PROFILE S MANAGER

Foreword and credits

This is a mod of the wonderful game developed by Ray Fowler: **Remnants of the Precursors**, which is a modernization of the 1993 strategy game "Master of Orion"

Links

Official website: https://www.remnantsoftheprecursors.com/

Community subreddit: https://www.reddit.com/r/rotp/

Download build: https://rayfowler.itch.io/remnants-of-the-precursors/

Download source: https://github.com/rayfowler/rotp-public/

This mod also include the major contributions of several active modders:

The Fusion mod with it challenging AI by Xilmi.

> GitHub site: https://github.com/Xilmi/rotp-coder/releases/

The Modnar mod with its nice addition by Modnar_Hajile

> GitHub site: https://github.com/modnar-hajile/rotp

The Governor mod, the indispensable micro management remover, by coder111

> GitHub site: https://github.com/coder111111/rotp-public

Introduction

Main priority for Profiles Manager:

This mod change nothing to the game without the user asking for a specific action!
This mod is save game compatible with the mod its snap on, this is mandatory to allow the minor editing of the game files.

Main functionalities:

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.

There is an option to ask for a random parameter.

When loading a game file, you have the option to change some parameters. (The file it self is not altered)

Workflow:

- 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 possible user changes! (Your preferred text file editor is the interface!
- When the "Start" button is activated, the profiles are updated, in conformity to user choices, in the Profiles.cfg.
- 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 Type can be adjusted.
- The probability of Planet Type can be adjusted.
- The available opponent Races can be filtered.
- The rolling sequence of the flags can be changed.
- Some Galaxy Pam zooming factors can be adjusted.

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How to use it

GUI Key assignations

To load a profile to the current GUI, press "L", or "Shift-L" for all GUI:
> All the profiles containing the action "Load" will be loaded, and if some affect the same parameter, the last profile win.

To use the alternative load, press "R", or "Shift-R" for all GUI:
> All 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 reload the last session values to the current GUI, press "F" (**F**ormer), or "Shift-F" for all GUI:
> The GUI value will be set to the values present the last time ROTP was closed.

To reload the last played game value to the current GUI, press "G", or "Shift-G" for all GUI:
> The GUI value will be set to the values of the last played Game.

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

Main Menu Key assignations

To load All Profiles with option "Surprise" and directly Start the Game: Press "Shift-R"...
Somehow, you will then be at the same level as the AI: Not choosing the game configuration!

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

Parameters that may be used to change a game:

...No galaxy options... Of course!!!

PLAYER RACE:
> This is not for cheating purpose, and it was not tested for this.
> I use it to restart a game with another race, and this 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

Additions 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

Additions in Profiles.cfg

MAXIMIZE EMPIRES SPACING:

> Default value: NO
> I don't like being squeezed in a corned in big map with few opponents...
> With this option activated, the space between every empire will be maximized.

MIN STARS PER EMPIRE:

> Default value: 8
> Minimum number of stars around every empires. This parameter will affect the maximum number of allowed opponents, also depend on the size of the galaxy.

PREF STARS PER EMPIRE:

> Default value: 16
> Preferred number of stars around every empires. This parameter will affect the default selected number of opponents, also depend on the size of the galaxy.
> This parameter will be disabled as soon as the number of opponents is chosen.

STAR TYPE PROBABILITY:

> Default value: 1.0
> Modify the probability of appearance of each star colour.
> A positive value will multiply the base probability.

A negative values replace it (after the sign is changed, of course!).
Be careful... This could terribly affect the game!

PLANET TYPE PROBABILITY GLOBAL:

Default value: 1.0
Modify the probability of appearance of each planet type, globally for all star colour.
A positive value will multiply the base probability.
A negative values replace it (after the sign is changed, of course!).
Be careful... This could terribly affect the game!

PLANET TYPE PROBABILITY STAR COLOUR:

Default value: 1.0
Modify the probability of appearance of each planet type, globally this specific star colour.
A positive value will multiply the base probability.
A negative values replace it (after the sign is changed, of course!).
This parameter is applied after the global one.
Be careful... This could terribly affect the game!

GUI RACE FILTER: (available in Galaxy UI)

If you don't like to have some races as opponent, or if your planetary distribution affect a race too much, you are able to remove them form the pool of selectable opponents.
Only the opponents on the list will be shown when you click on the selection rectangle.
The race list must be written using "/" as separator.
example:
```
User: Human/Mrrshan/Psilon/Bulrathi
```

GAME RACE FILTER: (available in Galaxy UI)

If you don't like to have some races as opponent, or if your planetary distribution affect a race too much, you are able to remove them form the pool of selectable opponents.
Only the opponents on the list will be used by the random generator when starting a new game.
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 full race list.
If the option is "GUI" the opponent will be selected from the **GUI RACE FILTER** list.
If the option is "GAME" the opponent will be selected from the **GAME 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 opponents 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... There is no multi-line analysis.

