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В. Как фиксить туннели? (когда маршрут пехотинца изображает что-то невообразимое, например путь в виде дуги вместо прямой или на край карты):  
  
Берем файл STT\_E\map\positions.txt и удаляем там провки, которые могут вызывать проблемы, удобно поиском по “3026={“, запускаем игру с ключом **–nudge** и в главном меню видим новую кнопку, проставляем параметры позиций в провке по вашему усмотрению т.к. удаленные провы настроились автоматически. **Не забудьте!!!** забрать свой файл итоговый: Documents\Paradox Interactive\Europa Universalis IV\map\positions.txt и положить его в мод.

В. Проблемы с локализацией:

1 случай) SLAVA\_UKRAINE – игра не видит перевод, скорее всего проблема в файле локализации  
2 случай) Р..р..р..р.. – в файле, откуда взято это имя используется неверная кодировка. Верная – ANSI она же Win1251 или CP1251.

3 случай) Aíãëèécêèé – включен лайт переводчик, если нет, то точнее шрифты от него где-то у вас.

4 случай) квадраты или ??????? – в файле уже стерлась информация об имени после многочисленных манипуляций, начинай заново.

В. У меня пути какие-то кривые у солдат, как они работают?

Вкратце путь выглядит так: место стояния юнита --> место границы между провами --> место стояния юнита. Нагляднее на скрине синей линией:

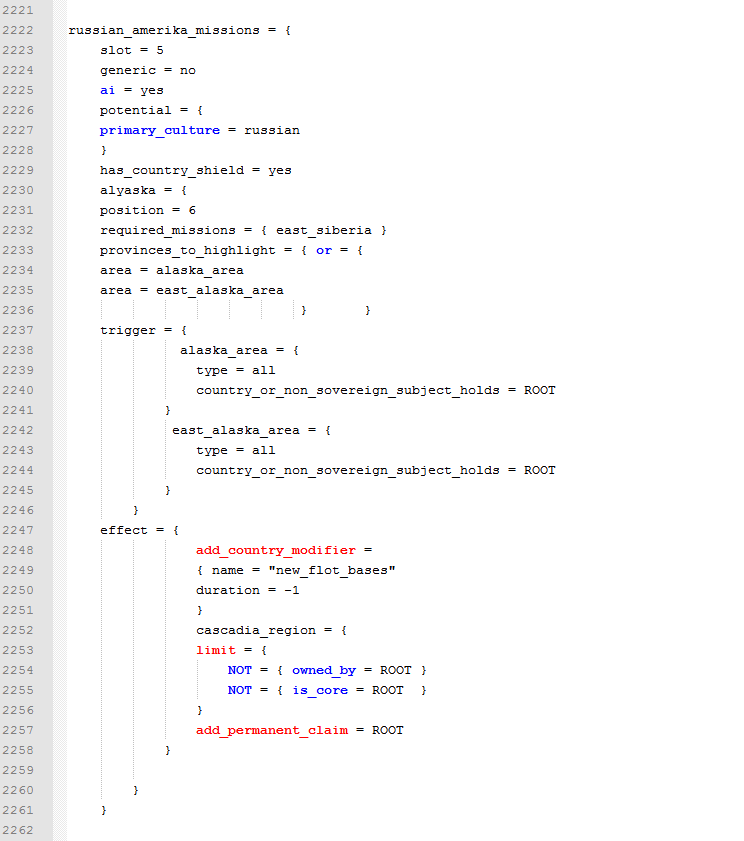
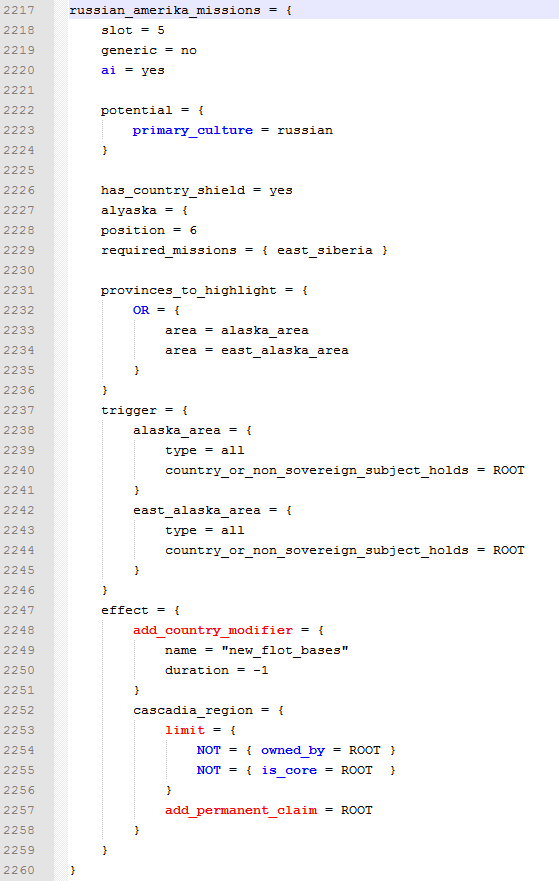


В. Как правильно располагать в провинции юнита, порт, город, название?

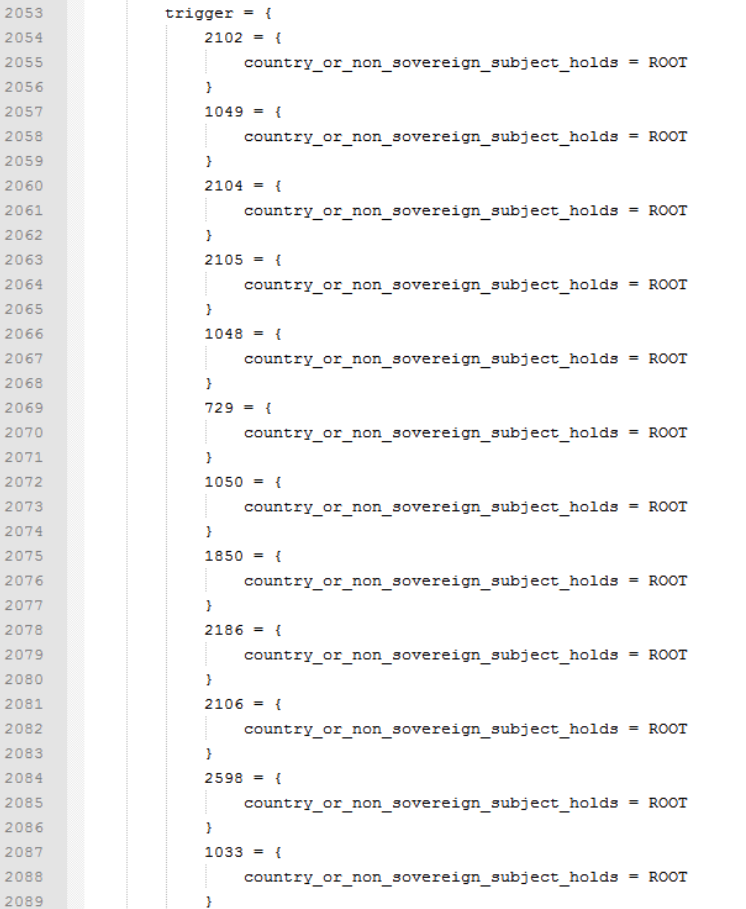
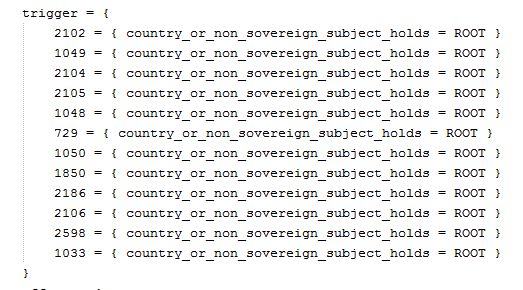
Юнита однозначно в центр провки, именно в его местоположение будет идти стрелка пути.   
Название в нуле искривляется автоматически, но если он не совмещается с другими объектами, то изменяем его вручную.  
Город чисто по эстетике, а порт на удалении от юнита т.к. иначе выбрать флот у вас не выйдет. Особенно это заметно у нерадивых мододелов, которые делают слишком мелкие провы.

В. Насяльника, а почему ты ругаешься на кривую структуру кода, все же понятно написано и работает?

Только для того, чтобы быстро читать код, левый осилю за 5 сек, правый за 15 минимум. А ведь это на 300% потраченного времени дороже!!! Очень легко ошибиться в них, например вы все заметили OR?? К тому же подобное оформление ничем не отличается допустим от плевка официанта в ваше блюдо.



Также, если скобок куча, но там всего одно вложение, текст лучше сократить:



#############################

# # List of EU IV Effects

#############################

clr\_global\_flag =

set\_global\_flag =

tooltip = { } #If you put tooltip = {} around an effect it only shows the tooltip and doesn't actually carry out the effect when the option is selected

custom\_tooltip = # Creates a custom tooltip (as in words that the player will see when they look at the options effects). Found in elections, natives, and elsewhere

hidden\_effect = {

}

highlight = yes #Used in an event option, this highlights the option. Vanilla uses it for options unlocked by ruler personalities.

required\_personality = #Place this in an event option and it will add a tooltip that states the option is available due to having that personality

#Scripted Effects (defined in common\scripted\_effects)

scripted\_effects\_name = yes

hide\_ambient\_object =

show\_ambient\_object =

#############################

## # Other Country Effects

#############################

add\_accepted\_culture =

add\_idea =

add\_idea\_group =

change\_graphical\_culture =

change\_government =

change\_primary\_culture =

change\_tag =

change\_technology\_group =

clear\_global\_event\_target =

clear\_global\_event\_targets =

clr\_country\_flag =

collapse\_nation = yes

disband\_rebels = #rebel type here, this should disband all rebels of this type in your lands

loan\_size = 24 #Increases the amount of money loaned, loan size = 1 means each loan will be 1 months income, so loan size = 12 would be 12 months of income per loan.

remove\_accepted\_culture =

remove\_country\_modifier =

remove\_idea =

remove\_idea\_group =

save\_event\_target\_as =

save\_global\_event\_target\_as =

set\_country\_flag = #Can append a scope or event target to the end of a script flag, such as flag\_name\_@ROOT or flag\_name\_@event\_target:targe\_name

set\_government\_rank = 2 #1-3

set\_primitive = no

set\_revolution\_target = #use ROOT, tag, FROM, etc. Can also use xxx to make it so that no country is the revolution target (i.e. set\_revolution\_target = xxx )

swap\_free\_idea\_group = yes

switch\_tag =

add\_country\_modifier = {

name = \_

duration = 365

}

#hidden country modifier, usually name of modifier is something timer, i.e. roman\_fever\_timer

hidden\_effect = {

add\_country\_modifier = {

name = \_

duration = 3650

hidden = yes

}

}

#Can add a description of the duration, such as "the 18th century"

#Then (with a modifier titled "Prestige Loss") the tooltip will read "England will have Prestige Loss until the 18th century"

add\_country\_modifier = {

name =

duration = -1

desc = "\_"

}

country\_event = { id = \_ }

country\_event = { id = \_ tooltip = \_ }

country\_event = { id = \_ days = 3 }

#Example event using all 3

country\_event = { id = flavor\_fra.3004 days = 10 tooltip = "flavor\_fra.EVTTOOLTIP3002" }

#Not sure what random does here, I believe it randomizes the amount of days that it will take for the event to fire, but I haven't confirmed this yet

country\_event = {

id = \_

days = 1

random = 5

}

#Example of all being used from flavorBOH events

country\_event = {

id = flavor\_boh.3

days = 2500

random = 100

tooltip = flavor\_boh.2.3

}

change\_price = {

trade\_goods =

key =

value =

duration = -1

}

#Value is a modifier, so a value of 0.2 would increase the price of the good by 20%

#Can also have duration be the number of days it lasts until expiring

#The on\_trigger is the trigger/left side argument, and each set of brackets below represent a left side argument for that trigger.

