BtS Unaltered Gameplay

Approval Process

1 Introduction

This document sets out how the BtS Unaltered Gameplay ('BUG') modifications changes the vanilla edition of Civ 4. It aims to address the issues that need to be addressed to get a mod approved at www.realmsbeyond.com. Unfortunately, there is no definitive process that must be followed to get a mod approved.

I have read various threads at realms beyond and gleaned the following items that summarize the mod approval process as I understand it.

1.1 Majromax Post of Feb 23rd, 2006

As I see it, mods broadly fall into 4 categories:

1) *Entirely cosmetic mods change or otherwise replace some of the stock Civ4 graphics with custom ones. Blue Marble is the supreme example of this: it doesn't make any gameplay changes, but entierly replaces the terrain sets. Also, (before, I believe, the latest patch), the commerce-icon mod would fall under this category.*

   These mods, in theory, don't make any new information available to the player, and are there primarily for aesthetic reasons.

2) *"Presentational" mods change, in some way, the interface of the game -- generally speaking, they'd make some aspect of the game's interface easier to use or more informative. The "improved" city management screen is one example, as is an "improved" foreign relation screen.*

   These mods can correct perceived flaws in the game's interface, but they are on a much shakier ground -- it is easy to reveal more information than the player should actually have. For example, at least one version of the foreign advisor mod allowed players to see how much gold an AI had for trade, even when the AI was in a "refuses to talk" stage of war declaration.

   Mods which enhance the Civilopedia would probably also fall under this category, as would a hypothetical mod that changes (in some way) the combat odds display.

3) *"Utility" mods don't change the game itself, but provide some sort of additional functionality to the game player. The Autolog is probably the most popular example of a mod in this category. Likewise, anything that alters the "blue circle" advisor recommendations would fit here.*

4) *"Content" mods change, in some basic way, the game's content. Anything which adds or changes a civ, tech, unit, terrain feature, improvement, resource, AI, or anything else actually used in Civ rules resolution would fall under this category. Since playing with one of these mods is, in a very fundamental way, not playing the same game of Civ as everyone else, these sorts of mods should be*

categorically banned. The only exception would be if some RB Tournament game actually required one, such as the Civ3 epic that ran on "one food/square" rules.

1.2 SIRIAN'S POST OF FEBRUARY 28TH, 2006

APPROVAL PROCESS

What I need from "the committee":

- ♦ *Is a mod "Graphical"? (Affecting appearance).*
- ♦ *Is a mod "Utilitarian"? (Affecting player's interface).*
- ♦ *Is a mod "Rebalancing"? (Affecting game rules).*
- ♦ *Which components are modified? (World Builder, XML, Python, C++)*
- ♦ *Which files are affected?*
- ♦ *If Python or C++ are involved, the mod needs to be certified free of trojans.*
- ♦ *VISUAL EVIDENCE showing and explaining what the mods actually do.*
- ♦ *A simple "aye" or "nay" from each committee member as to their personal recommendation on whether or not to approve a given mod. (Explanations may follow but are not required.)*

Graphical-only mods would be approved for all uses (or not approved).

Mods with any rebalancing elements are off the table except for specific events (codifying a given event's variant rules in to the game itself.) The exception might be if I see a pressing need to override core game rules (including possible bugs or exploits yet to be discovered) to preserve the quality of our tournament; however, in that case I will write the mod myself and try to get it tested before imposing it on the rest of you. … Here's hoping THAT is never necessary.

Utilitarian mods are the tough calls. Stuff like Civ3 Mapstat falls in to this category. Mods that are primarily graphical in nature can turn in to utilitarian mods, by design or by accident, so that's the main hurdle they face. It is my intent to approve all graphical mods that are shown to me to have no utilitarian or rebalancing effects. (I don't care what your game looks like. I only care how it plays. However, some graphics can affect gameplay, so that is where I start to care about those.)

Most utilitarian mods will not be approved, but we'll take them case by case -- if "the committee", which does not yet exist, does the leg work of investigating.

As for the committee's process, that is up to its members. I don't care how you turn up the data or reach your recommendations. Whatever you come up will work better than what I would imagine. However, the data has to meet all the requirements I listed or I'll simply send it back as unripe.

All decisions will be made on thorough evidence carefully weighed, and then they will be final.

Beta mods will not be considered. Only mature, polished (finished) mods need apply. Post-approval, the committee will have to re-review (in total) a mod that has been updated. All mod updates are disallowed unless approved.

2 APPROVAL GAME PLAN

The following is the game plan that we plan to follow in submitting the BtS Unaltered Gameplay (BUG) mod for approval.

- ◆ Responses to Sirian's Questions
- ◆ List of files affected
- ◆ Summary of BUG options that are available
- ◆ Optionality
- ◆ General Settings
- ◆ Advisors
- ◆ Clock
- ◆ Scoreboard
- ◆ Alerts
- ◆ Logging
- ◆ Unit Naming
- ◆ Credits

3 SUMMARY

In summary, BUG comprises a vast array of new items. The main feature and over-riding approach that every element added had to provide no additional information that is not available in the unmodified BtS game. That is, there is no alteration to the basic game play.

All BUG features are optional, that is, the modifications that BUG brings to the game can be turned off. While some features of BUG might not get approved, or face great difficulty in getting approved, there is no reason why the BUG mod can get approved but some options *must* be turned off.

In particular, the GRANK_* columns of the Customizable Domestic Advisor should be explicitly excluded from the approval as they do contain spoiler information.

4 RESPONSES TO SIRIAN'S QUESTIONS

Here are the responses to Sirian's Questions shown above.

What I need from "the committee":

- ◆ *Is a mod "Graphical"? (Affecting appearance).*
  Yes, this mod is graphical. There are various graphical elements to this mod:
    - o Information that is presented to the player is slightly reorganized (e.g. sevopedia)
    - o Information is displayed on the main screen instead of in other parts of the game (e.g. GP counter on main screen or relationships in the scoreboard)

- Graphical information that is shown via icons is summarized in a table (e.g. commerce / hammer counts in the city screen)
- Some units are graphically highlighted (e.g. units due a promotion)

♦ *Is a mod "Utilitarian"? (Affecting player's interface).*
Yes. This is the main thrust of the mod (see examples above).

♦ *Is a mod "Rebalancing"? (Affecting game rules).*
No.

♦ *Which components are modified? (World Builder, XML, Python, C++)*
The BUG mod changes python and adds XML items / files. No XML file values are modified. The DLL is not changed.

♦ *Which files are affected?*
See below.

♦ *If Python or C++ are involved, the mod needs to be certified free of trojans.*
We certify that all of the python files are free of trojans or other nasty items.

♦ *VISUAL EVIDENCE showing and explaining what the mods actually do.*
See below.

5 LIST OF FILES AFFECTED

The following is a list of the files that BtS Unaltered Gameplay replaces. The vanilla files are stored under the 'assets' folder in the civ 4 program files (on my PC that folder is 'C:\Program Files\Firaxis Games\Sid Meier's Civilization 4\Beyond the Sword \Assets'). The BtS Unaltered Gameplay files would be stored under the 'customassets' folder under the 'my documents' folder (on my PC that folder is 'C:\Documents and Settings\user-id\My Documents\My Games\Beyond the Sword\').

♦ \Adv Unit Naming.ini

♦ \BUG Mod Documentation

♦ \BUG Mod.ini

♦ \CustomAssets

♦ \CustomDomAdv

♦ \files.txt

♦ \tjp.txt

♦ \BUG Mod Documentation\#GER

♦ \BUG Mod Documentation\#ITA

♦ \BUG Mod Documentation\BUG Included Mods.rtf

♦ \BUG Mod Documentation\BUG Readme.rtf

♦ \BUG Mod Documentation\BUG Structure.rtf

♦ \BUG Mod Documentation\GNU Public License.rtf

♦ \BUG Mod Documentation\Included Mods Docs

♦ \BUG Mod Documentation\#GER\BUG Included Mods.rtf

- \BUG Mod Documentation\#GER\BUG Readme.rtf
- \BUG Mod Documentation\#ITA\BUG Included Mods Readme.rtf
- \BUG Mod Documentation\#ITA\BUG Included Mods.rtf
- \BUG Mod Documentation\#ITA\BUG Readme.rtf
- \BUG Mod Documentation\#ITA\Cammagno's CDA Pages Readme.rtf
- \BUG Mod Documentation\#ITA\UnitNaming Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\Advanced Scoreboard Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\Autolog Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\BES Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\Cammagno's CDA Pages Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\CDA Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\DeadCiv Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\EFA Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\ExtendedColors Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\ExtendedColors Table.html
- \BUG Mod Documentation\Included Mods Docs\GP Tech Prefs Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\NJAGC Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\PLE Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\Power Ratio Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\Raw Commerce Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\Raw Production Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\Reminders Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\SevoPedia Readme.rtf
- \BUG Mod Documentation\Included Mods Docs\UnitNaming Readme.rtf
- \CustomAssets\Art
- \CustomAssets\Python
- \CustomAssets\Res
- \CustomAssets\XML
- \CustomAssets\Art\Interface
- \CustomAssets\Art\PlotListEnhancements
- \CustomAssets\Art\Interface\Citybar
- \CustomAssets\Art\Interface\UnitUpgradesGraph
- \CustomAssets\Art\Interface\Citybar\citybar.nif
- \CustomAssets\Art\Interface\Citybar\citybar_glow.dds

- \CustomAssets\Art\Interface\Citybar\citybar_glow_no_star.dds
- \CustomAssets\Art\Interface\UnitUpgradesGraph\line-arrow.dds
- \CustomAssets\Art\Interface\UnitUpgradesGraph\line-bltr.dds
- \CustomAssets\Art\Interface\UnitUpgradesGraph\line-strait.dds
- \CustomAssets\Art\Interface\UnitUpgradesGraph\line-tlbr.dds
- \CustomAssets\Art\PlotListEnhancements\arrowdown.dds
- \CustomAssets\Art\PlotListEnhancements\arrowup.dds
- \CustomAssets\Art\PlotListEnhancements\frame_promo.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_action_auto_build.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_action_auto_city.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_action_auto_network.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_action_explore.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_action_fortify.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_action_goto.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_action_heal.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_action_patrol.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_action_sentry.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_action_skip.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_canmove_injured.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_cantmove_injured.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_fortify_injured.dds
- \CustomAssets\Art\PlotListEnhancements\medallion_hasmoved_injured.dds
- \CustomAssets\Python\BUG
- \CustomAssets\Python\Contrib
- \CustomAssets\Python\CvUtil.py
- \CustomAssets\Python\EntryPoints
- \CustomAssets\Python\Screens
- \CustomAssets\Python\BUG\BugOptions.py
- \CustomAssets\Python\BUG\BugOptionsEventManager.py
- \CustomAssets\Python\BUG\BugOptionsScreen.py
- \CustomAssets\Python\BUG\BugOptionsTab.py
- \CustomAssets\Python\BUG\ColorUtil.py
- \CustomAssets\Python\BUG\configobj.py
- \CustomAssets\Python\BUG\GPUtil.py
- \CustomAssets\Python\BUG\Options
- \CustomAssets\Python\BUG\RuffEcho.py

- \CustomAssets\Python\BUG\RuffModControl.py
- \CustomAssets\Python\BUG\Scoreboard.py
- \CustomAssets\Python\BUG\Tabs
- \CustomAssets\Python\BUG\TechPrefs.py
- \CustomAssets\Python\BUG\Options\BugAlertsOptions.py
- \CustomAssets\Python\BUG\Options\BugAutologOptions.py
- \CustomAssets\Python\BUG\Options\BugCityScreenOptions.py
- \CustomAssets\Python\BUG\Options\BugEspionageOptions.py
- \CustomAssets\Python\BUG\Options\BugInitOptions.py
- \CustomAssets\Python\BUG\Options\BugNJAGCOptions.py
- \CustomAssets\Python\BUG\Options\BugScoreOptions.py
- \CustomAssets\Python\BUG\Options\BugScreensOptions.py
- \CustomAssets\Python\BUG\Options\BugUnitNameOptions.py
- \CustomAssets\Python\BUG\Tabs\BugAdvisorOptionsTab.py
- \CustomAssets\Python\BUG\Tabs\BugAlertsOptionsTab.py
- \CustomAssets\Python\BUG\Tabs\BugAutologOptionsTab.py
- \CustomAssets\Python\BUG\Tabs\BugCreditsOptionsTab.py
- \CustomAssets\Python\BUG\Tabs\BugGeneralOptionsTab.py
- \CustomAssets\Python\BUG\Tabs\BugNJAGCOptionsTab.py
- \CustomAssets\Python\BUG\Tabs\BugScoreOptionsTab.py
- \CustomAssets\Python\BUG\Tabs\BugUnitNameOptionsTab.py
- \CustomAssets\Python\Contrib\autolog.py
- \CustomAssets\Python\Contrib\autologEventManager.py
- \CustomAssets\Python\Contrib\Civ4lerts.py
- \CustomAssets\Python\Contrib\CvCustomEventManager.py
- \CustomAssets\Python\Contrib\CvModName.py
- \CustomAssets\Python\Contrib\CvPath.py
- \CustomAssets\Python\Contrib\MoreCiv4lerts.py
- \CustomAssets\Python\Contrib\RandomNameUtils.py
- \CustomAssets\Python\Contrib\ReminderEventManager.py
- \CustomAssets\Python\Contrib\Roman.py
- \CustomAssets\Python\Contrib\SdToolKit.py
- \CustomAssets\Python\Contrib\Sevopedia
- \CustomAssets\Python\Contrib\UnitNameEventManager.py
- \CustomAssets\Python\Contrib\UnitUpgradesGraph.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaBonus.py

- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaBuilding.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaCivic.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaCivilization.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaCorporation.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaFeature.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaHistory.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaImprovement.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaLeader.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaMain.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaProject.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaPromotion.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaReligion.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaSpecialist.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaTech.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaTerrain.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaUnit.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoPediaUnitChart.py
- \CustomAssets\Python\Contrib\Sevopedia\SevoScreenEnums.py
- \CustomAssets\Python\EntryPoints\CvEventInterface.py
- \CustomAssets\Python\EntryPoints\CvOptionsScreenCallbackInterface.py
- \CustomAssets\Python\EntryPoints\CvScreensInterface.py
- \CustomAssets\Python\Screens\CvCustomizableDomesticAdvisor.py
- \CustomAssets\Python\Screens\CvEspionageAdvisor.py
- \CustomAssets\Python\Screens\CvExoticForeignAdvisor.py
- \CustomAssets\Python\Screens\CvMainInterface.py
- \CustomAssets\Python\Screens\CvTechChooser.py
- \CustomAssets\Res\Fonts
- \CustomAssets\Res\Fonts\GameFont_75.tga
- \CustomAssets\XML\Art
- \CustomAssets\XML\GameInfo
- \CustomAssets\XML\interface
- \CustomAssets\XML\Text
- \CustomAssets\XML\Art\CIV4ArtDefines_Interface.xml
- \CustomAssets\XML\GameInfo\CIV4Hints.xml
- \CustomAssets\XML\interface\CIV4ColorVals.xml
- \CustomAssets\XML\Text\BUG_CIV4GameText.xml

- \CustomAssets\XML\Text\CIV4GameText_BTS.xml
- \CustomAssets\XML\Text\Civ4Ierts_CIV4GameText.xml
- \CustomAssets\XML\Text\MoreCiv4Ierts_CIV4GameText.xml
- \CustomAssets\XML\Text\Sevopedia_CIV4GameText.xml
- \CustomDomAdv\CustomDomAdv.txt

6 GENERAL

This section will provide details about the General features build into the BUG mod. Here is a screenshot of the options screen:
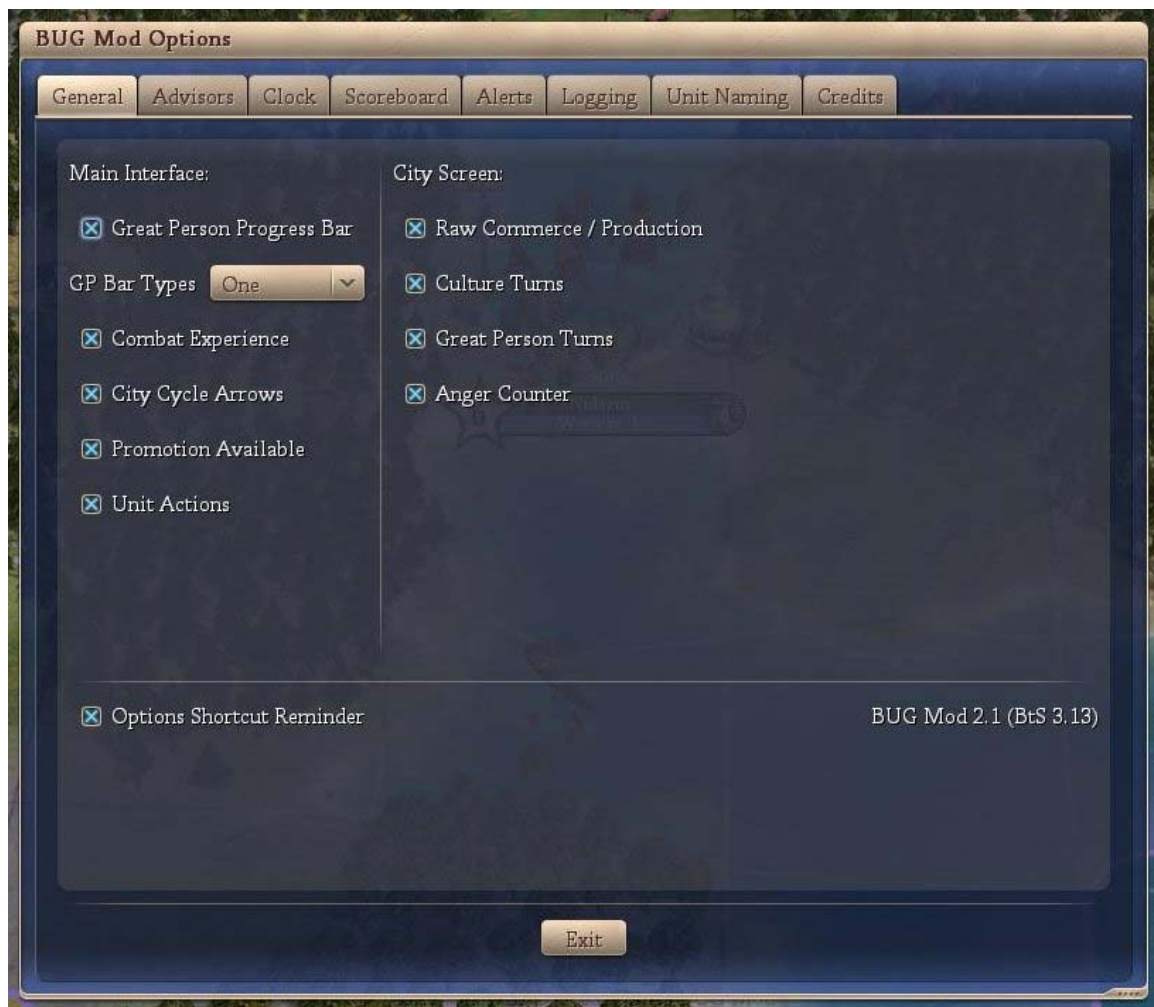
The individual General features are discussed below:

♦ Main Interface

    o Great Person Progress Bar
   If checked, the Great Person Progress Bar is displayed. If the user
   clicks on the tab, the highlighted city screen is opened. There are
   three display options as illustrated below.

o   City Cycle Arrows
    If checked, the City Cycle Arrows are displayed (see below). By
    clicking on the right / left arrows, the user is taken to the next city in
    the cycle while in the main interface screen.

o   Combat Experience
    If checked, the Combat Experience counter from the F5 screen is
    displayed (see below)

(the strong arm with the 0/30)

o   Promotion Available
    If checked, a unit with a promotion available has a light blue highlight
    around its plot icon (see below).

(the blue highlight around the warrior)

- Unit Actions

  If checked, a unit that has a pre-defined action (heal, goto, automated, fortified, etc) has text describing the action added to the bottom of its plot icon (see below).

  (the 'FORT' on the archer signifying fortified and the 'SKIP' on the workers signifying that I have skipped those units for this turn).

♦ City Screen

  - Raw Commerce / Production

    If checked, the City Screen shows the city's raw production or commerce (see below). A button is available so the user can cycle between production or commerce. The source of the production or commerce is also shown.

<center>(city production)   (city commerce)</center>

  - Culture Turns

    If checked, the number of turns to the next cultural level is displayed (see below). No turns are displayed if the city is already Legendary or the city is not producing any culture.

o Great Person Turns
If checked, the number of turns to the next Great Person is displayed (see below). No turns are displayed if the city or the city is not producing any Great Person points.

♦ Options Shortcut Reminder
if checked, the BUG options screen short cut is displayed (see below).
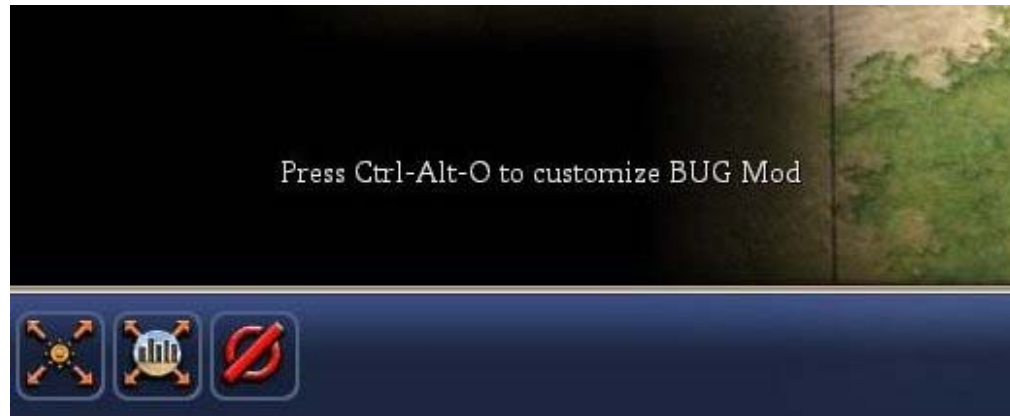
6.1 CONCLUSION

Opinion: It is our opinion that no additional information is presented to the user via this section of the BUG mod and it should be approved.

7 ADVISORS

This section will provide details about the Advisor features build into the BUG mod. Here is a screenshot of the options screen:

The individual Advisor features are discussed below:

- Domestic
  If checked, then the built in Domestic Advisor is replaced with the Customizable Domestic Advisor (see below).

- Foreign

    o Glance Tab
      If checked, the Glance tab is included

    o Glance Tab Smilies
      If checked, the Glance tab includes Smilies similar to the scoreboard smilies

- Technology

    o Great Person Research
      If checked, a row of great people followed by two techs are shown. The first of these two techs indicate the tech the great person would lightbulb. The second of these two techs indicates the tech the great person would lightbulb if the currently selected tech was known.

The above picture shows that a Great Scientist will lightbult roads and if you research mining, he will lightbulb roads. If, however, you research Animal Husbandry (insert), the Great Scientist will lightbulb writing.

- Sevopdia (see below)

  - Enabled
    If checked, the in-game civopedia is replaced with the Servopdia.

  - Sort List
    If checked, the lists are sorted.

- Espionage (Ctrl-E)
  If checked, then the in-game Espionage advisor is replaced (see below).

7.1 SEVOPEDIA

The following is from the initial post (edited for format) on the CFC forums regarding Sevopedia.

About SevoPedia

Greetings. I love cIV, but we all know that they dropped the ball with the civilopedia. It's impossible to navigate easily and non-intuitive in design. So this is an improvement. Sevo's Civilopedia (or…Sevo-lo-pedia, or even Sevopedia, but I digress…) This mod turns the civilopedia into a nicer, user-friendly, easy-to-navigate reference.

Features

- *Menus moved to left, with main menu on far left, sub-menu next to it*

- *Main menu list reordered into groups with icons*

- *Sub Menu organized into an easy to read list.*

- *New in this version: Pictures included in list!*

- *No more hopping away from the top screen when you select a page. The page comes up in the available to space on the right*

- *Includes previously hidden entries (check out the barbarian leader…)*

- *Will easily integrate with almost all existing mods*

- *Can disable animations if desired*

- *Vovan's Unit Upgrade Chart: Will automatically produce upgrade chart for units, even when modded!*

From the above, the intention is to just reorganize the content of the civilopedia and thus it would appear that there is no spoilerish information provided[1]. Discussion about what is in the CDA and why it isn't spoilerish.

I've included a sample screenshot of the default civilopedia (top picture) and the corresponding item from the sevopedia (bottom picture).

It would appear that the Sevopedia is just a reorganization of the menu and the inclusion of the actual data page with the index to the left.