START PRESET OPPONENT: (available in Galaxy UI)

To replace the random opponent generation when starting a new game.
If option is empty or null, the opponent will be randomly selected.
If the option is "random" the opponent will be selected from the full race list.
If the option is "GUI" the opponent will be selected from the **GUI RACE FILTER** list.

If the option is "GAME" the opponent will be selected from the **GAME 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 opponents, this last option will be applied to the remaining opponents.
Otherwise the remaining opponents aren't changed.
When the maximum number of a type of opponent (5) is reached, it'll be removed from the list of allowed opponents. When this list is empty, sorry, a forbidden race will be chosen.
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... There is no multi-line analysis.

File Content Description

In the first setting, you declare the list of profiles and their actions

```
;                     EXTENDED PLAYER'S SETTINGS
; -------------------------------------------------
;
Don't change these lines, they are only 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, Psilon,
;   " "          : 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:

Initial Profile.cfg

```
;                         EXTENDED PLAYER'S SETTINGS
; -------------------------------------------------
;
;
¦==== 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
;

Continuation   : SaveGui Load ; To retrieve the last session configuration. ..
                             ; Press "L" to load this profile
MyConfig       : Load        ; Adjust this manually, with your preferences
ChangeGame     : Change      ; This profile change Game When Loaded by ..
                             ; pressing "X", add SaveGui to be able to update ..
                             ; this profile from the GUI
FullRandom     : Surprise    ; All parameter preset to random! Load by ..
                             ; pressing "R", add or replace by Load to also ..
                             ; allow it to be loaded with "L"
MyRandom       : Surprise    ; For your customized random! Load by pressing ..
                             ; "R", add or replace by Load to also allow it to ..
                             ; be loaded with "L"
Vanilla        : SaveDefault ; remove the settings you don't want vinilla, ..
                             ; replace SaveDefault by GetDefault and Load to ..
                             ; keep some vanilla configuration
LastWord·      : Load Surprise ; For the parameters you never want to be ..
                             ; changed. Keep at the end of the list.  The · ..
                             ; prevent it to be mistakenly changed
; (---- The last loaded Win)


;
; --------- Races Game Options ---------
;
¦==== Parameter : PLAYER RACE
; Options        : [Human, Alkari, Silicoid, Mrrshan, Klackon, Meklar, Psilon,
;    " "         : Darlok, Sakkra, Bulrathi]
¦ History        : Current: Human ¦ Last: Human ¦ Initial: Human
¦ History        : Default: Human ¦ Game:
¦ LOCAL ENABLE   : All         ; [No, All, Save, Load, ·]

Continuation   : Human
MyConfig       :
ChangeGame     :
FullRandom     : random
MyRandom       : random       ; Full random
```

```
Vanilla        : Human
LastWord       :
; ---- Available for changes in game saves


¦==== Parameter : PLAYER COLOR
; Options       : [Red, Green, Yellow, Blue, Orange, Purple, Aqua, Fuchsia,
;    " "        : Brown, White, Lime, Grey, Plum, Light Blue, Mint, Olive]
¦ History       : Current: Red ¦ Last: Red ¦ Initial: Red ¦ Default: Red
¦ History       : Game:
¦ LOCAL ENABLE  : All          ; [No, All, Save, Load, ·]

Continuation   : Red
MyConfig       :
ChangeGame     :
FullRandom     : random
MyRandom       : random Green, Lime ; 2 values = a range from option list
Vanilla        : Red
LastWord       :
; ---- Available for changes in game saves


¦==== Parameter : PLAYER HOMEWORLD
;
; The best would be to let the game choose this value!
;
; Options       : [Min=Kholdan, Max=Kholdan, Rnd Low=Kholdan, Rnd Up=Kholdan]
¦ History       : Current: Kholdan ¦ Last:  ¦ Initial: Kholdan
¦ History       : Default: Kholdan ¦ Game:
¦ LOCAL ENABLE  : All          ; [No, All, Save, Load, ·]

Continuation   : Kholdan
MyConfig       :
ChangeGame     :
FullRandom     : Random
MyRandom       :
Vanilla        : Kholdan
LastWord       :
; ---- Available for changes in game saves


¦==== Parameter : PLAYER NAME
;
; The best would be to let the game choose this value!
;
; Options       : [Min=Klaquan, Max=Klaquan, Rnd Low=Klaquan, Rnd Up=Klaquan]
¦ History       : Current: Klaquan ¦ Last:  ¦ Initial: Klaquan
¦ History       : Default: Klaquan ¦ Game:
¦ LOCAL ENABLE  : All          ; [No, All, Save, Load, ·]

