Tailor your Traffic Density!
by the Rhythmosaur 02/2015

What this Mod does:

This is a very very simple Mod. It can be used on ANY map, with ANY traffic package, and most likely even with older Versions of ETS2.

The file inside this Mod defines:
- how much RUNNING traffic AT MAXIMUM shall be loaded onto the map at any one time,
- up to how much OUT OF THESE may be trucks AT MAXIMUM.

It does NOT:

- define, what traffic pack to use; it uses whatever you installed
- define, what truck shows up in what country. If you're interested in that, dive into JazzyCat's Russian Traffic Mod.
- define, how much traffic is deployed at night. The simulation has a built in modifier that reduces traffic at night and maxes it up at rush hour – which is a good thing.
- has about no influence on parked traffic. I noticed on the Channel Train, it actually has an impact on the static trucks on the train; as you reduce the truck count, you get rather lonely there. But in Aarlbourg or St. Petersburg Harbour, for example, it seems to have no effect whatsoever.

How to use this Mod

This Mod gives you two choices how to benefit from it:

Either you can use ONE (and only one at a time !) of the preset Mods contained in this package and try which one suits your purpose.

OR you can pick one mod and manually adapt it until it suits you. This is a very simple procedure, all you need is the free 7-Zip programm and an editor like Notepad. No advertisement, no Premier Membership, no Pro Version that you are urged to update to and pay for, no nagging, no strings attached.

Then you just change one or maximum two numbers in the Mod and your done for the next try.

Easy approach – „Just tell me what file to use!“

The file names all end in two numbers, 50x10 for example.

Meaning:
Maximum 50 units in total and
Maximum 10 out of 50 can be trucks; trailers don't count.

This means in the extreme and unlikely cases:
50 Cars
or
40 Cars and 10 Trucks solo
or
40 Cars and 10 Trucks and 10 Trailers;
in this case a total of 120 individual license plates.

There is a maximum number of licence plate slots, and if running out of slots (see game.log.txt) has an impact on performance, I cannot tell, because I can't kick my system that high.

If you don't want to dive into details, chose one of these files and see how your system handles it.

Still want more traffic? Then try the next preset.
Low FPS and or CTD? Try a lower preset.

Notice that trucks require more resources, because they are patched together with random accessories and can have a trailer. Their physical seize also requires more poligones, thus more RAM.

The Tailor it yourself approach:

First try one of the preselections and get a feeling if you need more or less density, more or less trucks and so on.

Then open the chosen Mod, open the folder and the contained traffic file. (assign your editor to sii-files and SCS-files to 7-zip if you're doing this for the first time), and there we go:

From this whole file, you are (so far) only interested in these two lines right at the top:

max_vehicle_count: 50   #   Total   AI   vehicle   count   limit   (including   trucks)
max_truck_count: 20   #   AI   truck   count   limit

Change the numbers at your gusto (and at your risk), save, fire up the simulation and see what awaits you. Simple as pie.

Happy experimenting,

The Rhythmosaur.

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