Table of Contents:

* Overview and changed vanilla files
* List of added on\_actions, scripted triggers ,effects and lists and variable lists
* On\_actions
* Scripted Effects
* Scripted Triggers
* Scripted and Variable Lists
* Using the Framework
* How it works?
* Setting Tributary
* Defining new Tributary Type
* Questions & Answers

1. Overview and changed vanilla files

Overview:  
 *I created this framework for anyone to use, and this document so that even the most inexperienced modder can use it.*

*This mod was originally designed for the CK3 Four Nations project, which takes place in the world of Avatar. In it, the Earth Kingdom is a decentralized monarchy, and the base feudal system in CK3 does not do a proper job representing the relation between the Kingdom and its subjects.*

*Credits go to:*

*Tobbzn (one of lead devs of Way of Kings) and Keizerharm (lead dev of Sunset Invasion), for general advice on how to develop the mod*

*The T4N team (specifically in person of RadicalSquirell and ThatOneGuy)*

*JJsfw (one of project leads on the Elder Kings mod), who was designing his own framework, but ended up agreeing to help me finish this one.*

TypicalCrusader 11th of June 2021

Things Implemented partially or not implemented by a time of 1.0

* Inheritance of tributary type to only Main Heir instead of all independent Heirs
* Tributary war with other Tributary causing reaction from a liege
* CB block for suzerain when trying to start war against his tributary
* Ability to define in Tributary template which tributary type is able to call to arms suzerain
* Possibly turning off map name of tributary countries to display suzerain title name over them
* Ability to see the monthly income from tributaries

Changed Vanilla Files:

window\_character.gui – to show the tributaries

00\_vassalization.txt – CB file to make sure that suzerain cant vassalize the tributary by war

2. List of added on actions, scripted triggers ,effects and lists and variable lists

2.1. On Actions

on\_game\_start\_after\_lobby

* T4N\_on\_monthly\_tribute (gives monthly tribute to suzerain)

on\_war\_won\_attacker

* T4N\_tributaries\_on\_war\_won\_attacker (deals with tributaries \ suzerains who lost independence or are no longer a landed rulers )

on\_war\_started

* T4N\_tributaries\_on\_war\_started ( tributary call to arms)

on\_title\_lost

* T4N\_tributaries\_on\_title\_lost (deals with tributaries \ suzerains who lost independence or are no longer a landed rulers )

on\_death

* T4N\_tributaries\_on\_death ( deals with assigning new suzerain, coping permanent tributaries list and assigning correct tributary type to new tributary)

2.2 Scripted Effects

make\_tributary – Actually assigns correct tributary type

Arguments:

* TYPE = Tributary main type (look at 00\_T4N\_tributary\_types )
* TRIBUTARY = SCOPE – CHARACTER – character which will be a tributary
* SUZERAIN = SCOPE – CHARACTER – character which will be a suzerain

free\_tributary – Frees tributary

make\_custom\_tributary – this creates tributary and is assigning correct values based on “template” which is located in 00\_T4N\_tributary\_types. **USE TEMPLATES TO ASSIGN VALUES NOT THIS**

Arguments:

* SUZERAIN = SCOPE – CHARACTER – **do not change, correct scope is assigned by make\_tributary**
* TRIBUTARY = SCOPE – CHARACTER - **do not change, correct scope is assigned by make\_tributary**
* TYPE = STRING – FLAG – **used for localization, and income purposes, assigned by make\_tributary**
* TRIBUTARY\_BASE\_TYPE = STRING – FLAG – assigned by template, 2 possible values
* flag:permanent
* flag:non\_permanent
* TRIBUTE\_GOLD\_PERCENT = VARIABLE VALUE – PERCENTAGE – How much of gold tributary pays to suzerain. Can be 0
* MONTHLY\_PRESTIGE\_SUZERAIN = VARIABLE VALUE – How much prestige does tributary give to suzerain on monthly basis. Can be 0
* MONTHLY\_PRESTIGE\_TRIBUTARY = VARIABLE VALUE - How much prestige does Tributary gain on monthly basis. Can be 0
* MONTHLY\_PIETY\_SUZERAIN = VARIABLE VALUE - How much piety does tributary give to suzerain on monthly basis. Can be 0
* MONTHLY\_PIETY\_TRIBUTARY = VARIABLE VALUE - How much piety does Tributary gain on monthly basis. Can be 0

pass\_tributary\_type\_to\_heir – Passes correct permanent type tributary onto the main heir

Put all of your permanent tributaries types (ie. those who stay after succession ) here

Arguments:

* SCOPE = SCOPE- CHARACTER – Old Tributary
* TYPE = VARIABLE VALUE – FLAG – tributary type
* NEW\_RULER = SCOPE – CHARACTER – the character which will be a new tributary

ruler\_offer\_tribute\_to\_recipient\_effect – Turns scope:actor into tributary based on selected option in character interaction of same name (minus \_effect)

offer\_tribute\_effect – Turns scope:recipient into tributary based on selected option in character interaction of same name (minus \_effect).

2.3 Scripted Triggers

is\_tributary – checks if prev ( SCOPE – CHARACTER) is a tributary of any type

is\_permanent\_tributary – checks if TRIBUTARY is permanent tributary of SUZERAIN

Arguments:

* SUZERAIN = SCOPE – CHARACTER – suzerain of tributary
* TRIBUTARY = SCOPE – CHARACTER –tributary of suzerain

is\_non\_permanent\_tributary – checks if TRIBUTARY is non-permanent tributary of SUZERAIN

Arguments:

* SUZERAIN = SCOPE – CHARACTER – suzerain of tributary
* TRIBUTARY = SCOPE – CHARACTER –tributary of suzerain

has\_tributaries – checks if Suzerain has any tributaries

has\_permanent\_tributaries – checks if Suzerain has any permanent tributaries

has\_non\_permanent\_tributaries – checks if Suzerain has any non-permanent tributaries

2.4. Scripted and Variable Lists

Variable Lists

* permanent\_tributaries – list of permanent tributaries
* non\_ permanent\_tributaries – list of non-permanent tributaries

Scripted Lists

* suzerain – list of all suzerains in the world
* tributary - list of all tributaries in the world

3. Using the Framework

3.1 How Does it Work?

Tributaries work by simply using variables to create a relation between a tributary and suzerain. Tributaries hold information on income, tributary type, and who the suzerain is, and Suzerains hold information on who their tributaries are.

3.2. Setting Tributary

To set tributary you need to use scripted effect make\_tributary in following way:

make\_tributary = {

TYPE = Take from template

TRIBUTARY = scope of character you want to be an Tributary

SUZERAIN = scope of character you want to be an Suzerain

}

This is all you need to set tributary .

3.3 Defining new tributary type

This is more tricky to define new tributary type you will need to create all new scripted effect in following way:

name\_of\_tributary\_type = {

make\_custom\_tributary = {

TRIBUTARY = $TRIBUTARY$

SUZERAIN = $SUZERAIN$

TRIBUTARY\_BASE\_TYPE = flag:permanent

TYPE = flag:name\_of\_tributary\_type

TRIBUTE\_GOLD\_PERCENT = 0.1

MONTHLY\_PRESTIGE\_SUZERAIN = 0.05

MONTHLY\_PRESTIGE\_TRIBUTARY = -0.05

MONTHLY\_PIETY\_SUZERAIN = 0

MONTHLY\_PIETY\_TRIBUTARY = 0

}

$TRIBUTARY$ = {

set\_variable = {

name = possible\_vasalisation\_year

value = { value = current\_year add = 20}

}

}

}

It might look quite overwhelming, but it's simple once you get into the swing of it.

At first you need to name your tributary type here this name is name\_of\_tributary\_type and adding flag: name\_of\_tributary\_type to TYPE argument.   
The SUZERAIN and TRIBUTARY fields do not interest you as they are set by make\_tributary effect. The TRIBUTARY\_BASE\_TYPE is well a base type of tributary template it can have two values flag:permanent and flag:non\_permanent those flags main usage is in succession when all tributaries type with those flag shall be inherited by Tributary Main Heir. Rest of those are monthly incomes to both tributary and suzerain, along with that:

set\_variable = {

name = possible\_vasalisation\_year

value = { value = current\_year add = 20}

}

For Permanent type

set\_variable = {

name = possible\_permafication\_year

value = { value = current\_year add = 15 }

}

For non-Permanent type

Sets the number of years it would take for suzerain to be allow to annex \ turn non-permanent tributary into permanent one. If you defined new Permanent Tributary type you will also need to edit pass\_tributary\_type\_to\_heir effect in following way:

pass\_tributary\_type\_to\_heir = {

$SCOPE$ = {

switch = {

trigger = $TYPE$

(….code….)

flag:name\_of\_tributary\_type = {

make\_tributary = {

TYPE = name\_of\_tributary\_type

TRIBUTARY = $NEW\_RULER$

SUZERAIN = var:my\_suzerain

}

}  
 }

}

This will make sure that this tributary will be permanent. This is all you need to define new tributary type.

4. Questions & Answers

Q. Can I use the framework in my mod?

A. Yes of course as long as you credit the Framework

Q. Can I edit the code of the framework?

A. Yes of course.

Q. Why only main heir gains tributaries \ suzerain?

A. I don’t have any idea how to code it as it would be quite janky to do considering that there is no effect\trigger for heirs that will inherit land beside well main heir.