

JRouteNative Mod API

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v1.101 BtS v3.17

CyUnitInfo

bool getRouteNative(int /*RouteTypes*/ iRouteType)

bool getRouteImpassable(int /*RouteTypes*/ iRouteType)

bool getRouteIgnore(int /*RouteTypes*/ iRouteType)

int /*RouteTypes*/ getRouteSubstitute(int /*RouteTypes*/ iRouteType)

CIV4CivilizationInfos.xml

RouteType

Must be a valid RouteType.

bRouteNative

If any RouteType has a bRouteNative of 1, then a Plot must have one of those RouteTypes for the Unit to move on it. If it has no RouteTypes with a bRouteNative of 1, then it will not have any Route restrictions on its movement.

0: Unit will NOT require that Route to move

1: The Unit will require that Route to be able to move

bRouteImpassable

0: Option has no effect

1: The Unit will NOT be able to enter Tiles with that Route

bRouteIgnore

0: Option has no effect

1: Unit will NOT receive any movement bonus from that Route

RouteTypeSubstitute

Must be a valid RouteType.