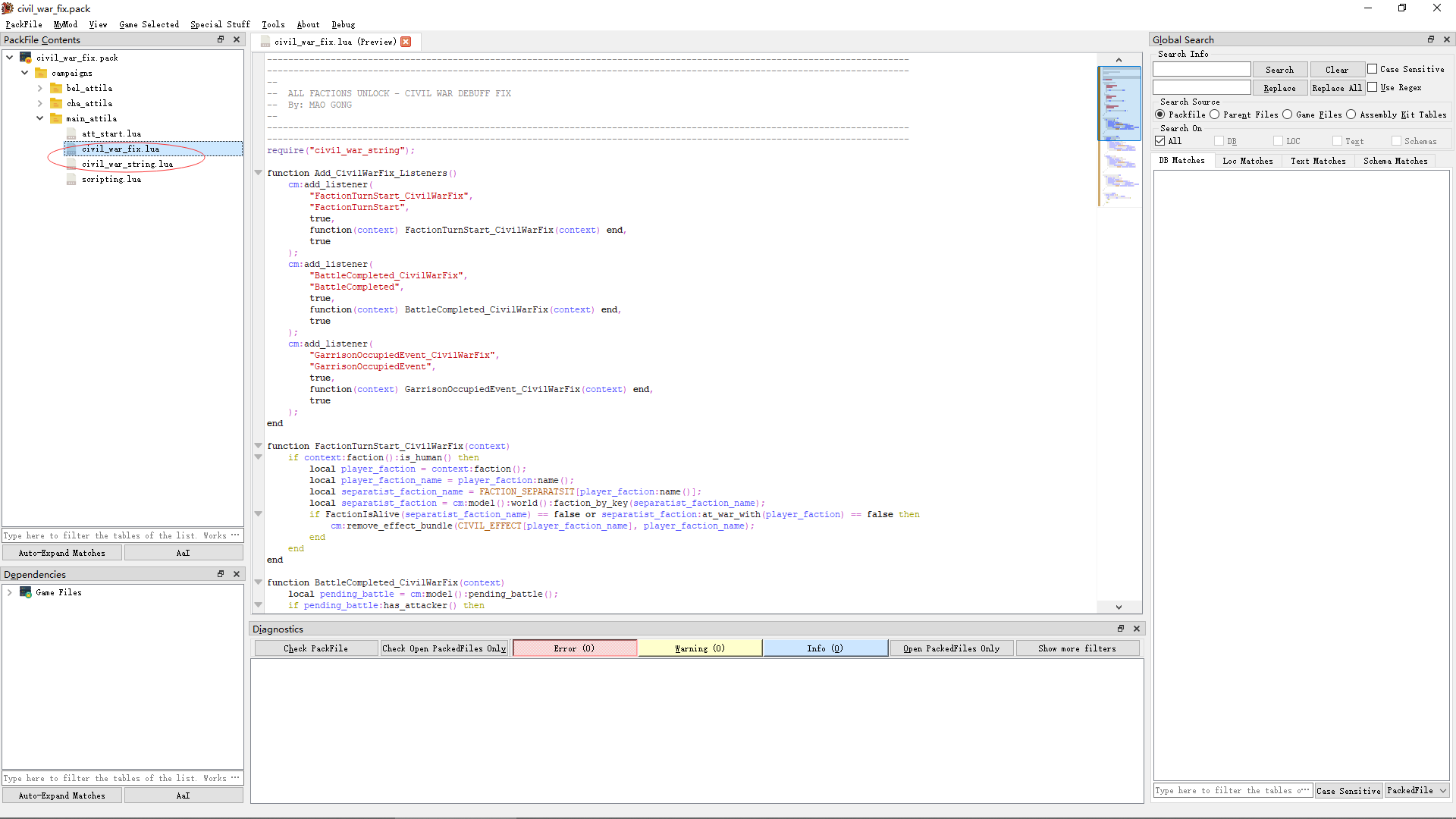
How to use the civil war fix scripts.

Firstly, thank you for reading this tutorial! Any questions please contact me: https://steamcommunity.com/id/maogong.

