JEraLimit Mod API
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CyGame

int /*EraTypes*/ getLastEra()

void setLastEra(int /*EraTypes*/ eNewValue)

bool hasLastEra()

bool isTechValidEra(int /*TechTypes*/ eTech)

GlobalDefinesAlt.xml

DEFAULT_LAST_ERA
All values other then a valid Era Type string should be ignored and the Future Era Type assumed. Look in 'CIV4EraInfos.xml' file for valid Era Type stings. The Era set in this option will be the Era the Last Era Setting starts on when you choose a JEraLimit Map Script.

SHOW_DISABLED_TECHS_ON_TECH_ADVISOR_SCREEN
All values other then a valid Era Type string should be ignored. Look in 'CIV4EraInfos.xml' file for valid Era Type stings.
0 or Less: Techs belonging to an Era thats past the Last Era will NOT be shown on the Tech Advisor Screen in the Game.
1 or Greater: Techs belonging to an Era thats past the Last Era will be shown on the Tech Advisor Screen in the Game, but will be colored red like any other disabled Tech.