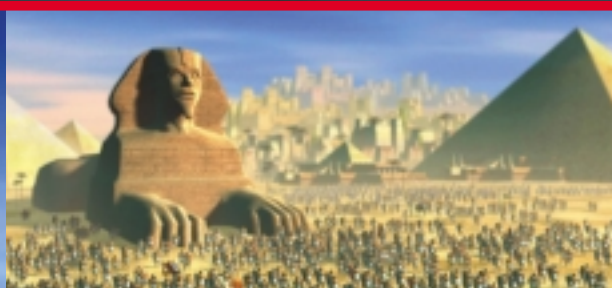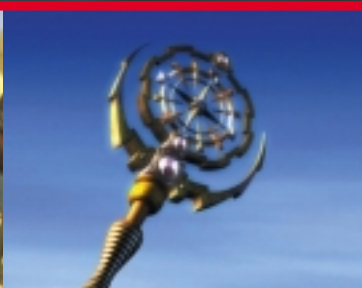# THE MODDER'S GUIDE TO

CALL TO POWER II

ver 1.0

compiled from apolyton posts
by hexagonian

M o d d e r ' s   g u i d e   I n t r o

This is a compilation of posts from Apolyton regarding Modification issues in CTP2. I do not have the names of the original posters, as I had been cutting and pasting posts for the past 4 months for use in my own Modwork - but I see this as a guide for the beginning modder to create his own work, and I believe that everyone who has contributed information will appreciate that their insights are being used. If for some reason you recognize a post in here and want it credited to you, please forward the info to me.

If you have any additions/corrections to this,

email the typed entries to me at

hexagonia@yahoo.com

as I would like to be able to update this from time to time.

Dave

=====================================
GAME SETTINGS
=====================================

What do you do in order to spice up the game?

****

The sliders

In *const.txt* change the following to whatever you want.

UNIT_WORKDAY 0.2 # slider to work
BASE_WORKDAY 0.8 # work per person when slider is zero
UNIT_WAGES 2.0 # what does 1 notch mean
BASE_WAGES 12.0 # gold per person when slider is zero
UNIT_RATIONS 3.0 # what does 1 notch mean
BASE_RATIONS 6.0 # food per person time POP_HUNGER

UNIT_ says how much more or less food/production/gold each citizen uses or produces when you put the slider one notch to the left or right.

BASE_ says how much food/production/gold each citizen uses or produces when the sliders are in the centre position.

Adjustments to these numbers is by trial and error.

CITY_GROWTH_COEFFICIENT 200 # Amount of food per citizen required to grow a city

CITY_GROWTH_COEFFICIENT says how much excess food needs to be stored before your city increases in size. This should be multiplied by the city size, so a size 3 city would need 600 excess food stored to grow.

The AI generally emphasizes pop. growth, often outstripping its gold/science, so this helps the AI maintain a better science rate too.

****

The healing rate of units

In *const.txt* change the following
CITY_HEAL_RATE 0.1
NORMAL_HEAL_RATE 0.0

If you lower the Rate of healing in cities. It will lower you healing rate as the AI don't use it that much. Result harder game.

****

Goody Huts

In *aidata\strategies.txt* change the following
GoalElement { Goal GOAL_GOODY_HUT Priority 450000 MaxEval 10 MaxExec 3 }

I raise the default to 450000 in most cases. Not so high that its the top priority, but now they wont ignore them. I still occasionally find a hut the AI bypassed but not nearly as often.

****

The Production Bonus

In *DiffDB.txt* change the following. Here you need to change the bonus to production

AI_MIN_BEHIND_PRODUCTION_COST_ADJUSTMENT 0.7 0.7 0.7 0.7 0.7
AI_MAX_BEHIND_PRODUCTION_COST_ADJUSTMENT 0.2 0.25 0.3 0.35 0.4

AI_MIN_AHEAD_PRODUCTION_COST_ADJUSTMENT 0.7 0.7 0.7 0.7 0.7
AI_MAX_AHEAD_PRODUCTION_COST_ADJUSTMENT 1.0 1.0 1.0 1.0 1.0

Each number is per age. Low is good for the AI. If the AI get a production bonus it can build a lot more units.

****

Ai time Slice

In *const.txt* change the following

AI_GOAL_TIME_SLICE 125 # time in milliseconds for an AI frame
AI_MAX_TIME_SLICE 1250 # (in milliseconds)
AI_TOTAL_TIME_SLICE 15000 # (in milliseconds)

This is the time the AI uses to consider strategies for units and so forth.

****

Happiness/Riots/Revolutions

Change *const.txt*
RIOT_LEVEL
REVOLUTION_LEVEL
to make unhappy at 75 and revolt at 70.

****
Happiness and Pollution

I have made some changes to bring population pollution into the game as a way of simulating the unhappiness cities experience as they get bigger. I have lowered the threashold at which pop pollution starts from 16 to 6, located in the *DiffDB.txt*

To offset some unwanted side-effects of more pollution in the game, I have doubled the amount of pollution necessary to cause a global disaster. It is in the *pollution.txt*

I have lowered the crime offset by 5, so that you will not have a higher crime rate because of the lower happiness levels. Crime offset is the happiness level below which you have a 1 percent increase in crime for each number. It is in the *govern.txt.*

I had lowered the possibility of getting a dead tile to offset the increased production in the game. The deadtile flag is in the *const.txt*

I have also rasied the amount of pollution generated by each pop from .3 to .4. The amount of pollution generated by each population point is set in *DiffDB.txt* — it varies by difficulty level; default is 15 pollution per person over the limit. The limit is at the same place in DiffDB.txt. For the pollution per pop, I had to run some experiments. Take the diffdb number and multiply it by .02 to convert to the pollution per pop.

I also lowered the max pop for cities to 8, so that you will need to have an Aqueduct to get bigger than a one-circle radius. The max populations for cities are in *citysizeXX.txt*

Each of the six files corresponds to difficulty levels.

****
City Disband
Does anyone know how to change the the minimum size a city needs to be to get disbanded?

In *const.txt* change
MAX_DISBAND_SIZE 3
to the size you want.

****
Aggressive AI
Can anyone confirm whether changing the following line in Goals.txt will increase AI attacks?

PowerBonus 50000
(Originally PowerBonus = 500)

The "PowerBonus" parameter determines how much of a priority bonus the AI should give to targets it already has troops nearby to. By default, the city in the cell with the most AI attack strength gets a 5000 point bonus. By increasing that to 50000, you make it more likely that the AI will attack enemy cities that it already has troops near. I think 50000 might be a tad high, but something like 10000 or 20000 could increase the agressiveness of the AI. If you make the bonus to big you risk the AI ignorning all other factors when picking a target city to seige.

