

JCityLimit Mod Readme

by Jeckel
v1.200 BtS v3.17

Requires: Civilization 4: Beyond the Sword v3.17

INTRODUCTION

This mod allows you to limit the maximum number of Cities each Civilization can have in each Era of the game. A new tag has been added to the CivilizationInfo xml file that allows you to set each Civilization's iCityCountLimit for each Era. It is also possible to set iCityCountLimit to -1 to remove the limit on Cities in that Era.

In addition to limiting the number of Cities allowed by Era, optional tags have been added to the Civilization Infos to allow you to limit what Terrain and Features will disallow Founding of a City for each Civilization.

Two new tags are also added to the WorldInfo xml file allowing you to set a value that the Era City Limit is multiplied by and to set another value that is then added to the Era City Limit. This will allow a way to tie the Era City Limit to the Size of the Game's Map.

New options in the GlobalDefinesAlt.xml file will let you control how this mod handles the Conquest and Trade of Cities once the Era City Limit has been reached. Options will also allow you to keep the required number of Buildings for National Wonders to within reach. See the Mod API for details on each of the new GlobalDefines options.

Also, the ability to set individual Plots as not allowing City Founding is now possible, using Python. See the Mod API for the exact methods.

When playing a game, holding your Cursor over your Civilization's Flag on the Main Interface will now display your Current Era and your City Count Limit if there is one. Also the Pedia Page for Civilizations is modified to show the new info set by the mod.

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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.