

# **JImprovementLimit Mod Readme**

by Jeckel  
v1.000 BtS v3.17

**Requires:** Civilization 4: Beyond the Sword v3.17

## **INTRODUCTION**

With this mod you gain greater control over where and when Improvements allowed to be built. To compliment the bOutsideBorders tag, a bNotInsideBorders tag has been added, allowing you to restrict Improvements to unowned Tiles. You are now able to set a minimum distance that must be between two Improvements of the same Type. Lastly, Improvements can be set to require another Improvement be in a Tile for it to be built.

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## **AIAutoPlay**

I included several changes to the built in AutoPlay feature. All SDK changes were cut/pasted from AIAutoPlay Mod by jdog5000.

### **AutoPlay Single Turn**

*CTRL + SHIFT + M*

This will cause the AI to take control of your Civilization. The AI will complete your current turn as it sees fit and will end the turn. You will have full control back at the beginning of the next turn.

### **AutoPlay Mutlitple Turns**

*CTRL + SHIFT + X*

This will show a popup that will ask for a number of Turns. If you enter a number greater then 0 and confirm the popup, then the AI will run your Civilization for that number of turns before returning control to you.

### **Stop AutoPlay**

*CTRL + SHIFT + X*

Pressing these keys while the AI has control of your Civilization will cancel AutoPlay and return control to you.