****
Bombard/Counterbombard
Open up the *Units.txt* file in your "gamedata" folder
(Call to Power2\ctp2_data\default\gamedata)

All the units are in alphabetical order, so scroll down to Ship of the Line. When you start seeing entries for "CanAttack . . .", add a line
CanBombard: Land

There will already be a line that says
CanBombard: Water

I also thought is was strange that Ship of the Line could not bombard land targets, so I added the ability as described in the *Units.txt* file. To counter the game balance issue I also gave cannons the ability to bombard water, which they didn't have before, and then gave both the option to counter bombard. In this way, Ships of the Line can still be used to take out military units in cities, but it is no longer a freebee. Now you have to contend with AIs counter bombarding you.

=====================================
9+ CIVS
=====================================

It's exactly the same way as in CTP, you just edit the
userprofile.txt file
in the ctp directory... and change the line
NumPlayers=##
Maxplayers=(numberplayers +1-2)

Note though that just like CTP, the extra players aren't
covered by Activision, and you can't launch a new game
you have to go through the editor...

=====================================
CARGO/BUILD FIX
=====================================

In the file *units.txt* change the following
UNIT_TANK {
Size: Medium # RJG
This was to fix the Cargohelo carrying tanks problem.

OnlyBuildOne
Add this line to every unit that you don't want to
repeat in the build queue.

======================================

CHANGING CIVS

======================================

Its not that hard really........I just added Atlantis to my list.
You need to edit 2 files.....
civilisation.txt
civ_str.txt

Back these up, just in case

Open *civilisation.txt* and at the top is this:
Civilisation.txt
43 ## Number of Civs in list (add as grows)

Yours should be 42, just increase it to however many
civs you are adding. I added 1, so its now 43. Now, copy
and paste the following to the bottom of the file —
should be after Nicaraguans. Then just change all refer-
ences to Atlantis and Atlantian to whatever you want the
civ to be.

But, leave this part as is:
CIV_EMISSARY_PHOTO NICARAGUAN_DIPLOMAT_PHOTO

Not sure what it is for, but it caused crashes when I
changed it. I dont think it does anything as I dont see the
use of photos in the game anyway. May be a holdover
from CTP1.

ATLANTIS #43
{
CIV_LEADER_NAME ATLANTIAN_LEADERM_NAME
CIV_LEADER_NAME_FEMALE
ATLANTIAN_LEADERF_NAME
CIV_PERSONALITY_MALE "PERSONALITY_STALIN"
CIV_PERSONALITY_FEMALE "PERSONALITY_MEDICI"
CIV_PERSONALITY_DESCRIPTION
PERSONALITY_DESCRIPTION_CLERIC
CIV_COUNTRY ATLANTIAN_COUNTRY_NAME
CIV_SINGULAR ATLANTIAN_SINGULAR
CIV_PLURAL ATLANTIAN_PLURAL
CIV_EMISSARY_PHOTO NICARAGUAN_DIPLOMAT_PHOTO
CIV_PARCHMENT 27
CIV_CITY_STYLE 1
CIV_CITY_NAME ATLANTIAN_CITY_1 CITY_IS_CAPITAL
CIV_CITY_NAME ATLANTIAN_CITY_2
CIV_CITY_NAME ATLANTIAN_CITY_3
CIV_CITY_NAME ATLANTIAN_CITY_4
CIV_CITY_NAME ATLANTIAN_CITY_5
CIV_CITY_NAME ATLANTIAN_CITY_6
CIV_CITY_NAME ATLANTIAN_CITY_7
CIV_CITY_NAME ATLANTIAN_CITY_8
CIV_CITY_NAME ATLANTIAN_CITY_9
CIV_CITY_NAME ATLANTIAN_CITY_10
CIV_CITY_NAME ATLANTIAN_CITY_11

CIV_CITY_NAME ATLANTIAN_CITY_12
CIV_CITY_NAME ATLANTIAN_CITY_13
CIV_CITY_NAME ATLANTIAN_CITY_14
CIV_CITY_NAME ATLANTIAN_CITY_15
CIV_CITY_NAME ATLANTIAN_CITY_16
CIV_CITY_NAME ATLANTIAN_CITY_17
CIV_CITY_NAME ATLANTIAN_CITY_18
CIV_CITY_NAME ATLANTIAN_CITY_19
CIV_CITY_NAME ATLANTIAN_CITY_20
CIV_CITY_NAME ATLANTIAN_CITY_21
CIV_CITY_NAME ATLANTIAN_CITY_22
CIV_CITY_NAME ATLANTIAN_CITY_23
CIV_CITY_NAME ATLANTIAN_CITY_24
CIV_CITY_NAME ATLANTIAN_CITY_25
CIV_CITY_NAME ATLANTIAN_CITY_26
CIV_CITY_NAME ATLANTIAN_CITY_27
CIV_CITY_NAME ATLANTIAN_CITY_28
CIV_CITY_NAME ATLANTIAN_CITY_29
CIV_CITY_NAME ATLANTIAN_CITY_30
}

now, save and open:
civ_str.txt
then, copy and paste this to the bottom, and change all
the pertinent stuff, such as city names and leaders, and
whatever

ATLANTIS "Atlantis"

ATLANTIAN_LEADERM_NAME "Triumphus Romanus"
ATLANTIAN_LEADERF_NAME "Athenia Romanus"
ATLANTIAN_COUNTRY_NAME "Atlantis"
ATLANTIAN_SINGULAR "Atlantian"
ATLANTIAN_PLURAL "Atlantians"

ATLANTIAN_CITY_1 "Atlantia"
ATLANTIAN_CITY_2 "Pacifica"
ATLANTIAN_CITY_3 "Corolla"
ATLANTIAN_CITY_4 "Centauri"
ATLANTIAN_CITY_5 "Sirius"
ATLANTIAN_CITY_6 "Europa"
ATLANTIAN_CITY_7 "Titania"
ATLANTIAN_CITY_8 "Ganymede"
ATLANTIAN_CITY_9 "Callisto"
ATLANTIAN_CITY_10 "Odyssia"
ATLANTIAN_CITY_11 "Oceana"
ATLANTIAN_CITY_12 "Osiria"
ATLANTIAN_CITY_13 "Lemuria"
ATLANTIAN_CITY_14 "Aleksandria"
ATLANTIAN_CITY_15 "Athenia"
ATLANTIAN_CITY_16 "Nye"
ATLANTIAN_CITY_17 "Helios"
ATLANTIAN_CITY_18 "Romulus"
ATLANTIAN_CITY_19 "Maya"
ATLANTIAN_CITY_20 "Grecia"
ATLANTIAN_CITY_21 "Andromedus"
ATLANTIAN_CITY_22 "Nabiru"
ATLANTIAN_CITY_23 "Vega"
ATLANTIAN_CITY_24 "Argos"
ATLANTIAN_CITY_25 "Herculea"
ATLANTIAN_CITY_26 "Lyseus"
ATLANTIAN_CITY_27 "Valkirus"
ATLANTIAN_CITY_28 "Menout"
ATLANTIAN_CITY_29 "Gravette"
ATLANTIAN_CITY_30 "Triumphia"

==
INSERTING NEW UNITS
==

Well, I already described it in another thread in this forum but I admit it was a bit rough, so let me try again: This process works for both scenarios and for the standard game, for the standard game all the files should be in
ctp2_data\[name of path I mention]

and for scenarios it should be
\Scenarios\[name of Scenario Pack]\[(optionally) scenXXXX
where XXXX is any number between 0000 and 9999]\[name of path I mention].

