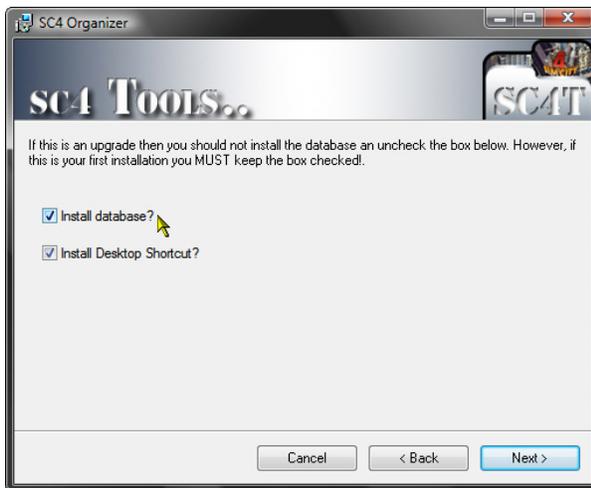# SC4 Organizer Setup Guide..

How to get started..

Summary

What follows is a Setup Guide for the **SC4 Organizer**; it concerns only full, first-time installations (updates will be covered briefly at the end of this post). This document can be downloaded from the SC4 Tools site in PDF format.

Prerequisites

To begin with, you install SC4 Organizer like you would any other application. When prompted for the installation folder location, it is best to keep the default: the Organizer does not take up much room, even with a fully populated database.

During the first time installation, you **must** install the database, even if you plan not to use it later.

Please note: The installation may download one or two must-have components from Microsoft directly before proceeding with the process of putting the Organizer on your machine: **.NET 3.5**, and **Microsoft .NET Report Viewer**. Uninstalling the Organizer will not remove these components.

Before you run the Organizer for the first time, please consider the following:

1. Its development and design is aimed at those users who use DAT Packer - a lot - and thus tend to pack and unpack large amounts of custom content regularly; if you don't plan to use BSC DAT Packer, the Organizer can do little for you and you might be better off downloading some of our other tools & utilities.
2. If you do use - or plan to use - DAT Packer and/or BSC Cleanitol, it is best if these two nifty utilities are already installed and, in the case of DAT Packer, a folder called Plugins_Compressed already exists within your Plugins folder structure - even if it is empty (see below)
3. If all you need is to keep track of your custom content installations, get the Download & Installation Catalogue (DIC) - it is the better tool for that particular task.
4. You must have full administrative rights over the (My) Documents folder, as well as over the Program Files\eu-Contractor folder;
5. You also must have the correct permissions to read and write to the Software Registry

