

Main Functionalities

Main priority for Profiles Manager:

This mod change nothing to the game without the user asking for a specific action!

This mod allows to save and reuse user preferred configurations as profiles.

Each profiles may affects all parameters or only some!

Several partial profiles can be loaded together to be combined.

For example, you may have some profiles that influences the galaxy size, shape and quality, while some other influences the races and their relations.

New: It now allows to change some parameters while loading a game file. (The file it self is not altered)

Sequence:

- The Standard configuration file (Remnant.cfg) is loaded.
- Then the profiles (Profiles.cfg) is loaded to be ready for use. But nothing in the game is changed.
- Then the user may ask for specific action thru the keyboard only as no graphic interface is implemented.
- Before every action, the Profiles.cfg is reloaded to take account of new change!
- When the “Start” button is activated, the profiles are updated in conformity to user choices.

New: To change a game file. Go to load menu, select the file and press “X”.

The file it self is not altered, but at the next saving, the new configuration will be saved too.

Other functionalities:

- The default Star spacing can be adjusted.
- The probability of Star without planet can be adjusted
- The available opponent Races can be filtered.

Changes in Remnant.cfg

The following parameters have been added:

- SHOW_FLEET_FACTOR:

To adjust the galaxy map fleets disappearance while zooming.

Bigger factor means stay longer to the screen Default value = 1.0

- SHOW_FLAG_FACTOR:

To adjust the galaxy map flags disappearance while zooming.

Bigger factor means stay longer to the screen Default value = 1.0

- SHOW_PATH_FACTOR:

To adjust the galaxy map paths disappearance while zooming.

Bigger factor means stay longer to the screen Default value = 1.0

- SHOW_NAME_MIN_FONT:

To adjust the galaxy map star name disappearance.

Smaller value means stay longer to the screen Default value = 8

- SHOW_INFO_FONT_RATIO:

To adjust the galaxy map swap info to name only.

Bigger ratio means stay longer to the screen Default value = 0.7

- MAP_FONT_FACTOR:

To adjust the galaxy map font size.

Bigger factor means bigger fonts Default value = 1.0

How to use it

To load a profile to the current GUI, press “L”, or “Shift-L” for all GUI:
The profiles containing the action “Load” will be loaded.

To use the alternative load, press “R”, or “Shift-R” for all GUI:
The profiles containing the action “Surprise” will be loaded. (I use it for profile set to Random)

To load the BrokenRegistry specific parameters, press “B” for “Load” action, or “Shift-B” for “Surprise” action:
Having no GUI, I has to use a specific Key!

To load the Default value to the current GUI, press “D”, or “Shift-D” for all GUI:
The GUI value will be set to the internal default values.

To reload the Initial value to the current GUI, press “I”, or “Shift-I” for all GUI:
The GUI value will be set to the values present when launching ROTP.

To Save All parameters to the file Profiles.cfg, press “U”.

To Change a game file:
Go to Load Menu, select the file and press “X”.

Parameters that may be used to change a game:
No galaxy options... Of course!!!

PLAYER RACE:

I use it to restart a game with another race, and it works well...

I don't know what happen if used late in the game... Tell us your funny story!

PLAYER COLOR:

PLAYER HOMEWORLD: (and the MODNAR extra home worlds)

PLAYER NAME:

... Well if you change the race, you better change these too!

RANDOM EVENTS:

As we often forget to set it!

If the event is already started: it's too late, but you can avoid the next...

COUNCIL:

TECH TRADING:

COLONIZING:

ALWAYS STAR GATES:

ALWAYS THORIUM:

Those are implemented but haven't bean tested very much... Feed back is welcome!

And for info, those are not stored in the game, but in “Remnant.cfg”.

CUSTOM DIFFICULTY

DYNAMIC DIFFICULTY

MISSILE SIZE MODIFIER

BrokenRegistry Added Parameters

To load a profile to the current GUI, press “L”, or “Shift-L” for all GUI:

MAXIMIZE EMPIRES SPACING:

Default value: NO

I don't like being squeezed in a corned in big map with few opponents...

Then with this option activated, the space between every empire will be maximized.

MIN STARS PER EMPIRE:

Default value: 8

This parameter will affect the maximum number of opponents allowed, depending on galaxy size.

PREF STARS PER EMPIRE:

Default value: 16

This parameter will affect the default selected number of opponents allowed, depending on galaxy size.

This parameter will be disabled as soon as the number of opponent is chosen.

NO PLANET MULTIPLIER:

Default value: 1.0

If you like these stars without planets, you may increase this value.

If you hate it: set it to 0.0

GUI RACE FILTER: (available in Galaxy UI)

If you don't like to have some races as opponent, you are now able to remove them from the pool of selected opponents.

Only the opponents on the list will be shown when you click on the selection rectangle.

It's not very useful, but it's useful for the next parameter!

The race list must be written using “/” as separator

example:

User : Human/Mrrshan/Psilon/Bulrathi

GUI PRESET OPPONENT: (available in Galaxy UI)

To fill the opponent list or suggest random opponents from a list

If option is empty, the opponent is not changed.

If the option is “null” the result is an empty rectangle.

If the option is “random” the opponent will be selected from the **GUI RACE FILTER** list.