#Allows you to cut down on your IF brackets by applying a specific effect to each left side argument

#Kind of hard to explain, see the example below

trigger\_switch = {

on\_trigger =

}

#Example

trigger\_switch = {

on\_trigger = technology\_group

western = { set\_variable = { which = test value = 1 } }

eastern = { set\_variable = { which = test value = 2 } }

scandinavian\_tech = { set\_variable = { which = test value = 3 } }

muslim = { set\_variable = { which = test value = 4 } }

indian = { set\_variable = { which = test value = 5 } }

}

while = {

limit = {

check\_variable = { which = variable\_name value = 1 }

}

subtract\_variable = { which = variable\_name value = 1 }

add\_treasury = 5

}

#The while effect will not produce any tooltip. Also make sure you don't create an endless loop ( although there is a fail-safe at 100K loops)

#############################

## # Adjust Values

#############################

add\_adm\_power = -50

add\_corruption = 1

add\_dip\_power = -50

add\_faction\_influence = { faction = \_ influence = 5 }

add\_horde\_unity = 5

add\_inflation = 5

add\_imperial\_influence = 10

add\_legitimacy = 10

add\_liberty\_desire = 5

add\_mercantilism = 5

add\_militarised\_society = 20

add\_mil\_power = -50

add\_prestige = -5

add\_republican\_tradition = -10

add\_scaled\_imperial\_influence = 10 #Not sure of the difference between this and the regular adding of imperial influence

add\_scaled\_republican\_tradition = -0.10 #Scaled to the country's election cycle

add\_stability = -1

add\_tariff\_value = 0.05

add\_treasury = 100

add\_war\_exhaustion = -10

add\_westernisation = 1

add\_years\_of\_income = 0.25

change\_statists\_vs\_orangists = 0.25

#############################

## # Advisors

#############################

create\_advisor = #advisor type

kill\_advisor = #random, type of advisor, probably can also use specific advisor id, I'm guessing kill advisor completely removes from game

remove\_advisor = #random, type of advisor, probably can also use specific advisor id, I'm guessing remove advisor just puts advisor back in the pool.

define\_advisor = {

type =

name = "\_"

skill = 2

}

#As of 1.11 we can now make female advisers

female = yes

#Can make an adviser cheaper with discount = yes

define\_advisor = {

type =

skill = 2

discount = yes

}

#Can also add location of advisor home province, location = is the desired province id

#Example

define\_advisor = {

type = spymaster

name = "Francis Walsingham"

location = 235

skill = 3

}

#############################

## # AI Effects

#############################

add\_ai\_strategy = #never found in code

fixed\_ai\_strategy = #never found in code

rebuild\_ai\_attitudes = #never found in code

rebuild\_ai\_priorities = #never found in code

set\_ai\_personality = {

personality =

locked = yes/no

}

set\_ai\_attitude = {

attitude =

who =

locked = yes/no

}

#############################

## # Diplomatic - most accept TAG, ROOT, FROM, PREV, etc

#############################

add\_historical\_friend =

add\_historical\_rival =

add\_opinion = { who = \_ modifier = \_ } #Adds an opinion modifier of the who = to the scope country

add\_spy\_network\_from = { who = \_ value = 25 }

add\_spy\_network\_in = { who = \_ value = -25 }

add\_truce\_with =

break\_marriage =

break\_union =

create\_alliance =

create\_guarantee =

create\_march =

create\_marriage =

create\_protectorate =

create\_union =

declare\_war =

free\_vassal = #never found in code

form\_coalition\_against =

inherit =

join\_league =

leave\_league =

release =

release\_all\_subjects = yes

release\_vassal =

remove\_fow = 3 #Remove Fog of War, not sure what the number is, maybe number of months

remove\_historical\_friend =

remove\_historical\_rival =

reverse\_add\_opinion = { who = \_ modifier = \_ } #Adds an opinion modifier of the scope country to the who =

vassalize =

white\_peace =

#Gives the scope country a CB against the target

add\_casus\_belli = {

target =

type =

months = 1825

}

#Gives the target a CB against the scope country

reverse\_add\_casus\_belli = {

target =

type =

months = 12

}

remove\_casus\_belli = {

type =

target =

}

#can also use reverse

reverse\_remove\_casus\_belli

#Can also add a time frame on the opinion modifier

add\_opinion = {

who =

modifier =

years = 50

}

remove\_opinion = {

who =

modifier =

}

reverse\_remove\_opinion = {

who =

modifier =

}

#Use a CB to declare war, who = the target (use tag, ROOT, etc) and casus\_belli = the CB used

declare\_war\_with\_cb = {

who =

casus\_belli =

}

#Reverse effects are good for random country diplomacy

#Example

random\_country = {

limit = { is\_neighbor\_of = ROOT }

reverse\_add\_casus\_belli = {

target = ROOT

type = cb\_insult

months = 12

}

}

#############################

## # Estates, Factions, Parliaments, and Disasters

#############################

add\_disaster\_modifier = { name = key disaster = disaster\_key duration = x }

add\_disaster\_progress = { disaster = \_ value = \_ }

add\_faction = #name of faction

create\_independent\_estate = #name of estate

create\_independent\_estate\_from\_religion = #name of estate

dissolve\_parliament = yes #Removes the Parliament mechanic from the country

end\_disaster = #disaster name

reinstate\_parliament = yes #Re-adds the Parliament mechanic to a country that had it dissolved

remove\_faction = #name of faction

add\_estate\_influence\_modifier = {

estate =

desc =

influence = -10

duration = 3650

}

add\_estate\_loyalty = {

estate =

loyalty = -15

}

add\_estate\_loyalty\_modifier = {

estate =

desc =

loyalty = 10

duration = 7300

}

#############################

## # HRE

#############################

add\_hre\_emperor\_modifier =

add\_hre\_member\_modifier =

dismantle\_hre = yes

elector = #Grants elector status

enable\_hre\_leagues = yes

hre\_inheritable = yes

imperial\_ban\_allowed = yes

internal\_hre\_cb = no

remove\_hre\_emperor\_modifier =

remove\_hre\_member\_modifier =

revoke\_reform = #never found in code

set\_allow\_female\_emperor = yes

set\_hre\_heretic\_religion = #name of religion

set\_hre\_religion = #name of religion

set\_hre\_religion\_locked = yes

set\_hre\_religion\_treaty = yes

set\_in\_empire = no #No will remove all scope's provinces from the empire, yes will add all scope's provinces

#############################

## # Military

#############################

add\_army\_tradition = 10

add\_manpower = -8 #can also be a decimal

add\_navy\_tradition = 10

add\_sailors = 1000

add\_yearly\_manpower = -0.25

add\_yearly\_sailors = 1.5

change\_unit\_type =

create\_admiral = 10

create\_conquistador = 5

create\_explorer = 5

create\_general = 10

kill\_leader = { type = } #general, admiral, conquistador, explorer, random, or specific name

#As of 1.12, leaders no longer have to have a name

define\_admiral = {

name = "\_"

shock = 4

fire = 4

manuever = 5

}

define\_conquistador = {

name = "\_"

fire = 3

shock = 3

manuever = 3

siege = 1

}

define\_explorer = {

name = "\_"

fire = 2

shock = 2

manuever = 6

siege = 0

}

define\_general = {

name = "\_"

fire = 3

shock = 3

manuever = 3

siege = 1

}

#Can add this to make a leader female

female = yes

#Add Units- can use province id, i.e. cavalry = 236

#Although vanilla uses unit\_type = capital (i.e. infantry = capital) this effect is bugged and doesn't work properly.

artillery =

cavalry =

galley =

heavy\_ship =

infantry =

light\_ship =

transport =

#Can also add specific units with specific\_unit\_name = province\_id

british\_redcoat = 236

twodecker = 236

#The following allows you to build mercenary units- can use province id

mercenary\_cavalry = 236

mercenary\_infantry = 236

#############################

## # Province Effects (Country Scope)

#############################

#Can probably also use tag, ROOT, PREV, etc. with these, not tested for all of them though

add\_claim = #province id

add\_core = #province id

add\_territorial\_core = #province id

discover\_province = #province id, Confirmed by AKronblad that PREV works here

remove\_core = #province id

remove\_territorial\_core = #province id

set\_capital = #province id

undiscover\_province = #province id

#############################

## # Random

#############################

#one use for random effects is to put in the immediate = { } for randomness, and then have options play off it

random = {

chance = 50

#Effect Here

}

random\_list = {

25 = {

}

25 = {

}

25 = {

}

25 = {

}

}

#############################

## # Religion

#############################

add\_authority = 5

add\_church\_aspect = #Aspect's name

add\_church\_power = 20

add\_devotion = 10

add\_doom = -5

add\_fervor = 10

add\_karma = 10

add\_papal\_influence = 1

add\_patriarch\_authority = 0.25 #this is a percentage

add\_piety = 0.1

add\_reform\_desire = 0.01 #this is a percentage

change\_personal\_deity = #deity's name

change\_religion =

enable\_religion = #religion name

excommunicate = #ROOT, TAG, FROM, PREV, etc, if target is already excommunicated then it will be ended

force\_converted = yes

remove\_church\_aspect = #Aspect's name or random

remove\_religious\_reforms = 2

set\_karma = 10

set\_papacy\_active = no

#############################

## # Ruler and Heir

#############################

add\_heir\_claim = -20

add\_heir\_personality = #personality name

add\_heir\_support = 10

add\_queen\_personality = #personality name, does not have a tooltip

add\_ruler\_personality = #personality name

change\_adm = 1

change\_dip = 1

change\_mil = 1

change\_consort\_regent\_to\_ruler = yes

change\_heir\_adm = 1

change\_heir\_dip = 1

change\_heir\_mil = 1

clear\_scripted\_personalities = yes #Removes all ruler personalities. Does not remove heir or consort personalities

clr\_consort\_flag =

clr\_heir\_flag =

clr\_ruler\_flag =

convert\_female\_ruler\_to\_general = yes

convert\_female\_heir\_to\_general = yes

convert\_heir\_to\_general = yes

convert\_ruler\_to\_general = yes

exile\_heir\_as = #unique text string, similar to flags. Also like flags, we can use dynamic strings with @ROOT, TAG, FROM, PREV, etc.

exile\_ruler\_as = #unique text string, similar to flags. Also like flags, we can use dynamic strings with @ROOT, TAG, FROM, PREV, etc.

kill\_heir = yes

kill\_ruler = yes

remove\_consort = yes

remove\_heir = yes

remove\_heir\_personality = #personality name

remove\_queen\_personality = #personality name, does not have a tooltip

remove\_ruler\_personality = #personality name

set\_dynasty = #set dynasty without killing the ruler. Can use tags and a specific dynasty, probably ROOT, FROM, PREV, etc as well

set\_consort\_flag =

set\_heir = #unique text string previously set with the exile\_heir\_as effect.

