Hello. If you're reading this, I'm already dead. Which means… you're the last hope. You must balance the electrical facilities of Cities: Skylines, before it's too late!

Power Generator is a simple C# program which can generate mod files for Cities: Skylines. These mod files will alter every relevant property of every electrical facility in the game. All you have to do is tinker with the Excel file, then click Generate in the program, and it will spit out a new power mod tailored to your specifications. You can even modify custom facilities created by the Asset Editor!

Have fun!

plushpuffin@wwddfd.com

Using the utility

1. Enter the path to the Excel file, or click Browse to navigate to it.
2. Enter the name of the sheet to read from in the Excel file (default is “BUILD”).
3. Choose whether you want your mod to be minimal or complete. If you check the checkbox to include only changed fields, then fields which are the same between the BUILD and DEFAULTS sheets will not be printed to the mod (because there's no need to do so).
4. Enter a name for your mod (e.g. “My Power Mod”).
5. Enter a unique namespace for your mod (e.g. “MyPowerMod”) - only letters are allowed, no spaces or other characters.
6. Enter a long description for your mod. What did you change? What makes it special?
7. Click the Generate button. The customized mod files will be saved to the output directory that you choose (the file name you enter is ignored). You should be saving to:
   C:\Users\YourUserName\AppData\Local\Colossal Order\Cities_Skylines\Addons\Mods\MyPowerMod\Source
8. Launch Cities: Skylines, enable your mod (if necessary), then load a city and start playing!

Sheets in the Excel file

- BUILD – Your power plant customizations.
- WIND – Details on the wind power plant from the BUILD sheet, showing its stats over a variety of wind speeds.
- AWND – Details on the advanced wind power plant from the BUILD sheet, showing its stats over a variety of wind speeds.
- HYDRO – Details on the hydroelectric power plant from the BUILD sheet, showing its stats over a variety of water flow possibilities.
- DEFAULTS – These are the default stats from the current version of the game engine. ***Do not change any values on this sheet!***

Columns on each sheet

- ✔ Listed on the next few pages are the columns on each sheet.
- ✔ Do not modify the column names (row #1). They must match what the utility expects.
- ✔ Normally, you should modify only columns E through Z.
- ✔ For the Hydroelectric Power Plant, you should modify columns C and D, but not G.
- ✔ Columns AB through AM are calculated from the values of columns A through Z, and they exist purely for your viewing pleasure. Do not attempt to modify them!

A	name	Name of the power plant.
B	[variance]	Blank on the BUILD and DEFAULTS sheets, this is a number between 1-8 for the weird power plants (wind, advanced wind, hydroelectric) so that you can see their varying levels of productivity.
C	$/cell	For the Hydroelectric Power Plant only, this is the construction cost per cell, in dollars ($).
D	# cells	For the Hydroelectric Power Plant only, this is the estimated number of cells to be built. This value is used only to compare its costs against the other power plants on the spreadsheet, and has no effect on anything. Set it to the average/estimated size of your dam.
E	cellLength	Vertical size of the building, in # of cells.
F	cellWidth	Horizontal size of the building, in # of cells.
G	constructionCost	Initial cost of constructing the building, in actual dollars ($). Note that you should NOT modify the constructionCost of the Hydroelectric Power Plant directly, as it is not used.
H	maintenanceCost	The maintenance cost per week, in dollars ($).
I	electricityConsumption	This is 0 for all power plants, since they produce power. I included it as a column in case you want to make a power plant that for some reason consumes power as well as produces it. For example, you could have a wind power plant that has a steep cutoff in productivity below a certain wind speed because it consumes some power (untested).
J	electricityProduction	How much electricity is produced at maximum funding and maximum variance, in megawatts (MW).
K	pollutionAccumulation	The amount of ground pollution produced by the plant per week.
L	pollutionRadius	The radius of the ground pollution produced.
M	noiseAccumulation	The amount of noise pollution produced by the plant per week.
N	noiseRadius	The radius of the noise pollution produced.
O	waterConsumption	The amount of water required by the plant per week.
P	sewageAccumulation	The amount of sewage produced by the plant per week.
Q	garbageAccumulation	How much garbage is produced per week.
R	resourceType	The type of resource used (Coal, Ore, Oil, Petrol, Wood, Grain, Lumber, or None). Coal & Ore are identical, as are Oil & Petrol.
S	resourceConsumption	How much of the resource the plant consumes per unit of time.
T	resourceCapacity (weeks)	How many weeks the plant can run at full funding starting at maximum capacity before it exhausts its resource and shuts down. If the plant doesn't consume any resources, you can just put 0 here.
U	fireHazard	Likelihood of the building catching fire.
V	fireTolerance	The building's resistance to fire (hit points while on fire).
W	uneducatedWorkers	The number of uneducated workers required to run the facility.

X	educatedWorkers	The number of educated workers required to run the facility.
Y	wellEducatedWorkers	The number of well-educated workers required to run the facility.
Z	highlyEducatedWorkers	The number of highly-educated workers required to run the facility.
AA	(blank column)	Everything past column AA is calculated from columns A-Z and is displayed for your convenience only.
AB	Area=	The length × width of the building.
AC	Total $ year 1=	Short-term cost. Total cost over the first year. This is the initial cost of construction + 1 year of maintenance.
AD	Total $ year 10=	Medium-term cost. Total cost over the first 10 years. This is the initial cost of construction + 10 years of maintenance.
AE	Total $ year 100=	Long-term cost. Total cost over the first 100 years. This is the initial cost of construction + 100 years of maintenance.
AF	W/$ year 1=	Short-term power production efficiency for the first year. Initial cost plays a large role here. The higher the number, the cheaper the plant. This is shown in watts to avoid fractional numbers.
AG	W/$ year 10=	Medium-term power production efficiency for the first 10 years. The maintenance cost starts to overtake any impact of the initial cost. The higher the number, the cheaper the plant. This is shown in watts to avoid fractional numbers.
AH	W/$ year 100=	Long-term power production efficiency for the first 100 years. Initial cost is dwarfed by maintenance cost over the time frame involved. This is essentially the limit of the plant's efficiency over an infinite time frame. The higher the number, the cheaper the plant. This is shown in watts to avoid fractional numbers.
AI	Ground Pollution/GW=	How much ground pollution is produced per gigawatt generated. Calculated across the whole circular area of effect.
AJ	Noise Pollution/GW=	How much noise pollution is produced per gigawatt generated. Calculated across the whole circular area of effect.
AK	Water/GW=	How much water is consumed per gigawatt generated.
AL	Sewage/GW=	How much sewage is produced per gigawatt generated.
AM	Work/GW=	How much "work" is required per gigawatt generated. I weighted this so that educated workers count for 2 uneducated, well-educated count for 3 uneducated, and highly-educated count for 4 uneducated.