CAM

Colossus Addon Mod

Version 2.1 (January 2016)

By **InvisiChem**

(*Original Artwork from the CAM 1.0 Manual by RippleJet*)

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Acknowledgements

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Introduction

Welcome to the *Colossus Addon Mod* (CAM). CAM changes the way cities and regions develop. This is possible through the use of *Growth Stages* (Read in Basics of this Manual). This causes the game to progress from small stores, single houses and farms/small factories to Commercial Office towers, Residential High Rises and Large industrial factories less rapidly and much more *realistically*.

The altered growth also allows the player better control their cities through the use of *zoning density*. If the player wanted a nice rural town, zone only light density, with some medium in larger areas. On the other side, the skyscrapers and other large buildings become more balanced and possible with very developed regions. Use of high density zoning will allow these to grow when ready.

As with any new software or mod, be sure to *read the Readme's* and this guide before installing or using the mod. Page 4 of this guide contains the specifics of installation.

Basics

Development of growable (RCI) lots in SimCity 4 is based on a property call *Growth Stage*.

In SimCity 4 (Vanilla, Rush Hour/Deluxe), Residential and Commercial lots are available in growth stages 1 through 8. Industrial lots, including Agriculture, are available in growth stages 1 through 3.

The Colossus Addon Mod extends these growth stages to:
- Residential   1 through 15   (9 through 15 are new)
- Commercial   1 through 15   (9 through 15 are new)
- Industrial   1 through 10   (4 through 10 are new)

NOTE: For those already familiar with the original CAM, Agricultural lots have been extended from 7 stages in CAM 1.0 to 10 stages in CAM 2.0.

Installation

Important Note: If you have merged the original CAM with Simcity_1.dat, you need to remove this file and restore the original Simcity_1.dat. This could also be done by uninstalling and reinstalling the game, but I suggest only restoring from the backup copy made in the merging directions.

Installation is very simple. Run the setup program and let the CAM installer place itself into the *\Documents\SimCity 4\Plugins* folder. The following list is how the installer will run. Only change this if you have a custom location for plugins. The IR Patch changes the EXE version to 1.1.xxx.1, so after the patch, setup will no longer ask you to patch the game. Also, if the forums ask what version you are running, it is obvious the patch has been applied.

- ✓ Setup will check for the SimCity 4 Install directory in the Windows Registry. If there is a problem, Setup will let you know you need to re-install SimCity 4.
- ✓ Setup will check for previous cam version and launch uninstall.
- ✓ Read the License Agreement.
- ✓ Make sure the Install Folder for the main directory is complete. This should be \Documents\SimCity 4\Plugins.
- ✓ Next, select the install type.
- ✓ Setup will copy a bunch of files, pop up a Notepad window with instructions. After you close the Notepad window, setup will automatically run SC4 Dat Packer. Instructions are easy, click on the SimCity_1 listing, making sure it is the only thing highlighted. Click Start. On the new window, click close once it is done. Then click Quit. Setup will take care of the moving of files for you.
- ✓ If IR Fix Only was selected – Installer will exit. Otherwise, Setup will continue.
- ✓ Next, Setup will run Cleanitol to remove files that may have been missed with other versions of CAM or known conflicting files. Just click close when it is done.
- ✓ Setup will now install CAM 2.1.0.
- ✓ Setup will complete and your new CAM 2.1.0 is ready to go.

Install Types:
- • **IR Fix Only** – Will only Patch the SimCity_1.dat file and update the EXE version at the most insignificant digit. This will cause IR to be included in the totals for industry for regular SimCity 4. It will also allow normal industrial connections to work for IR. All other install types include this already. Original SimCity 4 files are backed up in the folder \Documents\SimCity 4\Original SimCity Files\
- • **Extended (InvisiChem)** – This is CAM 2.1.0 Standard with extended stage ranges for larger regions. The growth I feel is more balanced and lifelike.
- • **Standard** – Just like CAM 1.0 stages, just the curves have been smoothed out and the range slightly extended.
- • **Rural** – Stages are set for smaller, rural style growth. Stage 15 can happen, it just will be in very large regions and very infrequently.
- • **Midrise** – Stages are set to place an emphasis on growing midrise stages. This is similar to the way European cities grow.
- • **Skyscraper** – Stages have been set to allow Skyscrapers to grow quickly, even in one city regions.