Whenever I mention the folder english, this will only work for the English version of the game. When German/French/whatever versions come out, simply replace the foldername english with german/ french/whatever to make it work for those versions.

Keep in mind that I don't have the final product yet so the names of things might be slightly different but in general everything should work. Presuming you have all the sprites and graphics that you need/want (if you don't, check the CtPI modification section to find out how to make those or use the list in the CTPII modification section to find out what sprites there were for CtPI and rename them to CtPII style (add an extra 0 if needed and use a non-existing number instead of the old one so you can stll use existing sprites whenever needed)):

1) Place the sprites in ***default\graphics\sprites.***

2) Place any tga's you may have in
   default\graphics\pictures *(make sure they are 16-bit)*. I don't think it matters what name they have, but these names are used in step 4, so make sure the names correspond with the ones you use in step 4.

3) Place any sound files you may have *(WAV format)* in the ***default\sounds***.

4) Edit ***default\gamedata\newsprite.txt***. FE if you have a Chariot unit with the filename of the sprite Cu100.spr, add the line UNIT_CHARIOT2 100. Both the UNIT-name and the number need to be unique and the number must be the same as the number in the filename of the sprite.

5) Edit ***default\gamedata\uniticon.txt***. For my Chariot example it might look like this *(A rule of thumb is to copy an existing entry and make your edits to that copy)*:
   ICON_UNIT_CHARIOT { FirstFrame "UPUP100L.TGA"
   Movie "NULL" Gameplay "UNIT_CHARIOT_GAMEPLAY"
   Historical "UNIT_CHARIOT_HISTORICAL"
   Prereq"UNIT_CHARIOT_PREREQ
   "Vari"UNIT_CHARIOT_STATISTICS
   "Icon"UPUP100A. TGA" LargeIcon "UPUP100L.TGA"
   SmallIcon "UPUP100B.TGA"
   StatText"UNIT_CHARIOT_SUMMARY" }

If you don't have all necessary graphics, it's best to re-use the graphics of an existing unit.

6) Edit ***default\gamedata\sounds.txt***. If you don't have any sounds simply copy the entries of an existing unit or use NULL.WAV (no sound), else add you're own. The various entries you need are all over the file, but here are the ones you might use for the Chariot example (once again, copied from the Cannon entry):
   SOUND_ACKNOWLEDGE_CHARIOT "GUV100.WAV"
   SOUND_ATTACK_CHARIOT "ACHARIOT2.WAV"
   SOUND_CANTMOVE_CHARIOT "GUV100.WAV"
   SOUND_DEATH_CHARIOT "VCHARIOT.WAV"
   SOUND_MOVE_CHARIOT "WCHARIOT.WAV"
   SOUND_SELECT1_CHARIOT "GUV100.WAV"
   SOUND_SELECT2_CHARIOT "GUV100B.WAV"
   SOUND_SPECIAL_CHARIOT "NULL.WAV"
   SOUND_VICTORY_CHARIOT "NULL.WAV"
   SOUND_WORK_CHARIOT "NULL.WAV"

For 'special' situations you might have extra special sounds. You can add those easily, just give them a name here (FE SOUND_CHARGE_CHARIOT) and use that name where ever you need it in the rest of the files (i.e. normally only Units.txt).

7) Add an entry to **default\gamedata\Units.txt**. It might look like this: *(Again, copy an existing entry)*

UNIT 100
UNIT_CHARIOT {
Description DESCRIPTION_UNIT_HOPLITE
DefaultIcon ICON_UNIT_CHARIOT
DefaultSprite SPRITE_CHARIOT
Category UNIT_CATEGORY_FLANKER
Attack 20
Defense 10
ZBRangeAttack 0
Firepower 2
Armor 1
MaxHP 10
ShieldCost 500
PowerPoints 400
ShieldHunger 6
FoodHunger 0
MaxMovePoints 300
VisionRange 2
EnableAdvance ADVANCE_THE_WHEEL
ObsoleteAdvance ADVANCE_FEUDALISM
ActiveDefenseRange 0
LossMoveToDmgNone
MaxFuel 0
CanEntrench
CanExpel
CanPillage
CanPirate
ExertsMartialLaw
DeathEffectsHappy
IsFlanker
SoundSelect1 SOUND_SELECT1_CHARIOT
SoundSelect2 SOUND_SELECT2_CHARIOT
SoundMove SOUND_MOVE_CHARIOT
SoundAcknowledge SOUND_ACKNOWLEDGE_CHARIOT
SoundCantMove SOUND_CANTMOVE_CHARIOT
SoundAttack SOUND_ATTACK_CHARIOT
SoundWork SOUND_WORK_CHARIOT
SoundVictory SOUND_VICTORY_CHARIOT
SoundDeath SOUND_DEATH_CHARIOT
CanAttack: Land
CanSee: Standard
MovementType: Land
Size: Medium
VisionClass: Standard
CanReform {
Sound SOUND_ID_REFORM_CITY
Effect SPECEFFECT_REFORMCITY
}
}

##

Please note that the line
*Description DESCRIPTION_UNIT_*
needs to use an existing unit description
(HOPLITE, for example)

8) Now add the appriopriate texts to **english\gamedata\Great_Library.txt**. Example:

Requires:
[UNIT_CHARIOT_STATISTICS]
Attack: {UnitDB(UnitRecord[0]).Attack / 100}
Ranged: {UnitDB(UnitRecord[0]).ZBRangeAttack}
Defense: {UnitDB(UnitRecord[0]).Defense / 100}
Armor: {UnitDB(UnitRecord[0]).Armor / 100}
Damage: {UnitDB(UnitRecord[0]).Firepower}
Vision: {UnitDB(UnitRecord[0]).VisionRange}
Movement: {UnitDB(UnitRecord[0]).MaxMovePoints / 10000}
[END]

[UNIT_CHARIOT_SUMMARY]
Ancient Flanking Unit
[END]

[UNIT_CHARIOT_GAMEPLAY]
Due to it's large attack factor the Chariot is one of the most formidable Ancient attack units and, though slower, only sur passed by the War Elephant.
[END]

[UNIT_CANNON_HISTORICAL]
The Chariot was one of the most important Cavalry units of the Ancient Age.
[END]

9) Edit **english\gamedata\gl_str.txt** to give the unit a name for in the game. For the Chariot it would look like this: **UNIT_CHARIOT "Chariot"**.

