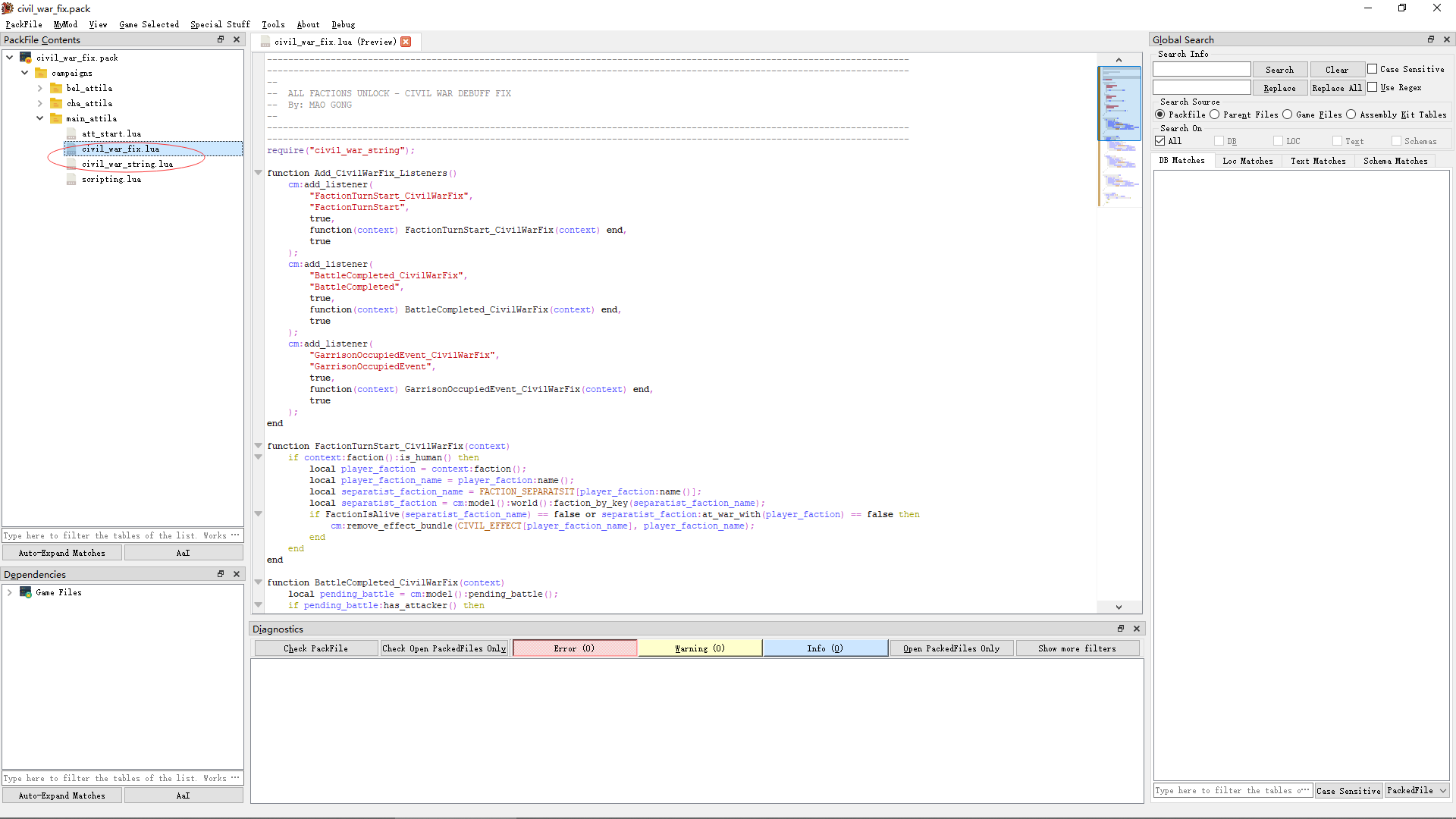
How to use the civil war fix scripts.

Thank you for reading this tutorial. There are four steps to imbed my scripts.

Tools required: PFM and Excel.

