

JImprovementLimit Mod API

by Jeckel
v1.000 BtS v3.17

CyImprovementInfo

bool isNotInsideBorders()

int getMakesInvalidRange()

int getImprovementRequired()

CyPlot

bool isImprovementInRange(ImprovementTypes eImprovement, int iRange, bool bCheckBuildProgress)

bool isImprovementAncestor(ImprovementTypes eImprovement, ImprovementTypes eCheckImprovement)

CIV4Infos.xml

bNotInsideBorders

Important to not that if this tag is set to 1 and *bOutsideBorders* is set to 0, then the Improvement will not be buildable anywhere on the map.

0: Improvement can be built inside your Culture Borders

1: Improvement can NOT be built inside your Culture Borders

iMakesInvalidRange

0 or Less: Improvement will have no Invalid Range

1 or Greater: Improvement must have that many Tiles between it and others of same ImprovementType.

ImprovementRequired

This must be a valid ImprovementType string. Using an invalid ImprovementType may cause CTDs or other weird glitches.