10) Add the unit to the AI build lists, in the file **default\gamedata\UnitBuildLists.txt**. Just insert it at the correct position in the correct buildlist(s). Unless I'm mistaken the AI will see the units further down the list as more advanced, so in case of the Chariot it might look like this:

UNIT_BUILD_LIST_OFFENSE {
Unit UNIT_WARRIOR
Unit UNIT_SWORDSMAN
Unit UNIT_CHARIOT
Unit UNIT_KNIGHT
Unit UNIT_CAVALRY
Unit UNIT_MARINE
Unit UNIT_FASCIST
Unit UNIT_MACHINE_GUNNER
Unit UNIT_PARATROOPER
Unit UNIT_WAR_WALKER
Unit UNIT_FUSION_TANK
Unit UNIT_CRUISE_MISSILE
}

10) Now start up the game and test if it works.

CTP2 ADDITIONS

****

I recently tried adding some of the units that were already provided in the Alexander the Great Scenario to the standard game. I followed all the steps you gave, except I skipped the great library, but when I loaded it crashed and said the sprites didn't exist. I tried putting it in scenario format, by the way. Next, I put all the sprites in the correct place in the scenario folder, but it still wouldn't load. Can anyone tell me what I did wrong?????

Sprites for the special units that are part of the shipped scenarios are stored in the standard game section, not the scenario section. I haven't looked in to how they did this, yet. Perhaps someone who wants to dig out those were-wolves will take the time to figure it. To summarize: there are no sprites in the shipped scenario folders, and that is why you are getting your error message.

****

I have found out a few things working with inserting units from ctp1

1) The sound files for Attack, Move and Death are included in Ctp2, but not the other sounds, apparently. You need to go into the ***Ctp1 sounds.txt***, and copy the appropriate lines into your ***Ctp2 scenario sounds.txt***. If you wanted to use other types of sounds from Ctp1, you could copy the sound files into your scenario as well, but the most important ones are already in there.

2) The tgas for the Ctp1 units are apparently NOT in Ctp2, or they have different names if they are. We need to get one of the Activisioners to explain this for us. This is bad because the Ctp1 tgas are all in one enormous file in the Ctp1 pictures folder, which can't be opened by standard programs, as far as I know.

3) Tga sizes are different in Ctp2 than in Ctp1, but pics from Ctp1 units WILL work in Ctp2.

****

Where do you get the Sprites and TGAs from?

You can either get them from the CtPI download-section of Apolyton, use existing ones from CtPII (or CtPI, they are included in CtPII, only the TGAs seem to be missing) or make them yourself

****

My problem was i used spriteID, not newsprite. But now I have an even fishier problem. The game loads, but it can't find the english side. For instance, in the build queue, rather than saying Legion, it says: UNIT_LEGION.

I have ***gl_str*** all done in the right format.

I finally figured out the relationship between spriteID and newsprite. Basically, newsprite trumps spriteID. This means if both files have the same unit listed, the game will use the sprite number listed in newsprite. Also, their are two sets of sprites in the game. One set is labeled GU08, for example, and the other GU008. The first set is the Ctp1 sprites, and the second set the Ctp2 sprites. Like the sprite files, the second set trumps the first set. Thus, if newsprite refers to a sprite 8, the game looks in the sprites folder for GU08, which MUST be there. Then, the game checks for GU008. If it finds a GU008, then it uses this sprite in the game rather than GU08.

To use one of the included Ctp1 sprites in the game, you need to copy the sprite out of the standard folder and place it into your scenario folder. There, you need to either:

1) re-name it to the Ctp2-system name that you choose *(with a zero in front)* if you wanted it to replace a ctp2 sprite, or

2) re-name it to an unused sprite number, using the Ctp1 system. *(Note that GU28 cannot be used.)*

This same naming system is used to add user-created sprites as well.

CATTLE 1
SPRITE_SETTLER 2
SPRITE_SWORDSMAN 3
SPRITE_SLAVER 4
SPRITE_MOUNTED_ARCHER 5
SPRITE_SAMURAI 6
SPRITE_CATAMARAN 7
SPRITE_HOPLITE 8
CATTLE 9
SPRITE_DIPLOMAT 10
SPRITE_CATAPULT 11
SPRITE_CLERIC 12
SPRITE_ARCHER 13
SPRITE_FIRE_TRIREME 14
SPRITE_KNIGHT 15
SPRITE_LONGSHIP 16
SPRITE_PIKEMEN 17
SPRITE_WEREWOLF 18 #
MORARU_KYONSHI
SPRITE_CULVERIN 19
SPRITE_CAVALRY 20
SPRITE_SHIP_OF_THE_LINE 21
SPRITE_INFANTRYMAN 22
SPRITE_LAWYER 23
SPRITE_FASCIST 24
SPRITE_ABOLITIONIST 25
SPRITE_CARRACK 26
SPRITE_MACHINE_GUNNER 27
SPRITE_ANTIAIR 28
SPRITE_IRONCLAD 29
SPRITE_TROOP_SHIP 30
SPRITE_SUBMARINE 31
SPRITE_STEALTH_FIGHTER 32
SPRITE_BATTLESHIP 33
SPRITE_SECRET_AGENT 34
SPRITE_FIGHTER 35
SPRITE_AIRCRAFT_CARRIER 36
SPRITE_URBAN_PLANNER 37
SPRITE_TANK 38
SPRITE_MARINE 39
SPRITE_NUKE 40
SPRITE_DESTROYER 41
SPRITE_TELEVANGELIST 42
SPRITE_CARGO_HELICOPTER 43
SPRITE_CRUISE_MISSILE 44
SPRITE_EMPATHIC_DIPLOMAT 45
SPRITE_INTERCEPTOR 46
SPRITE_JET_BOMBER 47
SPRITE_CYBER_NINJA 48
SPRITE_MOBILE_SAM 49
SPRITE_CORPORATE_BRANCH 50
SPRITE_STEALTH_BOMBER 51
SPRITE_SCOUT_SUB 52
SPRITE_PARATROOPER 53
SPRITE_CYBERATTORNEY 54
SPRITE_SPACE_PLANE 55
SPRITE_MOBILE_SUBNEURAL_AD 56
SPRITE_SPY_PLANE 57

SPRITE_AT_ARTILLERY 58
SPRITE_SEA_ENGINEER 59
SPRITE_MOREY_STRIKER 60
SPRITE_KRAKEN 61
SPRITE_PLASMA_DESTROYER 62
SPRITE_DREADNAUGHT 63
SPRITE_ECO_TERRORIST 64
SPRITE_HOVER_INFANTRY 65
#SPRITE_SPACE_ENGINEER 66
SPRITE_JAVELINEER 67
SPRITE_INFECTOR 68
SPRITE_CRAWLER 69
SPRITE_PLASMATICA 70
#SPRITE_STAR_CRUISER 71
SPRITE_ZULU_WARRIOR 72
SPRITE_HOVER_MARINE 73
#SPRITE_SPACE_BOMBER 74
SPRITE_ECO_RANGER 75
#SPRITE_WORMHOLE_PROBE 76
SPRITE_LEVIATHON 77
SPRITE_FUSION_TANK 78
SPRITE_NUCLEAR_SUBMARINE 79
SPRITE_PT_BOAT 80
SPRITE_ELEPHANT 81
SPRITE_SELF_PROP_GUN 82
#SPRITE_ALEXANDER 83
#SPRITE_DARIUS 84
#SPRITE_GENERAL 85
SPRITE_BANDIT_HORSEMAN 86
#SPRITE_CATAMARAN 87
SPRITE_HEAVY_SWORDSMAN 88
SPRITE_LONGBOWMAN 89
SPRITE_CITY 90
SPRITE_SPACE_CITY 90
SPRITE_OCEAN_CITY 90
#SPRITE_SAMURAI 91
#SPRITE_SAMURAI2 92
#SPRITE_SAMURAI3 93

