

Civilization System

Table of Contents

[Overview](#)

[SubSystems](#)

[Synergies](#)

[Start Here](#)

[civilizations.txt](#)

[Base tokens - Mandatory tokens for each civilization](#)

[Level tokens - Tokens which define each level of advancement of a civilization](#)

[Requirement tokens - Tokens to limit if an event will trigger or not](#)

[Resource tokens - Tokens which tell what resources to add/remove from a civilization](#)

[Noble tokens - Tokens which tell what nobles to add from a civilization](#)

[Set Up](#)

[Additional Information](#)

[Addendum 1: Custom Advancement](#)

Overview

The Civilization System allows you to customize the advancement of any entity and have them change during game play. Types of advancement include:

- Add/Remove Available Inorganics (Metals/Stones/Gems)
- Add/Remove Available Organics (Leather/Wood/Cloth/Silk/Plants)
- Add/Remove Available Creatures (Pets/Minions/Pack Animals/Mounts/Wagon Pullers)
- Add/Remove Available Items (Weapons/Armor/Toys/Tools/etc...)
- Add/Remove Available Refuse (Bones/Shell/Ivory/Pearl/Horn)
- Add Noble Positions

Advancement is handled separately for each instance of an entity. That means that if you have 3 different Human entities placed, each one will be treated as it's own unique Civilization, but they will all follow the same advancement system. Advancement is handled by a time based check which can be Daily/Weekly/Monthly/Seasonly/Yearly and has a certain chance to occur at each of those intervals. Advancements can occur as many times as you would like. Each Civilization "level" counts as one advancement. They can be further restricted by adding requirements to the advancement including, but not limited to; kills, wealth, sieges, population, etc..

SubSystems

There is currently only one SubSystem included with the Civilization System, but it is not completely working.

Diplomacy SubSystem

This SubSystem keeps track of the diplomatic relations between entities and civilizations. The current in game relations between entities is still unknown and can not be accessed, thus this SubSystem adds a completely new relationship tracker instead of modifying the in game one. Currently in a barely usable state.

Synergies

While the Civilization System can be used on its own, it synergizes well with the other scripts and systems that are included in this collection.

Event System

The Event System

Class System

The Class System adds the ability for adding and removing classes from each civilization

Start Here

The only file you will need to modify to make the system work is civilizations.txt

civilizations.txt

This text file will contain all of your defined civilizations, each following a specific format. The structure of the civilizations can be broken down into four separate parts, the base, level, resource, and noble. Here is an example civilization with all currently supported tokens.

```
[CIV:PLAINS]
#Base Tokens
    [NAME:humans from the north]
    [LEVELS:1]
    [LEVEL_METHOD:YEARLY:100]
#Level Tokens
    [LEVEL:0]
    [LEVEL_NAME:started in the stone age]
#Resource Tokens
    ## Creature Tokens
        [LEVEL_REMOVE:CREATURE:PET:ALL:ALL]
    ## Item Tokens
        [LEVEL_REMOVE:ITEM:WEAPON:ALL]
    ## Inorganic Tokens
        [LEVEL_REMOVE:INORGANIC:METAL:ALL]
    ## Organic Tokens
        [LEVEL_REMOVE:ORGANIC:LEATHER:ALL:ALL]
    ## Refuse Tokens
        [LEVEL_REMOVE:REFUSE:BONE:ALL:ALL]
    ## Misc Tokens
        [LEVEL_REMOVE:MISC:BOOZE:ALL:ALL]
    ## Product Tokens
        [LEVEL_REMOVE:PRODUCT:MELEE:ALL:ALL]
    ## Change Tokens
        [LEVEL_CHANGE_ETHICS:ETHIC_NAME:5]
        [LEVEL_CHANGE_VALUES:VALUE_NAME:50]
        [LEVEL_CHANGE_SKILLS:ADD:SKILL_NAME]
        [LEVEL_CHANGE_CLASSES:CLASS_NAME:10]
# Expanded Level Tokens
    [LEVEL:1]
        [LEVEL_NAME:entered the copper age]
        [LEVEL_CHANGE_METHOD:YEARLY:50]
# Requirement Tokens
    [LEVEL_REQUIREMENT:BUILDING:SAMPLE_WORKSHOP:1]
    [LEVEL_REQUIREMENT:COUNTER_MAX::SAMPLE_COUNTER:10]
    [LEVEL_REQUIREMENT:COUNTER_MIN::SAMPLE_COUNTER:10]
    [LEVEL_REQUIREMENT:TIME:10000]
    [LEVEL_REQUIREMENT:POPULATION:50]
    [LEVEL_REQUIREMENT:SEASON:SPRING]
    [LEVEL_REQUIREMENT:TREES_CUT:50]
    [LEVEL_REQUIREMENT:FORTRESS_RANK:3]
    [LEVEL_REQUIREMENT:PROGRESS_RANK:POPULATION:2]
    [LEVEL_REQUIREMENT:PROGRESS_RANK:TRADE:1]
    [LEVEL_REQUIREMENT:PROGRESS_RANK:PRODUCTION:1]
    [LEVEL_REQUIREMENT:ARTIFACTS:2]
    [LEVEL_REQUIREMENT:TOTAL_DEATHS:50]
    [LEVEL_REQUIREMENT:TOTAL_INSANITIES:10]
    [LEVEL_REQUIREMENT:TOTAL_EXECUTIONS:5]
```