Continuation   : Klaquan
MyConfig       :
ChangeGame     :
FullRandom     : Random
MyRandom       :
Vanilla        : Klaquan
LastWord       :
; ---- Available for changes in game saves



;
; ------------ Galaxy Options ------------
;
¦==== Parameter : GALAXY SHAPE
; Options       : [Rectangle, Ellipse, Spiral, Text, Cluster, Swirlclusters,
;    " "        : Grid, Spiralarms, Maze, Shuriken, Bullseye, Lorenz, Fractal]
¦ History       : Current: Rectangle ¦ Last: Rectangle ¦ Initial: Rectangle
¦ History       : Default: Rectangle ¦ Game:
¦ LOCAL ENABLE  : All          ; [No, All, Save, Load, ·]

Continuation   : Rectangle
MyConfig       :
```

```
ChangeGame      :
FullRandom      : random
MyRandom        : random Rectangle, Ellipse, Spiral, Spiralarms ; a limited ..
                              ; choice
Vanilla         : Rectangle
LastWord        :


¦==== Parameter : GALAXY SIZE
; Options        : [Tiny, Small, Small2, Average, Average2, Large, Large2, Huge,
;    " "         : Huge2, Massive, Massive2, Massive3, Massive4, Massive5,
;    " "         : Insane, Ludicrous, Maximum]
¦ History        : Current: Small ¦ Last: Small ¦ Initial: Small
¦ History        : Default: Small ¦ Game:
¦ LOCAL ENABLE   : All         ; [No, All, Save, Load, ·]

Continuation    : Small
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :                 ; Nothing changed by this profile
Vanilla         : Small
LastWord        :


¦==== Parameter : DIFFICULTY
; Options        : [Easiest, Easier, Easy, Normal, Hard, Harder, Hardest,
;    " "         : Custom]
¦ History        : Current: Normal ¦ Last: Normal ¦ Initial: Normal
¦ History        : Default: Easy ¦ Game:
¦ LOCAL ENABLE   : All         ; [No, All, Save, Load, ·]

Continuation    : Normal
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        : random 1, 4 ; a range from option list
Vanilla         : Easy
LastWord        :


¦==== Parameter : OPPONENT AI
; Options        : [Base, Xilmi, Cruel, Unfair, Random, Allrandom, Select]
¦ History        : Current: Cruel ¦ Last: Cruel ¦ Initial: Cruel ¦ Default: Base
¦ History        : Game:
¦ LOCAL ENABLE   : All         ; [No, All, Save, Load, ·]

Continuation    : Cruel
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        : random Base, Xilmi, Xilmi ; 2 chances to have Xilmi vs Base
Vanilla         : Base
LastWord        :


¦==== Parameter : NB OPPONENTS
; Options        : [Min=0, Max=15, Rnd Low=1, Rnd Up=15]
¦ History        : Current: 4 ¦ Last:  ¦ Initial: 4 ¦ Default: 3 ¦ Game:
¦ LOCAL ENABLE   : All         ; [No, All, Save, Load, ·]

Continuation    : 4
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        : random 3, 6 ; a custom range
Vanilla         : 3
LastWord        :


¦==== Parameter : GUI RACE FILTER
;
```

```
; If you don't like to have some races as opponent, or if your planetary
; distribution affect a race too much, you are able to remove them form the
; pool of selectable opponents.
; Only the opponents on the list will be shown when you click on the selection
; rectangle.
; The race list must be written using "/" as separator.
; !!! Don't break the lines !!! even if they become very long... There is no
; multi-line analysis.
;
; Options        : [Human, Alkari, Silicoid, Mrrshan, Klackon, Meklar, Psilon,
;   " "          : Darlok, Sakkra, Bulrathi]
¦ History        : Current: Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
¦ History        : Last:
¦ History        : Initial: Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
¦ History        : Default: Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
¦ History        : Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation     : ..
                 ; Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
MyConfig         :
ChangeGame       :
FullRandom       : random
MyRandom         :
Vanilla          : ..
                 ; Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
LastWord         :


¦==== Parameter : GAME RACE FILTER
;
; If you don't like to have some races as opponent, or if your planetary
; distribution affect a race too much, you are able to remove them form the
; pool of selectable opponents.
; Only the opponents on the list will be used by the random generator when
; starting a new game.
; The race list must be written using "/" as separator.
; !!! Don't break the lines !!! even if they become very long... There is no
; multi-line analysis.
;
; Options        : [Human, Alkari, Silicoid, Mrrshan, Klackon, Meklar, Psilon,
;   " "          : Darlok, Sakkra, Bulrathi]
¦ History        : Current: Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
¦ History        : Last:
¦ History        : Initial: Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
¦ History        : Default: Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
¦ History        : Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation     : ..
                 ; Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
MyConfig         :
ChangeGame       :
FullRandom       : random
MyRandom         :
Vanilla          : ..
                 ; Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
LastWord         :


