

JAnimals Mod Change Log

by Jeckel
v1.001 Col2 v1.00

v1.000

Added simple Barbarian Player.

Added Unit Animals.

Added Unit Terrain Natives.

Added Unit Feature Natives.

Added Unit Bonus Natives.

Added Spawning Code for Land and Sea Animals.

Added AI Move Code for Land and Sea Animals.

Added AI Attack Code for Land and Sea Animals.

Added AI Patrol Code for Land and Sea Animals.

Added No Land and No Sea Animals Game Options.

Updated Unit Help Texts with Terrain, Feature, and Bonus Native Text.

v1.001

Added the Documentation PDF Files.

Balanced the Strength and Movement Values of the Animal Units.

Balanced Handicap's iAIAnimalLandMaxPercent and iAIAnimalSeaMaxPercent.

Fixed some TXT_KEYS.

Added read and write to save for Unit's bBarbarian.

Exposed CvGame isBarbarian and setBarbarian functions to Python.

Added iAnimalAttackWeight tag to UnitInfos.

Removed WILD_ANIMAL_ATTACK_WEIGHT from GlobalDefinesAlt.xml file.

Updated Unit Help Text with Animal Text.

Updated Unit Help Text with Animal Patrol Weight Text.

Updated Unit Help Text with Animal Attack Weight Text.