

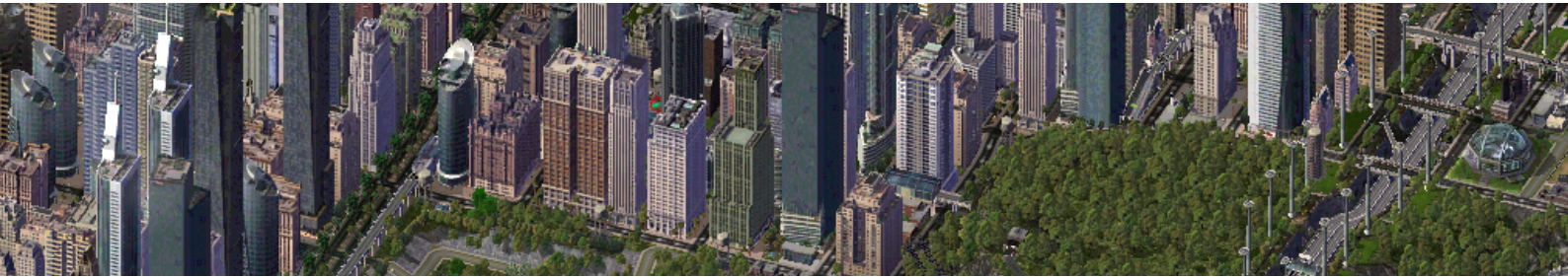
Tagging guidelines for the STEX

In an effort to organise content in the Simtropolis Exchange and easier searches, an effort has been started to tag existing lots. As such the following directives were elaborated.

General guides

- Tagging a file should be done with quick search in mind;
- Tagging with the uploader's username is not allowed;
- Tags should be meaningful and convey the use or look of the building; However they should not be over-used;
- There should be a tag referencing the specific function of the building in question (i.e. radio tower; fountain; manufacturing; retaining wall);
- Whenever applicable, there should be a tag for the approximate location of the building (i.e. city).

All applicable tags bellow should be mandatory, at least one per category. Bare in mind these tags refer to the general look of the lot or package in question. This means that, for example, a ploppable park meant to look as an orchard should be tagged as **#ploppable**, **#agricultural**.



Category	Sub-Category	Brief explanation
Type:		

ploppable		Lots that are hand-placed by the player.
	functional	Defines whether the lot is placed by the player and supplies jobs/residence to sims.
growable		Lots that grow in zones but do not use a 'lot slot' in the Menu.
	functional	

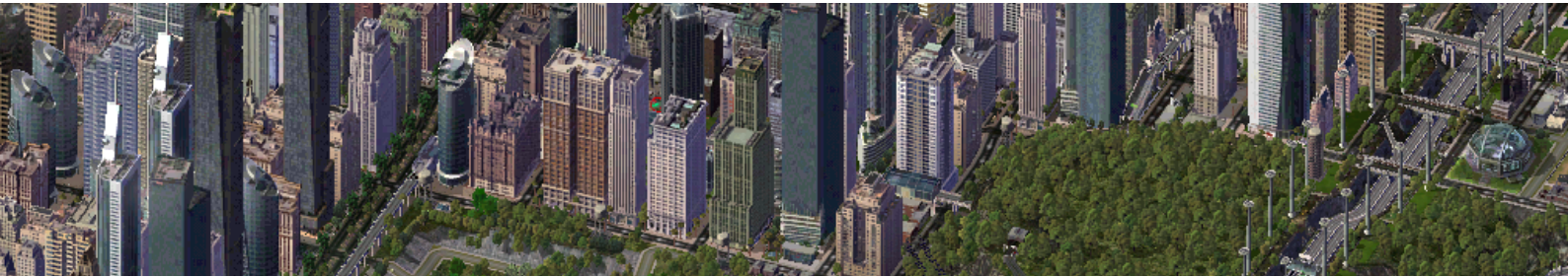
Size:		
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AxB		Defines size where A is the length and B is the width of the lot (in tiles).
AxB (overhang)		Applicable for lots with overhanging props.

Style:		
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Historic		Applies to buildings whose architecture appears to be from before 1960.
Modern		Applies to buildings whose architecture appears to be from 1960 onwards.
Futuristic		Applies to buildings that do not represent a past architecture styles but rather are meant to be used in a Future environment.





Use:

Agricultural

General agriculture lots.

CAMpatible

Agricultural lots compatible with the Colossus Addon Mod.

Industrial

I-D

Heavy/Dirty industrial lots.
e.g. refinery.

I-M

Manufacturing industrial lots.
e.g. manufacturing, steel transformation, automotive.

I-HT

High-tech industrial lots.
e.g. electronic manufacturer.

CAM

Industrial lots compatible with the Colossus Addon Mod.

Commercial

CS\$

Low Commercial lots, typically single story buildings.
e.g. gas station, fast food restaurant, motel.

CS\$\$

Medium Commercial lots.
e.g. bank, drive-in cinema.