set\_heir\_flag =

set\_ruler = #unique text string previously set with the exile\_ruler\_as effect. Setting a ruler will remove any existing heir

set\_ruler\_flag =

#Ruler modifiers last until the ruler's death. Can use either of the two formats below, the -1 duration isn't needed.

add\_ruler\_modifier = { name = \_ }

add\_ruler\_modifier = {

name = "\_"

duration = -1

}

#Could also be a specific dynasty or FROM if fired from someone else's event, could also use THIS and PREV

#Can also just define one or two ruler stats, leaving rest up for chance

define\_heir = {

claim = 100

dynasty = ROOT

name = "Alexander"

adm = 3

dip = 3

mil = 3

}

#Can use fixed = yes to make those numbers the heir's exact stats

#As of 1.4 can now set the age of heir #Tested and confirmed by AKronblad

define\_heir = {

claim = 100

dynasty = ROOT

name = "Louis"

adm = 3

dip = 3

mil = 3

age = 12

}

#Setting heir birth date

define\_heir = {

adm = 1

dip = 2

mil = 1

birth\_date = 1440.2.22

}

#Add this to ensure that the heir is male

define\_heir = {

male = yes

}

#Add this for a female heir

define\_heir = {

female = yes

}

#Can hide the stats of the new heir

define\_heir = {

hidden = yes

}

#These were added in 1.18

define\_heir = {

dynasty = original\_dynasty

max\_random\_adm = 5

max\_random\_dip = 5

max\_random\_mil = 5

}

#Adding this ensures that a consort isn't spawned with the heir (ex. the Child in the Reeds event)

define\_heir = {

no\_consort\_with\_heir = yes

}

define\_heir\_to\_general = {

fire = 4

shock = 4

manuever = 3

siege = 1

}

#Random but numbers must be at least this high

define\_ruler = {

adm = 1

dip = 1

mil = 1

}

#fixed = yes means that these are the exact numbers of the ruler

define\_ruler = {

mil = 1

adm = 4

dip = 1

fixed = yes

}

#As of 1.4 can now set the age of a ruler

define\_ruler = {

adm = 2

dip = 1

mil = 2

age = 28

}

#As of 1.10 can now set starting legitimacy of the ruler

define\_ruler = {

adm = 2

dip = 1

mil = 2

claim = 75

}

#Can also set a regency council

define\_ruler = {

regency = yes

}

#For dynasty, can use specific name, ROOT, FROM, PREV, TAG, etc.

#When using dynasty with a republic it will determine the ruler's surname

define\_ruler = {

dynasty = "Habsburg"

DIP = 5

ADM = 3

MIL = 3

}

#Example of turning a current military leader into a ruler

define\_ruler = {

name = "Andrea Doria"

dynasty = "Doria"

DIP = 5

ADM = 5

MIL = 5

attach\_leader = "Andrea Doria"

}

#Example of making a leader the regent

define\_ruler = {

name = "(Regent) János"

dynasty = "Hunyadi"

DIP = 5

ADM = 4

MIL = 5

regency = yes

attach\_leader = "János Hunyadi"

}

#These were added in 1.18

define\_ruler = {

dynasty = original\_dynasty

max\_random\_adm = 5

max\_random\_dip = 5

max\_random\_mil = 5

}

define\_ruler\_to\_general = {

fire = 4

shock = 4

manuever = 3

siege = 1

}

#Make a leader into the ruler

define\_leader\_to\_ruler = {

type =

claim =

}

#Type- can use general and conquistador, assuming that admiral and explorer can also be used

#Can also use the properties fixed/ADM/DIP/MIL, just as in define\_ruler, or name instead of type to use a specific leader

define\_consort = {

name = ""

country\_of\_origin =

dynasty = ""

adm = 3

dip = 3

mil = 3

female = yes

}

#country\_of\_origin can be a tag, scope, or event target. Not including this represents domestic spouse

#Can use fixed = yes like with rulers and heirs

#############################

## # Variables

#############################

change\_variable = { which = \_ value = 1 }

divide\_variable = { which = \_ value = 2 }

multiply\_variable = { which = \_ value = 2 }

set\_variable = { which = \_ value = 1 }

#Variable effects and triggers can now take a second variable as an argument, can also use OWNER

#Example from Captain Gars

set\_variable = { which = var1 value = 5 } # var1 = 5

set\_variable = { which = var2 which = var1 } # var2 = 5

change\_variable = { which = var2 value = 2 } # var2 = 7

multiply\_variable = { which = var1 which = var2 } # var1 = 35

divide\_variable = { which = var1 value = 2 } # var1 = 17.5

subtract\_variable = { which = var1 which = var2 }

#Variable effects and triggers can now take a scope as an argument

#Example from Captain Gars

multiply\_variable = { which = var1 which = FROM }

export\_to\_variable = {

which =

value =

}

#Examples

export\_to\_variable = {

which = prestigeVar

value = prestige

}

export\_to\_variable = {

which = stabilityVar

value = stability

who = FROM

}

export\_to\_variable = {

which = productionEfficiencyVar

value = modifier:production\_efficiency

}

export\_to\_variable = {

which = borderDistanceVar

value = borderDistance

who = FRA

}

#Allowed arguments for which

#Country

prestige

war\_exhaustion

manpower

manpower\_percentage

max\_manpower

states\_development

average\_autonomy

average\_home\_autonomy

corruption

stability

treasury

land\_forcelimit

naval\_forcelimit

average\_unrest

num\_of\_cities

army\_tradition

navy\_tradition

mercantilism

overextension\_percentage

inflation

num\_of\_ports

patriarch\_authority

piety

religious\_unity

ADM

DIP

MIL

heir\_adm

heir\_dip

heir\_mil

tolerance\_to\_this

trade\_income\_percentage

years\_of\_income

monthly\_income

army\_size

navy\_size

adm\_tech

dip\_tech

mil\_tech

border\_distance

capital\_distance

consort\_adm

consort\_dip

consort\_mil

+ all global modifiers

#Province

province\_trade\_power

local\_autonomy

base\_manpower

base\_production

base\_tax

development

unrest

nationalism

tolerance\_to\_this

+ all local modifiers

#############################

## # Province Effects (Province Scope)

#############################

##

#Changes in Province

##

add\_base\_manpower = 1

add\_base\_production = 1

add\_base\_tax = 1

add\_building = #Building name

add\_construction\_progress = -0.05 #have only seen this used for great projects

add\_core\_construction #Unsure of format, probably use "yes" as a right side argument

add\_culture\_construction = #probably uses "yes"

add\_great\_project = #specific name

add\_local\_autonomy = 10

add\_scaled\_local\_adm\_power = #Gives adm power based on base tax, so 0.5 would give 4 with 8 tax and 1.0 would give 8

add\_scaled\_local\_dip\_power = #Gives dip power based on base production, so 0.5 would give 4 with 8 production and 1.0 would give 8

add\_scaled\_local\_mil\_power = #Gives mil power based on base manpower, so 0.5 would give 4 with 8 manpower and 1.0 would give 8

cancel\_construction = yes #have only seen this used for great projects

change\_culture = #Can use owner, specific culture, ROOT, FROM, PREV, or capital

change\_province\_name = #new name

create\_advisor = #adivisor type

remove\_building = #building name

rename\_capital = #new name

set\_in\_empire = no

set\_local\_autonomy = 25

add\_building\_construction = {

building = name\_of\_building

speed = 1 # 100% of original speed

cost = 1 # 100% of original cost

}

add\_institution\_embracement = {

which = ""

value = 5

}

remove\_loot = {

who =

amount = 5

}

#For the who you can use TAG, ROOT, FROM, PREV, enemy, ect. Using enemy will divide the loot between all enemies present

##

## #Colonial and Discovering

##

add\_colonysize = 200

change\_native\_ferocity = -1

change\_native\_hostileness = -1

change\_native\_size = -3

create\_colony = 200 #As of 1.4 this now takes the actual number of settlers

discover\_country = #discovers the provinces of the scope for the said country (i.e. ROOT, tag, etc)

multiply\_colonysize = 0.5

undiscover\_country = #undiscovers the provinces of the scope for the said country (i.e. ROOT, tag, etc)

##

## #Control, Claims, and Cores

##

add\_claim =

add\_core =

add\_permanent\_claim =

add\_territorial\_core =

cede\_province = #TAG, FROM, ROOT, THIS, PREV, previous\_owner

change\_controller =

change\_siege = 20

remove\_claim =

remove\_core =

remove\_territorial\_core =

##

## #Estates and Parliament

##

back\_current\_issue = #yes or no

remove\_estate = #tooltip doesn't work, states that the province will get the estate

set\_estate = #tooltip doesn't show correct influence gain

set\_seat\_in\_parliament = yes #yes or no

##

## #Flags, Modifiers, and Events

##

clr\_province\_flag =

province\_event = { id = \_ }

remove\_province\_modifier =

set\_province\_flag =

add\_province\_modifier = {

name = "\_"

duration = 365

}

add\_permanent\_province\_modifier = {

name =

duration = -1

}

##

## #Military

##

kill\_leader = #general, admiral, conquistador, explorer, random, or specific name. Won't do anything if the leader isn't in the province

kill\_units = {

who =

type =

amount =

}

#who = enemy, TAG, ROOT, PREV, FROM, controller, or owner

#type = infantry, cavalry, artillery, ship type, or specific unit

#type is not needed, if not included will default to all

#Add Units, can use specific unit, tag, ROOT, etc.

artillery =

cavalry =

galley =

heavy\_ship =

infantry =

light\_ship =

transport =

#Can also add specific unit types

british\_redcoat = #ROOT, THIS, PREV, FROM, etc

twodecker = #ROOT, THIS, PREV, FROM, etc

#The following allows you to build mercenary units.

mercenary\_cavalry = #ROOT, PREV, FROM, TAG, THIS. Specific unit names don't work

mercenary\_infantry = #ROOT, PREV, FROM, TAG, THIS. Specific unit names don't work

#type = specific unit name, infantry, cavalry, light ships, etc.

