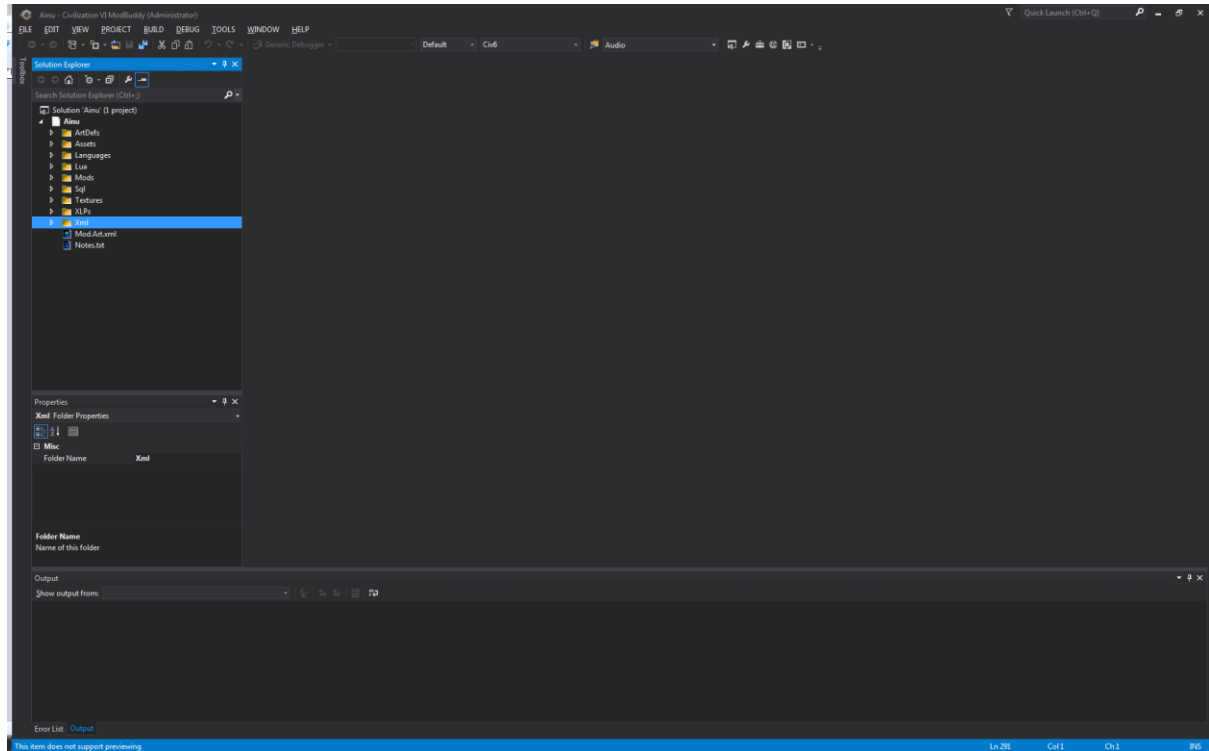


Civilization 6 ModBuddy Civ Creation

Project Folders & Files



ArtDefs

The ArtDefs folder contains the *.artdef files which govern how images and 3d assets are used in the game. The core artdef files that are needed for any new civilization are listed below.

- Civilizations.artdef
- Cultures.artdef
- LeaderFallback.artdef
- Leaders.artdef
- Units.artdef
- UserInterfaceBLPs.artdef

The following are required when the custom civilization adds a new district.

- Districts.artdef
- Landmarks.artdef
- StrategicView.artdef

Assets

The Assets folder contains the *.ast files which define the 3d models displayed in the game.

Languages

The Languages folder contains a sub-folder for each language supported by the mod. Each sub-folder should have 2 files.

- FrontEndText.xml
Contains the translations for the text references used in the config xml file.
- InGameText.xml
Contains the translations for the text references used in the in-game civilization and leader xml files. This is where diplomatic text entries should be added, along with city names and citizen names. Intro screen description for the leader and civilopedia entries should be added in this file.

Lua

The Lua folder contains the *.lua files used in the game.

Mods

The Mods folder contains files which perform any setup related to mods such as Gedemon's YNAEMP or GreyTiger's Golden Ages. This folder is not required if no mods are catered for.

Sql

The Sql folder contains the *.sql files that are used to populate the database with data that cannot easily be added using xml files. E.g. Additional modifiers for every GreatPerson action in the game.