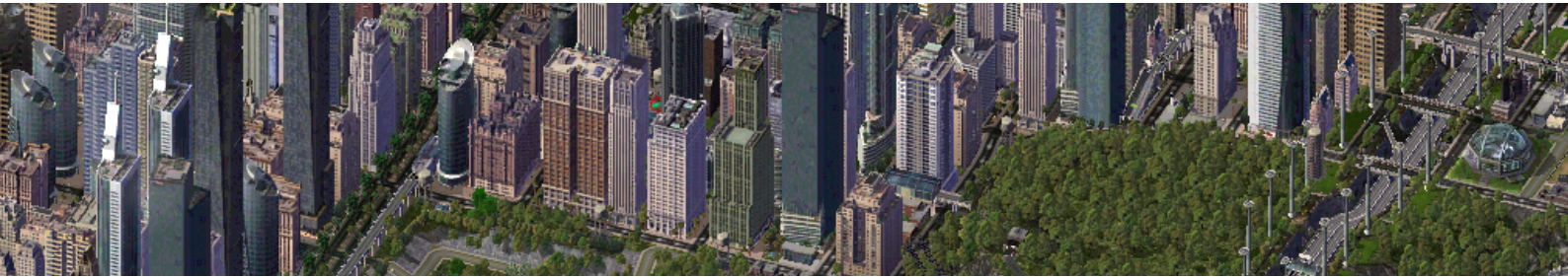
CS\$\$\$

High Commercial lots.
e.g. cinema.

CO\$

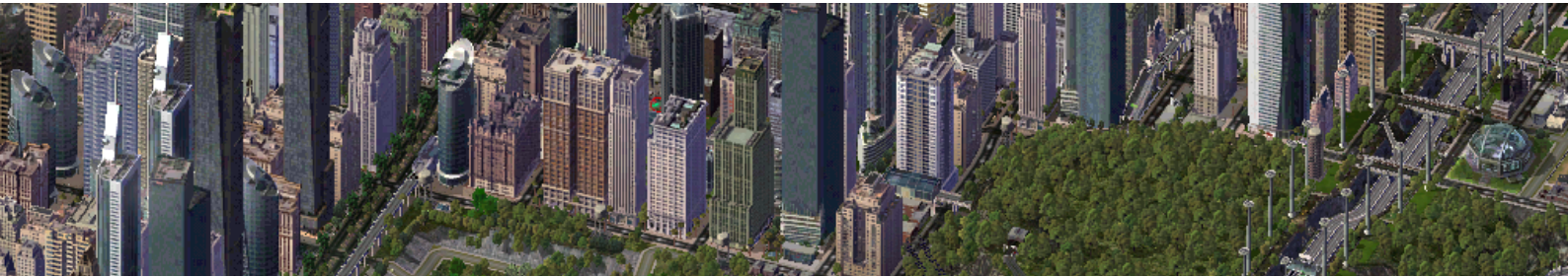
Low Commercial-Office lots.
Usually one or two stories high.





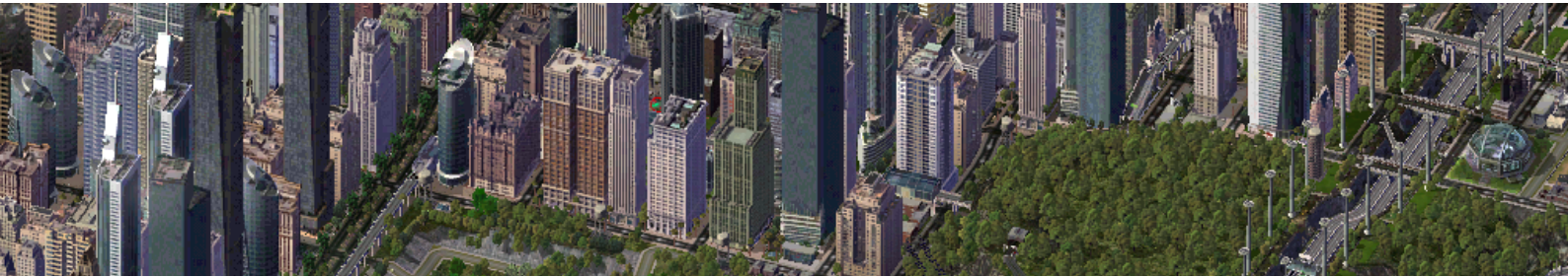
	CO\$\$	Medium Commercial-Office lots. Usually comprised of medium-high buildings.
	CO\$\$\$	High Commercial-Office lots. This tag includes mixed-use buildings that are predominantly office space. e.g. skyscrapers.
	CAM	Commercial lots compatible with the Colossus Addon Mod.
	w2w	Wall-to-wall: Commercial lots that are meant to be display in a row of building.
Residential		
	R\$	Low Residential lots, typically single story buildings.
	R\$\$	Medium Residential lots, usually comprised of medium-high buildings.
	R\$\$\$	High Residential lots. This tag includes mixed-use buildings that are predominantly residential space. e.g. skyscrapers.
	CAM	Residential lots compatible with the Colossus Addon Mod.
	w2w	Wall-to-wall: Residential lots that are meant to be display in a row of building.





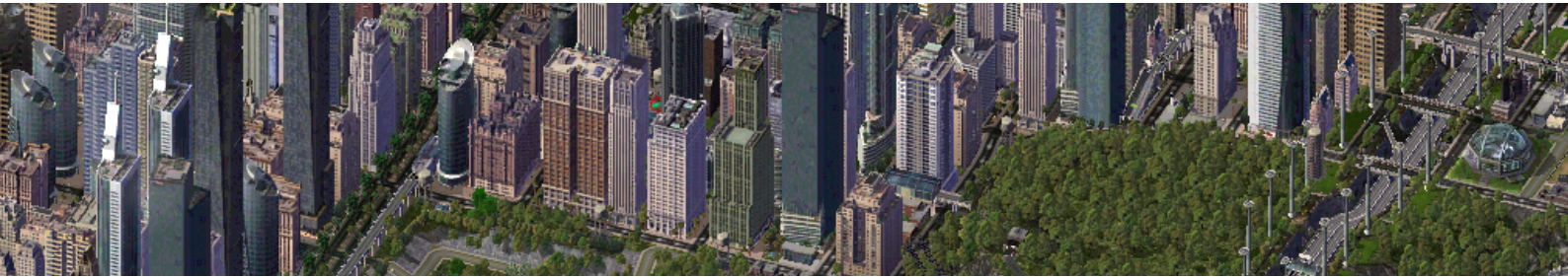
Civic	Fire	
	Police	
	School	
	Hospital	
	Prison	
	Place of worship	e.g. church, cemetery, religious statue.
	w2w	Wall-to-wall: Civic buildings that are meant to be display in a row.
Park&Recreation		Comprise parks and plazas, ploppable lakes, ploppable rural paths.
Reward		Items unlocked by certain achievements.
Utility	Power	Lots that generate electric power. When electricity is generated by water and waste they should have both tags. e.g. power pole, nuclear power station, coal-burning station, thermo-electric power station.
	Water	Lots that generate or deal with water. e.g. water tower, water pumping station, water tank.



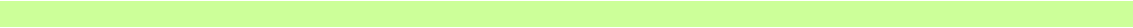


	Waste	Lots related to waste management. e.g. landfill, recycling station.
Transport/Automata	Railway	e.g. train station, train skin.
	Roadway	e.g. road crossing, parking lot.
	Airport	e.g. tarmac piece, control tower.
	Seaport	e.g. pier, boat, container ship.
	Subway	e.g. subway station.
	Retaining walls	
Prop pack + eyecandy		Packages that are composed of props, t21s, mmps or building-prop dependencies.
Landmark		
Map		Map sets comprised of a grey-scale image and a colour render.
Mod		General packages that introduce various changes to the game looks or mechanics and for a coherent package. e.g. Network Addon Mod, Colossus Addon Mod, Canal Mod, Tree Controller, Weather Control, SimMars Mod.





Tools	Tools that are not meant to be run within the game environment but serve as a utility or enhancement. e.g. LotEditor, PMx, Reader.
Textures	Packages that contain only floor textures.



Example list

Example 1

Description: A ploppable lot defined in-game as a landmark that supplies jobs to sims.

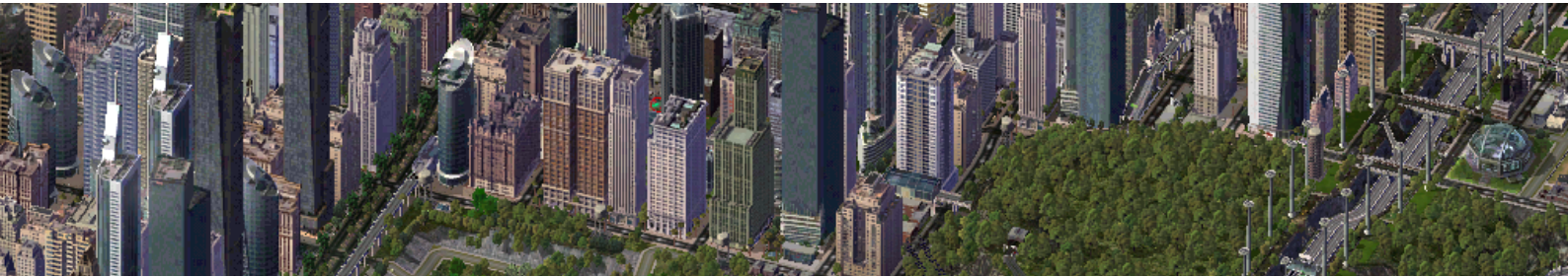
Tag scheme: #ploppable; #landmark; #functional; #modern; #2x4

Example 2

Description: A growable commercial lot.

Tag scheme: #growable; #commercial; #CS\$\$\$; #functional; #historic; #1x2





Third draft
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with the contributions of Cool_Z, CorinaMarie and Cyclone Boom.

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