#amount = how many, speed = how fast they will recruit (percentage of normal rate), cost = how much they will cost

add\_unit\_construction = {

type =

amount = 20

speed = 0.25

cost = 0

}

#Can also construct mercenary units by adding the following to add\_unit\_construction

mercenary = yes

#builds this percentage of forcelimit in the province scope

build\_to\_forcelimit = {

infantry = 0.6

cavalry = 0.3

artillery = 0.1

}

#Same thing with ships

random\_owned\_province = {

limit = {

has\_port = yes

}

build\_to\_forcelimit = {

heavy\_ship = 0.3

light\_ship = 0.3

transport = 0.2

galley = 0.2

}

}

#Removes loot from the province

remove\_loot = {

who =

amount = 5

}

#who = can use enemy to divide the loot up between all enemy countries present in the province (as vanilla does)

#Or you can use a specific tag to give the loot just to that tag. I'm assuming that we can also use scopes, but this will need to be tested

##

## #Religion

##

add\_cardinal = yes

add\_reform\_center = #name of religion

change\_religion = #Can use owner, specific religion, ROOT, FROM, PREV, an event target, or heretic (which will change it to a random heretic religion)

change\_to\_secondary\_religion = yes

remove\_cardinal = yes

remove\_reform\_center = #Name of religion

send\_missionary = yes

##

## #Revolts and Rebels

##

add\_nationalism = 10 # Add ten extra years of nationalism

add\_unrest = 10

create\_native = 1

create\_pirate = 1

create\_revolt = 2

#Can also use a specific rebel name = 1 (size of rebellion) to create rebels

#Example

noble\_rebels = 1

#Another way to spawn rebels, this was used as a random list effect

spawn\_rebels = {

type = \_

size = 2

}

#Can name rebel leader, good for pretender rebel (not sure if can do dynasty, maybe second name is dynasty, i.e. Jane Grey)

spawn\_rebels = {

type =

size = 1

leader = "\_"

}

unrest = 15 #adds progress to the rebel faction

win = yes #to give the rebels control of the province

#Can also set if the rebel leader is a female (place after leader = )

female = yes

#Can set rebel friend (tag, ROOT, FROM, etc)

spawn\_rebels = {

type =

size = 2

friend =

}

##

## #Trade

##

add\_trade\_node\_income = 10 #Inside trade node scope

change\_trade\_goods = #Trade good type

recall\_merchant = #ROOT, FROM, tag, PREV, etc

#Set a trade modifier, don't know what key = means (maybe localization)

#Example

add\_trade\_modifier = {

who = root

duration = 7300

power = 1

key = control\_of\_famagusta

}

remove\_trade\_modifier = {

who =

name =

}

#Inside a region scope, you can apply effects to all the provinces of that region

#############################

## # Unknown

#############################

negative\_power = #Not found in code

#############################

## # Code that doesn't work or has been removed

#############################

#add\_province\_manpower = 1 #removed as of 1.12

#add\_revolt\_risk

#culture\_group\_union = #Removed as of 1.14

#remove\_core\_from = #never found in code, doesn't work, likely an old remnant

#############################

# # List of EU IV Modifiers

#############################

picture = "\_" (ex. "estuary\_icon") #uses graphics from ideas\_EU4 folder, this replaces the icon = of EU III

#############################

## # Army

#############################

army\_tradition = 1

army\_tradition\_decay = -0.01

army\_tradition\_from\_battle = 0.5

artillery\_cost = -0.1

artillery\_power = 0.1

cavalry\_cost = -0.2

cavalry\_flanking = 0.5

cavalry\_power = 0.1

defensiveness = 0.25

discipline = 0.05

fire\_damage = 0.1

fire\_damage\_received = -0.5

fort\_maintenance\_modifier = -0.1

garrison\_size = 0.25

global\_garrison\_growth = 0.1

global\_manpower = 1.0

global\_manpower\_modifier = 0.1

global\_regiment\_cost = -0.10

global\_regiment\_recruit\_speed = -0.1

hostile\_attrition = 1

infantry\_cost = -0.1

infantry\_power = 0.1

land\_attrition = -0.25

land\_forcelimit = 1

land\_forcelimit\_modifier = 0.1

land\_maintenance\_modifier = -0.1

land\_morale = 0.25

leader\_land\_fire = 1

leader\_land\_manuever = 1

leader\_land\_shock = 1

leader\_siege = 1

loot\_amount = 0.1

manpower\_recovery\_speed = 0.25

movement\_speed = 0.15

prestige\_from\_land = 0.5

raze\_power\_gain = 0.2

recover\_army\_morale\_speed = 0.05

reinforce\_cost\_modifier = -0.50

reinforce\_speed = 0.25

shock\_damage = 0.5

shock\_damage\_received = -0.1

siege\_ability = 0.1

#############################

## #Factions (can use custom factions as modifiers as well)

#############################

bureaucrats\_influence = 0.1

enuchs\_influence = 0.1

temples\_influence = 0.1

mr\_aristocrats\_influence = 0.1

mr\_guilds\_influence = 0.1

mr\_traders\_influence = 0.1

#############################

## # Colonization

#############################

colonists = 1

colonist\_placement\_chance = 0.05

global\_colonial\_growth = 25

global\_tariffs = 0.25

native\_uprising\_chance = -0.25

native\_assimilation = 0.25

range = 0.2

#############################

## # Diplomatic

#############################

ae\_impact = -0.05

diplomats = 1

diplomatic\_annexation\_cost = -0.25

diplomatic\_reputation = 5

diplomatic\_upkeep = 1

enemy\_core\_creation = 0.1

fabricate\_claims\_time = -0.25

improve\_relation\_modifier = 0.25

justify\_trade\_conflict\_time = -0.10

province\_warscore\_cost = -0.2

unjustified\_demands = -0.5

vassal\_income = 0.1 #is multiplicative on the base vassal income in ducats

vassal\_forcelimit\_bonus = 0.33

#############################

## # Economy and Technology

#############################

adm\_tech\_cost\_modifier = -0.1

build\_cost = -0.1

build\_time = -0.25

development\_cost = -0.1

dip\_tech\_cost\_modifier = -0.1

embracement\_cost = -0.2

global\_tax\_income = 5 #Unaffected by global tax income modifiers

global\_tax\_modifier = 0.05

global\_institution\_spread = 0.05

inflation\_action\_cost = -0.10

inflation\_reduction = 0.1

interest = -1

mil\_tech\_cost\_modifier = -0.1

native\_advancement\_cost = -0.50

production\_efficiency = 0.1

technology\_cost = -0.05

#############################

## # Government, Advisors, and Rulers

#############################

advisor\_cost = -0.5

advisor\_pool = 1

all\_power\_cost = -0.05

core\_creation = -0.5

envoy\_travel\_time = -0.20

female\_advisor\_chance = 0.1 #needs to be localized

heir\_chance = 0.5

horde\_unity = 0.5

idea\_cost = -0.1

imperial\_authority = 0.05

legitimacy = 1

max\_states = 5

migration\_cooldown = -0.1

monthly\_militarized\_society = -0.05

prestige = 1

prestige\_decay = -0.01

republican\_tradition = 0.01

state\_maintenance\_modifier = -0.25

yearly\_corruption = -0.1

#############################

## # Idea Modifiers (can only be used with ideas)

#############################

important = yes #Can be placed in an idea group (between category and bonus).

auto\_explore\_adjacent\_to\_colony = yes

cb\_on\_government\_enemies = yes

cb\_on\_overseas = yes

cb\_on\_primitives = yes

cb\_on\_religious\_enemies = yes

extra\_manpower\_at\_religious\_war = yes

idea\_claim\_colonies = yes

may\_explore = yes

may\_perform\_slave\_raid = yes

may\_recruit\_female\_generals = yes

no\_religion\_penalty = yes

reduced\_stab\_impacts = yes

sea\_repair = yes

#############################

## # Military and Mercenaries

#############################

free\_leader\_pool = 1

mercenary\_cost = -0.25

merc\_maintenance\_modifier = -0.25

possible\_condottieri = 0.5 #no icon as of 1.19

possible\_mercenaries = 1.0

war\_exhaustion = -0.1

war\_exhaustion\_cost = -0.2

#############################

## # Navy

#############################

blockade\_efficiency = 0.5

capture\_ship\_chance = 0.2

galley\_cost = -0.25

galley\_power = 0.1

global\_naval\_engagement\_modifier = 0.5

global\_sailors = 1000

global\_sailors\_modifier = 0.25

global\_ship\_cost = -0.1

global\_ship\_recruit\_speed = -0.1

global\_ship\_repair = 0.2

global\_ship\_trade\_power = 0.2

heavy\_ship\_cost = -0.25

heavy\_ship\_power = 0.1

leader\_naval\_fire = 1

leader\_naval\_manuever = 1

leader\_naval\_shock

light\_ship\_cost = -0.25

light\_ship\_power = 0.1

naval\_attrition = -0.25

naval\_forcelimit = 1

naval\_forcelimit\_modifier = 0.25

naval\_maintenance\_modifier = -0.25

naval\_morale = 0.25

naval\_tradition\_from\_battle = 0.5

navy\_tradition = 1

navy\_tradition\_decay = -0.01

prestige\_from\_naval = 0.5

privateer\_efficiency = 0.25

recover\_navy\_morale\_speed = 0.05

ship\_durability = 0.1

sunk\_ship\_morale\_hit\_recieved = -0.2

transport\_cost = -0.25

transport\_power = 0.1

#############################

## # Religion

#############################

church\_power\_modifier = 0.1

devotion = 0.5

global\_heretic\_missionary\_strength = 0.03

global\_missionary\_strength = 0.02

missionaries = 1

monthly\_fervor\_increase = 1

papal\_influence = 1

religion = yes #If an event modifier has this it'll be removed if the country changes religion

religious\_unity = 0.5

secondary\_religion = yes #If an event modifier has this it'll be removed if the country changes its syncretic faith

tolerance\_heathen = 1

tolerance\_heretic = 1

tolerance\_own = 1

#############################

## # Revolts, Stability, Culture, and Spies

#############################

culture\_conversion\_cost = -0.25

discovered\_relations\_impact = -0.25

global\_autonomy = 0.05

global\_unrest = -3

global\_spy\_defence = 0.2

liberty\_desire = 10 #Used in the subject's scope

min\_autonomy = 50

num\_accepted\_cultures = 2

rebel\_support\_efficiency = 0.5

reduced\_liberty\_desire = 10 #Used in the overlord's scope

spy\_offence = 0.1

stability\_cost\_modifier = -0.1

years\_of\_nationalism = -10

#############################

## # Trade

#############################

caravan\_power = 0.2

embargo\_efficiency = 0.25

global\_foreign\_trade\_power = 0.1

global\_own\_trade\_power = 0.1

global\_prov\_trade\_power\_modifier = 0.1

global\_trade\_goods\_size = 0.05

global\_trade\_goods\_size\_modifier = 0.1

global\_trade\_power = 0.1

merchants = 1

trade\_efficiency = 0.05

trade\_range\_modifier = 0.25

trade\_steering = 0.25

#############################

## # Province

#############################

#Army

attrition = 5

garrison\_growth = 0.05

fort\_level = 1

local\_defensiveness = 0.1

local\_hostile\_attrition = 1

local\_manpower = 0.05

local\_manpower\_modifier = 0.2

local\_movement\_speed = 0.1

local\_regiment\_cost = -0.05

regiment\_recruit\_speed = -0.1

max\_attrition = 5

supply\_limit = 0.5

supply\_limit\_modifier = -0.1

#Colony

local\_colonial\_growth = 10

local\_colonist\_placement\_chance = 0.1

#Economy

inflation\_reduction\_local = 0.1

local\_build\_cost = 0.15

local\_build\_time = -0.5

local\_production\_efficiency = 0.25

local\_state\_maintenance\_modifier = -0.25

local\_tax\_modifier = 0.1

tax\_income = 1

#Navy

local\_naval\_engagement\_modifier = 0.10 #Only used in sea provinces

local\_sailors\_modifier = 0.5

local\_ship\_cost = -0.1

local\_ship\_repair = 0.25

ship\_recruit\_speed = -0.1

#Trade

province\_trade\_power\_modifier = 0.25

province\_trade\_power\_value = 0.25

trade\_goods\_size = 0.2

trade\_goods\_size\_modifier = 0.25

trade\_value = 1

trade\_value\_modifier = 0.25

#Other

allowed\_num\_of\_buildings = 1

attrition = 5

local\_autonomy = 0.05

local\_core\_creation = 0.5

local\_development\_cost = -0.1

local\_hostile\_attrition = 1

local\_institution\_spread = 0.1

local\_missionary\_strength = 0.001

local\_movement\_speed = 0.1

local\_spy\_defence = 0.25

local\_unrest = -1

min\_local\_autonomy = 50

#############################

## # Removed

#############################

#accepted\_culture\_threshold = -0.5 #Removed as of 1.18

#build\_power\_cost = -0.2 #Removed as of 1.12

#colonial\_liberty\_desire = 0.02 #Removed as of 1.10

#colonist\_time = -0.25 #Removed as of 1.4

#global\_revolt\_risk #Removed as of 1.8

#global\_trade\_income\_modifier #Removed as of 1.13

#leader\_fire = 1 #Removed as of 1.6

#leader\_shock = 1 #Removed as of 1.6

#local\_spy\_defence = 0.25 #Removed as of 1.16

#local\_revolt\_risk #Removed as of 1.8

#local\_tariffs = 0.5 #Removed as of 1.4

#may\_force\_march = yes #Removed as of 1.10

#may\_agitate\_for\_liberty = yes #Removed as of 1.16

#may\_infiltrate\_administration = yes #Removed as of 1.16

#may\_sabotage\_reputation = yes #Removed as of 1.16

#may\_sow\_discontent = yes #Removed as of 1.16

#may\_study\_technology = yes #Removed as of 1.16

#merchant\_present\_inland = 5 #Removed as of 1.10

#merchant\_steering\_to\_inland = 10 #Removed as of 1.10

#minimum\_revolt\_risk = 1 #Removed as of 1.8

#no\_cost\_for\_reinforcing = yes #Removed as of 1.19

#overseas\_income = 0.1 #Removed as of 1.4

#reduced\_native\_attacks = yes #Idea modifier, Removed as of 1.14

#relations\_decay\_of\_me = 0.3 #Removed as of 1.19

#############################

# # List of EU IV Scopes

#############################

regions, continents, and province ids can be used as scopes as well

Also can use PREV, ROOT, FROM, tags, THIS

#Can use your event targets as a scope

event\_target:name\_of\_custom\_event\_target

#############################

## # Country Trigger Scopes

#############################

all\_ally = { }

all\_coalition\_member = { } #never found in code

all\_country = { }

all\_elector = { }

all\_enemy\_country = { }

all\_known\_country = { }

all\_local\_enemy = { }

all\_neighbor\_country = { }

all\_rival\_country = { }

all\_subject\_country = { }

any\_ally = { }

any\_coalition\_member = { } #never found in code

any\_country = { }

any\_elector = { } #never found in code

any\_enemy\_country = { }

any\_known\_country = { }

any\_local\_enemy = { } #never found in code

any\_neighbor\_country = { }

any\_rival\_country = { }

any\_subject\_country = { }

colonial\_parent = { }

crusade\_target = { }

emperor = { }

overlord = { }

revolution\_target = { }

#############################

## # Country Effect Scopes

#############################

colonial\_parent = { }

emperor = { } #I don't think that it uses limit because I always see it in an IF scope

every\_ally = {

limit = {

}

}

every\_coalition\_member = {

limit = {

}

}

every\_country = {

limit = {

}

}

every\_elector = {

limit = {

}

}

every\_enemy\_country = {

limit = {

}

}

every\_known\_country = {

limit = {

}

}

every\_local\_enemy = {

limit = {

}

}

every\_neighbor\_country = {

limit = {

}

}

every\_rival\_country = {

limit = {

}

}

#In 1.4 patch notes, but not found in code

every\_subject\_country = {

limit = {

}

}

#can use if inside of an if = scope as well

if = {

limit = {

}

}

overlord = { }

random\_ally = {

limit = {

}

}

random\_coalition\_member = {

limit = {

}

}

random\_country = {

limit = {

}

}

random\_elector = {

limit = {

}

}

random\_enemy\_country = {

limit = {

}

}

random\_known\_country = {

limit = {

}

}

random\_local\_enemy = {

limit = {

}

}

random\_neighbor\_country = {

limit = {

}

}

random\_rival\_country = {

limit = {

}

}

#In 1.4 patch notes, but not found in code

random\_subject\_country = {

limit = {

}

}

#place whatever within the hidden effect and player can't see it

#Can place country scopes or province scopes in hidden effect

hidden\_effect = {

}

#hidden\_effect could also be inside or outside if = scope

hidden\_effect = {

if = {

limit = {

}

}

}

#############################

## # Province Trigger Scopes

#############################

##

#In a Country Scope

##

all\_active\_trade\_node = { }

all\_core\_province = { }

all\_heretic\_province = { }

all\_owned\_province = { } #Triggers must return true for all of the country's owned provinces

all\_province = { }

all\_trade\_node = { }

any\_active\_trade\_node = { } #Empty trigger means its true if we got any placed trader. Many uses, can specify region/continent, who ownes provinces in it

any\_core\_province = { }

any\_heretic\_province = { }

any\_owned\_province = { }

any\_province = { }

any\_trade\_node = { }

area\_name = { }

capital\_scope = { }

home\_trade\_node = { }

province\_group\_name = { }

region\_name = { } #Can also include type = all to check that all provinces in the region return true for the trigger

superregion\_name = { }

trade\_company\_region\_name = { } #can use a specific trade company region name as a scope

##

#In a Province Scope

##

all\_empty\_neighbor\_province = { }

all\_neighbor\_province = { } #does not target empty provinces

all\_trade\_node\_member\_province = { }

any\_empty\_neighbor\_province = { }

any\_friendly\_coast\_border\_province = { }

any\_neighbor\_province = { } #does not target empty provinces

any\_province = { }

any\_trade\_node\_member\_province = { } #Inside of the any\_active\_trade\_node = { }

area\_name = { }

region\_name = { }

sea\_zone = { } #The sea province where the province's port accesses, check if two countries share a sea zone allowing island nations to have "neighbors" in a trigger.

#############################

## # Province Effect Scopes

#############################

##

#In a Country Scope

##

capital\_scope = { }

every\_core\_province = {

limit = {

}

}

every\_heretic\_province = {

limit = {

}

}

every\_owned\_province = {

limit = {

}

}

every\_province = {

limit = {

}

}

random\_core\_province = {

limit = {

}

}

random\_heretic\_province = {

limit = {

}

}

random\_owned\_area = {

limit = {

}

}

random\_owned\_province = {

limit = {

}

}

##

#In a Province Scope

##

area\_name = { }

region\_name = { }

every\_empty\_neighbor\_province = {

limit = {

}

}

every\_neighbor\_province = {

limit = {

}

}

random\_empty\_neighbor\_province = {

limit = {

}

}

random\_neighbor\_province = {

limit = {

}

}

random\_province = {

limit = {

}

}

sea\_zone = { } #The sea province where the province's port accesses, check if two countries share a sea zone allowing island nations to have "neighbors" in a trigger.

####################################################

## # Country Scopes That Must Be In a Province Scope

####################################################

##

#Triggers

##

all\_core\_country = { }

any\_core\_country = { }

##

#Effects

##

every\_core\_country = {

limit = {

}

}

random\_core\_country = {

limit = {

}

}

##

#Both

##

controller = { }

owner = { }

####################################################

## # Trade Scopes (Inside a country Scope)

# All of these are province scopes

####################################################

##

#Triggers

##

all\_active\_trade\_node = { }

all\_trade\_node = { }

any\_active\_trade\_node = { } #Empty trigger means its true if we got any placed trader. Many uses, can specify region/continent, who ownes provinces in it

any\_trade\_node = { }

home\_trade\_node = { }

##

#Effects

##

every\_active\_trade\_node = {

limit = {

}

}

#not sure if this one works

every\_trade\_node = {

limit = {

}

}

random\_active\_trade\_node = {

limit = {

}

}

random\_trade\_node = {

limit = {

}

}

####################################################

## # Inside Trade Scopes

# Must be inside trade node scope (province scope)

####################################################

##

#Country

##

#Triggers

all\_privateering\_country = { }

all\_trade\_node\_member\_country = { }

any\_privateering\_country = { }

any\_trade\_node\_member\_country = { }

most\_province\_trade\_power = { } #probably refers to the country with the most trade power from provinces in a node

strongest\_trade\_power = { }

#Effects

every\_trade\_node\_member\_country = { }

most\_province\_trade\_power = { } #probably refers to the country with the most trade power from provinces in a node

random\_trade\_node\_member\_country = { }

every\_privateering\_country = {

limit = {

}

}

random\_privateering\_country = {

limit = {

}

}

##

#Province

##

#Triggers

all\_trade\_node\_member\_province = { }

any\_trade\_node\_member\_province = { }

#Effects

every\_trade\_node\_member\_province = {

limit = {

}

}

random\_trade\_node\_member\_province = {

limit = {

}

}

########################################################

## # Mission Scopes (province and country not separated, noted to side)

########################################################

##

#Triggers

##

all\_target\_province = { } #province scope

any\_target\_province = { } #province scope

##

#Effects

##

every\_target\_province = { } #province scope

random\_target\_province = { } #province scope

#############################

## # List of EU IV Triggers

#############################

(ROOT, FROM, tag, REB, owner, PREV, THIS, emperor)

hidden\_trigger = {

}

custom\_trigger\_tooltip = {

tooltip =

}

has\_dlc = #this trigger doesn't work for all dlcs, perhaps only the larger content ones

has\_custom\_ideas = yes

has\_global\_flag =

had\_global\_flag = { flag = \_ days = 365 }

ironman = yes

is\_playing\_custom\_nation = no

nation\_designer\_points = 200 #checks how many points were used to create nation in the nation designer

normal\_or\_historical\_nations = yes

normal\_province\_values = yes

num\_of\_custom\_nations = 1

real\_day\_of\_year =

real\_month\_of\_year =

start\_date = 1444.11.11 #or whichever date you want to check for, will only return true if the game was started on this specific date

started\_in = 1444.11.11 #or whichever date you want to check for, returns true if the game was started on or after this date. Localization is currently messed for this trigger

always = no #Will make it so that an event will never fire, if put in the potential of a decision then it will never be available, if in the allow of the decision then it can't be enacted.

#Scripted Triggers (defined in common\scripted\_triggers)

scripted\_triggers\_name = yes #no doesn't work, must use NOT = { scripted\_triggers\_name = yes }

#######################################

## # Both Triggers (province and country)

#######################################

check\_variable = { which = \_ value = 5 }

is\_variable\_equal = { which = \_ value = 5 }

#Variable effects and triggers can now take a second variable as an argument

#Variable effects and triggers can now take a scope as an argument

#Examples from Captain Gars

check\_variable = { which = var1 which = var2 }

check\_variable = { which = var1 which = FROM }

is\_month =

is\_religion\_enabled = protestant

is\_religion\_enabled = reformed

is\_year =

#Used for counting provinces, put any trigger(s) after value = and it returns true if at least that number of provinces (the value) return true for the trigger.

num\_of\_owned\_provinces\_with = {

value = 2

}

#############################

## # Other Country Triggers

#############################

ai = yes

exists = yes #Can also use tag

great\_power\_rank = 1

had\_country\_flag = { flag = \_ days = 365 }

has\_country\_flag =

has\_country\_modifier =

has\_first\_revolution\_started = yes

has\_game\_started = yes

has\_saved\_event\_target =

has\_switched\_nation = no

is\_great\_power = yes

is\_revolution\_target = yes

is\_westernising = no

luck = no

num\_of\_cities = 3 #can also use ROOT, FROM, PREV, tag, etc to compare country size

personality = #use one of the ai personalities

revolution\_target\_exists = yes

tag =

was\_player = no

#Following Trigger has two separate uses

calc\_true\_if = {

#triggers

amount = 3

}

#It can be used with multiple triggers, and it returns true if at least X amount of the triggers return true

calc\_true\_if = {

ADM = 4

religion = catholic

full\_idea\_group = religious\_ideas

religious\_unity = 1.0

is\_papal\_controller = yes

amount = 3

}

#So this will return true if at least 3 of these 5 triggers are true

#This trigger funtions differently if using one of the all\_ triggers

#Country Scope Example

calc\_true\_if = {

all\_country = {

religion = protestant

}

amount = 5

}

#This will return true if there are at least 5 Protestant countries in the world

#Province Scope Example

calc\_true\_if = {

all\_owned\_province = {

has\_terrain = marsh

}

amount = 2

}

#This will return true if the scope has at least two provinces that have the marsh terrain

has\_global\_modifier\_value = {

which =

value =

}

#Example

has\_global\_modifier\_value = {

which = cavalry\_power

value = 0.5

}

#Can use building names as a trigger to check that country has a certain number of a building

name\_of\_building = 3 #ex. university = 1

#############################

## # Army

#############################

army\_size = #Can use a number here to check army size. Can use tag, ROOT, FROM, PREV,etc to compare num of regiments

army\_size\_percentage = 0.7 #percentage of forcelimit used

army\_tradition = 10

artillery\_fraction = #should be a decimal

cavalry\_fraction = #should be a decimal

infantry\_fraction = #should be a decimal

land\_forcelimit = 20

land\_maintenance = 1.0

manpower = 12 #available manpower, can also compare countries with tag, ROOT, FROM, PREV, etc.

manpower\_percentage = 0.5

max\_manpower = 20

max\_manpower\_greater\_than = #never found in code

num\_of\_artillery = 10 #Can also use tag, ROOT, FROM, PREV,etc to compare num of regiments

num\_of\_cavalry = 10 #Can also use tag, ROOT, FROM, PREV,etc to compare num of regiments

num\_of\_infantry = 10 #Can also use tag, ROOT, FROM, PREV,etc to compare num of regiments

num\_of\_conquistadors = 1

num\_of\_generals = 1

num\_of\_generals\_with\_traits = 1

num\_of\_mercenaries = 1

#############################

## # CB enabled

#############################

cb\_on\_government\_enemies = yes

cb\_on\_overseas = yes

cb\_on\_primitives = yes

cb\_on\_religious\_enemies = yes

#############################

## # Colonization

#############################

has\_colonial\_parent = yes

is\_colonial = yes #This may have been removed with 1.4

is\_colonial\_nation = yes

is\_former\_colonial\_nation = yes

is\_random\_new\_world = no

num\_of\_colonies = 3

num\_of\_colonists = 1

num\_of\_conquistadors = 1

num\_of\_explorers = 1

tariff\_value = 0.25

overseas\_provinces\_percentage = 0.25

#############################

## # Culture, Revolts, and Stability

#############################

accepted\_culture =

average\_autonomy = 10

average\_autonomy\_above\_min = 2

average\_effective\_unrest = 2

average\_home\_autonomy = 10 #Excludes overseas provinces

average\_unrest = 1

culture\_group =

dominant\_culture = #capital, specific culture

has\_spawned\_rebels = #rebel type here to check for that type of rebel, works for country scope not sure for province scope

num\_of\_rebel\_armies = 1

num\_of\_rebel\_controlled\_provinces = 1

num\_of\_revolts = 1

overextension\_percentage = 0.05

primary\_culture =

revolt\_percentage = 0.1

stability = 1

unrest = 5 #Can now also be used in the country scope

#############################

## # Diplomatic

#############################

ai\_attitude = { who = \_ attitude = \_ }

alliance\_with =

border\_distance = { who = distance = 100 } #check distance using debug\_mode

can\_justify\_trade\_conflict =

can\_release = #never found in code

capital\_distance = { who = distance = 100 } #Calculates the distance between two capital provinces' primary cities and not the provinces' borders. Check distance using debug\_mode

claim = #ROOT, tag, etc., returns true if the country has any province claims in the scope country

core\_claim = #ROOT, tag, etc., returns true if the country has any core provinces in the scope country. Tooltip states claim instead of core

defensive\_war\_with =

diplomatic\_reputation = 5

dynasty = #ROOT, FROM, tag, PREV, etc

federation\_size = 5

guaranteed\_by =

has\_casus\_belli = { type = \_ target = \_ }

has\_casus\_belli\_against =

has\_discovered = #tag, etc.

has\_given\_consort\_to =

has\_guaranteed =

has\_spawned\_supported\_rebels = #FROM, ROOT, PREV, tag, etc

has\_spy\_network\_from = { who = \_ value = 25 }

has\_spy\_network\_in = { who = \_ value = 25 }

heir\_nationality = #ROOT, FROM, PREV, probably tag as well

historical\_friend\_with =

historical\_rival\_with =

in\_league = #name of religion

institution\_difference = { who = ROOT value = 2 } #Compares number institution with target country

is\_client\_nation\_of =

is\_colonial\_nation\_of =

is\_enemy =

is\_federation\_leader = yes

is\_in\_coalition = no

is\_in\_trade\_league\_with =

is\_league\_enemy = #ROOT, FROM, PREV, etc.

is\_league\_friend =

is\_neighbor\_of =

is\_origin\_of\_consort =

is\_possible\_march =

is\_possible\_vassal = #never found in code, tested and confirmed to work

is\_rival =

is\_subject\_of =

is\_threat =

junior\_union\_with =

knows\_country =

march\_of =

marriage\_with =

neighbors\_tech\_discount =

num\_of\_allies = 3

num\_of\_coalition\_members = 6

num\_of\_colonial\_subjects = 3

num\_of\_diplomats = 1

num\_of\_diplomatic\_relations = 4

num\_of\_free\_diplomatic\_relations = 1

num\_of\_marches = 1

num\_of\_protectorates = 2

num\_of\_royal\_marriages = 3

num\_of\_trusted\_allies = 5

num\_of\_unions = 2

num\_of\_vassals = 1

num\_of\_war\_reparations = 5

offensive\_war\_with =

overlord\_of =

provinces\_on\_capital\_continent\_of =

subsidised\_percent\_amount = 0.5

succession\_claim =

senior\_union\_with =

tech\_difference =

trade\_embargoing = #never found in code

trade\_embargo\_by =

trade\_league\_embargoed\_by =

truce\_with =

vassal\_of =

war\_with =

war\_score\_against = {

who =

value =

}

has\_opinion = {

who =

value =

}

reverse\_has\_opinion = { who = \_ value = 80 }

#Examples

PAP = { has\_opinion = { who = ROOT value = 100 } } #This requires that the Pope has an opinion of the ROOT of at least 100

PAP = { reverse\_has\_opinion = { who = ROOT value = 100 } } #This requires that the ROOT has an opinion of the Pope of at least 100

has\_opinion\_modifier = {

modifier =

who =

}

has\_opinion\_modifier = {

modifier = aggressive\_expansion

who = FROM

value = -49

}

#can also use reverse

reverse\_has\_opinion\_modifier

#Do not need to use all of these perameters in the trigger, these are just all the possible options

is\_in\_war = {

attacker\_leader =

defender\_leader =

casus\_belli =

war\_score =

duration =

war\_goal\_province =

start\_date =

# You can add multiple to check for multiple defenders/participants

defenders =

participants =

}

years\_in\_union\_under = {

who =

years = 50

}

years\_in\_vassalage\_under = {

who =

years = 10

}

#These three triggers check the scopes relative strength to the who

#Therefore 0.5 would return true if their strength is at least half of the who's strength, while 2.0 would return true if their strength is at least double the who's strength

#for who you can use tag, FROM, ROOT, PREV, etc.

army\_strength = {

who =

value = 0.5

}

military\_strength = {

who =

value = 2.0

}

naval\_strength = {

who =

value = 1.0

}

#############################

## # Discovery, States, Territories, Areas, and Provinces (Country Scope)

#############################

capital = #can use province id

controls = #can use province id

core\_percentage = 0.5 #only considers number of provinces and not development

has\_discovered = #Province id, region, continent, ROOT (if in province scope)

is\_claim = #province id, ROOT, FROM, PREV, etc.

is\_core = #can use province id

is\_state\_core = #can use province id

is\_territorial\_core = #can use province id

num\_of\_provinces\_in\_states = 10

num\_of\_provinces\_in\_territories = 10

num\_of\_states = 5

num\_of\_territories = 5

owns =

owns\_core\_province =

owns\_or\_vassal\_of = #can use province id

has\_discovered\_region = {

region =

years =

}

#region = can use specific region name or a scope (FROM, ROOT, PREV)

#This trigger is not localized

has\_discovered\_capital\_region\_of = {

who =

years =

}

#This trigger is not localized

has\_any\_country\_in\_region\_discovered\_capital\_region\_of = {

region =

who =

years =

}

#another way to check discovery

north\_america = { has\_discovered = ROOT }

#Do you own any province in this region

name\_of\_region\_or\_continent = { owned\_by = tag }

#Checks if all provinces of the region return true for the trigger

#So this triggers true if you own all the provinces of this region

name\_of\_region\_or\_continent = { type = all owned\_by = tag }

#This triggers true if Ottomans don't own any provinces in Western Balkans

western\_balkans = { type = all NOT = { owned\_by = TUR }}

#############################

## # Economy, Power Currency, and Tech

#############################

adm\_power = 50

adm\_tech = 10

dip\_power = 50

dip\_tech = 10

has\_institution = #Institution name

gold\_income = 10

gold\_income\_percentage = 0.35

inflation = 5

is\_bankrupt = yes

is\_in\_deficit = yes

is\_institution\_enabled = #Institution name

mil\_power = 50

mil\_tech = 10

monthly\_income = 60

national\_focus = #mil/dip/adm

num\_of\_loans = 5

production\_efficiency = 0.5

production\_income\_percentage = 0.33

production\_leader = { trade\_goods = name\_of\_trade\_good }

tax\_income\_percentage = 0.33

technology\_group =

total\_base\_tax = 25

total\_development = 200

treasury = 200

years\_of\_income = 0.25

#Not sure what the value part does, but it isn't needed

production\_leader = { #never found in code

trade\_goods =

value = yes #yes or no

}

#############################

## # Estates, Factions, and Disasters

#############################

estate\_influence = { estate = name influence = 80 }

estate\_loyalty = { estate = name loyalty = 50 }

estate\_territory = { estate = name territory = 15 }

faction\_in\_power =

has\_any\_disaster = no

has\_disaster = #disaster name

has\_disaster\_progress = { disaster = \_ value = \_ }

has\_estate\_influence\_modifier = { estate = name modifier = modifier\_name }

has\_estate\_loyalty\_modifier = { estate = name modifier = modifier\_name }

has\_estate = #estate name

has\_factions = yes

num\_of\_powerful\_estates = 3

faction\_influence = {

faction =

influence =

}

#############################

## # Governments and Advisors

#############################

advisor = #type of advisor - Can also use advisor type as a trigger to check skill level, i.e. statesman = 3

advisor\_exists = 236 #This number is the advisor\_id, found in advisor history

corruption = 50

current\_debate = #Debate name

current\_size\_of\_parliament = 3

government = dictatorship

government = monarchy

government = republic

government = theocracy

government = tribal

government\_rank = 2

has\_active\_debate = yes

has\_active\_policy =

has\_advisor = yes

has\_parliament = yes

horde\_unity = 70

is\_advisor\_employed = 562 #number is the advisor\_id

is\_league\_leader = yes

is\_nomad = no

is\_orangists\_in\_power = yes

is\_statists\_in\_power = yes

is\_tribal = yes

legitimacy = 95 #Highest is 100

legitimacy\_or\_horde\_unity = 95

militarized\_society = 50

months\_of\_ruling = 12

percentage\_backing\_issue = 0.5

prestige = 25 #Can also compare two countries with tag, ROOT, FROM, PREV, etc.

primitives = yes

republican\_tradition = 80

statists\_vs\_orangists = 0.9

yearly\_corruption\_increase = 0.001

#Can use any combination of the following three parameters

employed\_advisor = {

home\_religion =

home\_culture =

type =

}

#home\_religion = #specific religion, true\_faith, heretic, heathen, or ROOT

#home\_culture = #specific culture or ROOT

#Can also check gender

employed\_advisor = {

type =

is\_male = yes

}

employed\_advisor = {

type =

is\_female = yes

}

#############################

## # HRE

#############################

allows\_female\_emperor = no

has\_hre\_emperor\_modifier =

has\_hre\_member\_modifier =

hre\_heretic\_religion = #ROOT, FROM, tag, PREV, etc

hre\_leagues\_enabled = yes

hre\_reform\_level = 6

hre\_religion = #name of religion

hre\_religion\_locked = no

hre\_religion\_treaty = no

hre\_size = 25

imperial\_influence = 10

is\_elector = yes

is\_emperor = yes

is\_imperial\_ban\_allowed = yes

is\_part\_of\_hre = yes

num\_of\_electors = #never found in code, should probably be a number

preferred\_emperor = #ROOT, FROM, tag, PREV, etc

will\_back\_next\_reform = yes

#############################

## # Ideas

#############################

full\_idea\_group =

has\_idea =

has\_idea\_group =

#Can check for number of ideas in each catagory, i.e. administrative\_ideas = 1

#############################

## # Military (both navy and army)

#############################

had\_recent\_war = 10 #number of years since last war

has\_leader = "\_" #name of leader

has\_truce = no

has\_unit\_type =

has\_wartaxes = yes

is\_at\_war = yes

is\_in\_league\_war = no

war\_exhaustion = 5

war\_score = 25

war\_with\_nomads = #I believe this yes or no but not sure

#found in list of triggers but not in code, unsure how it should be formated, Update- See below

has\_leader\_with

#Killzerslaul has tested the trigger using the following format and says that it works. Thanks for testing!

#Checks that the country has a leader with at least these stats

has\_leader\_with = {

fire = 6

shock = 6

manuever = 6

siege = 1

}

#Golladan also discoverd that we can specify the type of leader using the following

has\_leader\_with = {

admiral = yes

manuever = 1

}

has\_leader\_with = {

general = yes

manuever = 1

}

#Can use general or admiral, but not explorer or conquistador. Explorers are considered admirals, and conquistadors are considered generals

#############################

## # Missions

#############################

ai\_mission = yes #Allows the mission to fire for the AI, without this only the player can get the mission

last\_mission = #mission name here, check that the mission was or wasn't the last chosen

#############################

## # Navy

#############################

blockade = 75 #maybe checking percentage of country blockaded

galley\_fraction = #should be a decimal

has\_privateers = yes

heavy\_ship\_fraction = #should be a decimal

light\_ship\_fraction = #should be a decimal

transport\_fraction = #should be a decimal

naval\_forcelimit = 40

naval\_maintenance = 1.0

navy\_size = #Can use a number here to check navy size. Can use tag, ROOT, FROM, PREV,etc to compare num of ships

navy\_size\_percentage = 0.5

navy\_tradition = 40

num\_of\_admirals = 1

num\_of\_admirals\_with\_traits = 1

num\_of\_explorers = 1

num\_of\_galley = 10 #Can also use tag, ROOT, FROM, PREV,etc to compare num of ships

num\_of\_heavy\_ship = 10 #Can also use tag, ROOT, FROM, PREV,etc to compare num of ships

num\_of\_light\_ship = 10 #Can also use tag, ROOT, FROM, PREV,etc to compare num of ships

num\_of\_transport = 10 #Can also use tag, ROOT, FROM, PREV,etc to compare num of ships

num\_of\_ports = 1

num\_of\_ports\_blockading = 10

num\_of\_total\_ports = 10

num\_ships\_privateering = 50

sailors = 4000

sailors\_percentage = 0.9

#############################

## # Religion

#############################

at\_war\_with\_religious\_enemy = yes

authority = 50

church\_power = 50

devotion = 75

dominant\_religion = #capital, specific religion, secondary

doom = 5

fervor = 75

has\_active\_fervor = no

has\_adopted\_cult = #cult name

has\_border\_with\_religious\_enemy = yes

has\_church\_aspect = #Aspect's name

has\_friendly\_reformation\_center = yes

has\_hostile\_reformation\_center = yes

has\_matching\_religion = #ROOT, FROM, TAG, PREV, etc.

has\_personal\_deity = #Deity's name

has\_unlocked\_cult = #cult name

invested\_papal\_influence = 10

is\_any\_heresy\_enabled = yes #never found in code

is\_crusade\_target = yes

is\_defender\_of\_faith = yes

is\_excommunicated = no

is\_force\_converted = no

is\_papal\_controller = yes

is\_previous\_papal\_controller = yes

is\_religion\_reformed = yes

karma = 50 #Goes from -100 to 100

num\_of\_active\_blessings = 2

num\_of\_aspects = 2

num\_of\_cardinals = 1 #guessing this is number of cardinals under your influence

num\_of\_missionaries = 2

num\_of\_religion = { religion = \_ value = 3 } #with \_ being name of religion, also seen value be a decimal and in this case it is probably a percentage of total provinces

num\_of\_religion = { heretic = yes value = 3 } #Checks for scope's religion and heretic religions, so basically counts all provinces of the scope's religous group

num\_of\_unlocked\_cults = 2

papacy\_active = yes #Country and Province Scope

papal\_influence = 20

patriarch\_authority = 0.5

piety = -0.1

reform\_desire = 0.1

religion = #name of religion, ROOT, FROM, PREV, secondary

religion\_group =

religion\_years = { protestant = 5 }

religion\_years = { reformed = 5 }

religious\_unity = 1.0 #Percentage of people in your country following the state religion, based on province taxes

secondary\_religion = #name of religion

total\_number\_of\_cardinals = 1

uses\_authority = yes

uses\_blessings = yes

uses\_church\_aspects = yes

uses\_cults = yes

uses\_doom = yes

uses\_fervor = yes

uses\_karma = yes

uses\_papacy = yes

uses\_patriarch\_authority = yes

uses\_personal\_deities = yes

uses\_piety = yes

uses\_syncretic\_faiths = yes

#this may need to be confirmed

#Can also use religion = a\_number to check the tolerance of a particular religion

#example

NOT = { protestant = -2 }

#############################

## # Rulers, Heirs, and Consorts

#############################

ADM = 3

DIP = 3

MIL = 3

can\_heir\_be\_child\_of\_consort = yes #Checks if heir is a child of your consort

consort\_age = 30

consort\_adm = 3

consort\_dip = 3

consort\_mil = 3

consort\_has\_personality = #personality name

dynasty = "dynasty name"

had\_consort\_flag = { flag = \_ days = 365 }

had\_heir\_flag = { flag = \_ days = 365 }

had\_ruler\_flag = { flag = \_ days = 365 }

has\_consort = yes

has\_consort\_flag = yes

has\_consort\_regency = yes

has\_female\_consort = yes

has\_female\_heir = no

has\_foreign\_consort = yes

has\_foreign\_heir = yes

has\_heir = yes #can also use a specific name

has\_heir\_flag =

has\_new\_dynasty = yes

has\_regency = no #Includes consort regencies

has\_ruler = "specific ruler name"

has\_ruler\_flag =

has\_ruler\_modifier =

heir\_adm = 3

heir\_dip = 3

heir\_mil = 3

heir\_age = 15

heir\_claim = 90

heir\_has\_consort\_dynasty = yes

heir\_has\_personality = #personality name

heir\_has\_ruler\_dynasty = yes

is\_heir\_leader = yes

is\_female = no

is\_monarch\_leader = yes

ruler\_age = 40

ruler\_consort\_marriage\_length = 3 #in years

ruler\_has\_personality = #personality name

ruler\_is\_foreigner = yes

#############################

## # Subjects

#############################

can\_create\_vassals = #never found in code

has\_divert\_trade = yes #Subject interaction, used in subject's scope

has\_embargo\_rivals = yes #Subject interaction, used in subject's scope

has\_promote\_investments = #Trade Company Tag, Subject interaction but since only for trade companies it won't be in subject's scope

has\_scutage = yes #Subject interaction, used in subject's scope

has\_send\_officers = yes #Subject interaction, used in subject's scope

has\_subsidize\_armies = yes #Subject interaction, used in subject's scope

has\_support\_loyalists = yes #Subject interaction, used in subject's scope

is\_client\_nation = yes

is\_lesser\_in\_union = no

is\_march = yes

is\_overseas\_subject = yes

is\_protectorate = yes

is\_subject = no

is\_vassal = no

liberty\_desire = 80

#############################

## # Trade

#############################

cotton = 1 OR grain = 1 (etc)

is\_in\_trade\_league = yes

is\_trade\_league\_leader = yes

mercantilism = 25

num\_of\_merchants = 4

num\_of\_strong\_trade\_companies = 4

num\_of\_trading\_bonuses = 7

num\_of\_trade\_embargos = #not found in code

trade\_efficiency = 0.5

trade\_income\_percentage = 0.35

trading\_bonus = {

trade\_goods = #type of trade good

value = yes #yes or no

}

trading\_part = {

trade\_goods = #type of trade good

value = 0.2

}

#############################

## # Province

#############################

##

# Other Triggers

##

base\_manpower = 8

base\_production = 8

base\_tax = 8

can\_build =

construction\_progress = 0.5

development = 10

had\_province\_flag = { flag = \_ days = 365 }

has\_building =

has\_climate = #Climate name

has\_construction = #core, culture, building, merchant, diplomat, missionary, army, navy, canal, great\_project or any

has\_great\_project = #specific name

has\_port = yes

has\_province\_flag =

has\_province\_modifier =

has\_terrain =

has\_winter =

institution\_name = 50 #0-100, check how close the province is to gaining a specific institution

is\_institution\_origin = #institution name

island = yes

is\_capital = yes

is\_city = yes

is\_in\_capital\_area = yes #Need to test this

is\_part\_of\_hre = yes

is\_sea = yes #checks if is a sea province (ocean, sea, lake)

num\_free\_building\_slots = 1

num\_of\_times\_improved = 5

has\_local\_modifier\_value = {

which =

value =

}

##

## # Colonies

##

colonial\_claim\_by\_anyone\_of\_religion = #country or specific religion, checks if anyone from that religion (or the country's religion) has gotten a colonial grant for the scope's colonial region from any potential pope-like entities

colonial\_region =

colonysize = 500

has\_colonist = yes

has\_empty\_adjacent\_province = yes #can only use yes, using no doesn't work. Instead use NOT = { has\_empty\_adjacent\_province = yes }

is\_colony = yes

is\_empty = yes

is\_overseas = no

is\_religion\_grant\_colonial\_claim = yes #yes, no, or country, checks if a province has been granted by any/all religious leader(s) to any country, to no country, or by their own religious leader to a specific country

native\_ferocity = 3

native\_hostileness = 5

native\_size = 1

range = #ROOT, FROM, PREV, tag, etc. This checks if the province or region is in colonization range.

##

## # Controls, Cores, and Claims

##

controlled\_by = #owner, REB, tag, ROOT, PREV, FROM, rebel\_type

is\_claim = #tag, ROOT, FROM, PREV, controller, owner

is\_core = #tag, ROOT, FROM, PREV, controller, owner

is\_state\_core = #tag, ROOT, FROM, PREV, controller, owner

is\_territorial\_core = #tag, ROOT, FROM, PREV, controller, owner

months\_since\_defection = 60 #not entirely sure what this checks, found in flavorGEN,flavorMAM

months\_since\_last\_owner\_change = 60 #never found in code and reported that it doesn't work

owned\_by =

previous\_owner = #tag, ROOT, FROM, PREV, etc.

##

## # Estates and Parliament

##

has\_estate = #yes or estate name, not sure if has\_estate = no works since Paradox always uses NOT = { uses has\_estate = yes }

has\_seat\_in\_parliament = yes

is\_backing\_current\_issue = no

##

## # Military

##

fort\_level = 1

garrison = 1000

has\_heir\_leader\_from = #ROOT, PREV, FROM, TAG, owner, controller

has\_influencing\_fort = yes

has\_ruler\_leader\_from = #ROOT, PREV, FROM, TAG, owner, controller

has\_siege = yes

is\_blockaded = no

is\_looted = yes

sieged\_by = #owner, REB, tag, ROOT, PREV, FROM, rebel\_type

units\_in\_province = 1 #1.13 added the ability to use scopes here, not sure if they fixed the previous issue where only the number 1 worked

unit\_in\_battle = yes #unit\_in\_battle = no doesn't work, must use NOT = { unit\_in\_battle = yes }

unit\_has\_leader = yes #unit\_has\_leader = no doesn't work, must use NOT = { unit\_has\_leader = yes }

unit\_in\_siege = yes #unit\_in\_siege = no doesn't work, must use NOT = { unit\_in\_siege = yes }

num\_of\_units\_in\_province = {

who =

type =

amount =

}

#who = enemy, TAG, ROOT, PREV, or FROM, controller and owner may work but need to be tested

#type = infantry, cavalry, artillery, ship type, or specific unit

#type and who is not needed, if not included will default to any/all

#Check for unit types in province

artillery\_in\_province = 1 #can also use tags and scopes

cavalry\_in\_province = 1 #can also use tags and scopes

galleys\_in\_province = 1 #can also use tags and scopes

heavy\_ships\_in\_province = 1 #can also use tags and scopes

infantry\_in\_province = 1 #can also use tags and scopes

light\_ships\_in\_province = 1 #can also use tags and scopes

transports\_in\_province = 1 #can also use tags and scopes

##

## # Religion and Culture

##

culture = #ROOT, FROM, PREV, controller, owner

culture\_group = #ROOT, FROM, PREV, controller, owner

has\_cardinal = yes

has\_missionary = yes

has\_owner\_culture = yes

has\_owner\_accepted\_culture = yes

has\_owner\_religion = yes

is\_reformation\_center = yes

religion = #ROOT, FROM, PREV, controller, owner, secondary

religion\_group = #ROOT, FROM, PREV, controller, owner

tolerance\_to\_this = 2

##

## # Revolts and Rebels

##

can\_spawn\_rebels = #rebel type here

has\_harsh\_treatment = yes #Can't use no as a right-side argument, must instead use NOT = { has\_harsh\_treatment = yes }

has\_rebel\_faction = #REB, not sure if you can put rebel type here

likely\_rebels = #rebel type here

local\_autonomy = 50

nationalism = 10

pure\_unrest = 2

unrest = 5

##

## # States, Territories, Areas, and Regions

##

area = #area name

continent =

is\_state = yes

is\_territory = yes

province\_group = #province group name

province\_id = #id number, but can also use ROOT and such

province\_size = #Unsure what this checks

region = #region name, capital, ROOT, PREV, FROM, if using a scope (such as ROOT) the tooltip is messed up and should be fixed

superregion = #super region name

#In a Region scope

country\_or\_vassal\_holds = #ROOT, FROM, TAG, PREV, etc. Returns true if the country or its subjects holds at least one province in the region.

#Example

the\_carribean = { country\_or\_vassal\_holds = ROOT }

#Can also include a type = all clause, which changes the requirement from 'at least one province in the region' to 'all provinces in the region'

the\_carribean = {

type = all

country\_or\_vassal\_holds = ROOT

}

##

## # Trade

##

is\_owned\_by\_trade\_company = yes

province\_trade\_power

trade\_company\_size = 10

trade\_goods = #e.g. grain

trade\_range = #ROOT, tag, PREV, FROM, etc.

#Must be within a trade scope

has\_merchant = #ROOT, TAG, PREV, FROM, etc.

has\_most\_province\_trade\_power = #In an active trade node or the province id of trade node. tag, ROOT, FROM, etc

has\_trader = #Use in an active trade node or use province id of a trade node. Use ROOT, FROM, tag, PREV, etc.

highest\_value\_trade\_node = yes

is\_sea = yes #used in the active trade node scope and checks if the trade node is in a water province (can actually be used outside of a trade scope)

is\_strongest\_trade\_power = #In an active trade node or the province id of trade node. Use tag, ROOT, FROM, etc

#Can use name and key

has\_trade\_modifier = {

who =

name =

}

#for country = can use FROM, ROOT, etc.

#Country isn't needed could just have privateer\_power = { share = 10 }

privateer\_power = {

country = FROM

share = 1

}

trade\_share = {

country = ROOT

share = 10

}

#############################

## # Unknown Scope and format

#############################

hre\_majority =

#############################

## # Code that doesn't work (been removed)

#############################

has\_sphere = #EU IV doesn't use spheres in the way that EU III did.

in\_sphere\_of = # EU IV doesn't use spheres in the way that EU III did.

leads\_coalition = yes #never found in code, coalitions no longer have leaders

num\_of\_free\_ideas = #never found in code, tested and wasn't working properly

num\_of\_total\_ideas = #never found in code, tested and wasn't working properly

num\_of\_placed\_merchants = #never found in code. Not really needed since merchants are no longer a currency, they'll always be placed so can just count number of merchants.

num\_of\_trade\_rights = #not found in code. I don't think there are trade rights in EU IV

pure\_revolt\_risk = 3 #Removed as of patch 1.8

revolt\_risk = 1 #Removed as of patch 1.8

trade\_leader = #Removed by Gars in 1.6 and didn't work before that

############################

# # Localization Strings

############################

###

## # Old Method (doesn't work in tooltips)

###

$CAPITAL$ #name of the capital region

$CAPITAL\_CITY$ #name of the capital city

$CONTROLLERNAME$ #name of the country controlling the province

$COUNTRY$

$COUNTRY\_ADJ$

$COUNTRYNAME$

$COUNTRY\_RELIGION$

$CULTURE$

$DYNASTY$

$EMPERORNAME$

$ESTATE\_NAMEOFESTATE$ #Example- $ESTATE\_NOBLES$

$FROM$

$FROMCOUNTRY$

$GOOD$ #Trade good

$GOV$

$GOVT$

$HEIR$

$HEIR\_DYNASTY$

$HEIR\_ADJ$ #his/her

$HEIR\_CAP\_ADJ$ #His/Her

$HEIR\_O\_PRONOUN$ #him/her

$HEIR\_S\_PRONOUN$ #he/she

$HEIR\_CAP\_S\_PRONOUN$ #He/She

$HEIRNAME$ #not sure of difference between this and regular $HEIR$

$LIKELYREBELS$

$LORD$ #Overlord

$MONARCH$

$MONARCHTITLE$

$OWNERNAME$

$PROVINCECAPITAL$

$PROVINCECULTURE$

$PROVINCENAME$

$RANDOM\_OLD\_MONARCH$

$RANDOM\_OLD\_WAR$

$RANK$ #government rank

$RANK1$ #name of government rank 1

$RANK2$ #name of government rank 2

$RANK3$ #name of government rank 3

$RELIGION\_GROUP$

$RULER\_ADJ$ #his/her

$RULER\_S\_PRONOUN$ #he/she

$TAG$

$YEAR$

\n #new line

###

## # Icons

###

£adm£ #ADM power symbol

£dip£ #DIP power symbol

£mil£ #MIL power symbol

¤ # ducats icon

£artillery\_icon\_small£ # artillery icon

£cavalry\_icon\_small£ # cavalry icon

£infantry\_icon\_small£ # infantry icon

£icon\_manpower£ #Manpower symbol

£icon\_missionary£ # missionary icon

£icon\_sailors£ # sailors icon

£yes£ # icon for conditions that are met (green ✓)

£no£ # icon for conditions that are not met (red X)

@TAG #Will show the flag of the country. Can only use tags, not other scopes (e.g. ROOT)

###

## # New Method (will work in tooltips)

###

#Can use Root, tag, From, This,

[Root.Culture.GetName] #Not found in code but confirmed to work by a fellow modder

[Root.Culture.GetGroupName]

[Root.GetCult]

[Root.GovernmentName]

[Root.Heir.GetName]

[Root.Heir.Dynasty.GetName]

[Root.Heir.GetHerHim]

[Root.Heir.GetHerHis]

[Root.Heir.GetHerselfHimself]

[Root.Heir.GetSheHe]

#[Root.Heir.GetWomanMan] #This one doesn't work for some reason

[Root.GetName]

[Root.GetAdjective]

[Root.Monarch.GetName]

[Root.Monarch.Dynasty.GetName]

[Root.Monarch.GetTitle]

[Root.Monarch.GetHerHim]

[Root.Monarch.GetHerHis]

[Root.Monarch.GetHerHisCap]

[Root.Monarch.GetHerselfHimself]

[Root.Monarch.GetSheHe]

[Root.Monarch.GetWomanMan]

[Root.Monarch.GetAdm]

[Root.Monarch.GetDip]

[Root.Monarch.GetMil]

[Root.Capital.GetName]

[Root.Capital.GetCapitalName]

[Root.Capital.Religion.GetName]

[Root.Owner.Capital.GetCapitalName]

[Root.Owner.Monarch.GetName]

[Root.Owner.Religion.GetName]

[Root.Religion.GetName]

[Root.variable\_name.GetName] #can use scopes, tags, and event targets

[Root.variable\_name.GetValue] #can use scopes, tags, and event targets

#Examples of other uses

[From.Monarch.GetName]

#Can call farther back

[From.From.Capital.GetCapitalName]

[From.From.From.Capital.GetCapitalName]

#Added in 1.4

[GetDate]

[GetDateText]

[GetMonth]

[GetWomanMan]

[GetYear]

###

## # Color of text

###

§b #Black

§B #Blue

§G #Green

§R #Red

§W #White

§Y #Yellow

§M #Light Blue

§g #Grey

§T #Turquoise

§l #Lime Green

§O #Orange

§! #Return to the default color text

###

## # Advisors

###

#Advisors are just capitalized

#Examples

$ARTIST$

$THEOLOGIAN$

$TREASURER$

$STATESMAN$

#Pronouns

$INQUISITOR\_ADJ$ #his/her

$INQUISITOR\_CAP\_ADJ$ #His/Her

$INQUISITOR\_PRONOUN$ #him/her

$INQUISITOR\_S\_PRONOUN$ #he/she

$INQUISITOR\_CAP\_S\_PRONOUN$ #He/She