```vb
            CType(Me.dvTriumphs, System.ComponentModel.ISupportInitialize).EndInit()
            CType(Me.dvUnits, System.ComponentModel.ISupportInitialize).EndInit()
            CType(Me.dvUnitCounts, System.ComponentModel.ISupportInitialize).EndInit()
            CType(Me.dvNations, System.ComponentModel.ISupportInitialize).EndInit()
            Me.pnlUnitFilter.ResumeLayout(False)
            Me.grpUnitLocation.ResumeLayout(False)
            CType(Me.dvCities, System.ComponentModel.ISupportInitialize).EndInit()
            Me.grpCounters.ResumeLayout(False)
            CType(Me.dvUnitTypes, System.ComponentModel.ISupportInitialize).EndInit()
            CType(Me.dvCivs, System.ComponentModel.ISupportInitialize).EndInit()
            CType(Me.dvWonders, System.ComponentModel.ISupportInitialize).EndInit()
            Me.pnlCityFilter.ResumeLayout(False)
            Me.tabPages.ResumeLayout(False)
            Me.tabColSelect.ResumeLayout(False)
            Me.pnlExcel.ResumeLayout(False)
            Me.tabCiv.ResumeLayout(False)
            CType(Me.dgCivs, System.ComponentModel.ISupportInitialize).EndInit()
            Me.tabNat.ResumeLayout(False)
            CType(Me.dgNat, System.ComponentModel.ISupportInitialize).EndInit()
            Me.tabCities.ResumeLayout(False)
            CType(Me.dgCities, System.ComponentModel.ISupportInitialize).EndInit()
            Me.tabUnits.ResumeLayout(False)
            CType(Me.dgUnits, System.ComponentModel.ISupportInitialize).EndInit()
            Me.tabUnitCount.ResumeLayout(False)
            CType(Me.dgUnitCounts, System.ComponentModel.ISupportInitialize).EndInit()
            Me.tabMapCells.ResumeLayout(False)
            CType(Me.dgMapCells, System.ComponentModel.ISupportInitialize).EndInit()
            CType(Me.dvMapCells, System.ComponentModel.ISupportInitialize).EndInit()
            Me.tabWonders.ResumeLayout(False)
            CType(Me.dgWonders, System.ComponentModel.ISupportInitialize).EndInit()
            Me.tabTriumphs.ResumeLayout(False)
            CType(Me.dgTriumphs, System.ComponentModel.ISupportInitialize).EndInit()
            Me.tabSummary.ResumeLayout(False)
            CType(Me.dsCiv, System.ComponentModel.ISupportInitialize).EndInit()
            Me.ResumeLayout(False)

        End Sub

#End Region

#Region "Pre Form Load Initialize Component Routines"

        Private Sub Setup()
            CreateStatusBar()
            SetupColumnStyles()
            SetupDBR()
            SetupDGTS()
            m_UnitsOwned = False
            ' Setup keys for Dataviews
            dvUnitCounts.Sort = "UnitType, NationNumber"
            dvUnitTypes.Sort = "UnitType"
            progress.Text = "Ready..."
        End Sub

        Private Sub CreateStatusBar()
            ' Display the first panel with a sunken border style.
            progress.BorderStyle = StatusBarPanelBorderStyle.Sunken
            ' Initialize the text of the panel.
            progress.Text = "Ready..."
            ' Set the AutoSize property to use all remaining space on the StatusBar.
            progress.AutoSize = StatusBarPanelAutoSize.Spring
            ' Display the second panel with a raised border style.
            time.BorderStyle = StatusBarPanelBorderStyle.Raised
            ' Create ToolTip text that displays the current time.
            time.ToolTipText = System.DateTime.Now.ToLongDateString & " " & System.DateTime.Now.↙
ToLongTimeString
            ' Set the text of the panel to the current date.
            time.Text = System.DateTime.Today.ToLongDateString & " " & System.DateTime.Now.↙
ToLongTimeString
            ' Set the AutoSize property to size the panel to the size of the contents.
            time.AutoSize = StatusBarPanelAutoSize.Contents
            ' Add both panels to the StatusBarPanelCollection of the StatusBar.
            sb.Panels.Add(progress)
```