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[1] If you ignore the inclusion of the barbarian leader which doesn't seem like a very big deal.

Academy	Cothon	Islamic Monastery	Recycling Center
Airport	Courthouse	Islamic Mosque	Research Institute
Apothecary	Customs House	Islamic Temple	Sacrificial Altar
Aqueduct	Dike	Jail	Salon
Assembly Plant	Drydock	Jewish Monastery	Scotland Yard
Ball Court	Dun	Jewish Synagogue	Security Bureau
Bank	Factory	Jewish Temple	Seowon
Baray	Feitoria	Laboratory	Shale Plant
Barracks	Forge	Levee	Stable
Bomb Shelters	Forum	Library	Stele
Broadcast Tower	Garden	Lighthouse	Stock Exchange
Buddhist Monastery	Ger	Madrassa	Supermarket
Buddhist Stupa	Granary	Mall	Taoist Monastery
Buddhist Temple	Grocer	Market	Taoist Pagoda
Bunker	Hammam	Mausoleum	Taoist Temple
Castle	Harbor	Military Academy	Terrace
Christian Cathedral	Hindu Mandir	Mint	Theatre
Christian Monastery	Hindu Monastery	Monument	Totem Pole
Christian Temple	Hindu Temple	Nuclear Plant	Trading Post
Citadel	Hippodrome	Obelisk	University
Coal Plant	Hospital	Observatory	Walls
Colosseum	Hydro Plant	Odeon	Ziggurat
Confucian Academy	Ikhanda	Pavilion	
Confucian Monastery	Industrial Park	Public Transportation	
Confucian Temple	Intelligence Agency	Rathaus	

Technologies
Units
Buildings
Wonders
Base Terrain
Terrain Features
Resources
Improvements
Specialists
Promotions
Unit Categories
Civilizations
Leaders
Religions
Corporations
Civics
Projects
Game Concepts
BTS Concepts
Hints

BACK   NEXT   EXIT

Technologies
Units
Unit Upgrades
Unit Categories
Promotions
Promotion Tree
Buildings
National Wonders
Great Wonders
Projects
Specialists
Base Terrain
Terrain Features
Resources
Improvements
Civilizations
Leaders
Civics
Religions
Corporations
Game Concepts
BTS Concepts
Hints

Academy
Airport
Apothecary
Aqueduct
Assembly Plant
Ball Court
Bank
Baray
Barracks
Bomb Shelters
Broadcast Tower
Buddhist Monastery
Buddhist Stupa
Buddhist Temple
Bunker
Castle
Christian Cathedral
Christian Monastery
Christian Temple
Citadel
Coal Plant
Colosseum
Confucian Academy
Confucian Monastery
Confucian Temple
Cothon
Courthouse
Customs House

COST: 150

Requires

Special Abilities

- Provides Power with Coal (+2)
Requires Factory

History

Strategy:
   Coal Plants provide power for the Factory, although the pollution will hurt your city's health.

Background:
   Coal has been used sporadically as a fuel since ancient times, but it was not

BACK   NEXT   EXIT

Advanced Flight	Corporation	Industrialism	Physics
Aesthetics	Currency	Iron Working	Plastics
Agriculture	Democracy	Laser	Polytheism
Alphabet	Divine Right	Liberalism	Pottery
Animal Husbandry	Drama	Literature	Priesthood
Archery	Ecology	Machinery	Printing Press
Artillery	Economics	Masonry	Radio
Assembly Line	Education	Mass Media	Railroad
Astronomy	Electricity	Mathematics	Refrigeration
Banking	Engineering	Medicine	Replaceable Parts
Biology	Fascism	Meditation	Rifling
Bronze Working	Feudalism	Metal Casting	Robotics
Calendar	Fiber Optics	Military Science	Rocketry
Chemistry	Fishing	Military Tradition	Sailing
Civil Service	Fission	Mining	Satellites
Code of Laws	Flight	Monarchy	Scientific Method
Combustion	Fusion	Monotheism	Stealth
Communism	Future Tech	Music	Steam Power
Compass	Genetics	Mysticism	Steel
Composites	Guilds	Nationalism	Superconductors
Computers	Gunpowder	Optics	The Wheel
Constitution	Horseback Riding	Paper	Theology
Construction	Hunting	Philosophy	Writing

Technologies
Units
Buildings
Wonders
Base Terrain
Terrain Features
Resources
Improvements
Specialists
Promotions
Unit Categories
Civilizations
Leaders
Religions
Corporations
Civics
Projects
Game Concepts
BTS Concepts
Hints

BACK   NEXT   EXIT

Technologies
Units
Unit Upgrades
Unit Categories
Promotions
Promotion Tree
Buildings
National Wonders
Great Wonders
Projects
Specialists
Base Terrain
Terrain Features
Resources
Improvements
Civilizations
Leaders
Civics
Religions
Corporations
Game Concepts
BTS Concepts
Hints

Advanced Flight
Aesthetics
Agriculture
Alphabet
Animal Husbandry
Archery
Artillery
Assembly Line
Astronomy
Banking
Biology
Bronze Working
Calendar
Chemistry
Civil Service
Code of Laws
Combustion
Communism
Compass
Composites
Computers
Constitution
Construction
Corporation
Currency
Democracy
Divine Right
Drama

COST: 700

"Banking establishments are more dangerous than standing armies." - Thomas Jefferson

Many of the services performed by banks today can be traced back to medieval

Requires

and

Leads To

Special Abilities

• Enables Mercantilism

Units Enabled

Buildings Enabled

BACK   NEXT   EXIT

CIVILOPEDIA

Alexander	Hannibal	Qin Shi Huang
Asoka	Hatshepsut	Ragnar
Augustus Caesar	Huayna Capac	Ramesses II
Bismarck	Isabella	Roosevelt
Boudica	Joao II	Saladin
Brennus	Julius Caesar	Shaka
Catherine	Justinian I	Sitting Bull
Charlemagne	Kublai Khan	Stalin
Churchill	Lincoln	Suleiman
Cyrus	Louis XIV	Suryavarman II
Darius I	Mansa Musa	Tokugawa
De Gaulle	Mao Zedong	Victoria
Elizabeth	Mehmed II	Wang Kon
Frederick	Montezuma	Washington
Gandhi	Napoleon	Willem van Oranje
Genghis Khan	Pacal II	Zara Yaqob
Gilgamesh	Pericles	
Hammurabi	Peter	

Technologies
Units
Buildings
Wonders
Base Terrain
Terrain Features
Resources
Improvements
Specialists
Promotions
Unit Categories
Civilizations
Leaders
Religions
Corporations
Civics
Projects
Game Concepts
BTS Concepts
Hints

BACK   NEXT   EXIT

SEVOPEDIA 2.3.1

Technologies
Units
Unit Upgrades
Unit Categories
Promotions
Promotion Tree
Buildings
National Wonders
Great Wonders
Projects
Specialists
Base Terrain
Terrain Features
Resources
Improvements
Civilizations
Leaders
Civics
Religions
Corporations
Game Concepts
BTS Concepts
Hints

Alexander
Asoka
Augustus Caesar
Barbarian
Bismarck
Boudica
Brennus
Catherine
Charlemagne
Churchill
Cyrus
Darius I
De Gaulle
Elizabeth
Frederick
Gandhi
Genghis Khan
Gilgamesh
Hammurabi
Hannibal
Hatshepsut
Huayna Capac
Isabella
Joao II
Julius Caesar
Justinian I
Kublai Khan
Lincoln

Favorite Civics

Traits

TXT_KEY_LEADER_BARBARIAN_PEDIA

BACK   NEXT   EXIT

7.2 CUSTOMIZABLE DOMESTIC ADVISOR

The Customizable Domestic Advisor (CDA) has a default view that the user can modify. The default CDA contains approximately 5 pages. There is a version of the CDA configure file that contains many more pages. There are an unlimited number of pages that the user can add to the advisor. The following is a list of the columns that the user can add.

ID	NAME	TITLE	WIDTH
0	NAME	NAME	95
1	ADVISE_CULTURE	CULTURE	150
2	ADVISE_MILITARY	MILITARY	150
3	ADVISE_NUTTY	NUTTY	150
4	ADVISE_RELIGION	RELIGION	150
5	ADVISE_RESEARCH	RESEARCH	150
6	ADVISE_SPACESHIP	SPACESHIP	150
7	AUTOMATION	AUTO	80
8	BASE_COMMERCE	B	38
9	BASE_FOOD	B	38
10	BASE_PRODUCTION	B	38
11	CONSCRIPT_UNIT	DRAFT	90
12	COULD_CONSCRIP...	DRAFT#	90
13	CORPORATIONS	CORPORATIONS	90
14	CULTURE		53
15	CULTURE RATE	R	38

ID	NAME	TITLE	WIDTH
15	CULTURE_RATE	♫R	38
16	CULTURE_TURNS	♫T	38
17	DEFENSE	🏺	60
18	ESPIONAGE	🎯	38
19	ESPIONAGE_DEF	🎯%	60
20	FEATURES	Features	106
21	FOOD	🍞	35
22	FOUNDED	FOUNDED	80
23	GARRISON	🔨	30
24	GOLD	👖	38
25	GRANK_BASE_COM...	B●g	42
26	GRANK_BASE_FOOD	B🍞g	42
27	GRANK_BASE_PRO...	B🔨g	42
28	GRANK_COMMERCE	●g	38
29	GRANK_FOOD	🍞g	38
30	GRANK_PRODUCTI...	🔨g	38

ID	NAME	TITLE	WIDTH
30	GRANK_PRODUCTI...	🔨g	38
31	GRANK_CULTURE	♫g	38
32	GRANK_GOLD	👖g	38
33	GRANK_RESEARCH	⚗g	38
34	GREATPEOPLE	👤	45
35	GREATPEOPLE_RATE	👤R	38
36	GREATPEOPLE_TU...	👤T	38
37	GROWTH	🟥	35
38	HAPPY	😊	30
39	HEALTH	➕	30
40	LOCATION_X	X	50
41	LOCATION_Y	Y	50
42	MAINTENANCE	🔴	30
43	POPULATION	POP	35
44	POPULATION_REAL	POP#	65
45	POWER	⚡	50

ID	NAME	TITLE	WIDTH
45	POWER	⚡	50
46	PRODUCING	Producing	90
47	PRODUCING_TURNS	🔨 T	33
48	PRODUCTION	🔨	38
49	NRANK_BASE_COM...	B 🟡 n	42
50	NRANK_BASE_FOOD	B 🍞 n	42
51	NRANK_BASE_PRO...	B 🔨 n	42
52	NRANK_COMMERCE	🟡 n	38
53	NRANK_FOOD	🍞 n	38
54	NRANK_PRODUCTI...	🔨 n	38
55	NRANK_CULTURE	🎵 n	38
56	NRANK_GOLD	👖 n	38
57	NRANK_RESEARCH	⚗ n	38
58	RELIGIONS	RELIGION	90
59	RESEARCH	⚗	38
60	SPECIALISTS	SPECIALISTS	209

ID	NAME	TITLE	WIDTH
60	SPECIALISTS	SPECIALISTS	209
61	THREATS	Threats	60
62	TRADE	⛃	30
63	BUILDING_PALACE	Palace	65
64	BUILDING_GREAT_...	Forbidden Palace	80
65	BUILDING_VERSAIL...	Versailles	95
66	BUILDING_WALLS	Walls	65
67	BUILDING_CELTIC_...	Dun	80
68	BUILDING_CASTLE	Castle	95
69	BUILDING_SPANIS...	Citadel	95
70	BUILDING_BARRAC...	Barracks	65
71	BUILDING_ZULU_I...	Ikhanda	80
72	BUILDING_STABLE	Stable	50
73	BUILDING_MONGO...	Ger	50
74	BUILDING_BUNKER	Bunker	65
75	BUILDING_BOMB_S...	Bomb Shelters	65

ID	NAME	TITLE	WIDTH
75	BUILDING_BOMB_S...	Bomb Shelters	65
76	BUILDING_GRANARY	Granary	65
77	BUILDING_INCAN_...	Terrace	65
78	BUILDING_AQUED...	Aqueduct	50
79	BUILDING_OTTOM...	Hammam	50
80	BUILDING_KHMER_...	Baray	50
81	BUILDING_HOSPITAL	Hospital	50
82	BUILDING_RECYCLI...	Recycling Center	65
83	BUILDING_LIGHTH...	Lighthouse	65
84	BUILDING_VIKING_...	Trading Post	80
85	BUILDING_HARBOR	Harbor	65
86	BUILDING_CARTH...	Cothon	65
87	BUILDING_CUSTO...	Customs House	65
88	BUILDING_PORTU...	Feitoria	65
89	BUILDING_DRYDOCK	Drydock	95
90	BUILDING_AIRPORT	Airport	95

