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Cities skylines scenarios left hand traffic

It would be really great for people like me who live in countries where roads (and railways) drive on the LH side so you can run the game in left-handed drive (LHD) mode. I don't know how hard it would be for CO to implement, but it would be worth improving, many countries have LHD: the UK, India, Japan, Ireland and Australia etc. it would be really great for people like me who live in countries where roads (and railways) drive on the LH side so you can run the game in left-wing drive (LHD) mode. I don't know how hard it would be for CO to implement, but it would be worth improving in many countries LHD: UK, India, Japan, Ireland and Australia etc +1 IT'D be so annoying when I route a left-hand drive and then have to change it all on the depot side otherwise the vehicle get stuck ↯ ↯ SO ANNOYING Why do you create a route left-handed drive? Since Cim has the right hand only it makes no sense, because I am from the UK where everyone drives left, which is normal for me so designing a left-hand drive and then have to change it to the front side of the depot otherwise the vehicle get stuck ↯ ↯ SO ANNOYING Why do you create a route left-handed drive? Since Cim has the right hand only it makes no sense, because I am from the UK where everyone drives left, which is normal for me so designing a left-hand drive route is normal for me because I am from the UK where everyone drives left, which is normal for me so designing a left-handed drive route is normal for me lol... I remember my first few attempts to do roundabout cim2 and I couldn't get them to work... then I realized I was going around in a clockwise motion, he just messed it all up.... took me a while to realize I had to do it anticlockwise but that's the reason they used LHD lol... I remember my first few attempts to do roundabout cim2 and I couldn't get them to work... then I realized I was going around in a clockwise motion, he just messed it all up.... took me a while to realize I had to do it anticlockwise but this cause them used LHD oh, that :) Yes I did the same thing, but now I put them in the right direction and they work much better than their junctions :) Red: RHD Blue: LHD In fact, LHD is not popular as RHD (about 28% of the total length of roads in the world using LHD), LHD is mainly implemented by a British colony / former British colony (e.g. Singapore)/ Country influence by the British (e.g. : Japan). It's great to have LHD CIM2, but more problems will be solved. First, CO will have to redesign the whole vehicle with the right driving version. In addition, all future DLC must have a 2 3D model set. One LHD and one RHD. In addition, multi-player will be a problem if player A uses rhd version and player B LHD version ... (Declaration: LHD user from Hong Kong) means of transport not all of its only a few vehicles have to be replaced to accept its non-game breaking and its acceptable because it would be one of those things that would make it so that a slightly better vehicle should not be replaced at all by its only a few vehicles to take recognition of its non-game breaking and its acceptable because it would be one of those things that would be a little better rhd vehicle LHD road would have a problem that the door is on the side of the road, at the side of the sidewalk and vice versa. Thank you for sharing the map. The Wikipedia page on the driving side (where is the map from, I think?) is actually quite interesting. Especially where it is about the history of each country's choice and a map showing which countries have changed from one side to the other: Red: Always driven on the right. Orange: At first drove to the left, but now drives right. Blue: Always goes left. Purple: Initially drove right, but now drives to the left. Not to mention that little section on how LHD is theoretically safer! In addition, multi-player will be a problem if player A uses rhd version and player B using LHD version ... I don't see that this is a problem because the game doesn't have to be basically left or right. If, as you suggest, each vehicle would have two copies, then all you need is something in the map/game settings to indicate which side is used. vehicles should not be replaced at all by its only a few vehicles to take to recognize its non-game breaking and its acceptable because it would be one of those things that would be a little better the vehicle should be replaced because the opening door of the bus etc must be on the other side as well! Well, if we want complete realism, there are also countries where driving is on the right, but trains usually stick to the left. France is such (except Alsace-Lorraine), as well as Switzerland. I grew up in Hungary, where (at that time) some (but not all) suburban trains (HEV) around Budapest, as well as the original subway, ran to the left - but now they all run right. I think some metro lines in Barcelona keep to the right, while others to the left. So to make things completely flexible, CIM should make the railway lines hand-picked player. This may be a little too much to ask from programmers, though... I really don't think this would add an awful lot of considered work that would be included. It would be really great for people like me who live in countries where roads (and railways) drive on the LH side so you can run the game in left-handed drive (LHD) mode. I don't know how hard it would be for CO to implement, but it would be worth the improvement many countries have LHD: the UK, India, Japan, Ireland and Australia and I understand why you would like to have a left hand in your hand cities in Motion 2, but unfortunately it would take a long time to add this feature. I'm afraid it's too big a function for us to start working. I hope you enjoy CIM2 yet! Well, if we want complete realism, there are also countries where driving is on the right, but trains usually stick to the left. Sweden is also; when the cars switched sideways, the rail did not comply. I understand why you would like to have a left hand to drive Cities for Motion 2, but unfortunately it would take a long time to add this feature. I'm afraid it's too big a function for us to start working. I hope you enjoy CIM2 yet! Surely this is just the case for mirror models? In any case, consider it not a sale. Yes, as a Brit, I don't like being looked down - I know it sounds nationalistic, but that's just the way I feel. Interested in Southern Victory mod ho4? Go here. Click here to find out what FOARP means. The fight for your freedom is also fighting for national freedom, the fight for your rights is also fighting for the rights of your country - because a free and equal country cannot create a group of slaves! - Hu Shi. Surely this is just the case for mirror models? In any case, consider it not a sale. Yes, as a Brit, I don't like being looked down - I know it sounds nationalistic, but that's just the way I feel. And I never understood why the British are still insisting on driving the wrong side - it must be horrible to see every day thousands of ghost drivers: laugh: Hopefully CO won't go bankrupt because it's a non-made-sale: rofl: If entire maps were flipped, it would change the traffic flow significantly on Page 2 and you have to be a really serious person. Bad drugs? Your wife left you? What can we help? Focus on the game, not what I do or not. Enjoy your life. And congratulations to your parents. Most of these countries chose to drive left is that as you sat on the right side of your carriage or on your horse you can draw your sword in order to defend yourself, something you couldn't do sitting on the left side (unless you're left). This mod adds Parking Roads - 60° Parking - Right Hand Traffic Cities Skylines.Authors For those of us who drive on the right side of the street! The British/Japan version can be found here: lot roads are several roads used as parking lots, in addition to several functional parking markers specially designed to work with these (and other) roads. This is an extension to this set, adding additional 60 degree parking markers. Everything in this package can be found on the Roads menu on the Maintenance tab. There are several needs to use this package, it is not designed to be a separate solution. – Road anarchy, It is necessary to put parking markers. - Traffic manager (or Rush Hour) with improved parking AI enabled, recommended because builtin behavior of parking will mean custom parking will receive very little benefit. – Move It!, it is recommended to fine-tune the layout of the parking markers. – Car park roads, this extension to the Parking Lot Roads package, do not need to be subscribed to, but these car parks have been designed to be used with it. Presented in this package-Single Parking Markers 1×1 Single 1×1 Parking — Special Parking Markers 1×1 Handicapped 1×1 Diagonal End Cap, Left 1×1 Diagonal End Cap, Right Row Parking Markers 4×1 Parking-Double Row Parking Markers 3×2 Parking Details, Please refer to the Parking Roads Pack here: install this mod: download archive with Parking Roads - 60° Parking - Right Traffic Mod, unzip it and move files (mod folder or mod.dll) to folder C:/Users/USERNAME/APPDATA/Local/Colossal Order/Cities_Skylines/Addon/Mods/Note! Unzip the asset (assets.crp) into the Assets folder, Maps to maps and color corrections (colorcorrection.crp) in the ColorCorrections folder. Folder.