All stage settings, except for the Extended version, are the values that were originally developed by RippleJet. All the new CAM 2.1.0 fixes have been included in all versions. The only difference is the stages for specific play style.

Suggested Additions

Cities with the CAM can become very dense. Computing power at the time of SimCity 4 creation did not handle simulations of this size very well, so the developers did not anticipate problems that arise from these changes. The following mods will address most of these problems.

Network Addon Mod (NAM) - The NAM is an essential mod with or without the CAM. The traffic simulator has intelligent pathfinding and fixes many issues with network capacities. The additional networks and modular concept also make better looking road, rail and other networks.

CAMeLot Counter - The CAMeLot Counter provides a new query that counts the CAMeLots that have grown in your city. It also helps gauge what stage your city is at in each of the development categories. You will need this in case you run into problems and ask for information on the forums.

Census Repository Facility - The Census Repository Facility provides stats about your city stats, regional stats and a lot of general information about the health of your city. You will need this in case you run into problems and ask for information on the forums. (IR CAP status will no longer be reported correctly).

Civics - In large skyscraper cities, your civic buildings are going to have a very hard time keeping up. Search the exchanges, such as LEX and STEX, to find ones that are suitable to your playing style and city look. Below is just a few examples that were originally suggested by RippleJet.

- SimGoobers Education Lots
- SG Health
- Taunton State Hospital
- BSC Mercy General
- Bathurst St Police Station
- Eastern Hill Fire Station

Others - SimCity 4 was released with some broken buildings and connections. These will fix some of them CAM 2.1 does not already fix. BSC Functional Seaports, Opera House Fix, Private Schools with Sliders and the Spaceport Fix. Tarkus writes a great blog about the CAM. It removes some of the misinformation out there about it. His blog also suggests some great building additions for use with the CAM.

Using Existing Regions with CAM

If you want to install the CAM and continue to play on an *existing region*, with all existing RCI buildings, please read this carefully.

Beta testing showed that it may be possible to continue playing on an existing region after installing CAM. However, some precautions need to be taken.

Since most existing stage 8 buildings are not CAMpatible and often have a much higher occupancy than they should have, you may experience a situation where existing stage 8 buildings won't upgrade to higher stages, until your city size has become large enough to support the growth of stage 12-13 buildings, which should have a denser population than most existing stage 8 buildings.

If you region has any problems with demand, those problems will probably be more difficult to

handle after the CAM has been installed. (Taken from the CAM 1.0 manual).

In addition to the original problems, 3 buildings have been fixed in CAM 2.1, the *medical clinic*, the *nuclear power plant* and the *solar power plant*. Demolish all instances of these in your cities before installing the CAM and re-plop after installing. Failure to do so will cause the *phantom slider bug* and could have other undesirable results.

Eternal commuters comes from poorly designed intercity connections. Mainly from building connections in the corners of cities. Commuters exit the city looking for jobs. Upon reaching the neighboring city, they don't find jobs near enough to the edge and travel to the next city. They do this eternally, in a circle, causing traffic issues on the networks they are commuting on. This is not new to SimCity 4, just greatly enhanced by the higher growth stages in CAM.