Starting the Organizer


Organizer Setup Details
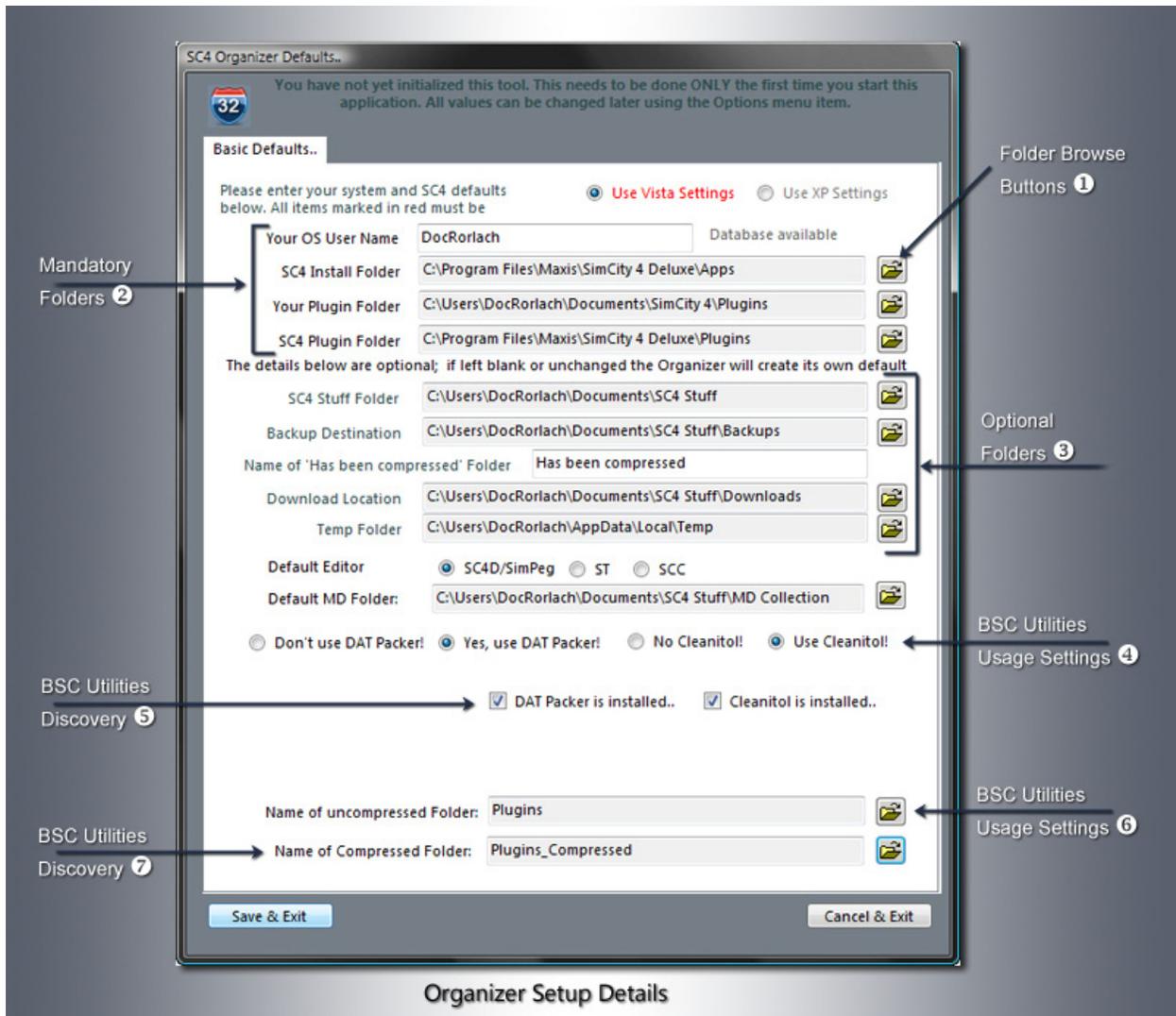
When you run the Organizer for the first time, you will be prompted to start the initial setup; the application cannot run without that. Click **OK**, and you will see the screen shown above.

The base values, such as drive, and whether it is Documents or My Documents, will vary depending on OS and installation defaults for your PC.

The only field you can type in directly is the user name: If Windows filed your documents folder as *Users\JoeB\Documents* (Vista), or "Documents and *Settings\JoeB\My Documents*, then your user name is JoeB. Enter it as such, and the rest of the top folders will fill themselves.

Please remember that all fields, except for the user name, are read-only: you cannot type here. You must use the adjacent button to pick up the folders as needed.

Mandatory Entries
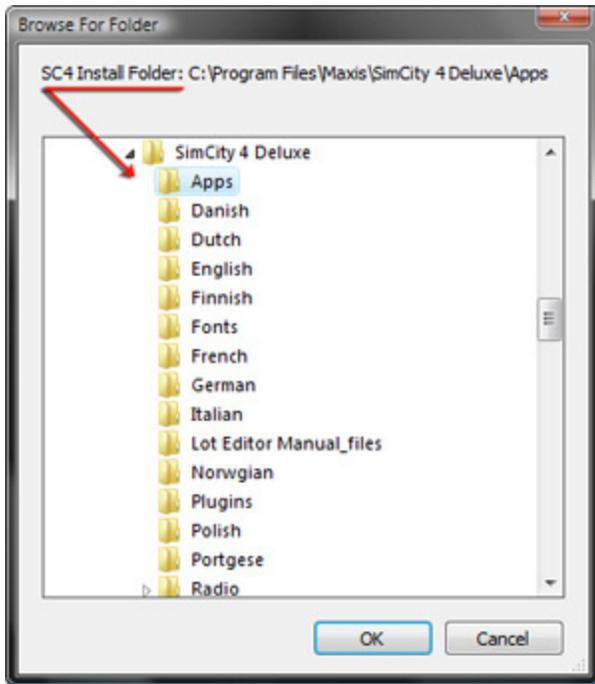
Important are the first four fields ❷: the username (as used by Windows to identify you; the folder where SimCity 4 (Deluxe or Rush Hour) is installed; your personal plugins folder; and the SimCity 4 plugins folder.

