Attila: Total War to Crusader Kings 2 Guide

Introduction:

This utility is used to convert an Attila save to a useable Crusader Kings 2 mod.

Installation:

Using the utility requires my converter and a special utility used for converting esfs to xml. This guide assumes you are using Windows.

Part 1: esf2xml

1. Go to this github link: https://github.com/taw/etwng
2. Click "Clone or download" and download the zip.
3. You will want the esfxml folder. Extract this folder to your computer.
4. You will need jruby to execute esf2xml. The link provided by the esf2xml author is broken. Go to jruby's website and download and install the program.
5. Once that is installed, open up command prompt and type in "where jruby" without quotes. You should see a path leading to jruby.exe and/or jruby.bat.
6. The utility requires nokogiri's prerelease version. Type the following two commands without quotes (don't worry about an error from the first command):
   "jgem uninstall nokogiri"   "jgem install nokogiri –pre"
7. You should now have all you need to run esf2xml properly.

Part 2: My converter

1. Extract my Attila2CK2.exe and conversionInfo. Open conversionInfo, and then open settings.xml. You must change the path inside the savegameXMLLocation tag to: [esfxml folder location]\output\compressed_data . If the esfxml folder is directly inside E:, then the path would be E:\esfxml\output\compressed_data .

Conversion:

Part 1: ESF -> XML

1. Find the save file you wish to convert. It should be in Users\[username]\AppData\Roaming\The Creative Assembly\Attila\save_games. Move or copy this file to the esfxml directory.
2. Open command prompt. Some knowledge of directory navigation will be needed. Use "cd .." to move up a directory. Use "cd [directory name]" to enter a directory. Use "[drive name]:" to switch drives (such as d: to switch to drive D:). Use quotes around the directory name if there are spaces.

3. Your goal is to navigate to the esfxml directory. Once there, you will need to input three commands (without outermost quotes). The first runs in a modest amount of time, the second works very fast, and the last will take a few minutes.

4. Command 1: "jruby esf2xml "[save name]" output". Example: jruby esf2xml "WRE Save.save" output

5. Command 2: "lzma d output/compressed_data.esf.xz output/compressed_data.esf"

6. Command 3: "jruby esf2xml output/compressed_data.esf output/compressed_data

7. You should now see a new output directory in the esfxml directory. Enter it and confirm that the compressed_data directory holds xml files.

Part 2: XML -> Mod files

1. Return to the location of Attila2CK2.exe. Ensure that a directory named "output" does not exist alongside Attila2CK2.exe and that "conversionInfo" does exist alongside Attila2CK2.exe.

2. Run Attila2CK2.exe. Assuming you have set your savegame XML location correctly, the executable should create an output directory. Wait until the executable has a blank window appear – this means it is done. If you feel that the program has crashed, be sure to check Task Manager to confirm this.

3. Find the CK2 mods location on your computer. It should be in Users\[username]\Documents\Paradox Interactive\Crusader Kings II\mod .

4. Create a new file named as [your desired mod name no spaces].mod, such as newMod.mod.

5. In this file, inset the following: name="[mod name]" (such as name="Cool Mod") and path="[mod name no spaces]" (such as path="mod/newMod"). The name and path should be on separate lines.

6. Create a new directory in mod as designated by the path you set. In the example, it would be newMod.

7. Copy or move all files and folders in the output directory created by the converter (with the sole exception of the gfx folder) into this newly created directory.

8. Run CK2 and activate this newly created mod. Once you reach the game's main menu, quit. Now you may move over the gfx folder to the newly created mod directory.

9. Run CK2 a second time. You can now play your converted save.

Bugs and Glitches:

- Cultures that should cause their dynasty name to override their realm name aren't. Perhaps someone can figure out what went wrong here.

- If a living Attila faction has the same culture coexists with another faction with the same culture in CK2 that was not imported, then this CK2 faction will break apart. This will not break your game, however – the faction would just become county-sized nations. An example would be a save with surviving Geats conflicting with a living CK2 Sweden – Sweden would break up into counties but the Geats will be fine. This problem comes from the character history files being overridden; appending the CK2 counterparts to the mod character history files should fix this issue.
- I haven't tried to convert into EU4 yet. There could be unintended but safe behavior from the EU4 converter.
- You may find more suitable mappings for religions, cultures, and regions. Feel free to replace them if so using the csvs in converterInfo.
- All converted nations are playing in North Korea mode. Expect revolts in very large empires. This should be fixed when I revise the de jure duchy/kingdom layout.
- Converted counties only have a castle in them. Expect religious authority to go down until churches are built in the holy sites.

Compatibility:

- With no changes to the conversionInfo csvs, this converter is compatible with graphical mods. For other mods, the following must be done:
- For mods that change regions, you must update **regionsMap.csv** with correct mappings, as well as overwrite provinceHistory's contents with the mod's history/provinces contents.
- For mods that change titles, review my mappings in **titlesFactionMap.csv** and replace ck2 titles accordingly – the third value tells if the title is to be created (1 – create, 0 – don't create). If you are adding new titles my converter doesn't account for, place the flag (without the prefix, like "_d") into the factions/flags folder.
- For mods that add new religions, change **religions.csv** to mappings you find more suitable.
- For mods that add new cultures, **change factionCultureMap.csv** to more suitable mappings if applicable. If you are making a new culture, place this entry into **newCultures.txt** and update **cultureGroupNameMap.csv** and **cultureNameMap.csv** where applicable.
- If these changes are made, the converted mod should be fully compatible with nearly any mod compatible with CK2. CK2+ and WTWSMS, for example, could be made compatible with these changes.