If the option is “random race_1, race_2, race_N” the opponent will be selected from the given list.

If the list is shorter than the number of opponent and the last option is random: this last option will be applied to the remaining opponents. Otherwise the remaining opponents aren't changed.

The race list must be written using “/” as separator

example:

User : Human/ /null/random

Full_Random : random

Specific : random Human, Alkari, Silicoid, Mrrshan / random Klackon, Meklar, Psilon, Darlok / random

Darlok, Sakkra, Bulrathi / random

!!! Don't break the lines !!! even if they become very long... Their is no multi-line analysis.

Soon

RACE FILTER:

If you don't like to have some races as opponent, you are now able to remove them from the pool!

Just give the list of allowed races

Same rules as **GUI PRESET OPPONENT**.

File Content Description

The first setting is to declare the profiles and their actions

```
;
;          EXTENDED PLAYER'S SETTINGS
; -----
;
; Don't change these lines, they are descriptive
; Parameter      : PROFILES ACTIONS
; Options        : [Load, Surprise, Change, Savegui, Savegame, Saveinitial,
;   " "          : Savedefault, Getgui, Getgame, Getinitial, Getdefault]
;
; Load          = If the key "L" is pressed, this profile will change the GUI
; Surprise       = If the key "R" is pressed, this profile will change the GUI...
;               I use it to Randomize, but could be alternate load!
; Change         = If the key "X" is pressed in Load Menu, the loaded Game will be
;               changed
; Savegui        = When a Game is started or if the key "U" is pressed, this
;               profile will save the GUI settings
; Savegame       = When a Game is started, this profile will save the Game
;               settings
; Saveinitial    = When a Game is started or if the key "U" is pressed, this
;               profile will save the initial settings
; Savedefault    = When a Game is started or if the key "U" is pressed, this
;               profile will save the default settings
; Getgui         = When a Game is started or if the key "U" is pressed, non empty
;               parameters of this profile will save the GUI settings
; Getgame        = When a Game is started, non empty parameters of this profile
;               will save the Game settings
; Getinitial     = When a Game is started or if the key "U" is pressed, non empty
;               parameters of this profile will save the initial settings
; Getdefault     = When a Game is started or if the key "U" is pressed, non empty
;               parameters of this profile will save the default settings
;
;
; Here is the profiles list
; Name           Function / Action
; User            : SaveGui Load ; This profile could be Loaded by pressing "L"
; LastGui         : SaveGui      ; This profile will keep the last GUI configuration
; LastGame        : SaveGame     ; This profile will keep the loaded Game configuration
; ChangeGame      : SaveGui Change ; This profile change Game When Loaded by pressing "X"
; Random          : Surprise     ; Loaded by pressing "R", add or replace by Load to allow it to be loaded
; (---- The last loaded Win)
```

To add a profile: Just add a line with its name and actions, at the next update, every parameter will have it too.
To remove a profile: Just delete the line, at the next update, every parameter will have it removed too.
To disable a profile: Just delete the actions!

Comments may be added after the “;” and will be kept.

“Load” action may be put on several line, to be combined together, the last one win the conflicts.
Same with “Change” and “Surprise”

“Save” means every enabled profiles will be updated.

“Get” means only enabled profile already having a value are to be updated, this way the empty parameters of partial profiles will be preserved

Then All the parameters are listed, grouped by GUI

```
;
; ----- Races Game Options -----
;
| Parameter      : PLAYER RACE
; Options        : [Human, Alkari, Silicoid, Mrrshan, Klackon, Meklar, Pylon,
; " "           : Darlok, Sakkra, Bulrathi]
| History        : Current : Alkari | Last : Human | Initial : Alkari
| History        : Default : Alkari | Game : Alkari
| LOCAL ENABLE   : All      ; [No, All, Save, Load]
User             : Alkari
LastGui          : Alkari
LastGame         : Alkari
ChangeGame       : Alkari
Random           : Random    ; Full random
; ---- Available for changes in game saves
```

LOCAL ENABLE:

- No: This parameter is disabled.
- All: Both the Save action and the Load action are enabled.
- Save: Only Writing to the Profiles.cfg is enabled. Neither the GUI nor the game files are changed.
- Load: Profiles.cfg won't be changed, only the change in the GUI and the game files is enabled.

History:

- Current: The GUI content the last time the file was saved.
- Last: The "Current" content in the file, the last time ROTP was started.
- Initial: The GUI content after ROTP was started and before loading Profiles.cfg.
- Default: The internal default value, dependent on other modders choices.
- Game: The GAME content (when available) the last time a game was loaded or started.

Comments may be added after the ";" and will be kept.

If a parameter is left blank, it won't be used.

"Random": A random value will be taken from the option list (option range for numeric)

"Random" Option_A, Option_B: (ex: Random Silicoid, Sakkra)

A random value will be taken from the option list between Option_A and Option_B

"Random" Value_A, Value_B: (ex: Random 0, 4)

A random value will be taken from the option list between Option(Value_A) and Option(Value_B)

Or between these two values for numeric

"Random" Option_A, Option_B, Option_C, Option_X:

A random value will be taken from the given list. A value may have several occurrence to increase its probability.

For a random choice between two value, repeat them twice: otherwise it's a range!

Example: "Random" Option_A, Option_B, Option_A, Option_B: