

structure_types.json

Structure type **producer** has the following fields:

Field	Description	Attributes and values
type	Type of the structure	"producer_structure"
name	Name of the structure	<i>string</i>
nameWithLanguage	Name as shown in the game	<i>string</i>
asset	Asset associated with this structure	<i>string</i>
health	Amount of health of the structure	<i>number</i>
cost	Price of the structure	<i>number</i>
radiusForTileOwnership	Radius of the area the structure claims as it's own	<i>number</i>
harvestingWeeks[]	Defines the harvesting weeks. Use format "month.week". For example "8.1" means the first week of the eighth month	<i>string[]</i>
continuousProduction	Defines if the production is continuous or not	<i>boolean</i>
turnipYield	Amount of turnips produced by the structure	<i>number</i>
moistureMin	Lower limit of the preferred moisture	<i>number</i>
moistureMax	Upper limit of the preferred moisture	<i>number</i>
fertilityMin	Lower limit of the preferred fertility	<i>number</i>
fertilityMax	Upper limit of the preferred moisture	<i>number</i>
moveCost{ }	Specifies the movement cost for different ground types	"grass": <i>number</i> "water": <i>number</i> "water_field": <i>number</i> "forest": <i>number</i> "field": <i>number</i> "industrial": <i>number</i>
takesOwnershipOf[]	Specifies the ground type the structure claims as it's own	<i>string[]</i>
farmland	Specifies the ground type that is required for the structure's production	<i>string</i>
pollution{ }	Defines the pollution radius, amount and type of the structure	"constant": <i>boolean</i> "distance": <i>number</i> "amount": <i>number</i>

Structure type **refinery** has the following fields:

Field	Description	Attributes and values
type	Type of the structure	"refinery"
name	Name of the structure	<i>string</i>
nameWithLanguage	Name as shown in the game	<i>string</i>
asset	Asset associated with this structure	<i>string</i>
health	Amount of health of the structure	<i>number</i>
cost	Price of the structure	<i>number</i>
radiusForTileOwnership	Radius of the area the structure claims as it's own	<i>number</i>
multiplier	The amount of turnips is multiplied by this number	<i>number</i>
reach	Structures reach in number of tiles	<i>number</i>
buysFrom[]	Array of structure names the refinery buys turnips from	<i>string[]</i>
moveCost{ }	Specifies the movement cost for different ground types	"grass": <i>number</i> "water": <i>number</i> "water_field": <i>number</i> "forest": <i>number</i> "field": <i>number</i> "industrial": <i>number</i>
takesOwnershipOf[]	Specifies the ground type the structure claims as it's own	<i>string[]</i>
farmland	Specifies the ground type that is required for the structure's production	<i>string</i>
pollution{ }	Defines the pollution radius, amount and type of the structure	"constant": <i>boolean</i> "distance": <i>number</i> "amount": <i>number</i>

Structure type **special** has the following fields:

Field	Description	Attributes and values
type	Type of the structure	"special"
name	Name of the structure	<i>string</i>
nameWithLanguage	Name as shown in the game	<i>string</i>
asset	Asset associated with this structure	<i>string</i>
health	Amount of health of the structure	<i>number</i>
cost	Price of the structure	<i>number</i>
radiusForTileOwnership	Radius of the area the structure claims as it's own	<i>number</i>
changeValues	Defines if the values of the tiles are changed and if so, how much	"flowers": <i>number</i> "moisture": <i>number</i> "fertility": <i>number</i>
reach	Structures reach in number of tiles	<i>number</i>
moveCost{ }	Specifies the movement cost for different ground types	"grass": <i>number</i> "water": <i>number</i> "water_field": <i>number</i> "forest": <i>number</i> "field": <i>number</i> "industrial": <i>number</i>
takesOwnershipOf[]	Specifies the ground type the structure claims as it's own	<i>string[]</i>
farmland	Specifies the ground type that is required for the structure's production	<i>string</i>
pollution{ }	Defines the pollution radius, amount and type of the structure	"constant": <i>boolean</i> "distance": <i>number</i> "amount": <i>number</i>