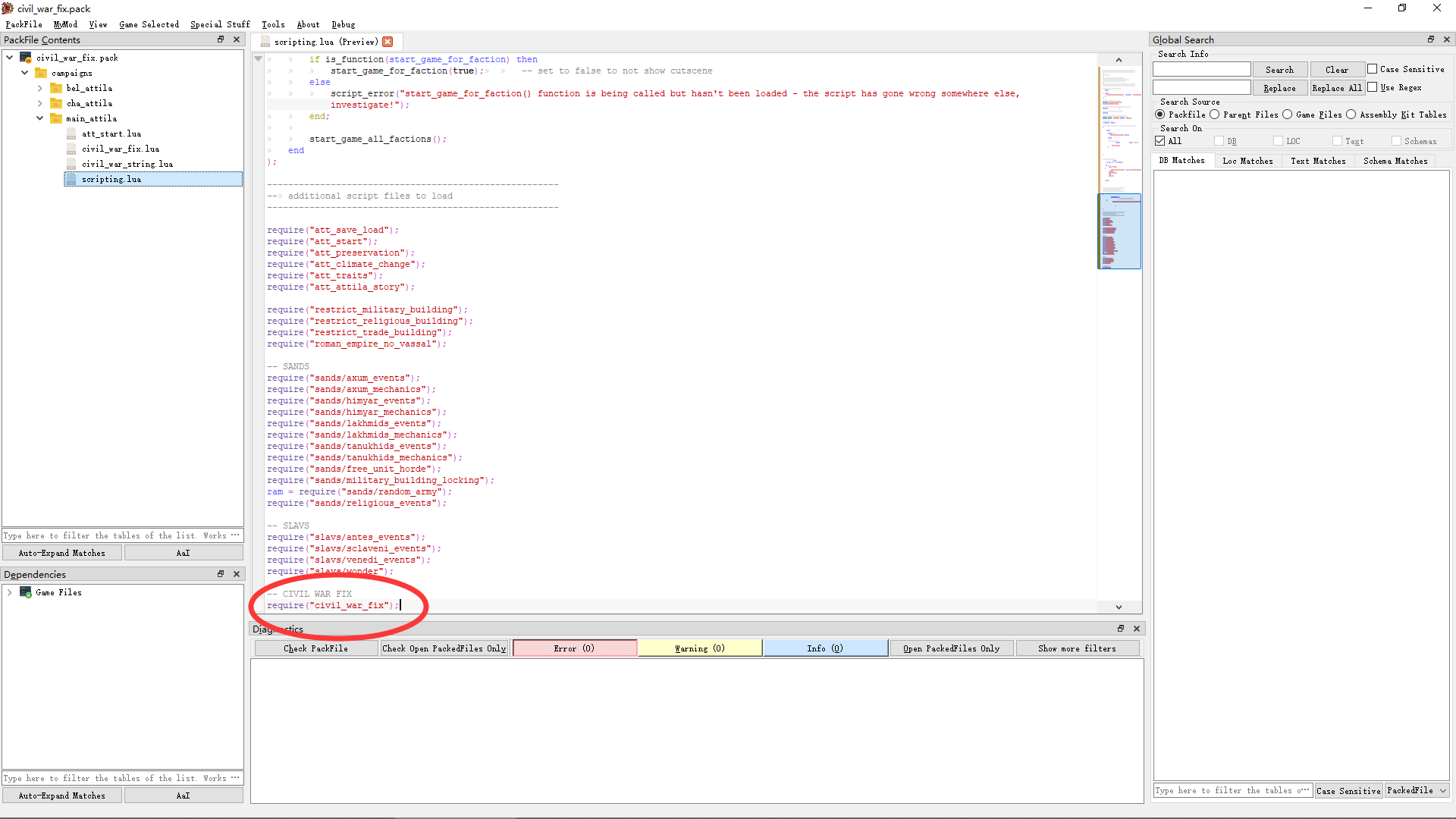
1. Add the *civil\_war\_fix.lua* and *civil\_war\_string.lua* from my *civil\_war\_fix.pack* into your mod pack.

(If your mod is based on grand campaign, add them into main\_attila subfolder. If based on the Last Romans, add them into bel\_attila subfolder. And if based on Age of Charlemagne, add them into cha\_attila subfolder.)