Growth Stages

The basis for development of RCI lots is the population density. Each higher stage must have a denser population than any lower one. Otherwise lots won't upgrade. This applies to all RCI lots except agricultural lots, which won't upgrade. NOTE: *There has been a reported bug with the changes made in CAM 2.1 that may cause farms to upgrade. If you do develop this beneficial bug, please report details of your game version, mods, etc. to the CAM thread for review. I would like to discover the cause of this bug in order to exploit it and make it a permanent feature of the CAM core files.*

In order for the development to work as intended, it is essential that the growth stages for all RCI lots in the game follow the same rules. The values in CAM 2.1 are the same as CAM 1.0 with exception to the Agricultural stages, which have been expanded to 10 stages. The details of this expansion will be graphed and distributed for content developers and furtherance of the X-Tool.

As an example, the density of residential lots is shown in the graph below:
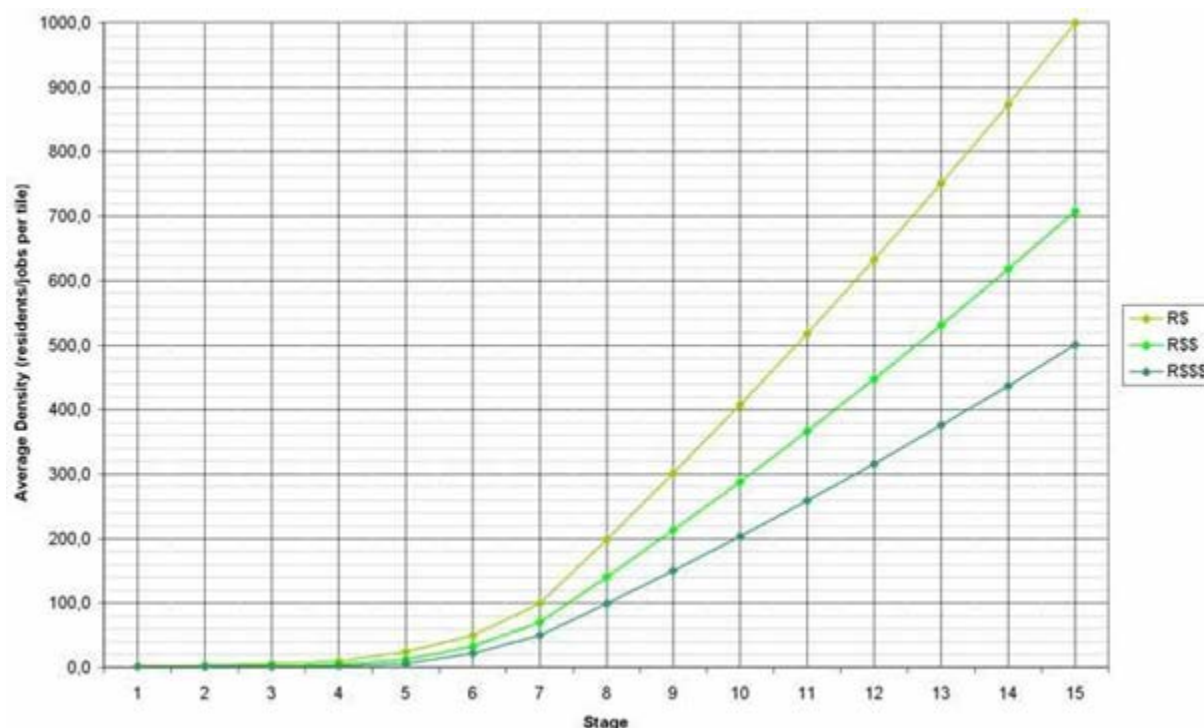
(NOTE: From the CAM 1.0 Manual. Unchanged).
This graph is very visual on showing how much further the CAM stages take the game, compared to stage 8 which is the highest available residential stage in Vanilla and Rush Hour.

For a complete technical description of all growth stage properties, please refer to the CAM threads at The SC4Devotion Community.

Stage versus Size

These properties determine when certain stage buildings start to appear.

In the tables below only those thresholds are given that need to be surpassed in order to enable buildings of each growth stage in the Extended version. Other versions grow with different thresholds. See the CAM General Discussions at The SC4Devotion Community for more tables as I upload them.

