

Mod Tool Manual

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Modding Tool overview

Save - save a scenario, set in game scenario title & description (load feature is out of order for now)

Terrain creator- generate terrain from texture

Province creator - generate provinces from texture

Border creator - generate borders

Optimization - optimize the terrain mesh and provinces mesh

Texture browser - set terrain and water textures

Terrain painter - paint the terrain with selected textures

Game settings - edit Camera and Game Time settings

Terrain - define terrain types and set their modifiers

Provinces - set information about provinces

Regions - group provinces into regions and set their parameters

Countries - group provinces into countries, set countries parameters

Blocs - set up predefined Blocs

Weather - define weather types and set their modifiers

Climates - define climates and set weather probability for selected seasons

Civilization & Culture - define civilizations and cultures

Country parameters - set gameplay parameters for countries

Province parameters - set gameplay parameters for provinces

Custom province parameters - create custom curves to set province parameters

Two countries parameters - set gameplay parameters affecting interactions between countries

Custom parameters - set custom parameters that can be used in other editors. For example a curve dependent on a certain parameter can be set and then used in the Peace negotiation editor to define the cost of specific peace negotiations.

Relation parameters - set gameplay parameters for relations

Default values - set main gameplay parameters

Political parties- define political parties and set their parameters

Infrastructure - set spawn points, modify infrastructure, manage landmarks

Buildings - manage buildings: their levels, functions, models

Important trade points - define important trade points, their locations, models, modifiers and affected provinces

Army units - create and modify army units

Military units upgrades - define military unit upgrades, either for specific countries or globally

Starting armies - create starting armies for specific countries

Missiles & Environment - manage attacks, alert states and environment degradation

Peace negotiations - define peace negotiation options and their parameters

War values - set values that affect military conflicts

Theater cells - manage war theater terrain cells and their modifiers

Theater actions - manage war theater actions, their effects and requirements

Theater terrain - assign specific terrain types to specific war theater types

Theater units - manage models and animations for military units in war theaters

Rebels - define values affecting rebels

Separatism - edit separatism settings

Generals - create and modify generals

Spies - modify espionage skills, spy levels and create custom spies

Advisers - manage advisers, prime adviser, adviser departments

Personal info - define names and surnames available for countries, civilizations or globally

Diplomacy parameters - set parameters for diplomacy

Effects namespace - manage all effects

Actions - set up all actions (espionage, diplomatic, province, etc.)

Events - create and modify game events

Tasks - create and modify game tasks

Fundings - manage fundings

Runtime variables - define runtime variables

Colonization - manage colonization

NGO - manage Non Government Organizations

Stock markets - manage stock market parquets, trends and factors

United Nations - manage United Nations, define resolutions, UN council members, etc.

Unification - manage unification

Resource trading - define values affecting resource trading

Projects - manage projects for countries, civilizations or global

Starting projects - set starting projects either for specific countries or globally

AI settings - manage AI behavior settings

Rankings editor - manage statistics and rankings

Notifications editor - manage notification icons

Localization - manage game localization

Terrain creator



Load terrain texture button - load a height map to generate terrain. We recommend using a third party application called Materialize to generate a height map based on your actual map.

- The terrain texture **must be** on the same drive as the RP2 Mod Tool.
- The terrain texture **must be** in the .png format. It also has to be equal or smaller than 8K.

Water level slider - underneath the water level, the terrain mesh will be generated flat

Max height slider - the maximum height for white color in Unity units.

Generate terrain button - start the terrain generation process. It can take a few minutes.

Provinces creator



Load province texture button - The input province texture. In this file each province has to be a different color. The editor creates one province for each color.

- The province texture **must be** on the same drive as RP2 Mod Tool.

- The province texture must be in the .png format. It also has to be equal or smaller than 8K.

Cache colors button - click it after loading a new province texture. It generates a list of colors for provinces. We recommend clicking it twice, so that it properly refreshes. The number of cached colors should be equal to the number of individual colors existing in your Province Texture PNG file.

Generate provinces button - starts the terrain generation process. It can take a lot of time, depending on the number of colors.

Length of sphere radius - the distance around the province, where the game checks for neighboring provinces. Default value is 0.5.

Set Init Neighbours button - automatically set neighboring provinces. It can be changed later. It's a slower option - if the province texture wasn't changed after generating provinces, it's better to use "Set Init Neighbours using province texture".

- The terrain and provinces should be optimized first in the *Optimization* tab; otherwise *Setting Init Neighbours* will take a very long time to finish.

Recalculate heights button - Use it to recalculate province heights after changing the height map, if you have already generated provinces beforehand.

Set Neighbours using province texture button - automatically set neighboring provinces. It's faster than the alternative above, but it can't be used after changing the province texture.

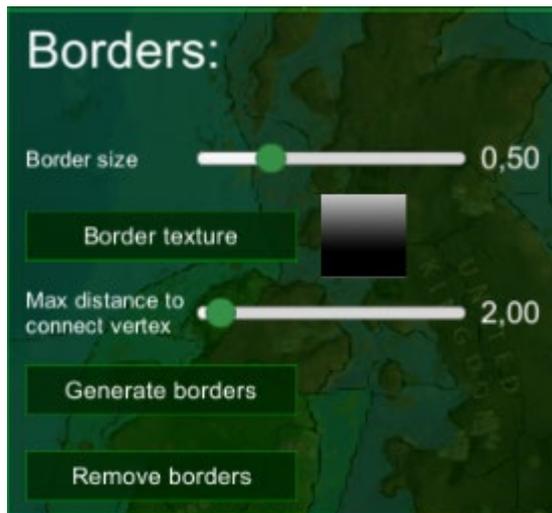
Cached colors - the number of colors on the list after clicking "Cache colors". The number of colors is equal to the number of provinces. We recommend clicking twice to make sure all colors are properly cached and the value has refreshed.

Blur standard deviation (sigma) - standard deviation. How the algorithm works:

1. Makes a simple texture for each province.
2. There is grey color on each place with province (rgba(0.5, 0.5,0.5, 1.0))
3. Blurs the texture with gauss blurring
4. Creates geometry from blurred texture

With a higher number of iterations, offset or sigma, the province's borders will be more smoothed out. If the value is too high, there may appear holes between provinces.

Border creator



Border size slider - determines how much provinces overlap with each other

- Values less than 0,5 mean that the provinces will overlap significantly.
- Value 0.5 means the provinces will perfectly adhere.
- Values higher than 0.5 mean that the provinces will be far away from each other

Border texture button - load the border texture.

- The province texture **must be** on the same drive as RP2 Mod Tool.
- The province texture must be in the .png format. It also has to be equal or smaller than 8K.

Max distance to connect vertex slider - This is the maximum distance between the points on the mesh border. If any vertices are further apart than the given distance then the algorithm will not create triangles between the problematic vertices.

Generate borders button - click to generate borders with chosen parameters.

- You should first optimize your terrain and provinces in the *Optimization* tab, or province generation will take a very long time to finish.

Remove borders button - remove existing borders

Optimization



Aggressiveness slider - If aggressiveness is low, the calculations take more time and the script may be unable to remove all unnecessary triangles. But in flat places, the grid is thin and in pleated places, the grid is thick. If we want to reduce triangles value fast we should use values 7-9 but for good optimisation we should use 3-4.

Triangle percent to remove slider - the percentage of triangles to be removed. The recommended value is 0.25.

Optimize terrain button - optimize terrain with chosen parameters

Optimize provinces button - optimize provinces with chosen parameters

Optimize terrain lossless button - optimize terrain with chosen parameters without changing terrain shape

Optimize provinces lossless button - optimize provinces with chosen parameters without changing provinces shape

Terrain triangle count - the number of all triangles in the terrain mesh. Reopen the editor to refresh if it doesn't refresh properly at first.

Provinces triangle count - the number of all triangles in provinces mesh. Reopen the editor to refresh, if it doesn't refresh properly at first.

Terrain wireframe ticker - show terrain wireframe

Terrain render ticker - render terrain

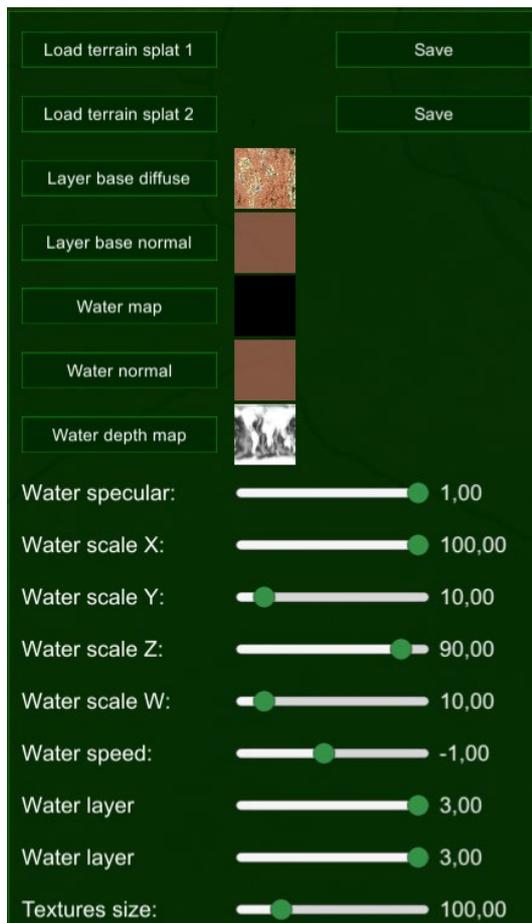
Provinces wireframe ticker - show provinces wireframe

Provinces render ticker - render provinces

Borders wireframe ticker - show borders wireframe

Borders render ticker - render borders

Texture browser



Load terrain splat 1 button- load a .png file for first 4 terrain textures splatmap. Current terrain splat maps can be edited either in Photoshop or Gimp and loaded again. The terrain splat is basically a mask for underneath layers that decides the placement of different textures. Terrain Splat 1 is used, for example, for Water Provinces in the Grand Campaign scenario.

- The texture **must be** on the same drive as the RP2 Mod Tool.
- The texture must be in the .png format. It also has to be equal or smaller than 8K.

Load terrain splat 2 button - the same as above, but for the second 4 terrain textures.

Terrain splat is basically a mask for underneath layers that decides the placement of different textures. Terrain Splat 1 is used for Water Provinces in the Grand Campaign scenario for example. Terrain Splat 1 is for Land Provinces.

- The texture **must be** on the same drive as the RP2 Mod Tool.
- The texture must be in the .png format.
- The texture has to be equal or smaller than 8K and the same size as terrain splat 1.

Layer base diffuse button - load base texture for all terrain maps. This is your main colored map. If you need to create a diffuse layer, we recommend using a third party application Materialize.

- The texture **must be** on the same drive as the RP2 Mod Tool.
- The texture must be in the .png format.
- The texture has to be equal or smaller than 8K

Layer base normal button - load a base normal map for all terrain maps. We recommend using a third party application called Materialize.

- The texture **must be** on the same drive as the RP2 Mod Tool.
- The texture must be in the .png format.
- The texture has to be equal or smaller than 8K

Water map button - load the water map. It should be a black and white map containing all lands.

- The texture **must be** on the same drive as the RP2 Mod Tool.
- The texture must be in the .png format.
- The texture has to be equal or smaller than 8K

Water normal button - load the normal map for water.

- The texture **must be** on the same drive as the RP2 Mod Tool.
- The texture must be in the .png format.
- The texture has to be equal or smaller than 8K

Water depth map button - load the depth of water texture - this map defines the seabed structure.

- The texture **must be** on the same drive as the RP2 Mod Tool.
- The texture must be in the .png format.
- The texture has to be equal or smaller than 8K

Water specular slider - set a specular for water

Water scale X, Y, Z, W sliders - parameters for setting the distance between waves

Water speed slider - set the speed of waves

Water layer 1 slider - set the contrast of water

Water layer 2 slider - set the brightness of water

Texture size slider - the size of all textures

Load diffuse / Load normal buttons - Load the diffuse texture / normal texture for painting on the map.

- You can load up to 8 types of textures with normal maps.
- The texture **must be** on the same drive as the RP2 Mod Tool.
- The texture must be in the .png format.
- The texture must be 512 x 512 pixels.

Terrain painter



Brush opacity slider - the value of brush opacity

Brush size slider - the size of the brush

Brush type dropdown - the brush type. You can choose a square, a circle or a custom shape from a texture.

Custom brush texture button - load a .png file with custom brush texture.

- Texture must be on the same drive as RP2ModTool.

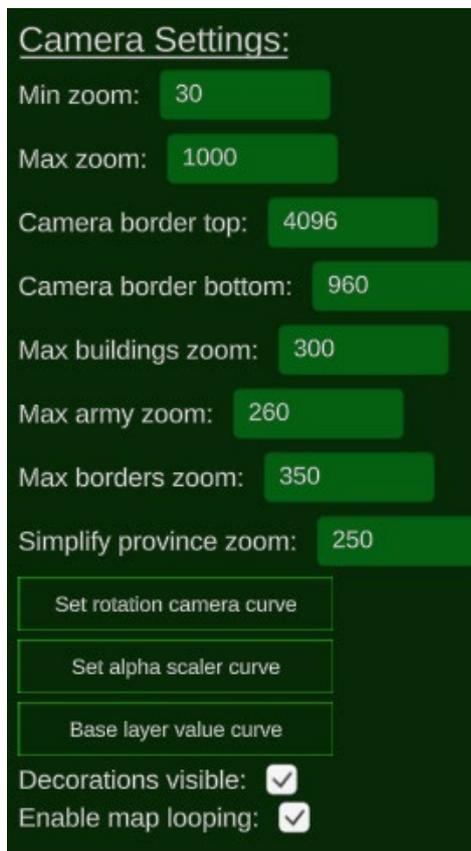
To set the painting texture, choose one of the textures listed in the terrain painter window.

To paint, hold the left shift. When the brush appears on the screen, click the left mouse button to paint. Press the left ctrl button and “=” sign to change the view to top view or perspective view.

Game settings

Set up the Camera, the Game Time settings, and available Victory paths.

All camera values are defined in unity units.



Min zoom - how close to the world terrain the camera may be zoomed in

Max zoom - how far from the world terrain the camera may be zoomed out

Camera border top - define the camera top border (sets the camera movement boundaries)

Camera border bottom - define the camera bottom border (sets the camera movement boundaries)

Max buildings zoom - set the camera zoom value; after surpassing it, the buildings models will no longer be displayed

Max army zoom - set the camera zoom value; after surpassing it the army units models will no longer be displayed

Mx borders zoom - set the camera zoom value; after surpassing it the borders will no longer be displayed

Simplify province zoom - set the camera zoom value; after surpassing it the building and army unit icons will be displayed instead of models

Decorations visible - if checked, trees and other foliage elements will be displayed

Enable map looping - if checked, the map will loop, thus enabling infinite horizontal panning

Game Time Settings

Start year - define the starting year of the game

Start month - define the starting month of the game

Start day - define the starting day of the game

Real time seconds one day in game - define how long an in-game day lasts in real time seconds

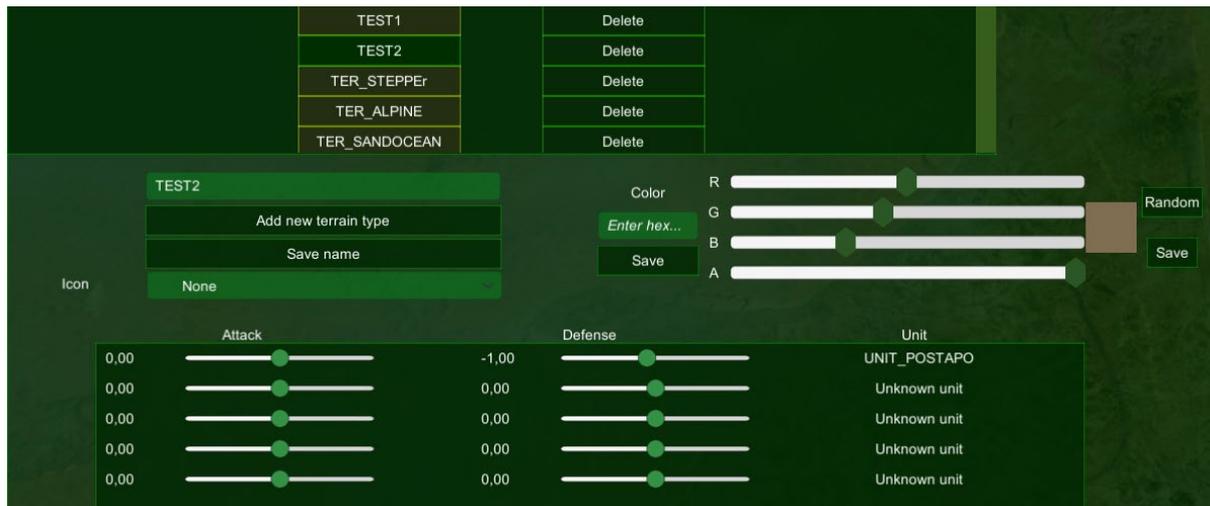
Fast time speed multiplier - define the Fast time speed multiplier (the speed of the game in the Fast speed mode)

Max time speed multiplier - define the Max time speed multiplier (the speed of the game in the Max speed mode)

Victory path options

Victory types can be defined here. You can also set up the title, icon and description for each victory (or defeat) summary window, and decide if the victory path should allow further play, or if should force the player to exit to the game menu.

Terrain



The list of all terrain types (TEST1, TEST2). To select a terrain click on it. The bright green color shows the selected terrain.

- **Delete button** - deletes the terrain in line



- enter the terrain name

Add new terrain type button - adds a new terrain type. The added terrain will have no name and all modifiers will be set to 0.

Save name button - saves name for the terrain typed in the Terrain type name input field

Icon dropdown - set the terrain icon

Color (RGBA) - set the terrain color (for terrain map mode)

Random button - set a random color

Save button - save changed color

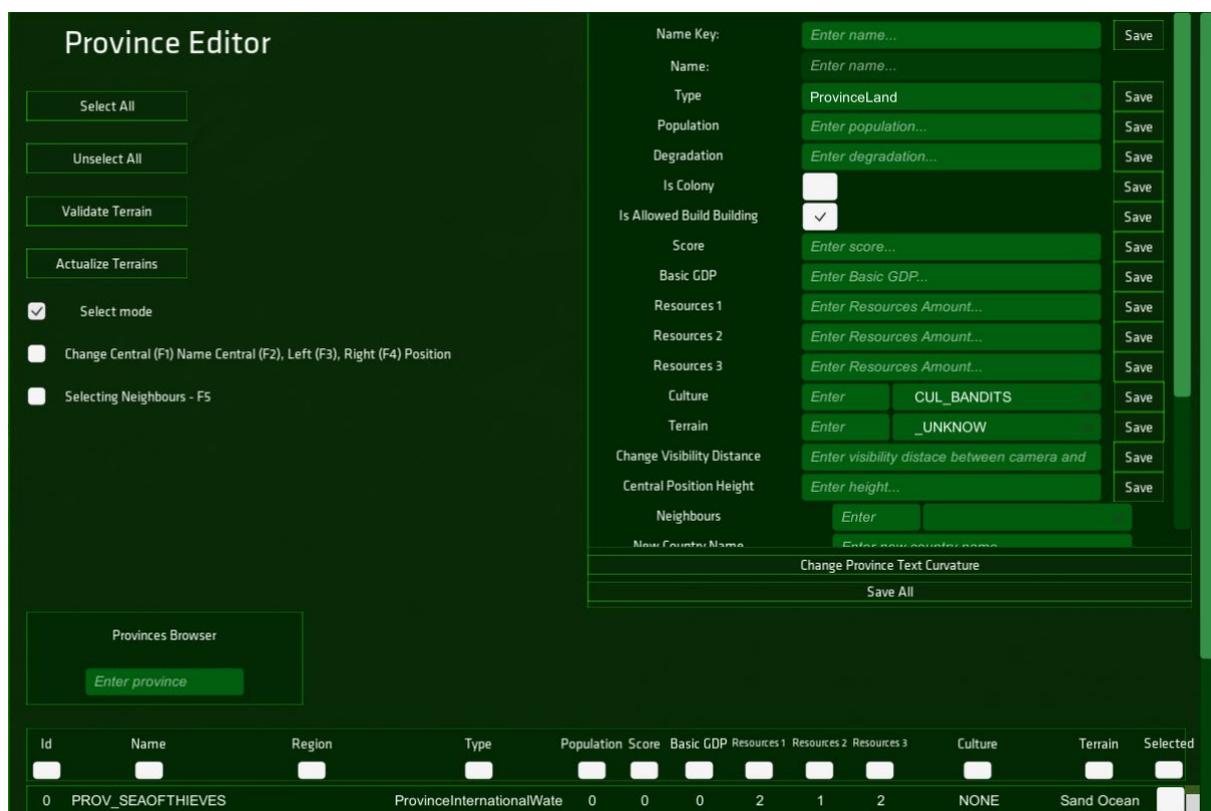


The modifiers window. Select the terrain to set its modifiers for units. The sliders allow to modify Attack and Defense of units fighting on the specific terrain.

Provinces

Use the editor to set up individual provinces. You can also export your province list to CSV using the buttons on the top of the Mod Tool, and then edit them in bulk in your chosen sheet editor, such as MS Excel or Open Office Calc and then import them back to the mod. Make sure that before importing you:

- Close your editing application
- Open your CSV file in the Notepad++ editor (for example) and remove any unnecessary empty lines at the bottom of the file (which could be added when saving the file in the Open Office Calc)
- Use the replace function (Regular Expression) and change “\$” to “;” to basically add missing semicolons to the end of each line. They are mandatory, and if you are unable to import your CSV, this may be the reason.



Select All button - select all provinces

Unselect All button - unselect all provinces

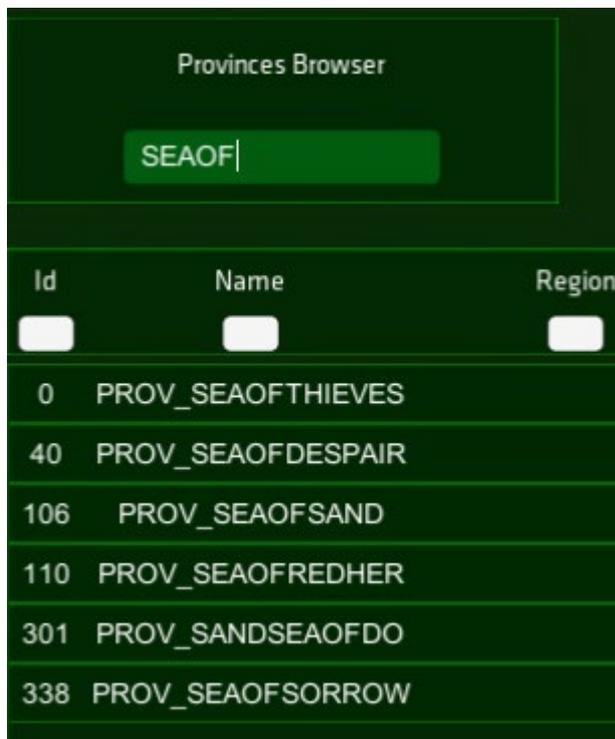
Select Mode ticker - if this option is enabled, you can select an individual province by clicking the left mouse button. Selected provinces are highlighted, their names change to green. If you can't select a province, make sure that no army unit is blocking your selection.

Change Central Position ticker - when enabled, you can change the province's central position (the position of its name etc.). To change the central position, select the province and press the "F1" button with the mouse pointer above the place you want to move it into. You can also change the left, right, and center position of the province name by hovering the cursor over the map and pressing F2-F4 keys.

Selecting Neighbours ticker - Neighbouring provinces means adhering provinces - you will be able to move units from one province to another only if the provinces are connected. To manually add neighbours, select a province, enable the "Selecting Neighbours" ticker and then click on other provinces on the map. They should show up in the Neighbours dropdown to the right.

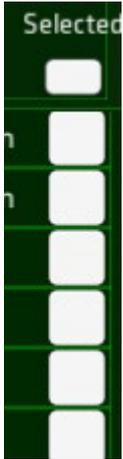
- You can set neighbours provinces automatically in "Province creator" too.

Province browser - filter provinces by their name



You can sort the province list by the parameters below:

ID (automatically generated ID), Name, Region, Type, various parameters, or selected provinces.



You can choose provinces from the list by clicking the square field.

Id	Name	Region	Type	Population	Score	Basic GDP	Resources 1	Resources 2	Resources 3	Culture	Terrain	Select
0	PROV_SEAOFTHIEVES		ProvinceInternationalWate	0	0	0	2	1	2	NONE	Sand Ocean	<input type="checkbox"/>
40	PROV_SEAOFDESPAIR		ProvinceInternationalWate	0	0	0	4	2	2	NONE	Sand Ocean	<input type="checkbox"/>

You can sort provinces by clicking the square fields.

You can edit individual provinces after selecting it. Province editor allows you to edit things such as:

Name Key input field - the name of the province (string or localization key)

Name - the displayed name of the province. If the Name Key is a string, it will be the same, but if the Name Key field holds a localization key, you will see here your localised name in your default language.

Type: set the province as land, national water or international water

Population: enter a value to set the province's starting population

Degradation: enter a value to set the starting degradation in the province

Is Colony ticker: Land and international water provinces can be colonized, but only if this ticker is enabled. Colonizable provinces should not have owners and should not start as a part of a country. If a province is a colony, its basic parameters, such as Population, Score and Resource production will be determined randomly when province is colonized. This can be set up in the Colonization editor.

Score: enter a value to set the province's starting score. This will be the monthly score income for the province owner.

Basic GDP: enter a value to set the province's starting GDP

Resources 1/2/3: enter a value to set the province's Resources production. This is the monthly resource income generated by this province for its owner.

Culture: define the province's culture (you can add new cultures in the "Civilization & Culture" editor)

Terrain: define the province's terrain (you can add new terrains in the "Terrain editor")

Change Visibility Distance - set the maximum distance between the camera and the province in which the province name canvas is visible.

Central position height - set the height of the central province position

Neighbours - the list of all neighboring provinces - this can be set up either manually in the Provinces editor, or automatically in the Province creator editor.

Save: saves only the individual parameter

Save All: saves all parameters for all selected provinces

Regions

Each province in the game has to be a part of exactly one region. If a country owns an entire region, it can perform regional actions on it. There are also modifiers to relations, if multiple countries hold the same region. Regions determine the climate in provinces.

Regions:

Select All Provinces Select All Regions

Unselect All Provinces Unselect All Regions

Create New Region

Remove Selected Region

Selectable Mouse Mode

Change Region Info Position (T Key)

Refresh subregions

Province Browser

Enter province

Name Key: Enter name... Save

Name: Enter name...

Climate: CLI_TEMPERATE_N Save

Province: Enter text...

Color: R, G, B, A sliders. Enter hex... Random Save

Remove selected province Add Selected Province

Region Info Canvas: Enter new height... Save

Region Info Canvas Min Distance: Enter min distance from camera... Save

Region Info Canvas Max: Enter max distance from camera... Save

Save All

ID	NAME	TYPE	Population	Score	BASIC_GDP	RESOURCES1	RESOURCES2	RESOURCES3	Culture	Terrain	Selected		
0	PROV_SEAOFTHIEVES	ProvinceInternationalWate			0	0	0	2	1	2	NONE	Sand Ocean	<input type="checkbox"/>
1	PROV_SANDOCEAN	ProvinceInternationalWate			0	0	0	3	3	1	NONE	Sand Ocean	<input type="checkbox"/>
2	PROV_OCEANOFMURD	ProvinceInternationalWate			0	0	0	8	3	2	NONE	Sand Ocean	<input type="checkbox"/>
3	PROV_PATRIOTICSEA	ProvinceInternationalWate			0	0	0	1	5	3	NONE	Sand Ocean	<input type="checkbox"/>
4	PROV_THEDEATHEND	REG_BLOODREIGN	ProvinceLand	15,1021	4	11,1474	11	1	1	1	NONE	DEFAULT	<input type="checkbox"/>
5	PROV_HIDDENBAY	ProvinceInternationalWate			0	0	0	6	4	3	NONE	DEFAULT	<input type="checkbox"/>
6	PROV_WORLDSEDGES	ProvinceInternationalWate			0	0	0	7	4	1	NONE	DEFAULT	<input type="checkbox"/>

Region Browser

Enter province

ID	Name	Climate	Province Count	Region Color	Selected
14	REG_UNITEINTELLIGENCE	CLI_NORTHFRIGID	9		<input type="checkbox"/>
15	REG_ONENIGHTSTAND	CLI_TROPICAL_N	6		<input type="checkbox"/>
16	REG_OHVALLEYOPELNTY	CLI_TROPICAL_N	11		<input type="checkbox"/>

Select All Provinces - selects all provinces on the map

Select All Regions - selects all existing regions

Unselect All Provinces - unselects all selected provinces

Unselect All Regions - unselects all selected regions

Create New Region - creates a new region from the selected provinces. We recommend creating regions either with only land provinces, or with national and international waters. Mixing water with land is not recommended.

Remove Selected Region - deletes selected region

Selectable Mouse Mode - if enabled, a province can be selected by clicking the left mouse button on it (on the map). Selected provinces have their names highlighted with a light green color.

Change Region Info Position - if checked, you can change the region central position (the position of the name etc.). To move the central position, select any region and press the “T” button while hovering the mouse cursor over the desired location.

List of provinces

ID	NAME	TYPE	Population	Score	BASIC_GDP	RESOURCES1	RESOURCES2	RESOURCES3	Culture	Terrain	Selected
0	PROV_SEAOFTHIEVES	ProvinceInternationalWate	0	0	0	2	1	2	NONE	Sand Ocean	<input type="checkbox"/>
1	PROV_SANDOCEAN	ProvinceInternationalWate	0	0	0	3	3	1	NONE	Sand Ocean	<input type="checkbox"/>
2	PROV_OCEANOFMURD	ProvinceInternationalWate	0	0	0	8	3	2	NONE	Sand Ocean	<input type="checkbox"/>
3	PROV_PATRIOTICSEA	ProvinceInternationalWate	0	0	0	1	5	3	NONE	Sand Ocean	<input type="checkbox"/>
4	PROV_THEDEATHEND	REG_BLOODREIGN	ProvinceLand	15,1021	4	11,1474	11	1	1	DEFAULT	<input type="checkbox"/>
5	PROV_HIDDENBAY	ProvinceInternationalWate	0	0	0	6	4	3	NONE	DEFAULT	<input type="checkbox"/>
6	PROV_WORLDSEDGES	ProvinceInternationalWate	0	0	0	7	4	1	NONE	DEFAULT	<input type="checkbox"/>

Selected column - click the square button to select a province. You can also select provinces by clicking on them on the map.

List of regions

ID	Name	Climate	Province Count	Region Color	Selected
11	REG_GONEWITHTHEBLASTWAVEALLIANCE	CLI_NORTHFRIGID	6		<input type="checkbox"/>
12	REG_TERRAFORMERS	CLI_NORTHFRIGID	5		<input type="checkbox"/>

Selected column - click the square button to select a region. You can also select regions by clicking on them on the map.

Region Edit Panel

Name Key:

Name:

Climate:

Province:

Color: R G B A

Region Info Canvas:

Region Info Canvas Min Distance:

Region Info Canvas Max:

Name Key input field - the name of the region (string or localization key)

Name - the displayed name of the region. If the Name Key is a string, it will be the same, but if the Name Key field holds a localization key, you will see here your localised name in your default language.

Climate dropdown - sets the climate for the region. This climate will be present in all provinces of this region. To edit climates go to the Climates editor.

Province list - the list of all provinces in the selected region

Color - change RGB and alpha to set the color for the selected region displayed in game on the regional map mode

Remove selected provinces - removes selected provinces from the region

Add Selected Provinces - adds selected provinces to the region

Region Info Canvas Height - sets the height of the region canvas

Region Canvas Min/Max Distance - set minimum/maximum distance between the camera and the region, in which the region canvas is visible

Save all - save all region parameters

Save - save single parameter

Countries

Countries editor allows you to create countries from one or more land provinces, and then edit starting values of your country. You can also export your country list to CSV using the buttons on the top of the Mod Tool, and then edit them in bulk in your chosen sheet editor, like MS Excel or Open Office Calc and then import them back to the mod. Make sure that after before importing you:

- Close your editing application
- Open your CSV file in the Notepad++ editor (for example) and remove any unnecessary empty lines at the bottom of the file (which could be added when saving the file in the Open Office Calc)
- Use the replace function (Regular Expression) and change “\$” to “;” to basically add missing semicolons to the end of each line. They are mandatory, and if you are unable to import your CSV this may be the reason.



List of provinces

ID	NAME	TYPE	Population	Score	BASIC_GDP	RESOURCE1	RESOURCE2	RESOURCE3	Culture	Terrain	Selected	
4	PROV_THEDEATHEND	REG_BLOODREIGN	ProvinceLand	15,1021	4	11,1474	11	1	1	NONE	DEFAULT	<input type="checkbox"/>
14	PROV_LONGFIELDS	REG_WHITEWASTELAN	ProvinceLand	0	0	0	0	0	0	NONE	DEFAULT	<input type="checkbox"/>
15	PROV_BONECRUSHER	REG_WHITEWASTELAN	ProvinceLand	0	0	0	0	0	0	NONE	DEFAULT	<input type="checkbox"/>
16	PROV_THEWORLDSSEN	REG_BLOODREIGN	ProvinceLand	23,5692	8	9,18287	3	2	1	NONE	DEFAULT	<input type="checkbox"/>
17	PROV_WHITEDESSERT	REG_BLOODREIGN	ProvinceLand	18,8220	6	6,79815	2	6	6	NONE	DEFAULT	<input type="checkbox"/>
18	PROV_GREATFIELD	REG_BLOODREIGN	ProvinceLand	24,4928	3	10,1955	3	2	1	NONE	DEFAULT	<input type="checkbox"/>
20	PROV_OLDTOWN	REG_BLOODREIGN	ProvinceLand	24,0850	3	10,3613	8	2	2	NONE	DEFAULT	<input type="checkbox"/>

Selected column - click the square button to select a province. You can also select provinces by clicking on them on the map, when the Selectable Mouse Mode is enabled.

Create New Country button - After selecting one or more provinces (land and national waters provinces only, you need to select at least one land province) click the button to create a new country with selected provinces.

Country information window

Name Key:	<input type="text" value="Enter name..."/>	Save
Name	<input type="text" value="Enter name..."/>	
Difficulty	<input type="range" value="0,5"/>	Save
Description	<input type="text" value="Enter local key..."/>	Save
Score points	<input type="text" value="Enter name..."/>	Save
Money	<input type="text" value="Enter name..."/>	Save
Action	<input type="text" value="Enter name..."/>	Save
Base action	<input type="text" value="Enter base action points..."/>	Save
HDI	<input type="text" value="Enter name..."/>	Save
Unrecognized	<input type="checkbox"/>	Save
Start Up Unemployment	<input type="text" value="Enter name..."/>	Save
Start Up Manpower	<input type="text" value="Enter manpower..."/>	Save
Save All		

To edit the country parameters select the country in the country window or by selecting it on the map.

Name Key input field - the name of the country

Name - the displayed name of the country. If the Name Key is a string, it will be the same, but if the Name Key field holds a localization key, you will see here your localised name in your default language.

Difficulty slider - allows you to set the number of stars representing the starting difficulty of playing this country in the game. Stars are displayed in the country selection window.

Score points - initial score of the country

Money - initial money of the country (0+)

Action points - initial AP of the country (0+)

Base action - base Action Points - this value will be monthly added to country action points additionally to the Monthly AP Income (0+)

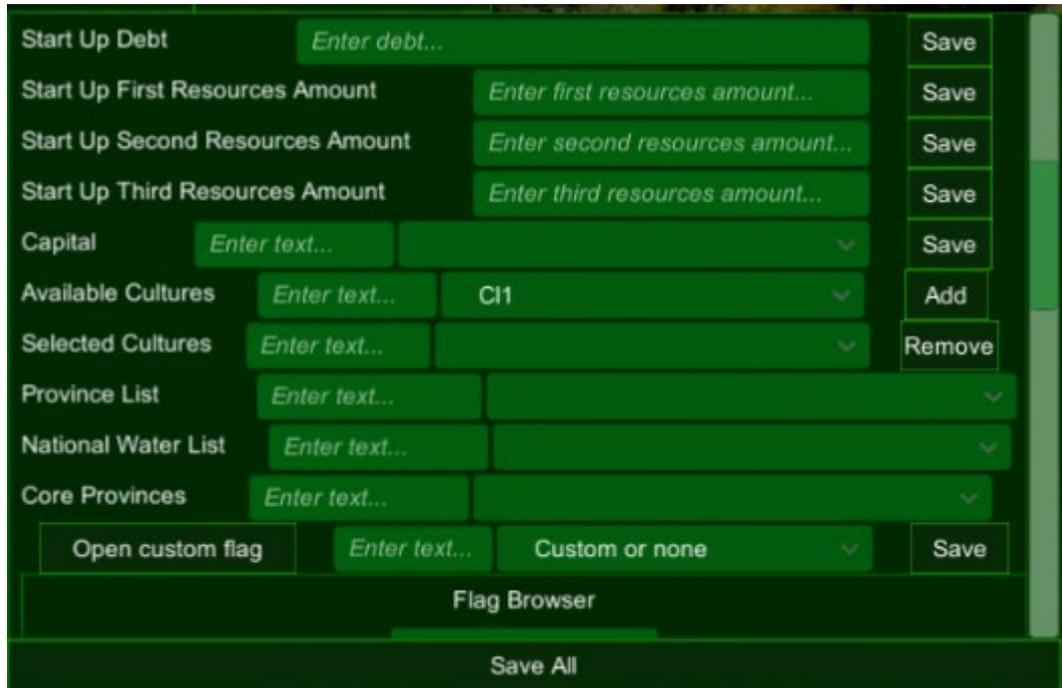
HDI - initial HDI of the country (0+)

Unrecognized ticker - if enabled, the country will start as unrecognized by the United Nations, it will not have voting rights, and it will not be considered for the security council

position. It can only put to vote resolutions that are specifically available for unrecognized countries, such as the resolution to make itself a recognized country for example.

Start Up Unemployment - Starting Unemployment value in the country (1-100).

Start Up Manpower - Starting Manpower value in the country (0+).



Start Up Debt - Starting Debt value in the country (0+).

Start Up First / Second / Third Resources Amount - Starting Resources value in the country (0+).

Capital - the capital province. It has to be a land province. You can change the localization of the capital province by selecting a different province from the dropdown and saving.

Available cultures - the list of all cultures set up in the Civilization&Culture editor. Select a culture and click “Add” to set the culture as acceptable in the selected country.

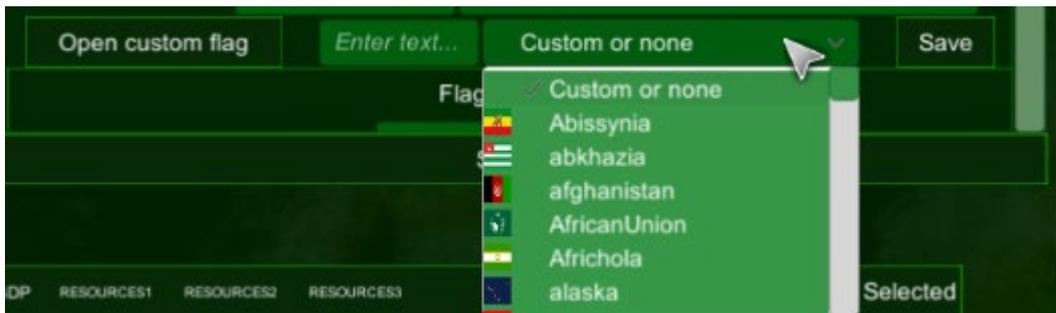
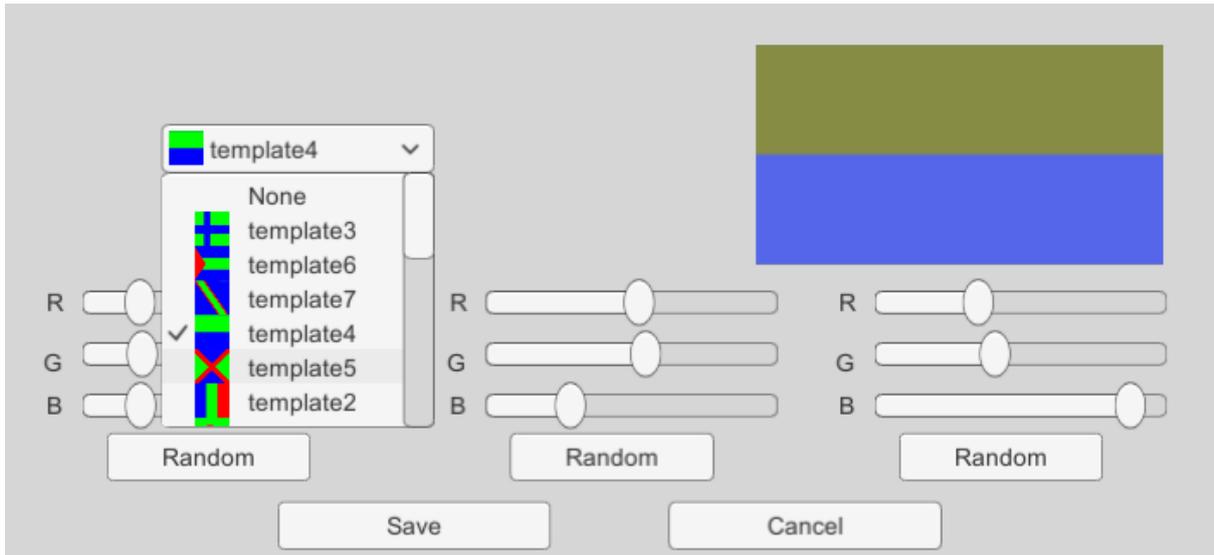
Selected cultures - a list of all acceptable cultures in the selected country.

