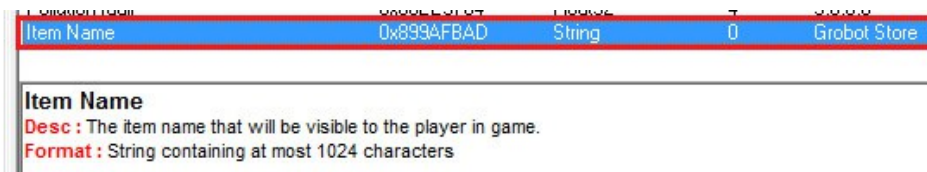
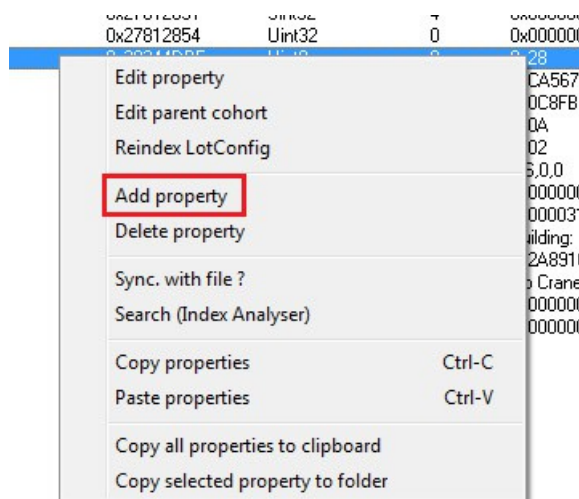


## Tutorial – Item Name property for growable lots

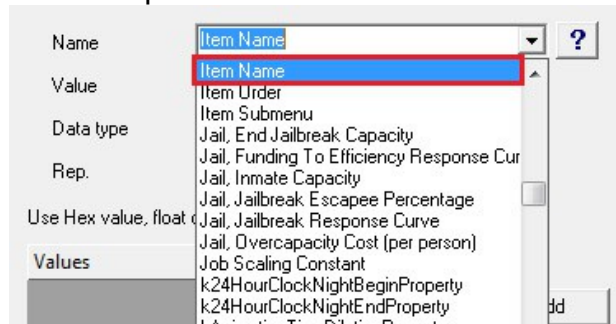
Growable lots need to have the property "Item Name" in the exemplar of their .desc file. This property contains the item name that will be visible to the player in game.



To add this property, **open the exemplar of the .desc file in iLiveReader.** On the right side, where properties are listed, **right-click and choose “Add property”**

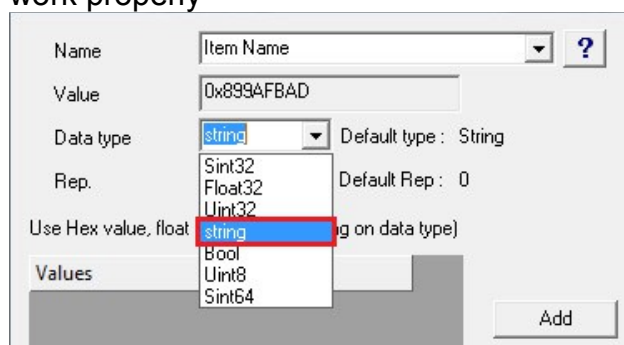


A new pop-up opens with the details of the new property. In the drop-down menu **under “Name” search for and select “Item Name”**



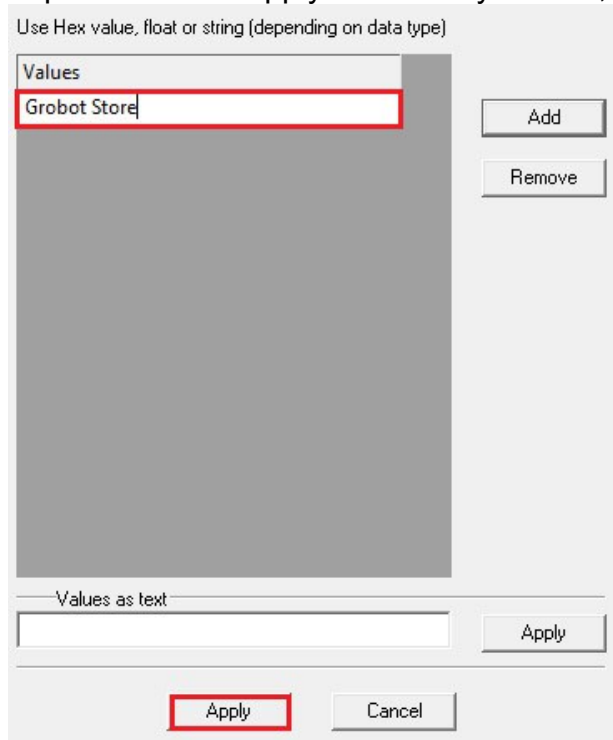
Then in the drop-down menu **under “Data Type” select “string”**

**Important:** This has to be selected manually even if it was preselected, otherwise it will not work properly



Under “Values” an empty text field appears. Enter the in-game name of the lot and click “Apply” at the bottom of the window.

Important: click “Apply” at the very bottom, not the one on the right side



The new property should now appear in the exemplar.

**Note:**

The property “Exemplar Name” should have the SimMars naming format. This is the name the .desc will display in the Lot Editor.

The property “Item Name” will display the name of the lot ingame.

Name	Name value	Data type	Rep	Value
ParentCohort				0x00000000,0x00000000,0x00000000
Exemplar Type	0x00000010	UInt32	0	Buildings
Exemplar Name	0x00000020	String	0	SM_CO\$\$\$5_ProtondiaOffice
Bulldoze Cost	0x099AFACD	Sint64	0	0x0000000000000173
Occupant Size	0x27812810	Float32	3	28,32,28
Resource Key Type 1	0x27812821	UInt32	3	0x5AD0E817,0xBA04BC09,0x00030000
Wealth	0x27812832	UInt8	0	High Wealth
Purpose	0x27812833	UInt8	0	Office
Capacity Satisfied	0x27812834	UInt32	4	CO\$\$ office,0x000000BD,CO\$\$\$ office,0x00000085
Pollution at center	0x27812851	Sint32	4	0x00000003,0x00000002,0x00000002,0x00000000
Power Consumed	0x27812854	UInt32	0	0x00000006
Flammability	0x29244DB5	UInt8	0	0x23
Query exemplar GUID	0x2A499F85	UInt32	0	0xCA56783A
Exemplar Category	0x2C8F8746	UInt32	0	0xCC8FBC01
Construction Time	0x499AFA38	UInt8	0	0x25
MaxFireStage	0x49BEDA31	UInt8	0	0x04
Pollution radii	0x68EE9764	Float32	4	6,7,0,0
Item Name	0x899AFBAD	String	0	Protondia Office
Worth	0x8A1C3E72	Sint64	0	0x0000000000000173
Occupant Types	0x8CB3511F	UInt32	2	0x00003320,0x00003330
OccupantGroups	0xAA1DD396	UInt32	6	Building: Commercial,Building: CO\$\$\$ Style: Chicago,Style:
SFX:Query Sound	0xAA1DD397	UInt32	0	0xEA55BDEB
Crane Hints	0xA483558F	UInt8	0	Outer Then Inner Crane
Water Consumed	0xC8ED2D84	UInt32	0	0x00000015
Building value	0xE91A0B5F	Sint64	0	0x00000000000005C4