94-100 Apolyton Pack units
SPRITE_HORSE_ARCHER 94
SPRITE_PRIVATEER 95
SPRITE_MISSILE_CRUISER 96
SPRITE_ATTACK_HELICOPTER 97

sprite nos. 101-125 reserved
for Ctp1 and WW2 scenario units.
#GU101.SPR - atank
SPRITE_BOMBER 101 # battle
#GU103.SPR - bf109
SPRITE_GERMAN_TANK 104
SPRITE_GERMAN_TANK2 105
#GU106.SPR - r35
#GU107.SPR - somau
SPRITE_BRITISH_FIGHTER 108
SPRITE_DIVE_BOMBER 109
SPRITE_RIFLEMAN 110
#SPRITE_SETTLER 111

#SPRITE_LONGSHIP 112
#SPRITE_KNIGHT 114
SPRITE_HOWITZER 115
SPRITE_LEGION 116
SPRITE_CANNON 117
SPRITE_WAR_WALKER 118
SPRITE_MUSKETEER 119
SPRITE_BOWMAN 120
SPRITE_HOVERTANK 121
SPRITE_SWARM 122
SPRITE_PHALANX 123
SPRITE_WARRIOR 124
SPRITE_TRIREME 125
sprite nos. 126-150 reserved
for BlueO's units
SPRITE_AM_SWORDSMAN 126
SPRITE_AM_ARCHER 127
SPRITE_AM_WARRIOR 128
SPRITE_AM_BOWMAN 129
SPRITE_AM_VALKYRIE 130
SPRITE_AM_SPY 131
SPRITE_AM_WINGED 132
SPRITE_AM_BLUEWARRIOR 133
SPRITE_AM_ECO?WARRIOR 134
SPRITE_AM_ROGUE 135
SPRITE_HITECH_ROBOT 136
SPRITE_WARWALKER 137
SPRITE_WARWALKER2 138

sprite nos. 151-175 reserved
for Tom Davies' units
SPRITE_SPY 151
SPRITE_NOBLE 152
SPRITE_SLINGER 153
SPRITE_LIGHT_CAVALRY 154
SPRITE_HEAVY_CAVALRY 155
SPRITE_CHARIOT 156
SPRITE_BRONZE_SWORDSMAN 157
SPRITE_SPEARMAN 158
SPRITE_FYRDMAN 159
SPRITE_BERSERKER 160
SPRITE_ARQUEBUSIER 161
SPRITE_BOMBARD 162
SPRITE_COG 163
#reserved for WWI Tank
SPRITE_MONITOR 165
SPRITE_STORM_MARINE 166
SPRITE_AIRBORNE 167
#reserved for Seige Engine

sprite nos. 199 and down reserved
for Miscellaneous units
SPRITE_BLUE_CATAPULT 180
SPRITE_BELFROI 197
SPRITE_FRIGATE 198
SPRITE_CARRIER 199

===================================
ADDING ADVANCES, WONDERS AND GOVERNMENTS
===================================

The principles for changing Advances are the same as changing Units.

1. To add new Advances, or to simply modify existing ones, go to
   CtP/data/default/gamedata/advance.txt.

That lists all the advances and their characteristics, and you can copy any one of them, paste it back in as a template, and modify it to your heart's content. Most important things to change are the Prerequisites *(in other Advances)*, Cost, and Icon.

2. Next, go into the txt files for Units, govern(ments), Improve(ments), tileimp (tile improvements) and modify them to reflect the new or changed Advances required for new or old units, tile improvements, governments, and city improvements.

3. Go to ***English/gamedata/gl_str***
and add titles for each of the new Advances.

If you want any of your new Advances to be possible starting advances, go to ***default/gamedata/DiffDB.txt*** and add the advance and a percentage change for the AI and human players to get it for each of the difficulty settings.

4. Finally, go into
ctpdata/default/aidata/Advancelists.txt and add your new Advances into the proper lists so the AI players will research them.

For adding Wonders and Governments, be aware that you have to leave the line
*Description DESCRIPTION_GOVERNMENT_*
*Description DESCRIPTION_WONDER_*
that are in the files
CtP/data/default/gamedata/govern.txt.
CtP/data/default/gamedata/wonders.txt.
to an existing Government/Wonder description
(MONARCHY or PYRAMIDS, for example)

The biggest problem with adding whole new units/governments/advances is that you don't have to just change units.txt, govern.txt or advance.txt but usually also several other files, especially if you also want great library entries for your added stuff.

C T P 2   S C E N A R I O S

=======================================
SCENARIO CREATION
=======================================

CtP2 has 4 options to create scenarios. The 1st option, FullGame, is not actually a scenario. It is a saved game, it acts like a saved game when played and it is totally separate from a scenario. However, for the sake of the argument, we will call it a scenario. Thus we can distinguish the 2 types of scenarios by referring to them as Saved Game *(or FullGame)* Scenarios vs Regular *(or Real)* Scenarios.

In Saved Game Scenarios, you can and must place Cities or Settlers for it to work. You can't set start locations *(it is a saved game and will not generate Civs)*. In Regular Scenarios, you can and must set Start Locations by Player or by Nation for it to work. You can't set cities or settlers *(it is a scenario which generates Civs on its own)*. The previous statements are important as that is what distinguishes scenarios from other options. This is not as important to the end-user but it is important for scenario development.

Additionally, all this information assumes you are creating a Map Scenario and not a Random Scenario since a Random scenario is actually a Mod. A Map Scenario is always played on the same imported/customized map while a Random scenario *(Mod)* uses a different map every time you start a new game. However, Random scenarios *(Mods)* can also take advantage of customized maps.

Okay, you got all that. Saved Game scenarios, Regular scenarios, Map scenarios and Random *(Mod)* scenarios. Aside from the Saved Game scenario, the rest can be mixed and matched at will and are limited to 8 Civs. You can set up more Civs than that but the scenario will default back to 8 when it is started. This is how the patch keeps CtP2 from crashing so often when making scenarios.

Individual scenarios are housed in scenario packs. The minimum requirement and most common setup is one pack with one scenario in it. This is how the scenarios which came with CtP2 are set up. However, you can actually have up to 9999 scenarios per pack and I have personally created and used packs with 99 map scenarios in them without any problems.

