

Chapter 1

Provinces

The converter sets:

- Province ownership
- Province control
- Province basetax
- Province manpower

1.1 Province ownership

Ownership is decided by holding the County title. In the case of several CK provinces mapping to one EU province, the decision is by plurality of the CK titles, with tiebreaking effectively random.

1.2 Control

Control is based on occupation of the baronies, including the county seat. Unoccupied baronies count as held by the province owner.

1.3 Base tax

Redistributed from the EU3 base tax, with weight equal to the tax income of all holdings in each CK province corresponding to the EU3 province. In cases where a CK province maps to more than one EU3 province, the weight is divided equally between the EU3 ones. Note that the tax income is not adjusted for technology.

1.4 Manpower

Redistributed from EU3 manpower, with weight given by the levy size of the CK holdings in each province; otherwise the algorithm is the same as for base tax. Light infantry counts only one-half in the weighting.

Chapter 2

States

The following state-level variables are handled:

- Vassals.
- Government types.
- Prestige and gold.

2.1 Vassalisation

The CK vassal structure is followed. If a CK primary title converts, and it has a liege which also converts to a different tag, then the first EU nation becomes the vassal of the second.

2.2 Government type

Depends on the succession law. CK titles with law `patrician_elective` become merchant republics; all others become feudal monarchies.

2.3 Prestige and gold

The EU3 gold is redistributed in simple proportion to how much CK gold the converted ruler has, except that negative gold is counted as zero and the minimum amount of gold is `minimumGold`, to avoid instant loans.

Prestige is converted in proportion to the sum of prestige and piety. The constant of proportionality is such that the greatest CK score (positive or negative) converts to the greatest EU prestige (positive or negative), or the value of `minimumMaxPrestige` in the config file.