

SIMPLE FIRE TUNER

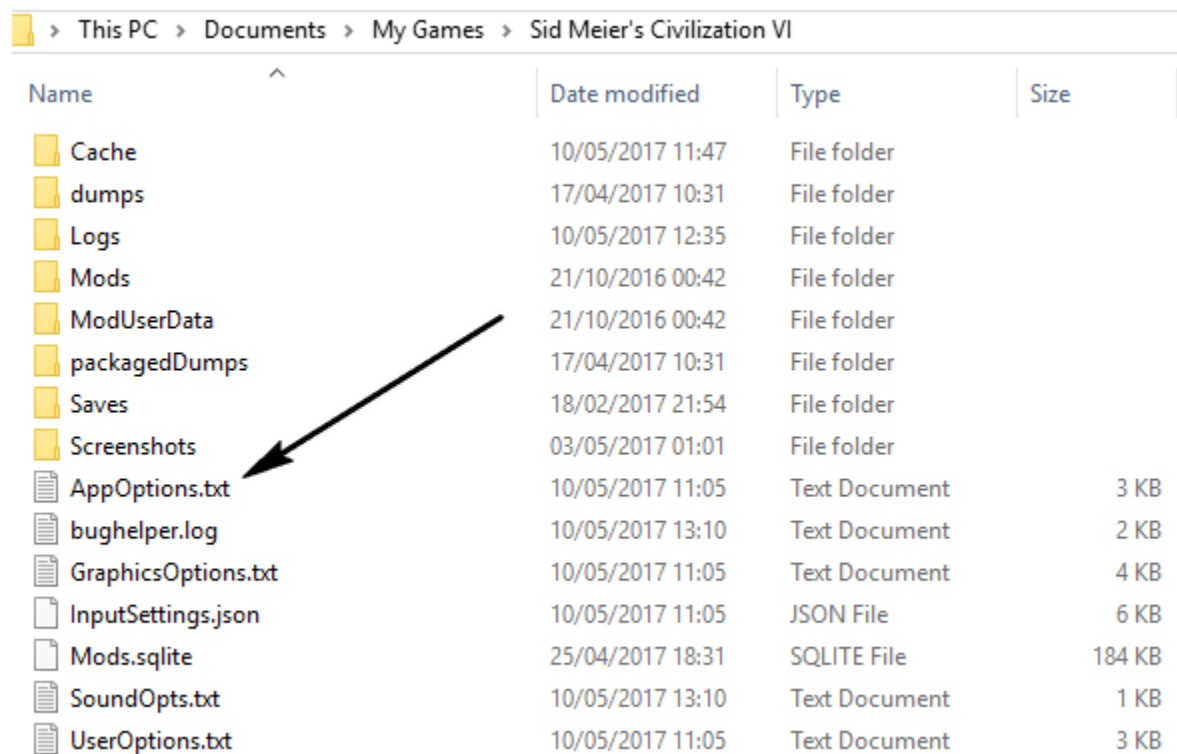
This takes 5-10 minutes to do and does not affect your ability to play normally in the game.

Life is made easier by not starting Civ VI up in full screen mode because you have to swap between Civ and Fire Tuner

CHANGE THE DEBUG SETTING

1. Go to C:\Users\Intel\Documents\My Games\Sid Meier's Civilization VI (alternate path in screenshot below)
2. Open the file AppOptions.txt
3. Change the setting EnableDebugMenu 0 to EnableDebugMenu 1 and save

This setting does not affect your gameplay



> This PC > Documents > My Games > Sid Meier's Civilization VI				
Name	Date modified	Type	Size	
Cache	10/05/2017 11:47	File folder		
dumps	17/04/2017 10:31	File folder		
Logs	10/05/2017 12:35	File folder		
Mods	21/10/2016 00:42	File folder		
ModUserData	21/10/2016 00:42	File folder		
packagedDumps	17/04/2017 10:31	File folder		
Saves	18/02/2017 21:54	File folder		
Screenshots	03/05/2017 01:01	File folder		
AppOptions.txt	10/05/2017 11:05	Text Document	3 KB	
bughelper.log	10/05/2017 13:10	Text Document	2 KB	
GraphicsOptions.txt	10/05/2017 11:05	Text Document	4 KB	
InputSettings.json	10/05/2017 11:05	JSON File	6 KB	
Mods.sqlite	25/04/2017 18:31	SQLITE File	184 KB	
SoundOpts.txt	10/05/2017 13:10	Text Document	1 KB	
UserOptions.txt	10/05/2017 11:05	Text Document	3 KB	

