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        End If
        r2("UnitNationCount") = 1
        dsCiv.Tables("UnitNationTotals").Rows.Add(r2)
    Else
        dvUnitCounts.Item(i).Item("UnitNationCount") += 1
    End If
Next
dvUnitCounts.AllowEdit = False
End Sub

Private Sub UpdateUnitTypeCounts()
    progress.Text = "Updating Unit Type Statistics...."
    dvUnitTypes.AllowEdit = True
    Dim FirstTime As Boolean = True
    Dim c As Short = 0
    Dim i As Integer
    Dim LastUnitType As String
    For i = 0 To dvUnitCounts.Count - 1
        Dim r As DataRowView
        r = dvUnitCounts.Item(i)
        If FirstTime = True Then
            FirstTime = False
            LastUnitType = r.Item("UnitType")
        ElseIf r.Item("UnitType") <> LastUnitType Then
            UpdateUnitType(c, LastUnitType)
            LastUnitType = r.Item("UnitType")
            c = 0
        End If
        c += r.Item("UnitNationCount")
    Next
    If FirstTime = False Then
        UpdateUnitType(c, LastUnitType)
    End If
    dvUnitTypes.AllowEdit = False
    dvUnitTypes.RowFilter = "UnitTypeCount <> 0"
End Sub

Private Sub UpdateUnitType(ByVal c As Short, ByVal u As String)
    Dim i As Integer = dvUnitTypes.Find(u)
    If i >= 0 Then
        dvUnitTypes.Item(i).BeginEdit()
        dvUnitTypes.Item(i).Item("UnitTypeCount") = c
        dvUnitTypes.Item(i).EndEdit()
    End If
End Sub

Private Sub UpdateUnitNation()
    Dim i As Integer
    For i = 0 To dsCiv.Units.Count - 1
        Dim r As DataRow
        r = dsCiv.Units.Item(i)
        Dim c As CivLayout.PlayerColour
        Dim n As Nationality
        c = c.Parse(c.GetType, r.Item("OwnerColour"))
        n = m.Civ.GetNationalityByColour(c, True)
        If n Is Nothing Then
            dsCiv.Units.Item(i).Item("UnitNationNumber") = 0
            dsCiv.Units.Item(i).Item("UnitNation") = ""
        Else
            dsCiv.Units.Item(i).Item("UnitNationNumber") = CByte(n.Nation)
            dsCiv.Units.Item(i).Item("UnitNation") = n.Nation.ToString
        End If
    Next
End Sub

Private Sub FillMapCells()
    progress.Text = "Filling screen with Map Cell References...."
    dsCiv.Tables("MapCell").Clear()
    Dim i As Short
    For i = 0 To m_Civ.MapArea - 1
        Dim mc As MapCell = m_Civ.GetMapCell(i)
        If mc.CityOrUnitIsPresent = True Then
            Dim r As DataRow = dsCiv.Tables("MapCell").NewRow()

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