



# SIM CITY 2000<sup>®</sup>



## Quick-Start Guide

### Macintosh Edition

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Supports: LC, Performa, II, Centris and Quadra series; Color Classic; PowerBook (160, 165c, 180, 180c, Duo 210, 230); Runs in either Power Macintosh native or emulation mode

8 MB RAM (or 4 MB RAM plus Virtual Memory. See the instructions for turning on Virtual Memory a little later in this addendum.) Hard disk drive (at least 4 MB free)

Color monitor with 8-bit graphics (256 colors)

System 7.0 or above

Requires SimCity 2000 for Macintosh

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#### To Install SCURK

Both SimCity 2000 and SCURK must be installed to your hard drive before you can use SCURK.

1. Put Disk 1 into your drive. It will open automatically and have the label "Urban Renewal Kit Disk 1."
2. Double-click the "Install the Urban Renewal Kit" icon.

The installer looks for the folder on your hard drive that contains SimCity 2000, and asks if you want to install SCURK to this folder or to some other folder. We recommend that you install SCURK to the suggested folder. Click the Install button when you're ready. You can put this time to good use by filling out your registration card. Don't walk away, because you'll be prompted to insert the second disk before you know it.

SimCity 2000 must be updated to use SCURK graphics. The updater will start automatically after installation. Just follow on-screen prompts (there won't be many). If you have more than one version of SimCity 2000, update the version you currently use. (Power Macintosh users should update the PPC version.)

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## System Requirements

## Installing and Starting SCURK

## Setting Virtual Memory

### To Start SCURK

Double-click on the SCURK icon, and you're on your way.

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Macintosh computers that use the 68030 processor (or above) can use some of their hard drive space as additional RAM. This allows you to run SCURK even though you may not have enough memory. Here's what you do:

1. From the Apple menu, open your Control Panel.
2. Double-click on Memory. (The icon looks like a little computer chip.)
3. Click the On button under 32-Bit Addressing if you have it. (If you don't have this feature, don't worry about.)
4. Click the On button under Virtual Memory.
5. Click on the up or down arrows in the Virtual Memory section to change the amount of memory you will providing. The number in the box labeled After restart is the total amount of RAM which your Macintosh will use. (If you don't have enough room on your disk for virtual memory, it will say "Not enough room on disk.")
6. Close the Memory window and Control Panel.

Restart your computer by going to Desktop, opening the Special menu and clicking Restart. You must restart your computer to make this additional memory available.

### A Few Notes about Virtual Memory

1. On some Macintosh models, Virtual Memory is treated as an extension, and is turned off if you hold down your shift key when you turn your computer on.
  2. It's possible that either 32-Bit addressing or Virtual Memory may interfere with a few older programs. If this is the case, open your control panel, double-click Memory and turn these items off. Then restart your computer.
  3. Since Virtual Memory is really hard drive space, it's not quite as fast as actual RAM.
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## Using New Graphics

Creating graphics is fun, but it's even more fun when you can give your work to your Sims. Here's how to do that:

1. Newer versions of SimCity 2000 have an item in the File menu of the City window called Open Object Set..., which is not mentioned in the manual. The SimCity 2000 Updater adds this menu item to earlier versions of SimCity 2000.
2. Open the File menu of the City window, select Open Object Set... and find the artwork you've created. (If you save your SCURK files to a folder called SC2K ART or some such, your work will be easier to find.)
3. Double-click on the file to load it into your city.

Your Sims will thank you for it.

## Copy and Paste

The copy and paste functions of SCURK for Mac are a little different than as described in the manual:

1. If you use the Copy tool alone (or select Copy from the Edit menu), the Copy tool becomes a cut too. You actually remove the area you outline from the object.
2. To copy without cutting, hold the Option key while using the Copy tool or the Copy function from the Edit menu.
3. Hold the ⌘ key and mouse key at the same time to turn your paint brush into the size and shape of what you have cut or copied.

The copy and paste functions have been compined into one button.

In all cases, Rotate, Flip Horizontal and Flip Vertical work with what you have cut or copied.

## Palettes and Color Cycling

SCURK allows you to copy objects and use what you copy in other graphic and paint programs. This lets you use the tools of these paint programs. However, color cycling is not imported with objects copied into these paint programs. Also, color cycling will not return if artwork is pasted into SCURK.

Color cycling will remain intact if you copy and paste from one object to another object within SCURK.

## **Large Monitors and SCURK**

If you have a monitor larger than 13", you may have to set your memory partition higher than the default setting to get a full-screen SCURK window. To do this, click once on the SCURK icon, then open the Finder's File menu and choose Get Info. Change the number in the application Minimum Memory Size box from 2500 to 3500, then close the Info window.

## **Small Monitors and SCURK**

On some small monitors, parts of Paint the Town will always extend beyond the edges of the screen. To use those parts, you'll have to move the Paint the Town window itself. Use your mouse to grab any part of the "sheet-metal" background. Move the window up to view and use the Object Selector, to the left to display the entire Drawing area, and to the right to see the full palette and large view window. All other windows in SCURK can be re-sized to fit on the small screen.

## **The Manual**

Keep both the SCURK and the SimCity 2000 manuals handy. In addition to extensive (but quick, easy, entertaining and fun) tutorials, there is a very complete reference section covering every button and window, a lot of inside-the-simulation information, and some city-inspired artwork.

## **Finally**

Check out the Readme file for any late breaking corrections, interesting tidbits and handy hints.