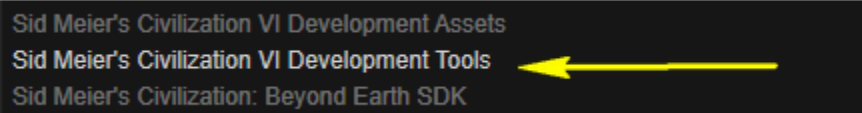
Make sure these are set

```
[Debug]
;Enable FireTuner.
EnableTuner 1

;Enable Debug menu.
EnableDebugMenu 1
```

DOWNLOAD FIRE TUNER

SIMPLE FIRE TUNER



This takes roughly 5 minutes to download depending on speeds

START FIRETUNER

Start fire tuner from steam or from the Civ VI tools shortcut that should be installed on your desktop.



It should not show much because you have not opened Civ yet

START OR LOAD A CIVILIZATION VI SINGLE PLAYER GAME

SIMPLE FIRE TUNER

Yep, does not seem to work for multi player

I recommend starting a new game if wanting to play with units and loading a saved game if wanting to look at diplomacy



SO.... You see a settler and a warrior on your screen and you would like just a single modern Armour unit fully upgraded to help you? This is what I would do.

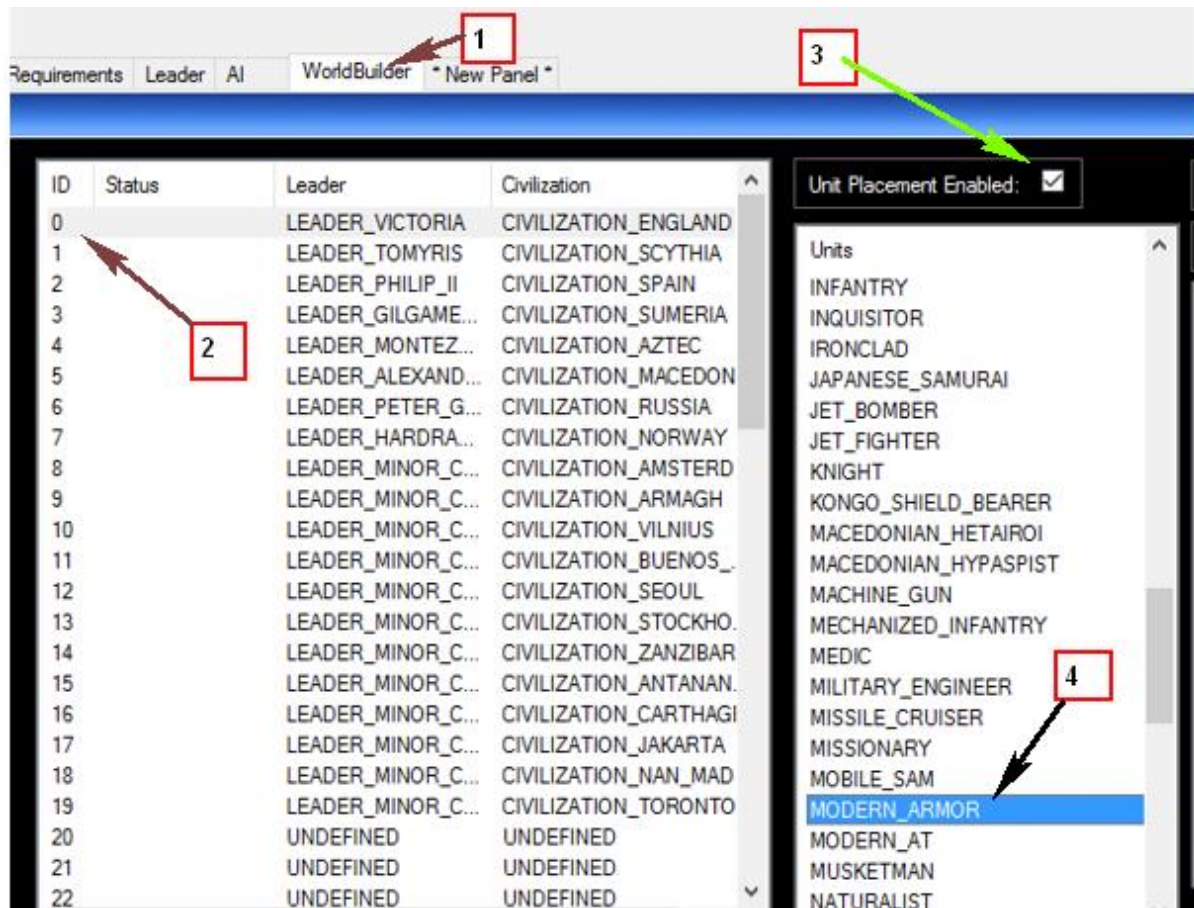
Go to FireTuner and into the World Editor Tab. (1 in picture below)