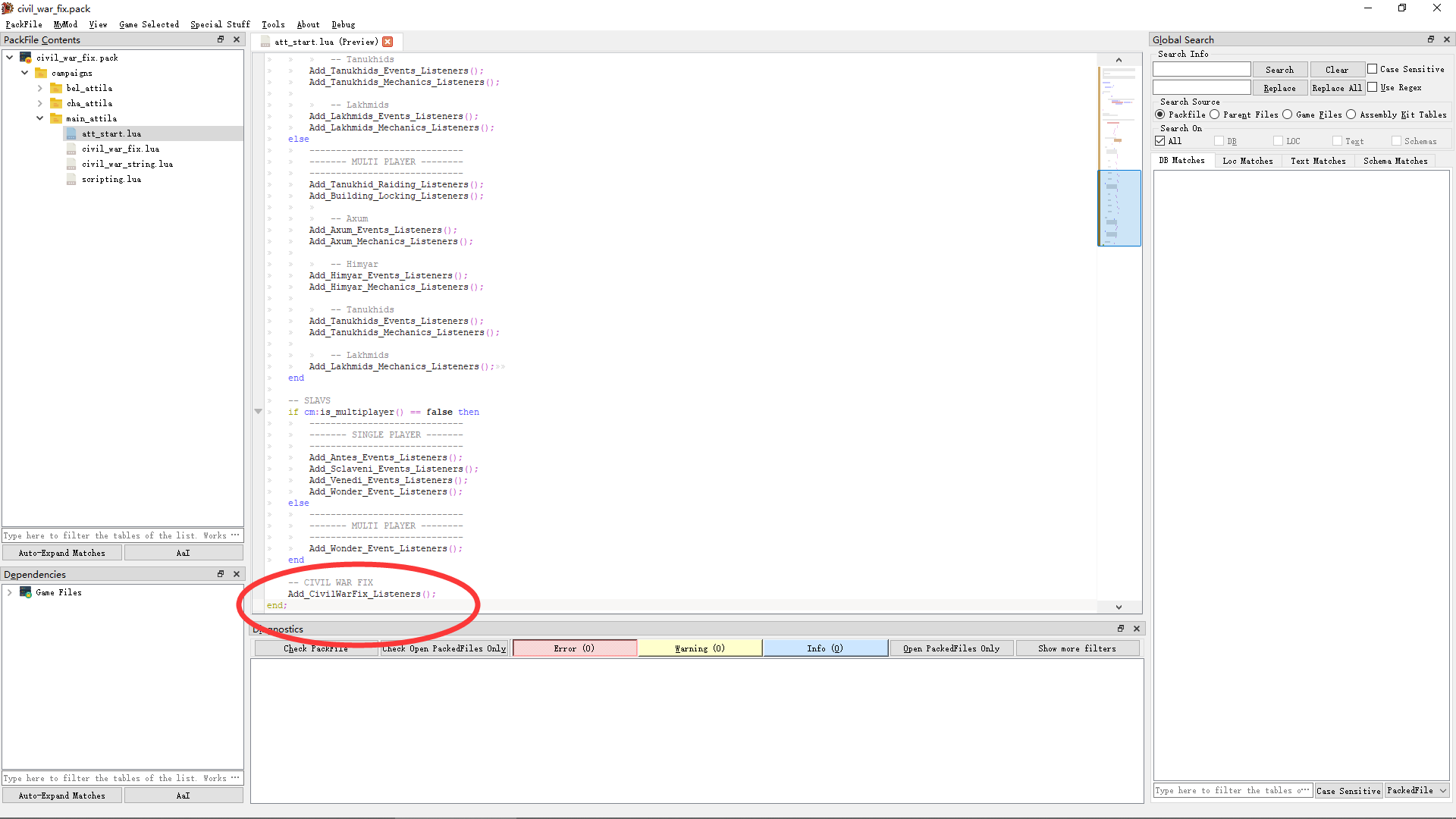
2. If you have edited your *scripting.lua* before, add a line of code in it as follows.

Otherwise, add the *scripting.lua* from my *civil\_war\_fix.pack* into your mod pack.



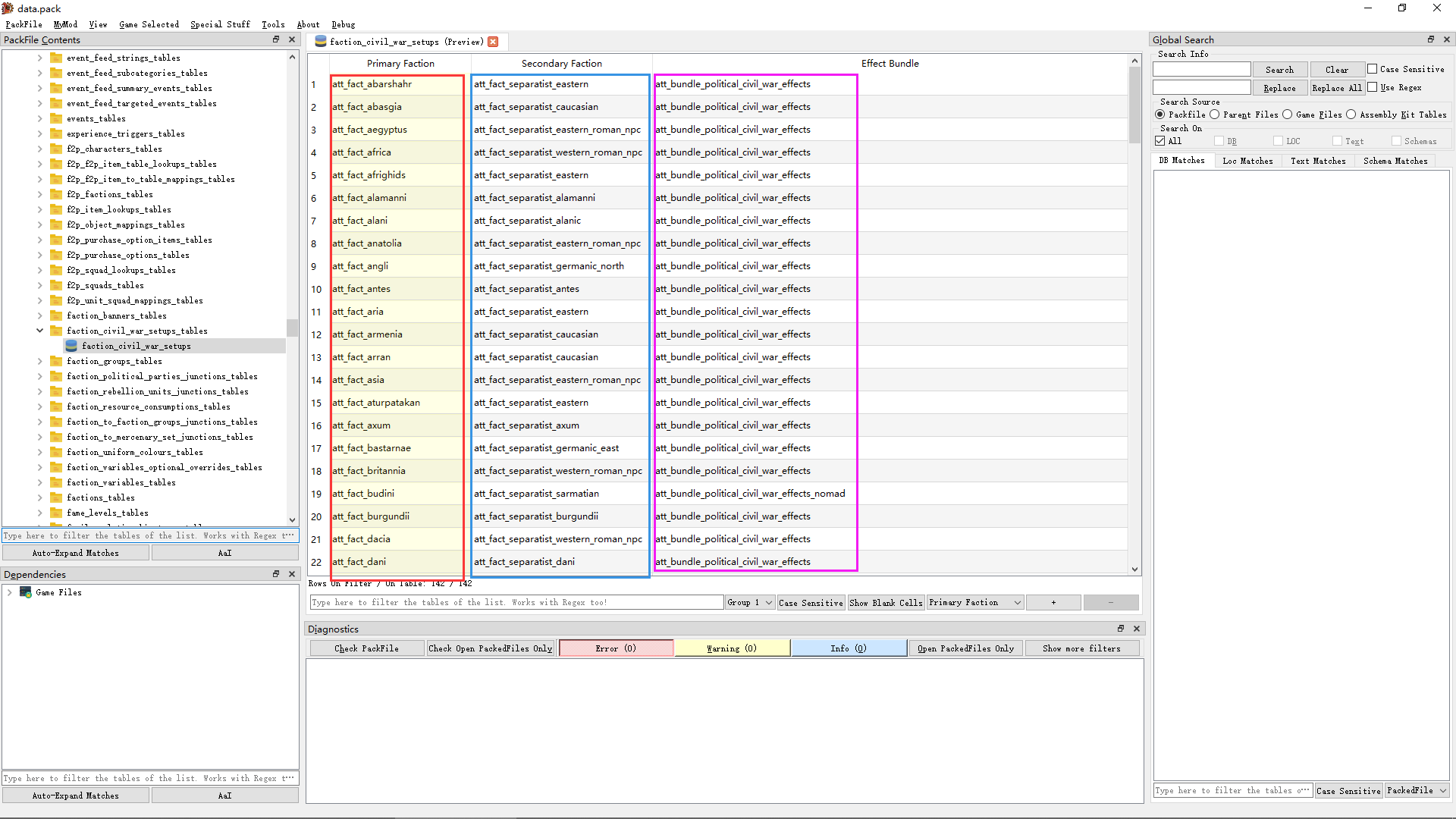
3. If you have edited your *att\_start.lua* before, add a line of code in it as follows.

