

Subject: Indiana FC Regional Update 11/29

Hello Teachers, Students, Engineers!

We hope you all had a great Thanksgiving holiday. Time is getting close for the first deadlines for Future City. Please see some reminders and hints below.

We wish you all well and thank volunteer teachers and engineer-mentors for all your efforts.

Now for the news from your Indiana Regional Committee...

1. Help Session #2 tomorrow on Channel 56 12:00 & 6:30 pm for those in the Ft. Wayne Comcast viewing area

2. Deadlines in December
(5 pts. for late submissions on any of the following)

Wednesday, December 14, 2005 at 5:00 pm: Team registration (at website: www.etc.ipfw.edu/fcc)

Wednesday, December 14, 2005 at 5:00 pm: SimCity Disk submission via Indiana website (at website: www.etc.ipfw.edu/fcc)

Also a mailed, postmarked (by Dec. 14) CD or floppy disk for each city and a copy of the computer score sheet pg. A-41 filled out correctly for a "free" 20 pts.
Include on the CD or floppy name of city, school, and student names.

CITY NAMES CANNOT BE CHANGED AFTER THE ABOVE SUBMISSIONS!!

Optional: Include SimCity Inventory to help judges find your city features. Find this on the website: www.etc.ipfw.edu/fcc

3. Hints for your SimCity Disk Design:

How to get the most points:

Fill out the score sheet that goes with your mailed SIM City disk design on page pg. A-41 with directions on page A-42.(worth 20 pts)

Check your city against what the judge's will be looking for on the judge score sheets (you don't fill these out..the judges do!)

Page A-53 score sheet in the Teacher/Mentor Handbook: (80 pts.)

Page A-55-57 rubric in the Teacher/Mentor Handbook

TOTAL POINTS POSSIBLE FOR SIMCITY DESIGN: 100 PTS

Here are some hints/tips from the Washington Regional Director who graciously is sharing them with all teams.

Tips for saving your city:

Best way to save is to save on your hard drive first and then copy to a CD or floppy.

SimCity will default to save in strange locations, such as on the program CD-ROM or buried way down on the C drive.

SimCity will only save into a folder, so if you want to save directly onto a floppy disk, you'll need to create a folder on the disk first. We do not advise this.

If you try to save to a location that isn't available (i.e. to the floppy drive but there's no disk in the drive), SimCity may appear to save correctly, but it's actually saving to some previously used directory on the C drive and the file may not be where you think it is!

Troubleshooting and Recovering Lost Files:

If you get an error message that "City Save Failed", it's probably because you're trying to save to a read-only CD-ROM drive.

If you can't find your saved city, try looking in the folder C:\Program

Files\Maxis\SimCity 3000 Unlimited\Apps (this is a common default save location).

If you still can't find your file, use Windows to search the entire hard drive for your file name.

Tips for a slow computer:

Although the animations and sounds are really great in SimCity 3000, turning them all off will allow the program to run faster on older and slower computers. The settings below will give the best performance for slow computers...

Set "Traffic Visible" to OFF

Set "Sims Visible" to OFF

Set "Other Animations" to OFF

Uncheck all "Sounds"

"Screen Resolution" will be determined by your monitor and graphics card. A higher resolution will let you see more of the city at the same time, but a lower resolution may make it run faster.

Occasionally you may want to turn the animations back on to see the traffic and the Sims. This program has great graphics, especially when you zoom in!

Some last minute "checks" on SIM City for a chance at extra points:

Click on [Meet] and check with each of your advisors. If there are any negative comments from any of them, try to do things to correct that.

Although you may have been selling power and water and garbage disposal to your neighbors to make money, if your pollution is borderline, and your city can now survive on it's own without the extra income, consider canceling these deals so that your pollution can decrease.

If the city budget can afford it, lower your tax rates. Also look at canceling unpopular ordinances that you may have needed at one time for extra income. Take every step you can to make sure your city is a happy wonderful place when you turn it in. You may have had to have neighbor deals, unpopular ordinances, and/or higher taxes to get off and running, but maybe now your city can do without that. Or, maybe you have enough cash reserves that your city can do without it for at least a few decades right before you turn it in to the judges!

Query your Power Plants, Incinerators, Recycling Centers, Water Pumps, Water Towers, Water Treatment Plants, and so on. All of these major utility items have a limited life. If any are getting old, you should replace them now so that they don't fail while the judges are reviewing your city.

If you've changed the "landscape", "trees", or "building" options so that they appear differently, you may want to go into [Change Settings & Exit] and then [City Options] and set them all back to the default (far left option for each). The judges have a lot of cities to review, and they may accidentally miss your factories or other important buildings if yours don't look like what they are use to seeing on all the other cities.

Don't confuse the judges! Make sure the "City Name", the File Name on the disk, and the Future City name on your Computer Score Sheet are all the same.