# Manual for Polibrary 2.0

## **Linking it to your Mod:**

Before you can use the vast amount of premade abilities, or the gld tools, you must list Polibrary as a dependency in your manifest.json file. (More info in polymod wiki)

A black screen with white text

AI-generated content may be incorrect.

## **Improvement Abilities**

### **Constant:**

polib\_block: “Impassable obstacle.” (No units can move to this tile, not even yours)

polib\_indestructible: ”Can not be crushed.” (Nature Bunny can still crush it, only units with polib\_crush can’t)

polib\_isolated: "Can not be built next to itself." (Including diagonals)

polib\_native: "Can only be built in your own terrain." (In your own climate/biome)

polib\_foreign: "Can not be built in your own terrain." (On tiles that are different from your home biome)

polib\_cleanse: "Removes all effect from the unit stepping on this improvement."

polib\_demolishable: "Can be demolished even without the necessary tech requirements."

polib\_healall: "Heals all units that step on this tile."

polib\_healfriendly: "Heals units belonging to the owner of this improvement, once they step unto this tile." (Same as healall, but only heals your units)

polib\_preventagent: "Prevents agent units from being trained on neighbouring tiles." (Apparently agents originally couldn’t spawn near temples so if you want to recreate that here you go)

### **One-Time:**

(Triggers only upon building the improvement, pairs well with Manual-Discrete improvements) (Doing this = Building the improvement)

polib\_healonce: "Heals unit on the tile upon doing this."

polib\_cleanseonce: "Removes all effect from the unit on the tile upon doing this."

polib\_killunit: "Kills the unit on the tile upon doing this." (In exchange for the building being built)

polib\_gainxp: "The unit on the tile gains 3 xp upon doing this." (Usually enough to promote to a veteran, will be displayed as ’kills’ though)

polib\_research: ”Gain a random technology upon doing this”

### **Situational Requirements for manual-discrete improvements**

Manual-Discrete(-Freelance) improvements can act as abilities or actions that a unit can do, such as the mind bender’s heal all ability. With Polibrary 2.0 you can restrict these abilities to certain units (See GLD Tools) and specify when they can be triggered.

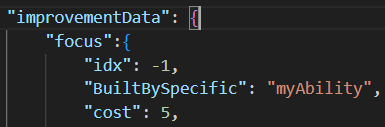
polib\_fullhealthbuilder: "The unit on this tile must have full health to do this." (For manual improvements this means the unit doing the action)

polib\_woundedbuilder: "The unit on this tile must **not** have full health to do this." (Useful if maybe a healing ability should be only present when the unit needs it)

### **GLD Tools:**

To help you make one-time abilities, I’ve included four helpful parameters that you can use for each improvement inside improvementData (like the picture)

All of the following GLD Tools can be written both in CamelCase and in camelCase.





**”BuiltBySpecific”** allows you to specify the circumstances in which you allow the improvement to be built.

A screen shot of a computer code

AI-generated content may be incorrect.The improvement can only be built on tiles where a unit with the specific ability stands. For manual improvements this means that only units with this ability can perform the improvement.

You can define dummy abilities in ”unitAbility”: part of your patch.json.

**”NotBuiltBySpecific”** allows you to specify if a manual improvement **can’t** be built by specific units. This also requires a unitability and those units with it can’t perform the improvement.

**”BuiltOnSpecific”** works similar to BuiltBySpecific, BuiltOnSpecific allows you to specifiy an **improvement ability** that this **discrete** improvement can be built on. You can define dummy improvement abilities in **improvementAbility** part of patch.json. The discrete improvement can only be built on improvements with the specified improvement ability.

**”Unblock”**: you can specify this inside improvement fields that have the **polib\_block** ability. Specify the **unitAbility** that if applied, the unit can move onto this improvement. If multiple improvements have the polib\_block and you want your unit to be able to traverse all of them, apply Unblock to all of those improvements.

## **Unit Abilities**

In addition to the numerous improvement abilities, Polibrary offers some unit abilities as well. These also have custom localizations, but if you don’t like any of the names you can redefine it. To deal with the underscore you must place two in the localization file:  
"unit\_abilities\_polib\_\_bounded"

CRUSH  
polib\_crush: "Destroys most improvements upon stepping on them." (Even yours. Will destroy everything unless the improvement is a city, ruin, lighthouse, or has the polib\_indestructible ability)

RUMMAGER  
polib\_rummager: "Collects ruins immediately upon stepping on them." (Without having to wait a turn)

BLIND  
polib\_blind: "Can't reveal undiscovered tiles."

BOUNDED  
polib\_bounded: "Can not leave the territory of the city it was trained in." (Can move outside the city bounds via winning attacks, unless unit also has polib\_lazy)

HOMESICK  
polib\_homesick: "Can not leave the territory of the tribe it was trained in." (Works similar to polib\_bounded, can ’teleport’ between cities if movement speed allows)

LAZY  
polib\_lazy: "Does not move to the tile of the defeated unit after combat."

AGENT  
polib\_agent: ”Can only train this unit inside enemy territory” (Cut polytopia ability recoded, the AI LOVES doing this if the unit is cheap. They will go absolutely nuts. I recommend pairing it with independent)

SCARY  
polib\_scary: "Units attacked by this unit can't attack next turn." (They can still move)

LOYAL  
polib\_loyal: "This unit can not be converted." (Press F for Ai-Mo)

CAN’T EMBARK  
polib\_cantembark: This unit can not embark or move onto water.

**THERE IS AN EXAMPLE BELOW ON HOW TO USE POLIBRARY!!!**

## Example of an ability system set up:

First we’re defining a dummy unit ability. You can and should localize this ability so that the player sees what it does. We’re going to tie Fertility Rites, a new ability of the mindbenders to this dummy unit ability.

A képen szöveg, képernyőkép, Betűtípus látható

Előfordulhat, hogy az AI által létrehozott tartalom helytelen.A képen Betűtípus, szöveg, képernyőkép, Grafika látható

Előfordulhat, hogy az AI által létrehozott tartalom helytelen.

Then we’re adding the dummy ability to a unit we’d like. This unit will be the only one that can perform the fertility rite.

In our case this is the vanilla mindbender.

And finally we create the fertility rite improvement.  
We added BuiltBySpecific: magician, so that only the mindbender can perform it. It has manual, freelance and discrete. It can only be built adjacent to temples, and spawns a fruit on the ground, costs 5 stars. With polib\_fullhealthbuilder, only mindbenders that have full health can perform the ritual.

A képen szöveg, képernyőkép, Betűtípus látható

Előfordulhat, hogy az AI által létrehozott tartalom helytelen.