ID	NAME	TITLE	WIDTH
90	BUILDING_AIRPORT	Airport	95
91	BUILDING_FORGE	Forge	65
92	BUILDING_MALI_M...	Mint	80
93	BUILDING_FACTORY	Factory	65
94	BUILDING_GERMA...	Assembly Plant	65
95	BUILDING_COAL_P...	Coal Plant	65
96	BUILDING_JAPANE...	Shale Plant	65
97	BUILDING_HYDRO_...	Hydro Plant	65
98	BUILDING_NUCLEA...	Nuclear Plant	50
99	BUILDING_INDUST...	Industrial Park	65
100	BUILDING_OBELISK	Monument	50
101	BUILDING_EGYPTI...	Obelisk	50
102	BUILDING_ETHIOPI...	Stele	65
103	BUILDING_NATIVE...	Totem Pole	50
104	BUILDING_PUBLIC_...	Public Transportation	50
105	BUILDING_ACADEMY	Academy	65

ID	NAME	TITLE	WIDTH
105	BUILDING_ACADEMY	Academy	65
106	BUILDING_LIBRARY	Library	65
107	BUILDING_ARABIA...	Madrassa	65
108	BUILDING_UNIVER...	University	65
109	BUILDING_KOREA...	Seowon	65
110	BUILDING_OBSERV...	Observatory	65
111	BUILDING_FRENCH...	Salon	65
112	BUILDING_LABORA...	Laboratory	95
113	BUILDING_RUSSIA...	Research Institute	95
114	BUILDING_THEATRE	Theatre	50
115	BUILDING_CHINES...	Pavilion	65
116	BUILDING_BYZANT...	Hippodrome	50
117	BUILDING_COLOSS...	Colosseum	50
118	BUILDING_GREEK_...	Odeon	50
119	BUILDING_MAYA_B...	Ball Court	50
120	BUILDING_BABYLO...	Garden	50

ID	NAME	TITLE	WIDTH
120	BUILDING_BABYLO...	Garden	50
121	BUILDING_BROADC...	Broadcast Tower	65
122	BUILDING_MARKET	Market	65
123	BUILDING_ROMAN...	Forum	80
124	BUILDING_GROCER	Grocer	65
125	BUILDING_PERSIA...	Apothecary	65
126	BUILDING_BANK	Bank	65
127	BUILDING_ENGLIS...	Stock Exchange	65
128	BUILDING_SUPERM...	Supermarket	50
129	BUILDING_AMERIC...	Mall	65
130	BUILDING_COURT...	Courthouse	65
131	BUILDING_AZTEC_...	Sacrificial Altar	65
132	BUILDING_HOLY_R...	Rathaus	65
133	BUILDING_SUMERI...	Ziggurat	65
134	BUILDING_JAIL	Jail	110
135	BUILDING_INDIAN...	Mausoleum	110

ID	NAME	TITLE	WIDTH
135	BUILDING_INDIAN...	Mausoleum	110
136	BUILDING_LEVEE	Levee	50
137	BUILDING_NETHER...	Dike	50
138	BUILDING_INTELLI...	Intelligence Agency	65
139	BUILDING_NATION...	Security Bureau	50
140	BUILDING_JEWISH...	Jewish Temple	65
141	BUILDING_JEWISH...	Jewish Synagogue	80
142	BUILDING_JEWISH...	Jewish Monastery	80
143	BUILDING_JEWISH...	The Temple of Solomon	95
144	BUILDING_CHRISTI...	Christian Temple	65
145	BUILDING_CHRISTI...	Christian Cathedral	80
146	BUILDING_CHRISTI...	Christian Monastery	80
147	BUILDING_CHRISTI...	The Church of the Nati...	95
148	BUILDING_ISLAMIC...	Islamic Temple	65
149	BUILDING_ISLAMIC...	Islamic Mosque	80
150	BUILDING_ISLAMIC...	Islamic Monastery	80

ID	NAME	TITLE	WIDTH
150	BUILDING_ISLAMIC...	Islamic Monastery	80
151	BUILDING_ISLAMIC...	The Masjid al-Haram	95
152	BUILDING_HINDU_...	Hindu Temple	65
153	BUILDING_HINDU_...	Hindu Mandir	80
154	BUILDING_HINDU_...	Hindu Monastery	80
155	BUILDING_HINDU_...	The Kashi Vishwanath	95
156	BUILDING_BUDDHI...	Buddhist Temple	65
157	BUILDING_BUDDHI...	Buddhist Stupa	80
158	BUILDING_BUDDHI...	Buddhist Monastery	80
159	BUILDING_BUDDHI...	The Mahabodhi	95
160	BUILDING_CONFU...	Confucian Temple	65
161	BUILDING_CONFU...	Confucian Academy	80
162	BUILDING_CONFU...	Confucian Monastery	80
163	BUILDING_CONFU...	The Kong Miao	95
164	BUILDING_TAOIST...	Taoist Temple	65
165	BUILDING_TAOIST...	Taoist Pagoda	80

ID	NAME	TITLE	WIDTH
165	BUILDING_TAOIST...	Taoist Pagoda	80
166	BUILDING_TAOIST...	Taoist Monastery	80
167	BUILDING_TAOIST...	The Dai Miao	95
168	BUILDING_HEROIC...	Heroic Epic	65
169	BUILDING_NATION...	National Epic	65
170	BUILDING_GLOBE_...	Globe Theatre	80
171	BUILDING_NATION...	National Park	65
172	BUILDING_HERMIT...	Hermitage	80
173	BUILDING_OXFOR...	Oxford University	80
174	BUILDING_WALL_S...	Wall Street	80
175	BUILDING_IRON_...	Ironworks	80
176	BUILDING_WEST_P...	West Point	80
177	BUILDING_MT_RUS...	Mt. Rushmore	110
178	BUILDING_RED_CR...	Red Cross	80
179	BUILDING_SCOTLA...	Scotland Yard	65
180	BUILDING_PYRAMID	The Pyramids	80

ID	NAME	TITLE	WIDTH
180	BUILDING_PYRAMID	The Pyramids	80
181	BUILDING_STONEH...	Stonehenge	80
182	BUILDING_GREAT_...	The Great Library	80
183	BUILDING_GREAT_...	The Great Lighthouse	95
184	BUILDING_HANGI...	The Hanging Gardens	80
185	BUILDING_COLOSS...	The Colossus	80
186	BUILDING_ORACLE	The Oracle	80
187	BUILDING_PARTHE...	The Parthenon	80
188	BUILDING_ANGKO...	Angkor Wat	80
189	BUILDING_HAGIA_...	The Hagia Sophia	80
190	BUILDING_CHICHE...	Chichen Itza	95
191	BUILDING_SISTINE...	The Sistine Chapel	80
192	BUILDING_SPIRAL_...	The Spiral Minaret	80
193	BUILDING_NOTRE_...	Notre Dame	80
194	BUILDING_TAJ_MA...	The Taj Mahal	80
195	BUILDING_KREMLIN	The Kremlin	80

ID	NAME	TITLE	WIDTH
195	BUILDING_KREMLIN	The Kremlin	80
196	BUILDING_EIFFEL_...	The Eiffel Tower	80
197	BUILDING_STATUE...	The Statue of Liberty	80
198	BUILDING_BROAD...	Broadway	95
199	BUILDING_ROCKN...	Rock N Roll	95
200	BUILDING_HOLLY...	Hollywood	95
201	BUILDING_GREAT_...	The Three Gorges Dam	95
202	BUILDING_PENTAG...	The Pentagon	95
203	BUILDING_UNITED...	The United Nations	80
204	BUILDING_SPACE_E...	The Space Elevator	80
205	BUILDING_MILITA...	Military Academy	50
206	BUILDING_ARTEMIS	The Temple of Artemis	95
207	BUILDING_SANKORE	University of Sankore	80
208	BUILDING_GREAT_...	The Great Wall	80
209	BUILDING_STATUE...	The Statue of Zeus	80
210	BUILDING_MAUSO...	Mausoleum of Mausso...	80

ID	NAME	TITLE	WIDTH
210	BUILDING_MAUSO...	Mausoleum of Mausso...	80
211	BUILDING_CRISTO_...	Cristo Redentor	80
212	BUILDING_SHWED...	Shwedagon Paya	80
213	BUILDING_MOAI_S...	Moai Statues	65
214	BUILDING_CORPOR...	Cereal Mills	65
215	BUILDING_CORPOR...	Sid's Sushi Co	65
216	BUILDING_CORPOR...	Standard Ethanol	65
217	BUILDING_CORPOR...	Creative Constructions	65
218	BUILDING_CORPOR...	Mining Inc	65
219	BUILDING_CORPOR...	Aluminum Co	65
220	BUILDING_CORPOR...	Civilized Jewelers Inc	65
221	BUILDING_APOSTO...	The Apostolic Palace	80
222	BLDGCLASS_BUILDI...	Palace	22
223	BLDGCLASS_BUILDI...	Forbidden Palace	22
224	BLDGCLASS_BUILDI...	Versailles	22
225	BLDGCLASS_BUILDI...	Walls	22

ID	NAME	TITLE	WIDTH
225	BLDGCLASS_BUILDI...	Walls	22
226	BLDGCLASS_BUILDI...	Castle	22
227	BLDGCLASS_BUILDI...	Barracks	22
228	BLDGCLASS_BUILDI...	Stable	22
229	BLDGCLASS_BUILDI...	Bunker	22
230	BLDGCLASS_BUILDI...	Bomb Shelters	22
231	BLDGCLASS_BUILDI...	Granary	22
232	BLDGCLASS_BUILDI...	Aqueduct	22
233	BLDGCLASS_BUILDI...	Hospital	22
234	BLDGCLASS_BUILDI...	Recycling Center	22
235	BLDGCLASS_BUILDI...	Lighthouse	22
236	BLDGCLASS_BUILDI...	Harbor	22
237	BLDGCLASS_BUILDI...	Customs House	22
238	BLDGCLASS_BUILDI...	Drydock	22
239	BLDGCLASS_BUILDI...	Airport	22
240	BLDGCLASS_BUILDI...	Forge	22

ID	NAME	TITLE	WIDTH
240	BLDGCLASS_BUILDI...	Forge	22
241	BLDGCLASS_BUILDI...	Factory	22
242	BLDGCLASS_BUILDI...	Coal Plant	22
243	BLDGCLASS_BUILDI...	Hydro Plant	22
244	BLDGCLASS_BUILDI...	Nuclear Plant	22
245	BLDGCLASS_BUILDI...	Industrial Park	22
246	BLDGCLASS_BUILDI...	Obelisk	22
247	BLDGCLASS_BUILDI...	Public Transportation	22
248	BLDGCLASS_BUILDI...	Academy	22
249	BLDGCLASS_BUILDI...	Library	22
250	BLDGCLASS_BUILDI...	University	22
251	BLDGCLASS_BUILDI...	Observatory	22
252	BLDGCLASS_BUILDI...	Laboratory	22
253	BLDGCLASS_BUILDI...	Theatre	22
254	BLDGCLASS_BUILDI...	Colosseum	22
255	BLDGCLASS_BUILDI...	Broadcast Tower	22

ID	NAME	TITLE	WIDTH
255	BLDGCLASS_BUILDI...	Broadcast Tower	22
256	BLDGCLASS_BUILDI...	Market	22
257	BLDGCLASS_BUILDI...	Grocer	22
258	BLDGCLASS_BUILDI...	Bank	22
259	BLDGCLASS_BUILDI...	Supermarket	22
260	BLDGCLASS_BUILDI...	Courthouse	22
261	BLDGCLASS_BUILDI...	Jail	22
262	BLDGCLASS_BUILDI...	Levee	22
263	BLDGCLASS_BUILDI...	Intelligence Agency	22
264	BLDGCLASS_BUILDI...	Security Bureau	22
265	BLDGCLASS_BUILDI...	Jewish Temple	22
266	BLDGCLASS_BUILDI...	Jewish Synagogue	22
267	BLDGCLASS_BUILDI...	Jewish Monastery	22
268	BLDGCLASS_BUILDI...	The Temple of Solomon	22
269	BLDGCLASS_BUILDI...	Christian Temple	22
270	BLDGCLASS_BUILDI...	Christian Cathedral	22