¦==== Parameter : GUI PRESET OPPONENT
;
; 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 full race
; list.
; If the option is "GUI" the opponent will be selected from the GUI RACE FILTER
; list.
; If the option is "GAME" the opponent will be selected from the GAME 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 opponents 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.
; !!! Don't break the lines !!! even if they become very long... There is no
; multi-line analysis.
;
; Options        : [Human, Alkari, Silicoid, Mrrshan, Klackon, Meklar, Psilon,
;    " "         : Darlok, Sakkra, Bulrathi, Null, Gui, Game]
¦ History        : Current: Null/Null/Null/Null ¦ Last:
¦ History        : Initial: Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
¦ History        : Default: Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
¦ History        : Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation     : Null/Null/Null/Null
MyConfig         :
ChangeGame       :
FullRandom       : random
MyRandom         :
Vanilla          : ..
                 ; Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
LastWord         :


¦==== Parameter : START PRESET OPPONENT
;
; To replace the random opponent generation when starting a new game.
; If option is empty or null, the opponent will be randomly selected.
; If the option is "random" the opponent will be selected from the full race
; list.
; If the option is "GUI" the opponent will be selected from the GUI RACE FILTER
; list.
; If the option is "GAME" the opponent will be selected from the GAME 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 opponents, this last option will be
; applied to the remaining opponents. Otherwise the remaining opponents aren't
; changed.
; When the maximum number of a type of opponent (5) is reached, it'll be
; removed from the list of allowed opponents. When this list is empty, sorry, a
; forbidden race will be chosen.
; The race list must be written using "/" as separator.
; !!! Don't break the lines !!! even if they become very long... There is no
; multi-line analysis.
;
; Options        : [Human, Alkari, Silicoid, Mrrshan, Klackon, Meklar, Psilon,
;    " "         : Darlok, Sakkra, Bulrathi, Null, Gui, Game]
¦ History        : Current: Null/Null/Null/Null ¦ Last:
¦ History        : Initial: Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
¦ History        : Default: Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
¦ History        : Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation     : Null/Null/Null/Null
MyConfig         :
ChangeGame       :
FullRandom       : random
MyRandom         :
Vanilla          : ..
                 ; Human/Alkari/Silicoid/Mrrshan/Klackon/Meklar/Psilon/Darlok/Sakkra/Bulrathi
LastWord         :


;
; ----------- Advanced Game Options -----------
;
¦==== Parameter : GALAXY AGE
; Options        : [Young, Normal, Old]
¦ History        : Current: Normal ¦ Last: Normal ¦ Initial: Normal
```

```
¦ History       : Default: Normal ¦ Game:
¦ LOCAL ENABLE  : All           ; [No, All, Save, Load, ·]

Continuation   : Normal
MyConfig       :
ChangeGame     :
FullRandom     : random
MyRandom       : random Young, Young, Old, Old ; Only 2 choices... Not a range
Vanilla        : Normal
LastWord       :


¦==== Parameter : STAR DENSITY
; Options       : [Lowest, Lower, Low, Normal, High, Higher, Highest]
¦ History       : Current: Normal ¦ Last: Normal ¦ Initial: Normal
¦ History       : Default: Normal ¦ Game:
¦ LOCAL ENABLE  : All           ; [No, All, Save, Load, ·]

Continuation   : Normal
MyConfig       :
ChangeGame     :
FullRandom     : random
MyRandom       :
Vanilla        : Normal
LastWord       :


¦==== Parameter : NEBULAE
; Options       : [None, Rare, Uncommon, Normal, Common, Frequent]
¦ History       : Current: Normal ¦ Last: Normal ¦ Initial: Normal
¦ History       : Default: Normal ¦ Game:
¦ LOCAL ENABLE  : All           ; [No, All, Save, Load, ·]

Continuation   : Normal
MyConfig       :
ChangeGame     :
FullRandom     : random
MyRandom       : random 1, 4 ; Range = Rare .. Common (first option = 0)
Vanilla        : Normal
LastWord       :


¦==== Parameter : PLANET QUALITY
; Options       : [Normal, Larger, Richer]
¦ History       : Current: Normal ¦ Last: Normal ¦ Initial: Normal
¦ History       : Default: Normal ¦ Game:
¦ LOCAL ENABLE  : All           ; [No, All, Save, Load, ·]