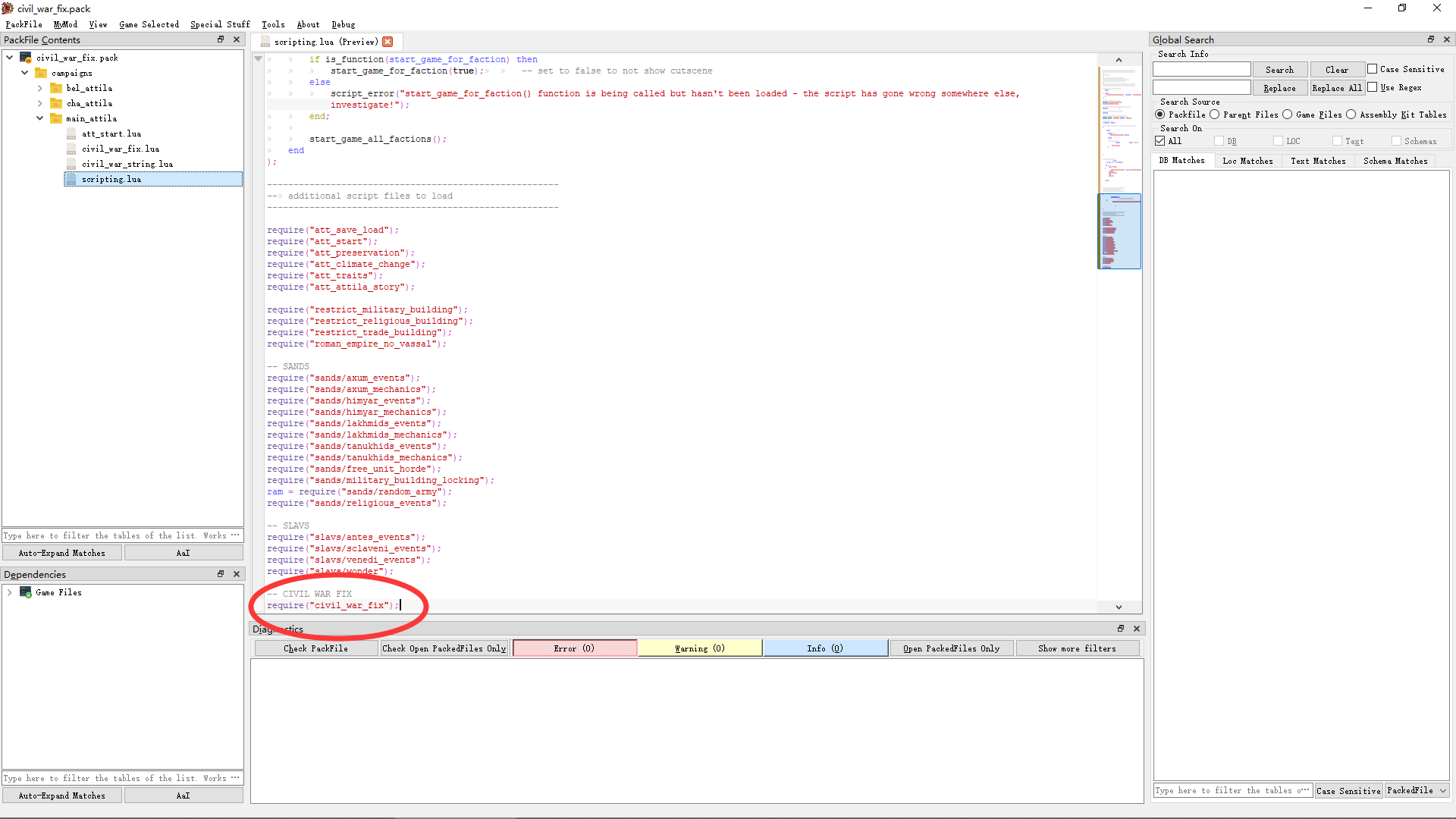
1. Using a PFM or RPFM, add civil\_war\_fix.lua and civil\_war\_string.lua from civil\_war\_fix.pack into your mod pack.

(If your mod is based on main campaign, add them under main\_attila subfolder. And if your mod is based on the Last Romans campaign, add them under bel\_attila subfolder, and so on.)



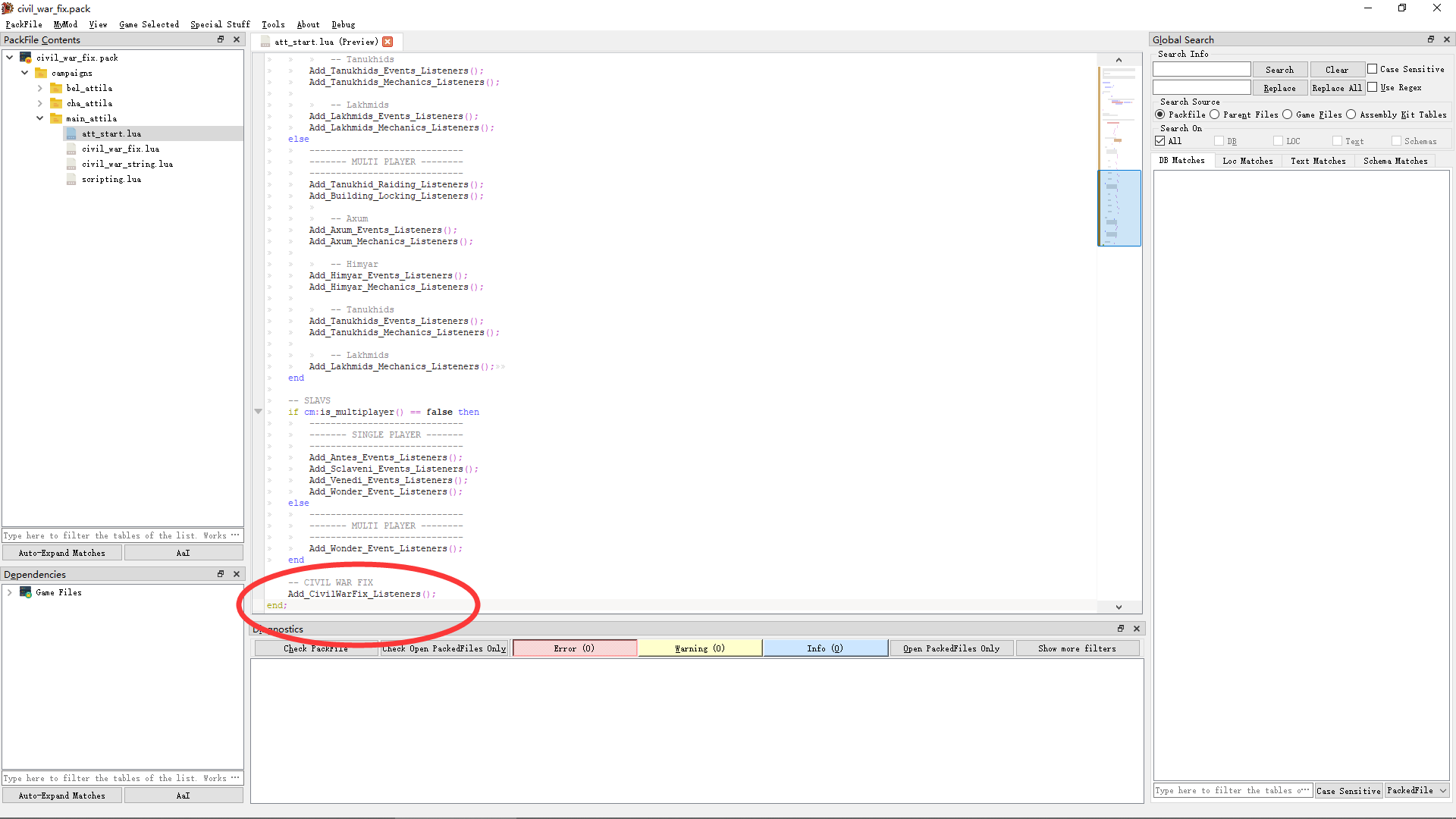
2. Add a line of code in your scripting.lua. If you don’t have the scripting.lua in your mod pack, add it from data.pack.

As follows:



3. Add a line of code in your attila\_start.lua. If you don’t have the attila\_start.lua in your mod pack, add it from data.pack.

As follows:

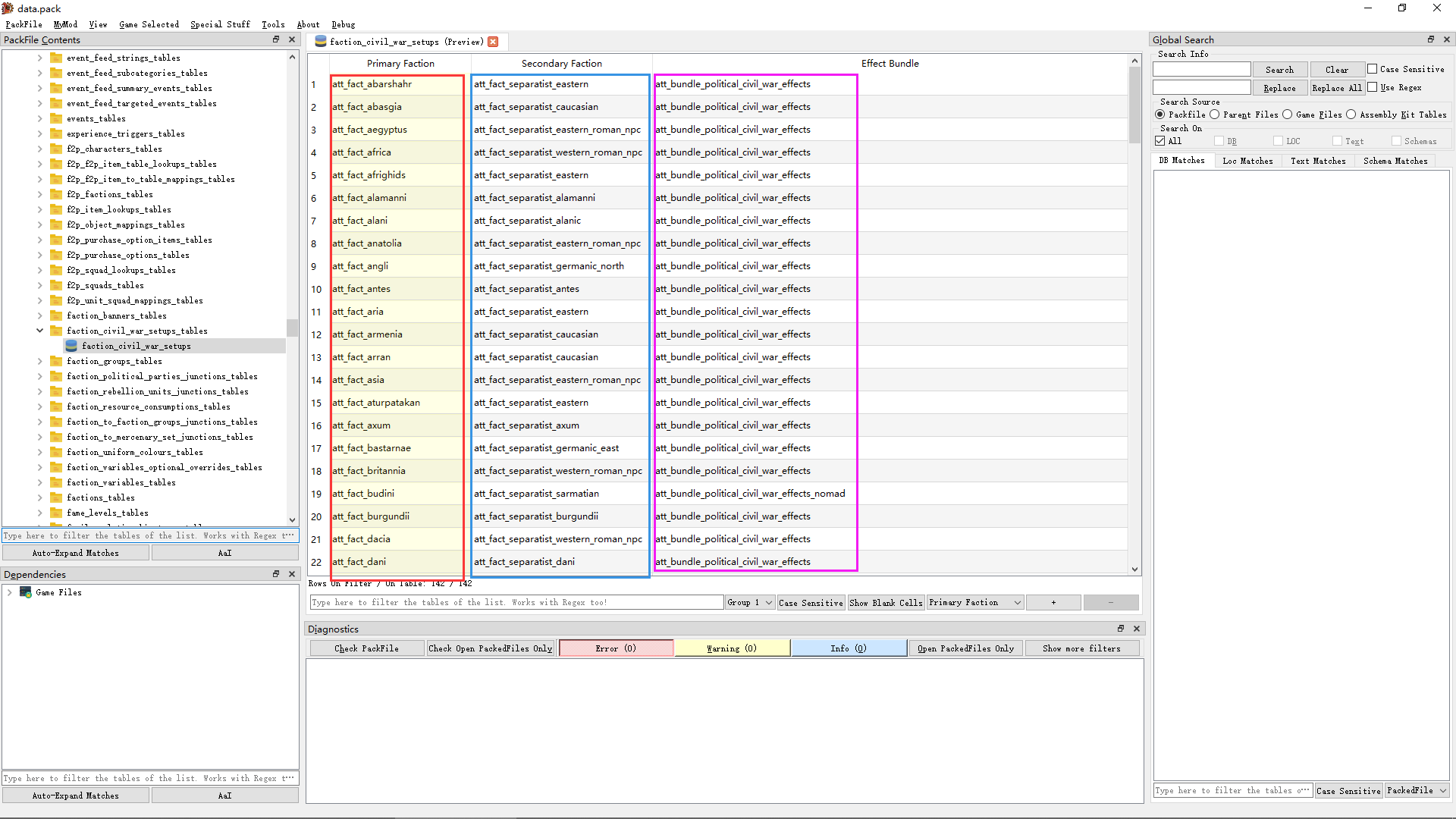


4. Edit the civil\_war\_string.lua by excel.

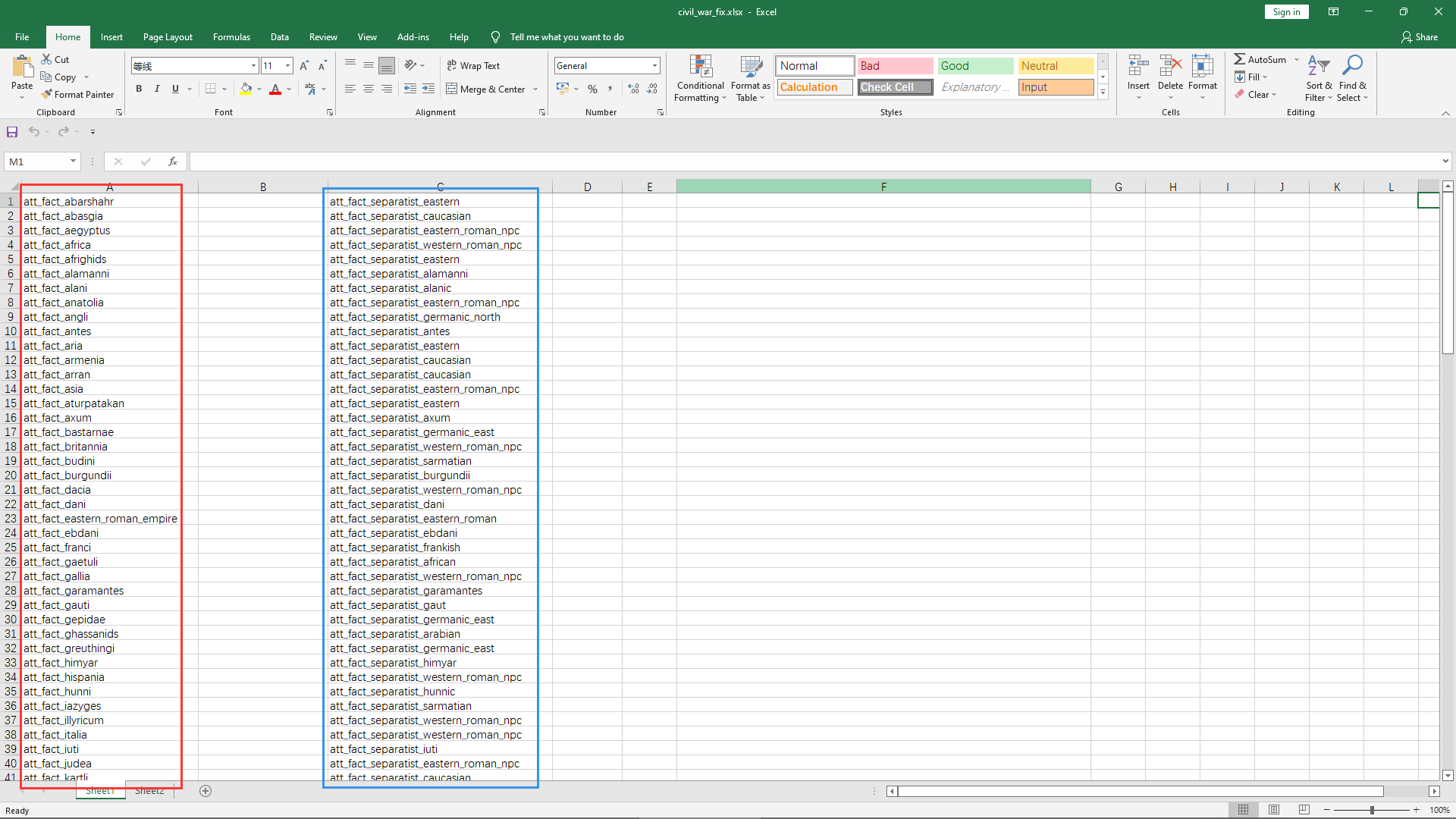
1) First copy the 3 columns from db/faction\_civil\_war\_setups\_table into excel sheet1/columnA, sheet1/columnC, sheet2/columnA and sheet2/column separatively as follows.