ID	NAME	TITLE	WIDTH
270	BLDGCLASS_BUILDI...	Christian Cathedral	22
271	BLDGCLASS_BUILDI...	Christian Monastery	22
272	BLDGCLASS_BUILDI...	The Church of the Nati...	22
273	BLDGCLASS_BUILDI...	Islamic Temple	22
274	BLDGCLASS_BUILDI...	Islamic Mosque	22
275	BLDGCLASS_BUILDI...	Islamic Monastery	22
276	BLDGCLASS_BUILDI...	The Masjid al-Haram	22
277	BLDGCLASS_BUILDI...	Hindu Temple	22
278	BLDGCLASS_BUILDI...	Hindu Mandir	22
279	BLDGCLASS_BUILDI...	Hindu Monastery	22
280	BLDGCLASS_BUILDI...	The Kashi Vishwanath	22
281	BLDGCLASS_BUILDI...	Buddhist Temple	22
282	BLDGCLASS_BUILDI...	Buddhist Stupa	22
283	BLDGCLASS_BUILDI...	Buddhist Monastery	22
284	BLDGCLASS_BUILDI...	The Mahabodhi	22
285	BLDGCLASS_BUILDI...	Confucian Temple	22

ID	NAME	TITLE	WIDTH
285	BLDGCLASS_BUILDI...	Confucian Temple	22
286	BLDGCLASS_BUILDI...	Confucian Academy	22
287	BLDGCLASS_BUILDI...	Confucian Monastery	22
288	BLDGCLASS_BUILDI...	The Kong Miao	22
289	BLDGCLASS_BUILDI...	Taoist Temple	22
290	BLDGCLASS_BUILDI...	Taoist Pagoda	22
291	BLDGCLASS_BUILDI...	Taoist Monastery	22
292	BLDGCLASS_BUILDI...	The Dai Miao	22
293	BLDGCLASS_BUILDI...	Heroic Epic	22
294	BLDGCLASS_BUILDI...	National Epic	22
295	BLDGCLASS_BUILDI...	Globe Theatre	22
296	BLDGCLASS_BUILDI...	National Park	22
297	BLDGCLASS_BUILDI...	Hermitage	22
298	BLDGCLASS_BUILDI...	Oxford University	22
299	BLDGCLASS_BUILDI...	Wall Street	22
300	BLDGCLASS_BUILDI...	Ironworks	22

ID	NAME	TITLE	WIDTH
300	BLDGCLASS_BUILDI...	Ironworks	22
301	BLDGCLASS_BUILDI...	West Point	22
302	BLDGCLASS_BUILDI...	Mt. Rushmore	22
303	BLDGCLASS_BUILDI...	Red Cross	22
304	BLDGCLASS_BUILDI...	Scotland Yard	22
305	BLDGCLASS_BUILDI...	The Pyramids	22
306	BLDGCLASS_BUILDI...	Stonehenge	22
307	BLDGCLASS_BUILDI...	The Great Library	22
308	BLDGCLASS_BUILDI...	The Great Lighthouse	22
309	BLDGCLASS_BUILDI...	The Hanging Gardens	22
310	BLDGCLASS_BUILDI...	The Colossus	22
311	BLDGCLASS_BUILDI...	The Oracle	22
312	BLDGCLASS_BUILDI...	The Parthenon	22
313	BLDGCLASS_BUILDI...	Angkor Wat	22
314	BLDGCLASS_BUILDI...	The Hagia Sophia	22
315	BLDGCLASS_BUILDI...	Chichen Itza	22

ID	NAME	TITLE	WIDTH
315	BLDGCLASS_BUILDI...	Chichen Itza	22
316	BLDGCLASS_BUILDI...	The Sistine Chapel	22
317	BLDGCLASS_BUILDI...	Notre Dame	22
318	BLDGCLASS_BUILDI...	The Spiral Minaret	22
319	BLDGCLASS_BUILDI...	The Taj Mahal	22
320	BLDGCLASS_BUILDI...	The Kremlin	22
321	BLDGCLASS_BUILDI...	The Eiffel Tower	22
322	BLDGCLASS_BUILDI...	The Statue of Liberty	22
323	BLDGCLASS_BUILDI...	Broadway	22
324	BLDGCLASS_BUILDI...	Rock N Roll	22
325	BLDGCLASS_BUILDI...	Hollywood	22
326	BLDGCLASS_BUILDI...	The Three Gorges Dam	22
327	BLDGCLASS_BUILDI...	The Pentagon	22
328	BLDGCLASS_BUILDI...	The United Nations	22
329	BLDGCLASS_BUILDI...	The Space Elevator	22
330	BLDGCLASS_BUILDI...	Military Academy	22

ID	NAME	TITLE	WIDTH
330	BLDGCLASS_BUILDI...	Military Academy	22
331	BLDGCLASS_BUILDI...	The Temple of Artemis	22
332	BLDGCLASS_BUILDI...	University of Sankore	22
333	BLDGCLASS_BUILDI...	The Great Wall	22
334	BLDGCLASS_BUILDI...	The Statue of Zeus	22
335	BLDGCLASS_BUILDI...	Mausoleum of Mausso...	22
336	BLDGCLASS_BUILDI...	Cristo Redentor	22
337	BLDGCLASS_BUILDI...	Shwedagon Paya	22
338	BLDGCLASS_BUILDI...	Moai Statues	22
339	BLDGCLASS_BUILDI...	Cereal Mills	22
340	BLDGCLASS_BUILDI...	Sid's Sushi Co	22
341	BLDGCLASS_BUILDI...	Standard Ethanol	22
342	BLDGCLASS_BUILDI...	Creative Constructions	22
343	BLDGCLASS_BUILDI...	Mining Inc	22
344	BLDGCLASS_BUILDI...	Aluminum Co	22
345	BLDGCLASS_BUILDI...	Civilized Jewelers Inc	22

ID	NAME	TITLE	WIDTH
345	BLDGCLASS_BUILDI...	Civilized Jewelers Inc	22
346	BLDGCLASS_BUILDI...	The Apostolic Palace	22
347	BLDGCIV_BUILDIN...	Dun	22
348	BLDGCIV_BUILDIN...	Citadel	22
349	BLDGCIV_BUILDIN...	Ikhanda	22
350	BLDGCIV_BUILDIN...	Ger	22
351	BLDGCIV_BUILDIN...	Terrace	22
352	BLDGCIV_BUILDIN...	Hammam	22
353	BLDGCIV_BUILDIN...	Baray	22
354	BLDGCIV_BUILDIN...	Trading Post	22
355	BLDGCIV_BUILDIN...	Cothon	22
356	BLDGCIV_BUILDIN...	Feitoria	22
357	BLDGCIV_BUILDIN...	Mint	22
358	BLDGCIV_BUILDIN...	Assembly Plant	22
359	BLDGCIV_BUILDIN...	Shale Plant	22
360	BLDGCIV_BUILDIN...	Obelisk	22

ID	NAME	TITLE	WIDTH
360	BLDGCIV_BUILDIN...	Obelisk	22
361	BLDGCIV_BUILDIN...	Stele	22
362	BLDGCIV_BUILDIN...	Totem Pole	22
363	BLDGCIV_BUILDIN...	Madrassa	22
364	BLDGCIV_BUILDIN...	Seowon	22
365	BLDGCIV_BUILDIN...	Salon	22
366	BLDGCIV_BUILDIN...	Research Institute	22
367	BLDGCIV_BUILDIN...	Pavilion	22
368	BLDGCIV_BUILDIN...	Hippodrome	22
369	BLDGCIV_BUILDIN...	Odeon	22
370	BLDGCIV_BUILDIN...	Ball Court	22
371	BLDGCIV_BUILDIN...	Garden	22
372	BLDGCIV_BUILDIN...	Forum	22
373	BLDGCIV_BUILDIN...	Apothecary	22
374	BLDGCIV_BUILDIN...	Stock Exchange	22
375	BLDGCIV_BUILDIN...	Mall	22

ID	NAME	TITLE	WIDTH
375	BLDGCIV_BUILDIN...	Mall	22
376	BLDGCIV_BUILDIN...	Sacrificial Altar	22
377	BLDGCIV_BUILDIN...	Rathaus	22
378	BLDGCIV_BUILDIN...	Ziggurat	22
379	BLDGCIV_BUILDIN...	Mausoleum	22
380	BLDGCIV_BUILDIN...	Dike	22
381	CAN_HURRY_WHIP		50
382	CAN_HURRY_GOLD		50
383	HAS_BONUS_ALUM...		24
384	HAS_BONUS_COAL		24
385	HAS_BONUS_COPPER		24
386	HAS_BONUS_HORSE		24
387	HAS_BONUS_IRON		24
388	HAS_BONUS_MARB...		24
389	HAS_BONUS_OIL		24
390	HAS_BONUS_STONE		24

ID	NAME	TITLE	WIDTH
405	HAS_BONUS_GEMS		24
406	HAS_BONUS_GOLD		24
407	HAS_BONUS_INCE...		24
408	HAS_BONUS_IVORY		24
409	HAS_BONUS_SILK		24
410	HAS_BONUS_SILVER		24
411	HAS_BONUS_SPICES		24
412	HAS_BONUS_SUGAR		24
413	HAS_BONUS_WINE		24
414	HAS_BONUS_WHALE		24
415	HAS_BONUS_DRAMA		24
416	HAS_BONUS_MUSIC		24
417	HAS_BONUS_MOVIES		24
418	BONUS_ALUMINUM		50
419	BONUS_COAL		50
420	BONUS_COPPER		50

ID	NAME	TITLE	WIDTH
420	BONUS_COPPER		50
421	BONUS_HORSE		50
422	BONUS_IRON		50
423	BONUS_MARBLE		50
424	BONUS_OIL		50
425	BONUS_STONE		50
426	BONUS_URANIUM		50
427	BONUS_BANANA		50
428	BONUS_CLAM		50
429	BONUS_CORN		50
430	BONUS_COW		50
431	BONUS_CRAB		50
432	BONUS_DEER		50
433	BONUS_FISH		50
434	BONUS_PIG		50
435	BONUS_RICE		50

ID	NAME	TITLE	WIDTH
435	BONUS_RICE		50
436	BONUS_SHEEP		50
437	BONUS_WHEAT		50
438	BONUS_DYE		50
439	BONUS_FUR		50
440	BONUS_GEMS		50
441	BONUS_GOLD		50
442	BONUS_INCENSE		50
443	BONUS_IVORY		50
444	BONUS_SILK		50
445	BONUS_SILVER		50
446	BONUS_SPICES		50
447	BONUS_SUGAR		50
448	BONUS_WINE		50
449	BONUS_WHALE		50
450	BONUS_DRAMA		50

After review, the list of items does not contain spoiler information apart from the GRANK_* items. Those columns return the city's rank on various items as measured against all other cities (known and unknown).

These columns are not shown in the default CDA or the supplied CDA configuration file. These columns would have to be explicitly ruled out for this mod to be approved by Realms Beyond.

7.3 BUG ESPIONAGE ADVISOR

The BUG version of the Espionage Advisor is similar to the standard BtS version except it adds color coding and rearranged some fields on the left of the screen.

The mission costs (close to being able to perform missing and can perform mission) are color coded as well as the relative cost of the missions.

(default version)

(BUG version)

7.4 CONCLUSION

Opinion: It is our opinion that, providing the GRANK_* columns in the CDA are explicitly excluded for Realms Beyond, no additional information is presented to the user via this section of the BUG mod and it should be approved.