Otherwise, add the *att\_start.lua* from my *civil\_war\_fix.pack* into your mod pack.

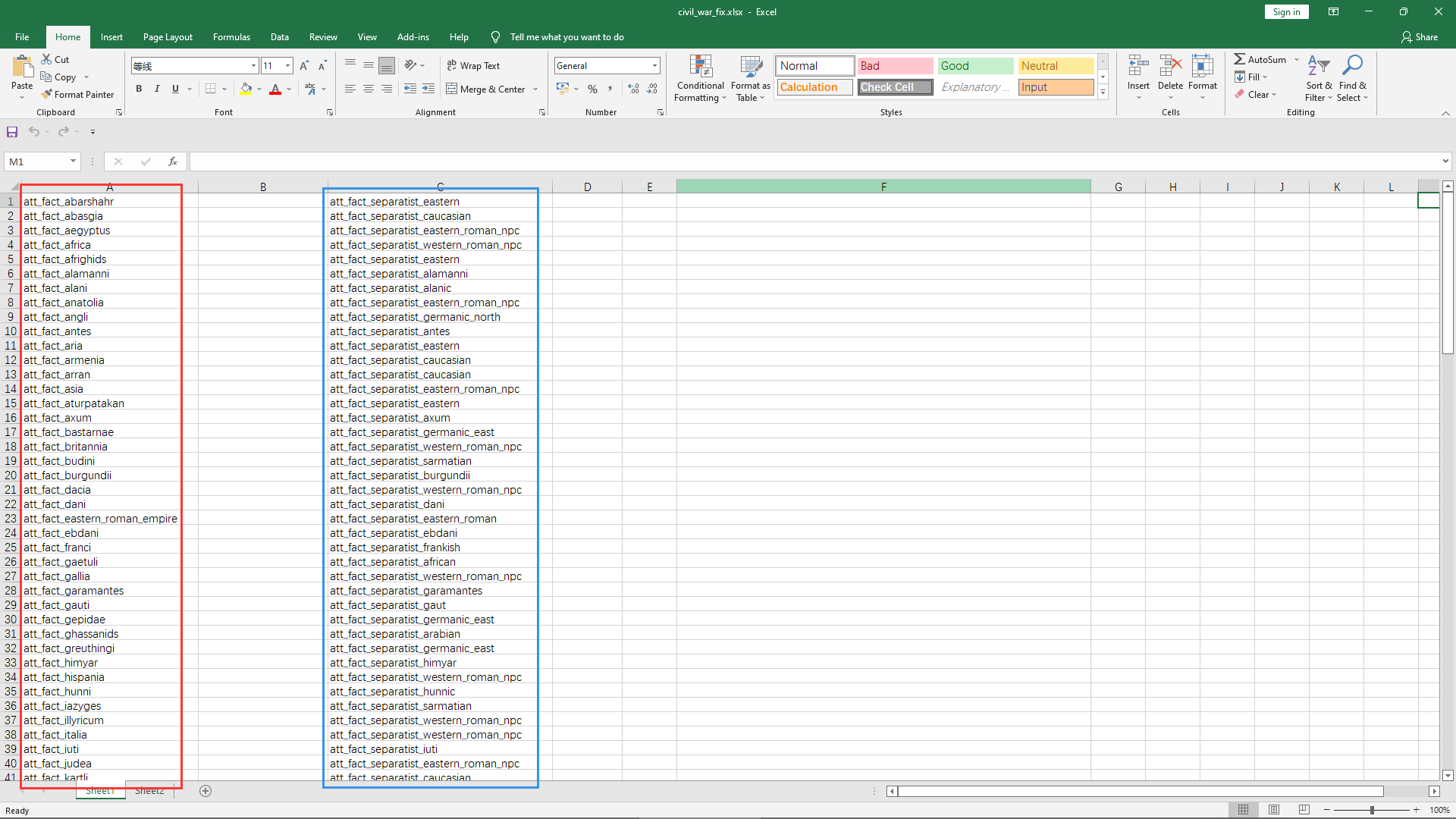


4. If you have edited *db/faction\_civil\_war\_setups\_table* before, do as follows. Otherwise, skip step 4.