Continuation   : Normal
MyConfig       :
ChangeGame     :
FullRandom     : random
MyRandom       :
Vanilla        : Normal
LastWord       :


¦==== Parameter : TERRAFORMING
; Options       : [Normal, Reduced, None]
¦ History       : Current: Normal ¦ Last: Normal ¦ Initial: Normal
¦ History       : Default: Normal ¦ Game:
¦ LOCAL ENABLE  : All           ; [No, All, Save, Load, ·]

Continuation   : Normal
MyConfig       :
ChangeGame     :
FullRandom     : random
MyRandom       :
Vanilla        : Normal
LastWord       :
```

```
¦==== Parameter : RANDOM EVENTS
; Options        : [On, Monsters, Off]
¦ History        : Current: Monsters ¦ Last: Monsters ¦ Initial: Monsters
¦ History        : Default: On ¦ Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation     : Monsters
MyConfig         :
ChangeGame       :
FullRandom       : random
MyRandom         :
Vanilla          : On
LastWord         :
; ---- Available for changes in game saves


¦==== Parameter : AI HOSTILITY
; Options        : [Lowest, Lower, Low, Normal, High, Higher, Highest]
¦ History        : Current: Normal ¦ Last: Normal ¦ Initial: Normal
¦ History        : Default: Normal ¦ Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation     : Normal
MyConfig         :
ChangeGame       :
FullRandom       : random
MyRandom         : random 0, 3
Vanilla          : Normal
LastWord         :


¦==== Parameter : COUNCIL
; Options        : [Immediate, Rebels, None]
¦ History        : Current: Rebels ¦ Last: Rebels ¦ Initial: Rebels
¦ History        : Default: Rebels ¦ Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation     : Rebels
MyConfig         :
ChangeGame       :
FullRandom       : random
MyRandom         :
Vanilla          : Rebels
LastWord         :
; ---- Available for changes in game saves


¦==== Parameter : RANDOMIZE AI
; Options        : [None, Personality, Ability, Both]
¦ History        : Current: None ¦ Last: None ¦ Initial: None ¦ Default: None
¦ History        : Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation     : None
MyConfig         :
ChangeGame       :
FullRandom       : random
MyRandom         :
Vanilla          : None
LastWord         :


¦==== Parameter : AUTOPLAY
; Options        : [Off, Base, Xilmi, Cruel, Random]
¦ History        : Current: Off ¦ Last: Off ¦ Initial: Off ¦ Default: Off
¦ History        : Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation     : Off
MyConfig         :
ChangeGame       :
FullRandom       : random
```

```
MyRandom      :
Vanilla       : Off
LastWord      : Off          ; Only activated thru GUI


¦==== Parameter : RESEARCH
; Options      : [Normal, Slow, Slower, Slowest, Fast]
¦ History      : Current: Normal ¦ Last: Normal ¦ Initial: Normal
¦ History      : Default: Normal ¦ Game:
¦ LOCAL ENABLE : All          ; [No, All, Save, Load, ·]

Continuation  : Normal
MyConfig      :
ChangeGame    :
FullRandom    : random
MyRandom      :
Vanilla       : Normal
LastWord      :


¦==== Parameter : WARP SPEED
; Options      : [Normal, Fast]
¦ History      : Current: Normal ¦ Last: Normal ¦ Initial: Normal
¦ History      : Default: Normal ¦ Game:
¦ LOCAL ENABLE : All          ; [No, All, Save, Load, ·]

Continuation  : Normal
MyConfig      :
ChangeGame    :
FullRandom    : random
MyRandom      :
Vanilla       : Normal
LastWord      :


¦==== Parameter : FUEL RANGE
; Options      : [Normal]
¦ History      : Current: Normal ¦ Last: Normal ¦ Initial: Normal
¦ History      : Default: Normal ¦ Game:
¦ LOCAL ENABLE : All          ; [No, All, Save, Load, ·]

Continuation  : Normal
MyConfig      :
ChangeGame    :
FullRandom    : random
MyRandom      :
Vanilla       : Normal
LastWord      :


¦==== Parameter : TECH TRADING
; Options      : [Yes, Allies, No]
¦ History      : Current: Yes ¦ Last: Yes ¦ Initial: Yes ¦ Default: Yes
¦ History      : Game:
¦ LOCAL ENABLE : All          ; [No, All, Save, Load, ·]

Continuation  : Yes
MyConfig      :
ChangeGame    :
FullRandom    : random
MyRandom      :
Vanilla       : Yes
LastWord      :
; ---- Available for changes in game saves


¦==== Parameter : COLONIZING
; Options      : [Normal, Restricted]
¦ History      : Current: Normal ¦ Last: Normal ¦ Initial: Normal
¦ History      : Default: Normal ¦ Game:
¦ LOCAL ENABLE : All          ; [No, All, Save, Load, ·]
```