Province list - the list of all land provinces in the country

National Water list - the list of all national waters belonging to the country

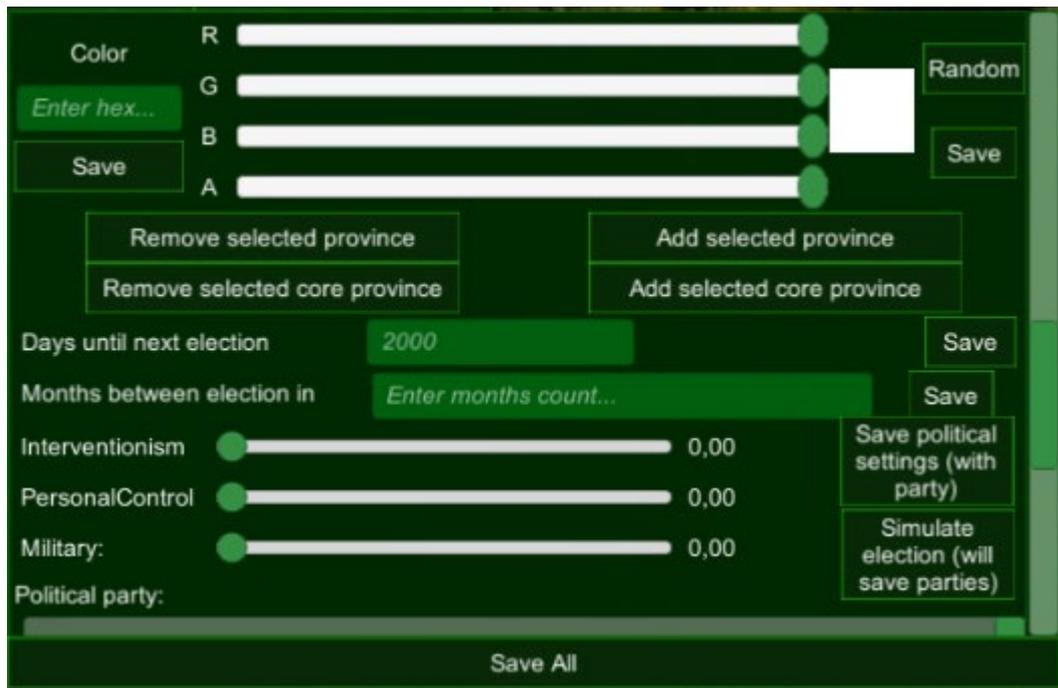
Core Provinces - the list of all core provinces of the country. Country’s own provinces are automatically their core provinces.

Open custom flag button - open a custom flag editor



Flag dropdown - choose between pre existing flags, or use the custom flag

- **Custom or none** - set a custom flag (if selected) or no flag for the country. Click to open the flag list with special (predefined) flags for countries.



Color - change RGB and alpha to set the color for the selected country. This color will be visible on the map in the main countries map mode (the default map mode)

Remove selected province button - removes the selected province from the country. THIS ACTION DOESN'T REMOVE THE PROVINCE CORE! Use Remove selected core province to do that.

Remove selected core province button - removes country's core claims on selected provinces

Add selected province button - adds selected provinces to the country.

Add selected core province button - adds selected provinces to the core provinces list



Days until next election - set a number of days after which the first scheduled elections will be held in the country from the start of the game (counting from the starting date of the scenario). If elections will be forced due to other reasons this will be overridden.

Months between election in - interval between elections in the country. Unless elections are forced, next elections will happen after this number of months.

Interventionism, Personal Control, Military sliders - set the starting political parameters for the country.

Save political settings (with party) - saves current political parameters, parliament, and parties settings

Simulate election (will save parties) - simulates the election. If you simulate the election and change the starting parameters you need to click “save political settings” before simulating the elections again. Election simulation takes political parties available for the selected country and randomizes their seats in the parliament. The parliament always consists of 100 seats (it’s basically a percentage), and the party with the highest share is the leading party. The number of parties being part of the parliament depends on the political system, and the settings in the Political Parties Editor - it is recommended to set up everything there before setting the political parameters of an individual country.



PARTY_TRIBAL - the name of the chosen party. You can select the name from the list.

- **1,00** - value that represents that party representation in the government, ranging from 0,00 to 1,00.
- **100** - the number of votes won by the party. Participation in the government will be calculated on its basis

Political parties name and icons:

PARTY_TRIBAL	<input type="text" value="New party name..."/>	None	▼
PARTY_TRIBAL	<input type="text" value="New party name..."/>	None	▼

Political parties name and icons - customization of the political parties for the selected country.

- **New party name** - change global party name - when that party wins elections in the selected country, the new name for it will be displayed for that country.
- **None dropdown** - change global party icon.

Start Relations:

Gray Mutant Hordes	<input type="text" value="0"/>
Miner's Enclave	<input type="text" value="0"/>
Free Miners Kingdom	<input type="text" value="25"/>

Start Relations: - set the starting historical relations modifier between the selected country and all other countries.

Save all button - saves all province parameters and changes

Save button (to the right of most parameters) - saves only current parameter

AI Parameters

AI Configurator		
Tax percent	50	Save
Tax interval handler	10	Save
Debt cost percent	5	Save
Debt interval handler	10	Save
[%] Reserved Money	25	Save
Repayment Max [%]	5	Save
Repayment Min [%]	15	Save
Behaviour	Normal AI	Save

Tax percent - percentage of collected taxes taken from the range of min. tax and max. tax

Tax interval handler - the interval between tax calculations

Debt cost percent - the percentage of maintaining the debt for the country

Debt interval handler - the interval between debt calculations

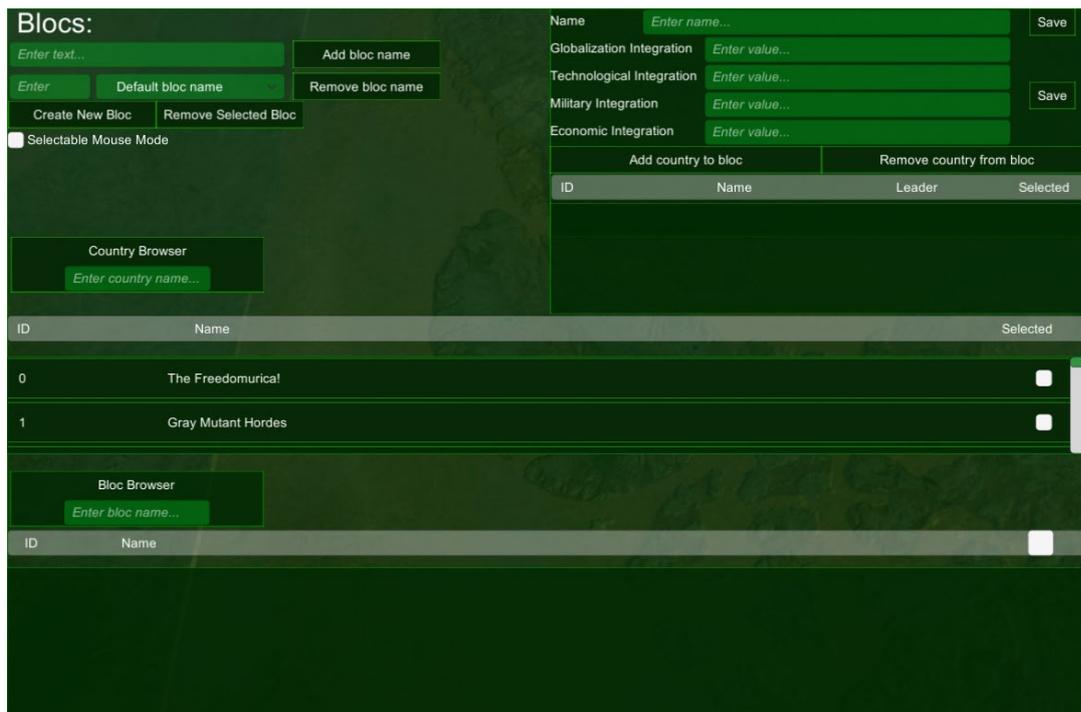
[%] Reserved Money - determines the bottom threshold after exceeding which, the AI will cease to pay the debt because it has too little funds

Repayment Max - repayment, if the AI has revenue

Repayment Min - the percentage of debt repayment, if the income is negative

Behaviour dropdown - select the desired AI behaviour preset for the country. The AI Behaviour can be set up in the AI settings editor.

Blocs



Input field (Enter text) - enter the prefix of the bloc name - When the AI establishes a bloc it will take a random name from that list and put it before the name of the bloc leader's country.

Add bloc name - adds a bloc prefix to the list of prefixes

Remove bloc name - removes the selected name/prefix

Create new bloc - creates a new bloc from selected countries. We recommend selecting at least two countries before creating a new bloc.

Remove selected bloc - removes the selected bloc

Selectable mouse mode - if checked, you can select countries by clicking on their provinces

Country browser - search a country by name

Blocs Browser - search a bloc by name

Name - set bloc name (overrides the default prefix and bloc leader's country name)

Globalization integration - set the starting value of bloc's social integration (0-100).

Technology Integration - set the starting value of bloc's scientific integration (0-100).

Military Integration - set the starting value of bloc's military integration (0-100).

Economic Integration - set the starting value of bloc's economic integration (0-100).

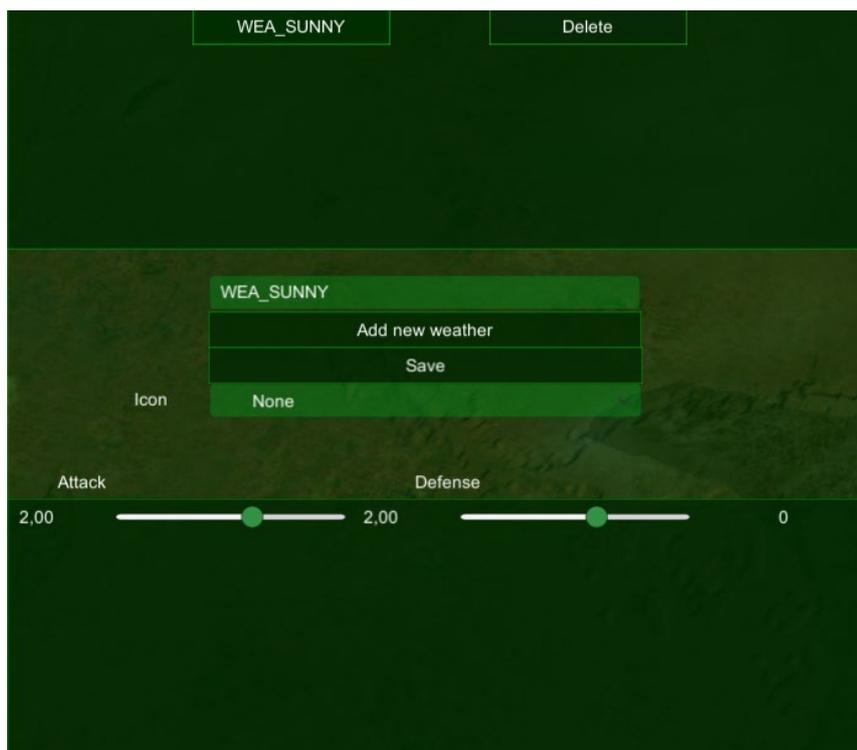
- **NOTE:** The highest integration value defines the bloc type.

Add country to bloc - adds a country to the bloc

Remove country from bloc - removes a country from the bloc. If there are two countries in the bloc we recommend deleting the whole bloc, instead of removing the second to last country.

Leader ticker - select the bloc's leader

Weather



The weather panel - the list of all weather types

The weather buttons (WEA_SUNNY) - click on them to edit the selected weather.

Delete button - remove the weather in line.

Add new weather button - adds a new weather.

- Click on the new weather after creating it, to change its name and modifiers.

Save button - save the name of the weather

Icon - set the icon for the weather type

Attack/Defense sliders - set the Attack/Defense modifiers in the war theater for selected weather, for each unit type defined in the Army Units editor

Climates



The climate panel - the list of all climates

CLI_TEMPERATE_N	Add new period		Delete	
Show period	Start date	01.01	End date 31.03	Delete
Show period	Start date	01.04	End date 30.09	Delete
Show period	Start date	01.10	End date 31.12	Delete

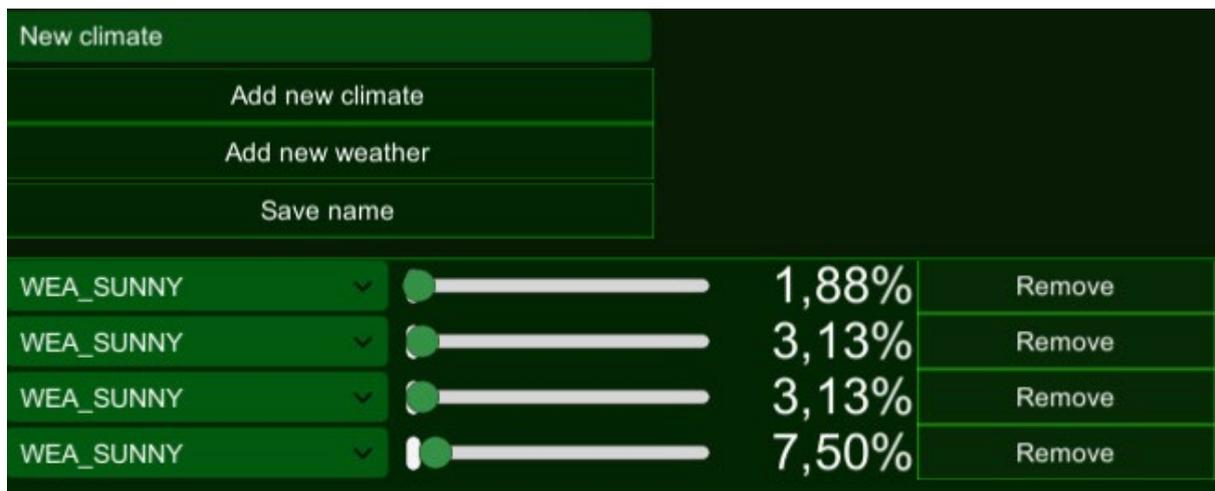
The climate button(CLI_TEMPERATE_N, etc.) - click on the button to show the climate's periods

Add new period button - adds a new period for the currently selected climate

Delete button - delete the current climate or period

Show period button - click the button to open the climate modifiers panel

Start date, End date - the time of occurrence. Remember to set different times for each period!



The climate name inputfield (New climate) - To change the climate's name, add a period to the climate and select any period (selected period is bright green)

Add new climate button - adds a new climate to the climate panel.

Add new weather button - adds new weather to the selected period.

Save name button - saves the name of the climate

The climate modifiers panel - contains all weather types for selected period of the currently selected climate



Weather dropdown - list of all available weather types

Probability Sliders (0-100%) - the probability of the specific weather occurrence in the selected period

Remove button - deletes the weather from the currently selected period

Civilization & Culture

Civilization	Culture
CIV_HUMANS	CUL_FREEPEOPLE
CIV_MUTANTS	CUL_BANDITS
CIV_GHOULS	CUL_SLAVERS
CIV_MACHINES	CUL_RAIDERS
	CUL_MINERS

Enter Civilization... Enter Culture...

Save Save

Add Civilization Add Culture

Remove Civilization Remove Culture

Color R G B A Random Save

Enter hex... Save

Civilization list - the list of all the civilizations.

Culture list - the list of cultures in the selected civilization

Name inputfield (Enter civilization...) - sets the civilization name for new civilization (Add civilization button) or changes the name of the selected civilization (Save button)

Save button - saves the name for selected civilization

Add Civilization button - adds a new civilization

Remove Civilization button - removes the selected civilization

Name inputfield (Enter culture...) - sets the culture name for new cultures (Add culture button) or changes the name of the selected culture (Save button)

Add Culture button - adds a new culture to the selected civilization

Remove Culture button - removes the selected culture

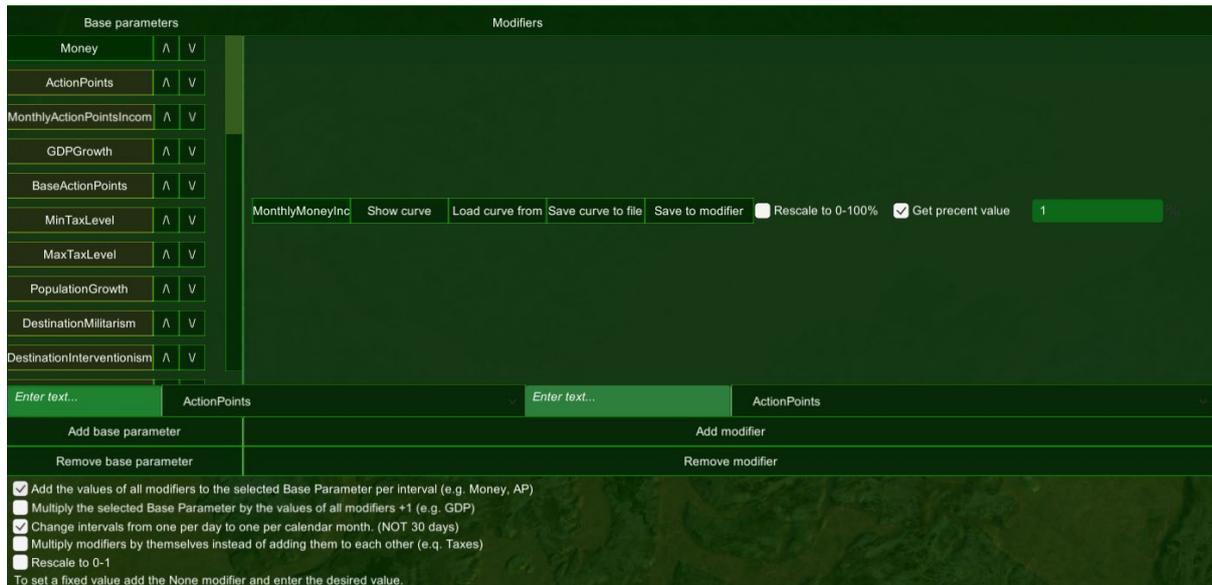
Color - sets RGB and alpha for the selected culture for the cultures map mode

Random button - sets a random color for the selected culture

Save button - saves the current color for the selected culture.

Country parameters

Set all country parameters



Base parameters list - the list of base parameters. The selected base parameter is marked bright green.

- You can move them up or down on the parameters list. That will determine the order in which they are calculated every day or month. It is important for balancing purposes, and if there are any recursive calculations.

Modifiers list - the list of modifiers for selected base parameters. The selected modifier is marked bright green.

- **NOTE:** You can't set the base parameter as BASE or you will get a NULL error.

Show curve editor button - opens the curve editor

Load curve from file - loads the curve from .rpCurve file

Save curve to file - saves the curve to .rpCurve file

Save to modifier - sets the curve as a modifier- click it before deselecting the parameter to save the curve for the scenario!

Rescale to 0-100% ticker - Rescales the whole modifier to work as a percentage value

Get percent value - sets the modifier's value as a percentage of the value provided in the input field (1 = 100%)

Add base parameter button - adds a parameter selected on the dropdown list to the base parameter list. Avoid duplicates!

Remove base parameter button - deletes the selected base parameter.

Add modifier button - adds a modifier selected on the dropdown list to the modifiers list.

Remove modifier button - deletes the selected modifier.

Adds the values to the selected Base Parameter per interval - if this ticker is enabled, the sum of all modifiers will be added to the parameter they are modifying each interval (default interval - 1 day, can be changed to one calendar month)

Multiply the selected Base Parameter by the values of all modifiers +1 - if this ticker is enabled, the parameter will be multiplied by the sum of all modifiers +1. For example, that's how GDP works: each month the sum of all GDP Growth modifiers is increased by 1. The result increases the GDP. If GDP Growth is 0,5, and GDP is 40, then after one month the GDP will be multiplied by 0,5+1, so by 1,5. It will effectively increase from 40 to 60.

Change intervals from one per day to one per calendar month (NOT 30 days) - if this ticker is enabled, the modifiers will be applied to the parameter once each calendar month instead of daily.

Multiply modifiers by themselves instead of adding them to each other - normally, modifiers are summed up. If this ticker is enabled, modifiers are multiplied instead.

Rescale to 0-1 - rescales the whole parameter to be in the range of 0 to 1.

- **NOTE:** It is perfectly fine to leave all of those tickers unchecked. The default behavior of a parameter is to be equal to the sum of its modifiers.

LIST OF EXAMPLE PARAMETERS AND MODIFIERS:

- **ActionPointsBase** - Number of "base" **Action Points** given monthly to a country, regardless of any other factors. **Does nothing by itself, should be used as a modifier for ActionPoints.**
- **ActionPoints** - current value of Action Points available to use in a country. **Can't be negative.**
- **ActionPointsIncome** - Value of **Action Points** added to or subtracted from a country at the end of each month. **Does nothing by itself, should be used as a modifier for ActionPoints**
- **ArmyCostModifier** - Modifier of the current army cost

- **ArmyLimit** - The total limit of the army units a country may have. 1 unit = 1 point. New units can't be built if they would exceed the limit.
- **CoreCount** - Number of core claims to the uncontrolled provinces in a country.
Can't be set.
- **CostMaintainingDebt** - Percentage of the total debt subtracted monthly from the **MoneyIncome** - Value of **Money** added to or subtracted from a country at the end of each month.
- **Debt** - Whenever the **Money** parameter goes below 0, the excessive number is combined into the total debt. The debt may cause bankruptcy when it's bigger than the set GDP multiplier.
- **EDI** - Economic Development, used to determine a country's "richness". By default, it has three levels - low, medium, high, and uses **GDPPerCapita** as its determinator.
- **GDP Growth** - Monthly change to GDP <-100% , 100%>. **Does nothing by itself, should be used as a modifier for GDP.**
- **GDPPerCapita** - GDP divided by the population in a country. Used to determine the **Economic Development** level. **Can't be set.**
- **GDP** - Total GDP in all provinces. **Can't be set.**
- **HDI** - unlimited value used as the determiner of the "wellbeing and development level" of a country. Used mainly as a requirement for projects and events. **Can't be negative.**
- **Insolvency** - country insolvency percentage - country bankrupts when its insolvency is 100%. If the debt is zero, the insolvency is 0%. **Can't be set.**
- **Interventionism** - One of the three political systems, determiners, by default - 1-30
- **InterventionismTarget** - Target of the political system determiner - **Interventionism**. Current Militarism will move towards the targeted value during elections.
- **InvestIncome** - **Money** income generated from the investments (diplomatic actions). **Does nothing by itself, should be used as a modifier for MoneyIncome.**
- **Militarism** - One of the three political systems, determiners, by default - 1-30.
- **MilitarismTarget** - Target of the political system determiner - **Militarism**. Current Militarism will move towards the targeted value during elections.

- **MoneyIncome** - Value that will be added or subtracted to/from **Money** at the end of the month. **Does nothing by itself, should be used as a modifier for Money.**
- **Money** - Total number of financial resources in a country. **Can't be negative.**
- **Personal Control** - One of the three political systems, determiners, by default - 1-30
- **PersonalControlTarget** - Target of the political system determiner - **Personal Control**. Current Militarism will move towards the targeted value during elections.
- **PoliticalParameterSum** - The combined value of **Militarism**, **Interventionism**, and **Personal Control**. Determines the political system of the country (by default 0-30, 31-60, 61-90). **Can't be set.**
- **PopulationGrowth** - Monthly change to **Population** <-100% , 100%>. **Does nothing by itself, should be used as a modifier for Population.**
- **Population** - Total population in all provinces of the country. **Can't be set.**
- **ProjectDevelopmentCostMultiplier** - Multiplier of the project implementation cost
- **ProjectDevelopmentTimeMultiplier** - Multiplier of the project implementation time
- **ProvinceCount** - Number of provinces in a country. **Can't be set.**
- **Resources 1 / 2 / 3** - Current total number of a given resource in a country. **Can't be set.**
- **Resources 1 / 2 / 3 Used** - Current total number of a given resource being in use (e.g. used to maintain an army unit). **Can't be set.**
- **Score Points** - Current value of **Score** in a country. **Can't be negative.**
- **SystemAuthoritarianism** - Checks if the country is authoritarian (0-1). **Can't be set**
- **SystemDemocracy** - Checks if the country is democratic (0-1). **Can't be set.**
- **SystemTotalitarianism** - Checks if the country is totalitarian (0-1). **Can't be set**
- **Tax** - Current level of taxation. Players can change it at any given time during the game, but it must be within the **TaxMin** and **TaxMax** range. (0-100%)
- **TaxIncome** - **Money** income generated by the **Tax** level over the total **GDP**. **Does nothing by itself, should be used as a MoneyIncome** modifier.
- **TaxMax** - Maximal taxation level that can be set on the tax slider (0-100%)
- **TaxMin** - Minimal taxation level that can be set on the tax slider (0-100%)
- **Unemployment** - Current unemployment level in a country. (0-100%).
- **UnemploymentGrowth** - Monthly change to **Unemployment** <-100% , 100%>. **Does nothing by itself, should be used as a modifier for Unemployment.**

- **Unhappiness** - Current highest percentage of unhappiness in a country. (0-100%)
- **UNRelation** - Relations with the United Nations. By default 0-100.
- **WarLosses** - Current value of “war exhaustion”. **Unlimited, Can’t be negative.**
- **WarLossesFall** - Value that modifies WarLosses. Monthly by default. **Does nothing by itself, should be used as a modifier for WarLosses**
- **Warmonger** - Aggressiveness level shown by the country. **Can’t be negative.**
- **World Economy** - Current global modifier of the GDP Growth <-100%, 100%>. Randomized, **Can’t be set. Does nothing by itself, should be used as a modifier for GDP Growth.**
- **WorldRelation** - Relations modifier with every other country in the world. Relations by default are 0-100.

Province parameters

Set all province parameters. This editor works like the Country parameters editor.

There is a list of restrictions for the base parameters.

The following can’t be used as base parameters:

Army Units In Sub Region Count (number of units in the province)

Foreign Civilization

Foreign Culture

Current Dissatisfaction (Current Unhappiness)

They can be used as modifiers for other base parameters but cannot be used as base parameters themselves.

For example, a **Foreign Culture** in a province can be **set as a modifier** to **lower** the **Destination Dissatisfaction (Target Unhappiness)** but not the other way around.

List of province parameters:

- **Foreign Civilization** - checks if the province belongs to an unaccepted civilization (0-1). **Can’t be set, does nothing by itself.**
- **Foreign Culture** - checks if the province belongs to unaccepted culture (0-1). **Can’t be set, does nothing by itself.**
- **GDPProvince** - modifies GDP in a province

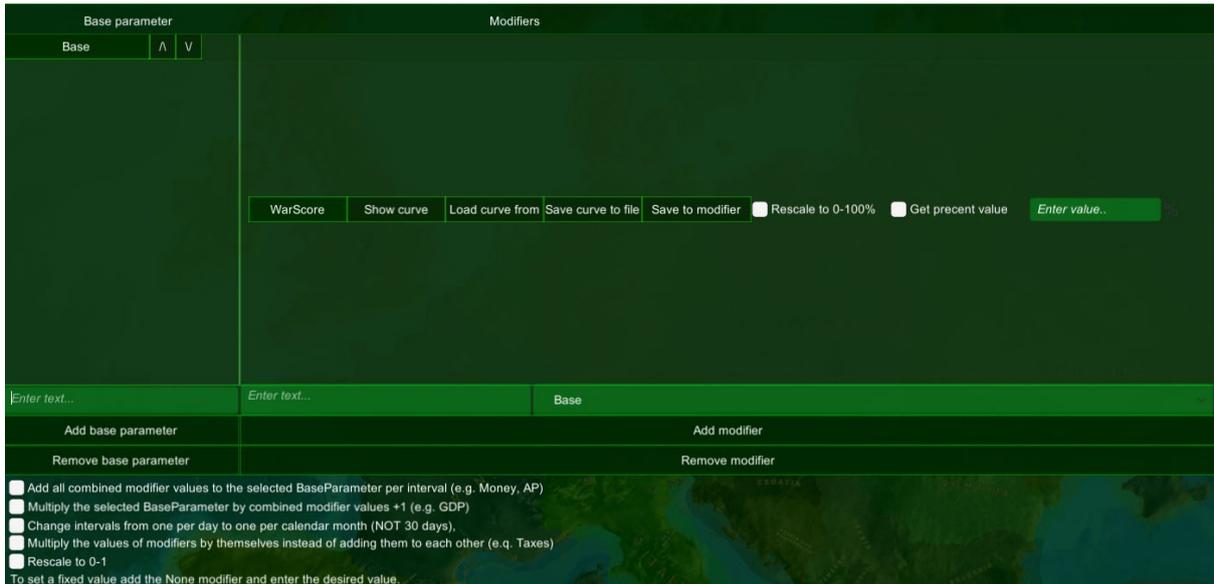
- **PopulationProvince** - modifies Population in a province
- **RebellionProbability** - the chance of rebellion in a province (0-100%)
- **ScoreProvince** - modifies Score value in a province
- **Separatism** - Sets a separatist movement in a province (0-1). **Does nothing by itself.**
- **Unhappiness** - Current unhappiness in province.(0-100%)
- **UnhappinessTarget** - Value towards which **Unhappiness** will move at the end of each month. Maximal monthly change is determined by **Default Values**

Custom province parameters

Create custom curves to set province parameters. This editor works like the Country parameters editor.

Two countries parameters

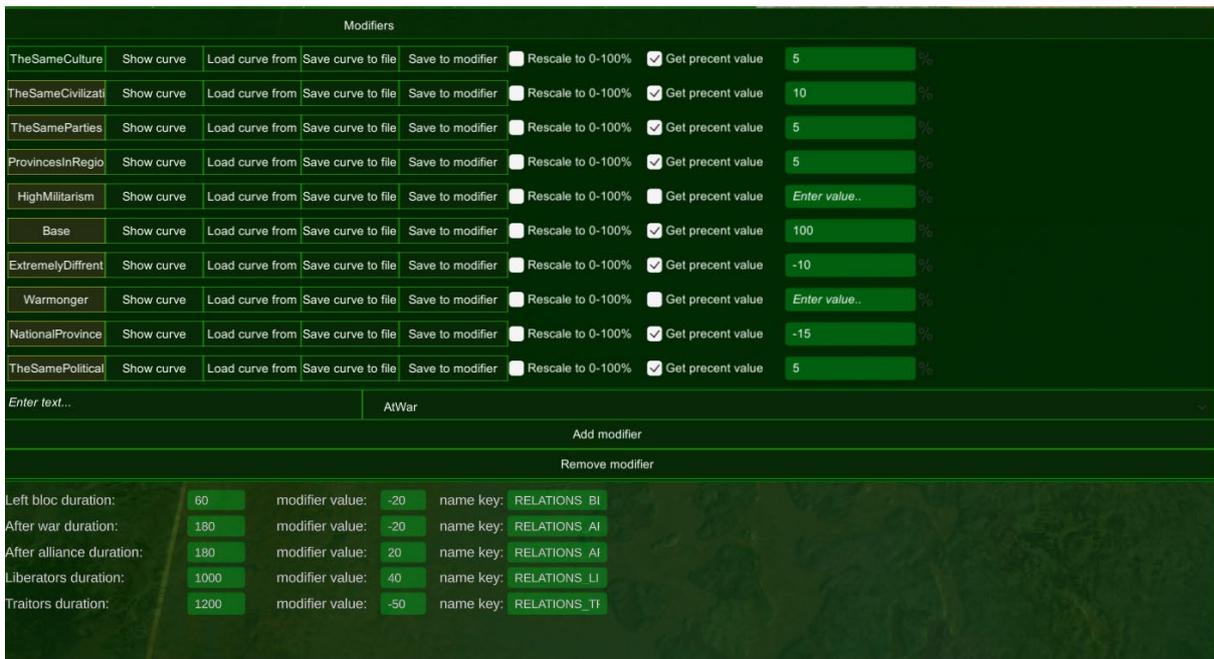
Create custom curves to set Two Countries parameters. This editor works like the Country parameters editor.



Custom parameters

Set all game parameters for custom actions (provinces, regions, etc.). This editor works like the Country parameters editor.

Relation parameters



Set all game parameters for relations, for example:

The same culture impact for relations, the impact of the same civilization relations, warmonger impact for relations.

Show curve editor - opens curve editor

Load curve from file - loads curve from .rpCurve file

Save curve to file - saves curve to .rpCurve file

Save to modifier - sets curve as a modifier- [click it to save Curve for the scenario!](#)

Rescale to 0-1 - curves will use a 0-1 scale instead of the actual in-game values

Get percent value - fixed percentage instead of curve

Enter value - enter a fixed value

Add modifier button - adds a modifier from the dropdown

Remove modifier button - removes a modifier from the list

Below the parameters window, there's a section where certain modifiers can be set. The duration of the effect and its value can be set.

Left bloc duration - modifier applied to countries after leaving a bloc

After war duration - modifier applied to countries that ended a war between themselves

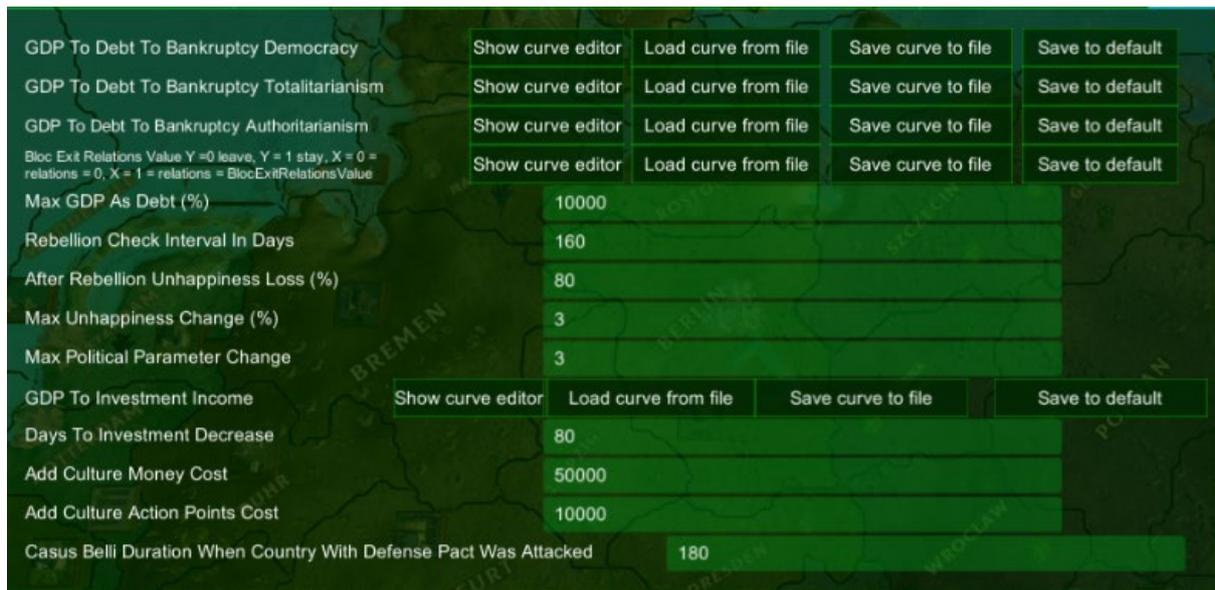
After alliance duration - modifier applied to countries after leaving an alliance

Liberator duration - modifier applied to the liberating and the liberated country

Traitor duration - modifier applied to a country that was created on the player's province (rebels, terrorists etc.)

Default values

Some of the core parameters of the game.



GDP To Debt To Bankruptcy Democracy - set a curve that determines the value at which democratic countries go bankrupt

GDP To Debt To Bankruptcy Totalitarianism - set a curve that determines the value at which totalitarian countries go bankrupt

GDP To Debt To Bankruptcy Authoritarianism - set a curve that determines the value at which authoritarian countries go bankrupt

Bloc Exit Relations Value - set a curve that specifies the minimum Relations between countries in blocs. Dropping below the defined value will cause the non-leader country to leave its bloc.

Max GDP As Debt (%) - it defines how much debt countries can incur. The maximum debt is based on the defined percentage of GDP.

Rebellion Check Interval in Days - allows you to set the rebellion check interval

After Rebellion Dissatisfaction Loss (%) - after dealing with a rebellion, unhappiness in the country will be lowered by the defined percentage

Max Unhappiness Change (%) - set the value of monthly Unhappiness change towards Target Unhappiness.

Max Political Parameter Change - set the value by which the Political Parameters change every election.

GDP to Investment Income - set a curve that determines the impact of GDP on the income generated by investments points

Days To Investment Decrease - define after how many days investment points decrease

Add Culture Money Cost - determine the Money cost of adding a new accepted culture of bloc member for the bloc leader country (for player only).

Add Culture Action Points Cost - determine the Action Points cost of adding a new accepted culture of bloc member for the bloc leader country (for player only).

Casus Belli Duration When Country With Defense Pact Was attacked - defines the duration of the Casus Belli granted to countries that have a Defense Pact with an attacked country

Political parties

Parameter	Value
Democracy value	54,00
Totalitarianism value	53,00
Random Democratic Party	7,00
Random Authoritarian Party	9,00
Random Totalitarian Party	7,00
Democratic Parties Count	1,00
Authoritarian Parties Count	1,00
Totalitarian Parties Count	1,00

Lobby cooldown: 300 Lobby duration: 90

Party Name	Action
PARTY_TRIBAL	Remove
PARTY_TRIBAL	Remove

Add new party Save

PARTY_TRIBAL				
0	Lobby Money cost	0	GDP %	<input type="checkbox"/> Take Less
0	Lobby AP cost	0	GDP %	<input type="checkbox"/> Take Less
Enter value...			Description Localized Key	
Enter value...			Domestic Policy Description Localized Key	
Enter value...			International Policy Description Localized Key	

Democracy value - the max value for democracy. Democracy ends at this value. For example if democracy value is 30, the country with 29 will be democracy but with 30 will have an authoritarian political system.

Totalitarianism value - the minimum value for totalitarianism - Totalitarianism starts from this value +1

Random democracy party election modifier - the value of randomness during elections in democracy

Random authoritarianism party election modifier - the value of randomness during elections in authoritarianism

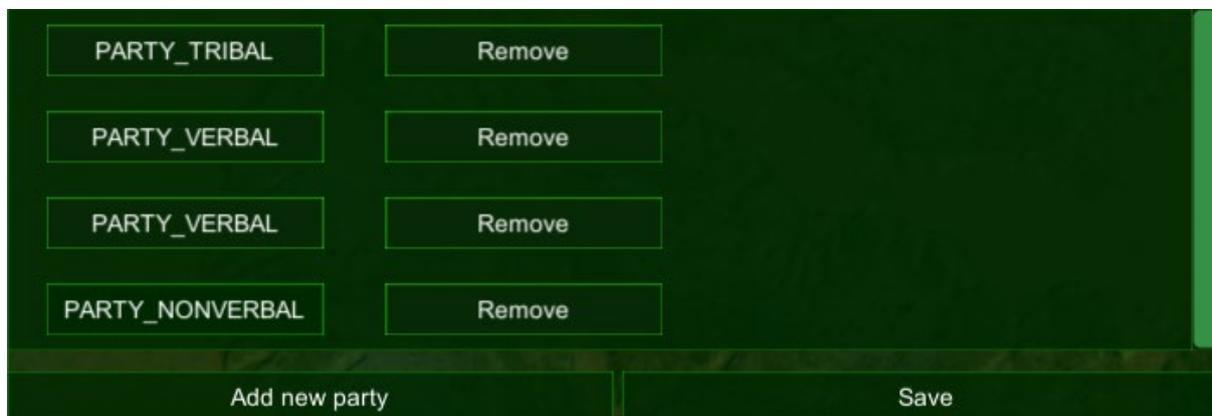
Random totalitarianism party election modifier - the value of randomness during elections in totalitarianism

Democracy parties count - the number of parties in democracy

Authoritarianism parties count - the number of parties in authoritarianism

Totalitarianism parties count - the number of parties in totalitarianism

Parties window:



PARTY_TRIBAL - buttons with parties' names - select the party to change its name and parameters

Remove - remove the party

Add new party - adds new party with name "New party" and all parameters with "0"

Save - save changes

PARTY_NONVERBAL - input field for party name

Lobby Money cost - fixed lobbying money cost

Lobby AP cost - fixed lobbying AP cost

GDP% - scale lobbying cost based on the GDP% (enter percentage in the input field)

Take Less - if checked, the lobbying cost will be determined between fixed cost and scaled by GDP cost, and the lower one will be the actual cost (by default the greater from those two is the real cost)

Description localized key - party description localization key

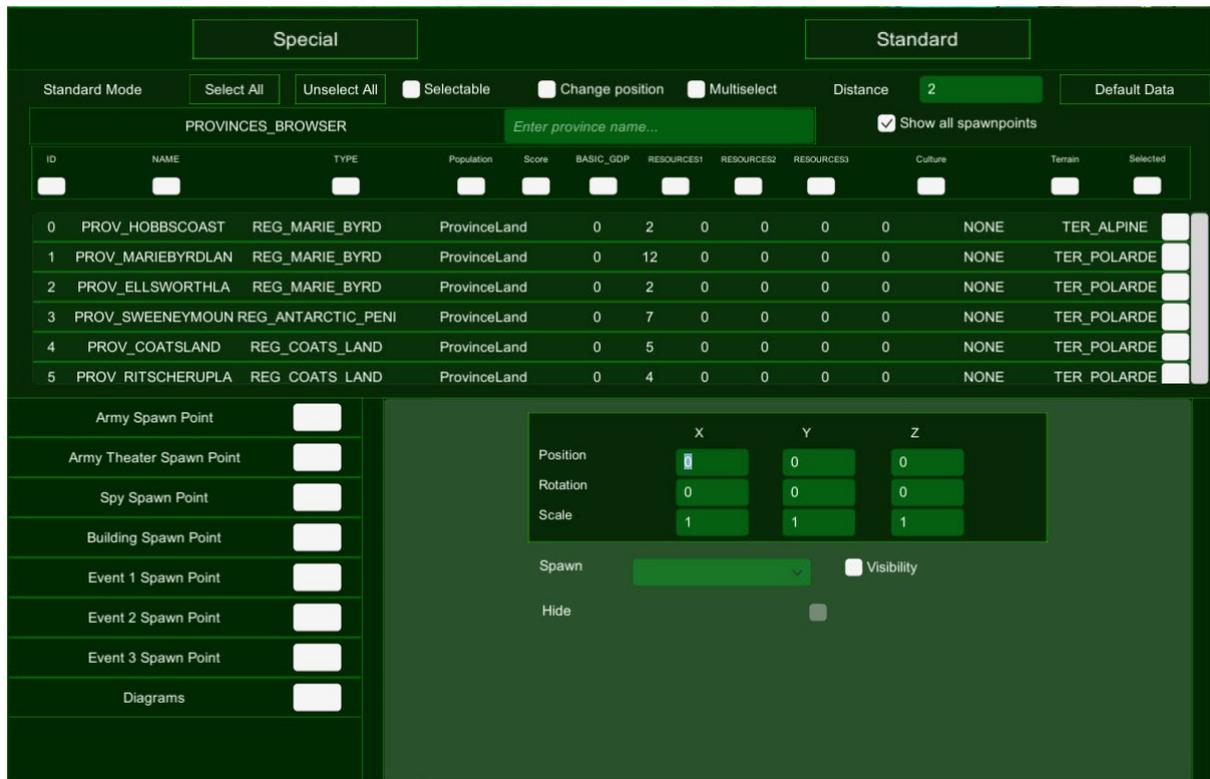
Domestic policy description localized key - party domestic policy localization key

International policy description localized key - party international policy localization key

Militarism, Interventionism, Personal Control - the ideal values for parties (0-30). The closer the country is to the party ideal value, the bigger are chances for this party to win the elections

Party icon dropdown - set party icon

Infrastructure



Standard - the standard tab allows for the edition of model spawn points on provinces

Special - the special tab allows you to add custom models such as landmarks

Select All - select all provinces

Unselect All - unselect all provinces

Selectable Mouse Mode - if checked, you can select provinces by clicking the **left** mouse button on it. Selected provinces are highlighted.

Multiselect - if checked, multiple provinces can be selected

Distance - distance from the center of the province

Default data - automatically sets spawn points around the center of the province, the distance from the center of the province can be set using the Distance field

List of provinces

The province browser can be used to search specific provinces.

PROVINCES_BROWSER												Enter province name...		
ID	NAME	TYPE	Population	Score	BASIC_GDP	RESOURCES1	RESOURCES2	RESOURCES3	RESOURCES4	RESOURCES5	RESOURCES6			
5	PROV_RITSCHERUPLA	REG_COATS_LAND	ProvinceLand	0	4	0	0	0	0	0	NONE	TER_POLARDE	<input type="checkbox"/>	
6	PROV_ENDERBYLAND	REG_QUEEN_MAUD	ProvinceLand	0	6	0	0	0	0	0	NONE	TER_POLARDE	<input type="checkbox"/>	
7	PROV_AMERICANHIGH	REG_QUEEN_MAUD	ProvinceLand	0	6	0	0	2	0	0	NONE	TER_POLARDE	<input type="checkbox"/>	
8	PROV_KAISERWILHEL	REG_WILKES	ProvinceLand	0	13	0	0	0	0	0	NONE	TER_POLARDE	<input type="checkbox"/>	
9	PROV_QUEENMARYLA	REG_WILKES	ProvinceLand	0	11	0	0	0	0	0	NONE	TER_POLARDE	<input type="checkbox"/>	
10	PROV_WILKESLAND	REG_WILKES	ProvinceLand	0	8	0	0	0	0	0	NONE	TER_POLARDE	<input type="checkbox"/>	

Spawnpoint editor tab

Left section - the list of standard spawn points, to select a spawn point left-click the square button (selected spawn point will be highlighted in green)

Central section - all spawn point settings can be set here (model's position, rotation, scale)

Spawn - model selection dropdown, the selected model will be spawned in the location of the spawn point

Hide - checking the option hides the models and displays icons instead, especially useful in small provinces

Special infrastructure

To add a special infrastructure model (such as landmarks) to a province, select a province, then select a model from the dropdown (Big_Ben) and click “Add”. The object will then appear on the list in the left column.

To remove a special infrastructure model - select the model from the list and press remove.

Buildings

Buildings editor allows us to set up buildings available in-game.



Building Site Model - the model used during the construction of the building

Ruins Model - the model used when the building is below the functionality threshold

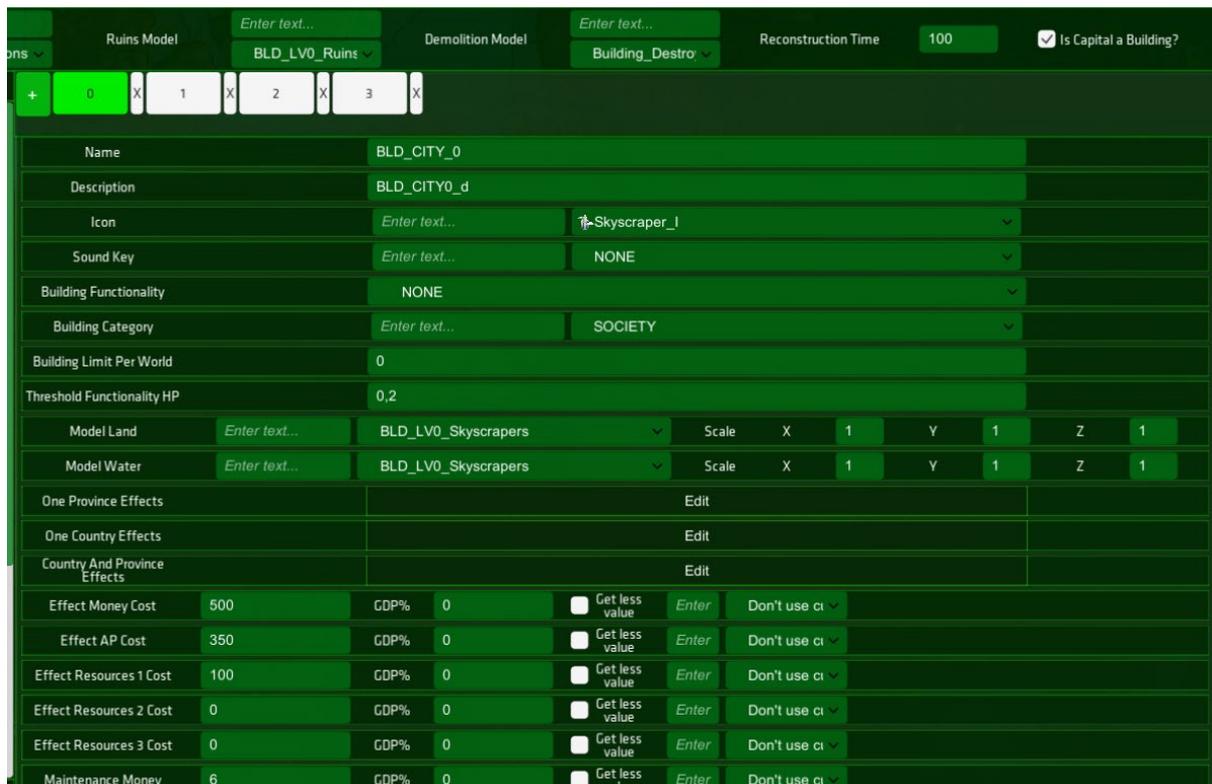
Demolition Model - the model used during the deconstruction of the building

Reconstruction Time - the time required to reconstruct a destroyed building

Is Capital a Building - if checked, you need to set up CAPITAL special function for one of your buildings, as the capital province needs to be a building



To add a new building, press the “Add New” button. Buildings will appear on the list on the left side of the window.



Buildings can have multiple upgrade levels. To add a building level, press the + button on the top-left side of the window. To edit a building, select it from the list, and then select the level of the building (starting from 0) from the list of levels (0, 1, 2,3, etc.).

To remove a level, press the X button next to the level button.

Name - building name localization key

Description - building description localization key

Icon - building icon selection dropdown

Sound key - building sound selection dropdown

Building functionality - certain types of buildings (Silo, Colonization Platform, Stock Market, NGO, UN, Capital) have special functionalities, which can be set here.

Building category - select the building category (Economy, Industry, Security, Society)

Building Limit Per World - the limit of specific buildings can be defined here

Threshold Functionality HP - the threshold below which the building will no longer be functional. Default building HP is 100. Threshold is a percentage of that (0,00 to 1,00).

Model Land/Water - set up building model and its scale. There is also a scale of buildings input field in the infrastructure editor - those two are cumulative.

One Province/One Country/Country and Province Effects - set up effects for each building. Use Constant kind of effect, if you want those effects to be removed when building stops working or is destroyed (or demolished).

Effect Money Cost	500	GDP%	0	<input type="checkbox"/>	Get less value	Enter	Don't use ci
Effect AP Cost	350	GDP%	0	<input type="checkbox"/>	Get less value	Enter	Don't use ci
Effect Resources 1 Cost	100	GDP%	0	<input type="checkbox"/>	Get less value	Enter	Don't use ci
Effect Resources 2 Cost	0	GDP%	0	<input type="checkbox"/>	Get less value	Enter	Don't use ci
Effect Resources 3 Cost	0	GDP%	0	<input type="checkbox"/>	Get less value	Enter	Don't use ci
Maintenance Money	6	GDP%	0	<input type="checkbox"/>	Get less value	Enter	Don't use ci
Maintenance AP	3	GDP%	0	<input type="checkbox"/>	Get less value	Enter	Don't use ci
Maintenance Resource One	0	GDP%	0	<input type="checkbox"/>	Get less value	Enter	Don't use ci
Maintenance Resource Two	0	GDP%	0	<input type="checkbox"/>	Get less value	Enter	Don't use ci
Maintenance Resource Three	0	GDP%	0	<input type="checkbox"/>	Get less value	Enter	Don't use ci
Building Time	70	GDP%	0	<input type="checkbox"/>	Get less value	Enter	Don't use ci
System	<input checked="" type="checkbox"/> Democracy	<input type="checkbox"/> Authoritarianism	<input checked="" type="checkbox"/> Totalitarianism				
Political parties	<input checked="" type="checkbox"/> Democracy	<input type="checkbox"/> Totalitarianism	<input type="checkbox"/> Authoritarianism				
Selected political system: Democracy							
Parties agree:				Parties Agree After Lobby:			
<input checked="" type="checkbox"/> PARTY_FARLEFT				<input checked="" type="checkbox"/> PARTY_FARLEFT			
<input checked="" type="checkbox"/> PARTY_CENTERLEFT				<input checked="" type="checkbox"/> PARTY_CENTERLEFT			
<input checked="" type="checkbox"/> PARTY_CENTER				<input checked="" type="checkbox"/> PARTY_CENTER			
<input checked="" type="checkbox"/> PARTY_CENTERRIGHT				<input checked="" type="checkbox"/> PARTY_CENTERRIGHT			
<input checked="" type="checkbox"/> PARTY_FARRIGHT				<input checked="" type="checkbox"/> PARTY_FARRIGHT			

Effect Money/AP/Resources Cost - define the construction cost of the selected building

Maintenance Money/AP/Resources - define the monthly upkeep cost of the selected building

Building Time - define the construction time of the selected building

GDP% - the production and maintenance costs can be either a fixed value or a percent of the GDP

Curve - the production and maintenance costs can be affected by any curve, please select the curve from the dropdown

System - set up the building's availability in specific political systems

Political parties - define which parties agree for the the building, and which parties agree after lobby per political system

Required Building	To Add	<input type="text" value="Enter text..."/>	0 BLD_STOCK_0	+	Selected	-	<input type="text" value="Enter text..."/>	
Required Project	To Add	<input type="text" value="Enter text..."/>	1 African Civilization African	+	Selected	-	<input type="text" value="Enter text..."/>	1 Basic Infrastructure Basic Infrastru
Required Terrain	To Add	<input type="text" value="Enter text..."/>	0 TER_ARIDDESERT	+	Selected	-	<input type="text" value="Enter text..."/>	
Restricted Building	To Add	<input type="text" value="Enter text..."/>	0 BLD_STOCK_0	+	Selected	-	<input type="text" value="Enter text..."/>	
Hide in countries	To Add	<input type="text" value="Enter text..."/>	0 Portugal	+	Selected	-	<input type="text" value="Enter text..."/>	
Building Limit	<input type="text" value="0"/>	GDP%	<input type="text" value="0"/>	<input type="checkbox"/>	Get less value	<input type="text" value="Enter"/>	<input type="text" value="Don't use ci"/>	
Ensure Army Production								<input type="checkbox"/>
Ensure Supply Range								<input type="checkbox"/>
Supply Range	<input type="text" value="0"/>	GDP%	<input type="text" value="0"/>	<input type="checkbox"/>	Get less value	<input type="text" value="Enter"/>	<input type="text" value="Don't use ci"/>	
Player Restrictions	<input type="checkbox"/>	Upgrade	<input type="checkbox"/>	Build	<input type="checkbox"/>	Demolish	<input type="checkbox"/>	Damage

Required building - set up buildings required to start the construction of the selected building. Press the + button next to the selection dropdown to add required buildings.

Required Project - set up projects required to start the construction of the selected building. Press the + button next to the selection dropdown to add required projects

Required Terrain - set up terrain in the province required to start the construction of the selected building. Press the + button next to the selection dropdown to add required terrains.

Restricted Building - set up restricted buildings that when build in your country prevent the construction of the selected building

Hide in countries - determine in which countries the building will be hidden. Do not use this feature, unless you really know what you are doing.

Building Limit - defines how many buildings of the same type can be built in a country. The value can also be scaled by GDP% or affected by GDP curve.

Ensure Army Production - checking the option will enable Army Unit production for this building. If this is a land building, it will produce land and air units, if this is a water building, it will produce water units.

Ensure Supply Range - checking the option will make the building generate Supply Range. This is the circular overlay that you can see in game after selecting a building. Each province that overlaps with this supply range with even one pixel is considered inside the supply range. Provinces that are outside of supply range apply "Lack of Supply Range Effects" to armies.

Supply Range - define Supply Range radius. Constant value (in unity units on map) or GDP%

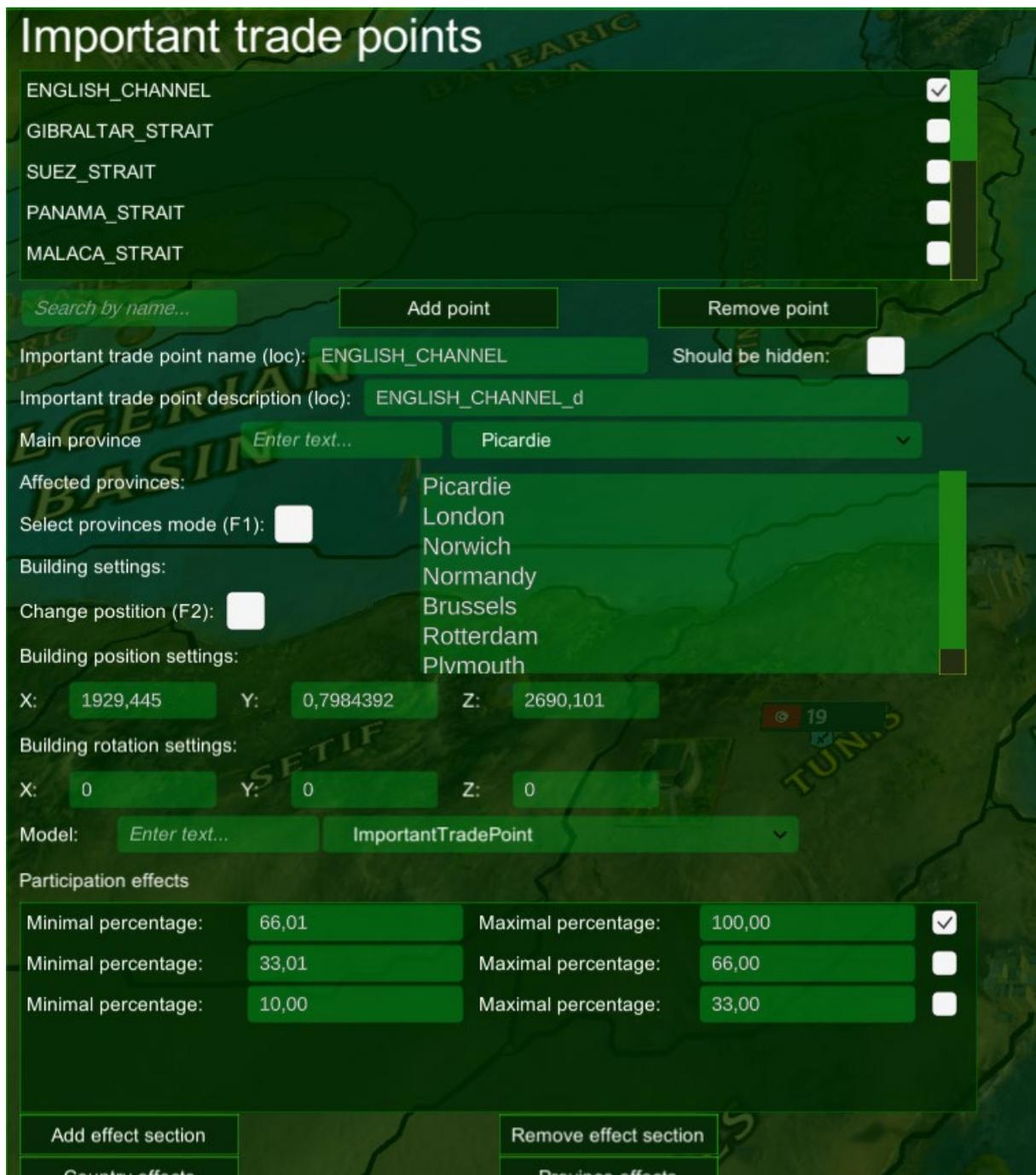
Player Restrictions - determine which actions on the building the player cannot perform. When a ticker is enabled, an action is restricted for that building.

- **Upgrade** - only applies to buildings that have some higher levels. The player will be prevented from upgrading to the higher building level. Note that the player can still annex the province with the upgraded building, and thus partially overcome this restriction.
- **Build** - only applies to the first (zero) level of the selected building. The player will be prevented from constructing this building in its country. Note that the player can still annex the province with that building, and thus partially overcome this restriction.

- **Demolish** - the player will be prevented from demolishing the selected building. Note that the player can still liberate that province, potentially forcing this building to be replaced by the capitol building of the new country, thus partially overcoming this restriction.
- **Damage** - the player will be prevented from damaging the selected building. Note that the player can still annex the province with that building after it was damaged, and thus partially overcome this restriction.

Important trade points

Important Trade Points are collections of provinces. The control of one or more of those provinces gives you shares in the relevant trading point. Based on the level of your shares, you gain different benefits set up as country or province effects.



ITP list - you can select each ITP by checking its ticker

Search by name - find any trade point by name

Add point button - adds a new trade point

Remove point - removes the selected trade point

Important trade point name (loc) - sets the trade point's name localization key

Important trade point description (loc) - sets the trade point's description localization key

Should be hidden - if checked, the trade point model will be hidden on the map, thus the player will not be able to open its details by clicking on the model

Main province - select the main location of the trade point

Affected provinces - the list of affected provinces, if selected you can add affected provinces by clicking on them.

Select provinces mode (F1) - enabling this option allows for province selection using the “F1” key.

Change position (F2) - if enabled you can change the point’s model location on the map by hovering your mouse to the desired location and pressing the “F2” key.

Building position settings - allows for the manual edition of the ITP model’s location

Building rotation settings - allows for the edition of the ITP model’s rotation

Model - allows to select a model from the list

Participation effects & sections

- **NOTE:** The game automatically counts the participation percentage value for one province.

Minimal Percentage & Maximal Percentage section - this participation section (and its effects) will be active for the participant by reaching at least the minimal value and before reaching more than the maximal value. Percentages range from 0,00 to 100,00. You can select individual sections by enabling the ticker to the right.

Add effect section button - adds participation section for percent of possessing ITP.

Basically add a new section that you can select on the list above.

Remove effect section button - removes the selected participation section.

Country Effects button- set up country effects for the selected participation section.

Province Effects button - set up province effects for the selected participation section.

Name - the name of the unit

Description - the description of the unit

Icon - unit icon dropdown

Speed on land - movement speed on land provinces - Unity units/day

Speed on water - movement speed on all water provinces - Unity units/day

Speed in theater - unit's speed in war theaters - tiles/day

Production time - time in days for creating new unit

Development army unit level - Default development army unit level for all countries. It is important, if you are going to upgrade it later, as each upgrade level has its own number assigned to it. We recommend setting 0 here for each unit. For more information read -

Upgrade military units

Money/AP/Resources production cost - AP/Money/Resources necessary to start the production of the unit

Money/AP/Resources maintenance cost - resources required to maintain units, paid monthly

Manpower production cost - Manpower necessary to start the production of the unit

War losses - the value by which the War Losses parameter will increase after the death of the unit

Firepower - abstract strength of the unit. This parameter is always hidden from the player.

Used to set the AI. A larger value means a stronger unit.

Health - unit's health in war theaters

Model - a 3D model used to present the unit on the map on land provinces.

Battle Model - a 3D model used to present the unit in land war theaters

Water Model - a 3D model used to present the unit on water provinces

Water Battle Model - a 3D model used to present the unit in water war theaters

Reload Time - the time between attacks in war theaters, measured in days

Base attack - the base unit attack power

Base defense - the base defense statistic of a unit

Damage curve due distance - defines the impact of distance between the unit and their target, potentially increasing or decreasing the damage.

Start accuracy - initial accuracy of a unit

Soundtrack - unit's sounds

Create button - adds a new type of unit (replaced with "Upgrade" when editing an existing unit)

The image shows a screenshot of a unit configuration window with a dark green background. It is divided into two sections. The top section is titled 'Against Warrior's Band' and the bottom section is titled 'Against Polonez'. Each section contains a list of parameters with corresponding input fields:

Parameter	Warrior's Band	Polonez
Attack	0	0
Defence	0	0
Friendly Fire	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Support Attack	0	0
Support Defence	0	0
Support Accuracy	0	0

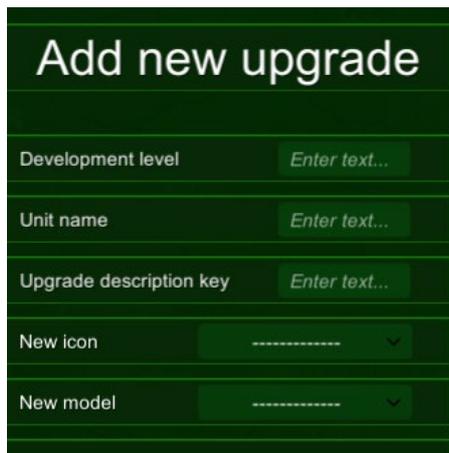
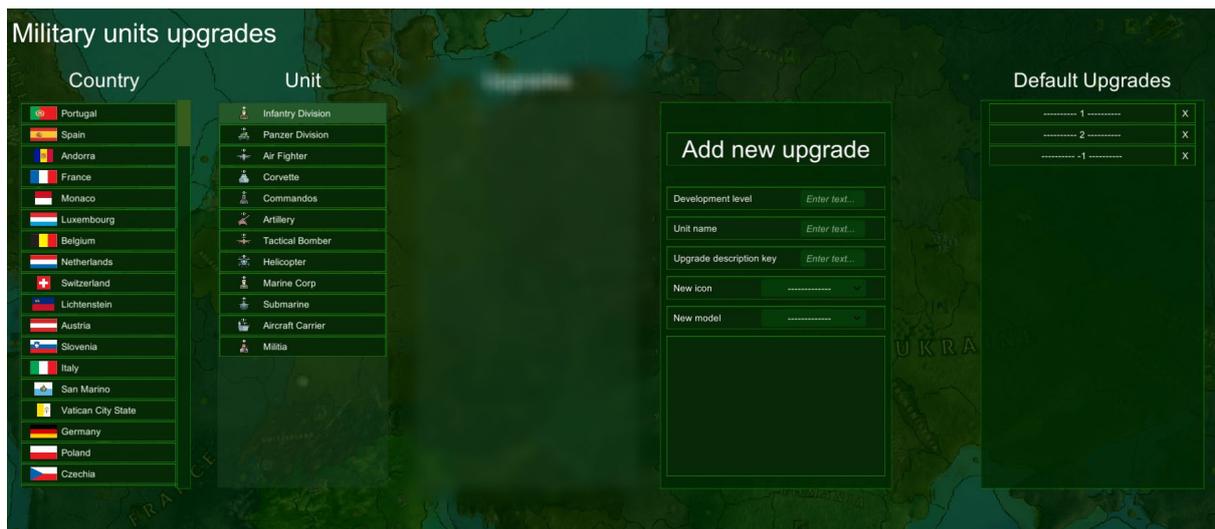
To set the Attack/defense/friendly fire and support parameters, create a unit, double-click on the created unit, and enter the values in the unit information window:

Military units upgrades

You can change the unit name, icon, and model. You can create a universal upgrade set for all countries and for specific countries.

To set an upgrade set for all countries:

Unselect all countries - The Default Upgrades window should be visible and the Upgrades window should be blurred (see the screen below). Select the Military Unit and click “Add new upgrade” to create a new upgrade level for all countries.



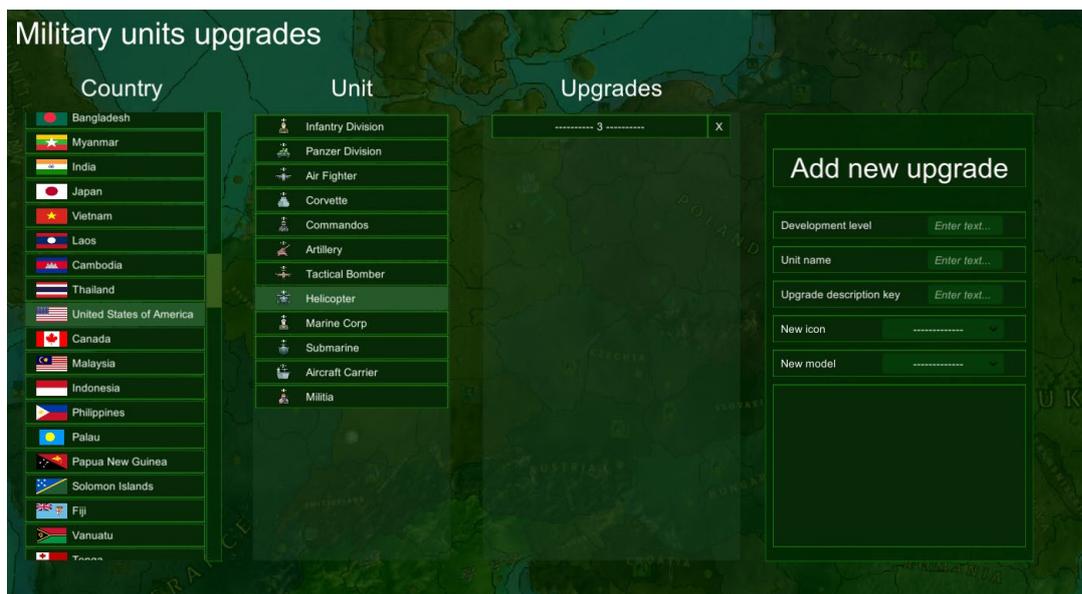
Development level - set level, after which the units from countries without specific development units settings will change their appearance

Unit name - all units from countries without specific development units settings will have this name after reaching that development level.

New Icon - all units from countries without specific development units settings will have this icon after reaching that development level.

New Model - all units from countries without specific development units settings will have this model after reaching that development level.

To set upgrade for selected countries:



Unselect all countries - the upgrades window should be visible and Default Upgrades window should be blurred (see screen above). Select the military Unit and click “Add new upgrade” to create a new upgrade level for selected country.

Add new upgrade

Development level	3
Unit name	Apache Heli
Upgrade description key	UNIT_CHO
New icon	 helicopter_lv_ ▾
New model	Helicopter_Wo ▾

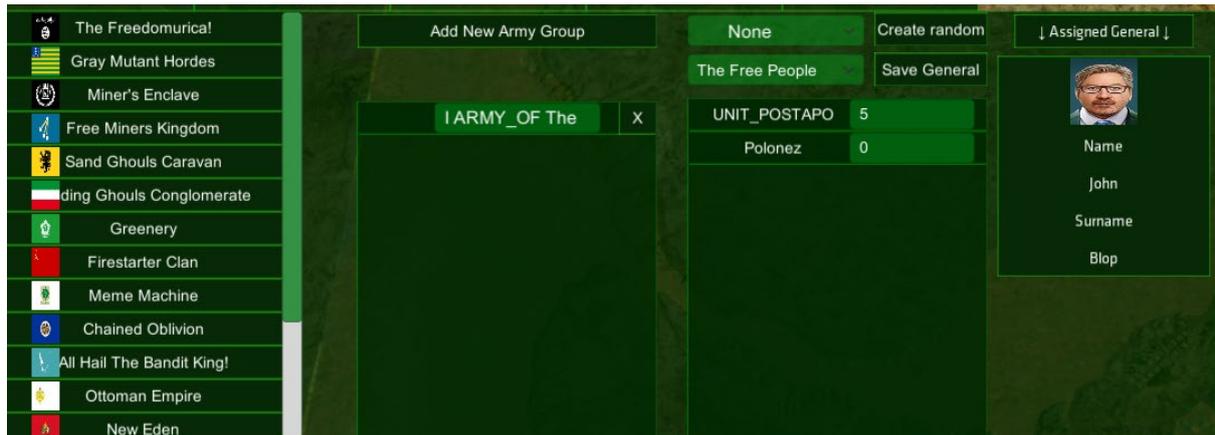
Development level - set level, after reaching which, the units from the selected country without specific development unit settings will change their appearance

Military Unit name - all units from the selected country without specific development units settings will have this name after reaching that development level.

New Icon - all units from the selected country without specific development units settings will have this icon after reaching that development level.

New Model - all units from the selected country without specific development units settings will have this model after reaching that development level.

Starting Armies



Column 1 - country list. Select a country to modify its starting armies

Column 2 - army list, click the army button to modify

Add New Army Group - adds a new army with one unit (the first available unit from the Army Units editor list) for the selected country.

Column 3

- add a general to an army or create a new random general
- spawn an army on the selected province (you can spawn an army only in the selected country's provinces)

Missiles & Environment

Missiles Warfare

Attacks
Alert States
Environment

Default Missile Potential	<input type="text" value="0"/>	Default Silo Cooldown	<input type="text" value="35"/>
Default Silo Offensive Range	<input type="text" value="150"/>	Default Defensive Silo Range	<input type="text" value="15"/>
Deadliness Icon	<input type="text" value="Enter text..."/>	Radius Icon	<input type="text" value="Enter"/>
Remembrance Time	<input type="text" value="365"/>	<input type="button" value="Create Missile Attack"/>	

Missile Attack

Name:

Deadliness Level:

Radius Level:

Require Project:

Required Alert Level:

Default Nuclear Potential:

Nuclear Potential Modifier:

Default Range:

Blast Range:

Range Modifier:

World Environment:

Missile Attack

Name:

Deadliness Level:

Radius Level:

Require Project:

Required Alert Level:

Default Nuclear Potential:

Nuclear Potential Modifier:

Default Range:

Blast Range:

Range Modifier:

World Environment:

Missile Attack

Name:

Deadliness Level:

Radius Level:

Require Project:

Required Alert Level:

Default Nuclear Potential:

Nuclear Potential Modifier:

Default Range:

Blast Range:

Range Modifier:

World Environment:

Default missile potential - the default missile potential for all countries

Default Silo Offensive Range - the default attack range for missiles

Deadliness icon - select the deadliness icon

Remembrance Time - how long a country remembers that it has been attacked by another country

Default Silo Cooldown - default cooldown between the attacks or defensive actions of a silo

Default Defensive Silo Range - the default defensive range of a silo

Radius icon - select the silo range icon

Create Missile Attack - adds a new missile attack

Attacks

Name	MISSILE_1
Deadliness Level	1
Radius Level	1
Require Project	Enter text...
	14 Missile Infrastructure Military
Required Alert Level	4
Default Nuclear Potential	5
Nuclear Potential Modifier	3
Default Range	15
Blast Range	100
Range Modifier	5
World Environment	0

Name - the localization key for the missile attack's name

Deadliness Level - Deadliness affects the effects that scale by "Missile_Attacks"

Radius Level - the radius of the attack

Require Project - select project required to enable the missile attack

Required Alert Level - the Alert State level required to perform an attack

Default Nuclear Potential - the default Missile Potential cost of the attack (number of missiles expended in the attack)

Nuclear Potential Modifier - defines how much an attack can be adjusted in-game to increase its power at the cost of higher Missiles Potential cost

Default Range - the default range of the missile attack, where fallout effects are applied

Blast Range - the blast radius range, where blast effects are applied

Range Modifier - defines how much an attack can be adjusted in-game to increase its range at the cost of higher Missiles Potential cost

World Environment - defines how much the attack affects the world environment degradation level. Each attack is logged in the Global Environment Degradation window in game to look up countries who are polluting the world with their missile attacks.

Blast One Province Effects - not scalable
Blast One Country Effects - not scalable
Blast Two Country Effects - not scalable
Blast Country And Province Effects
Fallout One Province Effects - not scalable
Fallout One Country Effects - not scalable
Fallout Two Country Effects - not scalable
Fallout Country And Province Effects
Sender One Province Effects - not scalable
Sender Country And Province Effects
Sender One Country Effects - not scalable

Blast Effects - the effects that are applied in the epicenter of the attack

- **Blast Country and Province Effects** - only those effects can be scaled by the “Missile_Attacks” scale type, and only here in this particular editor.

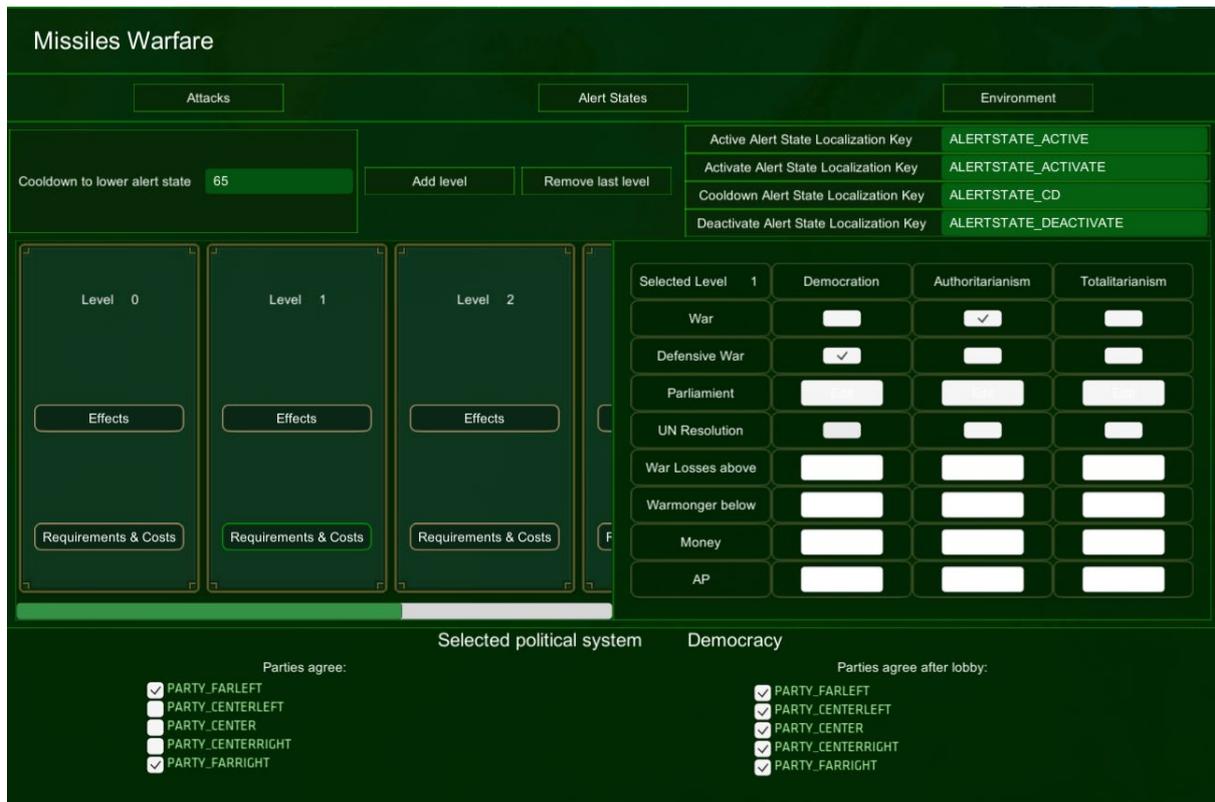
Fallout Effects - the effects that are applied in the radius around the epicenter

- **Fallout Country and Province Effects** - only those effects can be scaled by the “Missile_Attacks” scale type, and only here in this particular editor.

Sender Effects - the effects applied to the country performing the missile attack.

- **Sender Country and Province Effects** - only those effects can be scaled by the “Missile_Attacks” scale type, and only here in this particular editor.
- **NOTE:** “Missile_Attacks” scale type will not work anywhere else

Alert States



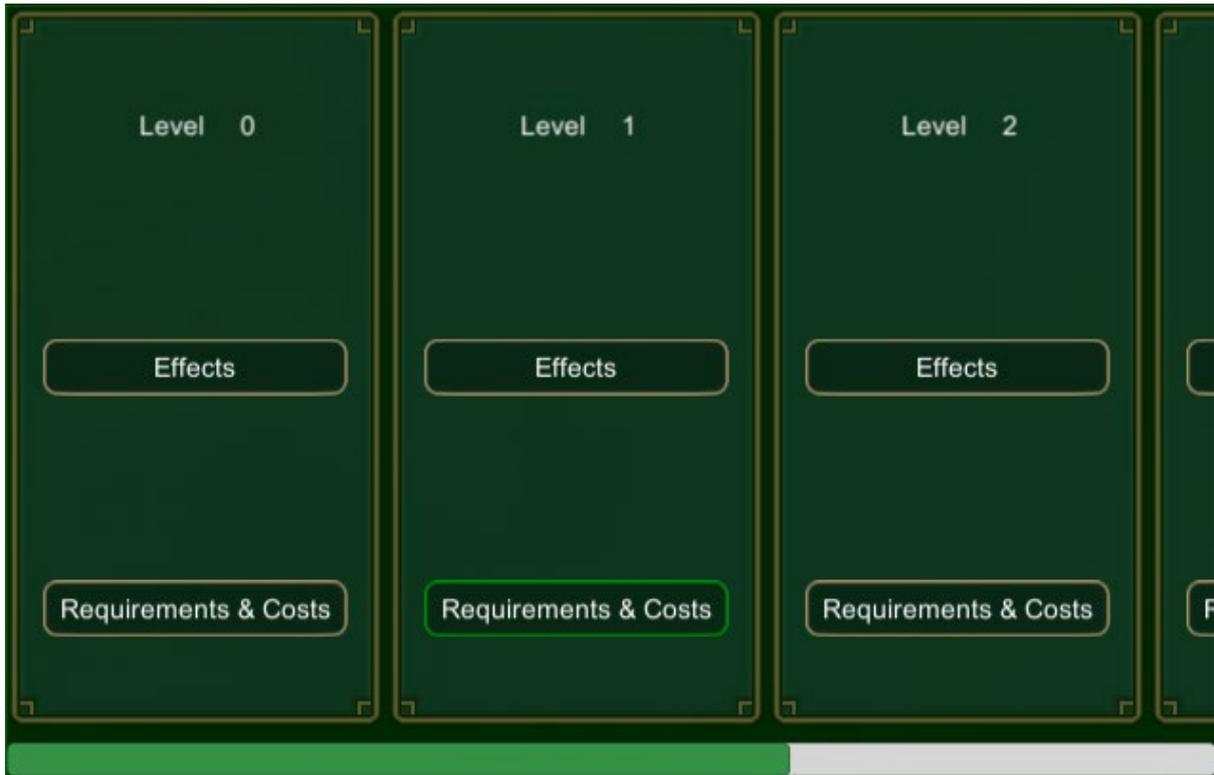
Alert states allow for the use of certain Missile Attacks. The higher deadliness of an attack, the higher Alert State is required. Furthermore, Alert States can apply certain positive and negative effects to the player's country.

Cooldown to lower alert state - the time required to lower an Alert State after increasing it.

Add level - adds Alert State level

Remove last level - remove the last Alert State level added

Alert States Localization Keys (Active, Activate, Cooldown & Deactivate) - localization keys for certain keywords in the alert state window in the game.



Effects - brings up the effect configuration window for the Alert State in question. Alert State effects are non-cumulative, only the active level provides effects.

Requirements & Costs - brings up the requirements and costs window (explained below)

Selected Level	1	Democracation	Authoritarianism	Totalitarianism
War	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Defensive War	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Parliament	<input type="button" value="Edit"/>	<input type="button" value="Edit"/>	<input type="button" value="Edit"/>	
UN Resolution	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
War Losses above	<input type="text" value="100"/>	<input type="text"/>	<input type="text"/>	
Warmonger below	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Money	<input type="text"/>	<input type="text"/>	<input type="text"/>	
AP	<input type="text"/>	<input type="text"/>	<input type="text"/>	

1st Column - Requirements' labels

2nd, 3rd, and 4th columns - System Columns - different costs and requirements can be set for different political systems

War - if enabled, a war (offensive or defensive) is required to implement the selected Alert State

Defensive War - if enabled, a defensive war is required to implement the selected Alert State

Parliament - brings up a political party settings window. In the political party settings window, you can define which parties agree for the implementation of the alert state, and which parties agree after lobbying them.

UN Resolution - if enabled, a UN resolution is required to implement the Alert State

War Losses above - minimal War Losses value required to implement the Alert State

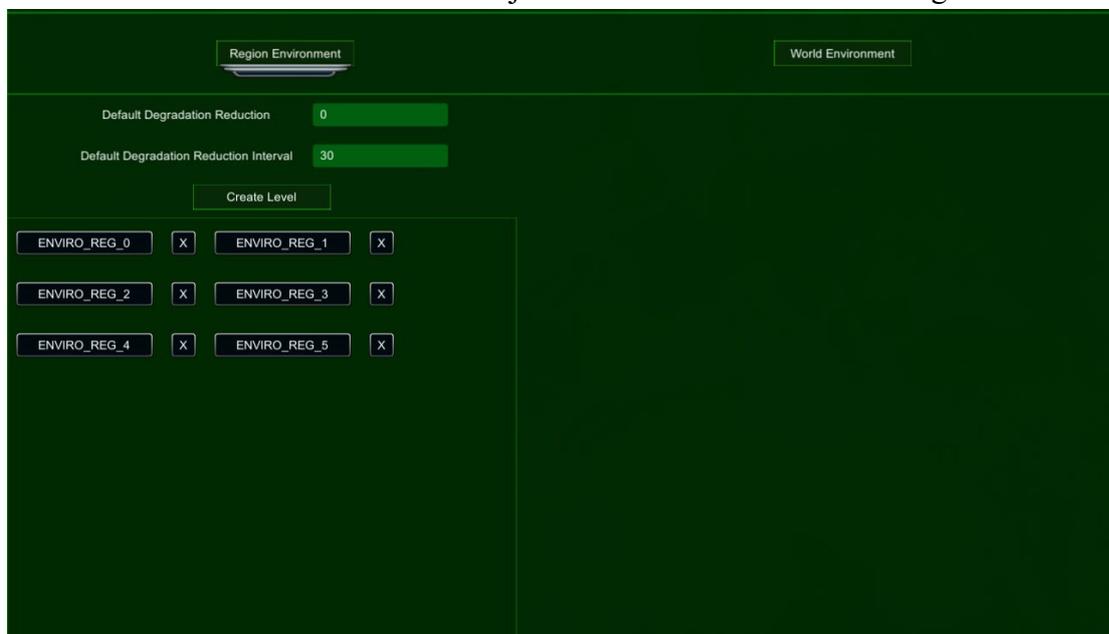
Warmonger below - maximal Warmonger value required to implement the Alert State

Money - Money required to implement the Alert State - this is the cost, so money will be spent

AP - AP required to implement the Alert State - this is the cost, so Action Points will be spent

Environment

The environment editor allows us to adjust the levels of environment degradation.



Region Environment - switch to Province Environment Degradation settings panel

World Environment - switch to World Environment Degradation settings panel

Default Degradation Reduction - define the Environment Degradation reduction that occurs at each interval

Default Degradation Reduction Interval - define the interval, how often the Default Degradation Reduction will be applied

Create Level - create a new level of Environment Degradation

- **NOTE:** The first default level is always level 0, and if you want the consecutive threshold levels to work properly, you need to start with the threshold level 0 for the lowest degradation level and work your way up with each added level.

The screenshot displays a user interface for configuring degradation levels. On the left, there are two sliders: 'Default Degradation Reduction' set to 0 and 'Default Degradation Reduction Interval' set to 30. Below these is a 'Create Level' button and a grid of six buttons labeled ENVIRO_REG_0 through ENVIRO_REG_5, each with a small 'X' icon. On the right, there is a form with a 'Name' input field, a 'Threshold Level' input field, and an 'Effects' button at the bottom.

To edit a degradation level, select the level from the list on the left.

Name - the localization key for the selected level's name

Threshold Level - the environment degradation threshold for each level. The threshold level should be higher with each level.

Effects - set up the effects for each level. It is recommended to use mostly “constant” kind of effect, as the degradation can change frequently, and only effects from the active degradation level are applied to the province (or all the countries in the world in the case of World Degradation).

Peace negotiations



First you need to select the list of proposals:

Demands - list of proposals in which we demand concessions, so we need to be the winning side and spent our hard earned warscore

Offers - list of proposals in which we offer concessions, so we are the losing side and we need to meet the opponent's warscore to convince them to stop the war and leave us alone.

Both - list of proposals in which we can demand and offer concessions at the same time

Then you need to select the type of negotiations:

Simple Negotiation - negotiation proposition in which we don't need to select provinces

Province Select Negotiation - negotiation proposition in which we need to select provinces, select this option if you want to set up effects that require defined province or provinces, like Annex Province (Country and Province effects, in this case you are the Country)

For Other Country Province Select Negotiation - negotiation proposition in which we need to select other country first, for example our allied country (bloc member) and then we need to select provinces, select this option if you want to set up effects that require defined province or provinces, like Annex Province (Country and Province effects, in this case you select the Country)

Add proposition - create a new proposition. The proposition will be created for the selected list (demands, offers, both) and type (simple / province select / for other country province select)

White Peace - special proposition - end war without any demands or offers



The first column on the left - the list of all created propositions. Bright green highlights all propositions within the selected negotiations type (in the example above Province Select Negotiations are selected, and two propositions are highlighted - PEACE_DEMAND_PROVINCE and PEACE_DEMAND_LIBEARTE). It is recommended to edit only the highlighted propositions, if you want to edit one that is not highlighted, change the negotiation type.

Proposition column - proposition editor. Allows you to edit all the details of the selected proposition.

Rightmost columns (Receiver Effects etc) - proposition effect list. You can quickly find, edit and remove effects for the selected proposition here.

Editing propositions:

Name (PEACE_DEMAND_P) - the name input field of the selected proposition

Democracy/Authoritarianism/Totalitarianism - select systems for which a proposition is available.

Banned/Lobby - select parties for which a proposition is banned (they never agree for the proposition) or lobby (they agree for the proposition only after lobbying). If banned and lobby are unselected, the party will always agree.

Province Select Filter - filter provinces available in the province selector depending on their status (all, occupied, core) - it works only for the Province Selection and For Other Country Province Selection negotiation type.

Warscore Curve - select curve to set up Warscore required for that proposition

Receiver Score Curve - select curve to set the Score to add/subtract for proposition receiver

Sender Score Curve - select curve to set the Score to add/subtract for proposition sender

Receiver Score Curve Two Countries - select curve from the Two country parameters editor

Sender Score Curve Two Countries - select curve from the Two country parameters editor

Receiver Warmonger Curve - select curve to set Warmonger to add/subtract for proposition receiver

Sender Warmonger Curve - select curve to set Warmonger to add/subtract for proposition sender

Add/Edit Effect - Receiver - One Country - manage effects for proposition receiver. For more info see: **Configurator of Effects**

Add/Edit Effect - Sender - One Country - manage effects for proposition sender. For more info see: **Configurator of Effects**

Add/Edit Effect - Sender - Two Country - manage effects for proposition sender and receiver. For more info see: **Configurator of Effects**

Add/Edit Effect - Receiver - Two Country - manage effects for proposition receiver and sender. For more info see: **Configurator of Effects**

Add/Edit Effect - Sender - Country and province - manage effects for proposition sender. For more info see: **Configurator of Effects**

Add/Edit Effect - One country to many provinces - manage effects for creating a new country or liberating a country. For more info see: **Configurator of Effects**

Description - Add description of your proposition.

War values

A list of important, global war parameters.

A screenshot of a game interface showing four war parameters. Each parameter is listed on the left, and its corresponding value is shown in a green input field on the right. The values are: 45 for Region Occupied GDP To Warscore (%), 50 for Region Occupied Population To Warscore (%), 5 for Region Occupied Capital To Warscore (%), and 2 for Theater Won Score (%).

Region Occupied GDP To Warscore (%)	45
Region Occupied Population To Warscore (%)	50
Region Occupied Capital To Warscore (%)	5
Theater Won Score (%)	2

Region Occupied GDP To Warscore (%) - Warscore percent for GDP from occupied regions (0-100).

Region Occupied Population To Warscore (%) - Warscore percent for Population from occupied regions (0-100).

Region Occupied Capital To Warscore (%) - Warscore percent for occupying region with capital (0-100).

Theater Won Score (%) - Warscore for winning a war theater (0-100)

Theater Cells

Manage theater cell types.

Cell List	
Desert Sand	X
Mountains Green	X
Forest Green	X
Lake Green	X
Sea	X
River Green	X
Grass Green	X
Hill Green	X
City Green	X
Desert Green	X
Desert Polar	X
Mountains Sand	X
Mountains Polar	X
Forest Sand	X
Forest Polar	X
Lake Sand	X
Lake Polar	X
River Sand	X
River Polar	X

Create New Cell

Theater Action Cooldown

Move To Reserve Time

Create Random Theaters

Cell list - the list of all theater cell types

Create New Cell - add a new cell to the list

Editing a cell - select the cell from the list

Cell Name	NO_NAME							
Cell Icon	Alpine							
Cell Rotation Allowed								
Cell Models	TOW_City_Grass_A	+		-				
Cell Not Affect On Shooting	Desert Sand	+		-				

Id	Name	Icon	Movement possible	Accuracy Modifier	Attack Modifier	Defense Modifier	Speed Modifier	Accuracy Due to Distance
0	Infantry Division		<input checked="" type="checkbox"/>	0	0	0	0	Curve
1	Panzer Division		<input checked="" type="checkbox"/>	0	0	0	0	Curve
4	Air Fighter		<input checked="" type="checkbox"/>	0	0	0	0	Curve
5	Corvette		<input checked="" type="checkbox"/>	0	0	0	0	Curve
7	Commandos		<input checked="" type="checkbox"/>	0	0	0	0	Curve
8	Artillery		<input checked="" type="checkbox"/>	0	0	0	0	Curve
9	Tactical Bomber		<input checked="" type="checkbox"/>	0	0	0	0	Curve
10	Helicopter		<input checked="" type="checkbox"/>	0	0	0	0	Curve
11	Marine Corp		<input checked="" type="checkbox"/>	0	0	0	0	Curve
13	Submarine		<input checked="" type="checkbox"/>	0	0	0	0	Curve
14	Aircraft Carrier		<input checked="" type="checkbox"/>	0	0	0	0	Curve
15	Militia		<input checked="" type="checkbox"/>	0	0	0	0	Curve

Cell name - set the cell's name

Cell icon - set the cell's icon

Cell Models - select the cell model from the dropdown, press the + button to add the selected model

Cell not affect on shooting - select cells that do not affect shooting accuracy

Below is the list of all Military Units and their modifiers on the currently selected terrain cell.

Movement Possible - allows unit movement on the selected cell

Accuracy Modifier - modifies the unit's accuracy on the selected cell

Attack Modifier - modifies the unit's attack on the selected cell

Defense Modifier - modifies the unit's defense on the selected cell

Speed Modifier - modifies the unit's speed on the selected cell

Accuracy Due to Distance - a curve editor that affects the accuracy based on the unit's distance from the target

Theater Action Cooldown	10
Move To Reserve Time	15
Create Random Theaters	

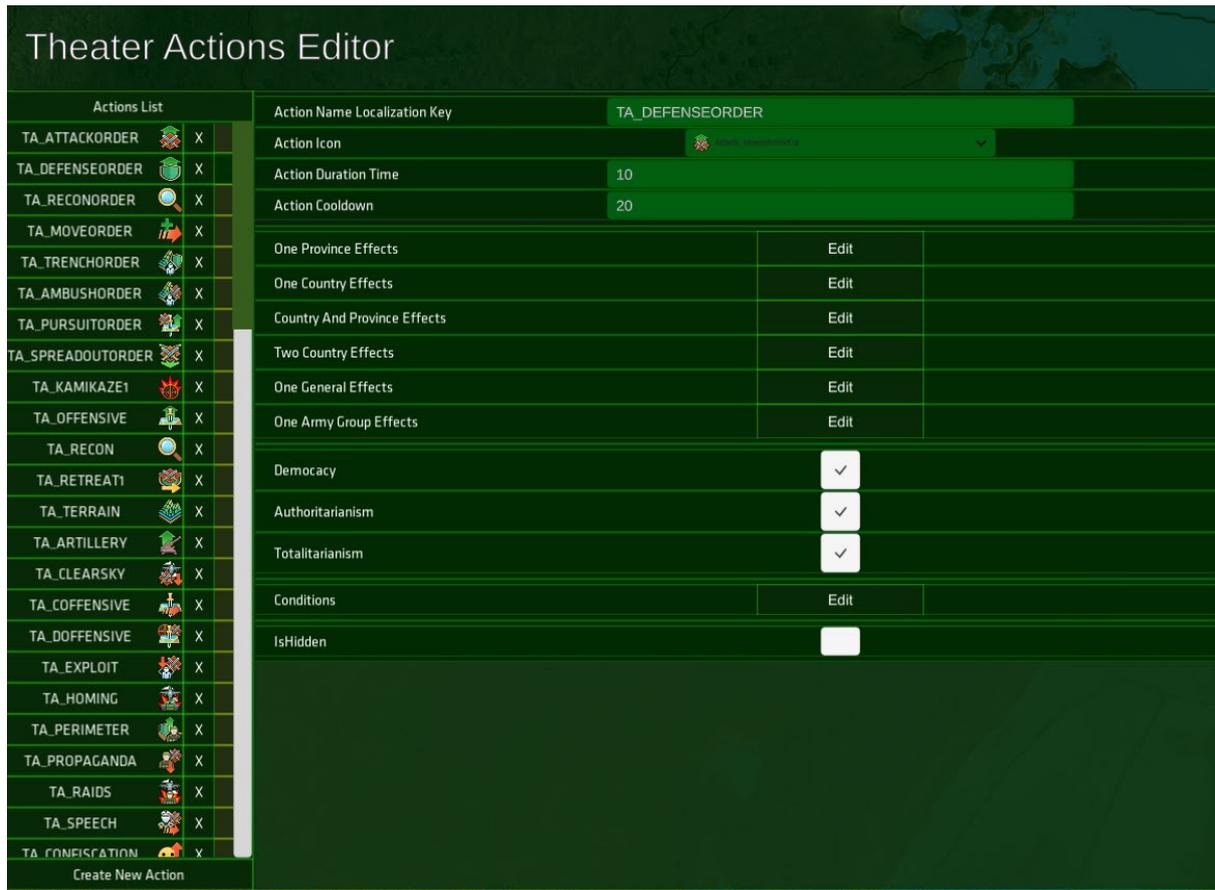
Theater Action Cooldown - the cooldown between subsequent theater action uses

Move To Reserve Time - defines how long it takes to move units to reserve

Create Random Theaters - use this button whenever you add new, or modify existing cells

Theater Actions

Manage actions available only in war theaters.



Action List - the list of all available theater actions

Create New Action - creates a new theater action

To edit an action, select it from the list. **To remove an action**, press the X button next to the action name.

Action Name Localization Key	TA_OFFENSIVE
Action Icon	 <small>Small icon</small>
Action Duration Time	15
Action Cooldown	25
One Province Effects	Edit
One Country Effects	Edit
Country And Province Effects	Edit
Two Country Effects	Edit
One General Effects	Edit
One Army Group Effects	Edit
Democracy	<input type="checkbox"/>
Authoritarianism	<input type="checkbox"/>
Totalitarianism	<input type="checkbox"/>
Conditions	Edit
IsHidden	<input type="checkbox"/>

Action name localization key - enter the action name localization key

Action icon - action icon selection dropdown

Action Duration Time - defines how long an action lasts - how long effects will be present. For this to work you need to use the constant kind of effect.

Action Cooldown - defines the cooldown between subsequent uses of the selected action in theater

Effects section - define what effects the action activates

System requirements - Democracy/Authoritarianism/Totalitarianism - set up which systems allow for the use of certain theater actions

Conditions - set up action availability conditions

Is Hidden - the action will not be visible in game. It can be revealed later through effects, just like standard actions.

Theater terrain

Manage the theater terrains and the distribution of theater cells in theaters happening on specific terrains.



Terrains column - the list of all terrains defined in the Terrain editor - these are province terrains.

Select a terrain type from the list to edit its theater cell settings.

Terrain Theater Cells



After selecting a terrain type (TER_SAVANNA in this example), a settings window will appear on the right side of the Theater terrain editor. These are the settings for a theater that takes place in a province with the selected terrain type.

Available column - the list of all available theater cells defined in the Theater cells editor.

Used column - the list of all theater cells that can appear in the theater on the selected terrain type. Drag and drop objects from the **Available** list to the **Used** list to add them, and drag them away from the **Used** list to remove them from that list.

Used Terrain Theater Cells Settings

After adding a cell to the Used list its settings will appear under Available/Used lists.

Used Terrain Theater Cells Settings				
 Forest Green	Min count	3	Max count	8
 Hil Green	Min count	10	Max count	20
 Mountains Green	Min count	15	Max count	30
 City Green	Min count	0	Max count	6

Min count - minimum proportional number of cells of specific type used to generate a theater

Max count - maximum proportional number of cells of specific type used to generate a theater

- **NOTE:** First you need to set up the maximal number of cells, only then you can set up the minimal number.
- **NOTE:** Theaters happen on the 7 by 14 grid, which means each theater will spawn 98 random cells based on the settings above. For example if you want your theater to be equally divided between two cell types, you can set both their min and max counts at 49.

Rebels

Rebellions are random military insurgencies by armies hostile only to the country where rebellion occurs. Rebellions have a timer, if that timer goes to zero and there are no active theaters with the rebellion forces, rebellion ends in the victory for the rebels (their forces disappear and one or more victories for rebels happen). If there are no rebel forces, rebellion ends and the rebels lost (and the unhappiness levels in the country can be reduced - check the

Default Values editor). Rebellion victory can mean three different consequences, all of them can occur from the same rebellion, they are not mutually exclusive. The three types of rebellion victory are:

- Anarchy - when the provinces occupied by the rebel forces are of an accepted culture in the country where rebellion occurred, rebels force their demands on the country by applying Anarchy Effects (Country Effects you can set up as you wish).
- Joining Neighbours - when the culture of provinces occupied by the rebel forces is not accepted by the country where rebellion occurred, first the system checks if there are any neighboring countries that accept that culture. If there are, those provinces join their respective neighboring countries.
- Creating New Country - when the culture of provinces occupied by the rebel forces is not accepted by the country where rebellion occurred, and there are no neighboring countries that accept that culture, the system checks if those provinces meet the Rebellion New Country Threshold (0-100). This is the percentage share of the occupied provinces in all provinces of the country. If the share is higher than the threshold, a new country is created with the Create New Country effect. If the share is lower, anarchy occurs instead.

Rebels Editor

Effects for removing armies	Edit effects
Effects for adding new armies	Edit effects 
Effects for creating new country	Edit effects
Effects for anarchy in country	Edit effects
Rebellion timer	250
Min Time Interval In Days To Check Rebel	80
Max Time Interval In Days To Check Rebel	130
Gold for Rebels Demands	0
AP for Rebels Demands	0
Time to accept rebels demands	25
Rebellion New Country Threshold (0 - 100)	37
Min Rebellion Occurrence Random Chance	30
Max Rebellion Occurrence Random Chance	99
Rebels Watermark On Flag	
<input type="text" value="Enter text..."/>	<input type="text" value="Rebel_Flag_Watermark"/> <input type="button" value="Save"/>

Effects for removing armies - set up an effect for removing armies (for example Army Reduction effect - it will remove percentage of the army from the country and add removed units to the rebellion).

Effects for adding new armies - add effects for adding new units for rebels (those will be starting rebel forces - it is recommended to set up at least one unit here, as the country where rebellion occurred need not to have any units, therefore none will be added by removing them from the army to the rebellion)

Effects for creating new country - add an effect for create a new country and set its starting values, army and its behavior. If you want to scale those values, they will be scaled based on the original country (where rebellion occurred), not the rebel country.

Effects for anarchy in country - set effects in case of anarchy. We recommend setting Time kind of effect.

Rebellion timer - the time, after which the rebellion ends (unless it's defeated earlier). The timer will stop when the rebel forces are a part of an active theater.

Min Time Interval In Days to Check Rebel - the minimal time between rebellion checks.

Max Time Interval In Days to Check Rebel - the maximal time between rebellion checks.

- **NOTE:** The timer resets with each check and with each ended rebellion.

Gold for rebel demands - set the amount of money to pay to prevent the rebellion from occurring.

AP for rebel demands - set the amount of Action Points to pay to prevent the rebellion from occurring.

- **NOTE:** If both of the above values are left at zero, the rebellion will not ask the player to pay and will simply start whenever it was randomized.

Time to accept rebels demands - set the time for the player to read the popup with rebellion demands and either accept and pay, refuse to start the rebellion immediately, or wait for the popup timer to go down to zero, when the rebellion will start.

Rebellion New Country Threshold - defines what percentage of a country needs to be occupied by the rebellion, for the rebellion to establish a new country (only if the culture of the occupied provinces is not accepted, and different than in neighboring countries).

Min Rebellion Occurrence Random Chance - the minimal value compared with the Rebellion Chance Parameter (individual instance of the parameter for every province). When the current Rebellion Chance value is equal or greater to the Min Rebellion Occurrence Random Chance, with each Rebellion check there is a chance for the rebellion to occur.

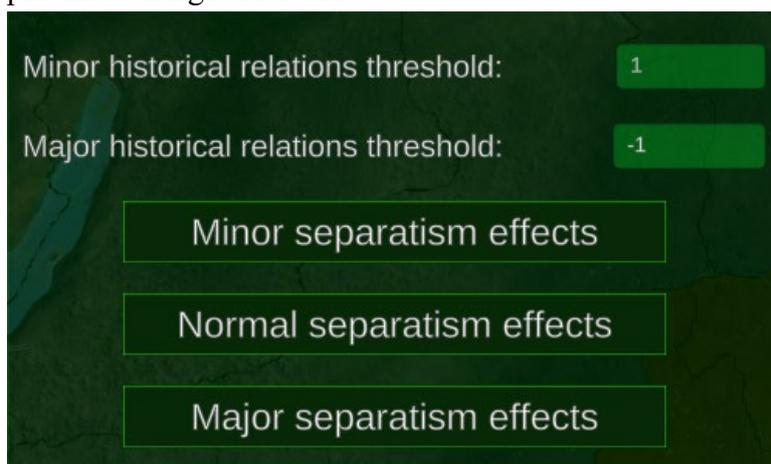
Max Rebellion Occurrence Random Chance - the maximal value compared with the Rebellion Chance Parameter (individual instance of the parameter for every province). When the current Rebellion Chance value is equal or greater to the Max Rebellion Occurrence Random Chance, the Rebellion will occur when the next rebellion check occurs. For example when the Max Rebellion Occurrence Random Chance is 99 and the current Rebellion Probability value is 100, there is 100% chance that the rebellion will occur on the next check.

- **NOTE:** The rebellion probability can be set in the province parameters editor.

Rebels Watermark On Flag - Allows you to choose a flag image that rebellions will put over the normal country flag. It only applies for the rebellion, if the new country is created because of the rebellion's victory, it will have a different flag.

Separatism

Manage general Separatism settings. Separatism is a form of penalty so that newly acquired provinces with unaccepted culture aren't too powerful. Separatism effects are active until the province changes culture to acceptable in the owner's country, or the owner's country adopts the culture of that province as its accepted culture. Separatism should also reset whenever the province changes its owner



When a country is annexing (or in any other way gaining ownership of) a province with an unaccepted culture, the separatism mechanism is triggered.

The separatism checks the historical relations modifier between the new owner of the province and the previous owner. Based on those relations, minor, normal, or major effects are applied to the annexed province.

Minor historical relations threshold - if the relations are higher than the threshold value, minor separatism effects will be triggered

Major historical relations threshold - if the relations are lower than the threshold value, major separatism effects will be triggered

Normal effects - normal separatism effects will be triggered when the relations are in the range between minor and major historical relations

Minor separatism effects - setup minor separatism effects

Normal separatism effects - setup normal separatism effects

Major separatism effects - setup major separatism effects

- **NOTE:** Because the Separatism in the province can end, and Separatism effects are Province effects, it is recommended to only set up constant modifiers here. For example the Province Unhappiness effect is only applied once, changing the current Unhappiness level. If you want an ongoing modifier instead of an immediate change,

use the Province Target Unhappiness effect, which modifies the Target Unhappiness value for the province (and each month current Unhappiness will move towards Target Unhappiness). Use a constant kind of effect, so that all of those modifiers are properly removed when separatism ends.

Generals

Setup predefined generals for specific countries, setup general's skills and their level progression.

Generals Editor

Generals Data | Generals Skills | Generals Level

GENERALS FOR EVENTS

Active Skills	Passive Skills
Charge!	Fast
Torture!	Defensive
Retreat!	Offensive
Mobilize!	Connected
Fortify!	Diplomatic
Train!	Cheap

Name	Surname	
Hulio	Cesar	X
Gengar	Khan	X

Add New General

Enter text...

ADV_portrait_Irene_Nemitz

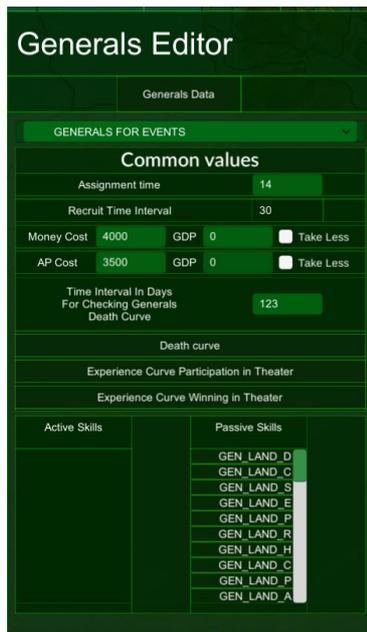
Name : Enter text... Surname : Enter text...

Years in service: Years in service

Land Level Enter text... Water Level Enter text...

Add Skill Add Skill

Generals Data



At the top, there's a list of all in-game countries to create predefined generals for any specific country.

Assignment Time - How long will it take for a general to reach his army

Recruit time interval - 'cooldown' after hiring a new general

Death curve - death probability curve of all generals. X is service (in years), Y probability (0-1)

Experience Curve Participation in Theater - how much experience will a general gain for each day in the theater (X - days, Y -experience)

Experience Curve Winning in Theater - how much experience will general gain for winning the theater. X - army proportions (generals' army divided by the army of the enemy). Y - experience)

Active/Passive skills - list of currently defined skills (traits)

List of existing predefined generals from the selected country.

Hulio	Cesar	X
Gengar	Khan	X

Add New General- creates a new general with random name

Icon dropdown - the in-game portrait of the spy

X - remove the general

Generals Level



Name :

Surname :

Years in service:

Land Level

GEN_LAND_COFFENSI	X
GEN_LAND_PROPAGA	X

Add Skill

Water Level

GEN_LAND_RAIDS	X
GEN_LAND_HOMING	X

Add Skill

Name fields - general's credentials

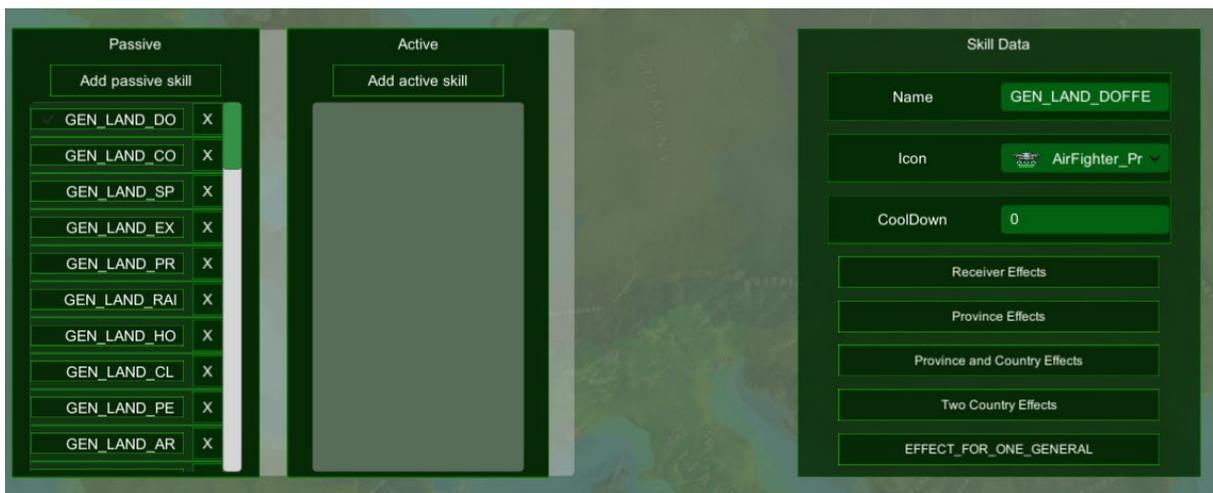
Years in service - how long the general was already in service at the start of the game

Land/Water Level - starting Land/Water experience level of the chosen general. An appropriate level will be used depending on the province type.

Add skill - add a new skill to the selected experience path (**the skill must be first picked on the list of existing skills**)

Predefined generals may override the in-game rule of one skill per level and start the game with an unlimited number of skills.

Skills Editor



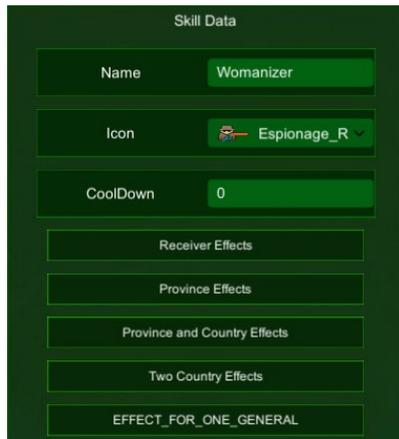
Setup skills for spies.



Add skill - add a new passive or active skill

Checkbox - skill is picked and ready to edit

X - Remove the skill



Name - enter the name of the skill

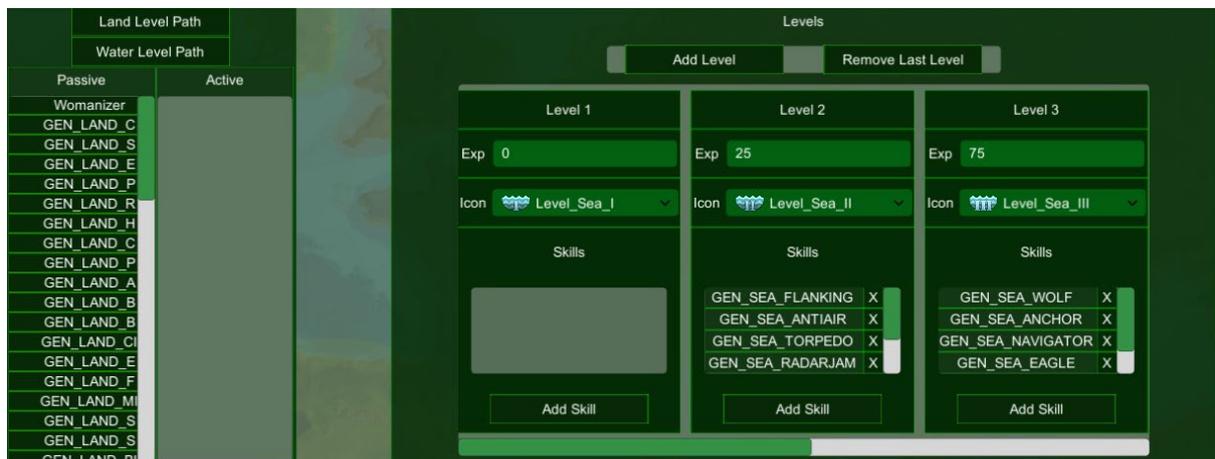
Icon - chose the icon of the skill

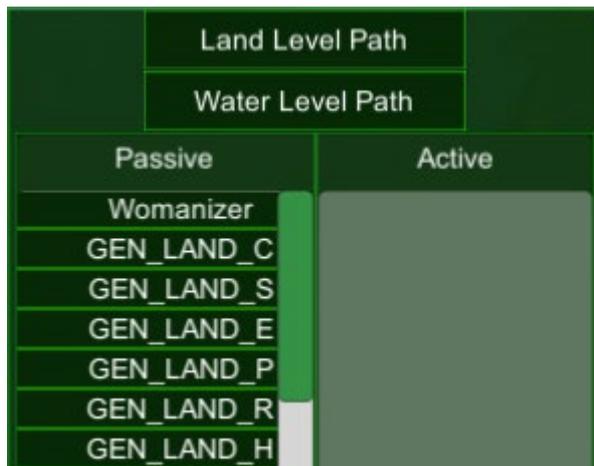
Cooldown - cooldown in days between using the skills(applicable only to active skills)

Effects - opens the effects configurator window to setup effects associated with the chosen skill (see Effects Namespace)

Generals Levels

Setup the number of levels per each path and skills available on that level





Pick the experience path you wish to edit (land or water). Below there's a list of currently existing skills. Click on the skill to select it (used to add skills to levels)



Add level - adds a new empty level to the list below

Remove last level - removes the highest level from the list (you cannot remove levels from the middle of the list)

Exp - Experience required for the spy to reach the level. Keep in mind, all generals start at level 1, so the first level doesn't require any experience

Icon - in-game visualization of the level ('rank')

Skills - skills available to choose from at this level (players receive up to 2 random skills from that list and pick one from that)

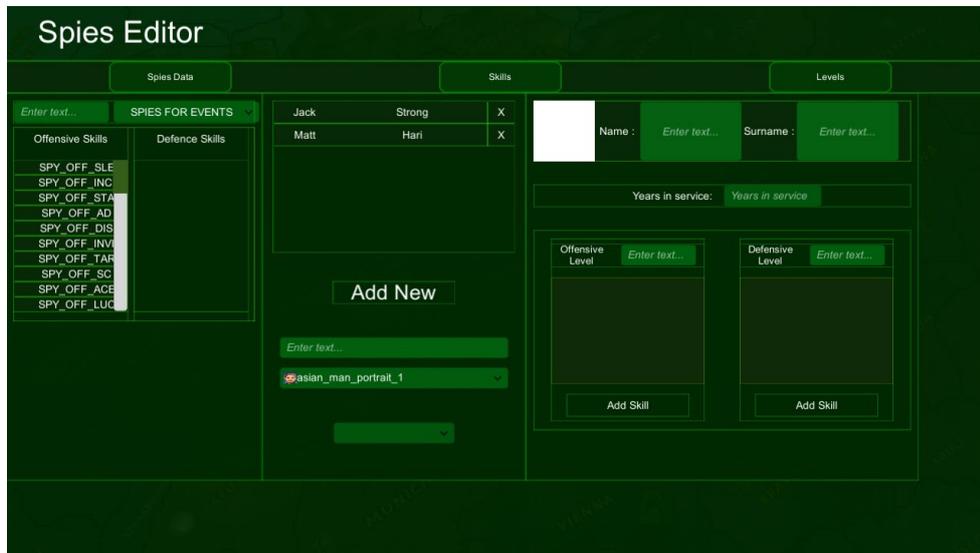
Add skill - add selected skill to the list for the level

X - removes the skill from the list of that level

Spies

Setup predefined spies and their skills for specified countries or for the entire civilizations.

Spies Data



At the top, there's a list of in-game countries to create predefined spies for any specific country.

Assignment Time - How long will it take for a spy to appear after he's being bought in the game

Spy Travel Velocity - Time, in days, required for a spy to move from one province to another.

Death curve - death probability curve of all spies. X is service (in years), Y probability (0-1)

Spy Model - what model will spies use

Refresh Spies List on Subregions - feature to use after any change to region's setup of the game's world to prevent any unexpected behaviors.

Names - opens window to setup list of first and last names for the spies

Passive/Active - list of currently defined passive and active skills

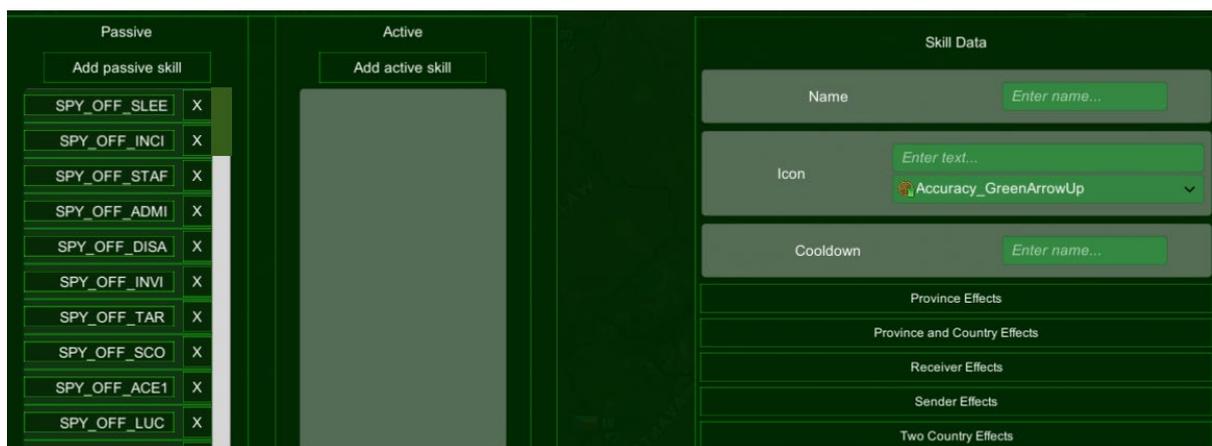
Offensive/Defensive Level - the starting Intelligence/Counter Intelligence experience level of the chosen spy

Add skill - add a new skill to the selected experience path (the skill must be first picked on the list of existing skills)

Predefined spies may override the in-game rule of one skill per level and start the game with an unlimited number of skills.

Skills Editor

Setup skills to use for spies



Add Passive/Active skill - add a new passive or active skill

Checkmark - indicates that the skill is selected and ready to edit

X - Remove the skill

Skill Data

Name

Icon
 Accuracy_GreenArrowUp

Cooldown

Province Effects

Province and Country Effects

Receiver Effects

Sender Effects

Two Country Effects

Name - enter the skill's name

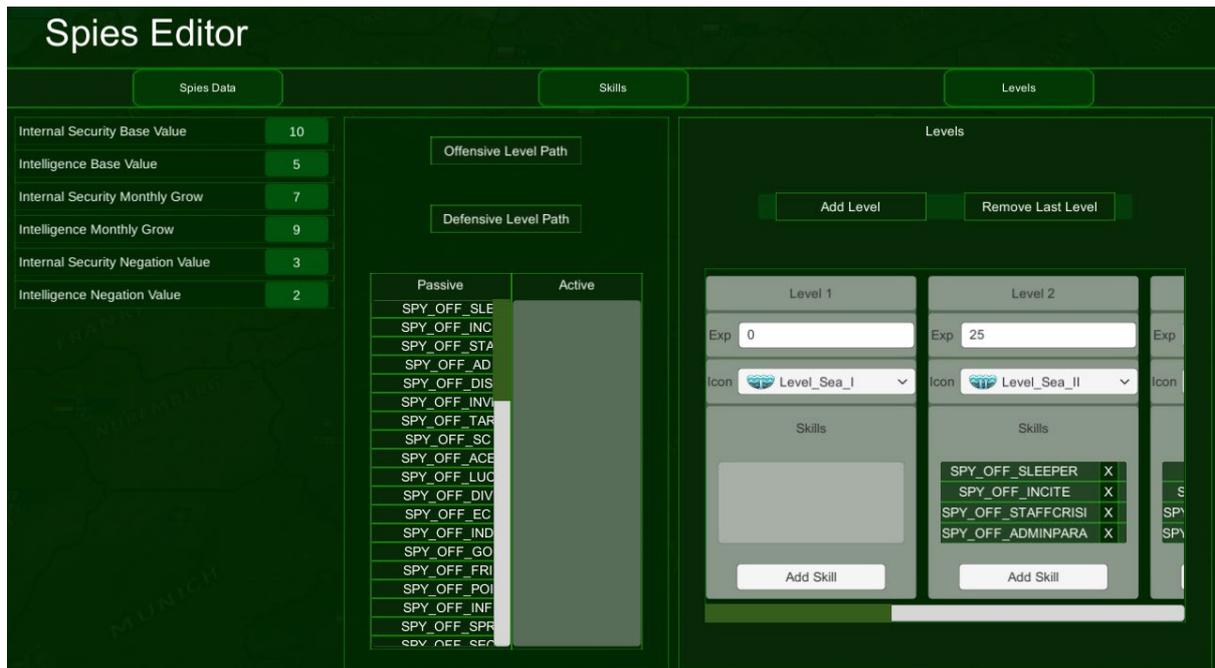
Icon - select the skill's icon

Cooldown - cooldown in days between the subsequent skill uses(applicable only to active skills)

Effects - opens the effects configurator window to setup effects associated with the chosen skill (see Effects Namespace)

Spies Levels

Setup the number of spy levels per each path and skills available on that level.



Internal Security Base Value	10
Intelligence Base Value	5
Internal Security Monthly Grow	7
Intelligence Monthly Grow	9
Internal Security Negation Value	3
Intelligence Negation Value	2

Internal Security Base Value - the base Counterintelligence resource that a spy has when entering a province

Intelligence Base Value - the base Intelligence value that a spy has when entering a province

Internal Security Monthly Grow - monthly grow of Counterintelligence resource that a spy generates when residing in a province

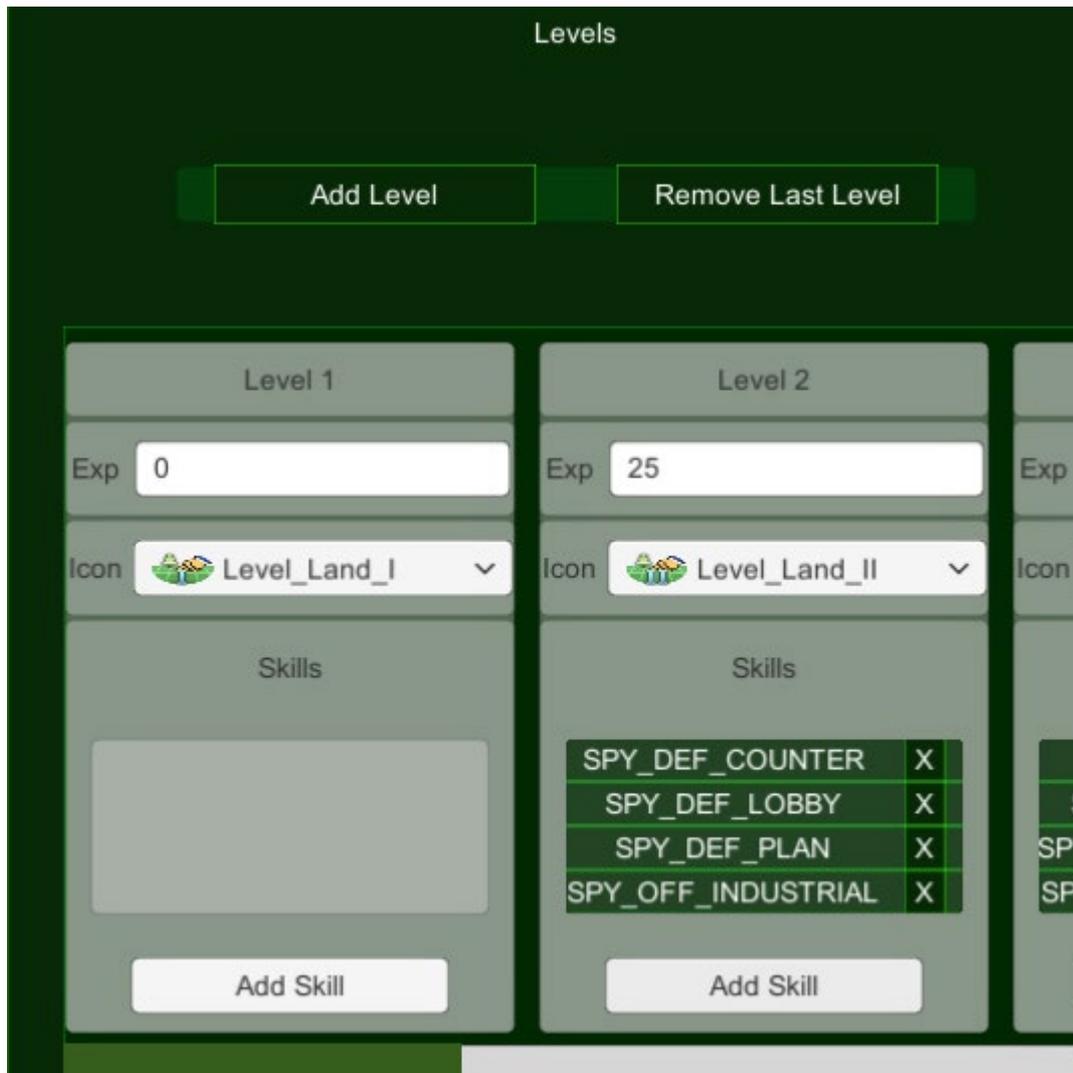
Intelligence Monthly Grow - monthly grow of Intelligence resource that a spy generates when residing in a province

Internal Security Negation Value - the value that defines how much the Counterintelligence resource will be reduced when an enemy spy resides in the same province

Intelligence Negation Value - the value that defines how much the Counterintelligence resource will be reduced when an enemy spy resides in the same province



Pick the experience path you wish to edit (offensive or defensive). The Passive/Active columns display the list of currently available skills. Click on the skill to select it, a checkmark next to the skills name indicates that a skill has been selected.



Add level - adds a new empty level to the list

Remove last level - removes the highest level from the list (you cannot remove levels from the middle of the list)

Exp - experience required for the spy to reach the level. Keep in mind, all spies start at level 1, so the first level doesn't require experience

Icon - the in-game visualization of the level ('rank')

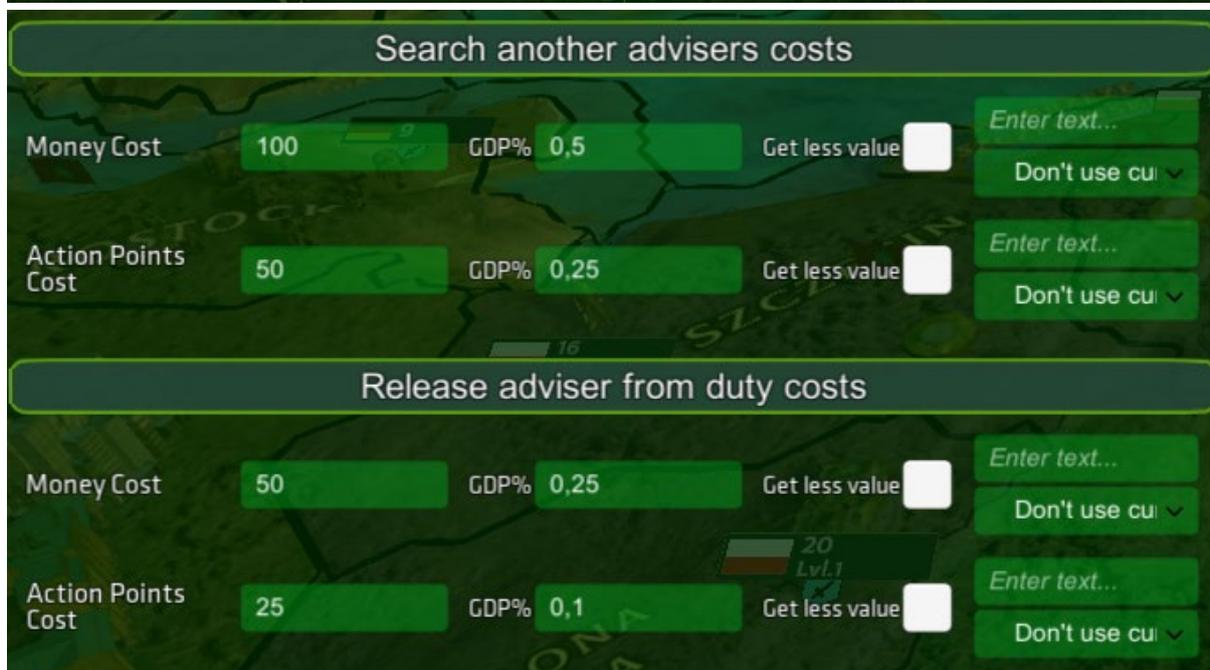
Skills - skills available to choose from at this level (players receive up to 2 random skills from that list and pick one from that)

Add skill - add the selected skill to the list for the level

X - removes the skill from the list of that level

Advisers

Advisers Editor allows the set up of Prime Adviser and regular advisers.



Search another adviser cost tab defines the cost of searching for another adviser. The cost can be set to a fixed value, scaled by the GDP%, or affected by a selected curve.

Release adviser from duty cost tab defines the cost of releasing an adviser. The cost can be set to a fixed value, scaled by the GDP%, or affected by a selected curve.

Prime adviser management

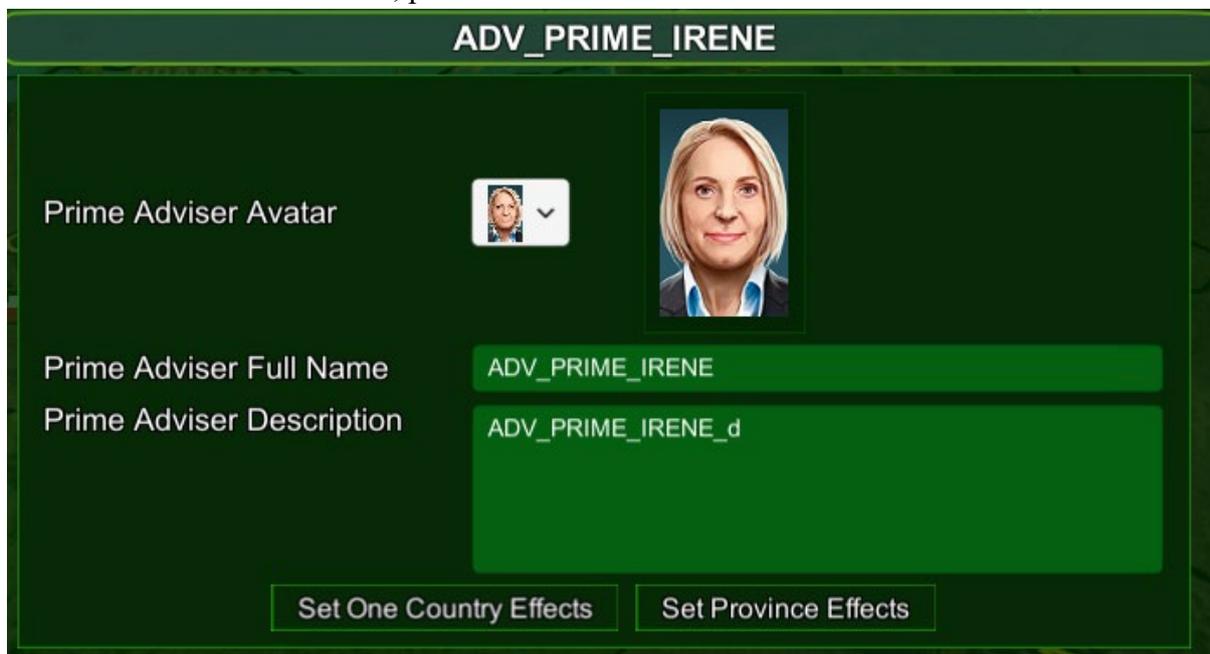


	Prime adviser name	Action
1	ADV_PRIME_IRENE	Remove
2	ADV_PRIME_KELLY	Remove
3	ADV_PRIME_IMANI	Remove
4	ADV_PRIME_JOANNE	Remove
5	ADV_PRIME_RAJANI	Remove

To add a new prime adviser, press the **Add new prime adviser** button. New advisers will appear on the list below.

To **edit a Prime Adviser**, select it from the list.

To **Remove a Prime Adviser**, press the **Remove** button.



ADV_PRIME_IRENE

Prime Adviser Avatar

Prime Adviser Full Name: ADV_PRIME_IRENE

Prime Adviser Description: ADV_PRIME_IRENE_d

Set One Country Effects Set Province Effects

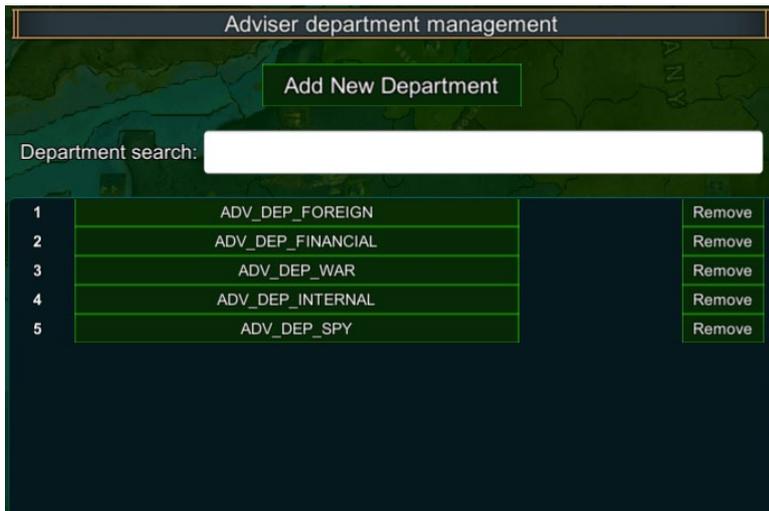
Prime Adviser Avatar - select the avatar from the dropdown

Prime Adviser Full name - name localization key

Prime Adviser Description - description localization key

Set One Country/Province Effects - brings up the effect configurator, which lets you manage the Prime Adviser's effects

Adviser department management



To add a new adviser department, press the **Add New Department** button. New departments will appear on the list below.

To **edit a Department**, select it from the list.

To **Remove a Department**, press the **Remove** button.



Department name - department name localization key

Department cadency duration - define the cadence duration of advisers from the selected department. At the start of each cadence new advisers are generated.

Set One Country/Province Effects - brings up the effect configurator, which lets you manage the Prime Adviser's effects

Avatars - drag and drop avatars to the appropriate category

Personal Info

The Personal Info Editor allows us to set up Names and Surnames. The personal info can be global, country-based, or civilization-based. Personal Info can be used to generate random generals, spies, and advisers.

PERSONAL INFO EDITOR

Global personal infos

File add

File Path:

Single Add

Name:

Surname:

Names

Male	Female
<input type="text" value="Bill"/>	<input type="text" value="Chae"/>
<input type="text" value="Daniel"/>	<input type="text" value="Jane"/>
<input type="text" value="Paul"/>	<input type="text" value="Monica"/>
<input type="text" value="Scott"/>	<input type="text" value="Philippa"/>
<input type="text" value="Shawn"/>	<input type="text" value="Rachel"/>
<input type="text" value="Ted"/>	<input type="text" value="Sophie"/>
<input type="text" value="William"/>	<input type="text" value="Trinity"/>

Surnames

<input type="text" value="Callaway"/>
<input type="text" value="Clinton"/>
<input type="text" value="Compton"/>
<input type="text" value="Hall"/>
<input type="text" value="Michaels"/>



Use the Civilization or Country selection dropdowns, to set up the personal info for your selection. To set up names available globally, press the **Global available names** button.

Country "Austria " based personal infos

File add

File Path:

Single Add

Name:

Surname:

Names

Male	Female
Adam	Alina
Adrian	Amelie
Alexander	Ana
Andreas	Anna
Anton	Annika
Ben	Antonia
Benjamin	Clara
Daniel	Elena

Surnames

Aigner
Auer
Bauer
Baumgartner
Berger

The Personal Info can be imported from a file or added manually.

Importing data from file - to import Personal Info from a file, please enter the file path and select one of the options “Add to males”, “Add to females”, or “Add to surnames”.

Manual Addition - to manually edit Personal Info, please enter the name, or Surname in the “Single Add” tab, and press the “Add to male”, “Add to female”, or “Surname” button.

Added details will appear on the list below.

Clear - to clear a list, please press the Clear Button

Effects namespace

Effects namespace

Effect Localization Key

Effect Name

Effect Category Type Country And Province Effect

Effect Type Add Army To Country Adjustable Effect

Effect Icon Action_%

Round Up Effect Value

Dynamic Scaling

Show Value

Show Flag

Hidden Colorized Color Reversed

Preferred Behavior

Save

Update

Effect Search:

- Province Unhappiness X
- Province Population X
- Province Target Unhappiness X
- Province GDP X
- Province Gains Neighbour X
- Province Score X

Effect Localization Key - effect's localization key

Effect Category Type - choose the effect category. Categories depending on the effect's target :

- one country - affects one country (i.e. Change GDP Growth) or bloc (e.g. change bloc name).
- Two country - affects two countries (e.g. change relations between countries)
- One province - affects one province (e.g. change province's GDP)
- Country and province - affects country and province (e.g. annexation)

Effect Type Name - choose effect type - read more in "Effect Type Name List"

Effect Icon - choose effect icon

Save - save effect

Update - update effect

Round up effect value - defines how many decimal places are displayed

Dynamic Scaling - if checked, the effect will be updated monthly, otherwise, the effect's value will be based on the initial data

Show value - if checked, the value of the effect will be displayed

Show flag - if checked, the flag of the country that initiated the effect will be displayed

Hidden - if checked, the effect will be hidden

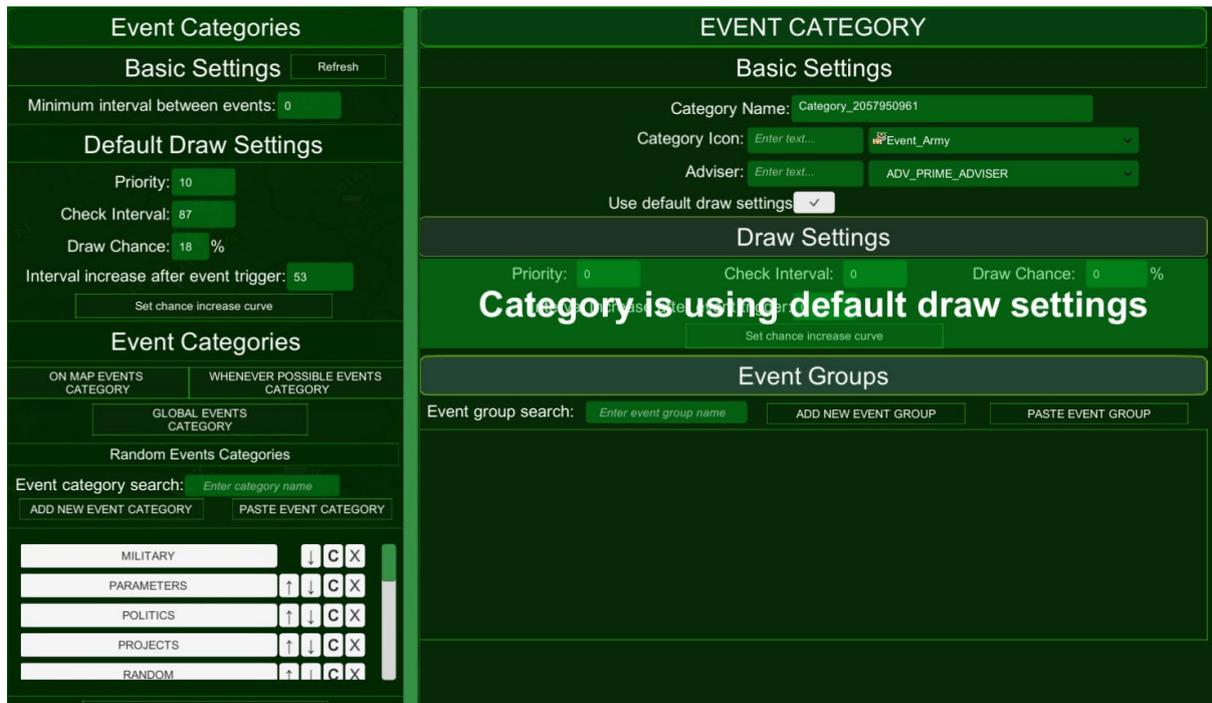
Colorized - if checked, the positive effects will be colored green, and the negative red

Color Reversed - if checked, the positive effects will be colored red, and the negative green

Preferred Behavior - effect behavior dropdown. Available behaviors:

- Constant - the effect will be active as long as the effect trigger (e.g. project) is active
- Time - the effect will be active for the fixed time
- Falling - the effect's value will gradually drop over time
- Forever - the effect will be available forever

Events



The events displayed for the player in the game can be set up in the Game Event Editor.

The general organization of events is as followed:

1. Categories hold event chains and have their own setup to check when to show events.
2. Event Groups hold single events that are connected to each other.
3. Single events are actual in-game windows that players will see during the game that can apply effects on the game's world.

Event Categories

Basic Settings Refresh

Minimum interval between events: 0

Default Draw Settings

Priority: 10

Check Interval: 87

Draw Chance: 18 %

Interval increase after event trigger: 53

Set chance increase curve

First, the general randomization setting must be set:

Minimum interval between events - how many days must pass between drawing events

Priority - the priority of the category, events with lower priority will be drawn first

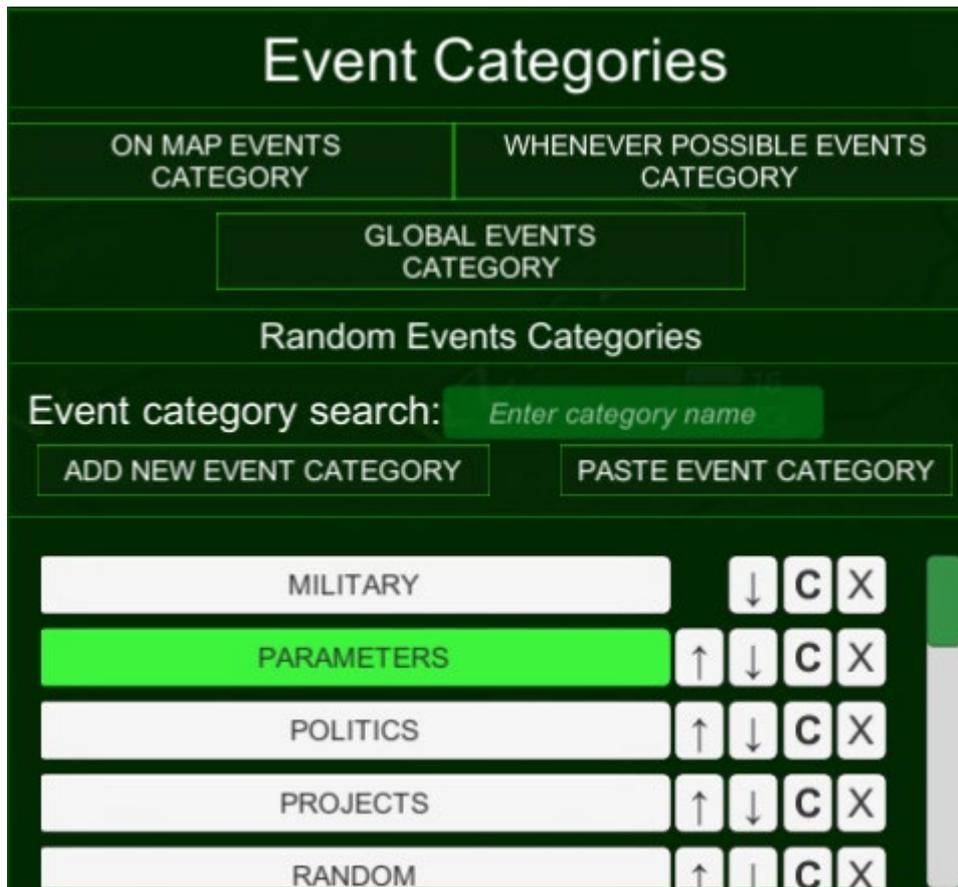
Check interval - days between draw attempts

Draw chance - chance that an event will be shown at each check interval

Interval increase after event trigger - one time check interval increase after an event from the given category was chosen

Set chance increase curve - curve to increase the 'Draw chance' if the event won't be selected during the interval (x - failed draws, y - chance).

Categories



Add new category - adds new category,

On map events - opens up a special 'on-map' event category. On map events are events that appear directly on the map.

Whenever possible - opens up the special 'whenever possible' events. Whenever possible events ignore the standard draw conditions.

Click on a category to see detailed information regarding this category.

Category name - enter the name for the chosen category (this has only organizational use, the name is not displayed in the game)

Category icon - Icon that effects issued by the events from this category will use

Use default draw settings - if checked, the category will follow the default draw settings. If not, customized draw settings will be used for this category.

Event groups

EVENT CATEGORY

Basic Settings

Category Name:

Category Icon:

Adviser:

Use default draw settings

Draw Settings

Priority: Check Interval: Draw Chance: %

Interval Increase after event trigger:

Event Groups

Event group search:

<input style="background-color: #1a4d2e; color: white;" type="text" value="New Game Event Group"/>	↓	<input type="button" value="COPY"/>	<input type="button" value="REMOVE"/>
<input style="background-color: #1a4d2e; color: white;" type="text" value="New Game Event Group"/>	↑ ↓	<input type="button" value="COPY"/>	<input type="button" value="REMOVE"/>
<input style="background-color: #1a4d2e; color: white;" type="text" value="New Game Event Group"/>	↑	<input type="button" value="COPY"/>	<input type="button" value="REMOVE"/>

EVENT GROUP

Basic Settings

Event group name:

Event Group Icon:

Event Group Adviser:

Add new event group - creates a new, empty event group.

Event Groups - pick a group you wish to modify

Arrows - change the order of the groups

Remove - deletes the group and **ALL** events within it

Event group name - enter customized name for the group

Event group icon - pick an icon that will be used by the effects issued by events from this group. Inherit means that the same icon as in the category will be used.

Event group adviser - select an adviser, whose portrait will appear in the event window

Events

Events

Event search:

New Game Event

EVENT

BASIC SETTINGS

Title Loc Key: Description Loc Key: Use default pattern

Category Icon:

Event Adviser:

Movie Clip:

Graphic:

Showing Parameters: Unique: Hidden: Main:

Add to target scope: Cooldown:

Title - the in-game name of the event

Description - the in-game description of the event

Icon - icon that will be used by effect issued by this event. Inherit means that category icon will be used.

Graphic - an image that will be displayed in the event's window in the game.

Movie Clip - there's a possibility of including a movie clip within the event window

Event adviser - select an adviser, whose portrait will appear in the event window

Set appear conditions - conditions that must be met for a country to draw this event. This opens the conditions tree window.

Showing Parameters - event's window will display the current political parameters of the country that has drawn the event,

Unique - the event may be shown only once in the game.

Hidden - The event will not show in-game window. Its first option will be automatically used.

Cooldown - How many days must pass before the event may be drawn again.

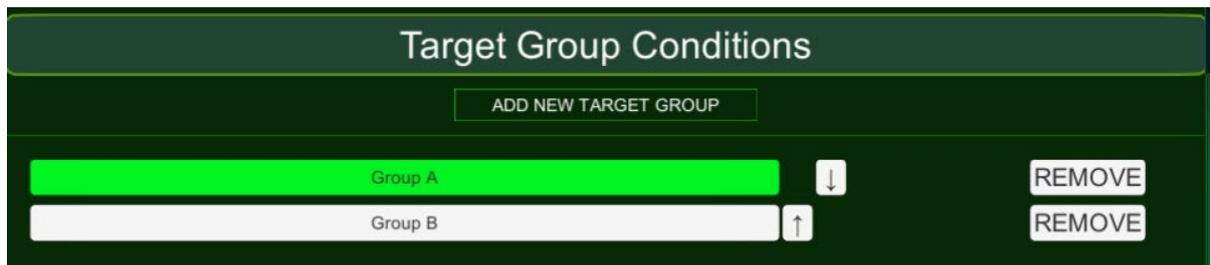
Triggered Only - The event won't be drawn. It must be triggered via effect (by another event for example).

Game mode availability - in what mode can the event be used

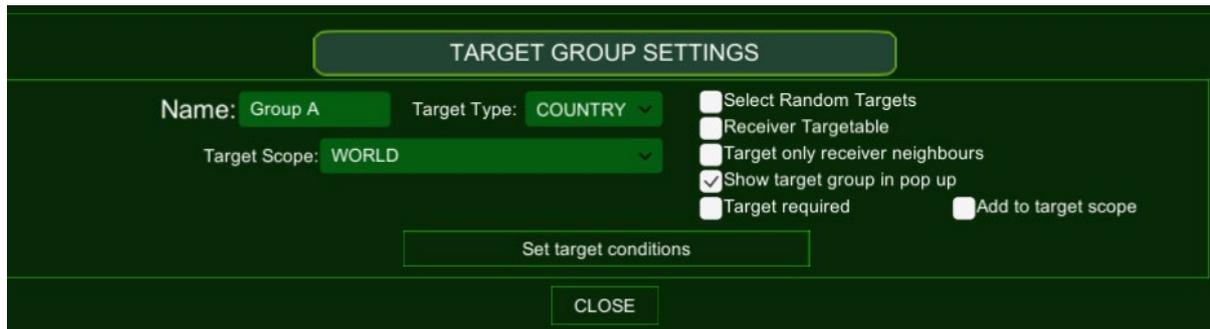
Actor availability - whether only AI or player may receive this event or both

Target Groups

Target groups are designed targets (i.e. countries or provinces) that may be affected by the event.



Add new target group - adds a new target group. Each group may be later selected as a receiver of the effects from any event within the same event group.



Name - custom name of the group

Target type - whether a country or a province must meet the conditions

Target Scope - Dropdown of all already existing target groups that may be used as a target. This option is used to 'remember' which countries were chosen by previous events of the same chain.

Select Random targets - only a specified number of countries that met the conditions will be selected.

Receiver targetable - The country that received the event may be selected as a potential target.

Target only receiver neighbor - only countries that neighbor the country that received the event may be selected.

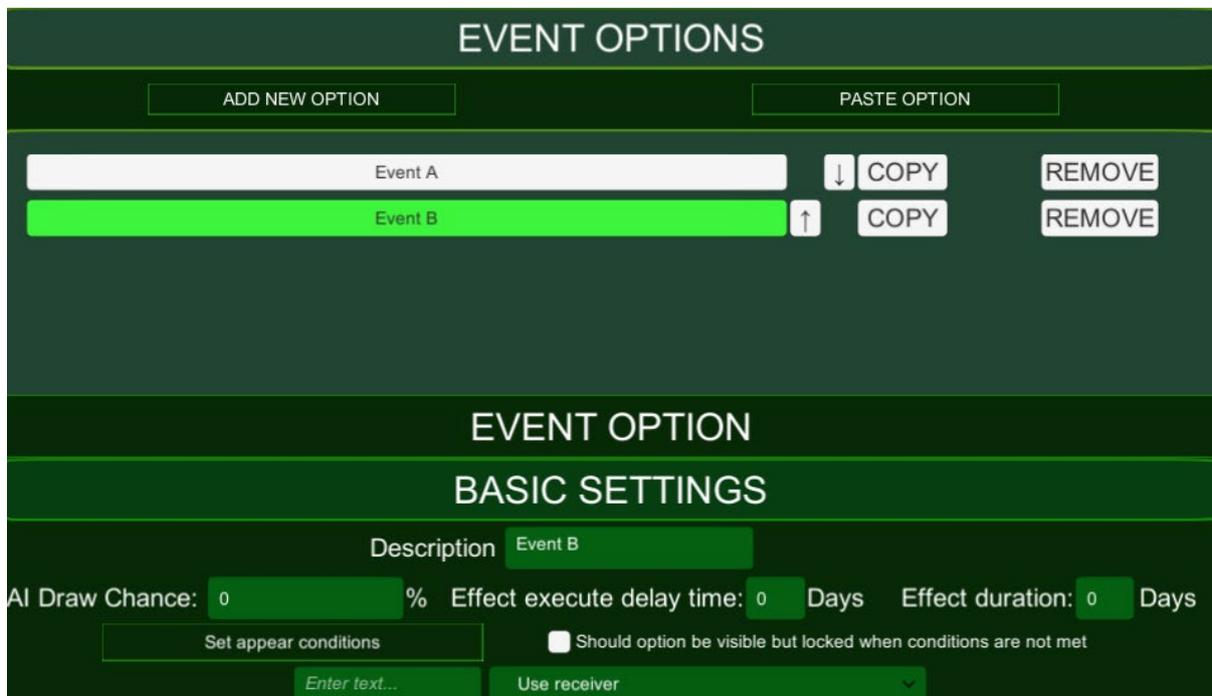
Target required - event will not appear in the game if none applicable target will be found.

Set target conditions - bring up the condition set up window.

Show target group in pop up - the target group will be displayed in a pop up within the event window.

Event Options

Each event needs to have at least one option to choose from. Each option can include different effects that affect the country that received the event and/or countries from the target groups.



Add New Option - Adds a new option that will be available in the event

Arrows - change the order of the already existing options

Remove - deletes the option.

Description - in-game text that will be shown on the option

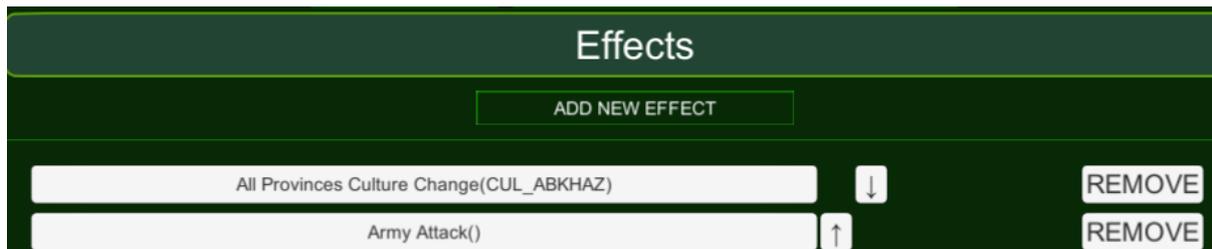
AI Draw Chance - the chance that AI will pick this option

Effect execute delay time - if it's set, effects issued by the option will start working with the specified delay

Effect duration - how long will the effects of this option work

Effects

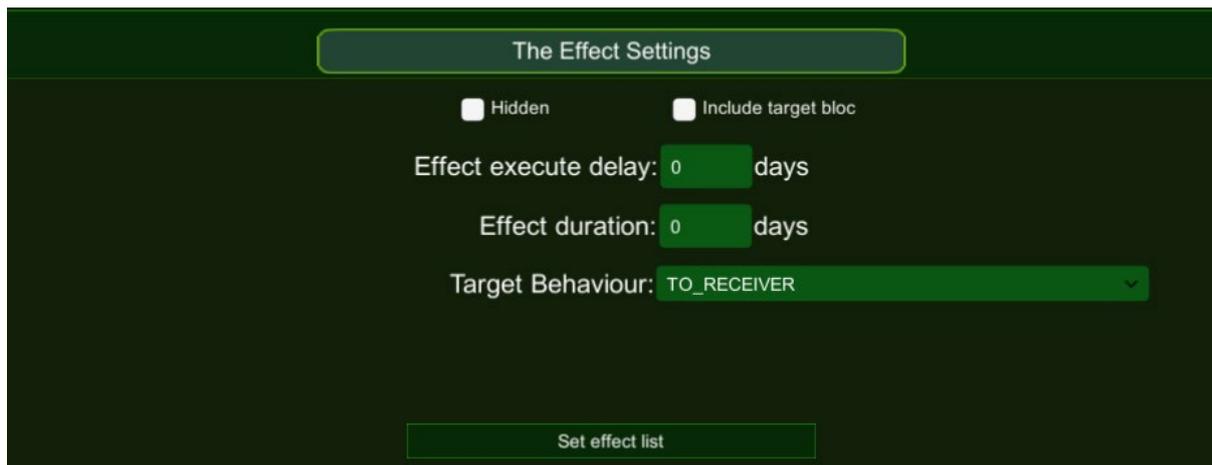
Each option may have an unlimited number of effects assigned to it. They may affect the country that received the event, targeted countries, or both.



Add new effect - adds a new effect to the selected option

Arrows - change the order shown in the game

Remove - delete the effect



Hidden - the effect will not be shown in the game's event window.

Include target bloc - the effect will also work on countries from the target's bloc

Effect execute delay - if set, the delay time of this particular event will override the delay set in the option.

Effect duration - if set, effect duration will override the duration set in the option.

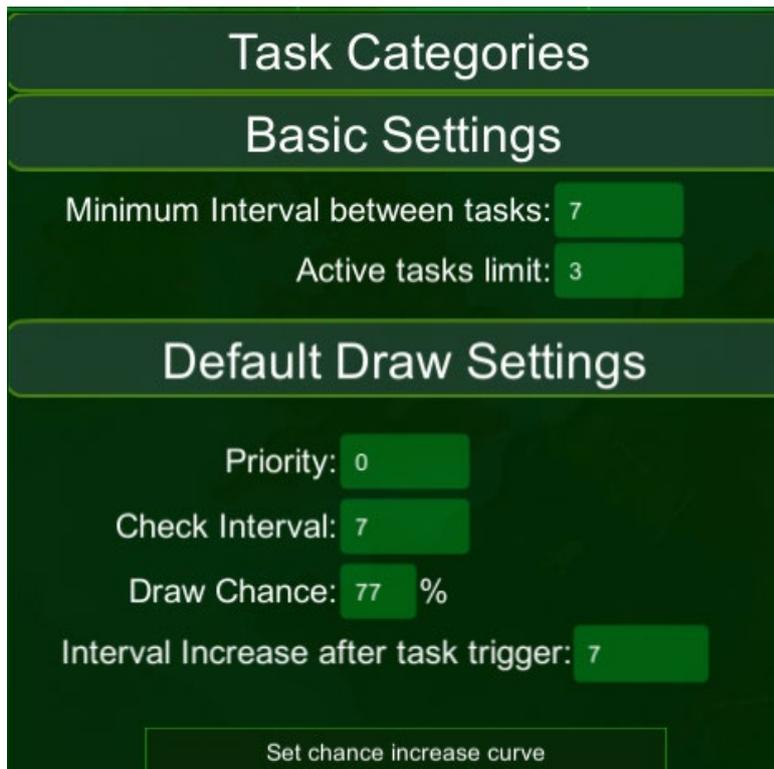
Target Behaviour - define the target of the effect.

- To Receiver - the effect will work on the country that received the event
- To Target Group - the effect will work on every country in the selected target group
- From To Targets - the effect will be applied from one target to another. This is used for two-country effects, such as annexing provinces (the first target is a country that annexes the province of the second target).
- From Receiver to Target - the effect will be applied from the receiver of the effect to the target
- From Target to Receiver - the effect will be applied from the target to receiver
- Funding - used in fundings
- To Target Owner and Province - allows using Country and province effects

Tasks

Tasks are special challenges that appear in the game. The general organization of tasks is as followed:

1. Categories hold task chains and have their own draw settings.
2. Task groups hold single tasks that are connected to each other.
3. Single tasks are actual in-game tasks that players can complete to gain special awards.



First, the general randomization setting must be set:

Minimum interval - the interval between the chances to draw a task

Maximum tasks - the maximum number of tasks that a player can have at one time

Priority - priority of the category, tasks with lower priority will be drawn before those with lower

Check interval - days between task draw checks

Draw chance - the chance that the player will receive a task

Minimum interval - the minimum interval between the tasks of the same category

Interval increase after task trigger - one-time check interval increase after a task from the given category was picked

Set chance increase curve - curve to increase the 'Draw chance' if the task wasn't selected during the interval (x - failed draws, y - chance).

Categories

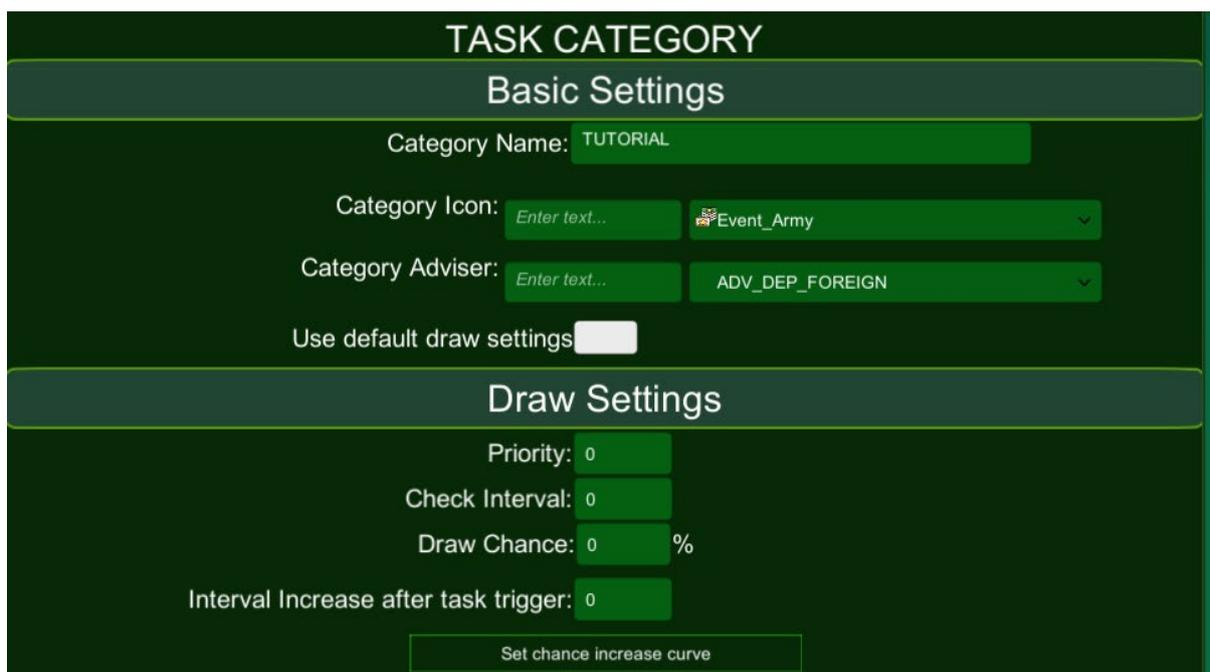


Add new category - adds new category,

Arrows - change the order of the category

X - delete a category

Click on a category to set detailed information within it.



Category name - enter the name for the chosen category (this has only organizational use, the name is not displayed in the game)

Category icon - Icon that effects issued by the tasks from this category will use

Use default draw settings - if checked, the category will follow the default draw settings. If not, customized draw settings will be used for this category.

Task groups



Add new task group - creates a new, empty task group.

Groups - pick a group you wish to modify

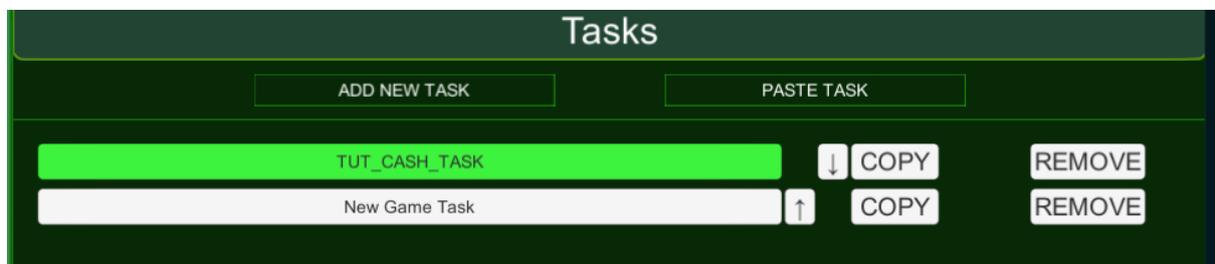
Arrows - change the order of the groups

Remove - deletes the group and **ALL tasks** within it

Task group name - enter a customized name for the group

Task group icon - pick an icon that will be used by the effects issued by the events from this group. Inherit means that the same icon as in the category will be used.

Tasks



Add new task - creates a new task

Tasks list - pick a task you wish to modify

Arrows - change the order of the tasks

Remove - deletes the task

BASIC SETTINGS

Title Loc Key: TUT_CASH_TASK

Description Loc Key: TUT_CASH_TASK_d Use default pattern

Category Icon: Inherit

Precent Value: 105 Condition Cooldown: 0 Use Target:

Precent Value: 0 Condition Cooldown: 0 Use Target:

Can Be Lost Parameter:

Is Unique:

Is Resignable:

Is Main:

Ngo Event Name Is Ngo Task Special

Cooldown: 0

Time limit: 0

Should Add To Target Scope:

AVAILABILITY SETTINGS

Is Triggered Only

Game Mode Availability: EVERY

Title - the in-game name of the task

Description - in-game description of the task

Icon - icon that will be used by the effect issued by this task. Inherit means that the category icon will be used.

Set appear conditions - conditions that must be met for a country to draw this task. This opens the conditions tree window.

Set success conditions - conditions that must be met for the task to be completed. This opens the conditions tree window.

Set fail conditions - conditions that must be met for the task to be failed. This opens the conditions tree window.

Can Be Lost- the task can be failed (fail conditions are checked)

Unique - the task may be shown only once in the game.

Resignable - player can resign from the task

Cooldown - How many days must pass before the task may be drawn again.

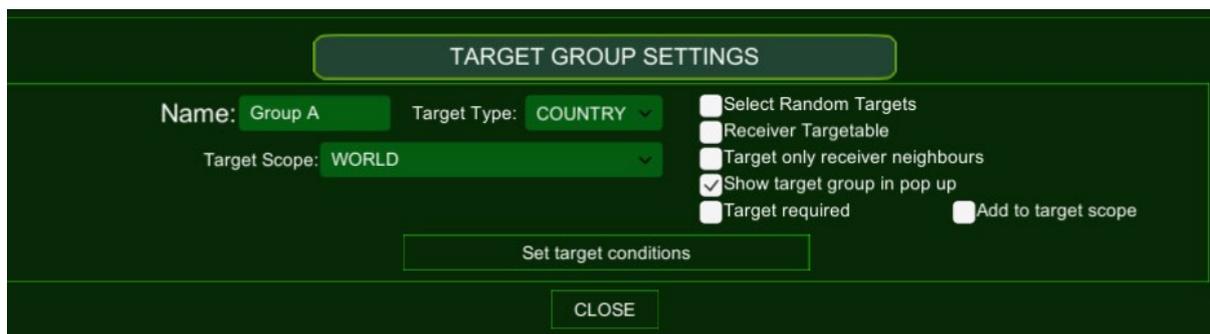
Time Limit - days to finish the task, 0 means no time limit

Target Groups

Target groups are specific targets (i.e. countries or provinces) that may be affected by the task.



Add new target group - adds a new target group. Each group may be later selected as a receiver of the effects.



Name - custom name of the group

Target type - whether a country or a province must meet the conditions

Target Scope - Dropdown of all already existing target groups that may be used as a target. This option is used to ‘remember’ which countries were chosen by previous events of the same chain.

Select Random targets - only a specified number of countries that met the conditions will be selected.

Receiver targetable - The country that received the event may be selected as a potential target.

Target only receiver neighbor - only countries that neighbor the country that received the event may be selected.

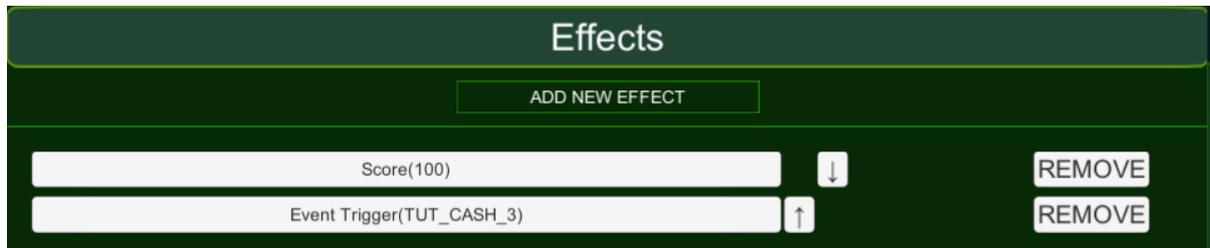
Target required - event will not appear in the game if none applicable target will be found.

Set target conditions - bring up the condition set up window.

Show target group in pop up - the target group will be displayed in a pop up within the event window.

Rewards and Penalties

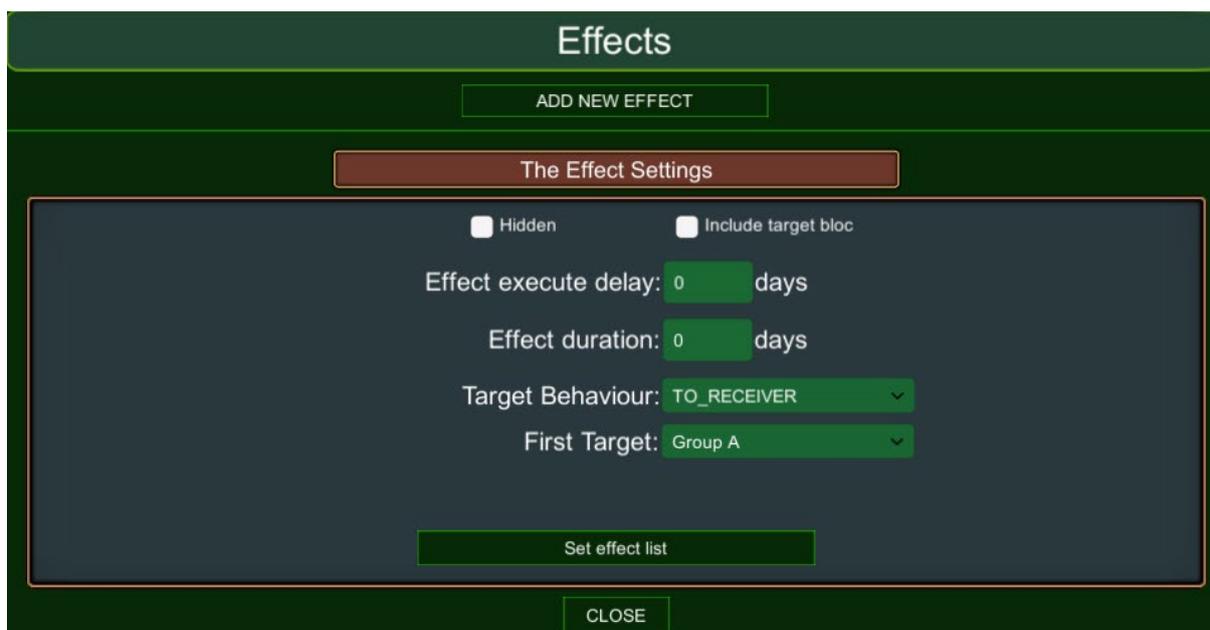
Each task may have rewards and optional penalties for finishing or failing to complete it. These are both set in the same method, by simply adding fitting effects to the corresponding category.



Add new effect - adds new effect to the selected category (award or penalty)

Arrows - change the order shown in the game

Remove - delete the effect



Hidden - the effect will not be shown in the game's event window.

Include target bloc - the effect will also work on countries from the target's bloc

Effect execute delay - if set, the delay time of this particular event will override the delay set in the option.

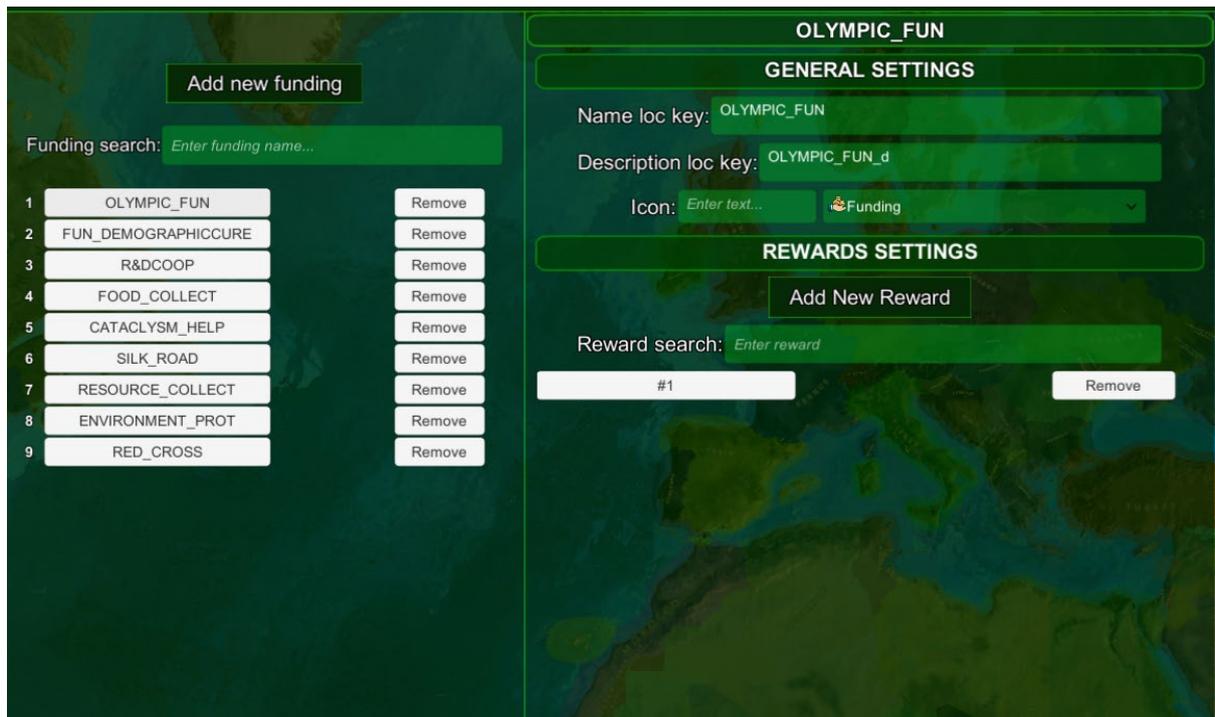
Effect duration - if set, effect duration will override the duration set in the option.

Target Behaviour - define the target of the effect.

- To Receiver - the effect will work on the country that received the event
- To Target Group - the effect will work on every country in the selected target group
- From To Targets - the effect will be applied from one target to another. This is used for two-country effects, such as annexing provinces (the first target is a country that annexes the province of the second target).
- From Receiver to Target - the effect will be applied from the receiver of the effect to the target
- From Target to Receiver - the effect will be applied from the target to receiver
- Funding - used in fundings
- To Target Owner and Province - allows for the use of Country and province effects

Fundings

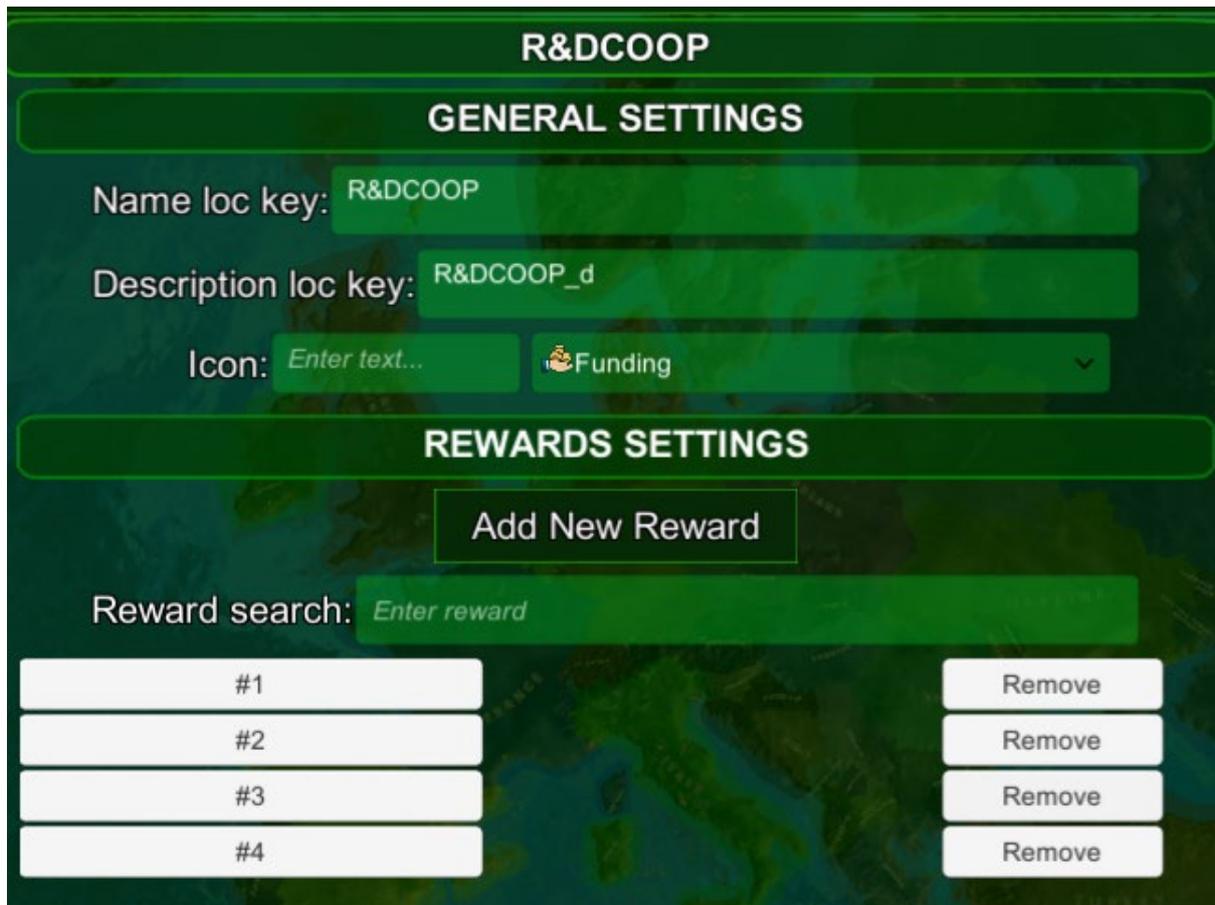
The funding editor allows us to set up fundings and funding rewards.



Add new funding - add a new funding. All fundings are listed below.

Editing fundings - to edit a funding, please select it from the list

Removing fundings - to remove a funding, please click the remove button



Name loc key - the funding name localization key

Description loc key - the selected funding description key

Icon - select the icon from the dropdown

Add New Reward - add a new reward for the selected funding

Editing rewards - select a reward from the list (#1, #2, #3, etc.), then a window will appear allowing you to set the reward's icon and effects

Runtime variables

Runtime variables can be used in a variety of ways, e.g. in events, or tasks. Runtime variables can be modified by effects and checked by conditions. They are global, so each country refers to the same Runtime Variable. They are a basic tool to check progress, count simple things and check if some custom thing has already happened in the game. They are very useful when creating complex event chains

- NOTE: Another example of a similar tool are country and province marker effects and conditions - they either exist in a specific country (or province) or not (so they are not global) but they cannot be counted like Runtime Variables.

Runtime Variables						
ID	Name_Loc_Key	Value_Loc_Key				Create
0	TUTORIAL	1	Edit name	Delete Variable	↑	↓
1	STEROIDS	0	Edit name	Delete Variable	↑	↓
2	FLU	0	Edit name	Delete Variable	↑	↓
3	DEMOGRAPHY	0	Edit name	Delete Variable	↑	↓
4	WAR	0	Edit name	Delete Variable	↑	↓
5	MELTDOWN	0	Edit name	Delete Variable	↑	↓
6	RESOURCES	0	Edit name	Delete Variable	↑	↓
7	CLIMATE	0	Edit name	Delete Variable	↑	↓
8	DRUGS	0	Edit name	Delete Variable	↑	↓
9	EPIDEMIC	0	Edit name	Delete Variable	↑	↓
10	MESSIAH	0	Edit name	Delete Variable	↑	↓
11	AI	0	Edit name	Delete Variable	↑	↓
12	SOCIAL	0	Edit name	Delete Variable	↑	↓

Create - creates a new runtime variable

Variables list - all existing variables are displayed on the list

ID - variable's ID

Name Loc Key - the localization key for the variable's name

Value - the variable's value

Edit name - brings up a variable edition pop up

EDIT_VAR_LOC_KEY

Name_Loc_Key Value_Loc_Key

TUTORIAL 1

Save Cancel

Name loc key - set the selected variable's name localization key

Value - set the selected variable's value

Colonization

Colonization Editor

LAND COLONIZATION WATER COLONIZATION

ADD LVL 0 LVL 1 LVL 2 LVL 3 LVL 4 LVL 5

Name loc key:

Description loc key:

Graphic:

COST	CONSTANT	PERCENT	TAKE LESS	
Gold	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="checkbox"/>	<input type="text" value="Don't use curve"/>
AP	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="checkbox"/>	<input type="text" value="Don't use curve"/>
Resource 01	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="checkbox"/>	<input type="text" value="Don't use curve"/>
Resource 02	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="checkbox"/>	<input type="text" value="Don't use curve"/>
Resource 03	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="checkbox"/>	<input type="text" value="Don't use curve"/>
Time:	<input type="text" value="0"/>			

Delete Level

REMEMBER TO SAVE VALUES FOR EACH LEVEL

Save Changes

Land Colonization / Water Colonization - choose between land and water colonization

Add - add colonization level. The levels are stages that the player needs to complete to colonize a province

Name loc key - colonization level's name localization key

Description loc key - colonization level's description localization key

Graphic - colonization level's graphic

Gold/AP/Resources cost - the cost of implementing each level, it can be either a constant value or a percentage of the player country's GDP. It is also possible to use curve to define the costs.

Delete level - delete colonization level

The image shows a screenshot of a game interface titled "Colony Resources". It features a dark green background with a faint world map. The interface is organized into a table with six rows. Each row contains a parameter name, a "MIN" label, a green input field with a white number, a "MAX" label, and another green input field with a white number. The parameters and their values are: Resource 01 (MIN: 0, MAX: 99), Resource 02 (MIN: 0, MAX: 75), Resource 03 (MIN: 0, MAX: 50), BASIC GDP (MIN: 1, MAX: 5), POPULATION (MIN: 1, MAX: 5), and SCORE (MIN: 1, MAX: 15).

Parameter	MIN	MAX
Resource 01	0	99
Resource 02	0	75
Resource 03	0	50
BASIC GDP	1	5
POPULATION	1	5
SCORE	1	15

The colony parameters can be set up in the Colony Resources window.

The colony province parameters will be randomized based on the min-max range.

NGO

Non Government Organization

Host limit: Add Non Government Organization:

Name Loc Key:	<input type="text" value="NGO_MAFIA"/>	Name Loc Key:	<input type="text" value="NGO_CAT_RECO"/>	Nam
Description Loc Key:	<input type="text" value="NGO_MAFIA_d"/>	Description Loc Key:	<input type="text" value="NGO_CAT_RECO_d"/>	Desc
Icon Percentage:	<input type="text" value="Enter text..."/>	Icon Percentage:	<input type="text" value="Enter text..."/>	Icon
	<input type="text" value="None"/>		<input type="text" value="None"/>	
Friendly Organizations:	<input type="text" value="Enter text..."/>	Friendly Organizations:	<input type="text" value="Enter text..."/>	Frier
	<input type="text" value="None"/>		<input type="text" value="None"/>	
Hostile Organizations:	<input type="text" value="Enter text..."/>	Hostile Organizations:	<input type="text" value="Enter text..."/>	Host
	<input type="text" value="None"/>		<input type="text" value="None"/>	
Ban Event Id:	<input type="text" value="NGO_MAFIA_BAN"/>	Ban Event Id:	<input type="text" value="NGO_RECO_BAN"/>	Ban
Unban Time:	<input type="text" value="NGO_MAFIA_UNBAN"/>	Unban Time:	<input type="text" value="NGO_RECO_UNBAN"/>	Unba
Ban Time:	<input type="text" value="100"/>	Ban Time:	<input type="text" value="100"/>	Ban
Collapse Event:	<input type="text" value="NGO_MAFIA_COLLAPSE"/>	Collapse Event:	<input type="text" value="NGO_RECO_COLLAPSE"/>	Colap
Starting Relations:	<input type="text" value="10"/>	Starting Relations:	<input type="text" value="5"/>	Start
Starting Popularity:	<input type="text" value="5"/>	Starting Popularity:	<input type="text" value="5"/>	Start
Modifiers effects:		Modifiers effects:		
Delete Parquet		Delete Parquet		

Save All

In the NGO Editor new organizations may be added.

Host Limit - limits how many different organizations can one country host.

Add Non Government Organization - adds a new organization

Name loc key - a localization key for the name of the organization

Description Loc Key - a localization key for the organization's description

Icon - Organization's in-game icon

Friendly organization - dropdown to select a friendly organization (friendly organizations share popularity boosts)

Hostile organization - dropdown to select a hostile organization (hostile organization take popularity from each other)

Ban event id - name of the event that will appear while trying to ban the organization

Unban event - name of the event that will appear while trying to lift the ban

Ban Time - time in days that must pass between banning and lifting the ban

Collapse event - an event that will appear when the organization leaves its host country

Starting relations - starting relations with the organization

Starting popularity - starting popularity level of the organization

Modifiers - effects coming from the organization

Delete - deletes the organization

Host Modifiers		International Modifiers			
MIN	15	MIN	34	Factor 0	X
MIN	35	MIN	69	Factor 1	X
MIN	70	MIN	100	Factor 2	X

Modifiers are effects that will automatically affect the country once a certain popularity level is reached.

Host/International modifiers - switches between effects that will affect the host and other countries with the NGO building

Add Modifiers - adds new effects range

Min/Max - popularity levels within which the effects will affect the country

Factor - opens the configurator of effects window where effects can be assigned

X - deletes the factor

Once the organization is in place, it can offer tasks for players to fulfill. Setting up a task for the organization needs to be done in the Task Editor:

BASIC SETTINGS

Title Loc Key: NGO_RECO_PARAM_STA

Description Loc Key: NGO_RECO_PARAM_STA Use default pattern

Category Icon: Enter text... Inherit

Set appear conditions

Set success conditions Precent Value: 0 Condition Cooldown: 0 Use Target:

Set fail conditions Precent Value: 0 Condition Cooldown: 0 Use Target:

Can Be Lost Parameter:

Is Unique:

Is Resignable:

Is Main:

Ngo Event Name: NGO_RECO_PARAM_STA Is Ngo Task Special:

Cooldown: 365

Time limit: 0

Should Add To Target Scope:

NGO event name - event that will appear after selecting this task from the NGO building.

The task should be triggered from this event

NGO Task Special - marks this task a 'special' NGO story task that will be visually distinguished from others in the game. These tasks should be done only once.

Stock markets

Stock Market editor includes all stock market settings.

The screenshot displays the 'Stock Market Parquets' editor interface. At the top, there are three global settings: 'Default profit percent' set to 1,5, 'Rate CD' set to 0, and 'Investment pool multiplier' set to 2. Below these are three tabs: 'Set Interventionism Curve', 'Market Trends Settings', and 'Stock Markets Ranking Settings'. The main area is titled 'Stock Market Parquets' and contains an 'Add Stock Market Parquet' button. Two columns of settings are visible, each for a different parquet type.

Setting	Parquet 1 (STOCK_EX)	Parquet 2 (CURRENC)
Type Loc Key	STOCK_EX	CURRENC
Description Loc Key	STOCK_EX	CURRENC
Gpd Percentage	100	70
Icon Percentage	Enter text...	Enter text...
Parquet Icon	Parquet_stockTradir	Parquet_Currency
Parquet cost		
Money Cost	2500	1500
Ap Cost	1500	1200
First Resource Cost	800	0
Second Resource Cost	350	500
Third Resource Cost	200	250
Starting Index	10000	5000
Base Range Modifier	140	200
Min Stock Index	100	100
Buttons	Parquet Factors Settings, Delete Parquet	Parquet Factors Settings, Delete Parquet

Default profit percent - defines the monthly Money profit produced by the Stock Market. It is the defined percent of the entire Stock Market Index.

Rate CD - the interval between Stock Rate updates

Investment pool multiplier - modifies the maximal investment pool of the selected Stock Market. The Investment Pool is calculated based on the GDP of the province with the Stock Market and all neighboring provinces.

Set Interventionism Curve - set a curve to modify the impact of Interventionism on Stock Market Profit Percent

Market Trends Settings - brings up the Stock Market Trends Settings window

Stock Market Trend Settings

Interval:	365
<input type="button" value="Set Probability Curve"/>	
World Economy:	22
Cooldown:	180
Effect Duration:	90
Effect Duration Range:	30
Set Boom Values:	
Boom Event Id:	<input type="text" value="Enter text..."/>
Boom Trend Modifier:	200
Set Crash Values:	
Crash Event Id:	<input type="text" value="Enter text..."/>
Crash Trend Modifier:	-200

Interval - defines the time between trend checks

Set Probability Curve - set a curve to modify the impact of Interventionism on Stock Market Trends

Cooldown - the cooldown between the occurrence of trends

Effect Duration - defines how long the trend effect is active

Effect Duration Range - modifies the effect duration. It randomizes the effect duration, in this case by a value from the range of -30 to 30.

Boom Event ID - in case of Boom Trend, the specified event will be triggered

Boom Trend Modifier - modifies the Stock Rate. (100 = 1%)

Crash Event ID - in case of CrashTrend, the specified event will be triggered

Crash Trend Modifier - in case of Crash Trend, the specified event will be triggered

GDP Percentage - defines what % of the GDP of the province with the Stock Market and all neighboring provinces will be calculated to

Parquet Cost

Parquet cost:	
Money Cost:	2500
Ap Cost:	1500
First Resource Cost:	800
Second Resource Cost:	350
Third Resource Cost:	200
Starting Index:	10000
Base Range Modifier:	140
Min Stock Index:	100

Parquet Factors Settings

Delete Parquet

Money/AP/Resources Cost - the cost of introducing the selected parquet

Starting Index - the starting value of Stock Index of the selected parquet

Base Range Modifier - maximum rate change range

Min Stock Index - the Stock Index can't get below this value



Parquet Factors Settings - brings up the the Parquet Factor Settings window

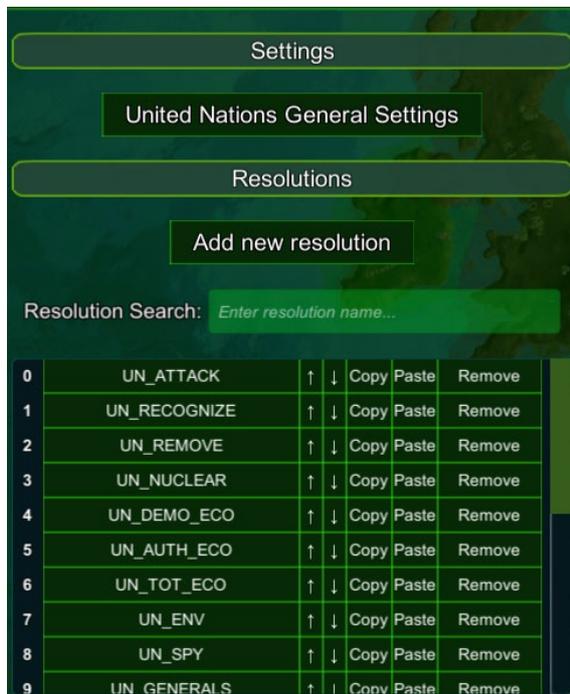
To add a factor, please press the Add Factor Button. There can be either Positive or Negative factors.

Factors impact the Stock Rate

United Nations



United Nations serves as a global entity that with the common concord of other countries can establish 'resolutions' that will affect some or all countries in the world.



General Settings - set up UN members, cadence duration, proposition cooldowns

Add new resolution - add new resolutions

General Settings:



Members Settings:

Available Countries - dropdown to select countries that will be members of the UN.

Pressing the Add/Add All button moves the country to the **Members** section

Members - dropdown that includes all UN members. Remove/Remove All buttons remove the selected/all UN members. Two countries with the lowest GDP leave the council at the start of each cadence and are replaced by two new countries.

Council members count - the maximum number of council members

Time Settings

Cadence Duration - the duration of UN cadence

Voting Time Duration - the time limit for each proposition voting

Proposition Cooldown - the cooldown between the possibility of proposing resolutions

Close Settings

Effects when player closes UN manually - list of effects that will be applied when the player closes the UN manually

AI Settings

Success Threshold - a threshold that defines whether an AI country will vote for specific resolutions. The threshold points can be set up in each resolution.

AI Behavior name - select the AI behavior type to set up **Success Threshold**

Resolution settings

Resolution Name - a localization key for the name of the resolution

Resolution Description - a localization key for the description of the resolution

Resolution Money Cost - how much money will it take to start voting over the resolution

Resolution AP Cost - how much AP will it take to start voting over the resolution

Hidden - the resolution will be hidden

Cancelable - resolution can be canceled

Council only - only council members can vote

Resolution Targets - either global or specific countries

Cancellation Cooldown - days that must pass before a cancellation of the resolution may be proposed

Unrecognized - unrecognized countries can vote

Resolution Target Conditions - define the target of the resolution

Resolution Effects

Set Country Effects

Resolution's Voting

Positive	Negative
Name Label: <input style="width: 100%;" type="text" value="UN_FACT_DEMO"/> Value: <input style="width: 50%;" type="text" value="10"/> <input style="width: 40%; text-align: center;" type="button" value="Conditions"/> <input style="width: 10%; text-align: center; color: red; font-weight: bold; font-size: 1.2em;" type="button" value="X"/>	Name Label: <input style="width: 100%;" type="text" value="UN_FACT_MIL_HIGH"/> Value: <input style="width: 50%;" type="text" value="15"/> <input style="width: 40%; text-align: center;" type="button" value="Conditions"/> <input style="width: 10%; text-align: center; color: red; font-weight: bold; font-size: 1.2em;" type="button" value="X"/>
Name Label: <input style="width: 100%;" type="text" value="UN_FACT_MIL_LOW"/> Value: <input style="width: 50%;" type="text" value="20"/> <input style="width: 40%; text-align: center;" type="button" value="Conditions"/> <input style="width: 10%; text-align: center; color: red; font-weight: bold; font-size: 1.2em;" type="button" value="X"/>	Name Label: <input style="width: 100%;" type="text" value="UN_FACT_SMALL_COUNT"/> Value: <input style="width: 50%;" type="text" value="10"/> <input style="width: 40%; text-align: center;" type="button" value="Conditions"/> <input style="width: 10%; text-align: center; color: red; font-weight: bold; font-size: 1.2em;" type="button" value="X"/>
Name Label: <input style="width: 100%;" type="text" value="UN_FACT_NO_CLAIMS"/> Value: <input style="width: 50%;" type="text" value="25"/> <input style="width: 40%; text-align: center;" type="button" value="Conditions"/> <input style="width: 10%; text-align: center; color: red; font-weight: bold; font-size: 1.2em;" type="button" value="X"/>	Name Label: <input style="width: 100%;" type="text" value="UN_FACT_BB_HIGH"/> Value: <input style="width: 50%;" type="text" value="20"/> <input style="width: 40%; text-align: center;" type="button" value="Conditions"/> <input style="width: 10%; text-align: center; color: red; font-weight: bold; font-size: 1.2em;" type="button" value="X"/>
Name Label: <input style="width: 100%;" type="text" value="UN_FACT_LARGE_COUNT"/> <input style="width: 100%; text-align: center; margin-top: 5px;" type="button" value="Add Factor"/>	Name Label: <input style="width: 100%;" type="text" value="UN_FACT_CLAIMS"/> <input style="width: 100%; text-align: center; margin-top: 5px;" type="button" value="Add Factor"/>

Each proposition can have both positive and negative factors.

To add a factor, press the **Add Factor** button.

Name Label - the factor's name localization key

Value - the factor's value, affects the AI voting

Conditions - set up conditions for each factor

Unification editor

The Unification editor allows us to create formable countries.



Add Unification - adds a new unification to the list

Decision loc key- the decision name localization key

Country name loc key - the newly created country name localization key

Finish name loc key - the description localization key

Required provinces - define which provinces are required to complete the unification

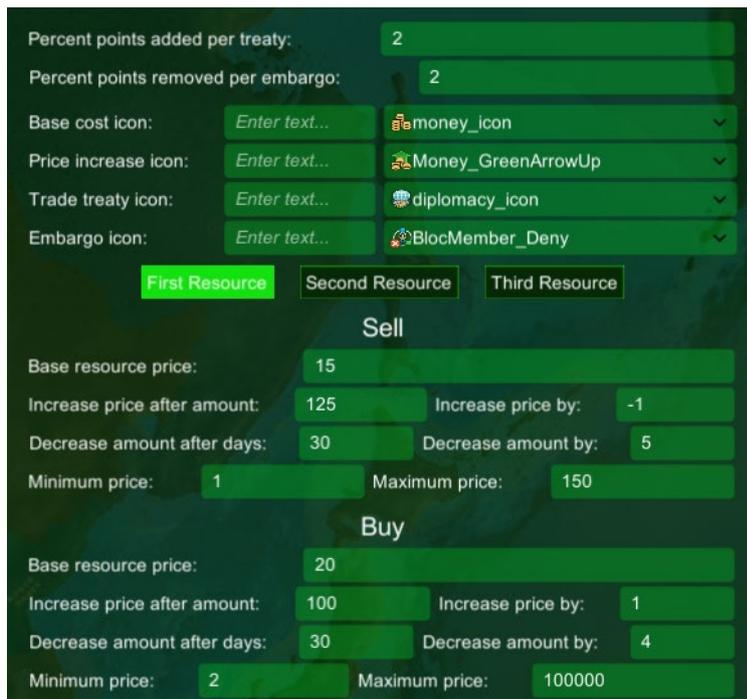
For countries - define which countries can complete the selected unification

Flag dropdown - set the unified country's flag

Remove - remove the unification

Resource trading

The Resource Trading editor allows us to manage the Resource Trading mechanic.



Percent points added per treaty - the resource trade boost that comes from trade treaties

Percent points removed per embargo - the resource trade penalty caused by embargos

Base cost/Price increase/Trade treaty/Embargo icons - select icons for each category

To edit Sell/Buy settings, please select **First/Second/Third Resource**, which will bring up the Sell/Buy settings panel.

Sell/Buy

Base resource price - set the base resource price

Increase price after amount - the price will be increased after selling/buying more resources than the entered value

Increase price by - the price will be increased by the entered value

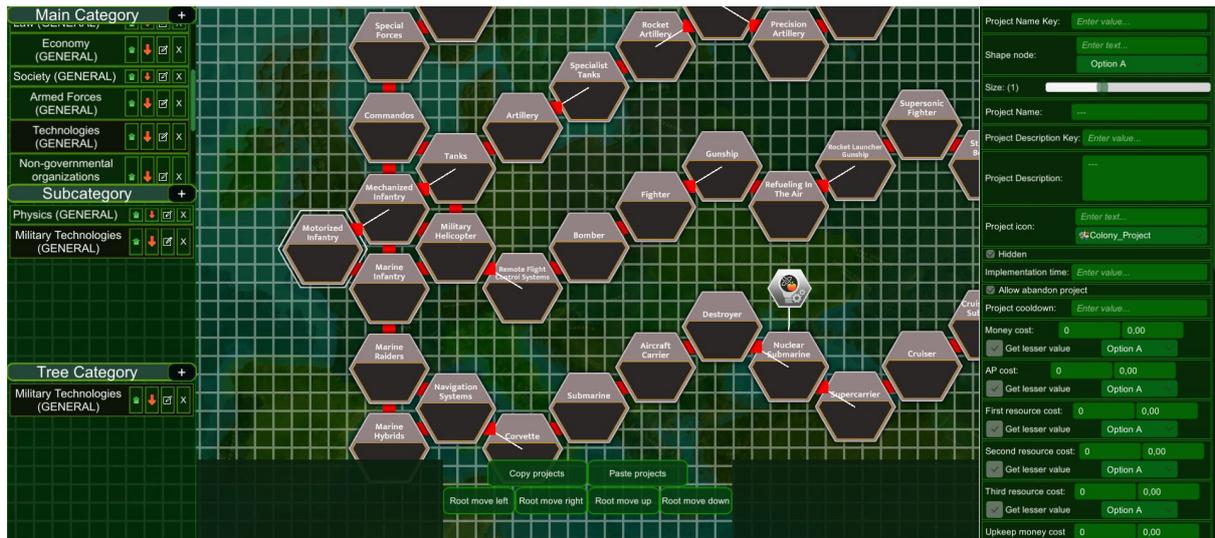
Decrease amount after days - decrease the number of resources available to sell/buy after specified time

Decrease amount by - set the amount of decrease

Minimum price - the minimum price of the resource

Maximum price - the maximum price of the resource

Projects



Selecting project category, subcategory, and tree category.

To add a category or subcategory, press the + button.

To select a category or subcategory, click the name of the category or subcategory.

The category's position on the list can be adjusted with the green and red arrows.

To update a category, click the pencil icon.

To remove a category press the X button.

Main Category +

Ad Hoc (GENERAL)				
Civilization & Culture (GENERAL)				
International Relations (GENERAL)				
Law (GENERAL)				
Economy (GENERAL)				

Subcategory +

Ad Hoc (GENERAL)				
------------------	--	--	--	--

Tree Category +

Ad Hoc (GENERAL)				
------------------	--	--	--	--

Adding new categories

New Category

Curfew

Post-war Reconstruction

Category Name Key:

Category Name:

Category Description

Category Description:

Hidden

Bloc only

Category icon:

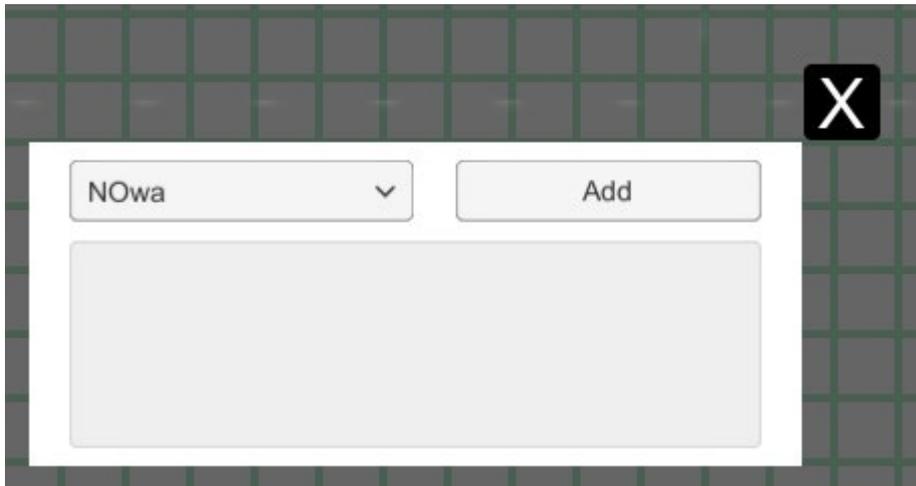
 Adhoc

Access level:

Religious Holiday

General Training

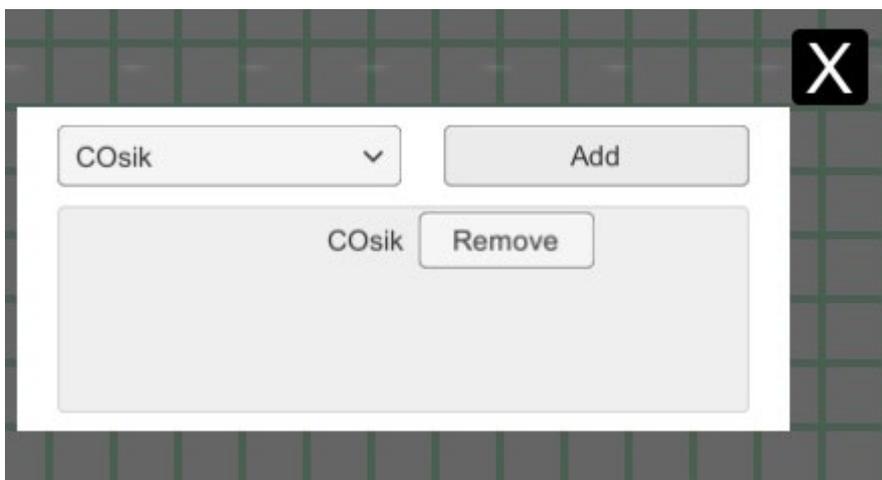
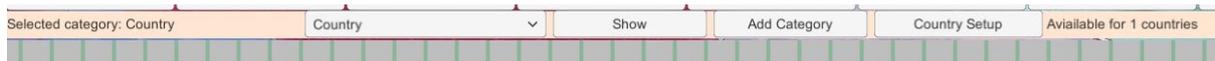
Civilization setup



Dropdown - list of civilizations

Add - adds new civilization

Country setup

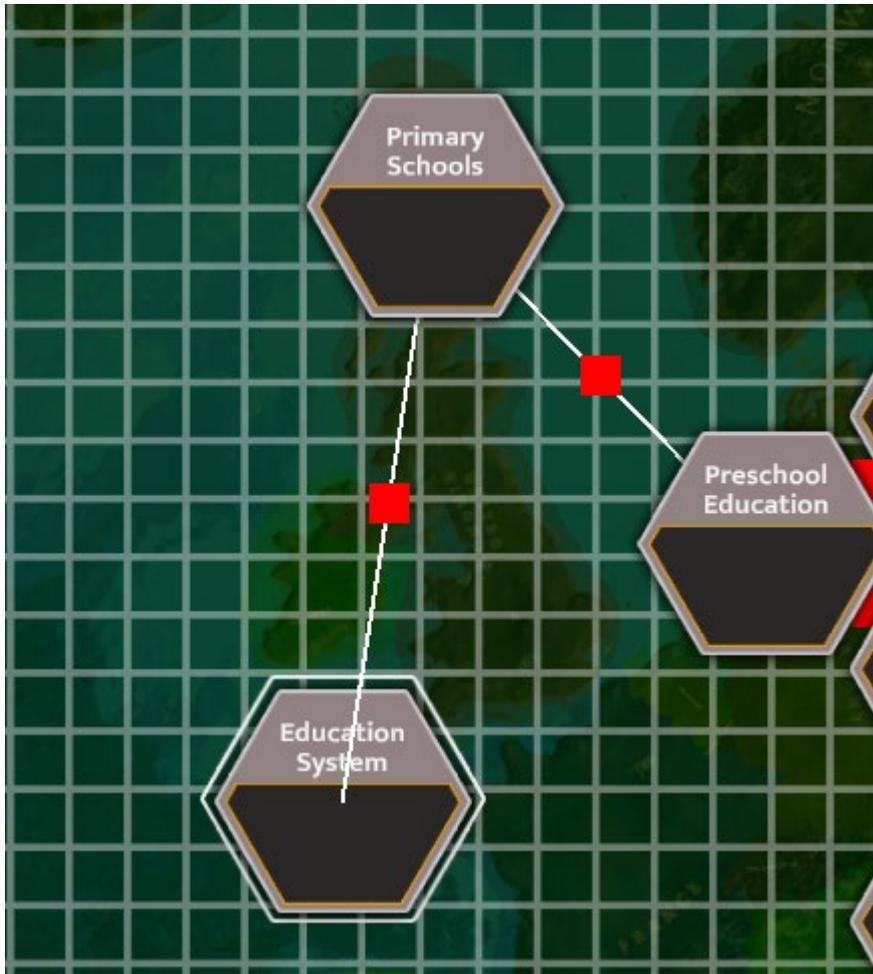


Dropdown - list of countries

Add - adds new country

Remove - removes selected country

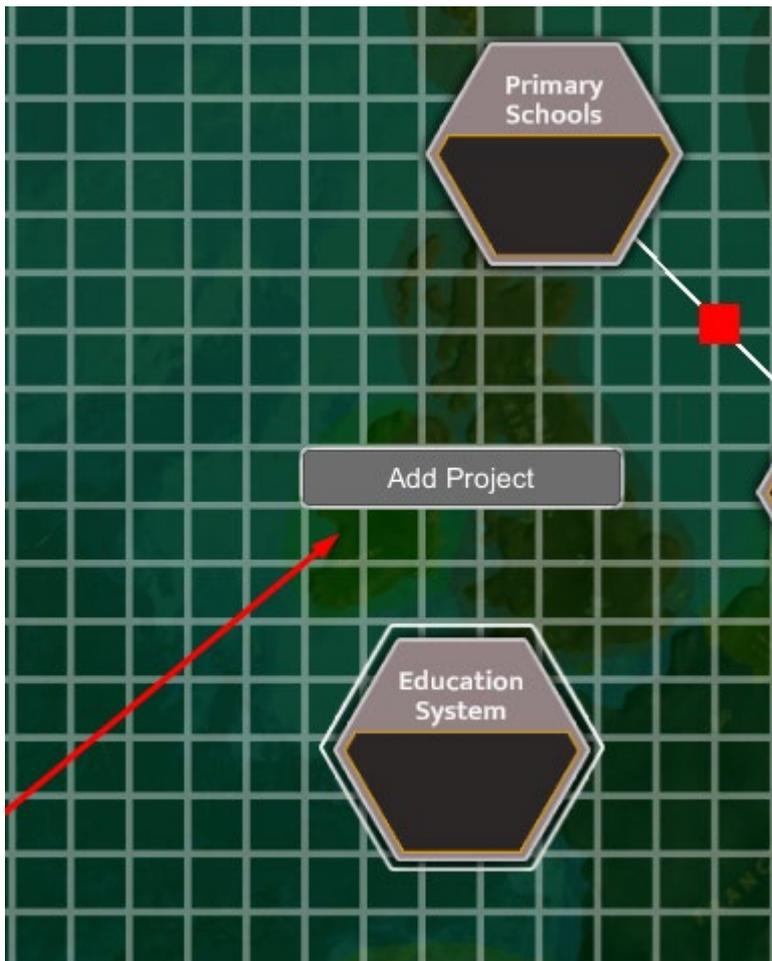
Managing nodes and links



Adding links- select a project node and right click on another project node that should be connected. For example, select the Educational System project, then right click on the Primary Schools project to connect the two.

Removing links - left click on the red square to remove a link between nodes

Adding nodes - to add a project node, right click on the background grid and select “Add Project”



Removing project nodes - to remove a project node, right click the project node and select “Remove Project”

To change node position - hold left mouse button on the node and move it by mouse

Project information

Project Name Key:	PROJ_EDU_SYSTEM
Shape node:	Enter text... HEX
Size: (1)	<input type="range"/>
Project Name:	---
Project Description Key:	PROJ_EDU_SYSTEM_d
Project Description:	---
Project icon:	Enter text... Colony_Project
<input type="checkbox"/> Hidden	
Implementation time:	50
<input checked="" type="checkbox"/> Allow abandon project	
Project cooldown:	100
Money cost:	500 0,5
<input checked="" type="checkbox"/> Get lesser value	POPULATIO
AP cost:	500 0,5
<input checked="" type="checkbox"/> Get lesser value	POPULATIO
First resource cost:	0 0
<input type="checkbox"/> Get lesser value	DONT_SCAL
Second resource cost:	0 0
<input type="checkbox"/> Get lesser value	DONT_SCAL
Third resource cost:	0 0
<input type="checkbox"/> Get lesser value	DONT_SCAL
Upkeep money cost	5 0,005

Project name key - project name localization key

Shape node - node shape dropdown

Size - allows to adjust the size of the node

Project description key - project description localization key

Project icon - allows to set the project's icon

Hidden - allows to hide projects

Implementation time - allows to set the time required to implement a project

Allow abandon project - allows to adjust whether a project can be disabled or not

Project cooldown - the cooldown after disabling a project before the project can be implemented again



The screenshot shows three sections of configuration for implementation costs. Each section has two input fields and a dropdown menu. The first section is for 'Money cost' with values 500 and 0.5, a checked 'Get lesser value' checkbox, and a dropdown set to 'POPULATIO'. The second section is for 'AP cost' with values 500 and 0.5, a checked 'Get lesser value' checkbox, and a dropdown set to 'POPULATIO'. The third section is for 'First resource cost' with values 0 and 0, an unchecked 'Get lesser value' checkbox, and a dropdown set to 'DONT_SCAL'.

Money/AP/Resources cost - allows to adjust the implementation cost of projects, the cost can be either fixed or scaled. The first input field (500) is for the fixed value, while the second input field (0.5) allows for the scaling of the cost. The list of possible scaling options can be found in the dropdown (POPULATION).



The screenshot shows three sections of configuration for upkeep costs. Each section has two input fields and a dropdown menu. The first section is for 'Upkeep money cost' with values 5 and 0,005, an unchecked 'Get lesser value' checkbox, and a dropdown set to 'POPULATIO'. The second section is for 'Upkeep AP cost' with values 5 and 0,005, an unchecked 'Get lesser value' checkbox, and a dropdown set to 'POPULATIO'. The third section is for 'Upkeep first resource cost' with values 0 and 0, an unchecked 'Get lesser value' checkbox, and a dropdown set to 'DONT_SCAL'.

Upkeep Money/AP/Resources cost - the monthly cost of project's upkeep

HDI level - sets HDI level requirement

Leadership points requirement - only for blocs - sets Leadership points requirement

Has to be greater or equal - if checked, the HDI or Leadership points level has to be greater or equal to the set value

Options:

Impl. cost scale per GDP the implementation cost is increased by the given value of xGDP

Impl. Cost Scale per provinces the implementation cost is increased by the given x and the number of provinces owned

Impl. Cost Scale to Population implementation cost is increased by the given value x population of the country

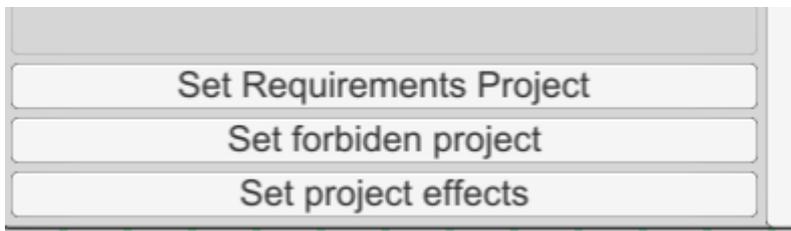
Scale Maintenance to GDP the cost of maintenance is increased by the given value of xGDP

Scale Maintenance to population the cost of maintenance is increased by the given x and the number of provinces

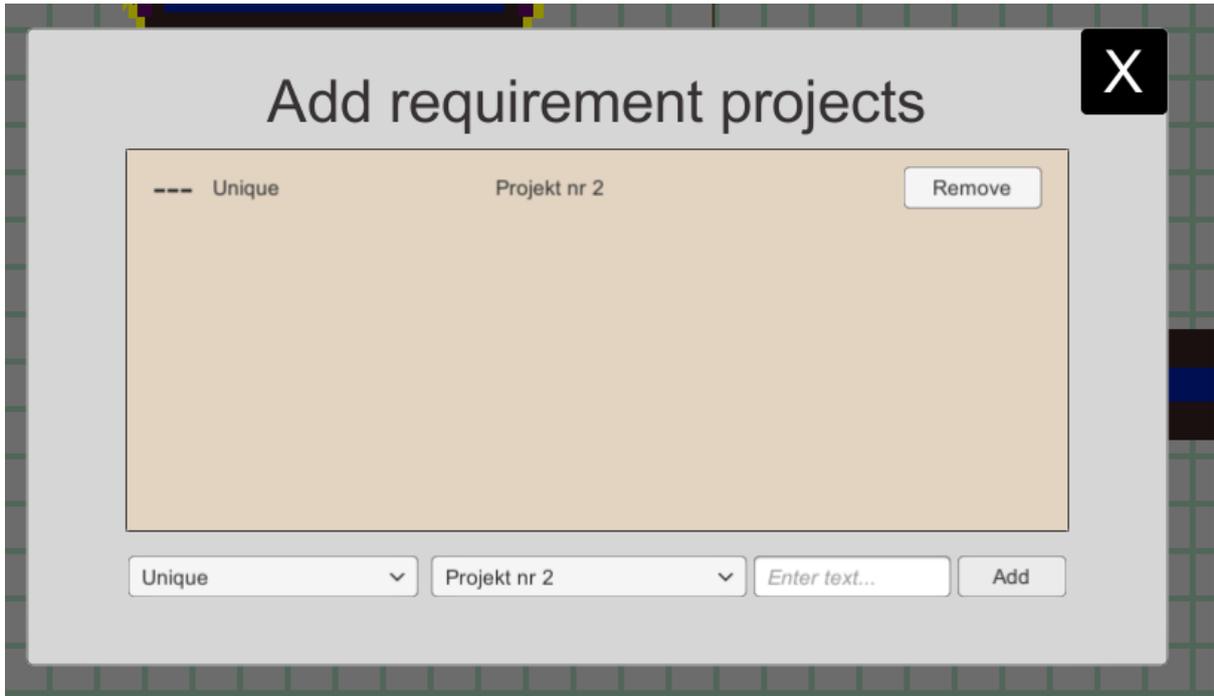
Scale maintenance to Provinces the cost of maintenance is increased by the given value of x population of the country

Parties agree - select parties that agree to make this action

Parties agree after- select parties that agree after lobbying to make this action. If the party doesn't agree for action and doesn't agree for action after lobbying it will never let the player to make that action.

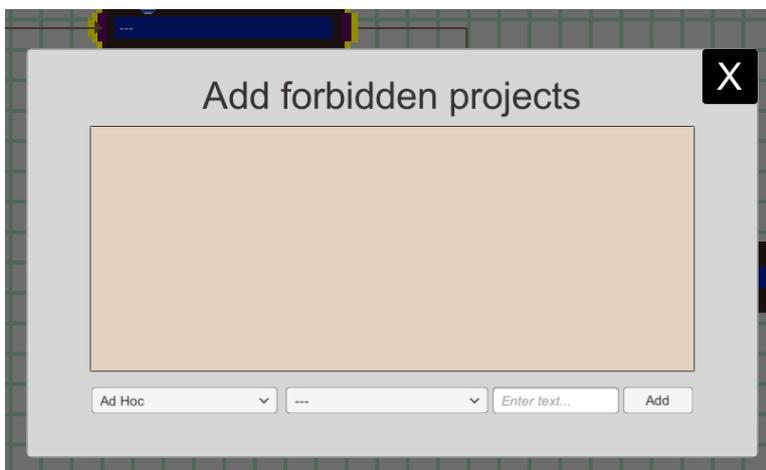


Set required projects



Add requirement projects from all categories, that will be required for implement selected project

Set forbidden projects



Add forbidden projects from all categories, that will be forbidden if you implement selected project

Set project effects - set project effects. More about effects in “Configurator of Effects”.

Starting projects

From existing projects set up the projects that specific countries will have at the beginning of the game.





Countries filtered by their behavior type. Behaviors can be picked from the dropdown. The list below will attune in accordance with countries fitting the chosen behavior. Countries can be later picked from the list directly by clicking on them. Selecting multiple countries is possible.



Countries chosen from the list show their project trees. To select a project simply click on it. The project will change to green to symbolize that it will be active when the game starts. Certain project implementation rules apply, meaning a project can't be selected unless its required predecessor was selected first.

Project categories can be changed via the dropdown at the top of the window.

AI settings

Artificial intelligence in the game is based on actors and their behavior. We define general behaviors and special behaviors for specific countries if necessary. Each actor (country) plays his actions according to his preferences defined in the given behavior. Examples of general behaviors:

- aggressive,
- peaceful,
- focused on military development,
- focused on economic development,
- focused on joining blocs,
- focused on creating blocs.

The actors are dependent on the size and importance of the countries. Small countries that are not very important for a given scenario receive less developed actors, thanks to which it is possible to ensure the smooth game operation and proper optimization even in a very large number of countries.

Depending on the development or regression of the country, the actor may change, thanks to which the country will change its policy, adapting it to a given situation.

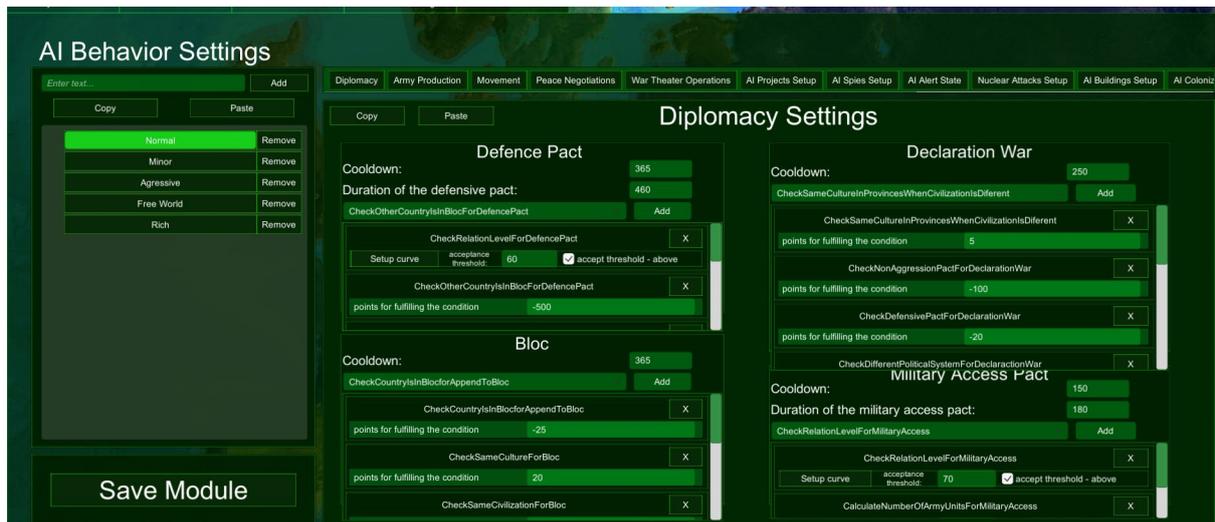
There are also actors created especially for main countries in a specific scenario, thanks to which the most important countries will behave completely differently, pursuing their aspirations in accordance with the scenario objectives.

The actors are attributed to a particular mechanic. This will allow for a diverse selection of actors and strategies for a given country, thanks to which it will be possible to obtain diverse, different behaviors of countries that best simulate a variety of political decisions.

We plan separate actors to manage:

- internal economy,

- army production,
- control units,
- fight in operations,
- diplomacy,
- espionage,
- UN,
- peace negotiations,
- stock exchanges,
- blocks,
- election,
- projects,
- loans,
- transferring the capital,
- destruction of infrastructure,
- trade routes.

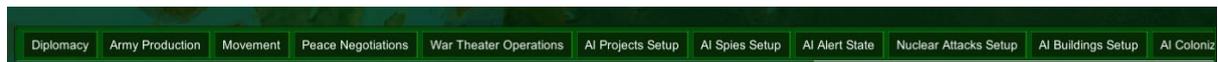


To add a new behavior enter its name and click add.

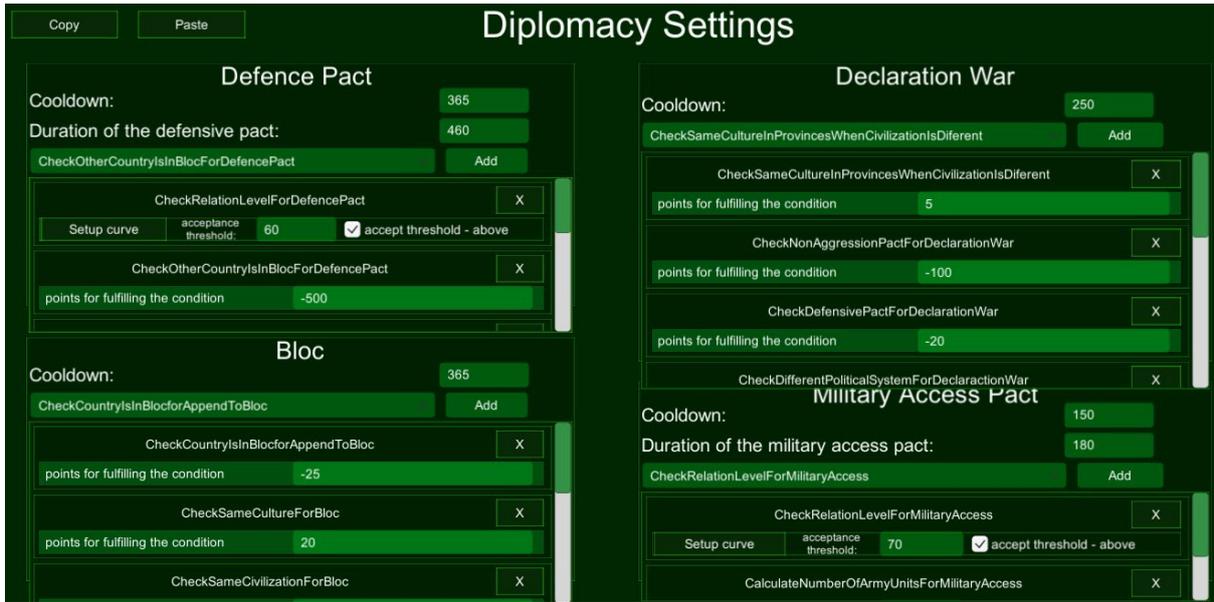


To choose a behavior click on its name.

Each behavior has a few modules.



Each action in a module has parameters that affect the probability of its implementation.



Army units production setting (AI)



Behavior state:

Normal - country during peace

Prepare to war - country targeted enemy for war

Military conflict - country during war

Percentage limit of army units - set how much units a country should keep in selected behavior. It's the percentage of the country's army limit - it results from militarism, projects, and population. Each country has a different army limit.

Days interval - Production will be started at random times between those two values.

Percentage number of units produced: (0-100) - set the proportions of units in the armies.

Production cost: (0-100) - set the percentage of unit production cost - AI can pay for units more or less than the player.

Number of units per interval (%)- set the number of units to produce in one interval.

Movement module (AI)

Movement Module	
Relation with bordering country :	<input type="text"/> Set Relation Curve
Firepower in neighbors subregions:	<input type="text"/> Set Firepower Curve
Enemy firepower:	<input type="text"/> Set Firepower Curve
Own firepower:	<input type="text"/> Set Firepower Curve
Distance from capital:	<input type="text"/> Set Distance Curve
Military units proportion:	<input type="text"/> Set Proportion Curve
Parameters analyzing own subregions	
Points for number of border subregions:	<input type="text" value="1"/>
Points for number of enemy border subregions:	<input type="text" value="10"/>
Points for existence theater in our subregion:	<input type="text" value="15"/>
Points for having capital in subregion:	<input type="text" value="10"/>
Points for occupying Subregion:	<input type="text" value="-20"/>
Points for enemy occupation of subregion:	<input type="text" value="25"/>
Parameters analyzing enemy subregions	
Points for existence theater:	<input type="text" value="10"/>
Points for provinces belonging to our national provinces:	<input type="text" value="10"/>
Other	
Offset between priorities:	<input type="text" value="2"/>

Relations with bordering country - priority points granted in peace to AI owned regions that border other countries. Based on relations with the neighbor.

Firepower in neighbors subregions - priority points granted in peace to AI owned regions that border provinces of the other country. Based on the firepower of the other country in the regions bordering AI owned region.

Enemy firepower - priority points granted in war to AI owned regions that border provinces controlled by the other country. Based on the firepower of the other country in the regions bordering AI controlled region.

Own firepower - priority points based on total allied military force currently residing in the AI controlled region. Used to limit the army forces send to the same region by the AI, i.e. Own firepower lowers the priority. Army that was sent to the region remembers the original priority of that region. But all other armies from this point on will use priority lowered by this parameter.

Distance from capital - priority points based on the distance between AI owned subregion and AI's capital region.

Military units proportion - priority points granted to AI controlled regions based on the firepower in other country's regions that border it. Accounted by percentage proportions (AI firepower divided by the other country's firepower).

____ Parameters analyzing own subregions ____

Points for number of border subregions - priority points based on the total number of AI controlled regions bordering with other countries.

Points for number of enemy border subregions - priority points based on the number of AI controlled regions bordering with the enemy.

____ Parameters analyzing enemy subregions ____

Points for existence theater in our subregion - priority points given to the other country controlled region for ongoing theater in that region.

Points for having capital in subregion - priority points given to the other country's capital region.

Points for occupying Subregion - priority points given to enemy's regions under control of the AI.

Points for enemy occupation of subregion - priority points given to AI's region under control of the enemy.

Points for provinces belonging to our national provinces - priority points given to enemy owned regions that are core provinces of the AI.

____ Other ____

Offset between priorities - difference between priority levels needed for the army to move to another region.

Peace Negotiation Module AI

Minimum offer send interval: <input type="text" value="44"/>		
Player enemy internal war score factor: <input type="text" value="15"/>		
Other country all provinces occupied internal war score factor: <input type="text" value="10"/>		
Other country province annex internal war score factor: <input type="text" value="-1"/>		
Score offer send interval factor: <input type="text" value="Set Relation Curve"/>		
War duration offer send interval factor: <input type="text" value="Set Relation Curve"/>		
Province score internal war score factor: <input type="text" value="Set Relation Curve"/>		
Army proportion internal war score factor: <input type="text" value="Set Relation Curve"/>		
War duration internal war score factor: <input type="text" value="Set Relation Curve"/>		
War count internal war score factor: <input type="text" value="Set Relation Curve"/>		
Enemy war count internal war score factor: <input type="text" value="Set Relation Curve"/>		

Offers Order		
Democracy	Totalitarianism	Authoritarianism
Political victory <input type="text" value="v"/> <input type="text" value="+"/>	Political victory <input type="text" value="v"/> <input type="text" value="+"/>	Political victory <input type="text" value="v"/> <input type="text" value="+"/>
Demilitarisation <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Pay Reparations <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Demilitarisation <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>

Political victory <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Political victory <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Relinquish province <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>
Humiliation <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Relinquish province <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Humiliation <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>
Pay Reparations <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Humiliation <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Pay Reparations <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>

Demands Order		
Democracy	Totalitarianism	Authoritarianism
Political Victory <input type="text" value="v"/> <input type="text" value="+"/>	Political Victory <input type="text" value="v"/> <input type="text" value="+"/>	Political Victory <input type="text" value="v"/> <input type="text" value="+"/>
Liberate Country <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Acquire Province <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Acquire Province <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>
Political Victory <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Humiliation <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Demand Reparations <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>
Establish Democracy <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Establish Totalitarianism <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Humiliation <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>
Demilitarization <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Political Victory <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Demilitarization <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>
Demand Reparations <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	Demand Reparations <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>	
Acquire Province <input type="text" value="A"/> <input type="text" value="V"/> <input type="text" value="Remove"/>		

Minimum offer send interval - the number of days after that AI will send next peace negotiation

AI Projects Setup

By using the conditions system you can control what projects AI should implement or cancel.

The screenshot displays the 'AI project setup' interface. At the top left, there is a text input for 'Implementation interval' with the value '40'. The main area is divided into several sections:

- Projects View:** A vertical list of project categories and items. Categories include 'Ad Hoc', 'Unique', 'International', and 'Economy'. Items listed include Money Cheat, Action Points Cheat, Army Cheat, Annex Cheat, Embargo, Army Sucks Cheat, HDI Cheat, 100 Test, Simple Education, State secondary schools, Scholarships, Academic education, Art tax relief, Culture support organisation, Basic infrastructure, Hyperspeed corridors, and Rail Web.
- Default Project:** A table listing various projects with an 'X' in a box next to each, indicating they are selected for implementation. The projects listed are: Embassies, International actions, Sailors Training, Paramilitarist groups, Military Eductaion, Airplanes Improvements, Airplanes Improvements II, Airplanes Improvements III, Art tax relief, Basic infrastructure, Teleportation Device, Labour laws, and Social Help.
- Conditional Implementation and Conditional Cancellation:** Two large panels for managing project conditions. Each panel has buttons for 'Setup Conditions', 'Remove', 'Copy', 'Paste', and 'Select'. The 'Conditional Implementation' panel shows 'Money Cheat' and 'HDI Cheat' with 'X' marks. The 'Conditional Cancellation' panel shows 'Action Points Cheat', 'Army Cheat', and 'Embargo' with 'X' marks.
- Buttons:** 'Add new' button in the top right corner.

Version information 'ver build: 0' is visible in the bottom right corner.

The general idea behind the AI's projects system is based on lists of projects that will be implemented in specified situations (conditional implementation/cancellation), or by default (Default Project). AI prioritizes as follows:

- If cancellation conditions are met - project will be cancelled
- if implementation conditions are met - project will be implemented
- if neither conditions are met - AI will implement project from the default list

AI pays, uses slots and requires time to implement projects just as the player does.



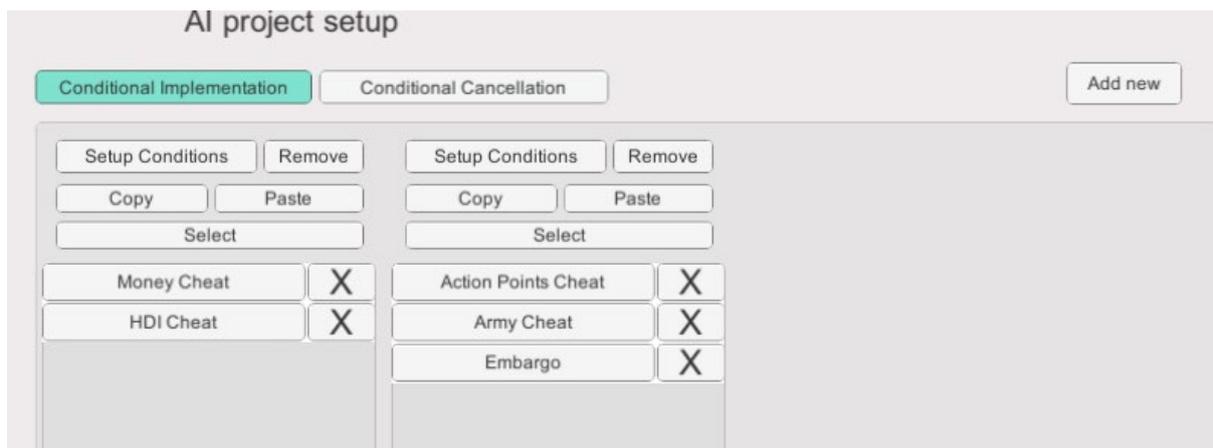
Implementation interval - set the number of days between AI from the chosen Behavior will operate on projects.

Projects View - list of all currently existing projects within the scenario

Default Project - list of the default implementation. If none other conditions are met, AI will try to implement projects from that list (in order from top to bottom) at every interval.



To add projects to the default list, click on the 'Default Project' button and then on the projects you wish to add. Projects on the list can be freely moved by clicking and dragging them as shown on the screencap above.



Conditional Implementation/Cancellation - switch between the conditions you wish to modify.

Add new - Adds new conditional tree to the selected category.

Setup conditions - brings up the conditions setup window,

Remove - removes the selected tree

Copy/Paste - copy/pastes the selected tree (used to use similar settings in different behaviors)

Select - selects the given tree to add projects to its list. To add projects simply click on the desired projects in the 'Projects View' section. Projects within the tree also can be freely moved around to modify implementation (or cancellation) order.

AI Spies Setup

Spies parameters settings			
AI ranking parameters		AI subregion ranking parameters	
Distance curve:	<input type="button" value="Setup"/>	Points for capital:	<input type="text" value="10"/>
GDP curve:	<input type="button" value="Setup"/>	Points for bordering subregion:	<input type="text" value="10"/>
Relation curve:	<input type="button" value="Setup"/>	Points for having subregion:	<input type="text" value="13"/>
Warmonger curve:	<input type="button" value="Setup"/>	GDP subregion curve:	<input type="button" value="Setup"/>
Points for controlling by player:	<input type="text" value="10"/>	Dissatisfaction curve:	<input type="button" value="Setup"/>
Points for enemy spies on the territory:	<input type="text" value="12"/>	Resources curve:	<input type="button" value="Setup"/>
Points for leading a war:	<input type="text" value="14"/>	Points for existing spies:	<input type="text" value="-15"/>
		Points for existing opponent spies:	<input type="text" value="20"/>
		Points for existing war theater:	<input type="text" value="10"/>
Cooldown preparation:	<input type="text" value="35"/>	Cooldown action:	<input type="text" value="25"/>
Country ranking capacity:	<input type="text" value="5"/>		
<input checked="" type="checkbox"/> Is component active			

AI spies search for potential enemies based on the series of parameters that can be set in this section. The general idea behind the AI is:

1. AI looks for countries that pose the biggest threat to it and ranks them accordingly.
2. From AI provinces and from provinces of the countries from the top of the 1. Ranking AI chooses provinces that it will send spies to.
3. Spies will perform actions in provinces if they meet conditions to perform them.

AI ranking parameters	
Distance curve:	Setup
GDP curve:	Setup
Relation curve:	Setup
Warmonger curve:	Setup
Points for controlling by player:	10
Points for enemy spies on the territory:	12
Points for leading a war:	14
Cooldown preparation:	35
Country ranking capacity:	5
<input checked="" type="checkbox"/> Is component active	

This section deals with the country ranking to find enemies of the AI.

Distance curve - Points for distance in unity units between the capitals. X - distance, Y - points

GDP curve - points for the GDP of the targeted country. X - gdp, Y - points

Warmonger curve - points for the warmonger level of the targeted country. X - Warmonger, Y - points

Points for controlling by player - points for countries that are under human control

Points for enemy spies on the territory - points if the target has spies on the AI's territory

Points for leading a war - points for AI being at war with the target.

Cooldown preparation - Cooldown between ranking's recalculation

Country ranking capacity - How many countries will be taken under consideration in the province ranking.

Is component active - Countries from this behavior will send their spies and try to perform spying actions

AI subregion ranking parameters	
Points for capital:	<input type="text" value="10"/>
Points for bordering subregion:	<input type="text" value="10"/>
Points for having subregion:	<input type="text" value="13"/>
GDP subregion curve:	<input type="button" value="Setup"/>
Dissatisfaction curve:	<input type="button" value="Setup"/>
Resources curve:	<input type="button" value="Setup"/>
Points for existing spies:	<input type="text" value="-15"/>
Points for existing opponent spies:	<input type="text" value="20"/>
Points for existing war theater:	<input type="text" value="10"/>
Cooldown action:	<input type="text" value="25"/>

This section deals with the Province Ranking, i.e. where AI will send its spies

Points for capital - Points if the province is a capital

Points for bordering region - Points if the province is a bordering province from the AI's perspective

GDP curve - Points for GDP in the province (x-gdp, y - points)

Dissatisfaction curve - points for the unhappiness level (0-100) in the province (x - unhappiness, y - points)

Resources curve - points for the total number of resources (x - resources, y - points)

Points for existing spies - points for the AI's spy in the province

Points for existing opponent spies - points for the enemy spy on the province

Points for existing war theater - points for the theater in the province

Cooldown action - How often spies will try to perform actions

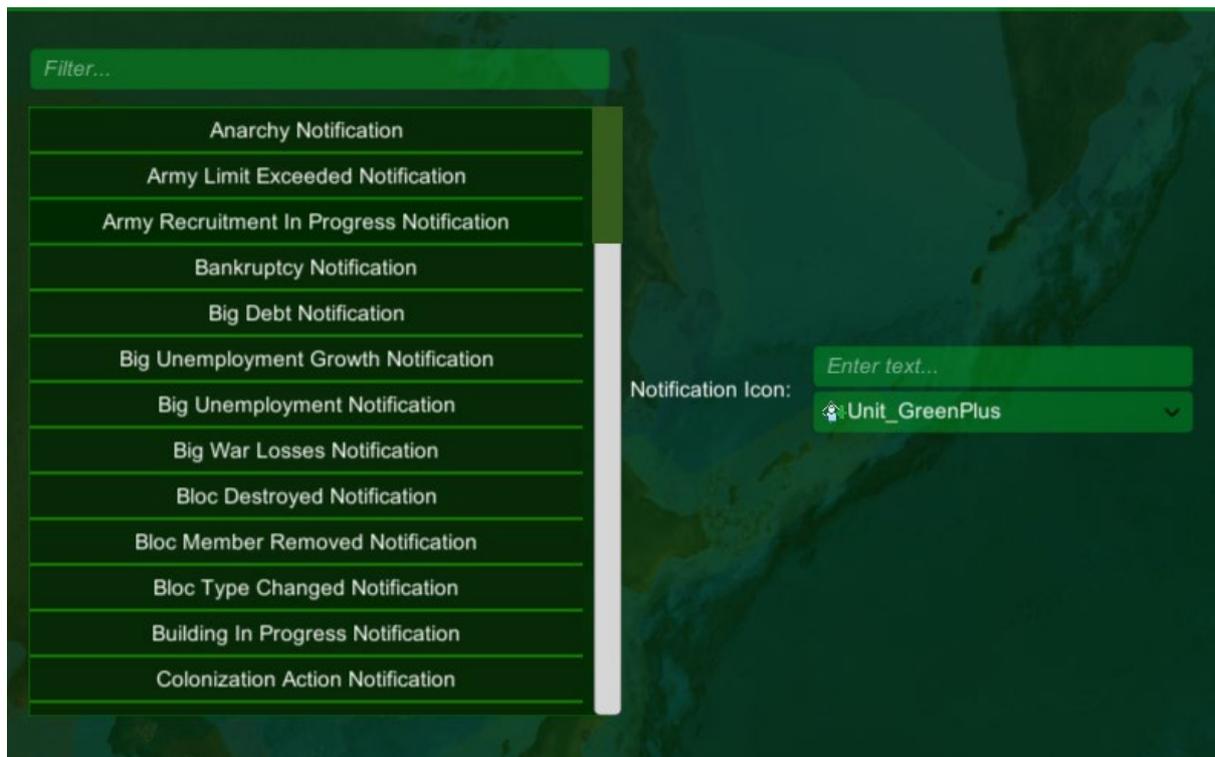
Spy action conditions

Actual conditions for actions must be set in the **spies actions editor** by clicking on the 'setup conditional tree':



This will bring up the conditional tree, where conditions to perform specified actions can be set. Each can have their own specific conditions. If they are met, the spy will perform the action on the province he's currently in.

Notifications



All notifications are predefined, which means that new notifications can't be added, and the existing notifications can't be edited. However, there's a possibility of changing the icon of each notification, which can be done in the Notifications editor.

To change the notification's icon, pick the notification from the list and select its icon from the dropdown.

Effect Type List

One country

Affect one country or bloc

- Change gdp
- Enable hided diplomacy action
- remove country from bloc

- Change bloc name effect
- Change monthly action points
- Change monthly money income
- Change military integration- add/remove points to military bloc's integration
- Change action point effect
- Change globalization integration- add/remove points to globalization bloc's integration
- Add province core
- Change country name
- Remove province core
- Enable hided province special
- Change technology integration - add/remove points to technology bloc's integration
- Change score effect
- Change hdi effect
- Change economic integration - add/remove points to economic bloc's integration

Two country

Affect two countries (eg. Change relations)

- Create trade agreement
- Create defensive pact
- Remove trade agreement
- Create military access
- Create trade agreement
- Add country to bloc
- Create non aggression treaty
- Change relation
- Annexation effect

One province

Affect one province. Examples:

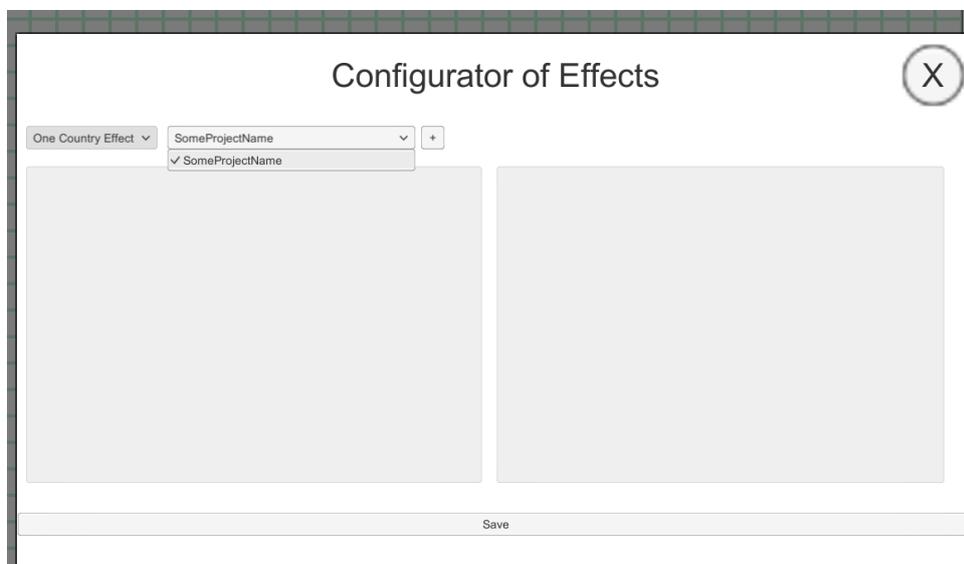
- Change province GDP
- Change province owner - change country who owns province
- Add neighbour province - add new neighbour province - it is useful for “construction of connections between provinces” actions.
- Change province current unhappiness
- Change province population
- Change province score

Country and province

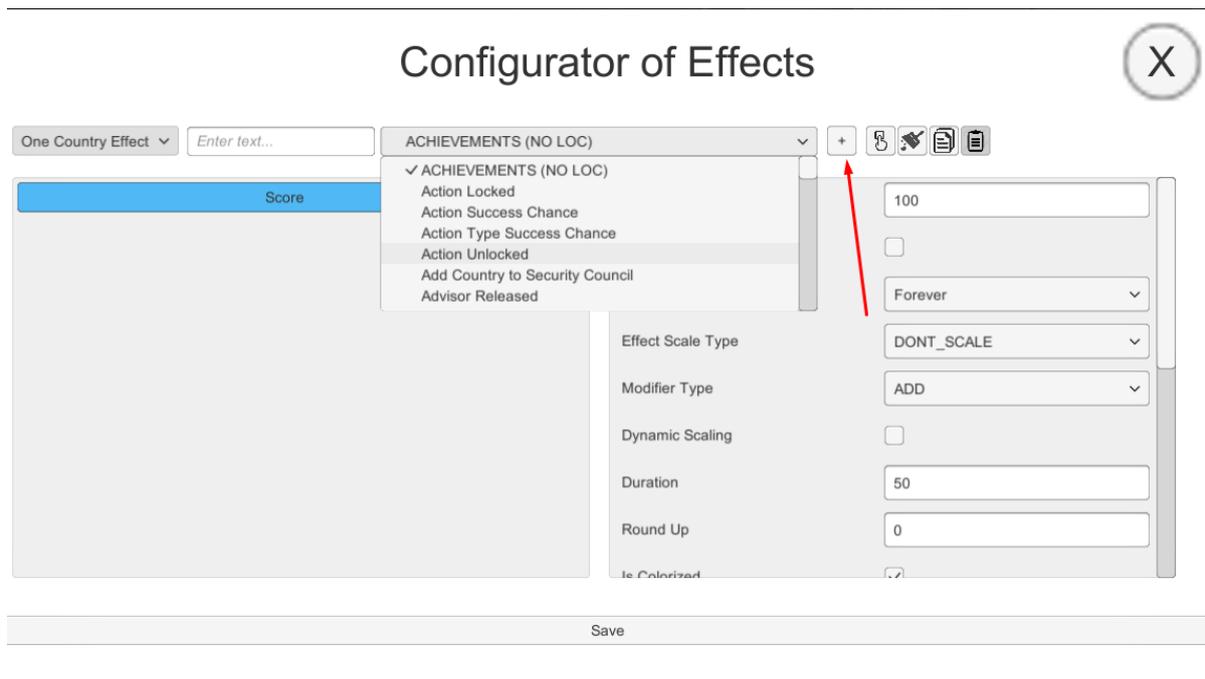
- Annexation effect

Configurator of Effects

Before using the configurator of effects, please read “Effects Namespaces”.

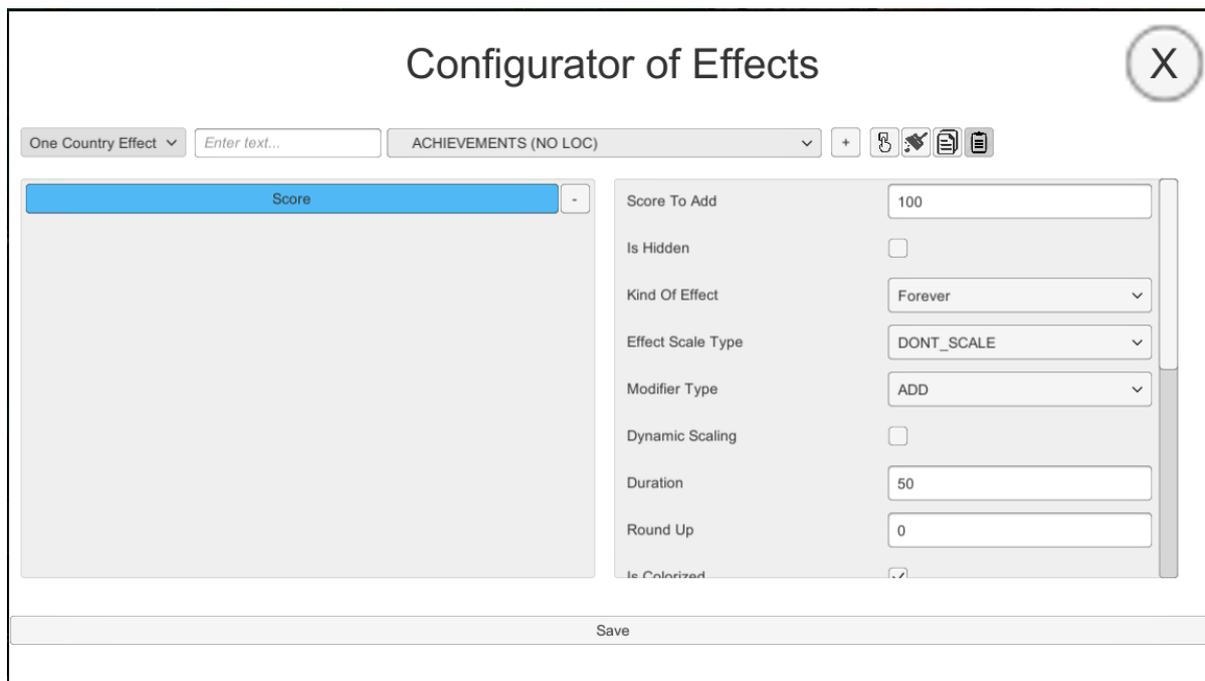


You can add effects created in effects namespaces:



Choose the effect name and click  button to add an effect.