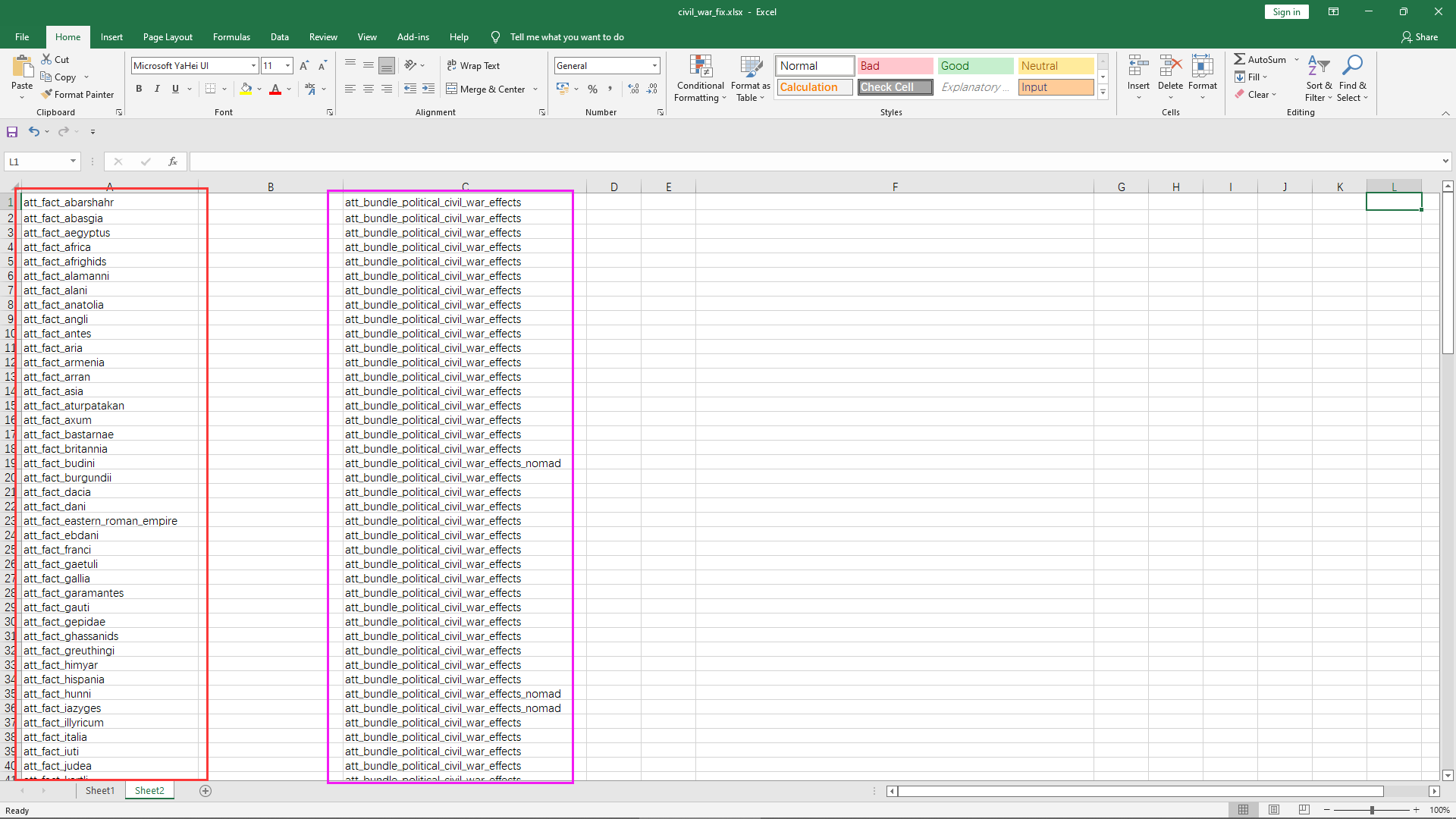
1) Copy the 3 columns from your *db/faction\_civil\_war\_setups\_table* into sheet1/column A, sheet1/column C, sheet2/column A and sheet2/column C in Excel separately as follows.



