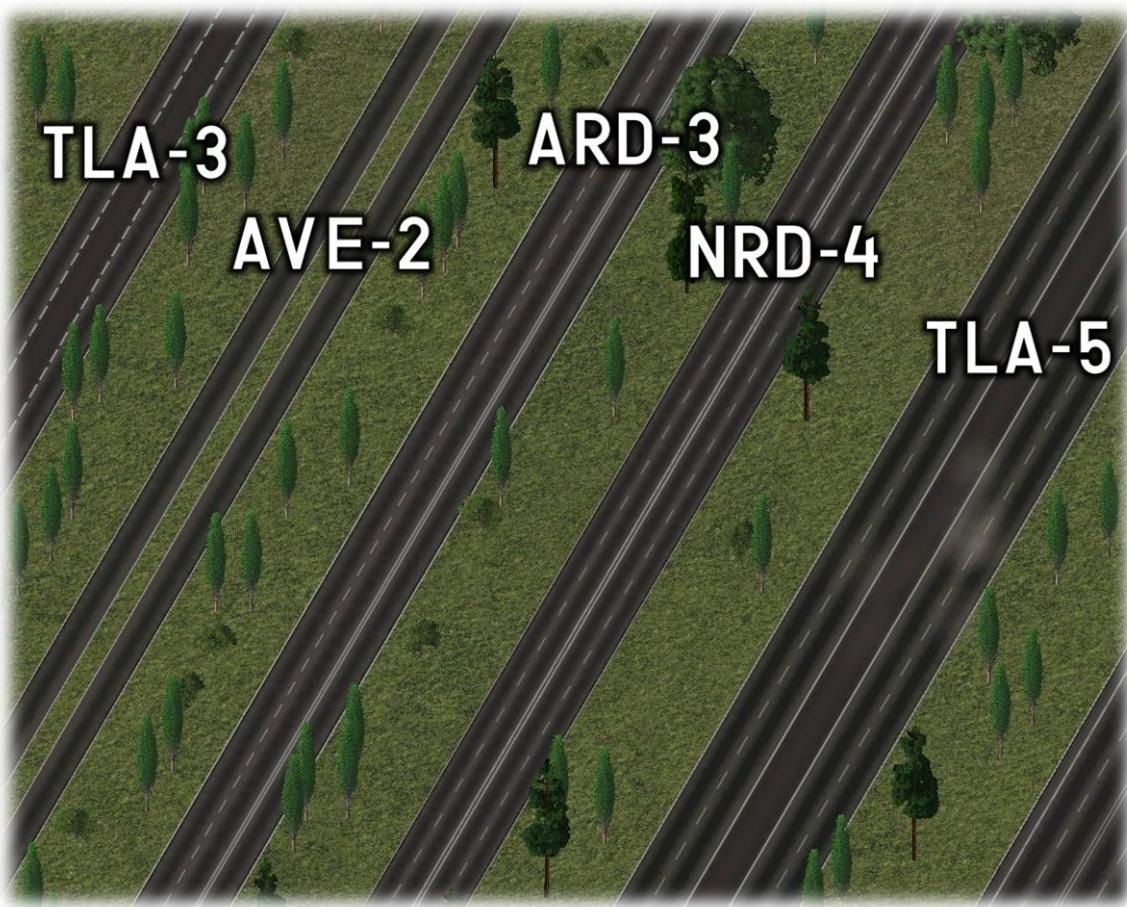


All NAM Core components also get a proper Euro replacement:



