

```

Else
    xlSheet.Cells(i + 2, 4) = mc.TerrainBaseType
End If
If mc.ExtraShield = True Then
    xlSheet.Cells(i + 2, 6) = 1
End If
If mc.PotentialExtraShield = True Then
    xlSheet.Cells(i + 2, 7) = 1
End If
If mc.Farmland Then
    xlSheet.Cells(i + 2, 9) = 1
End If
If mc.Airbase Then
    xlSheet.Cells(i + 2, 10) = 1
End If
If mc.Pollution = True Then
    xlSheet.Cells(i + 2, 11) = 1
End If
If mc.Fortress = True Then
    xlSheet.Cells(i + 2, 12) = 1
End If
If mc.Railroad = True Then
    xlSheet.Cells(i + 2, 13) = 1
End If
If mc.Road = True Then
    xlSheet.Cells(i + 2, 14) = 1
End If
If mc.Mined Then
    xlSheet.Cells(i + 2, 15) = 1
End If
If mc.Irrigated Then
    xlSheet.Cells(i + 2, 16) = 1
End If
If mc.CityPresent = True Then
    xlSheet.Cells(i + 2, 17) = 1
    xlSheet.Cells(i + 2, 23) = mc.WorkedBy.CityName.ToString
End If
If mc.UnitPresent = True Then
    xlSheet.Cells(i + 2, 18) = 1
End If
xlSheet.Cells(i + 2, 19) = mc.ContinentNumber
If Not (mc.OwnedColour = MapCell.OwnedColourEnum.NoneOrBarbarian) Then
    xlSheet.Cells(i + 2, 20) = mc.OwnedColour.ToString
End If
xlSheet.Cells(i + 2, 21) = mc.GetNear
If Not (mc.WorkedBy Is Nothing) Then
    xlSheet.Cells(i + 2, 22) = mc.WorkedBy.CityName.ToString
End If
xlSheet.Cells(i + 2, 24) = mc.GetUnits(m_Civ, True)
If mc.VisibleToPurple = True Then
    xlSheet.Cells(i + 2, 25) = 1
End If
If mc.VisibleToOrange = True Then
    xlSheet.Cells(i + 2, 26) = 1
End If
If mc.VisibleToTurquoise = True Then
    xlSheet.Cells(i + 2, 27) = 1
End If
If mc.VisibleToYellow = True Then
    xlSheet.Cells(i + 2, 28) = 1
End If
If mc.VisibleToBlue = True Then
    xlSheet.Cells(i + 2, 29) = 1
End If
If mc.VisibleToGreen = True Then
    xlSheet.Cells(i + 2, 30) = 1
End If
If mc.VisibleToWhite = True Then
    xlSheet.Cells(i + 2, 31) = 1
End If
If mc.VisibleToRed = True Then
    xlSheet.Cells(i + 2, 32) = 1
End If

```