Click on the added effect name to set the effect's values:



Is Hidden - checking this box will hide the effect in the game.

Kind of effect - sets the effect's type:

- Constant - the effect will be active as long as the effect trigger (i.e. project) is active
- Time - the effect will be active for the fixed time
- Falling - the effect's value will gradually drop over time
- Forever - the effect will be available forever

Effect Scale Type - scaling options, e.g. the Score effect can be scaled by GDP, Population, etc.

Modifier type - it applies only to effects that act as modifiers or change values of parameters.

There are 4 types available:

- ADD - the modifier adds the entered value
- MULTIPLY - the modifier multiplies the entered value
- SET - the modifier sets the modified value to a fixed value
- PERCENT - the modifier modifies the value by the entered percent value

Dynamic Scaling - if checked, the effect will be updated monthly, otherwise, the effect's value will be based on the initial data

Duration - how long will the effect last if set to TIME behavior

Round up - how many decimal places should be displayed

Colorized - if checked, the positive effects will be colored green, and the negative red

Color Reversed - if checked, the positive effects will be colored red, and the negative green

Show Value - if checked, the value of the effect will be displayed

Show Flag - the flag of the country that initiated the effect will be displayed

Is Flat Or Scale Value - if checked, the effect compares the scaled and constant value

Const Value - the constant value can be set here (applicable only if the "Flat Or Scale Value" is checked)

Take Greater Value - the greater value will be taken (it only applies when the "Flat Or Scale Value" ticker is checked)

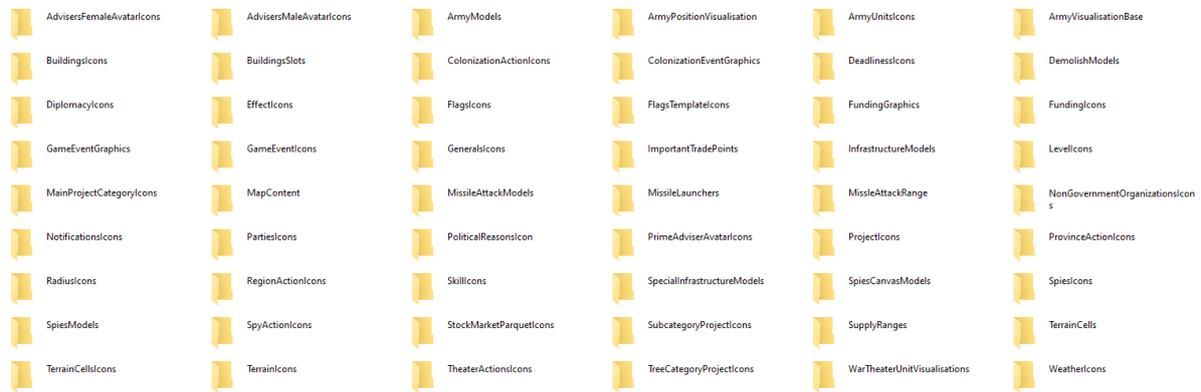
Icon Name - this field is for debug only. It will be blocked later.

Effect Name Key - this field is for debug only. It will be blocked later.

Unique id - this field is for debug only. It will be blocked later.

Adding personalized icons, flags, etc. to scenario

To add personalized icon, pictures etc. open folder “Mods” and folder with current scenario name. The icons should be in .png format.



You can add personalized pictures and icons in folders:

AdvisersFemaleAvatarIcons - female adviser icons

AdvisersMaleAvatarIcons - male adviser icons

ArmyUnitsIcons - for icons for army units

BuildingsIcons - building icons

ColonizationActionIcons - colonization icons

DeadlinessIcons - missile attacks icons

EffectIcons - effect icons

FlagIcons- for specific countries flags

FlagsTemplateIcons - for custom flags

FundingIcons - funding icons

GameEventIcons - events icons

GeneralsIcons- for generals icons

MainProjectCategoryIcons - project category icons

NonGovernmentOrganizationsIcons - NGO icons

NotificationsIcons - notification icons

PartiesIcons - political parties icons

PrimeAdviserAvatarIcons - prime adviser icons

ProjectIcons - project icons

ProvinceActionIcons - province actions icons

RegionActionIcons - regional actions icons

SkillIcons - skills icons

SpiesIcons - spy icons

SpyActionIcons - spy action icons

StockMarketParquetIcons - stock market parquet icons

LevelIcons - levels icons

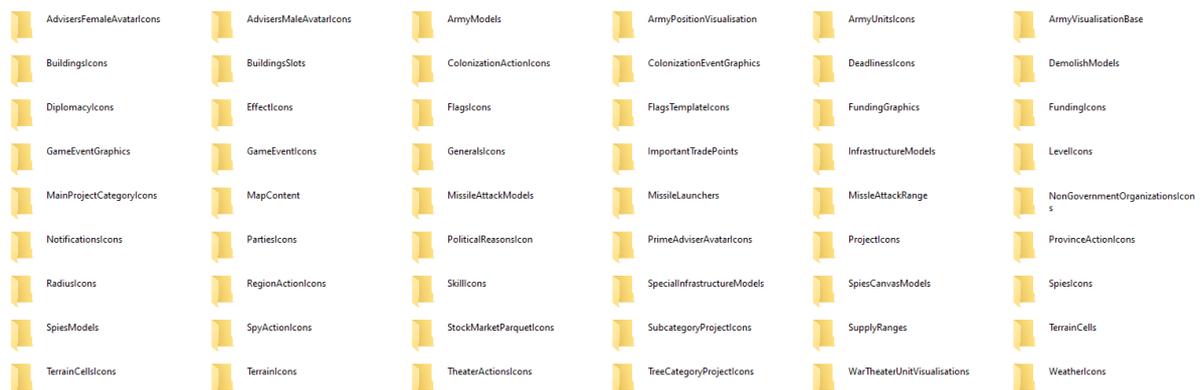
TerrainIcons- for terrain icons

WeatherIcons- for weather icons

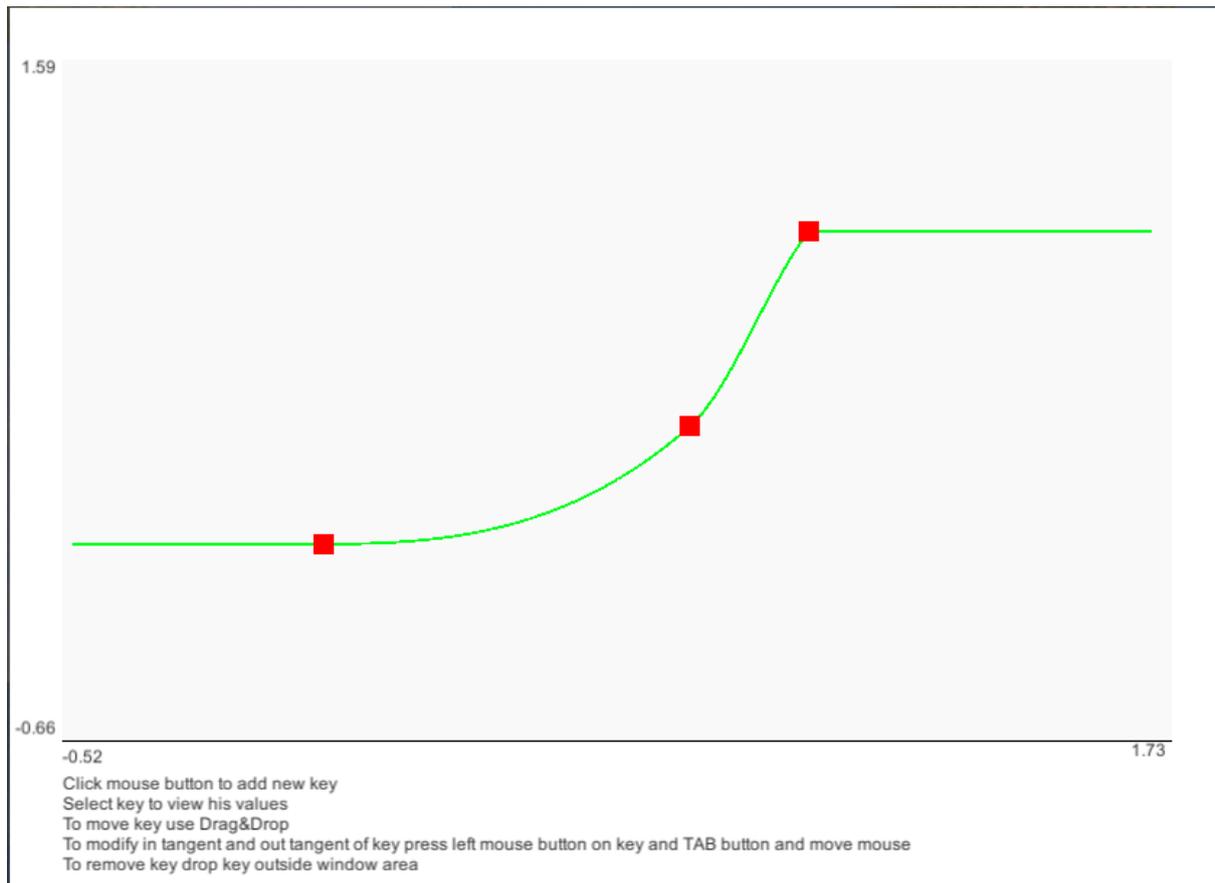
Adding personalized 3d models to scenario

To add personalized icon, pictures etc. open folder “Mods” and folder with current scenario name. The models should be in .fbx format.

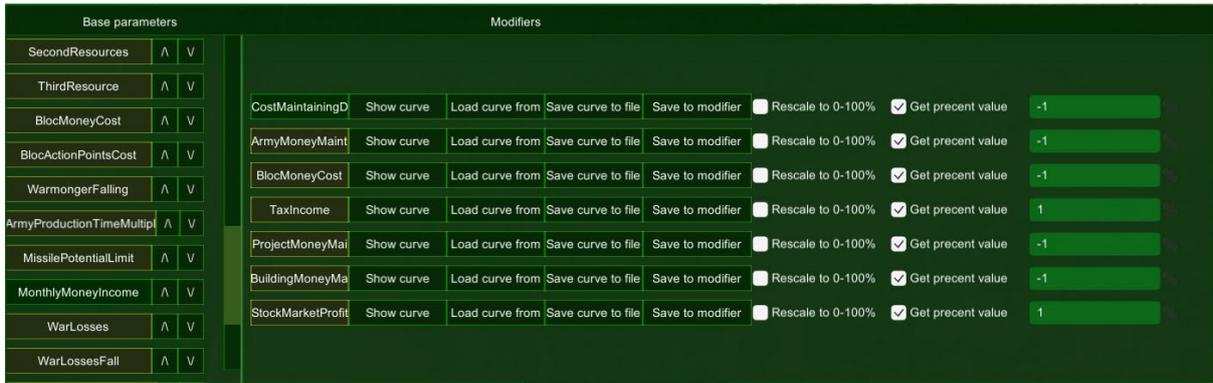
You can add personalized pictures and icons to corresponding folders in the Mods directory.



Curve editor



- To add a new point on the curve click the left mouse button in the selected point.
- To view key values click on the key.
- Move the key by dragging and dropping.
- To modify in tangent and out tangent of the key, press the left mouse button on point and hold the tab button. Then move the mouse to move the tangent.
- To remove, drag and drop the point outside the window area.
- To zoom in or zoom out, use the mouse scroll.

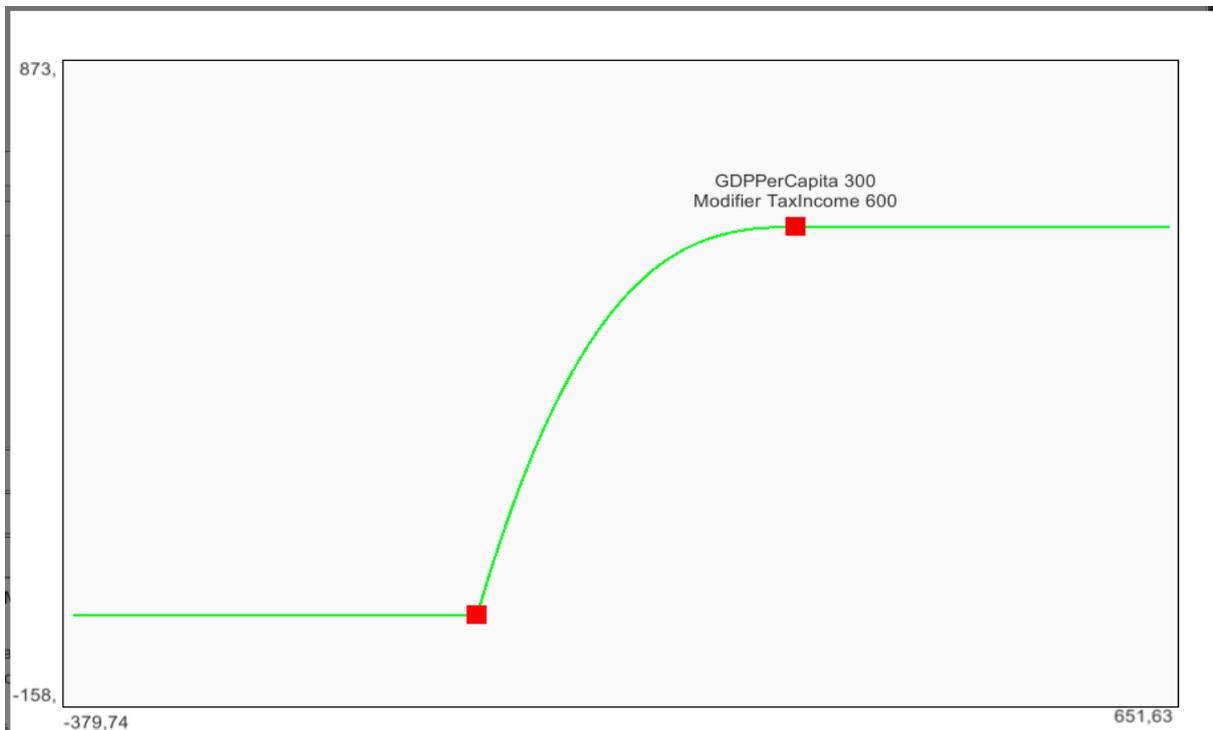


All major parameters of the game can be freely modified with the curve editor.

On the left side, new parameters (e.g. Money, Action Points) can be added. Each parameter can be then modified by any other parameter that exists in the game.

Parameters added on the right side of the screen will be used as modifiers for the parameters on the left side.

The scope of that modification is determined by the curves.



On the curve, X-axis refers to the modifier (i.e. right side components that impact the parameter), while Y-axis refers to the parameter (i.e. left side components that will be modified by the modifiers). In the example above, 'Tax Income' will be modified in accordance with the 'GDP per capita' of the country. Up to an additional 600 income from taxes can be achieved if 'GDP per capita' reaches the level of at least 300.

- Add the values of all modifiers to the selected Base Parameter per interval (e.g. Money, AP)
 - Multiply the selected Base Parameter by the values of all modifiers +1 (e.g. GDP)
 - Change intervals from one per day to one per calendar month. (NOT 30 days)
 - Multiply modifiers by themselves instead of adding them to each other (e.g. Taxes)
 - Rescale to 0-1
- To set a fixed value add the None modifier and enter the desired value.

At the bottom, counting conditions can be applied separately to each parameter. Parameters can be counted daily or monthly; and they can be multiplied or totalized. If no tick is checked, then the parameter will be directly set to the value of the combined modifier. Additionally, finite parameters (e.g. Interventionism, Personal Control, and Militarism) can be rescaled to 0-1 percentage values.



If rescaled to percentages, curves will use a 0-1 scale instead of the actual in-game values. The example above depicts a situation when maximum reachable Militarism in the game (that is 100%) will cause Unemployment to drop by 8%.



Both Parameters and Modifiers can be rescaled **independently** of each other. In the above example, the Current Unemployment Parameter is scaled, while the Militarism modifier uses actual in-game values. This means, that whenever a country keeps its military level at 15, its Unemployment will drop by 8%.

Instead of using curves, constant values may be applied by entering them into the value field. In the example above, Monthly Action Points Income will be modified by half of the total GDP.

Conditions Editor

This is an (empty) Conditions Editor.



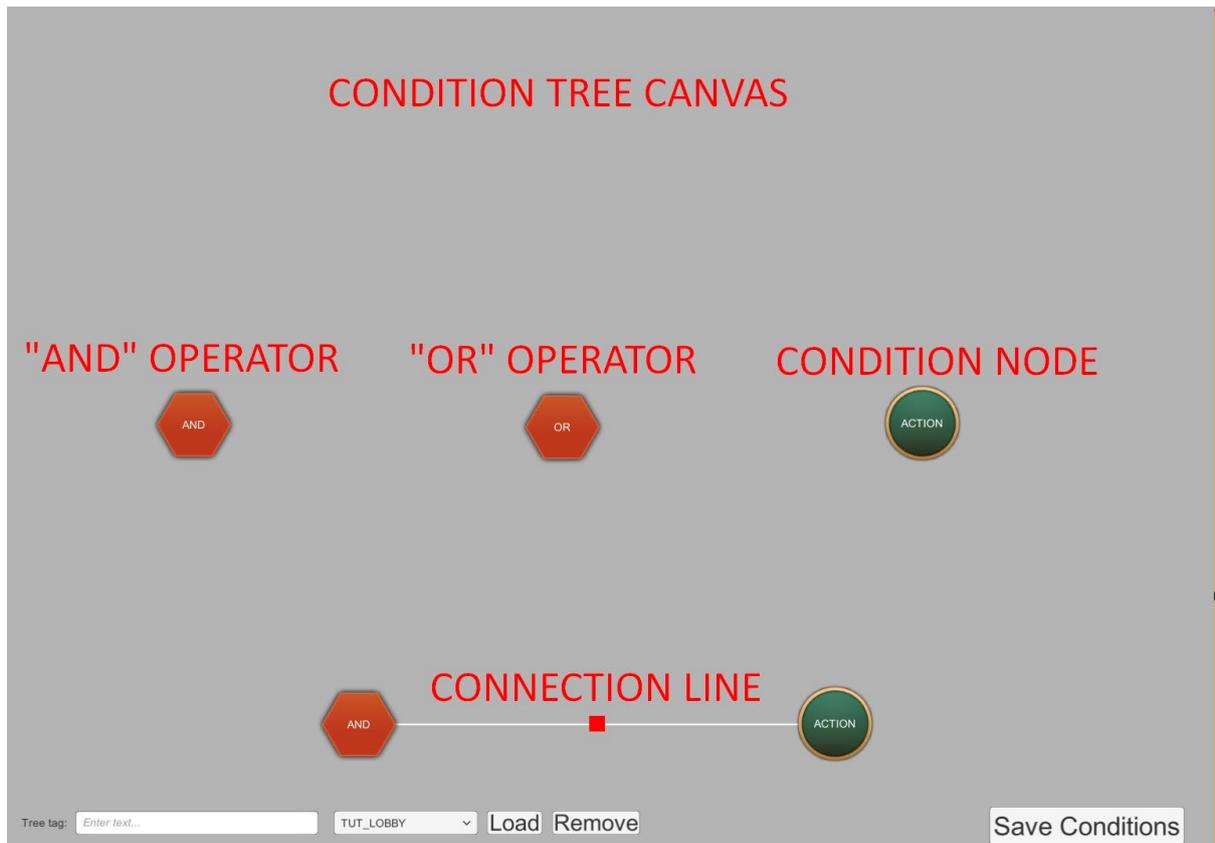
It is opened whenever you click on any conditions configuration button in the Mod Tool.

Conditions Editor is a very powerful tool, as it allows you to:

- Check almost every parameter in game, in the context of a single country or province;
- Create target groups of viable countries or provinces;
- Make sure things like events or actions happen only when you want them to happen or you need them to happen;
- Create virtually any requirements imaginable necessary to meet the victory conditions.

The Conditions' purpose is to answer one very important question - Is it true (or is it false)?

To do this you will first need to set up a Condition Tree. On the left of the editor you have a grey canvas area, your workspace, where you will add Operators and Conditions, creating a specific tree logic. This is a limited space, the canvas is stationary, so if you wish to add a lot of elements, plan accordingly.



On the canvas, you can place only three types of elements - two operators and condition nodes. You are also able to connect them with direct lines (by selecting LMB one element and clicking RMB on the other). This condition tree has a hierarchical structure, so the oldest element (usually the first AND operator) is the beginning of the tree (we plan to have a different color for it). Make sure all other elements are connected to it, directly or indirectly (via other elements).

A Condition Tree can either be TRUE or FALSE. For a Condition Tree to be TRUE, the first operator must be TRUE. The type of operator used as the first one determines, how it can be TRUE:

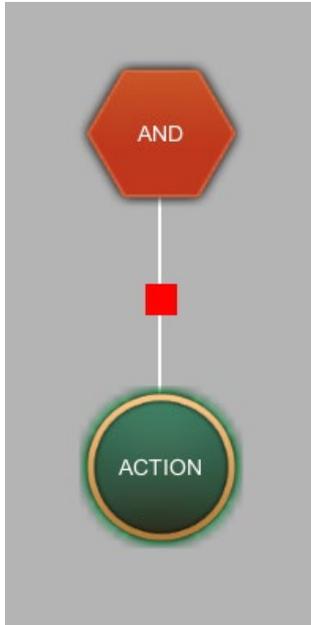
- “**AND**” operator means that ALL Conditions Nodes and other operators connected to it must be true, for the AND operator itself to be TRUE.
- “**OR**” operator means that JUST ONE Condition Node or other operator connected to it must be true, for the OR operator itself to be TRUE.

The same principle is true for all other operators that you will use in your Condition Tree. Each time you set up conditions, you are creating a condition tree that follows that simple logic. Condition Trees ALWAYS must start with a single Operator, either AND or OR. Then, you

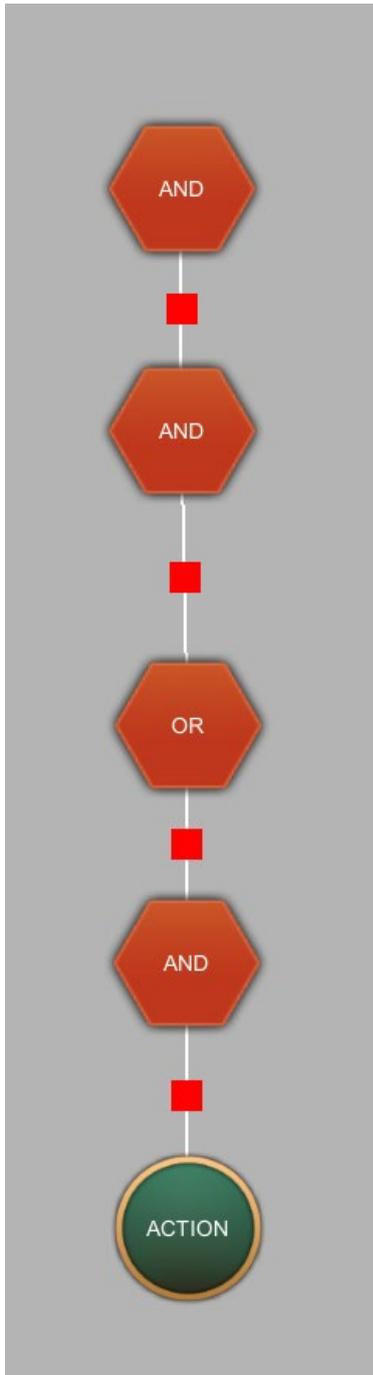
must add at least one Condition Node, for the Condition Tree to work at all. Then you can add as many other operators and condition nodes, as you need and can fit on the canvas.

You also need to connect all of the operators and Conditions nodes properly. Here are some examples:

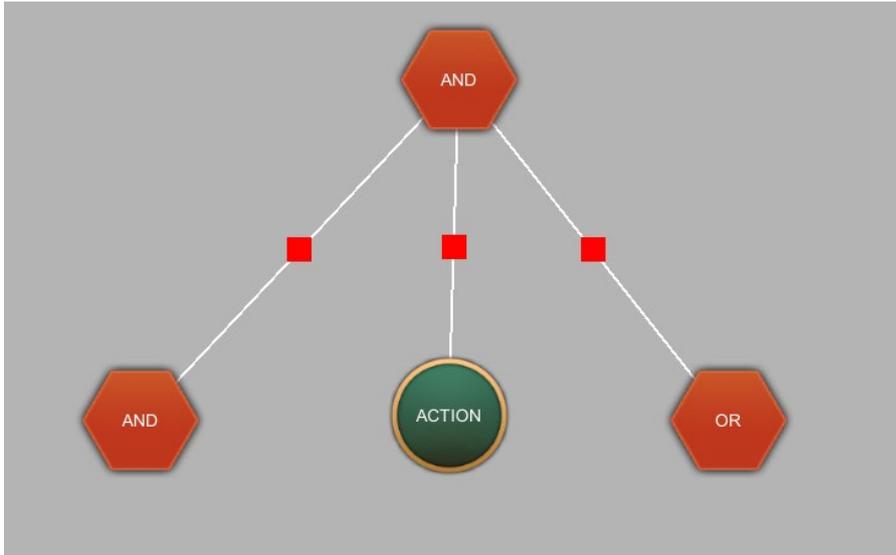
- This is a **correct** Condition Tree:



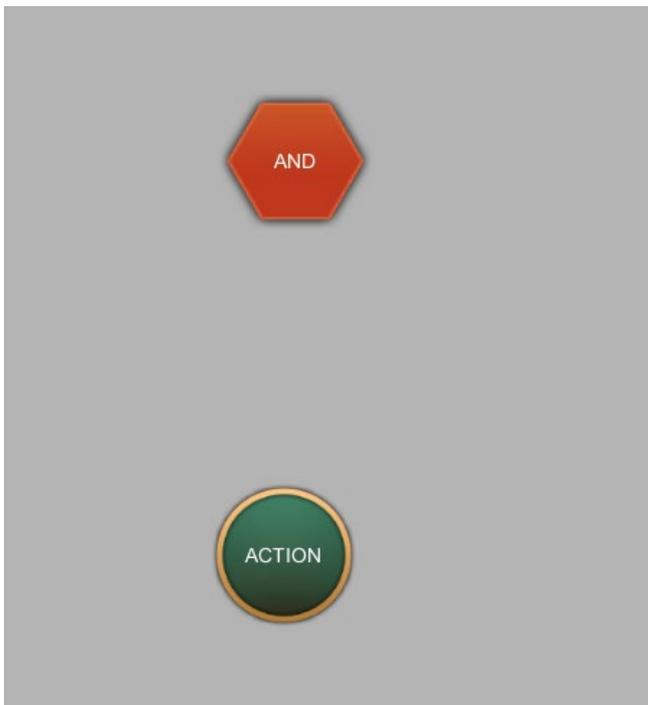
- This is also a **correct** Condition Tree, although a redundant one:



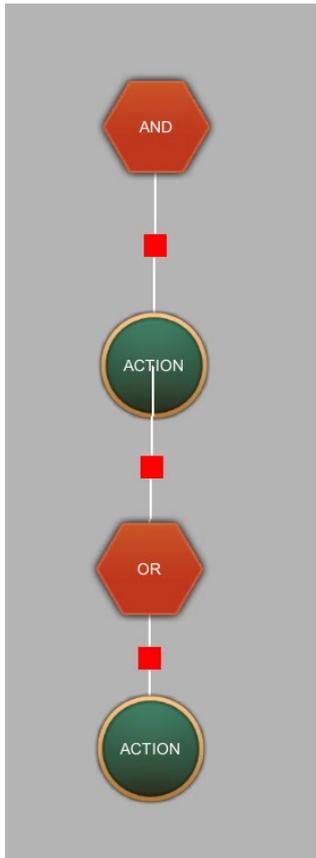
- This is also a **correct** Condition Tree, although those two operators to the left and right of the condition node are not doing anything:



- This is an **incorrect** Condition Tree (operator and condition node are not connected):

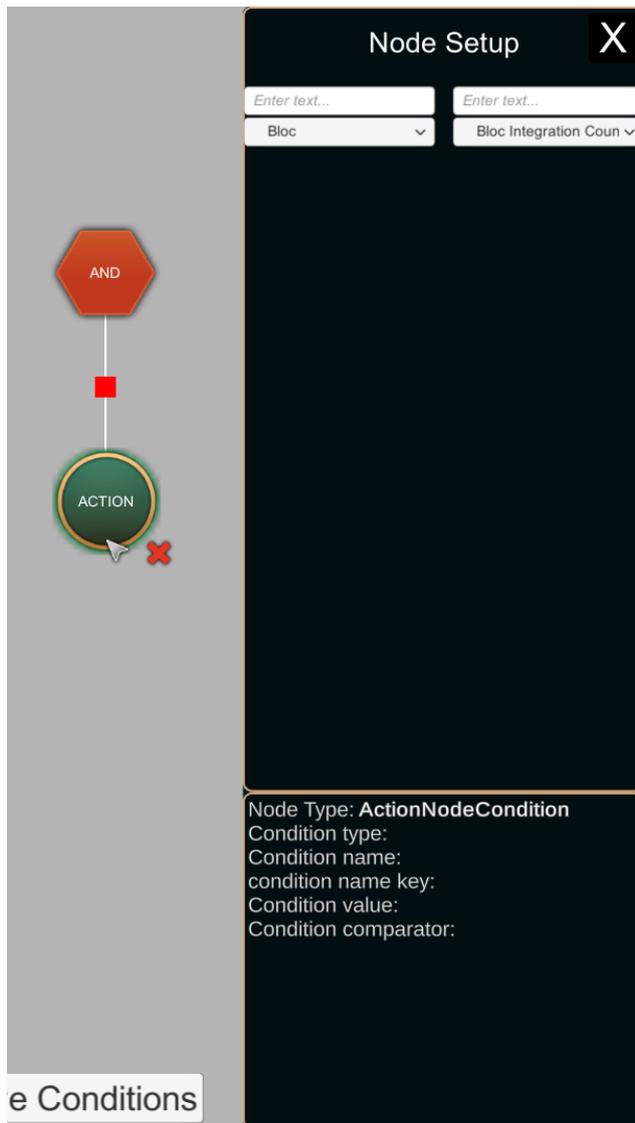


- This is an incorrect Condition Tree (there can be only one “prime” operator and all other operators must be connected to it by other operators. Condition nodes will not “transfer” the connection from one operator to another):



Condition Nodes

To the right of the Condition Editor you will find the Node Setup section. The top part will show you two dropdowns that allow you to select a specific condition, and the bottom part will simply show you basic info about any condition node you hover over.

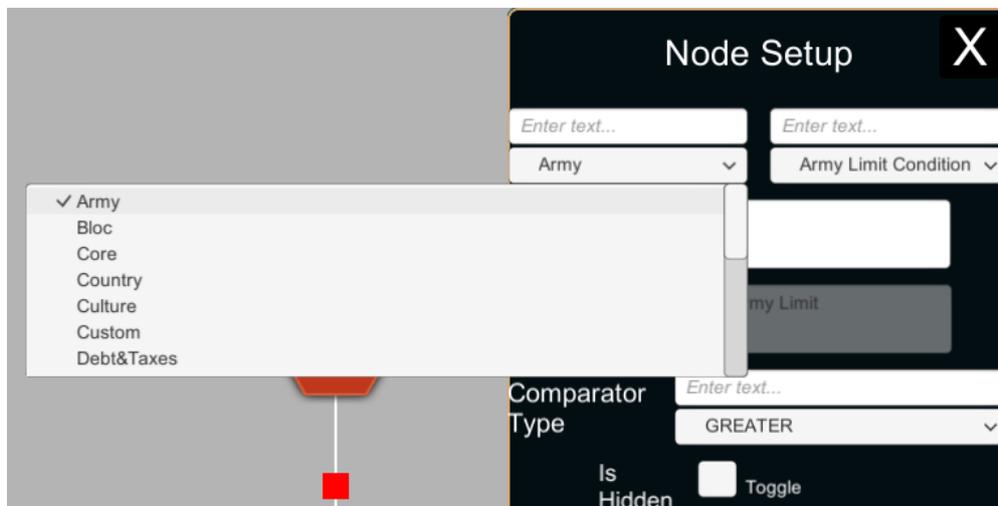


Node Setup

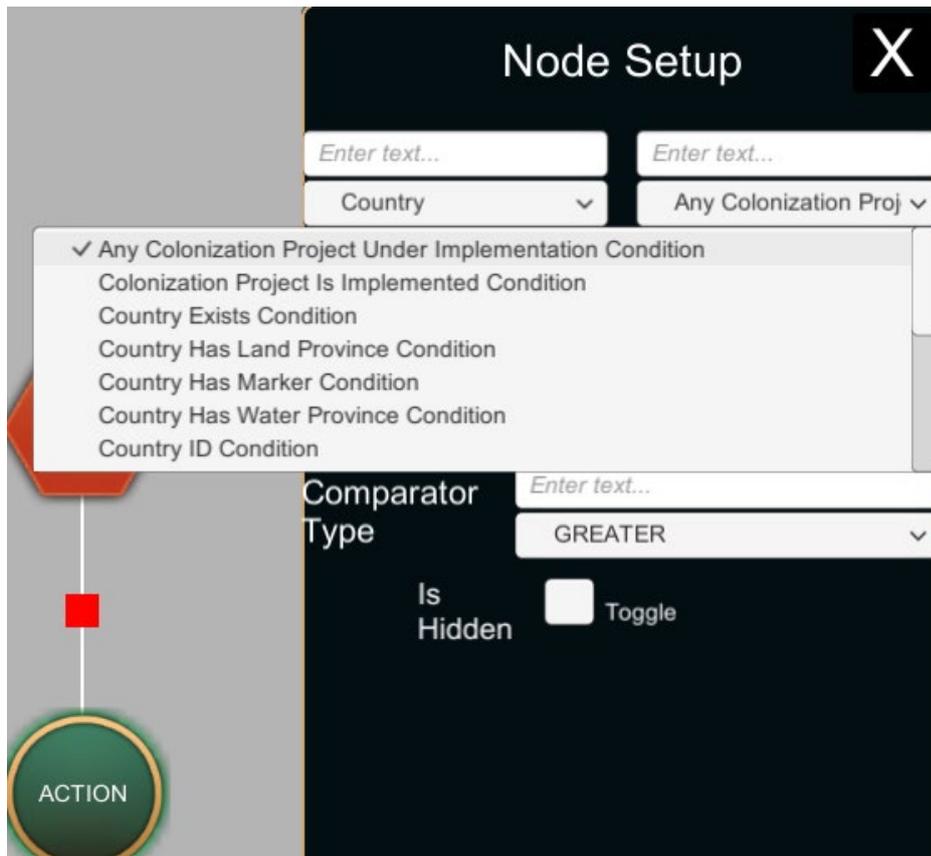
Left dropdown allows you to select the Condition Category. That's our way of organizing all conditions (there are more than 200 different ones). The categories are as follows:

- Army
- Bloc
- Core
- Country
- Culture
- Custom
- Debt&Taxes
- Economy Parameters

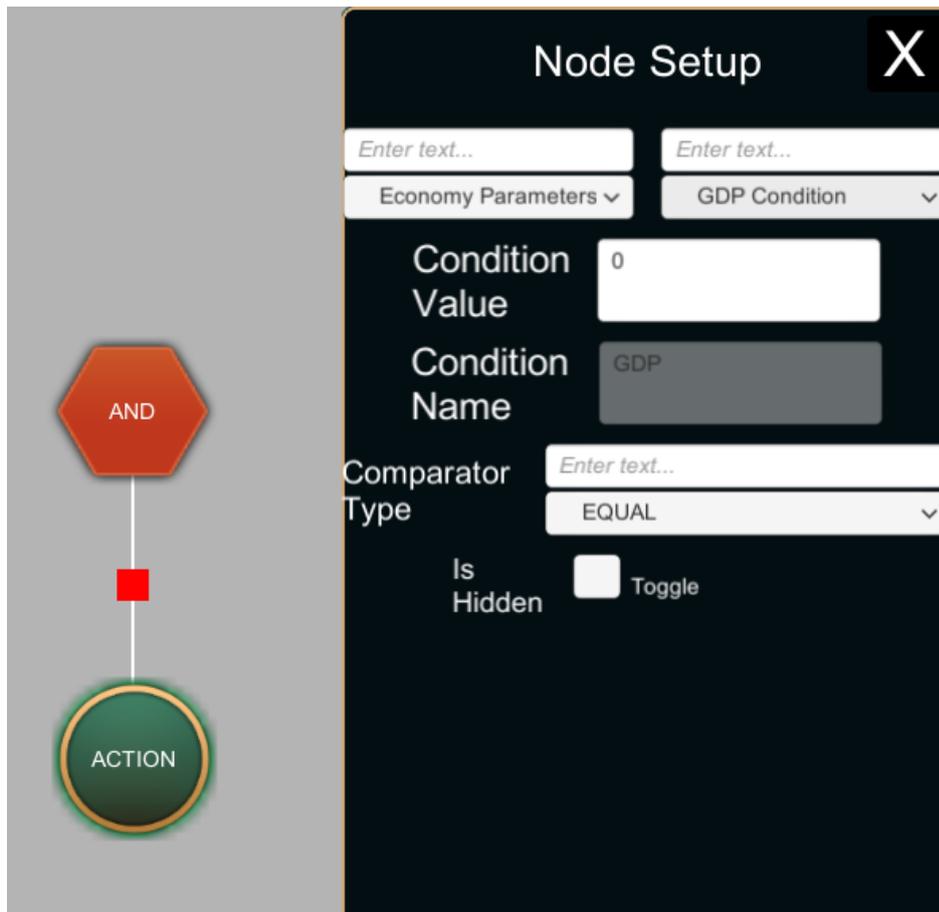
- Environment
- Funding
- Missile
- NGO
- Political Parameters
- Politics
- Population Parameters
- Projects
- Provinces
- Ranking
- Spy
- Stock
- Task
- UN
- War



Right Dropdown will show the list of specific conditions after you select the category. Here you will find each individual query that you can make regarding a country or province.

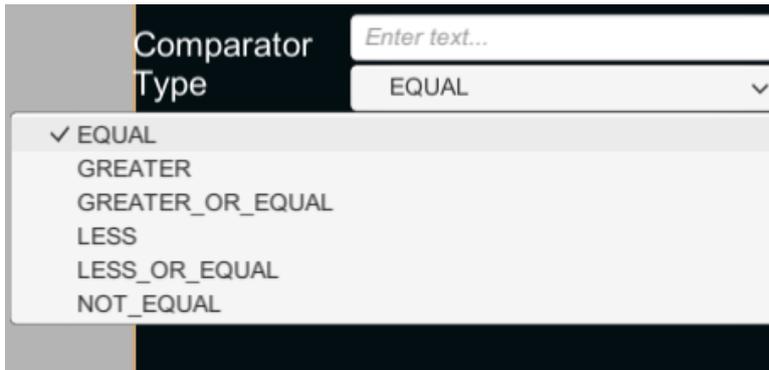


After selecting a specific condition, you will assign it to the selected condition node on the canvas and the Node Setup will show you the options for this condition. Here is one of the most straightforward examples - the GDP Condition (for country - there is also a Province GDP Condition).



- The Condition Value input field allows you to enter a desired GDP value you wish to check.
- The Condition Name box is there to make sure that you have the right condition selected.
- The Comparator Type dropdown is present in any condition and is very important. It determines, how the Condition Value must be compared to the GDP value of a country in question.
 - EQUAL - values must be exactly the same (=) for the condition to be TRUE.
 - GREATER - Condition Value must be greater (>) for the condition to be TRUE.
 - GREATER_OR_EQUAL - Condition Value must be greater or equal (>=) for the condition to be TRUE.
 - LESS - Condition Value must be less (<) for the condition to be TRUE.
 - LESS_OR_EQUAL - Condition Value must be less or equal (>=) for the condition to be TRUE.

- NOT_EQUAL - Condition Value must be different (≠) for the condition to be TRUE.



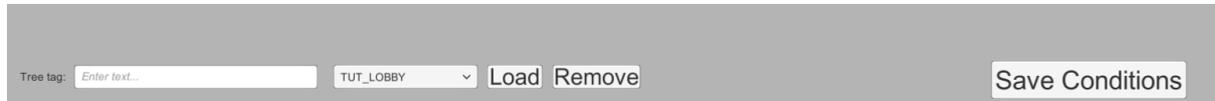
- Is Hidden Toggle determines whether this condition should be visible in game. Conditions are visible in Actions, Tasks, Victory Conditions section of the left panel, and in some other cases. If you wish to hide a specific condition, enable that toggle.

Some conditions do not compare values. For example Country ID Condition checks for a specific country (it checks if the condition tree is being invoked for a specific country). In cases such as this, only the EQUAL and NOT_EQUAL comparators are usable. Ignore other comparators in such cases (in this example - either it is true that the checked country is Portugal, or it is not - a country cannot be GREATER nor LESS).



Saving Condition Trees

Remember to click the Save Conditions button each time you wish to exit the condition editor, otherwise you will lose all progress. This button saves your condition tree only in the specific instance, unless you input a specific tree tag - then you will also save this tree globally and you will be able to load it in any other instance of Conditions Editor - a useful feature if you need to set up a lot of similar condition trees.



The screenshot shows a dark grey horizontal bar containing the following elements from left to right: the text 'Tree tag:' followed by a white text input field with the placeholder 'Enter text...'; a white dropdown menu with 'TUT_LOBBY' selected and a downward arrow; two white buttons labeled 'Load' and 'Remove'; and a white button labeled 'Save Conditions' on the far right.

The “Remove” feature is currently out of order.