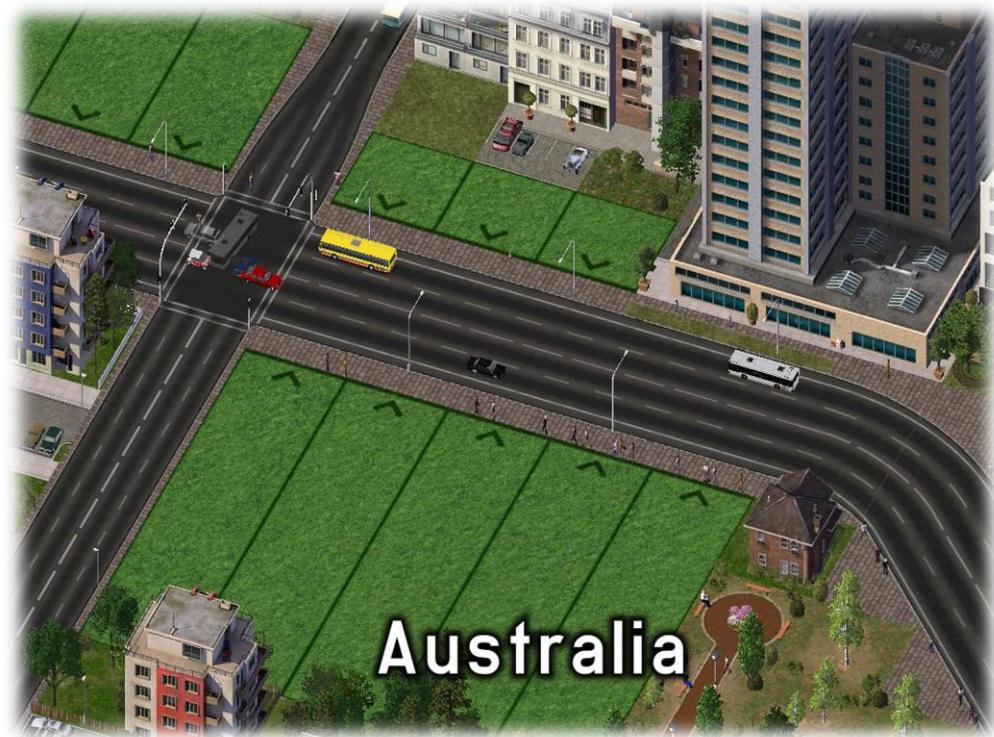
3.2 Network Widening Mod (NWM)

The Euro version of the NWM in general looks like this:



3.2.1 Alternative texture sets:

The following alternative texture sets are available:





3.3 Real Highway Mod (RHW)

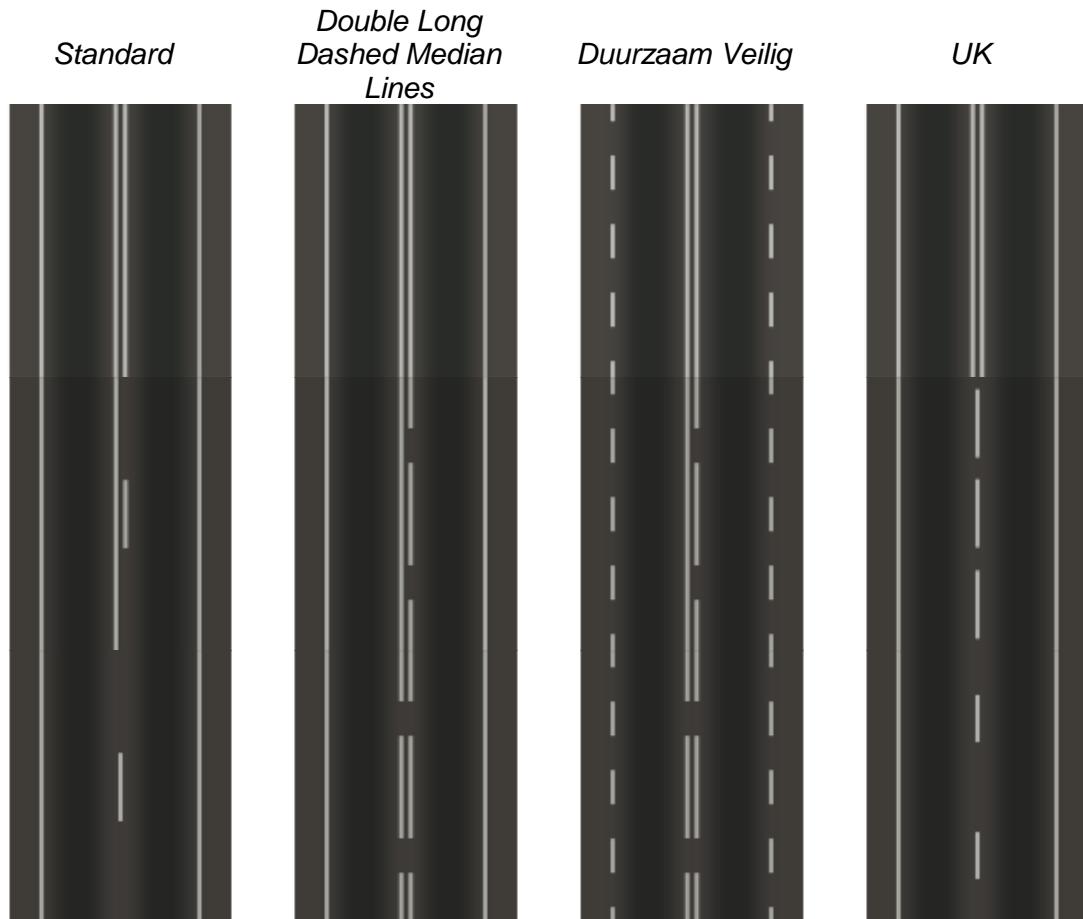
The Real Highway Mod gets a complete texture overhaul with the Euro Textures. A special Euro texture set is completely made from scratch. Below are a few screenshots of the texture set:



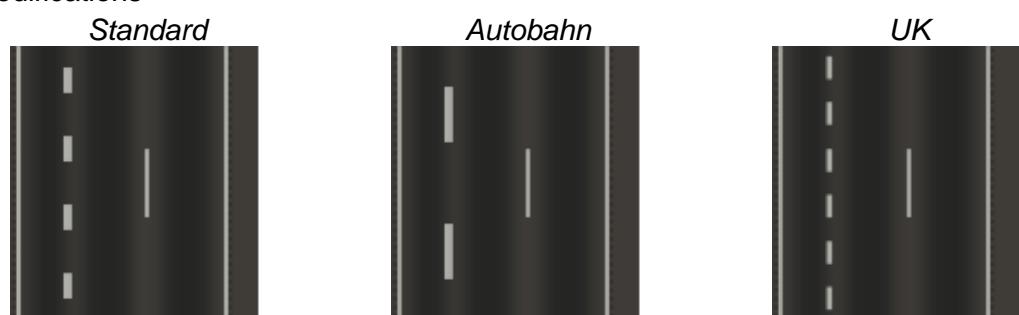


3.3.1 Alternative texture sets

- Double long dashed median lines for the RHW-2
- NL Duurzaam Veilig Texture set: replaces the outer lines of the RHW-2 and RHW-3 with a dotted line



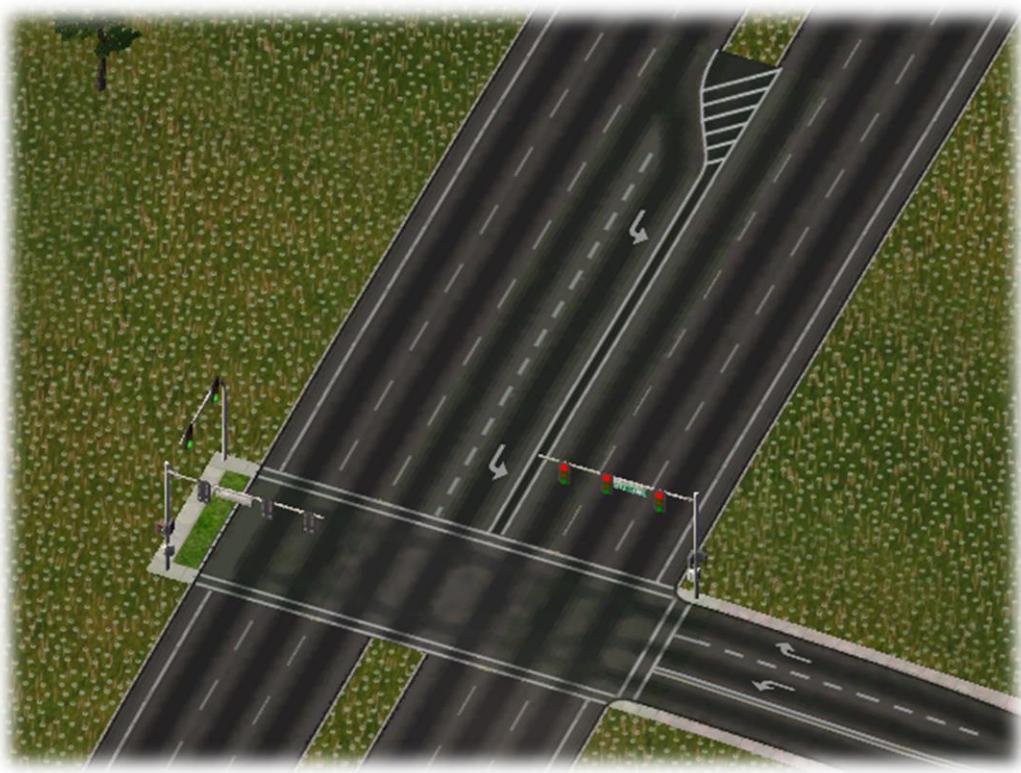
- Autobahn: makes the block markings twice as long for the cosmetic pieces.
- UK: makes the block markings thinner and shorter, along with other slight modifications