For a complete technical description and listing of these properties, including the percentage distribution between buildings of different growth stages that appear depending on the thresholds, please refer to the CAM threads at The SC4Devotion Community. Although the current tables are for CAM 1.0, I will be slowly updating them into a CAM 2.1 version.

Residential Growth Stage Thresholds

The residential stages are dependent on the total regional residential capacity:

Growth Stage	R§ Thresholds	R§§ Thresholds	R§§§ Thresholds
1	-	-	-
2	2,000	3,000	4,000
3	3,410	5,114	6,818
4	7,464	11,192	14,920
5	16,010	24,006	32,002
6	33,660	50,468	67,280
7	69,358	103,992	138,636
8	140,074	210,024	279,988
9	277,268	415,734	554,222
10	537,926	806,564	1,075,244
11	827,484	1,240,724	1,654,030
12	1,261,592	1,891,626	2,521,758
13	1,906,348	2,858,374	3,810,542
14	2,855,020	4,280,812	5,706,818
15	4,237,794	6,354,140	8,470,806

Commercial Growth Stage Thresholds

The commercial stages are dependent on the total regional commercial capacity (CO+CS):

Growth Stage	CO§§ Thresholds	CO§§§ Thresholds	CS§ Thresholds	CS§§ Thresholds	CS§§§ Thresholds
1	-	-	-	-	-
2	600	800	400	600	800
3	1,022	1,364	680	1,022	1,364
4	2,236	2,984	1,488	2,236	2,984
5	4,798	6,398	3,194	4,798	6,398
6	7,274	13,450	6,714	10,088	13,450
7	10,088	27,714	13,834	20,788	27,714
8	20,788	55,972	27,940	41,986	55,972
9	41,986	110,792	55,306	83,110	110,792
10	83,110	214,946	107,298	161,242	214,946
11	161,242	330,648	165,056	248,036	330,648
12	248,036	504,110	251,646	378,158	504,110
13	378,158	761,744	380,254	571,422	761,744
14	855,784	1,140,818	569,482	855,784	1,140,818
15	1,270,266	1,693,352	845,300	1,270,266	1,693,352

Industrial Growth Stage Thresholds

The industrial stages are dependent on the total regional industrial capacity (IR+ID+IM+IHT). The thresholds now include Agricultural Industry.

Growth Stage	I-R Thresholds	I-D Thresholds	I-M Thresholds	I-HT Thresholds
1	-	-	-	-
2	400	400	600	800
3	1,148	1,148	1,726	2,304
4	3,194	3,194	4,798	6,398
5	8,562	8,562	12,866	17,154
6	22,154	22,154	33,290	44,380
7	55,306	55,306	83,110	110,792
8	133,228	133,228	200,208	266,890
9	309,682	309,682	465,372	620,372
10	694,592	694,592	1,043,792	1,391,446

Demand Ranges

Rush Hour demand ranges were -6,000 to +6,000. CAM 1.0 extended most of these ranges to +24,000. This helped to allow buildings with much higher capacities to grow. CAM 2.1 has extended this range even more, -10,000 to +54,000. CAM 2.1 has also increased the simultaneous build value to allow very difficult buildings, i.e. SOMY 1 and SOMY 2, to build.

Although standard Agricultural lots will never meet 54,000 capacity, having this range distributed equally across all developer types helps to maintain the balance between developer types and does not harm anything when the max values are not met.

Census Drives (Occupational Demand for Workforce)

Growable Commercial and Industrial buildings develop with a designated *capacity* (number of jobs). The games building file (*exemplar*) only contains the total capacity, not how that capacity is to be distributed. This is the purpose of the *Census Drives*. The tables below show how this demand is distributed.