8 CLOCK

This section will provide details about the Clock features build into the BUG mod. Here is a screenshot of the options screen:
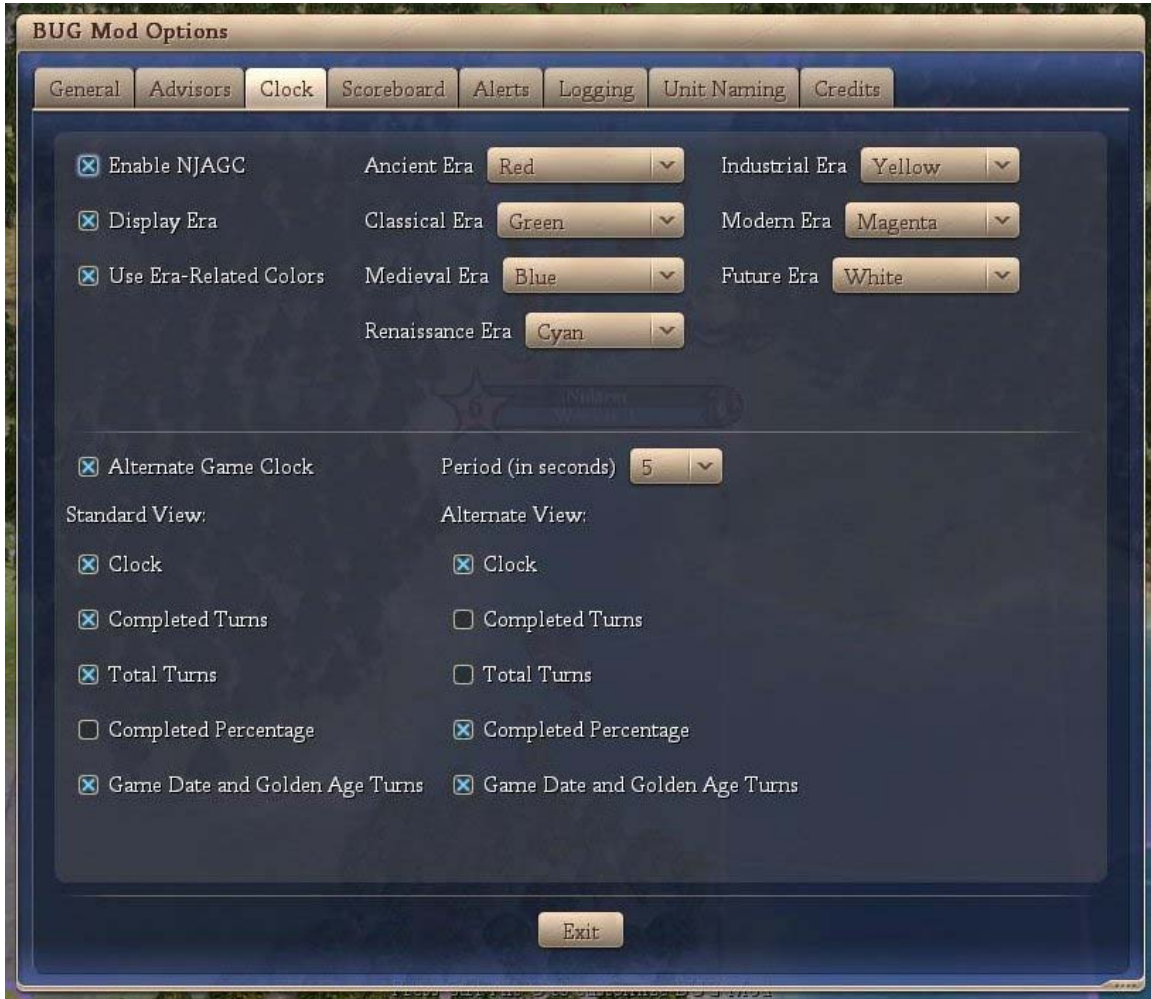
The individual Clock features are discussed below:

- ♦ Enable NJAGC (Not Just Another Game Clock)
  If this option is checked then the Clock portion of BUG is enabled.

- ♦ Display Era
  If checked, then the current era (according to the player) is displayed.

- ♦ Use Era-Related Colors
  If checked, then the current era (according to the player) is displayed in the color that the user can specify (drop downs to the right).

- ♦ Alternate Game Clock
  If checked, then the clock alternates between 'Standard View' and 'Alternate View'. The user can specify the alternating time period in seconds. If not checked, only the 'Standard View' is displayed.

- ♦ Standard / Alternate View(s)

- o Clock
  If checked, the time is displayed

- o Completed Turns
  If checked, the time is displayed

- o Total Turns
  If checked, the total turns for this game are displayed only if 'time victory' is enabled.

- o Completed Percentage
  If checked, the percent complete (as measured by turns) is displayed only if 'time victory' is enabled.

- o Game Date and Golden Age Turns
  If checked, the game date and Golden Age turns are displayed.

The following is a sample screen shot showing the Standard View.

(upper left)

(upper right)

The following is a sample screen shot showing the Alternate View.

(upper right)

8.1 CONCLUSION

Opinion: It is our opinion that no additional information is presented to the user via this section of the BUG mod and it should be approved.

9 SCOREBOARD

This section will provide details from the scoreboard tweaks enabled by BUG. Here is a screenshot of the options screen:

The balance of this section will detail each feature independently.

♦ Display Name
There are three (3) options in this drop down.

   o Name: Displays the leader name on the scoreboard. This is the default behavior of civilization.

   o Civ: Displays the civilization name on the scoreboard.

   o Both: Displays leader name / civilization name on the scoreboard.

♦ Attitude Icons
This option displays an icon next to the display name showing the civilization attitude towards the player. It's the same as opening the Foreign Advisor screen or even hovering the mouse over the civilization name. The icons stand for:

- o Red Frowning Face: Furious

- o Cyan Frowning Face: Annoyed

- o Grey Straight Month Face: Cautious

- o Green Smiling Face: Pleased

- o Yellow Grinning Face: Friendly

- ◆ Dead Civilizations
  This group of options shows how dead civilizations are displayed on the scoreboard. The options are:

  - o Show
    This is the default behavior of Vanilla and Warlords versions. BtS' default is to hide the dead civilization.

  - o Tag as "Dead"
    This option replaces the zero score with the text "Dead".

  - o Use Grey Color
    This option greys out the dead civilization.

- ◆ Power Ratio
  This option displays the power ratio between your civilization and the indicated civilization[2] expressed to 1 decimal place only. It is a ratio of your power to their power. Numbers greater than 1 indicate that you are stronger than them. There are options to use colors as a visual aid. The color options are:

  - o Default color: Default display

  - o Good Ratio Cutoff: values greater than this number will be considered good.

  - o Good Color: Display color for power ratios higher than the 'good ratio cutoff'

  - o Bad Ratio Cutoff: values shorter than this number will be considered bad

  - o Bad Color: Display color for power ratios lower than the 'bad ratio cutoff'

9.1 ADVANCED LAYOUT

The Advanced Layout option is enabled if the user selects the 'Enabled'. The 'Column Order' key is discussed in the table below. This key enables the user to modify the display order of items in the scoreboard. It also enables the user to remove items from the scoreboard.

The following table shows the keys available, some restrictions on their display (ie only for rivals) as well as differences between the BUG mod's display and raw BtS. It also includes comments on the 'Left-Align Name' and 'Tech Icons' check boxes.

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[2] This information is only displayed if you have enough espionage points to gather the required information.

Advanced Layout Item	Description	Restrictions	Differences to raw BtS
S	The civ's score		Nil
C	The civ's/leader's name		Column same width for all leaders. Left aligned if the 'Left-Align Name' option is checked
?	Shows a '?' if you haven't met the civ of a human player yet in a multi-player game (PBEM, Hotseat, pitboss)	Multi-player only.	Nil
W	Current WAR status	Rivals Only	Fist displayed instead of 'WAR'
E	Shows a spy icon if you have a positive espionage point ratio against the civ	Rivals Only	Nil
P	The civ's power ratio	Rivals Only	See above
T	The tech the civ is researching (vassals, teammates and espionage)	Rivals Only	Nil unless 'Research Icons' option is checked in which case the tech icon is shown
U	The number of research turns left (see T above)	Rivals Only	Nil
N	Shows the three-arrow icon when you are connected to the civ's trade network	Rivals Only	Nil
B	Shows a scroll icon when you have signed an open borders agreement with the civ	Rivals Only	Nil
D	Shows a similar scroll icon when you have signed a defensive pact with the civ	Rivals Only	Nil

Advanced Layout Item	Description	Restrictions	Differences to raw BtS
R	The civ's state religion		Nil
A	The civ's attitude toward you	Rivals Only	See above
*	You are waiting for this civ to finish its turn	Online multi-player only	Nil
L	The civ's network stats (ping)	Online multi-player only	Nil
O	The network player is out-of-sync	Online multi-player only	Nil

9.2 CONCLUSION

Although a very heavy programming mod, the only additions to the raw BtS scoreboard display is the inclusion of attitude icons and the power rating. There is nothing of a spoiler nature with either of these as the Civilization attitude can be gathered from F4 while the power ratio can be estimated from the power graphs.

Opinion: It is our opinion that no additional information is presented to the user via this section of the BUG mod and it should be approved.

10 ALERTS

This section will provide details about the Alert features build into the BUG mod.
Here is a screenshot of the options screen:
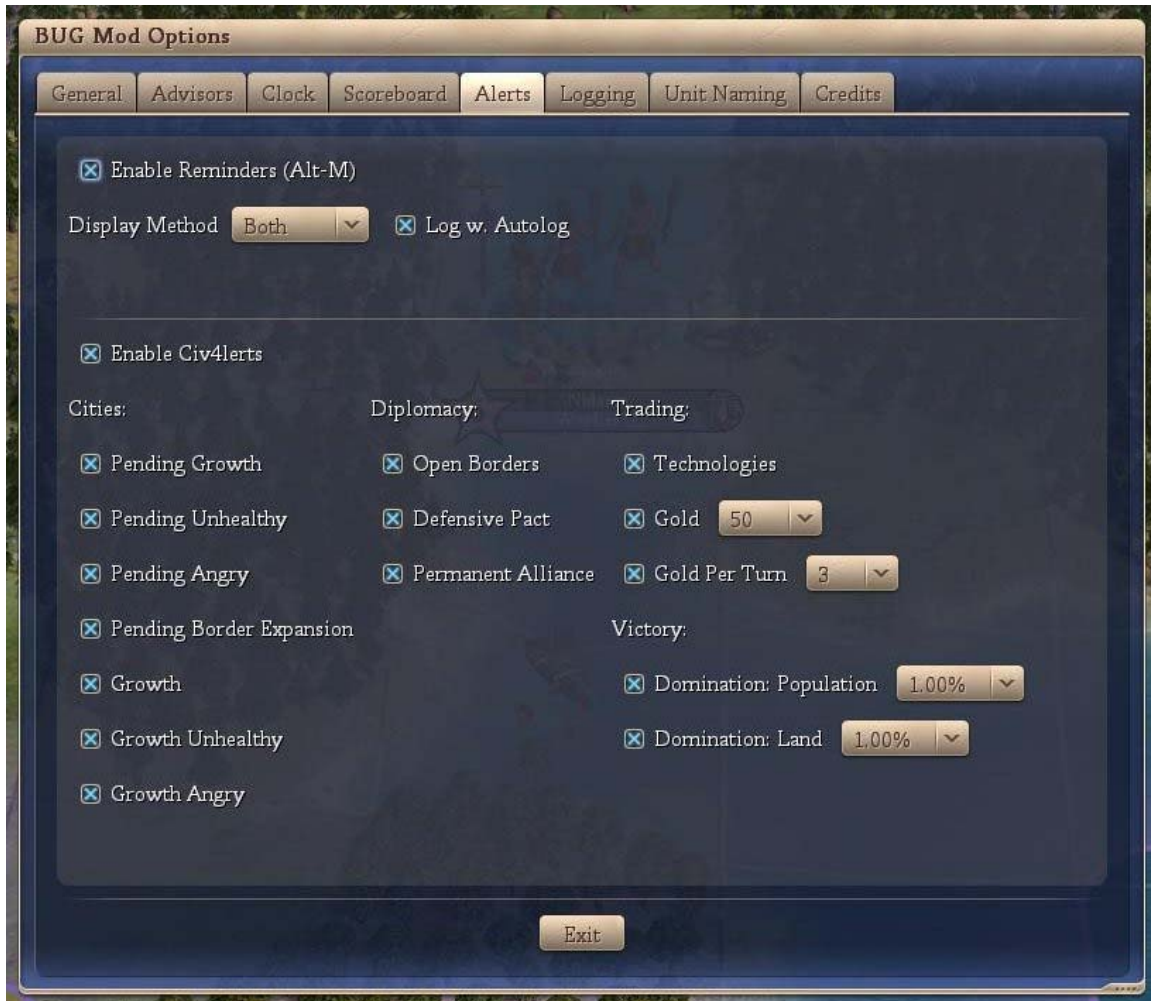
10.1 REMINDERS

The individual Reminder features are discussed below:

- ◆ Enable Reminders (Alt-M)
  If this options is checked, then the Reminder portion of BUG is enabled. You
  can store a reminder via Alt-M on the keyboard. This will bring up a dialog
  box (see below) and you can set a reminder text as well as a reminder turn.