****
Directory Structure

The minimum directory structure *(1 pack/1 scenario)* is as follows: *(In general, the scenario Pack Name and scenario Pack Directory will be the same, although it doesn't have to be)*
scenarios\PackName
scenarios\PackName\PackList.txt
scenarios\PackName\PackIcon.tga
(optional icon for your pack)
scenarios\PackName\Scen0000
scenarios\PackName\Scen0000\Scenario.txt
scenarios\PackName\Scen0000\ScenIcon.tga
(optional icon for this scenario)
scenarios\PackName\Scen0000\Default
scenarios\PackName\Scen0000\Default\GameData
scenarios\PackName\Scen0000\Default\GameData\Scenario.slc

Each new scenario added to the pack would require a new scenario directory which is incremented by 1

scenarios\PackName\Scen0001
cenarios\PackName\Scen0001\Scenario.txt
scenarios\PackName\Scen0001\ScenIcon.tga
(optional icon for this scenario)
scenarios\PackName\Scen0001\Default
scenarios\PackName\Scen0001\Default\GameData
scenarios\PackName\Scen0001\Default\GameData\Scenario.slc

To add a 3rd scenario, add the following
scenarios\PackName\Scen0002
scenarios\PackName\Scen0002\Scenario.txt
scenarios\PackName\Scen0002\ScenIcon.tga
(optional icon for this scenario)
scenarios\PackName\Scen0002\Default
scenarios\PackName\Scen0002\Default\GameData
scenarios\PackName\Scen0002\Default\GameData\Scenario.slc

File Layouts
PackList.txt - this text file contains 3 lines
Line 1 is the Name of the Scenario Pack
Line 2 is the Description of the Scenario Pack
Line 3 is the Number of scenarios in this Pack

Scenario.txt - This text file contains 2 lines
Line 1 is the Name of the Scenario
Line 2 is the Desription of the scenario

Scenario.slc - this text file varies in length
It can even be empty but it must be here

PackIcon.tga - optional, replaces the default pyramids icon in your scenario Pack. This is a graphic icon which you can use to represent your scenario Pack in the scenario pack list. It is a 160 x 120, 16-bit, uncompressed TGA file

ScenIcon.tga - optional, replaces the default pyramids icon in your individual Scenario. This is a graphic icon which you can use to represent your Scenario in the scenario Pack's Scenario listl. It is a 160 x 120, 16-bit, uncompressed TGA file

Note 1: // signifies a comment in an SLIC file
Note 2: The 'Save Scenario' portion of the 'Scenario Creation' instructions references the above items.
Note 3: You will notice I left out the savegame.c2g file. This is the actual saved game or scenario and the 'Save Scenario' option will create it and put it in the appropriate place (which happens to be the individual scenario directory, scen000, scen001, etc).

****

Example
Lets say I have a scenario Pack with 2 scenarios in it. The scenario directory is Demo, the pack name is DemoPack, the 1st scenario name is DemoScenario1, the 2nd scenario name is DemoScenario2, I have a custom TGA for my Pack and I use the default pyramid TGA's for both scenarios. It would be laid out as follows:

[CtP2]\scenarios\Demo
[CtP2]\scenarios\Demo\PackList.txt
[CtP2]\scenarios\Demo\PackIcon.tga
[CtP2]\scenarios\Demo\Scen0000
[CtP2]\scenarios\Demo\Scen0000\Scenario.txt
[CtP2]\scenarios\Demo\Scen0000\Default
[CtP2]\scenarios\Demo\Scen0000\Default\GameData
[CtP2]\scenarios\Demo\Scen0000\Default\GameData\Scenario.slc
[CtP2]\scenarios\Demo\Scen0001
[CtP2]\scenarios\Demo\Scen0001\Scenario.txt
[CtP2]\scenarios\Demo\Scen0001\Default
[CtP2]\scenarios\Demo\Scen0001\Default\GameData
[CtP2]\scenarios\Demo\Scen0001\Default\GameData\Scenario.slc

[CtP2]\scenarios\Demo\PackList.txt:
DemoPack
DemoPack Description
2

[CtP2]\scenarios\Demo\Scen0000\Scenario.txt:
DemoScenario1
DemoScenario1 Description

[CtP2]\scenarios\Demo\Scen0000\Default\GameData\Scenario.slc:
// Scenario script for DemoScenario1

[CtP2]\scenarios\Demo\Scen0001\Scenario.txt:
DemoScenario2
DemoScenario2 Description

[CtP2]\scenarios\Demo\Scen0001\Default\GameData\Scenario.slc:
// Scenario script for DemoScenario2

****

Something I'd really like to have you or someone answer: what's the difference between the four modes in the Empire tab of the cheat menu? I once asked someone in Activision about this, figuring it might be important for my scenario, and got a don't worry about it type response, except that I was told I had to save as I believe the last of the four so people are only presented with one civ to chose from when they start up the scenario.

That is exactly the object of this thread and what I am working on. The 4 modes you mention ARE the 4 types of scenarios I mentioned in my post above. However, I am documenting everything related to it since all this information needs to be understood before you start creating scenarios.

My documentation is in-depth and step-by-step so even a newbie can create scenarios. *(See the above examples).* Breaking it up makes it easier in the long run.

For example, I can make a stand alone document that only explains how to 'Save a Scenario' and reference the document in my instructions for each different type of scenario *(modes, as you say)* or I can put the exact same info in my document, over and over, for each type of scenario *(mode)*. I have picked the first option. It also makes it easier if someone just wants to know how to 'save a scenario' but isn't interested in the rest of the info.

I had not planned on going this in-depth YET but it needs to be done. It is pretty obvious from the posts that there is some confusion regarding these issues and I think this will help clear it up some. Of course,

this is putting the maps, bmp2ctp2 info, map utiliy pgm, new messaging and new SLIC info behind schedule but that can't be helped *(unless somebody knows how to get more than 24 hours in a day).*

And speaking of saving scenarios, that is my next one and will be posted shortly. That should then bring me to the point of working with the different types of scenarios.

****
Saving Scenarios
The screens associated with saving scenarios as well as the proces itself is not very intuitive *(to say the least, it is pretty sad when you can't even include a close icon).* Oh well, on to the process.

These instructions pertain to saving scenarios in which you have NOT previously created the scenario directory structure, either manually or by a previous save scenario.

1. Click on the 'Save Scenario' icon in the Editor *(Cheat Menu)*. A 'Scenario Selection' screen will pop up showing the available scenario packs.

2. Click on the 'New...' icon on the lower right. The 'Scenario Pack' screen pops up. While the screen doesn't have a name, you know it is the Pack screen because it has 3 fields. The fields are Directory, Name and Description. Directory is the top-level directory name that your scenario pack will be located in *(the directory under [CtP2]\scenarios)*. In the Alexander Scenario Pack this is 'AlexanderTheGreat', in my Example Scenario Pack, it is 'Demo'. Name is the name of the Scenario Pack you are creating. In the Alexander Scenario Pack, this is 'Alexander the Great'. In my Example Scenario Pack, it is 'DemoPack'. This corresponds to Line 1 in PackList.txt. Description is the description of this Scenario Pack, not the Scenario itself. In the Alexander Scenario Pack, it is 'This is your chance to equal.....'. In my Example Scenario Pack, it is 'DemoPack Description'. This corresponds to Line 2 in PackList.txt. When all 3 fields have been filled out, hit the 'OK' icon.