Copy to sheet1

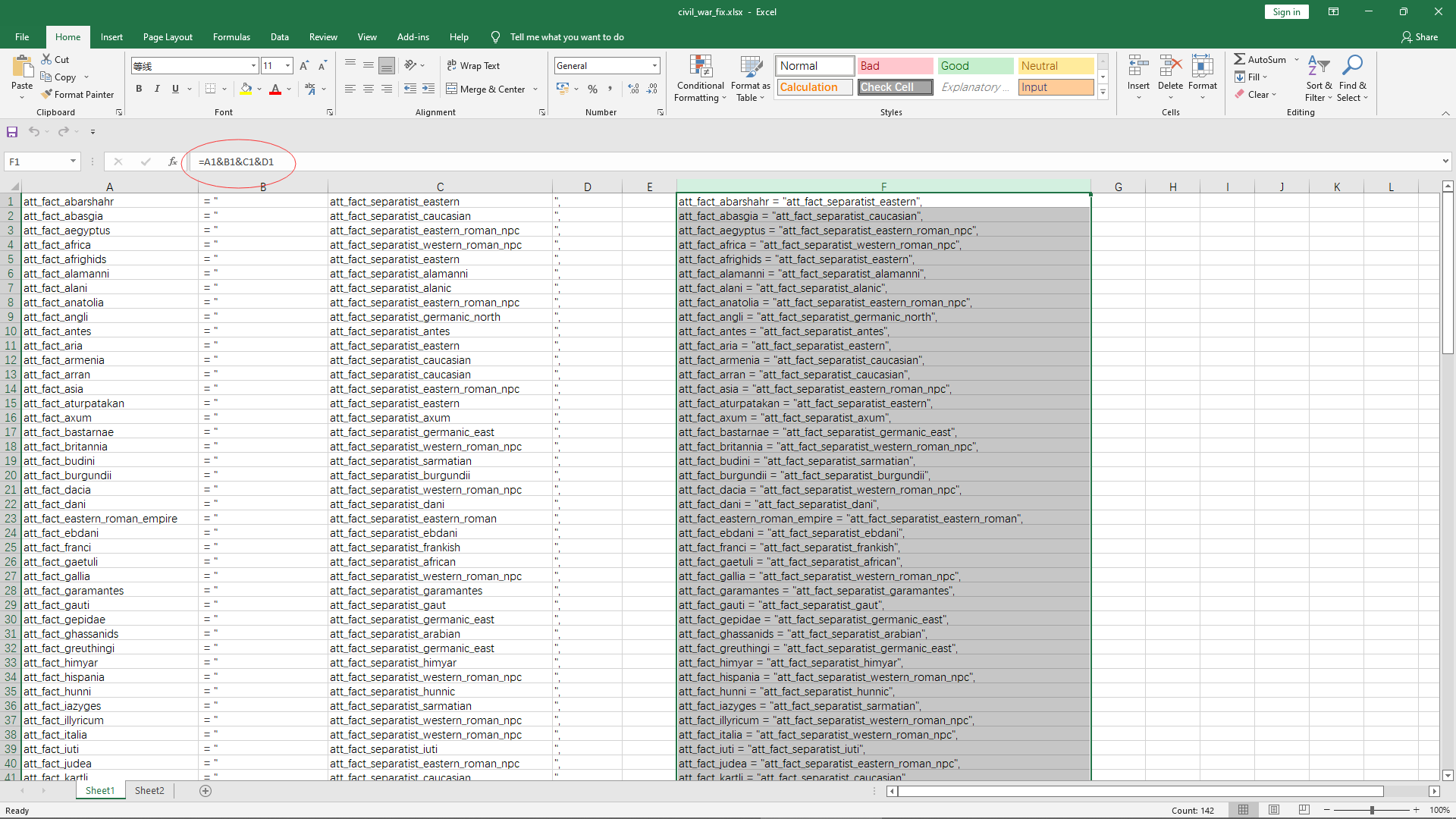


And sheet2

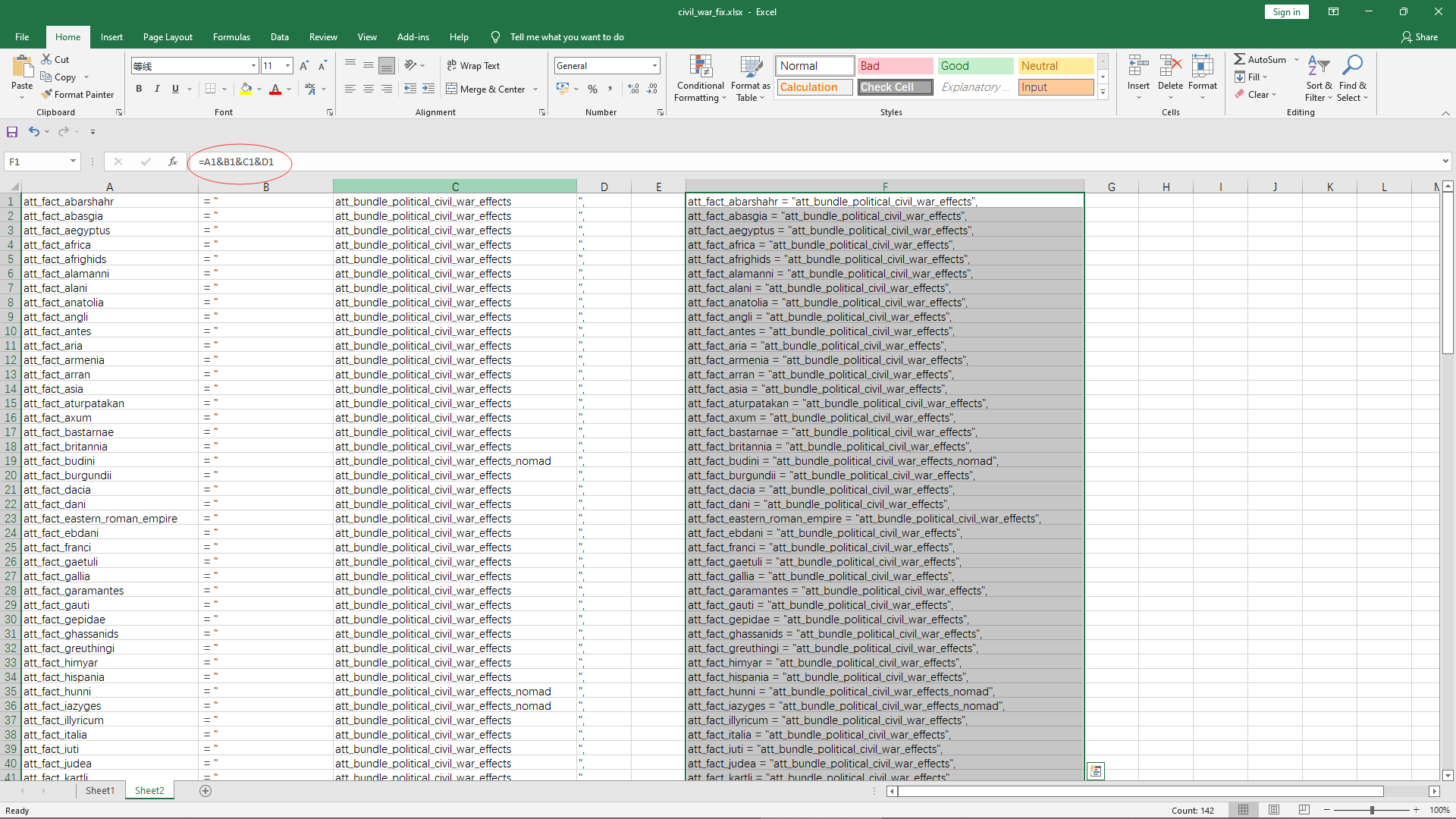


2) Using Excel functions ‘&’ to generate strings as follows:

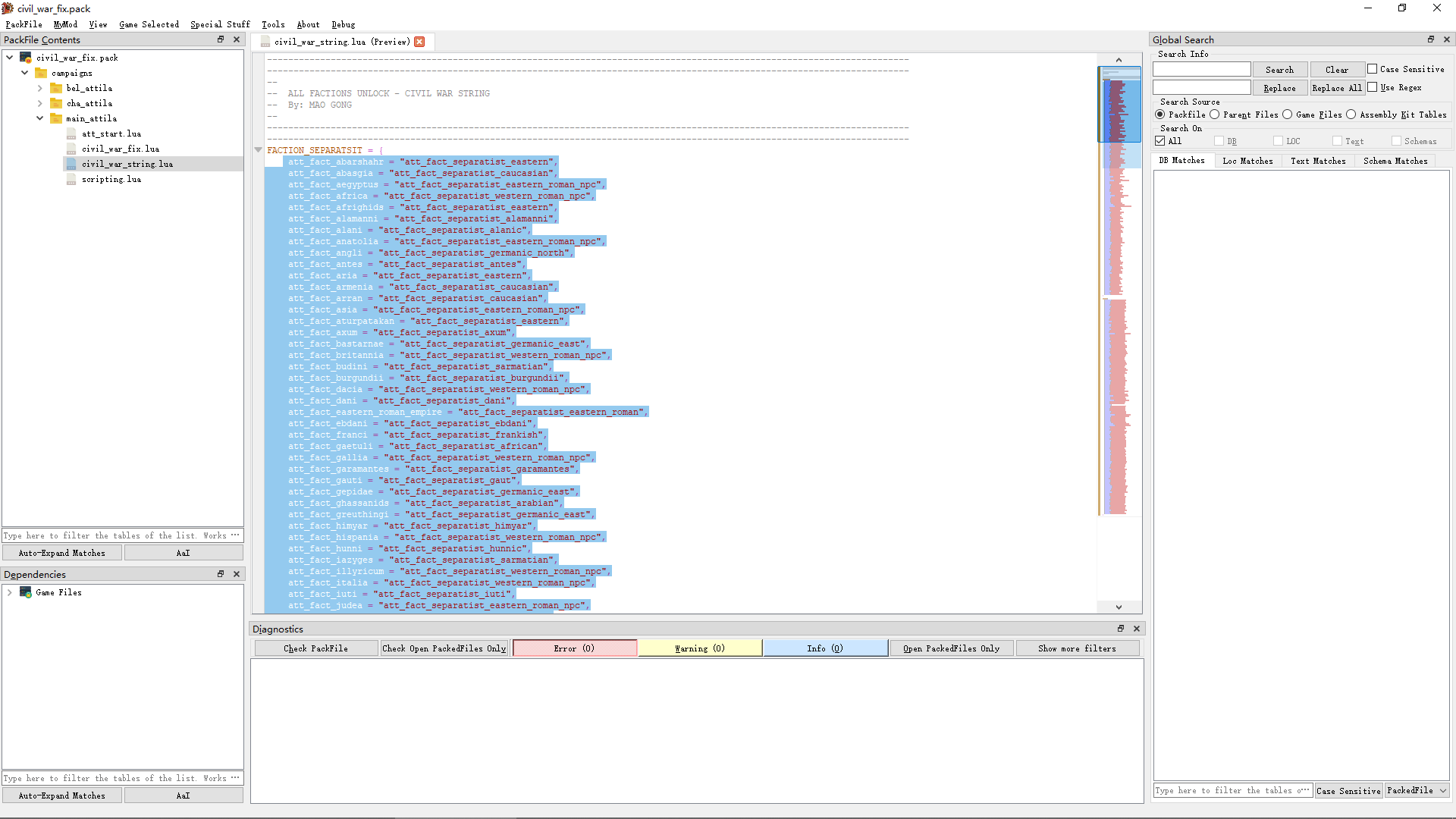
Sheet1



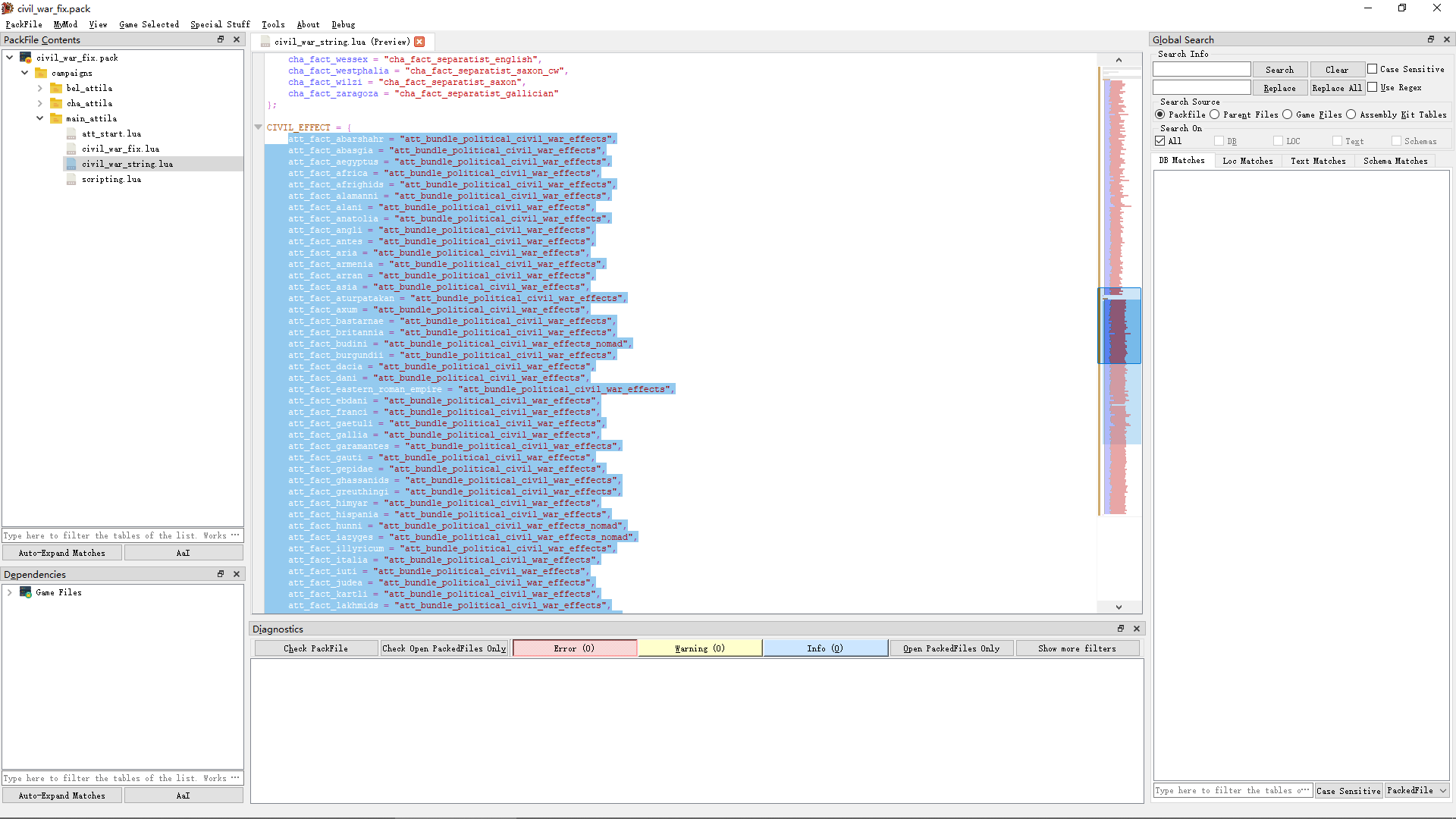
Sheet2



3) Copy column F in sheet1 and sheet2 into FACTION\_SEPARATSIT array and CIVIL\_EFFECT array in *civil\_war\_string.lua* added in step 1.



And



Now the tutorial is finished. You can test whether it works in game.

For further debugging, the *dev.lua* and *util.lua* can be added from *1212\_script.pack/lua\_scripts*.

Good Luck!