Then after the number of turns you specify, another dialog box pups up (see below – note this is not the show associated with the above dialog box) with your reminder. Reminders are stored across saves.
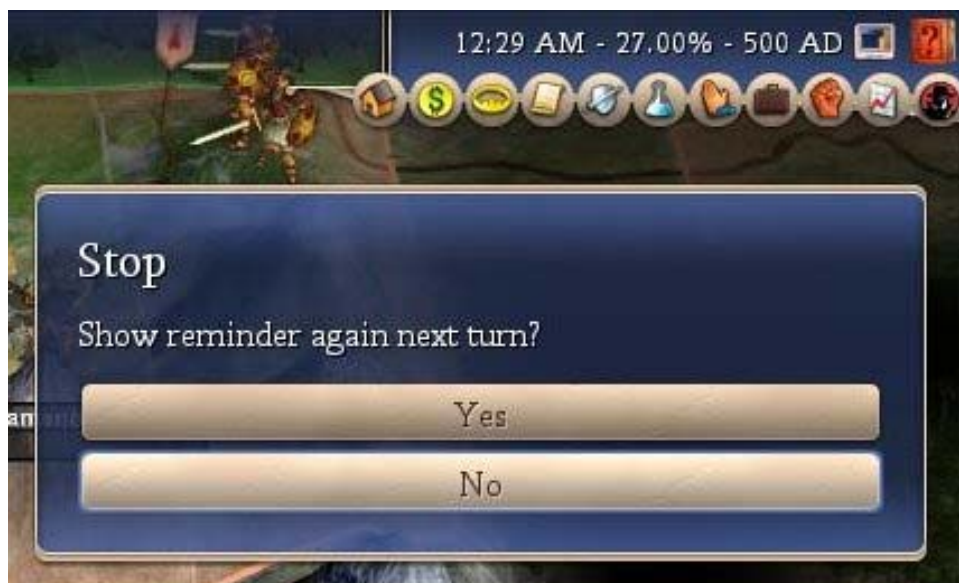
You can set the same reminder to appear next turn if you so desire.

♦ Display Method
This is the display method for the reminder. The options are:
 - dialog box (as above)
 - message on screen with other Civ4 messages
 - both

♦ Log w. Autolog
When checked, this logs the setting and firing of reminders in the autolog / logger (the logger must also be enabled).

10.2 ALERTS

The individual Alert features are discussed below:

- Enable Civ4lerts
  If this options is checked, then the Civ4lerts portion of BUG is enabled.

- Cities

    - Pending Growth
      If checked, an alert that a city will grow next turn is displayed.

    - Pending Unhealthy
      If checked, an alert that a city will grow into unhealthy (or further into unhealthy) next turn is displayed.

    - Pending Angry
      If checked, an alert that a city will grow into anger (or further into anger) next turn is displayed.

    - Pending Border Expansion
      If checked, an alert that a city border expansion will occur next turn is displayed.

    - Growth
      If checked, an alert that a city has grown this turn is displayed.

    - Growth Unhealthy
      If checked, an alert that a city has grown into unhealthy (or further into unhealthy) is displayed.

    - Growth Angry
      If checked, an alert that a city has grown into anger (or further into anger) is displayed.

- Diplomacy

    - Open Borders
      If checked, an alert that a civilization will sign open borders is displayed (first turn that option is available only).

    - Defensive Pact
      If checked, an alert that a civilization will sign a defensive pact is displayed (first turn that option is available only).

    - Permanent Alliances
      an alert that a civilization will sign a permanent alliance is displayed (first turn that option is available only).

- Trading

    - Technologies
      If checked, an alert that a technologies to trade is displayed (first turn that tech is available only).

    - Gold
      If checked, an alert that a civilization has gold to trade is displayed (each turn) – the user can set the limit of the alert.

- o Gold per Turn
  If checked, an alert that a civilization has gold per turn to trade is displayed (each turn) – the user can set the limit of the alert.
- ♦ Victory
  - o Domination: Population
    If checked, an alert that you are approaching or exceeded the population domination limit - user can set the amount below the population domination limit that activates the alert.
  - o Domination: Land
    If checked, an alert that you are approaching or exceeded the land domination limit - user can set the amount below the land domination limit that activates the alert.

10.3 CONCLUSION

Opinion: It is our opinion that no additional information is presented to the user via this section of the BUG mod and it should be approved.

11 LOGGING

The BUG mod includes a logging portion that logs the general events that occur in the game to a text file. This is mainly included for succession game (SG) players as a way of recording the mundane events that occur. Typically, SG players / events have house rules concerning the use (or otherwise) of loggers.

The options shown on the BUG mod's logging option screen are shown below.
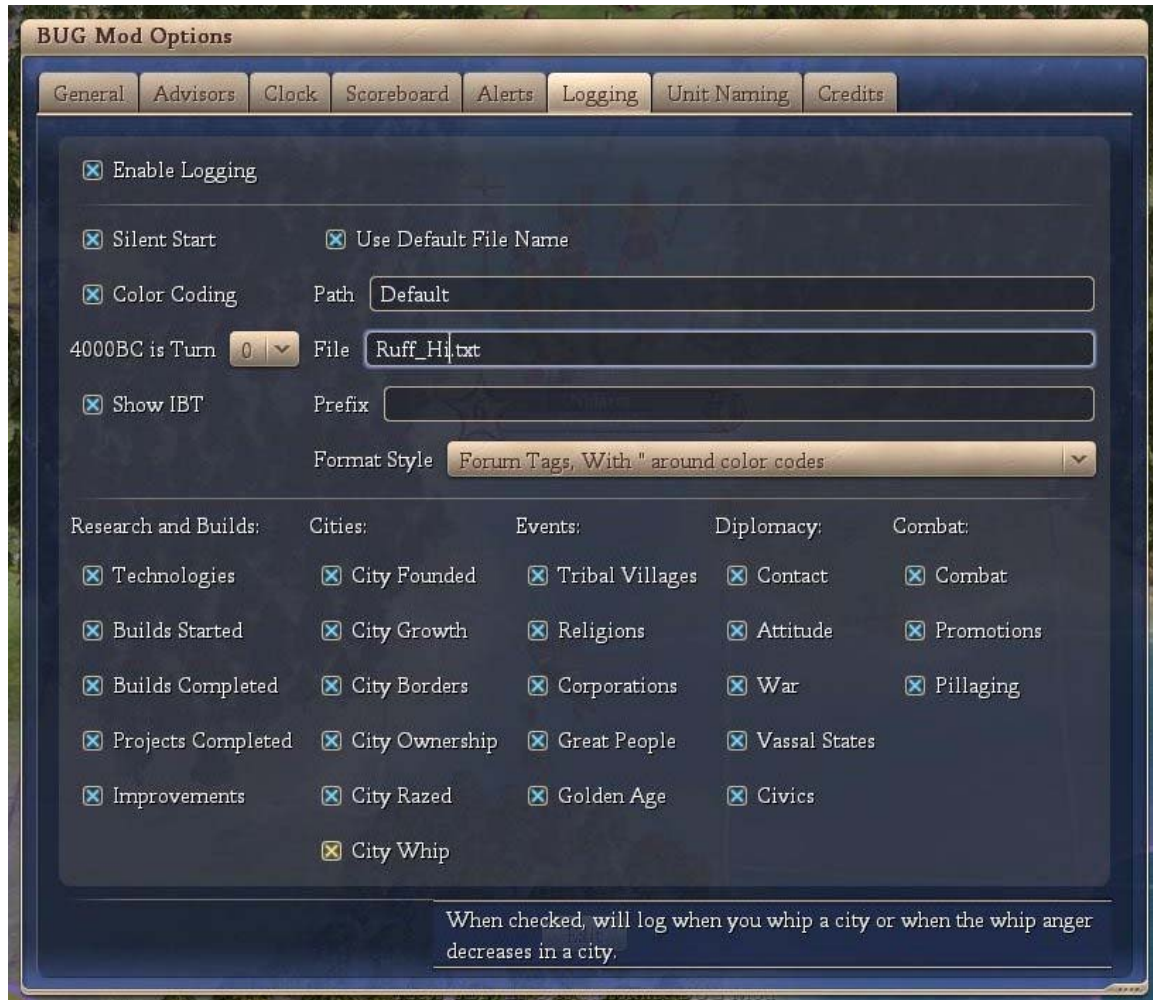
These features are discussed below:

- ◆ Enable Logging
  If this options is checked, then the logging portion of BUG is enabled and logging will occur. If this options is not checked, then the logging portion of BUG is not enabled and logging will not occur.

- ◆ Silent Start
  This option means that logging of the game will automatically start and the file name will be set to the name of the player. In the above graphic, the game was started by the player 'Ruff_Hi' and the logging will be written to a file 'Ruff_Hi.txt' that is in the default file path (my docs\BtS\autolog).

- ♦ Color Coding
  If color coding is checked, then the log will include various color characteristics that group the events being logged by color. The user cannot adjust the colors.

- ♦ 4000BC is turn ?
  The logger includes code to count 4000BC as Turn 0 or Turn 1. The user can specify which counter they wish to use.

- ♦ Show IBT
  If this option is checked, then the logger will include a line that contains "IBT:"[3] at the conclusion of the players turn and prior to the AIs turns.

- ♦ Use Default File Name
  If 'Silent Start' is not checked, then the player must start the logger manually. The key to start the logger is Alt-L. If the 'Use Default File Name' option is checked, then the default name (Player's Name) is used for the text file. If the 'Use Default File Name' option is not checked, then the player must supply a file name via an input box.

- ♦ Path
  The player can over-ride the default path for the location of the logging file.

- ♦ File
  The player can over-ride the default file name.

- ♦ Prefix
  The player can manually add a comment to the log file (Alt-E). The logger records this manual entry with the addition of the 'Prefix'.

- ♦ Format Style
  There are four (4) format styles available for the log file. None: no formatting, HTML: html tags are included, Forum with '"': Forum tags with '"'s around the color text (if any) are included, Forum without '"': Forum tags without '"'s around the color text (if any) are included.

- ♦ Research and Builds

  - o Technologies
    If checked, technologies gained through research or trade are logged, Technologies started are logged together with the game's estimate of the number of turns to complete.

  - o Builds Started
    If checked, city builds (either buildings, wonders or units) started are logged together with the game's estimate of the number of turns to complete

  - o Builds Completed
    If checked, city builds (either buildings, wonders or units) completed are logged.

  - o Projects Completed
    If checked, city builds (projects) completed are logged.

---

[3] IBT stands for "In between Turns".

- o Improvements
  If checked, city improvements (cottages, farms, mines, etc) are logged.
- ◆ Cities
  - o City Founded
    If checked, cities founded are logged.
  - o City Growth
    If checked, city growth is logged.
  - o City Borders
    If checked, city border expansions are logged.
  - o City Ownership
    If checked, city ownership, or change in ownership, is logged.
  - o City Razed
    If checked, city destruction is logged.
  - o City Whipped
    If checked, rushing the build queue via whipping is logged as well as when the city whip anger decreases.
- ◆ Events
  - o Tribal Villages
    If checked, the result from tribal villages is logged.
  - o Religions
    If checked, the founding or spread of religions is logged.
  - o Corporations
    If checked, the founding or spread of corporations is logged.
  - o Great People
    If checked, the birth of Great People is logged.
  - o Golden Age
    If checked, the start and end of Golden Ages are logged.
- ◆ Diplomacy
  - o Contact
    If checked, initial contact between the player and other civilizations is logged.
  - o Attitude
    If checked, attitude changes between known civilizations is logged[4].
  - o War
    If checked, the war status between known civilizations is logged[4].
  - o Vessel States
    If checked, the vessel state status between known civilizations is logged[4].
  - o Civics
    If checked, civic changes of known civilizations are logged.

---

[4] Note: Both civilizations must be known to the player.

- Combat
  - Combat
    If checked, combat between the player's units and units from another civilization is logged Also logged are the results, general location, victory probability and remaining health of the victorious unit.
  - Promotions
    If checked, promotions granted to the player's units are logged.
  - Pillaging
    If checked, pillaging performed by the player's units regardless of location or pillaging by the AI units on the player's tiles, is logged.