Rush Hour

	Employer Type								
Worker Type	**CO$$$**	**CO$$**	**CS$$$**	**CS$$**	**CS$**	**I-HT**	**I-M**	**I-D**	**I-R**
R$$$	15%	10%	8%	5%	0%	10%	5%	0%	0%
R$$	65%	50%	30%	27%	0%	80%	45%	0%	0%
R$	20%	40%	62%	68%	100%	10%	50%	100%	20%

CAM 1.0 (Note: These are the same as Rush Hour unless the options were installed)

	Employer Type								
Worker Type	**CO$$$**	**CO$$**	**CS$$$**	**CS$$**	**CS$**	**I-HT**	**I-M**	**I-D**	**I-R**
R$$$	15%	10%	8%	5%	0%	10%	5%	0%	0%
R$$	65%	50%	30%	27%	5%	80%	45%	5%	1%
R$	20%	40%	62%	68%	95%	10%	50%	95%	19%

CAM 2.1 (Disperses some R$$ out. Cities will be more balanced)

	Employer Type								
Worker Type	**CO$$$**	**CO$$**	**CS$$$**	**CS$$**	**CS$**	**I-HT**	**I-M**	**I-D**	**I-R**
R$$$	25%	20%	18%	5%	2%	25%	8%	2%	2%
R$$	55%	50%	30%	27%	4%	60%	50%	18%	23%
R$	20%	30%	52%	68%	94%	15%	42%	80%	75%

CAM 2.1 implements the balancing originally attempted by CAM 1.0. Future versions of CAM will greatly modify these tables to rebalance the game with the standards of today.

The original tables had two main flaws.
First is the I-HT workforce bug. Because I-HT employs 10% R$ and a matching 10% R$$$, the game assigned 0% R$$$. This has been fixed with these new values, making the I-HT Bug Fix redundant. The values of the I-HT Bug Fix are vastly different, so if you wish to continue with those values, be sure it loads after CAM 2.1.

Second, I-R (Agriculture) only had 20% drives. This has been increased to %100 in participation of this mod making IR a major part of industry.

Workforce Drives (Workforce Demand for Occupation)

The workforce drives tell us what kind of occupation (commercial and industrial) is accepted by the workforce (population), based on their wealth and education.

These drives have been further balanced from CAM 1.0 for the purpose of demand. CAM 1.0 provided far too much demand causing very fast growth. The total jobs requested (Not including IR) were between 140% and 165%. Now, this is only 125%. Staying with 100% caused stagnation, thus meaning there has to be the allowance for Sims to possibly choose more than one type of job. IR is treated separately in this instance.

This area has proven to be sensitive to change. These values are mostly original to RippleJet. Future versions of CAM will adjust these to provide even distribution for Industrial and Commercial types; thus allowing the player to determine the type of city they want to build. IR was changed to remove the education effect on demand. Notice, highly educated R$$$ Sims still refuse to work at farms.

CAM 1.0

Wealth	Education	CO$$$	CO$$	CS$$$	CS$$	CS$	I-HT	I-M	I-D	I-R
R$$$	150-200	70%	-	35%	-	-	35%	-	-	-
	100-150	60%	30%	30%	5%	-	20%	-	-	-
	50-100	45%	60%	23%	15%	-	-	7%	-	-
	0-50	22%	60%	10%	23%	10%	-	15%	15%	16%
R$$	150-200	45%	15%	10%	30%	-	45%	-	-	-
	100-150	22%	22%	-	38%	-	38%	30%	-	-
	50-100	10%	40%	-	30%	10%	-	50%	15%	16%
	0-50	-	30%	-	25%	20%	-	55%	30%	160%
R$	150-200	22%	68%	-	15%	23%	22%	-	-	-
	100-150	-	22%	-	10%	30%	-	53%	40%	16%
	50-100	-	-	-	-	40%	-	40%	80%	160%
	0-50	-	-	-	-	50%	-	-	115%	1600%

