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    r1("Pottery") = c.Pottery
    r1("Radio") = c.Radio
    r1("Railroad") = c.Railroad
    r1("Recycling") = c.Recycling
    r1("Refining") = c.Refining
    r1("Refrigeration") = c.Refrigeration
    r1("Republic") = c.Republic
    r1("Robotics") = c.Robotics
    r1("Rocketry") = c.Rocketry
    r1("Sanitation") = c.Sanitation
    r1("Seafaring") = c.Seafaring
    r1("SpaceFlight") = c.SpaceFlight
    r1("Stealth") = c.Stealth
    r1("SteamEngine") = c.SteamEngine
    r1("Steel") = c.Steel
    r1("Superconductor") = c.Superconductor
    r1("Tactics") = c.Tactics
    r1("Theology") = c.Theology
    r1("TheoryOfGravity") = c.TheoryOfGravity
    r1("Trade") = c.Trade
    r1("University") = c.University
    r1("WarriorCode") = c.WarriorCode
    r1("Wheel") = c.Wheel
    r1("Writing") = c.Writing
    dsCiv.Tables("Civilization").Rows.Add(r1)
    Dim j As Byte
    For j = 0 To 7
        Dim pc As CivLayout.PlayerColour = CType(((j + 1) Mod 8), CivLayout.
PlayerColour)
        Dim r2 As DataRow = dsCiv.Tables("Treaty").NewRow()
        r2("FromCivColourNumber") = CByte(c.CivColour)
        r2("ToCivColour") = pc.ToString
        r2("ToCivNation") = Nationality.GetNationalityNameByColour(m_Civ, pc)
        If j < 7 Then
            Dim t As Civilization.TreatyStructure = c.Treaty(j)
            r2("Contact") = t.Contact
            r2("CeaseFire") = t.CeaseFire
            r2("Peace") = t.Peace
            r2("Alliance") = t.Alliance
            r2("Vendetta") = t.Vendetta
            r2("Embassy") = t.Embassy
            r2("War") = t.War
        Else
            r2("Contact") = False
            r2("CeaseFire") = False
            r2("Peace") = False
            r2("Alliance") = False
            r2("Vendetta") = False
            r2("Embassy") = False
            r2("War") = False
        End If
        r2("Attitude") = c.Attitude(j)
        r2("LastContactTurn") = c.LastContactTurn(j)
        r2("LastContactYear") = m_Civ.CalcYearforTurn(c.LastContactTurn(j))
        dsCiv.Tables("Treaty").Rows.Add(r2)
    Next
Next
End Sub

Private Sub FillWonders()
    progress.Text = "Filling screen with Wonders...."
    dsCiv.Tables("Wonders").Clear()
    Dim i As Integer
    For i = 0 To m_Civ.GetWondersCount - 1
        Dim r As DataRow = dsCiv.Tables("Wonders").NewRow()
        Dim w As Wonder = m_Civ.GetWonder(i)
        r("WonderNumber") = w.WonderNumber
        r("WonderName") = w.WonderName
        r("WonderEra") = w.WonderEra.ToString
        If w.WonderCity Is Nothing Then
            r("WonderCityNumber") = 255
            r("WonderCityName") = ""
            r("WonderCityColour") = ""
        End If
    Next
End Sub

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