TRAFALGAR SQUARE WORLD WONDER [MODULAR]

Background:

I always missed powerfull world wonder that would symbolize colonization of new lands, it's global impact on economy and will show importance of naval warfare. Symbol as mighty as powerfull and wealthy is Great Britain and it's Navy. What can it be? It can only be Trafalgar Square – the historical place, iconic for Great Britain and London – one of the economical capital of the World.

Civilopedia:

Trafalgar Square is a square in London, the capital city of the United Kingdom, that commemorates the Battle of Trafalgar (1805), a British naval victory of the Napoleonic Wars. The original name was to have been "King William the Fourth's Square", but George Ledwell Taylor suggested the name "Trafalgar Square". The square is the site of Nelson's Column, and related sculptures of note.

http://en.wikipedia.org/wiki/Trafalgar_Square

Building XML Parameters and Installation Notes:

The XML is made for BTS 3.03 – and uses modularity.*

World Wonder
+4 Exp for all Naval Units produced in the city that built it
+100% faster production of Naval Units in the city that built it
+1 🟡 in the all sea plots in all cities
+1 🟡 in the all river plots in the city that built it
+4 🎵
+2 👤 Great Merchant
Cost: 800 Hammers
Requires:
– Harbour built in the city.
– Military Science Technology

- • *- To learn how to use Plug and Play Modules visit the info about installing modular files located here http://forums.civfanatics.com/showpost.php?p=5360997&postcount=2 Of course you can edit parameters or even throw away all the .xml files, adjust it for any version of CivIV or any mod.*
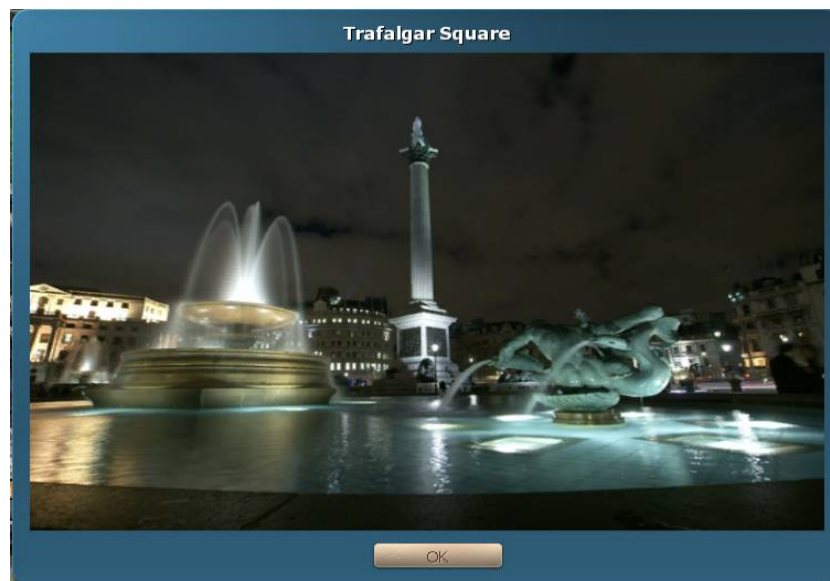
Building Model Parameters:

Model comes with: 767 triangles**
Textures: 256x128 main, 128x128 shadow
Movie: Only static graphic instead the movie

** - If you decide that it's to much (performance problems) i divided model in four parts – column, lions, Nelson and shadow. In this situation I recommend deleting lions (400 triangles less) and/or Nelson (137 triangles). You can make it in nifviewer or nifskope. You can also crop texture to 128x64, for example in Gimp with installed plugin supporting .dds files.

Credits:

Textures, model, XML, readme file: *Asioasioasio*
Photography used as movie: *Simon Rigglesworth from flickr*
Civilopedia texts: *Wikipedia*