(If you have not edited db/faction\_civil\_war\_setups\_table, you have already finished this tutorial.)

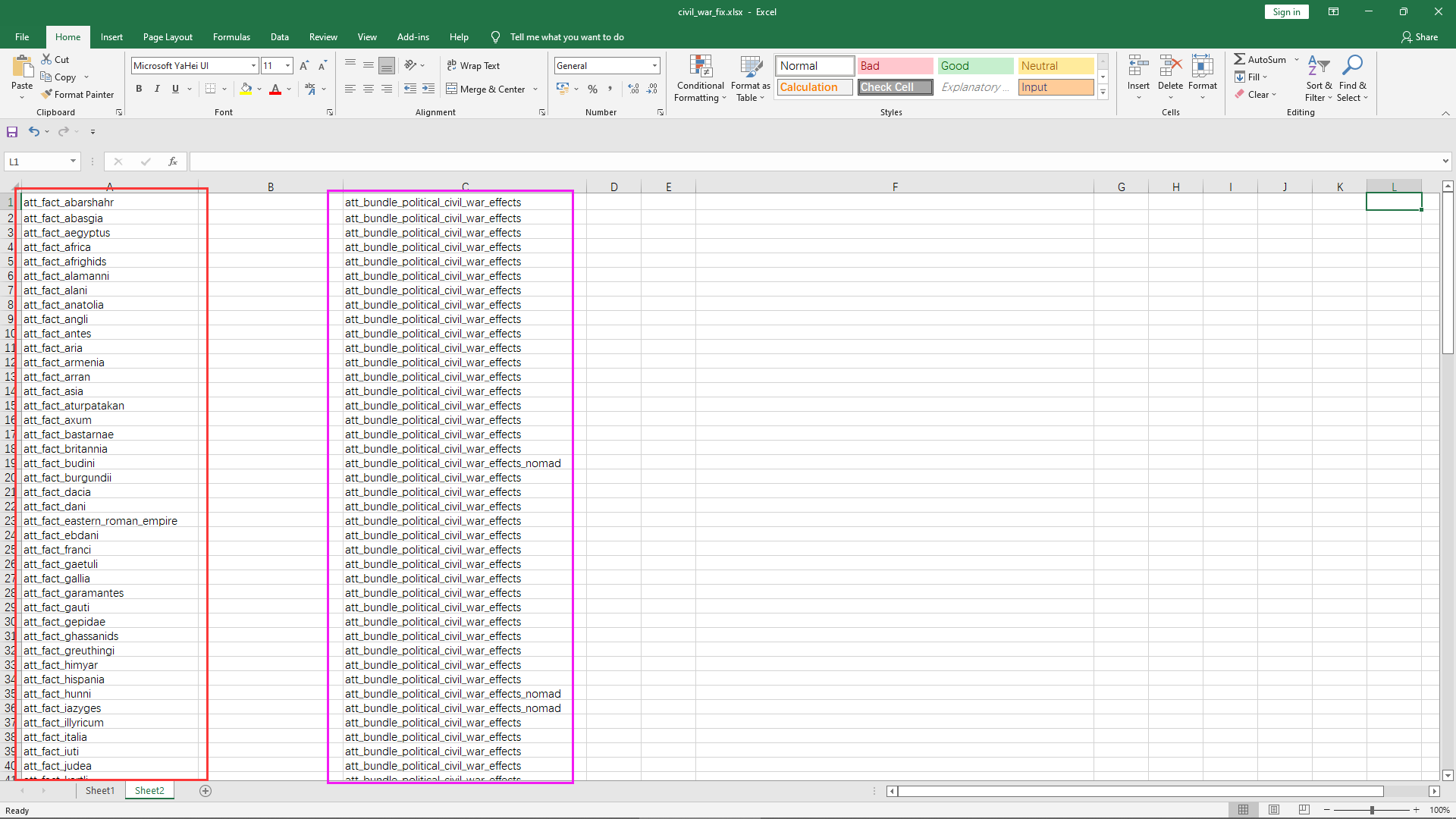
From db/faction\_civil\_war\_setups\_table:



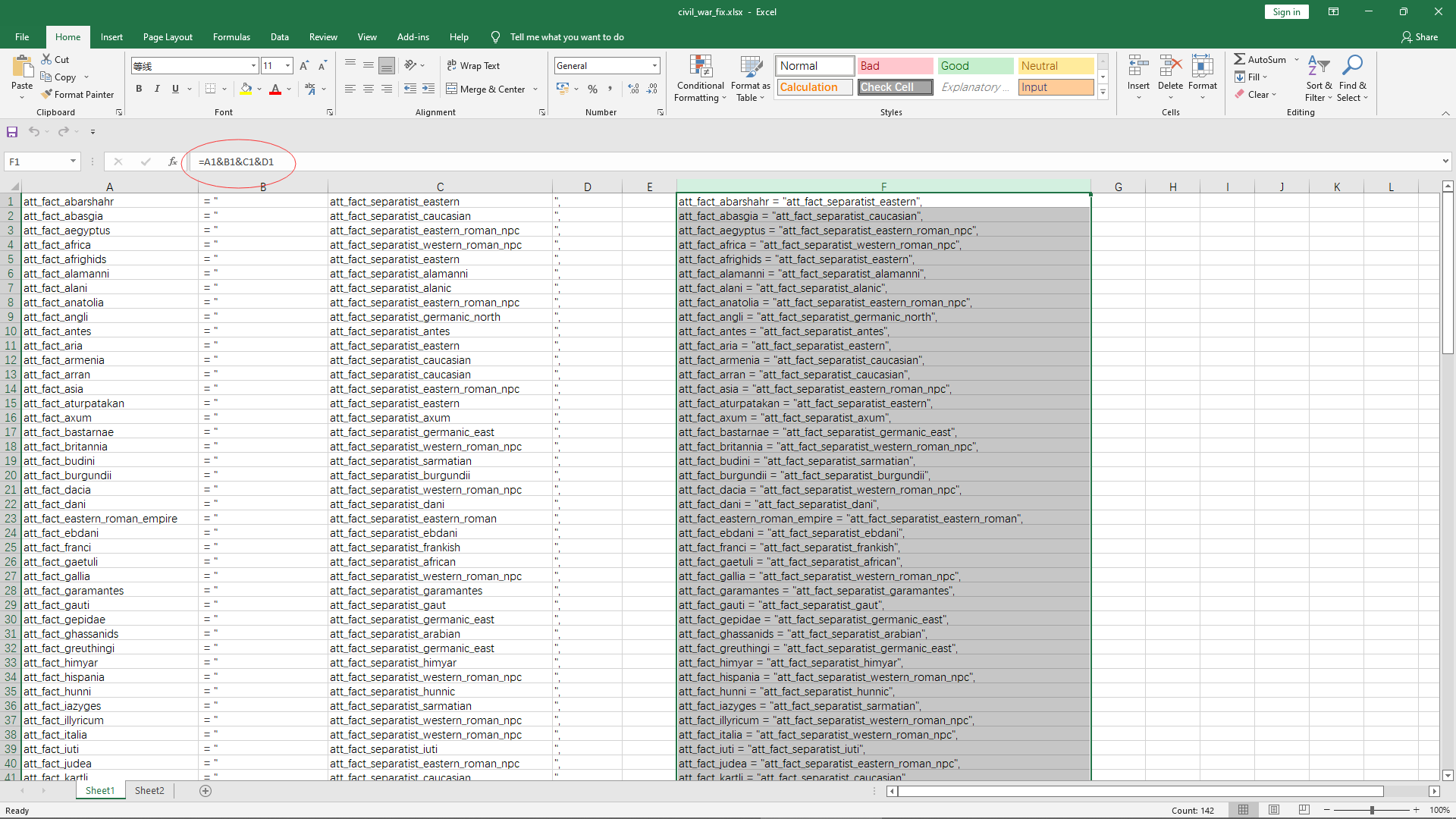
To excel/sheet1:



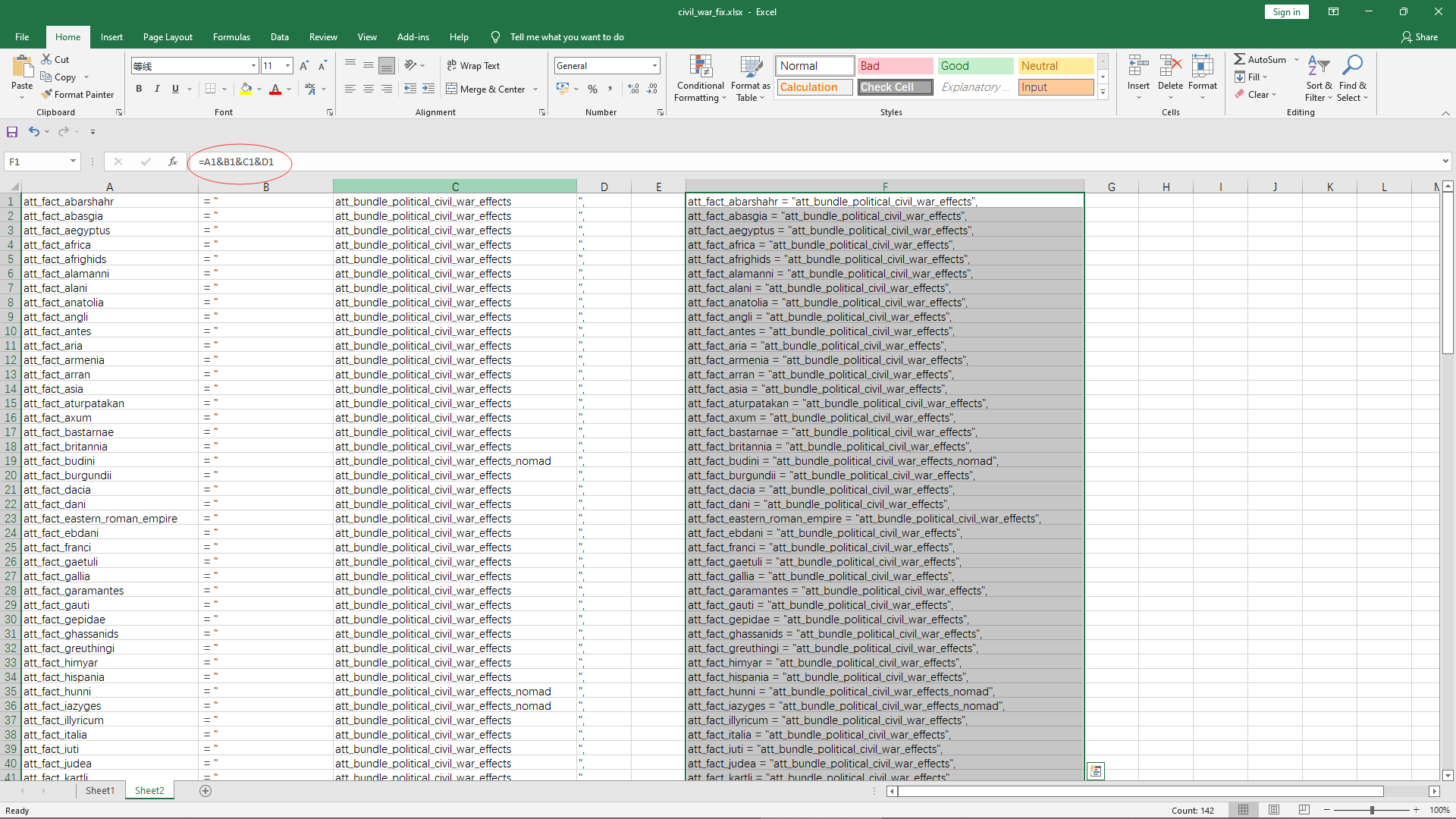
And excel/sheet2:



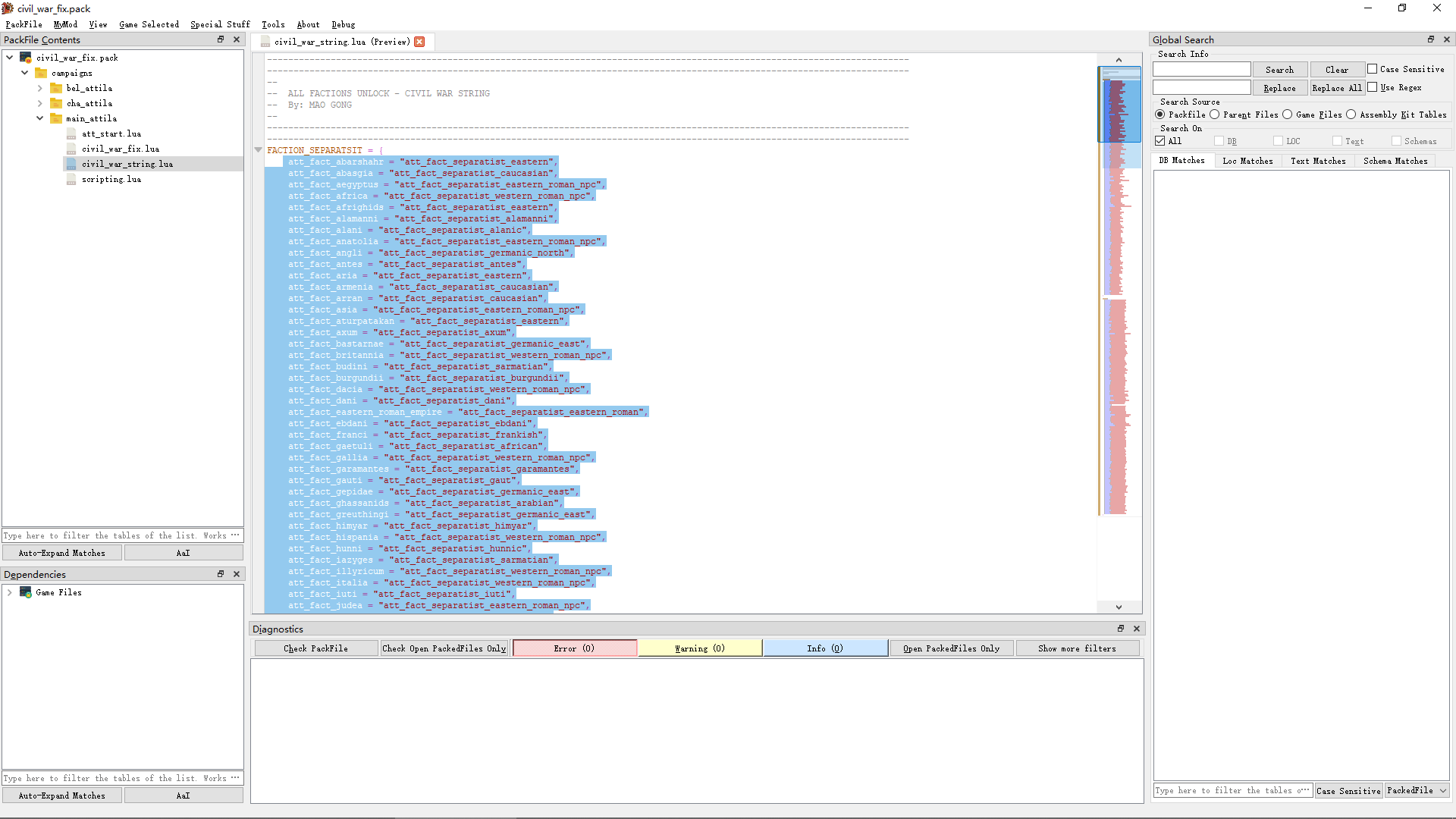
2) Using excel functions ‘&’ to generate strings as follows:



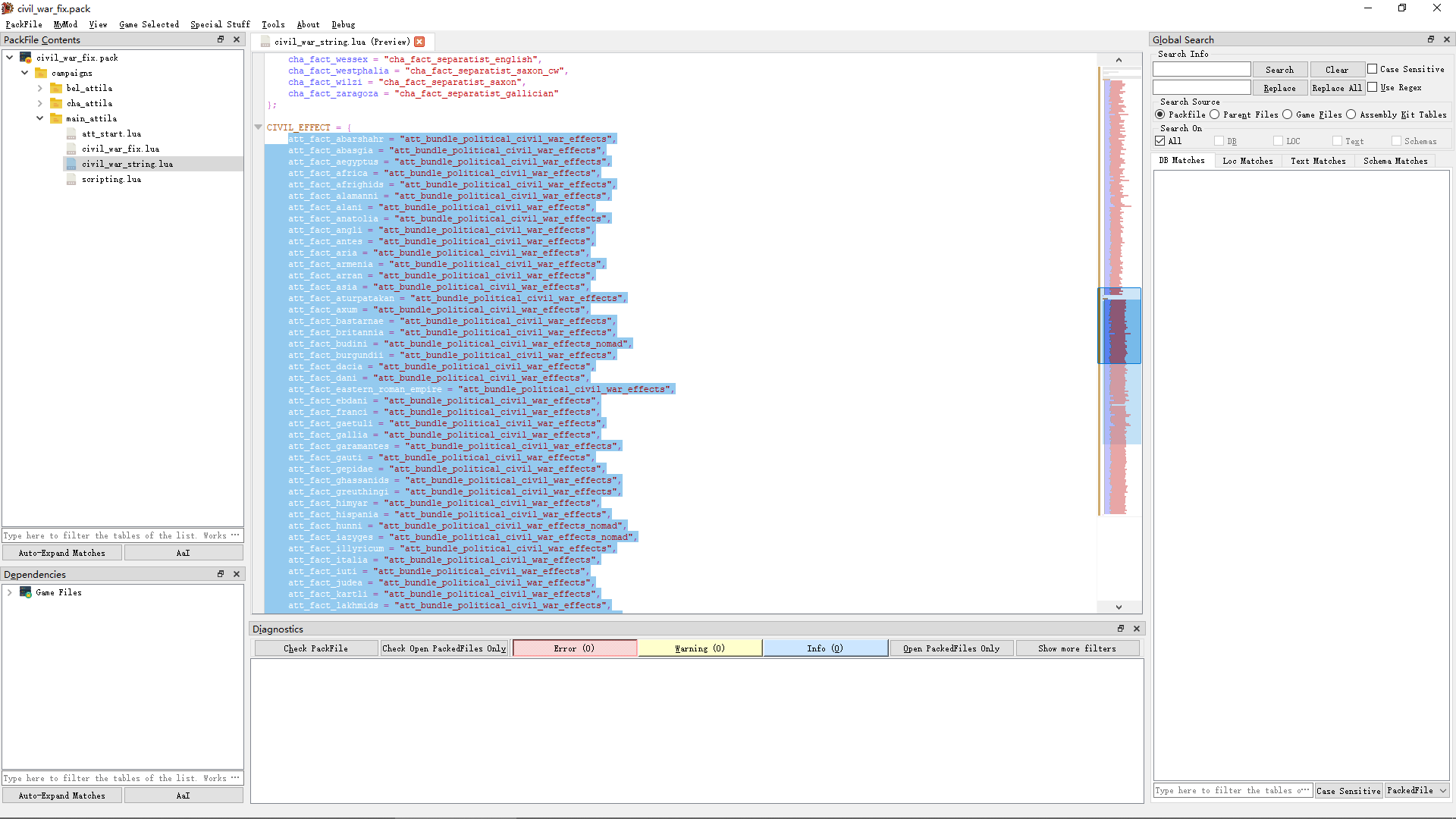
And



3) Copy the column F in excel/sheet1 and /sheet2 into FACTION\_SEPARATSIT array and CIVIL\_EFFECT array in civil\_war\_string.lua you have added above.



And



I have also uploaded the excel example for reference.

Now the tutorial is finished. You can test whether it can work in game. If it does not work, first examine the grammar of the code. For further debugging, the dev.lua and util.lua can be added from 1212\_script.pack/lua\_script.

Good Luck!