CAM 2.1

Wealth	Education	CO$$$	CO$$	CS$$$	CS$$	CS$	I-HT	I-M	I-D	I-R
R$$$	150-200	65%	-	30%	-	-	30%	-	-	-
	100-150	55%	20%	25%	5%	-	20%	-	-	15%
	50-100	40%	50%	20%	10%	-	-	5%	-	45%
	0-50	20%	55%	5%	20%	5%	-	10%	10%	65%
R$$	150-200	35%	10%	5%	25%	-	50%	-	-	60%
	100-150	25%	20%	-	30%	-	25%	25%	-	75%
	50-100	10%	35%	-	25%	5%	-	40%	10%	90%
	0-50	-	25%	-	20%	10%	-	45%	25%	115%
R$	150-200	15%	65%	-	15%	15%	15%	-	-	95%
	100-150	-	20%	-	10%	20%	-	45%	30%	105%
	50-100	-	-	-	5%	25%	-	35%	60%	131%
	0-50	-	-	-	-	30%	-	-	95%	166%

Stage CAPS

Certain amenities need to be placed to allow buildings to attain certain stages. This is a type of *CAP*. Since CAM 1.0, there are 4 *Stage CAPS* that are utilized, *Power CAP, Water CAP, Park CAP* and *Fire CAP.*

These are not the same as *Demand CAPS*. *Demand CAPS* stall demand until certain criteria are met, such as a neighbor connection allowing industrial freight trucks out. *Stage CAPS* will still allow growth and demand, they just will not allow growth above the stage listed in the table below. If R$ is capped at stage 3 for no water, plenty of stage 3 and below buildings will grow; even if the population stage is 10 and there is plenty of R$ demand.

RCI Type	Power CAP	Water CAP	Park CAP	Fire CAP	Max Stage
R$	0	3	12	-	15
R$$	0	3	9	12	15
R$$$	0	0	3	9	15
CS$	0	3	-	-	15
CS$$	0	3	12	-	15
CS$$$	0	0	9	12	15
CO$$	0	3	12	-	15
CO$$$	0	0	9	12	15
IR	0	2	6	4	10
ID	0	1	-	5	10
IM	0	1	-	5	10
IHT	0	0	6	3	10

Power CAP
The *Power CAP* determines which stage of building will grow without supplying power. This is probably the most well-known CAP in SimCity 4. All buildings are capped at stage 0 and will not develop without a power source.

Water CAP
The *Water CAP* determines which stage of building will grow without supplying water. This is another well-known CAP. High-Wealth buildings refuse to develop without water. Industrial buildings are extremely sensitive to a lack of water as well. Farms can survive up to Stage 2 on a well for the fields, but will eventually need a connection to the city water supply to advance further.

Park CAP
The *Park CAP* determines which stage of building will grow without a park within 20 tiles of the lot (Industrial buildings, this is the anchor lot). Since CAM 1.0, this cap has been utilized much more extensively than in Rush Hour. CAM 2.1 continues this standard.

Fire CAP
The *Fire CAP* determines which stage of building will grow if not within the fire coverage circle of a fire station. This cap was completely unused before CAM 1.0. CAM 2.1 does not change any of these values.

Desirability Thresholds

Since development in CAM is likely to be faster than you are accustomed to by using Rush Hour, the desirability thresholds have been set to the same values as used in the *Less Dilapidation Mod by bones1*.

The purpose with tweaking these thresholds is to make it more difficult for middle- and high-wealth RCI types to develop in areas where they might soon be abandoned due to too low a desirability.

Desirability can obtain values between 0 and 200. The desirability dataview in the game can be used to estimate the desirability for different kinds of RCI types around your city.