3. You are now back at the 'Scenario Selection' screen. Hit the up or down arrows on the right side until you see the Scenario Pack you just created. Now click twice on your Scenario Pack *(clicking once will only highlight it)*. You are now taken to a new 'Scenario Selection' screen which has nothing in it. This is where you create all the actual Scenarios that you want to put in your Scenario Pack.

4. Click the 'New...' icon again. A new box pop ups. Although this screen also has no title, it is the 'Individual Scenario' screen. You know this because it has 2 fields in it instead of 3. The fields are Name and Description. Name is the name of the individual scenario you are creating. In the Alexander Scenario, it is 'Alexander the Great'. In my Example Scenario, it is 'DemoScenario1'. This corresponds to Line 1 in Scenario.txt. Description is the description of this Individual Scenario. In the Alexander Scenario, it is '12/6/00 - This scenario is intended for....'. In my Example Scenario, it is 'DemoScenario1 Description'. This corrsponds to Line 2 in Scenario.txt. When both fields have been filled out, hit the 'OK' icon.

5. You will now see the Scenario you just created in the 'Scenario Selection' screen. Click on your Scenario once and it will become highlighted in orange. This makes it the active selection.

6. Now click on the 'Save' icon on the bottom right. A box will pop up showing the save process. When it goes away, your scenario is done. For some odd reason, Activision did not provide a way to close the 'Scenario Selection' screen. So, hit 'Back' once and you will be back to the screen showing the Scenario Packs. Hit 'Back' again and the 'Scenario Selection' screen goes away. Now all you have to do is close everything down and exit CtP2 *(always exit CtP2 after creating a scenario).*

****

I do have an on topic question though. I have changed a few files in CTP2 to experiement with some things, suggested in these forums, but I would like to put those files in a seperate "Mod Scenario" so that I can put the original files back in the game. How would I go about doing that? These are primarily changes in the Map.txt file, the const.txt file, and the units.txt file. I would also like to play with making some "canals" as mentioned in other threads which would involve adjusting the terrain.txt file.

If you only want to modify files, you don't use the Editor *(Cheat Menu)*. Follow my instructions above for manually creating the Scenario Pack structure. Don't worry about no savegame.c2g because random scenarios don't use them.

If you just can't figure it out, start a game then go into the editor and do a 'Save Scenario' following the above instructions. Don't change anything in the editor or click any other buttons, just do a 'Save Scenario' right off the bat. Exit CtP2 and go delete the 'Savegame.c2g' file from the Scenario Pack Directory you just created. This will set the structure up for you.

Once the structure is in place, copy the files you want to modify from their default location to the corresponding location in your Scenario Pack. You might have to add some more directories to your Scenario Pack structure depending on which files you plan to modify. In other works, recreate the CtP2 directory structure under your Scenario Pack, but only include the files *(and directories)* you want to modify.

Now to load Random Scenarios, you do the following
1. Start a new game and get to the Empire Screen. At the bottom left will be an icon which says 'Select Scenario'. Click on this icon.

2. The 'Scenario Selection' screen pops up showing all the available Scenario Packs. Click on your Pack twice. You will now see all the scenarios in that Pack *(just 1 in this case)*. Either click twice on your scenario or click once on your scenario and then hit 'OK'. You will see a bar go by which shows the scenario loading. Once the loading bar goes away, hit 'back' twice and all the scenario related screens should be gone.

3. Back on the Empire screen, at the bottom center, you shouild see a message indicating the scenario is loaded. Now, set your empire options *(civs, rules, map sizes, etc)* as you normally would and then hit the 'Launch' button. A new Random game will start which is using the modified files you have placed in your Scenario Structure.

Before making a lot of changes, I would suggest a small test to make sure it is set up correctly. I generally add a bunch of movement points and increase the vision for warriors and settlers and then start a Random Scenario game using the scenario. You will see right away whether it is correct or not. If the new attributes are working it is okay. If not, you have done something wrong and need to try again.

As noted earlier, this is called a Random Scenario because it uses random maps. Clear as Mud isn't it.

Edit: The structure needed to support the 4 files you mentioned is:

[CtP2]\scenarios\TimPack [CtP2]\scenarios\TimPack\PackList.txt
[CtP2]\scenarios\TimPack\Scen0000
[CtP2]\scenarios\TimPack\Scen0000\Scenario.txt
[CtP2]\scenarios\TimPack\Scen0000\Default
[CtP2]\scenarios\TimPack\Scen0000\Default\GameData
[CtP2]\scenarios\TimPack\Scen0000\Default\GameData\Scenario.slc
[CtP2]\scenarios\TimPack\Scen0000\Default\GameData\Const.txt
[CtP2]\scenarios\TimPack\Scen0000\Default\GameData\Map.txt
[CtP2]\scenarios\TimPack\Scen0000\Default\GameData\Terrain.txt
[CtP2]\scenarios\TimPack\Scen0000\Default\GameData\Units.txt

The 3 basic files would be
[CtP2]\scenarios\TimPack\PackList.txt:
(scenario pack name here) (scenario pack description here) 1
[CtP2]\scenarios\TimPack\Scen0000\Scenario.txt:
(your scenario name here) (your scenario description here)
[CtP2]\scenarios\TimPack\Scen0000\Default\GameData\Scenario. slc: // Scenario script for (your scenario name here)

You can change 'TimPack' to whatever you want to call your directory. My suggestion is to use the name of your Scenario Pack. You can even make the Scenario Directory name, the Scenario Pack name and Individual Scenario name all the same. You would now make all the file changes to the files in your scenario structure instead of the default structure.

C T P 2   S C E N A R I O S

****

Definitions and Info
for the 4 Scenario types or modes

The 4 Scenario options are found on the Empire tab in the Editor *(or Cheat Menu as it is also called)*. They are FullGame, ByPlayer, Pl w/Nation and ByNation. Activision's definitions *(which generally are completely wrong)* are as follows:

FullGame   Start Location by Player, with Nation choice, using All Nations

ByPlayer   Start Location by Player, with No Nation choice

Pl w/Nation   Start Location by Nation, with Player choices

ByNation   Start Location by Nation, regardless of Player

What does this really mean and how do I decide which to use. That is actually pretty easy.

If you want to have 'Pre-Existing' scenarios, that is scenarios which have existing cities or units, you must use the 'FullGame' option. You can't do this with any other option. Since you can only play this type of scenario as player 1, you will have to let the end-user know which Civ is player 1.

If you want the end-user to be able to pick any of the 42 Civs, you must use the 'ByPlayer' option.

If you want to tie the player to the Civs by the DB numbers, you must use the 'Pl w/Nation' option. This would be equivalent to setting NonRandomCivs=Yes in userprofile.txt. Player 1 will always be Civ 1, Player 2 will always be Civ 2, etc.

If you want to only use specific Civs, you must use the 'ByNation' option.

