

# **JAnimals Mod API**

by Jeckel  
v1.001 Col2 v1.00

## **GameOptionTypes**

GAMEOPTION\_NO\_WILD\_LAND\_ANIMALS

GAMEOPTION\_NO\_WILD\_SEA\_ANIMALS

## **UnitAITypes**

UNITAI\_ANIMAL

## **CyGame**

int /\*PlayerTypes\*/ getBarbarianPlayer()

bool hasBarbarianPlayer()

void setBarbarianPlayer(int /\*PlayerTypes\*/ eNewValue)

bool isBarbarianPlayer(int /\*PlayerTypes\*/ ePlayer)

int /\*PlayerTypes\*/ getNextPlayerType()

This method will return the next free Player ID Number. It first checks for IDs that have never been used. If none are found it then checks for any Player IDs that were used, but now are unused do to their Player having died.

## **CyUnitInfo**

int getAnimalPatrolWeight()

int getAnimalAttackWeight()

bool isAnimal()

bool getTerrainNative(int iIndex)

bool getFeatureNative(int iIndex)

bool getBonusNative(int iIndex)

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## **CyHandicapInfo**

int getAIAnimalLandMaxPercent()

int getAIAnimalSeaMaxPercent()

int getAIAnimalLandNumTurnsNoSpawn()

int getAIAnimalSeaNumTurnsNoSpawn()

## **CyEraInfo**

bool isNoAILandAnimals()

bool isNoAISeaAnimals()

## **CyUnit**

bool isBarbarian()

void setBarbarian(bool bNewValue)