RCI Type	Desirability Threshold Decline	Desirability Threshold Growth (Maxis)	Desirability Threshold Growth (CAM)
R§	50	50	50
R§§	50	50	90
R§§§	50	50	120
CS§	50	50	50
CS§§	50	50	90
CS§§§	50	50	120
CO§§	50	50	90
CO§§§	50	50	120
I-R	35	50	50
I-D	50	50	50
I-M	50	50	50
I-HT	50	50	90

Desirability Threshold Decline: Tracts with desirability greater than this value never abandon

Desirability Threshold Growth: Tracts with desirability less than this value never develop

Only one value has changed since CAM 1.0. IR Desirability Threshold Decline was reduced to 35. Farms tend to abandon very quickly. In real life, farms are very resistant to changes in desirability factors. This change was to reflect reality and to lessen the abandonment/dilapidation issues.

CAMeLots

Lots that possess a growth stage above those currently available in Vanilla or Rush Hour are called CAMeLots. They can only be used with the Colossus Addon Mod (CAM). All CAMeLots available for download at the BSC LEX are certified to follow the growth stage versus population density that were developed for the CAM.

Lots with a growth stage available in Vanilla or Rush Hour, but which are still made in accordance with the settings developed for the CAM are called CAMpatible. They can be used both with and without the CAM.

The CAM changes the growth stage of a number of in-game lots in order to get a good development through all available stages. Especially stage 8 commercial and residential buildings are too diversified in Rush Hour, to really fit into one single stage. A complete list of all in-game lots that have been rearranged into CAM stages can be found in Appendix 1 through Appendix 10 in the CAM 1.0 Manual.

All true CAMeLots can also be counted. If you want to keep track of how many CAMeLots you have had growing in your cities, you should download the CAMeLot Counter. (Taken directly from the CAM 1.0 Manual).

Farming in CAM

The CAM increases the growth stages for every type of growable building in SimCity 4. Because of this, many people believe the purpose of the CAM is to grow unlimited skyscraper cities with never before seen populations.

Although CAM can increase the potential to grow these immensely large regions, it is more difficult to attain those goals. First, a region must be developed with smaller and supporting city types. This is where the farming section becomes important.

Many changes have been made to the Farming system in CAM 1.0. These topics will be recovered here, as they are still valid and important. CAM 2.1 changes this system even further.

Maxis provided 3 stages for farming. Unfortunately, they did not develop as many farm lots as they did all other types. This is why you saw Pedriana's Plants popping up everywhere. This was the only stage 3 farm developed for the game at release. CAM 2.1 does not stop Pedriana's Plants, or any other lot from growing, just when it grows.

Maxis also did not seem to finish the farming section of the game before release. CAM 2.1 implements many changes to the system that was unfinished or broken. Education does not destroy farming demand anymore. Farms are much more tolerant of pollution and traffic. Farms are totaled in total industry numbers and industrial connections provide cap relief. These are just a few changes.

The original CAM allowed the first 3 stages to grow immediately. This still presented the problem of Pedriana's Plant growing a monopoly in the farming industry. CAM 2.1 has provided a stage table that duplicates that of Dirty Industry and provided tighter Stage CAPS for farming. This should allow a better distribution of the available lots.

CAM 2.1 has not modified the stages of any lots from the original CAM. Some aspects of the lots have been modified. Farm fields pollute dependent on type, provide jobs dependent on type and can now be queried.

CAM 2.1 also has not provided any new lots, so stages 4 through 7 will need to be downloaded from the LEX. Stages 8 through 10 are brand new, so no farms have been developed for this group. This group, although allowed to be developed on, is really there for future development purposes.

Stage 4 Farms
These farms are larger than other farms. They may begin developing once the regional industrial population has reached 3,194. They are Water CAPPED and Fire CAPPED, so you have some control over where you want them to develop.

Stage 5 Farms
These farms are really large farming industries. They may begin developing once the regional industrial population has reached 8,562. They are Water CAPPED and Fire CAPPED, so you have some control over where you want them to develop.

Stage 6 Farms
These are woodland preserves. They may provide fewer jobs than normal farms, but instead provide recreation for your citizens. They may start developing as soon as the regional industrial capacity has reached 22,154. However, since woodland preserves are park capped, you have some control over where you want these farms to appear. They need a nearby (20 tiles) park to grow.

