

JRouteNative Mod Readme

by Jeckel
v1.101 BtS v3.17

Requires: Civilization 4: Beyond the Sword v3.17

INTRODUCTION

This mod adds a new tag to UnitInfos XML file that allows you to set a UnitInfo to require a specific Route for its movement. As an example, the Chariot Unit has been set to require Roads to move. UnitInfos can be set to use multiple types of Routes, ie Roads or Railroads. Conversely, another new will allow you to set individual Routes as making a Tile Impassable. As an example, the Chariot Unit has the Railroad Route set as Impassable.

Two other new tags are added to the UnitInfos XML. One allows UnitInfos to be set to Ignore specific RouteTypes, gaining no movement bonus from their presense in a Tile. As an example, the Settler Unit is set to Ignore Railroads. The other new tag allows a UnitInfo to switch the movement bonus of one Route Type to another, ie make Railroads give only the Road movement bonus. As an example, the Warrior Unit is set to only get Road movement bonus when traveling on Railroads.

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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.