Select Country 0 (that's you) on the left side by single left clicking it (2 in picture below)

On the top middle left of the screen there will be a list of units with a "unit placement enabled" check box above it, check the box (3 in picture below)

Now scroll down the list of units until you find modern armour and highlight this with a left click (4 in picture below)

SIMPLE FIRE TUNER



Now move back to civ 6 and left click where you want the modern armour... maybe accidentally click a few more times if you want to use a few as 'scouts'.



Move back to Fire Tuner and uncheck "unit placement enabled" box you checked.

SIMPLE FIRE TUNER

The issue you have is your Modern armour you feel is useless because it has no upgrades. So go back to Fire Tuner and go to the unit tab and do the numbers below... NOTE: WARNING... once you have clicked on a promotion you cannot remove it!!!

1

2

3

Promotion

- ARMOR_PIERCING
- BARDING
- BREAKTHROUGH
- CHARGE
- MARAUDING
- REACTIVE_ARMOR
- ROUT

Now go and look at the player tab and have some FUN

Once finished you can play the game normally and even jump back in to firetuner.

PlayerID Player Name

Tech

- ADVANCED BALLISTICS
- ADVANCED FLIGHT
- ANIMAL HUSBANDRY
- APPRENTICESHIP
- ARCHERY
- ASTROLOGY
- ASTRONOMY
- BALLISTICS
- BANKING
- BRONZE WORKING
- CARTOGRAPHY
- CASTLES
- CELESTIAL NAVIGATION
- CHEMISTRY
- COMBINED ARMS
- COMBUSTION
- COMPOSITES
- COMPUTERS
- CONSTRUCTION
- CURRENCY
- ECONOMICS
- EDUCATION
- ELECTRICITY
- ENGINEERING
- FLIGHT
- FUTURE TECH
- GUIDANCE SYSTEMS
- GUNPOWDER
- HORSEBACK RIDING
- INDUSTRIALIZATION
- IRON WORKING
- IRRIGATION
- LASERS
- MACHINERY

Civics

- CAPITALISM
- CIVIL ENGINEERING
- CIVIL SERVICE
- CLASS STRUGGLE
- CODE OF LAWS
- COLD WAR
- COLONIALISM
- CONSERVATION
- CRAFTSMANSHIP
- CULTURAL HERITAGE
- DEFENSIVE TACTICS
- DIPLOMATIC SERVICE
- DIVINE RIGHT
- DRAMA POETRY
- EARLY EMPIRE
- EXPLORATION
- FEDERALISM
- FOREIGN TRADE
- FUTURE CIVIC
- GAMES RECREATION
- GLOBALIZATION
- GUILDS
- HUMANISM
- IDEOLOGY
- MASS MEDIA
- MEDIAEVAL FAIRES
- MERCANTILISM
- MERCENARIES
- MILITARY TRADITION
- MILITARY TRAINING
- MOBILIZATION
- MYSTICISM
- NATIONALISM
- NATURAL HISTORY

Gold 10 Culture Yield 0 Score 0

1000 Gold 1000 Culture 5 Faith 1000 Faith

Current Research ID: NO_TECH

Research Progress: 1

Complete Current Research

Grant All Techs

Remove All Techs

Grant Least Costly Tech

Grant All Techs (All Players)

Remove All Techs (All Players)

Declare War

Grant Envoy

Random Seed: 1184592529

Current Civic ID: CIVIC CODE OF LAWS

Culture Progress: 1

Grant All Cultures

Eras

- ANCIENT
- ATOMIC
- CLASSICAL
- INDUSTRIAL
- INFORMATION
- MEDIAEVAL
- MODERN
- RENAISSANCE

+50 Great General Points

+50 Great Admiral Points

+50 Great Engineer Points

+50 Great Merchant Points

+50 Great Prophet Points

+50 Great Scientist Points

+50 Great Writer Points

+50 Great Artist Points

+50 Great Musician Points