

JCultureControl Mod API

by Jeckel
v2.000 BtS v3.17

CyImprovementInfo

int getCultureBorderRange()

int getCultureControlStrength()

int getCultureControlCenterTileBonus()

bool isSpreadCultureControl()

CyPlot

int /*PlayerTypes*/ getImprovementOwner()

void setImprovementOwner(int /*PlayerTypes*/ eNewValue)

int getCultureControl(PlayerTypes eIndex)

int countTotalCultureControl()

PlayerTypes findHighestCultureControlPlayer()

Returns -1 if the highest two CultureControl values are equal.

int calculateCultureControlPercent(PlayerTypes eIndex)

int calculateTeamCultureControlPercent(TeamTypes eIndex)

void setCultureControl(PlayerTypes eIndex, int iNewValue, bool bUpdate, bool bUpdatePlotGroups)

void changeCultureControl(PlayerTypes eIndex, int iChange, bool bUpdate)

void addCultureControl(int /*PlayerTypes*/ ePlayer, int /*ImprovementTypes*/ eImprovement, bool bUpdateInterface)

void clearCultureControl(int /*PlayerTypes*/ ePlayer, int /*ImprovementTypes*/ eImprovement, bool bUpdateInterface)

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CIV4ImprovementInfos.xml

bSpreadCultureControl

0 or Less: No Culture Border

1 or Greater: Possible Culture Border based on Value of iCultureBorderRange

iCultureBorderRange

This tag is ignored if *bSpreadCultureControl* is set to 0.

-1 or Less: No Culture Border

0: Improvement's Tile gets Culture Border

1: Improvement's Tile and 8 surrounding Tiles get Culture Border

2 or Greater: Improvement's Tile and all Tiles in Range except for 4 corner Tiles get Culture Border

iCultureControlStrength

This tag is ignored if *bSpreadCultureControl* is set to 0 or *iCultureBorderRange* is less than 0.

0 or Less: No Culture Border

1 or Greater: This will set how much Culture Control is exerted on all the Improvement's Tiles.

iCultureControlCenterTileBonus

This tag is ignored if *bSpreadCultureControl* is set to 0 or *iCultureBorderRange* is less than 0.

0 or Less: No effect on Culture Control

1 or Greater: This will add to *iCultureControlStrength* for the Tile the Improvement is in

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GlobalDefinesAlt.xml

CULTURE_CONTROL_IMPROVEMENT_CULTURE_BORDER_SQUARE

0 or Less: Improvements with Culture Control Range larger then 1 have Borders with Fat Cross shape

1 or Greater: All Improvement's Culture Borders will be square in shape

CULTURE_CONTROL_IMPROVEMENT_ALWAYS_KEEP_OWNER_BORDER

0 or Less: An Improvement's Tile is no different then any other Tile

1 or Greater: Improvements will always add their Owner's Border to the Tile they are built in