The following is a sample of a typical log file.

```
Turn 131/500 (400 AD) [15-Oct-2007 00:13:25]
Tech learned: Code of Laws
Confucianism founded in Kagoshima
Confucianism has spread: Kagoshima
Osaka finishes: Catapult
Tokyo finishes: Catapult
Kagoshima grows: 3

IBT:
Contact made: Russian Empire
While defending in Japanese territory at Kagoshima, Archer (Archer) defeats (2.58/3): Barbarian Archer (Prob Victory: 99.3%)

Turn 132/500 (425 AD) [15-Oct-2007 00:14:22]
Research begun: Polytheism (2 Turns)
Archer (Archer) promoted: Drill II
A Pasture near Guangzhou was destroyed by Japanese Shimomitsu Zakiya (Swordsman)
2nd Charles (Chuck) (Catapult) promoted: City Raider I
Osaka begins: Chariot (5 turns)
Satsuma finishes: Chariot
Kagoshima's borders expand

IBT:
While defending in Chinese territory at Guangzhou, Higashinakana Uchimoto (Swordsman) defeats (5.04/6): Chinese Chariot (Prob Victory: 90.1%)
Attitude Change: Roosevelt(America) towards Bismarck(Germany), from 'Cautious' to 'Pleased'
Attitude Change: Roosevelt(America) towards Sitting Bull(Native America), from 'Cautious' to 'Pleased'
Attitude Change: Qin Shi Huang(China) towards Ruff06 [X-Tokugawa](Japan), from 'Annoyed' to 'Furious'

Turn 133/500 (450 AD) [15-Oct-2007 00:18:14]
Osaka begins: Spy (14 turns)
1st Charles (Chuck) (Catapult) promoted: City Raider I
Kyoto grows: 6
Kyoto finishes: Spy
Satsuma finishes: Colosseum

IBT:
While defending in Japanese territory near Salamanca, 7th Charles (Chuck) (Catapult) defeats (3.50/5): Barbarian Archer (Prob Victory: 95.6%)
Attitude Change: Isabella(Spain) towards Roosevelt(America), from 'Pleased' to 'Friendly'
Attitude Change: Isabella(Spain) towards Qin Shi Huang(China), from 'Pleased' to 'Friendly'
```

11.1 CONCLUSION

Opinion: It is our opinion that no additional information is presented to the user via this section of the BUG mod and it should be approved.

12 UNIT NAMING

The BUG mod includes the Generic Unit Naming (GUN) mod. This mod is designed to give the player an extremely flexible method of naming his units. The basic approach is that the player constructs a naming convention that they want to use (see later) and then assigns that naming convention to all units, all units of the same combat type or all units of the same unit type in the same era.

The options shown on the BUG mod's Unit Naming option screen are shown below.
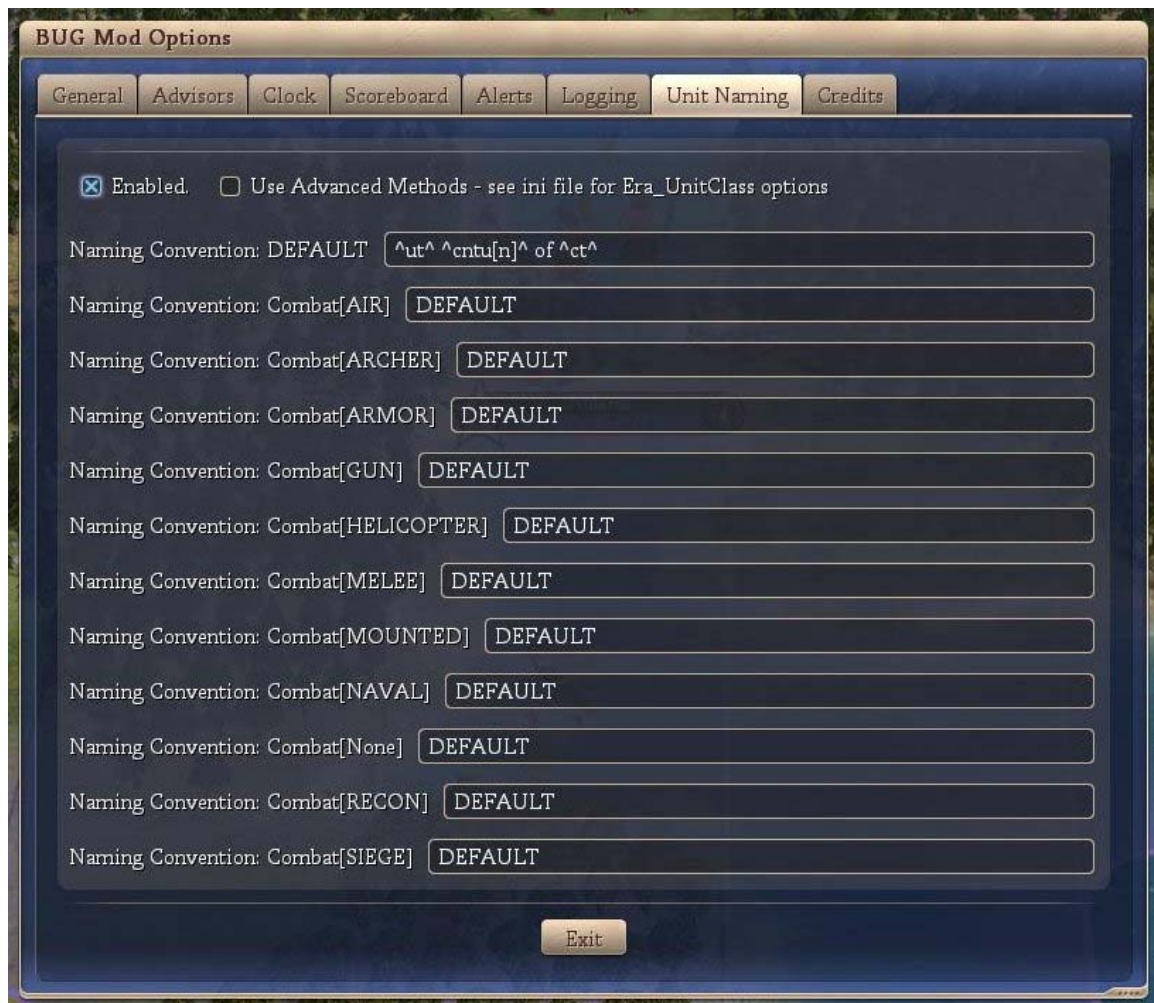
These features are discussed below:

> Enabled
> If this option is checked, then the unit naming portion of BUG is enabled and units produced will be given a name depending on the player defined naming convention. If this option is not checked, then the unit naming portion of BUG is not enabled and default Civ4 unit naming will occur.
> Use Advanced
> If checked, than the unit naming code will extract the naming convention from the BUG mod ini using the unit type and the current player era. If this naming convention is "DEFAULT", then the naming convention associated with the unit's combat type will be used. If this naming

convention is "DEFAULT", then the 'default' naming convention will be used.

For example: An axe constructed in the ancient era will use the naming convention stored with the ini key "AXE_ANCIENT". If this naming convention is "DEFAULT", then the naming convention stored with the ini key "Melee" will be used. If this naming convention is "DEFAULT", then the naming convention stored with the ini key "DEFAULT" will be used.

If this option is not checked, then the naming convention associated with the unit's combat type will be used. If this naming convention is "DEFAULT", then the 'default' naming convention will be used.
The balance of the screen shows the various naming conventions used for the 10 combat types in the game. An 11th quasi-combat type (None) has been added for settlers, workers, missionaries, etc.

12.1 NAMING CONVENTIONS

The following is the code that controls the name that your unit will have.

> ^civ4^ - no naming convention, uses standard civ4
> ^rd^ - random name
> ^rc^ - random civ related name
> ^ct^ - City
> ^cv^ - Civilization
> ^ut^ - unit (eg Archer)
> ^cb^ - combat type (Melee)
> ^dm^ - domain (Water)
> ^ld^ - leader
> ^cnt[f]^ - count across all units (increments based on unit)
> ^cntu[f]^ - count across same unit (increments based on unit)
> ^cntct[f]^ - count across same city (increments based on unit)
> ^cntuct[f]^ - count across same unit / city (increments based on unit)
> ^cntc[f]^ - count across same combat type (increments based on combat type)
> ^cntd[f]^ - count across same domain (increments based on domain)
> ^tt1[f][x:y]^ - total where the total is a random number between x and y (number)
> ^tt2[f][x]^ - total count (starts at x, incremented by 1 each time ^tt1 is reset to 1)

There are a number of number formats, as follows:

> [f] can be either 's', 'A', 'a', 'p', 'g', 'n', 'o' or 'r' for …
> silent (not shown)
> upper case alpha (A, B, C, D, …)
> lower case alpha (a, b, c, d, …)
> phonetic (alpha, bravo, charlie, delta, echo, …)
> greek (alpha, beta, gamma, delta, epsilon, …)
> number
> ordinal (1st, 2nd, 3rd, 4th, …)
> roman (I, IV, V, X, …)

Some number formats have a built in max (i.e. alpha). In these situations, the numbering loops back to the start. For example, if you pass the number '30' and ask for the number to be formatted with an 'A' (upper case alpha) then it will return 'D'.

12.2 CONCLUSION

Opinion: It is our opinion that no additional information is presented to the user via this section of the BUG mod and it should be approved.

13 CREDITS

This section will provide a screen shot(s) of the Credit tab from the 'BUG Mod Options' screen (below).
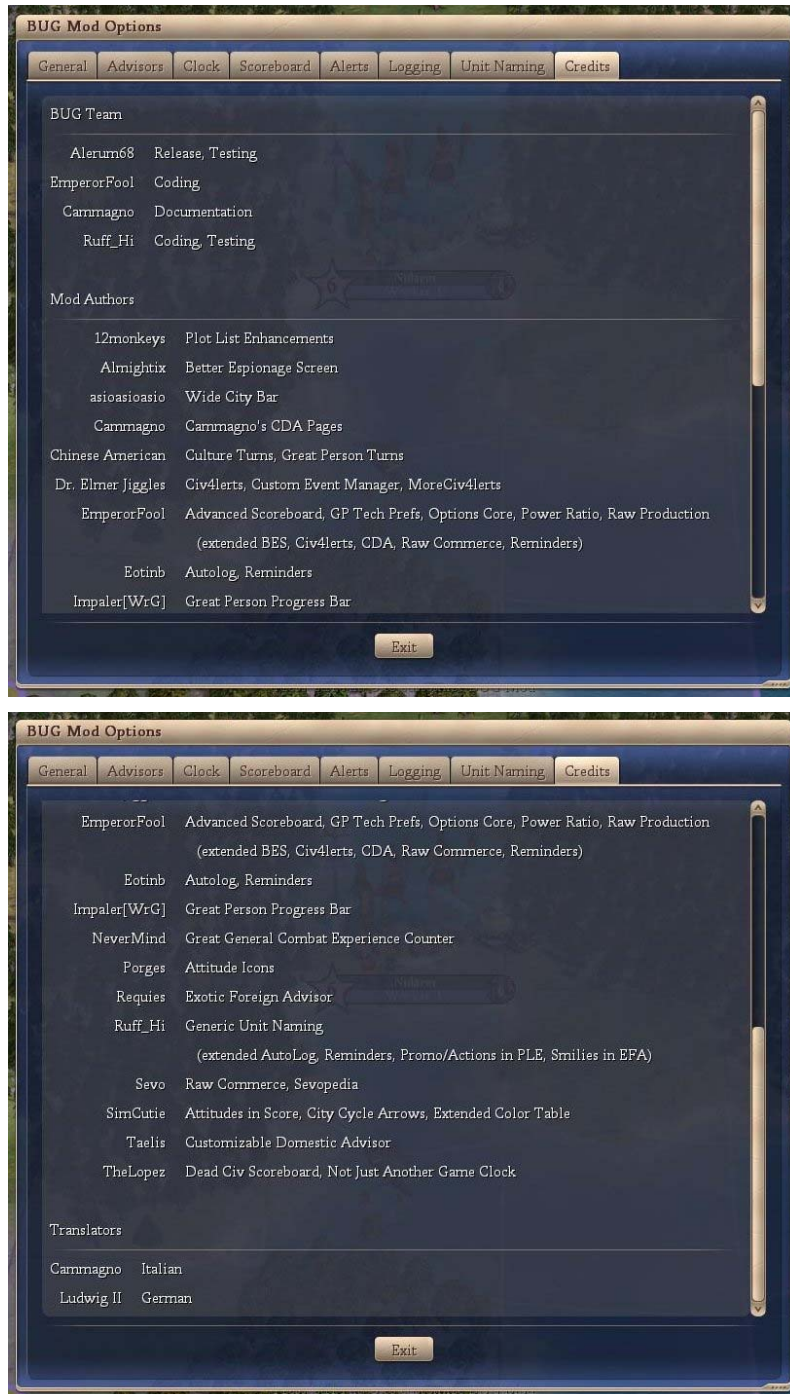
13.1 CONCLUSION

Opinion: No approval required, no spoiler information provided.