Textures

The Textures folder contains the *.dds and *.tex files that define the images and icons to be used in the game for the civilization symbol, leader head, backgrounds, districts, buildings, improvements and units.

The following is a list of files for a simple civilization that adds a unique district and a unique unit.

*.dds filename	Has tex file	Sizes
Civilization_[size].dds	Yes	256, 200, 80, 64, 50, 48, 44, 36, 32, 30, 22
Civilization_Colour_[size].dds	Yes	45
Leader_[size].dds	Yes	256, 80, 64, 55, 50, 48, 45, 32
Unit_[size].dds	Yes	256, 80, 50, 38, 32, 22
District_[size].dds	Yes	256, 128, 80, 70, 50, 38, 32
District_[size]_FOW.dds	Yes	256, 128, 80, 50, 32
District_Visible.dds	Yes	128
District_Revealed.dds	Yes	128
District_Pillaged_Visible.dds	Yes	128
District_Pillaged_Revealed.dds	Yes	128
District_UnderConstruction_Visible.dds	Yes	128
District_UnderConstruction_Revealed.dds	Yes	128
FALLBACK_NEUTRAL_[leader name].dds	Yes	Somewhere around x800 and y1100.
LEADER_[leader name]_NEUTRAL.dds	Yes	Same as file above.
LEADER_[leader name]_1.dds	Yes	I use 1920*1200 as that is my native resolution.

Note: The highlighted district files should be defined as sprites in the Asset editor when you create the text file.

XLPS

The XLPS folder contains the *.xlp files that define which image files are linked to what class of user interface element. The image files must match the names of the files in the textures folder.

- LeaderFallback.xlp
- Leaders.xlp
- StrategicView_Districts.xlp
- TileBases.xlp
- UITextures.xlp

Xml

The Xml folder contains the core files that define how the civilization plays in the game and links the translations, images and database structure for the civilization and leader(s).

There are 2 sub-folders. The FrontEnd folder contains the xml files that define how the civilization and leaders appear in the setup and loading screens. The InGame folder contains the xml files that define how the civilization plays.

- Xml
 - FrontEnd
 - Config_[leader name].xml
 - InGame
 - Civilization_[civilization name].xml
 - Leader_[leader name].xml

Mod.Art.xml

The Mod.Art.xml file is responsible for tying everything together so the Civ VI engine can load the mod. This file along with the textures and xlp files are used to create the *.dep file and this file together with the project setup is used to create the *.modinfo file.

The Mod.Art.xml file in the Ainu project can easily be copied into a new project and with a few minor changes can work for another civilization or leader mod. You basically just need to change the name and id at the top of the file to match your new civ and remove any path elements (such as districts and landmarks) that are not in your civ mod.

Project Settings

In the solution explorer tree in modbuddy if you right-click on the project element (in this case Ainu) a context menu appears. Choose the Properties item to display a dialog that allows you to define what files are loaded into the game engine and when.

ModInfo

Contains the mod id and name along with the authors and a description.

FrontEnd Actions

The FrontEnd Actions option is used to define the civilization and leader, translations and images for display in the setup screens.

Action Type	Action Id	Files
Update Database	FrontEndDatabase	Xml\FrontEnd\Config_[leader name].xml
Update Icons	FrontEndIcons	Xml\Icons.xml
Update Text	FrontEndText	Languages\en_US\FrontEndText.xml
Update Art	FrontEndArt	(Mod Art Dependency File)

In-Game Actions

The InGame Actions option is used to define the civilization and leader functionality, the translations used in the game, any scripts required for the civilization to function and the art work and any sound files.

Action Type	Action Id	Files
Update Database	InGameDatabase	Xml\InGame\Leader_[leader name].xml
		Xml\InGame\Civilization_[civilization name].xml
		Sql\[civilization name]Gameplay.sql
Update Icons	InGameIcons	Xml\Icons.xml
Update Text	InGameText	Languages\en_US\InGameText.xml
Update Art	InGameArt	(Mod Art Dependency File)
Add Gameplay Scripts	InGameScripts	Lua\[civilization name]Gameplay.lua

Note: The Sql file in the InGameDatabase section is only needed if there is data that can only be added via a sql script. The Lua file is also only required if the civilization relies on lua methods to perform one or more of it's traits.