

```

Private Sub FillCitiesPnlCount()
    count.Clear(count, 0, count.Length)
    Dim r As DataRow
    For Each r In dsCiv.Tables("Cities").Rows
        Select Case r.Item("OwnerColour")
            Case "White"
                count(CivLayout.PlayerColour.White) += 1
            Case "Green"
                count(CivLayout.PlayerColour.Green) += 1
            Case "Blue"
                count(CivLayout.PlayerColour.Blue) += 1
            Case "Yellow"
                count(CivLayout.PlayerColour.Yellow) += 1
            Case "Turquoise"
                count(CivLayout.PlayerColour.Turquoise) += 1
            Case "Orange"
                count(CivLayout.PlayerColour.Orange) += 1
            Case "Purple"
                count(CivLayout.PlayerColour.Purple) += 1
            Case "Red"
                count(CivLayout.PlayerColour.Red) += 1
        End Select
    Next
    lblWhiteCount.Text = count(CivLayout.PlayerColour.White)
    lblGreenCount.Text = count(CivLayout.PlayerColour.Green)
    lblBlueCount.Text = count(CivLayout.PlayerColour.Blue)
    lblYellowCount.Text = count(CivLayout.PlayerColour.Yellow)
    lblTurquoiseCount.Text = count(CivLayout.PlayerColour.Turquoise)
    lblOrangeCount.Text = count(CivLayout.PlayerColour.Orange)
    lblPurpleCount.Text = count(CivLayout.PlayerColour.Purple)
    lblRedCount.Text = count(CivLayout.PlayerColour.Red)
End Sub

```

```

Private Sub dgCities_DataSourceChanged(ByVal sender As Object, ByVal e As System.
EventArgs) Handles dgCities.DataSourceChanged

```

```

    If m_drl Is Nothing Then ' UnitsOwned (City to Units)

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        m_UnitsOwned = False

```

```

    ElseIf CType(sender, DataGridView).DataMember.ToString = _

```

```

        m_drl.RelationName.ToString Then

```

```

        m_UnitsOwned = True

```

```

    Else
        m_UnitsOwned = False
    End If

```

```

    m_BuildFilter = False
    chkVet.Checked = False

```

```

    If cmbUnitType.Items.Count <> 0 Then
        cmbUnitType.SelectedIndex = 0
    End If

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```

    rbAll.Checked = True

```

```

    m_BuildFilter = True

```

```

    m_VetFilter = ""

```

```

    m_UnitTypeFilter = ""

```

```

    m_UnitLocationFilter = ""

```

```

    SetupUnitFilter()

```

```

End Sub

```

```

Private Sub SetupUnitFilter()

```

```

    If m_UnitsOwned = True Then

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        pnlUnitFilter.Visible = True

```

```

        Dim e As IEnumerator = CmbCity.Items.GetEnumerator

```

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        Dim i As Integer = 0

```

```

        While e.MoveNext

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            If e.Current Is m_Civ.GetCity(dvCities.Item(dgCities.CurrentRowIndex).Item("
CityNumber")) Then

```

```

                Exit While

```

```

            End If

```

```

            i += 1

```

```

        End While

```

```

        CmbCity.SelectedIndex = i

```

```

        CmbCity.Enabled = False

```

```

    Else

```

```

        pnlUnitFilter.Visible = False

```

```

        CmbCity.SelectedItem = "All"

```