```
Continuation    : Normal
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : Normal
LastWord        :
; ---- Available for changes in game saves


;
; ------------- Modnar's Options -------------
;
¦==== Parameter : ALWAYS STAR GATES
; Options       : [YES, NO, TRUE, FALSE]
¦ History       : Current: YES ¦ Last:  ¦ Initial: YES ¦ Default: NO ¦ Game:
¦ LOCAL ENABLE  : All         ; [No, All, Save, Load, ·]

Continuation    : YES
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        : YES          ; Not Random!
Vanilla         : NO
LastWord        :
; ---- Available for changes in game saves


¦==== Parameter : ALWAYS THORIUM
; Options       : [YES, NO, TRUE, FALSE]
¦ History       : Current: NO ¦ Last:  ¦ Initial: NO ¦ Default: NO ¦ Game:
¦ LOCAL ENABLE  : All         ; [No, All, Save, Load, ·]

Continuation    : NO
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : NO
LastWord        :
; ---- Available for changes in game saves


¦==== Parameter : CHALLENGE MODE
; Options       : [YES, NO, TRUE, FALSE]
¦ History       : Current: YES ¦ Last:  ¦ Initial: YES ¦ Default: NO ¦ Game:
¦ LOCAL ENABLE  : All         ; [No, All, Save, Load, ·]

Continuation    : YES
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : NO
LastWord        :


¦==== Parameter : BATTLE SCOUT
; Options       : [YES, NO, TRUE, FALSE]
¦ History       : Current: NO ¦ Last:  ¦ Initial: NO ¦ Default: NO ¦ Game:
¦ LOCAL ENABLE  : All         ; [No, All, Save, Load, ·]

Continuation    : NO
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : NO
LastWord        :


¦==== Parameter : COMPANION WORLDS
```

```
; Options        : [Min=0, Max=4, Rnd Low=0, Rnd Up=4]
¦ History        : Current: 4 ¦ Last:  ¦ Initial: 4 ¦ Default: 0 ¦ Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation    : 4
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : 0
LastWord        :


¦==== Parameter : RANDOM TECH START
; Options        : [YES, NO, TRUE, FALSE]
¦ History        : Current: NO ¦ Last:  ¦ Initial: NO ¦ Default: NO ¦ Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation    : NO
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : NO
LastWord        :


¦==== Parameter : CUSTOM DIFFICULTY
; Options        : [Min=20, Max=500, Rnd Low=20, Rnd Up=500]
¦ History        : Current: 79 ¦ Last:  ¦ Initial: 79 ¦ Default: 100 ¦ Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation    : 79
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : 100
LastWord        :
; ---- Follow the GUI, not stored in game


¦==== Parameter : DYNAMIC DIFFICULTY
; Options        : [YES, NO, TRUE, FALSE]
¦ History        : Current: YES ¦ Last:  ¦ Initial: YES ¦ Default: NO ¦ Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation    : YES
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : NO
LastWord        :
; ---- Follow the GUI, not stored in game


¦==== Parameter : MISSILE SIZE MODIFIER
; Options        : [Min=0.1, Max=1.0, Rnd Low=0.1, Rnd Up=1.0]
¦ History        : Current: 0.598852 ¦ Last:  ¦ Initial: 0.598852
¦ History        : Default: 0.66 ¦ Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation    : 0.598852
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : 0.66
LastWord        :
; ---- Follow the GUI, not stored in game
```

```
¦==== Parameter : RETREAT RESTRICTIONS
; Options      : [None, Ai, Player, None]
¦ History      : Current: 0 ¦ Last: None ¦ Initial: None ¦ Default: None
¦ History      : Game:
¦ LOCAL ENABLE : All          ; [No, All, Save, Load, ·]

Continuation   :
MyConfig       :
ChangeGame     :
FullRandom     : random
MyRandom       :
Vanilla        : None
LastWord       :
; ---- Follow the GUI, not stored in game


¦==== Parameter : RETREAT RESTRICTION TURNS
; Options      : [Min=0, Max=100, Rnd Low=0, Rnd Up=100]
¦ History      : Current: 100 ¦ Last:  ¦ Initial: 100 ¦ Default: 100 ¦ Game:
¦ LOCAL ENABLE : All          ; [No, All, Save, Load, ·]

Continuation   : 100
MyConfig       :
ChangeGame     :
FullRandom     : random
MyRandom       :
Vanilla        : 100
LastWord       :
; ---- Follow the GUI, not stored in game