[LEVEL_REQUIREMENT:MIGRANT_WAVES:5]
 [LEVEL_REQUIREMENT:WEALTH:TOTAL:10000]
 [LEVEL_REQUIREMENT:CLASS:SAMPLE_CLASS:3]
 [LEVEL_REQUIREMENT:SKILL:MINER:15]
 [LEVEL_REQUIREMENT:ENTITY_KILLS:FOREST:25]
 [LEVEL_REQUIREMENT:CREATURE_KILLS:GOBLIN:MALE:10]
 [LEVEL_REQUIREMENT:ENTITY_DEATHS:PLAINS:25]
 [LEVEL_REQUIREMENT:CREATURE_DEATHS:DWARF:ANY:50]
 [LEVEL_REQUIREMENT:TRADES:PLAINS:5]
 [LEVEL_REQUIREMENT:SIEGES:EVIL:5]
 [LEVEL_REQUIREMENT::DIPLOMACY:MOUNTAIN:PLAINS:GREATER:50]

Noble Tokens

[LEVEL_ADD_POSITION:MONARCH2]
 [NAME_MALE:great king:great kings]
 [NAME_FEMALE:great queen:great queens]
 [NUMBER:1]
 [SPOUSE_MALE:great king consort:great kings consort]
 [SPOUSE_FEMALE:great queen consort:great queens consort]
 [SUCCESSION:BY_HEIR]
 [RESPONSIBILITY:LAW_MAKING]
 [RESPONSIBILITY:RECEIVE_DIPLOMATS]
 [RESPONSIBILITY:MILITARY_GOALS]
 [PRECEDENCE:1]
 [SPECIAL_BURIAL]
 [RULES_FROM_LOCATION]
 [MENIAL_WORK_EXEMPTION]
 [MENIAL_WORK_EXEMPTION_SPOUSE]
 [SLEEP_PRETENSION]
 [PUNISHMENT_EXEMPTION]
 [FLASHES]
 [BRAG_ON_KILL]
 [CHAT_WORTHY]
 [DO_NOT_CULL]
 [KILL_REQUEST]
 [EXPORTED_IN_LEGENDS]
 [DETERMINES_COIN_DESIGN]
 [COLOR:5:0:1]
 [ACCOUNT_EXEMPT]
 [DUTY_BOUND]
 [DEMAND_MAX:20]
 [MANDATE_MAX:10]
 [REQUIRED_BOXES:20]
 [REQUIRED_CABINETS:10]
 [REQUIRED_RACKS:10]
 [REQUIRED_STANDS:10]
 [REQUIRED_OFFICE:20000]
 [REQUIRED_BEDROOM:20000]
 [REQUIRED_DINING:20000]
 [REQUIRED_TOMB:20000]

That includes all of the currently supported tokens for each civilization. Note that the X in [CIV:X] must be the same as the entity you are interested in modifying (i.e. PLAINS in Vanilla DF is Humans)

Base tokens - Mandatory tokens for each civilization

Each civilization must have these three tokens

- NAME - the name of the civilization displayed in game
- LEVELS - number of levels the given class has
- LEVEL_METHOD - experience amounts needed for leveling, must have the same number of amounts as levels
 - DAILY/WEEKLY/MONTHLY/SEASON/YEARLY - gives a percent chance to advance at each time

Level tokens - Tokens which define each level of advancement of a civilization

Each civilization is broken down into certain levels of advancement.

- LEVEL - the number associated with the level, 0 specifies the starting level of advancement
- LEVEL_NAME - the name of the advancement level
- LEVEL_CHANGE_METHOD - used if you want to change the way a civilization advances (same subtypes as LEVEL_METHOD)

Requirement tokens - Tokens to limit if an event will trigger or not

Event can have as many or as few of these as desired.

- LEVEL_REQUIREMENT
 - BUILDING - specify a number of a specific building needed to trigger event
 - COUNTER_MAX - specify a counter value that must have been reached to trigger event
 - COUNTER_MIN - specify a counter value that must not have been reached to trigger event
 - TIME - specify the age of the fort required to trigger event
 - POPULATION - specify the population number required to trigger the event
 - WEALTH - specify a certain wealth required to trigger the event
 - TOTAL
 - IMPORTED
 - EXPORTED
 - WEAPONS
 - ARMOR
 - FURNITURE
 - ARCHITECTURE
 - DISPLAYED
 - HELD
 - OTHER
 - MIGRANT_WAVES - total number of migrant waves that have occurred
 - TOTAL_DEATHS - total civilian deaths as tracked by the game
 - TOTAL_INSANITIES - total civilian insanities as tracked by the game
 - TOTAL_EXECUTIONS - total civilian executions as tracked by the game
 - ARTIFACTS - total number of artifacts created
 - PROGRESS_RANK - the specific progress rank of your current fort
 - POPULATION
 - TRADE
 - PRODUCTION
 - FORTRESS_RANK - the current rank of your fortress
 - TREES_CUT - the number of trees cut down as tracked by the game
 - SEASON - the current season (SPRING, WINTER, SUMMER, FALL)
 - ENTITY_KILLS - specify a certain number of entity kills required to trigger the event
 - CREATURE_KILLS - specify a certain number of creature kills required to trigger the event
 - ENTITY_DEATHS - specify a certain number of entity deaths required to trigger the event
 - CREATURE_DEATHS - specify a certain number of creature deaths required to trigger the event
 - TRADES - specify a certain number of entity trades required to trigger the event
 - SIEGES - specify a certain number of entity sieges required to trigger the event

- DIPLOMACY - specify the diplomatic relation between two entities required to trigger the event (Only if using the Civilization System and Diplomacy SubSystem)

Resource tokens - Tokens which tell what resources to add/remove from a civilization

Each level can have as many or as few of these tokens as desired.

- LEVEL_ADD_CREATURE - change the creatures an entity has access to (trade and invasion)
LEVEL_REMOVE_CREATURE
 - PET, WAGON, MOUNT, PACK, EXOTIC, MINION, FISH, EGG
 - creature:caste or ALL:ALL
- LEVEL_ADD_ITEM - change the items an entity has access to (trade and invasion)
LEVEL_REMOVE_ITEM
 - WEAPON, SHIELD, AMMO, HELM, ARMOR, PANTS, SHOES, GLOVES, TRAP, SIEGE, TOY, INSTRUMENT, TOOL
 - subtype or ALL
- LEVEL_ADD_INORGANIC - change the inorganics an entity has access to (trade and equipment)
LEVEL_REMOVE_INORGANIC
 - METAL, STONE, GEM
 - inorganic or ALL
- LEVEL_ADD_ORGANIC - change the organics an entity has access to (trade and equipment)
LEVEL_REMOVE_ORGANIC
 - LEATHER, FIBER, SILK, WOOL
 - creature:caste or ALL:ALL
 - WOOD, PLANT, FIBER, SEED
 - plant:plant_mat or ALL:ALL
- LEVEL_ADD_REFUSE - change the refuse an entity has access to (trade and equipment)
LEVEL_REMOVE_REFUSE
 - BONE, SHELL, IVORY, HORN, PEARL
 - creature:caste or ALL:ALL
- LEVEL_ADD_MISC - change the misc things an entity has access to (trade)
LEVEL_REMOVE_MISC
 - BOOZE, POWDER, EXTRACT
 - plant:plant_mat or ALL:ALL
 - BOOZE, EXTRACT, MEAT, CHEESE
 - creature:caste or ALL:ALL
- LEVEL_ADD_PRODUCT
LEVEL_REMOVE_PRODUCT
 - PICK, MELEE, RANGED, AMMO, AMMO2, ARMOR, ANVIL
 - CRAFTS, BARRELS, FLASKS, QUIVERS, BACKPACKS, CAGES

Noble tokens - Tokens which tell what nobles to add from a civilization

Each level can add as many nobles as you would like.

- LEVEL_ADD_POSITION
 - #POSITION_TOKENS# - these are just all of the position tokens you would find in an entity. In the above example I simply copy and pasted the MONARCH from the MOUNTAIN entity and edited the numbers a bit.

Set Up

With civilizations.txt set up the only thing left to do is enable the system. To do this, simply copy
base/roses-init -civilizationSystem
and paste it in onLoad.init.

Additional Information

Addendum 1: Custom Advancement

In addition to the normal methods for advancement, it is also possible to advance an entity through reactions, interactions, and command line. The command required for advancing is

civilizations/level-up -civ ENTITY_ID

If used in a reaction or interaction you can use

civilizations/level-up -unit UNIT_ID

And it will take the entity id of the specified unit as the input.