

JEraLimit Mod Readme

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v1.000 BtS v3.17

Requires: Civilization 4: Beyond the Sword v3.17

INTRODUCTION

The endless march to Future Tech has always bothered me and this mod will stop it in its tracks. Unfortunately, both the 'Play Now!' and the 'Custom Game' screens seem to be locked away in the game's EXE file and therefore out of the reach of us modders. Due to this fact, the only option I've found is adding a Custom Game Option to whatever Map Script I'm wanting to play with this mod. Released with the mod are 18 Map Scripts I have already modified to use the Last Era functionality. The included Map Scripts are from Beyond the Sword and original Civ4.

The Tech Advisor Screen has been modified to optionally hide Era disabled Techs, if a new GlobalDefinesAlt is set appropriately. Also the Settings window of the Victory Screen now shows the game's Last Era or if no Last Era is set. Lastly, a few small changes in the CvWBDesc.py file will allow the Last Era to be written and read from World Builder Saves and ofcourse the new SDK functions are exposed to Python for you to do with as you wish.

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 you 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 Mutliple 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.