;
; ------------- Governor Options -------------
;
¦==== Parameter : GOVERNOR ON BY DEFAULT
; Options      : [YES, NO, TRUE, FALSE]
¦ History      : Current: YES ¦ Last:  ¦ Initial: YES ¦ Default: YES ¦ Game:
¦ LOCAL ENABLE : All          ; [No, All, Save, Load, ·]

Continuation   : YES
MyConfig       :
ChangeGame     :
FullRandom     : random
MyRandom       :
Vanilla        : YES
LastWord       :


¦==== Parameter : AUTOSPEND ON BY DEFAULT
; Options      : [YES, NO, TRUE, FALSE]
¦ History      : Current: NO ¦ Last:  ¦ Initial: NO ¦ Default: NO ¦ Game:
¦ LOCAL ENABLE : All          ; [No, All, Save, Load, ·]

Continuation   : NO
MyConfig       :
ChangeGame     :
FullRandom     : random
MyRandom       :
Vanilla        : NO
LastWord       :


¦==== Parameter : DEFAULT MAX BASES
; Options      : [Min=0, Max=0, Rnd Low=0, Rnd Up=0]
¦ History      : Current: 0 ¦ Last:  ¦ Initial: 0 ¦ Default: 0 ¦ Game:
¦ LOCAL ENABLE : All          ; [No, All, Save, Load, ·]

Continuation   : 0
MyConfig       :
ChangeGame     :
FullRandom     : random
```

```
MyRandom        :
Vanilla         : 0
LastWord        :


¦==== Parameter : DIVERT EXCESS TO RESEARCH
; Options        : [YES, NO, TRUE, FALSE]
¦ History        : Current: YES ¦ Last:  ¦ Initial: YES ¦ Default: YES ¦ Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation    : YES
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : YES
LastWord        :


;
; ------------- Broken Registry Options -------------
;
¦==== Parameter : FLAG COLOR ORDER
;
; This setting will change scrolling order of the star flags in the galaxy map
; List lenght may be shortened. by removing some colors
; If you remove the "None" one, it will still be available on reset
;
; Options        : [None, White, Red, Blue, Green, Yellow, Aqua, Orange, Light
;    " "         : Blue, Purple, Pink]
¦ History        : Current: NONE/WHITE/RED/BLUE/GREEN/YELLOW/AQUA/ORANGE/LIGHT BLUE/PURPLE/PINK
¦ History        : Last:
¦ History        : Initial: NONE/WHITE/RED/BLUE/GREEN/YELLOW/AQUA/ORANGE/LIGHT BLUE/PURPLE/PINK
¦ History        : Default: NONE/WHITE/RED/BLUE/GREEN/YELLOW/AQUA/ORANGE/LIGHT BLUE/PURPLE/PINK
¦ History        : Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation    : NONE/WHITE/RED/BLUE/GREEN/YELLOW/AQUA/ORANGE/LIGHT ..
                  ; BLUE/PURPLE/PINK
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : NONE/WHITE/RED/BLUE/GREEN/YELLOW/AQUA/ORANGE/LIGHT ..
                  ; BLUE/PURPLE/PINK
LastWord        :
; ---- Follow the GUI, not stored in game


¦==== Parameter : MAXIMIZE EMPIRES SPACING
;
; I don't like being squeezed in a corned in big map with few opponents...
; With this option activated, the space between every empire will be maximized.
;
; Options        : [YES, NO, TRUE, FALSE]
¦ History        : Current: NO ¦ Last:  ¦ Initial: NO ¦ Default: NO ¦ Game:
¦ LOCAL ENABLE   : All          ; [No, All, Save, Load, ·]

Continuation    : NO
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : NO
LastWord        :


¦==== Parameter : PREF STARS PER EMPIRE
;
; Preferred number of stars around every empires. This parameter will affect
; the default selected number of opponents, also depend on the size of the
; galaxy.
```

```
; This parameter will be disabled as soon as a number of opponents is chosen.
;
; Options        : [Min=0, Max=1000000, Rnd Low=16, Rnd Up=24]
¦ History        : Current: 16 ¦ Last:  ¦ Initial: 16 ¦ Default: 16 ¦ Game:
¦ LOCAL ENABLE  : All          ; [No, All, Save, Load, ·]

Continuation    : 16
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : 16
LastWord        :


¦==== Parameter : MIN STARS PER EMPIRE
;
; Minimum number of stars around every empires.
;   This parameter will affect the maximum number of allowed opponents, also
; depend on the size of the galaxy.
;
; Options        : [Min=0, Max=1000000, Rnd Low=4, Rnd Up=16]
¦ History        : Current: 8 ¦ Last:  ¦ Initial: 8 ¦ Default: 8 ¦ Game:
¦ LOCAL ENABLE  : All          ; [No, All, Save, Load, ·]

