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Else
    r("WonderCityNumber") = w.WonderCityNumber
    r("WonderCityName") = w.WonderCityName
    r("WonderCityColour") = w.WonderCity.OwnerColour.ToString
End If
r("WonderBuilt") = w.WonderBuilt
r("WonderDestroyed") = w.WonderDestroyed
dsCiv.Tables("Wonders").Rows.Add(r)
Next
End Sub

Private Sub FillTriumphs()
    progress.Text = "Filling screen with Triumphs...."
    dsCiv.Tables("Triumph").Clear()
    If m_Civ.GetTriumphCount = 0 Then
        Exit Sub
    End If
    Dim i As Byte
    For i = 0 To m_Civ.GetTriumphCount - 1
        Dim r As DataRow = dsCiv.Tables("Triumph").NewRow()
        Dim t As Triumph = m_Civ.GetTriumph(i)
        r("TriumphNumber") = i
        r("TriumphNationNumber") = CByte(t.Nation)
        r("TriumphNation") = t.Nation.ToString
        r("TriumphYear") = t.TriumphYear
        r("TriumphTurn") = t.TriumphTurn
        r("TriumphNationColour") = m_Civ.GetNationality(t.Nation).NationColour.ToString
        dsCiv.Tables("Triumph").Rows.Add(r)
    Next
End Sub

Private Sub FillUnitTypes()
    progress.Text = "Filling screen with Unit Types...."
    ReDim m_ut(m_Civ.m_CivUnit.Length - 1)
    m_Civ.m_CivUnit.CopyTo(m_ut, 0)
    Array.Sort(m_ut)
    dsCiv.Tables("UnitType").Clear()
    Dim i As Byte
    For i = 0 To m_ut.Length - 1
        Dim r As DataRow = dsCiv.Tables("UnitType").NewRow()
        r("UnitType") = m_ut(i)
        r("UnitTypeCount") = 0
        dsCiv.Tables("UnitType").Rows.Add(r)
    Next
End Sub

Private Sub FillUnitNationTotals()
    progress.Text = "Updating Unit/Nation Statistics...."
    dsCiv.Tables("UnitNationTotals").Clear()
    dvUnitCounts.AllowEdit = True
    Dim r1, r2 As DataRow
    Dim c As CivLayout.PlayerColour
    For Each r1 In dsCiv.Tables("Units").Rows
        c = c.Parse(c.GetType, r1.Item("OwnerColour"))
        Dim n As Nationality = m_Civ.GetNationalityByColour(c, True)
        Dim key(1) As Object
        key(0) = r1.Item("UnitType")
        If n Is Nothing Then
            key(1) = Nothing
        Else
            key(1) = n.Nation
        End If
        Dim i As Integer = dvUnitCounts.Find(key)
        If i < 0 Then
            r2 = dsCiv.Tables("UnitNationTotals").NewRow()
            r2("UnitType") = r1.Item("UnitType")
            r2("NationNumber") = CByte(key(1))
            If n Is Nothing Then
                r2("Nation") = ""
            Else
                r2("Nation") = n.Nation.ToString
            End If
            r2("UnitNationColour") = n.NationColour.ToString
        End If
    Next
End Sub

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