

JCityLimit Mod API

by Jeckel
v1.200 BtS v3.17

CyCivilizationInfo

int getEraCityCountLimit(int /*EraTypes*/ iEraType)

bool isCannotFoundCityTerrain(int /*TerrainTypes*/ iTerrainType)

bool isCannotFoundCityFeature(int /*FeatureTypes*/ iFeatureType)

CyWorldInfo

int getEraCityLimitAdd()

int getEraCityLimitMul()

CyPlayer

int getEraCityLimit()

int getExtraCityLimit()

int getEraCityLimitAdd()

int getEraCityLimitMul()

int getTotalEraCityLimit()

int getTotalCityLimit()

bool isCityLimit(bool bConquest, bool bTrade)

CyPlot

bool isCannotFoundCity()

void setCannotFoundCity(bool bNewValue)

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CIV4CivilizationInfos.xml

EraType

Must be a valid EraType. If an Era is not listed then a default iCityCountLimit of 0 will be used for that Era and that Civilization will not be able to Found any Cities in that Era.

iCityCountLimit

-1: No Limit to the number of Foundable Cities

0: Cities will NOT be Foundable in that Era

1 or Greater: The Civilization will not be allowed to Found MORE then that number of Cities

CIV4WorldInfo.xml

iEraCityLimitAdd

This value is added to the Civilization's Era City Limit after iEraCityLimitMul is applied.

0: This value will cause the Add Mod to be ignored

iEraCityLimitMul

This value is applied to the Civilization's Era City Limit before iEraCityLimitAdd.

0 or Less: These values will cause the Mul Mod to be ignored

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GlobalDefinesAlt.xml

JCITYLIMIT_CITY_CONQUEST_EXCEEDS_CITY_LIMIT

0 or Less: Captured Cities that exceed the Era City Limit will be automatically Razed

1 or Greater: Captured Cities that exceed the Era City Limit can be keep.

JCITYLIMIT_CITY_TRADE_EXCEEDS_CITY_LIMIT

0 or Less: Cities can not be gotten through Trade once the Era City Limit is reached

1 or Greater: Trading of Cities is not effected by Era City Limits

JCITYLIMIT_NUM_REQ_BUILDINGS_NOT_EXCEED_CITY_LIMIT

Various Buildings in Civ4, generally National Wonders, require a certain number of other a Building be built in various Cities. If the City Limit is to low you can not ever get that Building. You can use this option to fix that problem.

0 or Less: The required number of Buildings will not be effected by the Mod

1 or Greater: The required number of Buildings will NOT exceed the Era City Limit

JCITYLIMIT_NUM_REQ_BUILDINGS_USE_HIGHEST_CITY_LIMIT

If the JCITYLIMIT_NUM_REQ_BUILDINGS_NOT_EXCEED_CITY_LIMIT option is set to 1 or greater, it is not always desireable to have the Current Era's City Limit used to determine the required number of Buildings needed for National Wonders and the like. By using this option you can tell the mod to instead use the highest Era City Limit. Only Era City Limits for the Current Era and later Eras will be check.

Example: If the Era City Limts are 1, 5, 2, 3, 4 and you are in the 3rd Era, then the highest City Limit would be 4, not 5 because it would not check the first or second Era City Limits after you have left them.

0 or Less: Your Current Era will be used

1 or Greater: The highest attainable Era City Limit will be used

JCITYLIMIT_MAX_NUM_EXTRA_CITIES

If either the JCITYLIMIT_CITY_CONQUEST_EXCEEDS_CITY_LIMIT or JCITYLIMIT_CITY_TRADE_EXCEEDS_CITY_LIMIT options are set to 1 or greater, then this option can be used to set how many Cities you can Capture or Trade for over the Era City Limit. If both those options are set to 0 or less then this option will have no effect. If only one of those options is set to 1 or greater then only that option will take this option into account.

0 or Less: No possible limit to the number of extra Cities over the Era City Limit

1 or Greater: Possible number of extra Cities over Era City Limit will be limited to this number