Continuation    : 8
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : 8
LastWord        :


¦==== Parameter : STAR TYPE PROBABILITY
; Options        : [Red, Orange, Yellow, Blue, White, Purple]
¦ History        : Current: 1.0/1.0/1.0/1.0/1.0/1.0 ¦ Last:
¦ History        : Initial: 1.0/1.0/1.0/1.0/1.0/1.0
¦ History        : Default: 1.0/1.0/1.0/1.0/1.0/1.0 ¦ Game:
¦ LOCAL ENABLE  : All          ; [No, All, Save, Load, ·]

Continuation    : 1.0/1.0/1.0/1.0/1.0/1.0
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : 1.0/1.0/1.0/1.0/1.0/1.0
LastWord        :


¦==== Parameter : PLANET TYPE PROBABILITY GLOBAL
; Options        : [None, Radiated, Toxic, Inferno, Dead, Tundra, Barren,
;    " "         : Minimal, Desert, Steppe, Arid, Ocean, Jungle, Terran]
¦ History        : Current: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History        : Last:
¦ History        : Initial: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History        : Default: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History        : Game:
¦ LOCAL ENABLE  : All          ; [No, All, Save, Load, ·]

Continuation    : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
LastWord        :


¦==== Parameter : PLANET TYPE PROBABILITY RED
; Options        : [None, Radiated, Toxic, Inferno, Dead, Tundra, Barren,
;    " "         : Minimal, Desert, Steppe, Arid, Ocean, Jungle, Terran]
```

```
¦ History      : Current: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Last:
¦ History      : Initial: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Default: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Game:
¦ LOCAL ENABLE : All           ; [No, All, Save, Load, ·]

Continuation  : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
MyConfig      :
ChangeGame    :
FullRandom    : random
MyRandom      :
Vanilla       : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
LastWord      :


¦==== Parameter : PLANET TYPE PROBABILITY ORANGE
; Options      : [None, Radiated, Toxic, Inferno, Dead, Tundra, Barren,
;    " "       : Minimal, Desert, Steppe, Arid, Ocean, Jungle, Terran]
¦ History      : Current: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Last:
¦ History      : Initial: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Default: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Game:
¦ LOCAL ENABLE : All           ; [No, All, Save, Load, ·]

Continuation  : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
MyConfig      :
ChangeGame    :
FullRandom    : random
MyRandom      :
Vanilla       : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
LastWord      :


¦==== Parameter : PLANET TYPE PROBABILITY YELLOW
; Options      : [None, Radiated, Toxic, Inferno, Dead, Tundra, Barren,
;    " "       : Minimal, Desert, Steppe, Arid, Ocean, Jungle, Terran]
¦ History      : Current: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Last:
¦ History      : Initial: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Default: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Game:
¦ LOCAL ENABLE : All           ; [No, All, Save, Load, ·]

Continuation  : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
MyConfig      :
ChangeGame    :
FullRandom    : random
MyRandom      :
Vanilla       : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
LastWord      :


¦==== Parameter : PLANET TYPE PROBABILITY BLUE
; Options      : [None, Radiated, Toxic, Inferno, Dead, Tundra, Barren,
;    " "       : Minimal, Desert, Steppe, Arid, Ocean, Jungle, Terran]
¦ History      : Current: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Last:
¦ History      : Initial: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Default: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History      : Game:
¦ LOCAL ENABLE : All           ; [No, All, Save, Load, ·]

Continuation  : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
MyConfig      :
ChangeGame    :
FullRandom    : random
MyRandom      :
Vanilla       : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
LastWord      :
```

```
¦==== Parameter : PLANET TYPE PROBABILITY WHITE
; Options        : [None, Radiated, Toxic, Inferno, Dead, Tundra, Barren,
;    " "         : Minimal, Desert, Steppe, Arid, Ocean, Jungle, Terran]
¦ History        : Current: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History        : Last:
¦ History        : Initial: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History        : Default: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History        : Game:
¦ LOCAL ENABLE   : All           ; [No, All, Save, Load, ·]

Continuation    : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
LastWord        :


¦==== Parameter : PLANET TYPE PROBABILITY PURPLE
; Options        : [None, Radiated, Toxic, Inferno, Dead, Tundra, Barren,
;    " "         : Minimal, Desert, Steppe, Arid, Ocean, Jungle, Terran]
¦ History        : Current: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History        : Last:
¦ History        : Initial: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History        : Default: 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
¦ History        : Game:
¦ LOCAL ENABLE   : All           ; [No, All, Save, Load, ·]

Continuation    : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
MyConfig        :
ChangeGame      :
FullRandom      : random
MyRandom        :
Vanilla         : 1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0/1.0
LastWord        :
```