The setup dialog will attempt to determine these values for you, but may not always succeed.

Important: At times, Windows, even Vista, enters the application path for the game in the old DOS notation (you'll see a few "~" in the path). In that case click on the respective Folder Browse Button ❶ and navigate to the Apps folder under Maxis\SimCity 4, as shown below.

Note: Only when browsing folders for optional values can you create of new folders.

Optional Entries

The next five fields are optional folders ❸ in the sense that you can change them. However, we really do not recommend it. If the folders do not exist, they will be created when you save your setup.

The folder labeled "SC4 Stuff" is really the Organizer's root folder; all others are created below it. Backups & Downloads are obvious; the "Has been compressed" folder needs some explanation: If you are DAT packing, then the Organizer uses that folder as a target destination for all Swap operations.

This means that, once DAT Packer has run its course, the Organizer picks up all except the Plugins_Compressed folders and deposits them below the "Has Been.." folder. Vice versa, if you "unpack", the Plugins_Compressed folder is moved here, and the unpacked folders are moved back to their original locations. This done to keep the game's plugins folder as pristine as possible.

The BSC Utilities

If DAT Packer is installed, the Organizer will try and find the correct location. If it fails, use the browse button to locate the folder where the executable resides, the Organizer does the rest. If you use it, or plan to use it, you must also click both the "*Yes, use DAT Packer*" and (if it is not done automatically) the "*DAT Packer installed*" checkmark. This will case the path field for DP to disappear (if you made an error, uncheck it, the field will show again).

The same process applies to BSC Cleanitol.

IMPORTANT: If you do not use DAT Packer and do not use Cleanitol, the bottom section ❺ to ❼ of the setup will not be visible!
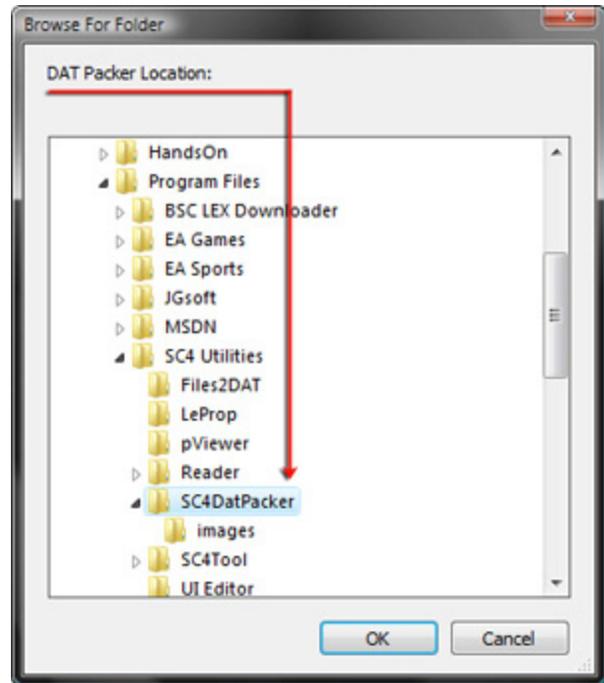
The all important Plugins and Plugins_Compressed Settings:

In these two cases, only the names are displayed: again, use the browse buttons to locate the respective folders; if you want to pack and unpack your plugins, these folders must exist, even if they are empty.