Stage 7 Farms
Stage 7 farms are very special. They are historical landmarks, acting just like ploppable landmarks, providing different desirability effects and CAP relieves. They may start developing as soon as the regional industrial capacity has reached 55,306. These are CAPPED by all Stage CAPS. This gives you a lot of control over where they will grow.

Stage 8 Farms
These begin the modern era of Mega Farms. High production, with Multi-tiered buildings for processing the product. This is like large Chicken Farms, compact large Dairy Farms, etc. The exact facilities PETA has been protesting for years. Fields should be few, as most growth begins to happen indoors. Development will not begin until the industrial regional capacity reaches 133,328. These lots are CAPPED by all Stage Caps.

Stage 9 and 10 Farms
This should be the futuristic and fantasy farms. Huge greenhouses, High Rise grain silos, etc. Imagination is the only limit to what is possible. Fields should be completely done away with at this point. Development will not begin until the industrial regional population reaches (9) 309,682 and (10) 694,592. These lots are CAPPED by all Stage CAPS.

Stage 8 through 10 farms are still just a concept. A thread will be made soon for ideas about the development of the farming industry through CAM in the CAM General Discussions at the LEX. The above ideas are something to take into consideration, but feel free to let me and content developers know what you think of the ideas, along with any new ideas you may have. This is a community mod, let's let the community steer the progress.

InCAMpatible Mods

All mods that are incompatible (*inCAMpatible*) with CAM 1.0 are also inCAMpatible with CAM 2.1 and all future versions. CAM modifies a lot of high level exemplars. Although certain mods are not inCAMpatible, they may override the settings of CAM or CAM may override their settings. Below is not

a comprehensive list, but is a list that is developed for the beginner and those that have been discovered for this version. For a more comprehensive list, go HERE.

inCAMpatible Mods
Industry doublers or quadruplers.
Less abandonment Mod by bones1
Industrial Revolution Mod by Twrecks
SPAM by PEG Productions (I'll post a little more about why to not use this with CAM on sc4devotion)
Maxis Blockers (You would need quite a bit of custom content in all stages to use these)
Xx Turbo Mod by xxdita
Simolean (RH) (Both versions are inCAMpatible)
ReZone Plus by ELEMENT
SimMars Project (I just may make a version for the SimMars project if they ever become active again)
Anything that messes with the starting budget or tax rates
Anything that messes with the Demand Graph
Maxis building replacements (Such as PEG-MTP Residential Replacement Mod) that aren't PIM-X'ed
Most Cheat and Radical Mod sets.

CAMpatible mods (as long as they load after the CAM)
Crime doesn't pay by RalphaelNinja
No Maxis Files by BSC (Only if you have enough custom content throughout the stages that are blocked)
Industrial Revolution Mod (CAM Version)

Untested, but probably CAMpatible
Industrial Addon Mod Addon Lots
Ordinance Mods

Since CAM already does a lot to balance the gameplay, try not to use any cheat/radical mods/lots with CAM. This could, and probably will, produce some disastrous, albeit, interesting results.

With the CAM, there really is no longer any need for radical mods. Easy mode is left alone, medium is a little harder than with Rush Hour and hard is extremely difficult. Even extremely experienced players find themselves strapped for cash when playing in hard mode. Most of the issues that are being addressed by radical mods are already fixed in a balanced way with the CAM.

Uninstalling CAM 2.1

Simply run the uninstaller from either Control Panel → Programs and Features or from \Documents\SimCity 4\CAM Auxillery Files\Backup and Installation\CAM2.1.0Uninstall.exe.

NOTE: Uninstalling CAM will not remove the IR Fix. This is designed to be a permanent fix to the IR System. To remove this fix, simply use the backup files in \Documents\SimCity 4\Original Maxis Files\ and replace them in the SimCity 4 Installation Directory. This will remove both the fix and the updated EXE version flag.