3.4 Turning Lane Expansion Plugin (TuLEP)

For the TuLEPs, the following alternatives are available:

- Standard



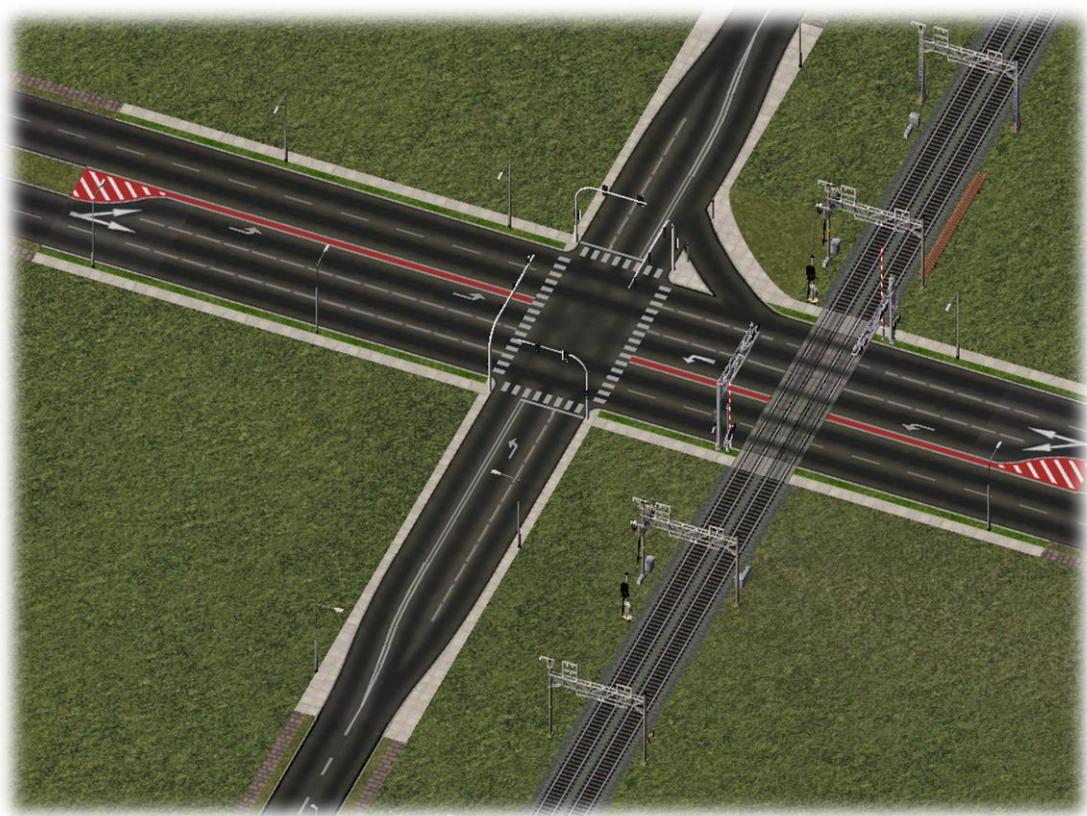
- Dexter UK Style:



- Riiga Style:



- Old NAM UK Style:



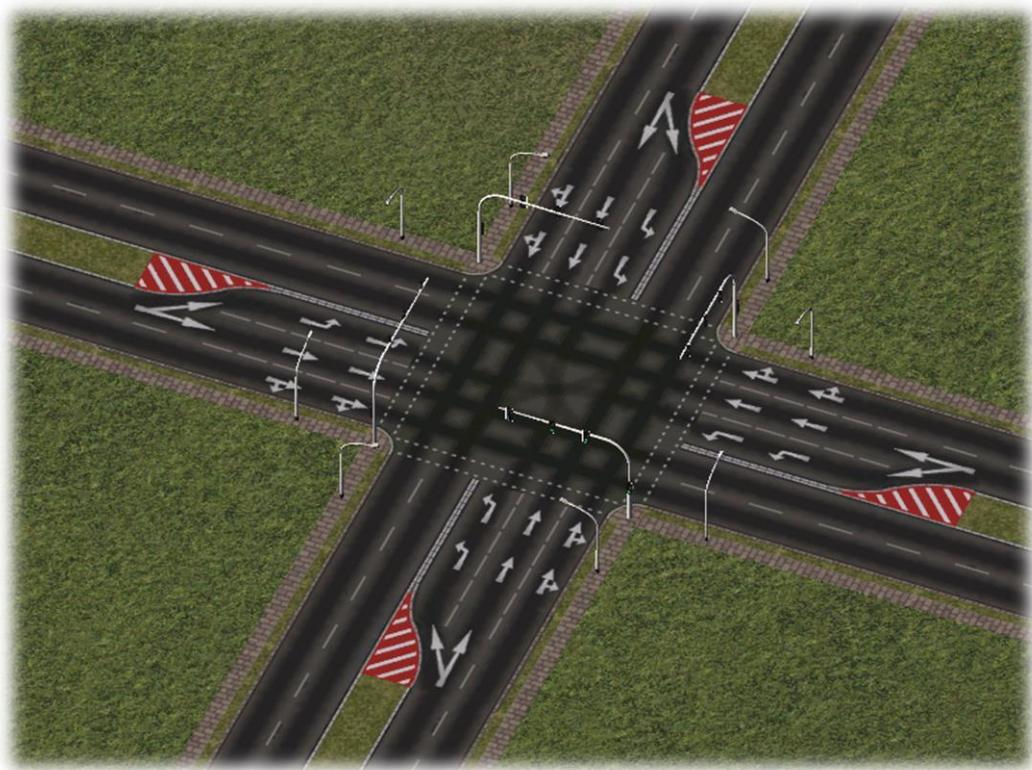
- MRTNRLN Style:



3.5 Miscellaneous components

The following miscellaneous overrides are also available:

- Old NAM UK Textures for the automatic Avenue Turning Lanes



- Road and Street Cul-de-Sac



4 Other Road Textures

4.1 Asphalt Maxis Highway Textures

The Asphalt Maxis Highway Textures are an override for the standard Maxis Highways. These textures are more similar to the other networks in-game and the RHW. In the US-version it also adds a yellow line at the median. An Euro-version is also available with only white lines.

Standard Maxis Highway textures:

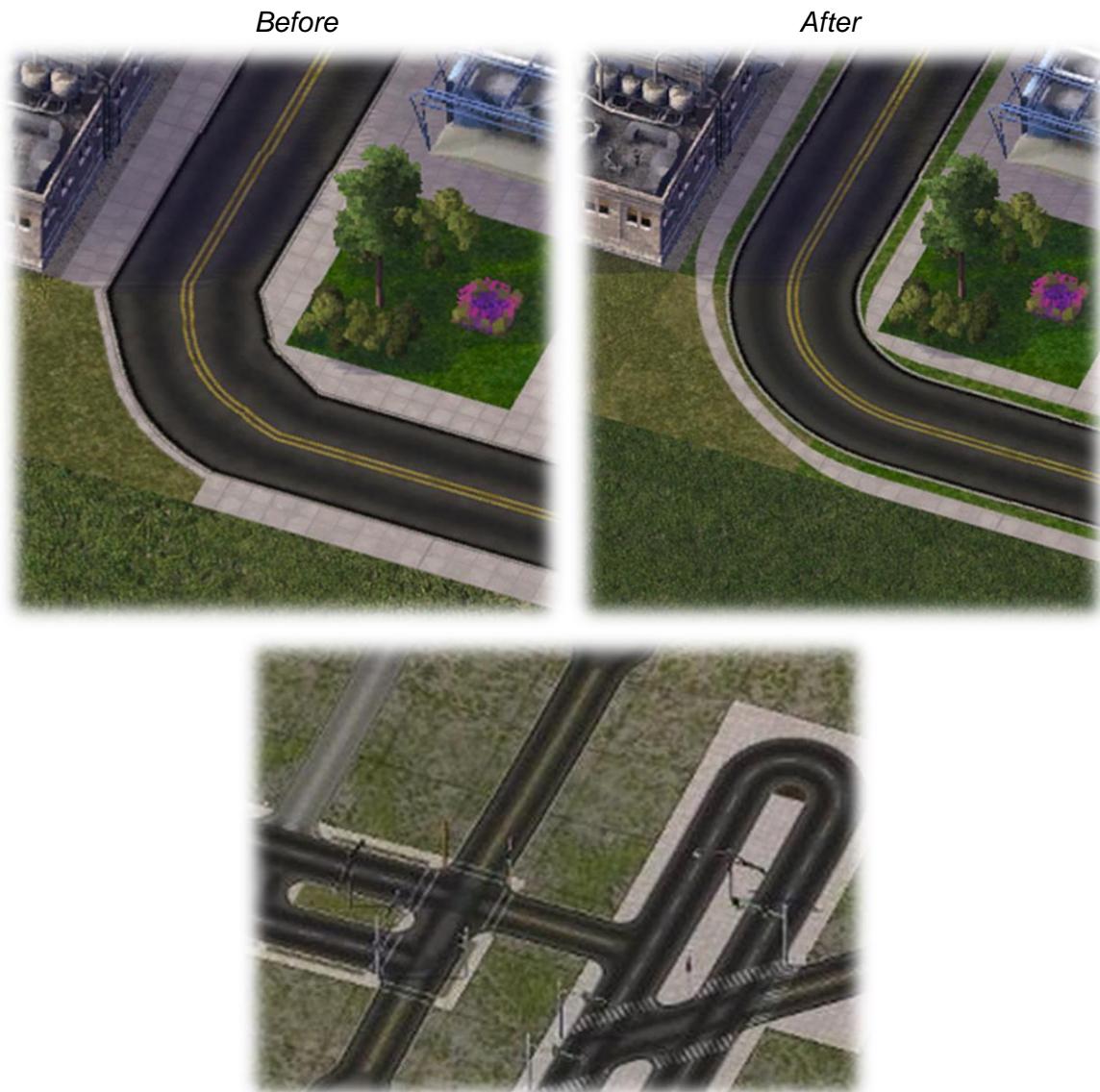


Asphalt Maxis Highway textures:



4.2 NAM Cosmetic Re-Texture Mod

The NAM Cosmetic Re-Texture Mod enhances the standard road textures to make them a little more smooth than the standard textures. This involves mostly curves and intersections. The original textures show edgy and sudden curves and angles, which the Cosmetic Re-Texture mod show more smooth curves.



NOTE: The Euro Textures include this Cosmetic Re-texture standard.

4.3 Painted Arrow Styles

The following painted arrow styles (for the TuLEPs and RHW Cosmetic Pieces) are included in the NAM 31.1:

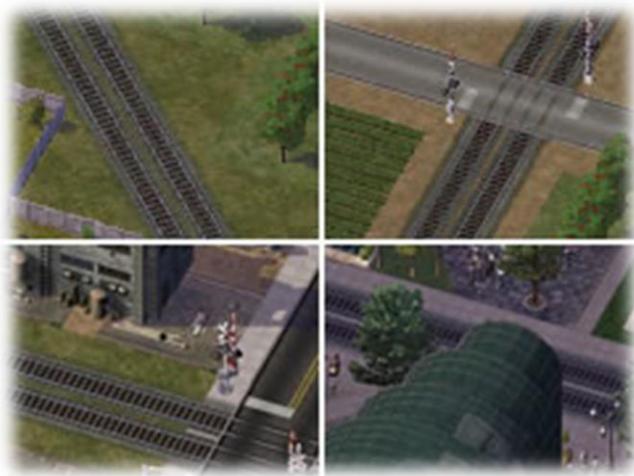
| | | | | | | | | | | | | | |
|-----------------|-----|--|--|--|--|--|--|--|--|--|--|--|--|
| 1. MUTCD | USA | | | | | | | | | | | | |
| 2. Australia | AUS | | | | | | | | | | | | |
| 3. Switzerland | CH | | | | | | | | | | | | |
| 4. Schellingen | BRS | | | | | | | | | | | | |
| 5. Denmark | DK | | | | | | | | | | | | |
| 6. Germany | DE | | | | | | | | | | | | |
| 7. Netherlands | NL | | | | | | | | | | | | |
| 8. France | FR | | | | | | | | | | | | |
| 9. Sweden | SE | | | | | | | | | | | | |
| 10. Belgium | BE | | | | | | | | | | | | |
| 11. Burghteland | RBU | | | | | | | | | | | | |
| 12. Imaginia | IM | | | | | | | | | | | | |
| 13. Ontario | ON | | | | | | | | | | | | |

5 Miscellaneous components and overrides

5.1 Rail textures

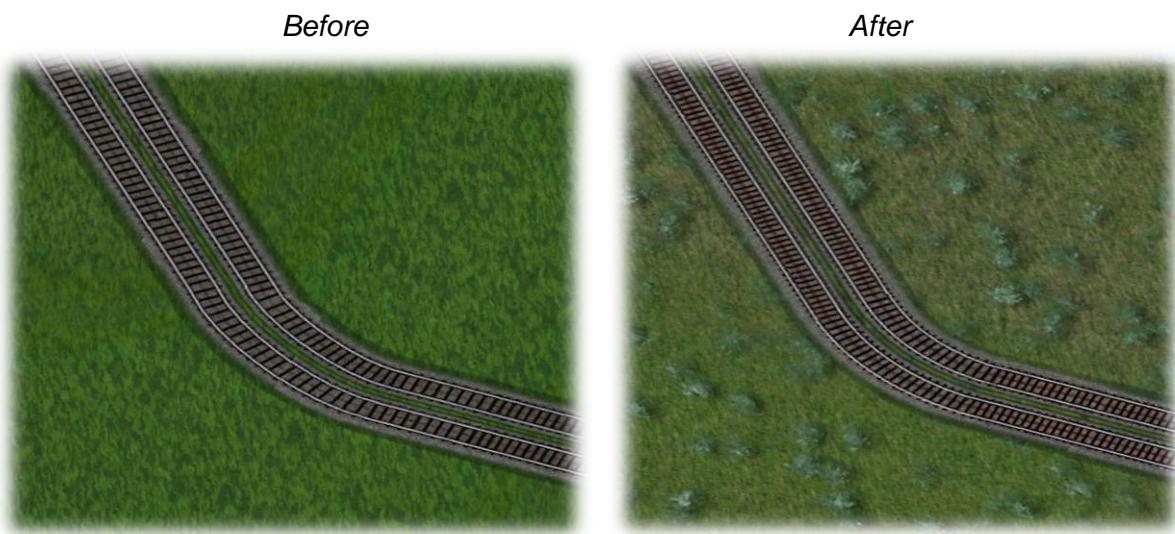
5.1.1 SFBT Rail Textures

This texture set contains a slightly darkened rail texture set, plus grass wealth textures for when railways touch zones:



5.1.2 Dedgren's Alternate Rail Textures

This texture set looks very similar to the original game textures, but with some slight dimensional modifications and some alternate switches:



6 Credits & Special Thanks

The following named members of Simtropolis, SC4Devotion, and SimCityPlaza are identified here for their special and varying contributions. Very special thanks goes towards them in the making, supplying, and/or supporting of this mod and/or its contents possible in one way shape or another:

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;-)