If you have a folder call something like "*Uncompressed_Plugins*", you can use that instead of the "*Plugins*" folder.
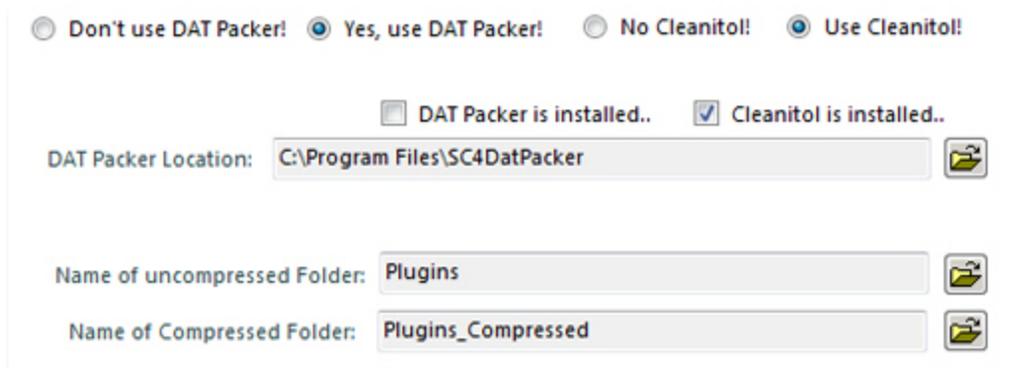
Save & Continue..

If the "*Save & Continue*" button is not available, look at the following possibilities: one of the labels next to a field is red: this means the provided information is definitely wrong; in the case of folders, it usually means the given directory does not exist or cannot be accessed. Alternatively, the form simply has not refreshed properly; especially under Vista this is a frequent occurrence: simply click on any field in the top part, and then on one of the lower fields. The form will redraw and recheck its content.

After you click "*Save*", a series of dialogs will inform you about the progress of the setup: he first is simply a confirmation of the selected values. Click *Yes* to accept and proceed.

The Confirmation Dialogs
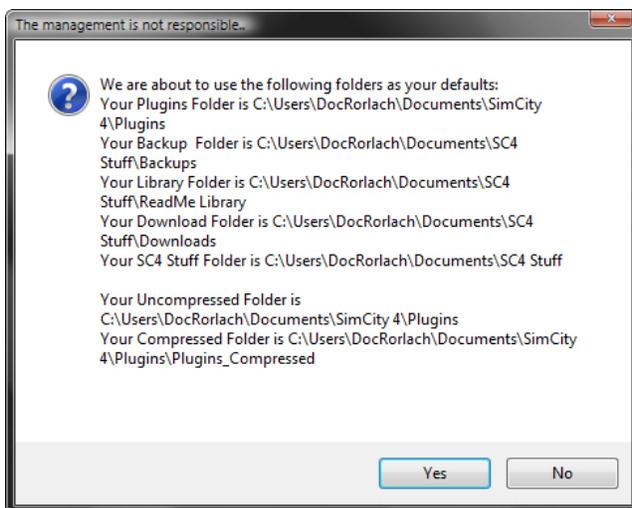
The second dialog announces the folders that will be created under (My) Documents, according to the values created earlier. Click **OK** to continue.

This is followed by a confirmation that the dialogs have been created.

The next dialog deals with those pesky leftovers from downloads and installations: Some content tends to leave read-me folders and images in the plug-ins folder. The Organizer does not like that very much and will look for anything that does not belong to the game and move it to the newly created Read-me Library folder under (My) Documents\SC4 Stuff. Click *Yes* to go ahead - it is a good idea.

Regardless of whether files were moved or not, a confirmation follows this, telling you what, if anything, was displaced.

Besides confirming the previous move operation, this dialog also announces that the packed and unpacked plugins are being checked. Here nothing is moved - we're just looking at what is there to determine if a move is possible and advisable.

If Plugins_Compressed exists, a move recommendation is offered: but only if both compressed and uncompressed folders are present. Please note that this process does not recognize compressed or uncompressed folders outside the SimCity 4\Plugins structure – you will need to move such folders to the Has-been folder manually before the Organizer sees them for what they are.

If you are not sure, click **No** - you can always swap later.

Finally..

That will conclude the - admittedly - lengthy setup process. Before the Organizer goes to work, it will try and populate the database if it was installed. It will collect whatever it finds in the Download, Plugins, Plugins_Compressed, and the SC4 game plugins folders, and finally present you with the main screen shown below. The various status indicators and panel will let you know immediately what we have found. To proceed from here, I recommend the download of the SC4 Organizer Handbook.