My definitions and info for the 4 types are as follows and have the format found below:

Option Name

Use   My definition of the option

3-8   This is the screen which pops up for the user asking him to pick 3 to 8 Civs for scenario play

42 Civ   This is the screen which pops up for the user asking him to pick which Civ he wants to be

Start Locs   This specifies whether Start Locations can/must be set with this option

City   This specifies whether Cities/Settlers/Units can/must be placed in the scenario

Set By   This specifies how the Player/Civ is set. Arrows means you must use the left/right arrows to cycle through the Players while Pull-Down means you must use the pull-down menu to select the Civ. Both of these are on the left side of the Empire screen.

Info   Any info related specifically to this type of scenario

****

FullGame

Use   Start Location by Player 1 only, used for Pre-Existing scenarios

3-8   No

42 Civ   Yes with the 8 Scenario Civs pickable, see info below

Start Locs   No

City   Yes

Set By   N/A

Info   This option will allow a person to pick 1 of 8 pre-defined Civs. Unfortunately, you MUST pick the first Civ *(player 1)* or the scenario will not work. Also, there is no way of knowing which Civ is Player 1 without the scenario creator telling you.

C T P 2 S C E N A R I O S

ByPlayer

Use	Start Location By Player with All Civs available
3-8	Yes
42 Civ	Yes with all 42 Civs pickable
Start Locs	Yes
City	No
Set By	Player Arrows
Info	None

****

Pl w/Nation

Use	Start Location by Player with No Civ Choice
3-8	Yes
42 Civ	No
Start Locs	Yes
City	No
Set By	Player Arrows
Info	This ties each Player to the corresponding Civ in the CivDB.

****

ByNation

Use	Start Location by Nation with 8 scenario Civs available
3-8	Yes
42 Civ	Yes with 8 Scenarios Civs pickable
Start Locs	Yes
City	No
Set By	Civs Pull-Down
Info	None

****

General Info for All

You can set more than 8 Civs when building real scenarios but it is a waste because only 8 will be avaulable in the scenario The 2 pull-down menus on the right side of the Empire Tab screen *(governments & civ)* have no use in building scenarios

When setting cities, they must be at least size 1. They will default to 0 and must be changed by the city-size arrows on the city tab

When clearing all existing land/units, you must wait until you hear the settler die before building the scenario. I have seen this take up to 3 minutes before.

Never save a scenario more than once during each launch of CtP2.

****

Additional info regarding using the 4 types of Scenarios.

FULLGAME - Pre-Existing, you got that

PL w/Nation - useless, forget about it

So, that leaves the decision between ByPlayer and ByNation.

If you want to specify where a PLAYER starts on a map, use BYPLAYER.

If you want to specify where a Civ starts on a map, use BYNATION.

Most scenarios which have been commented on in these forums pertain to using correct historical locations for the Civs, thus you would use BYNATION for them. In fact, BYNATION would probably cover 95% of the scenarios that will ever be made. Another easy way to remember is, if you are using a real map *(world, med, pacific, etc)*, use BYNATION.

======================================
SCENARIO REFERENCE
======================================

General
These options appear on every screen of the scenario editor

Select Player - Use the arrows to cycle through each player in the game. Note: this option doesn't appear on the World screen.

Select Region - The button with the square red line is used to select an area of terrain to be copied or cut. Click on the button and then click and drag on the game screen to select multiple tiles.

Erase - The pencil eraser button is used to delete units, cities and tile improvements. Bug: sometimes the Erase tool will appear raised but if you click on a tile it will still delete things. The workaround for this bug is to click the button once the first time to delete. Then when you are done, click the button twice to make it stop deleting. If you need to delete again, then press the button another two times. Alternately, you can close the Scenario Editor and reopen it to refresh the Erase tool.

Clear World - The globe button will transform all the tiles on the map to Shallow Water. Click this button only if you want to wipe the slate clean. Note that some land tile improvements may be left behind, which could cause problems in a saved scenario.

Fog of War - The eye button will toggle fog of war off, which will make all tiles on the map visible, or back on again.

Reload SLIC - This will refresh all SLIC data files. It is useful for debugging scripts without having to reload the game when you make a change.

Map Size - Changing this to another size will cause a new random map to be loaded.

 # Players - This tells you the number of players on the map *(not including Barbarians)*. If you need to change the number of players, use Save Map to save the map *(Note: Save Map does not save everything)*, then start a New Game with the number of players that you want *(Note: make sure you select the same map size or the saved map will not load correctly)*, then use Load Map to load the new map.

Difficulty - Adjust the difficulty for the current game.

Barbarians - Adjust the Barbarian strength for the current game.

Turn Number - Use the right/left arrows to increase/decrease the turn number. The Year Display below will change accordingly.

Save Map - Click this button to save a map into \ctp2_program\ctp\save\maps. Note: Save Map will not save all the data that Save Scenario will.

Load Map - Click this button to load a preciously saved map file. Note: the game you load the map from must have a map of the same size as the map you are attempting to load. *(ie. If you saved a Huge map, you must start a game with a Huge map in order to load the saved map)*.

Save Scenario - Click this button to Save the current game as a scenario. Note: if you save an existing scenario to a different location, you will have to manually copy over any data or script files you've added.

****
World
This section is for modifying terrain

Cut Region - The scissors icon is used to cut a selected region. In order to cut a region, first you must use the Select Region tool.

Copy Region - The icon with two sheets of paper is used to copy a selected region. In order to copy a region, first you must use the Select Region tool.

Paste Region - The clipboard icon is used to paste a region that you have loaded, copied or cut. To use this feature, click the Paste button and then click on a land tile. The tiles to the lower right of the cursor will be replaced with the selected Region. If you want to paste the region again, you must click the Past Region button again.

Save Clip - The disk button is used to save a region, which can be loaded later. In order to save a region, you must create a folder named "clips" in \ctp2_program\ctp\save\. Then copy or cut a region and click the Save Clip button. Enter a name for the clip in the window that appears and then click the save button.

Load Clip - The disk with the red arrow icon is used to load a saved clip.

Small Brush - Select the small brush to paint terrain one square at a time.

Medium Brush - Select the medium brush to paint terrain 9 squares at a time.

Large Brush - Select the large brush to paint terrain 25 squares at a time.

Set Map Explored - The binoculars icon is used to set black, unexplored tiles to greyed out, explored tiles.

Set Map Unexplored - The crossed out binoculars icon is used to set greyed out, explored tiles to black, unexplored tiles.

X-Wrap - Clicking the icon of the world with the horizontal red arrow will toggle the ability to scroll the map horizontally *(left-right)* past the edge of the map to the opposite side.

Y-Wrap - Clicking the icon of the world with the vertical red arrow will toggle the ability to scroll the map vertically *(up-down)* past the edge of the map to the opposite side.

Position Indicator - The Pos. indicator displays the X, Y coordinates of the tile beneath the mouse cursor.

Find Position - Enter numbers in the X and Y fields of Find Pos. and click the Locate button to center to screen on the X, Y location.

Hut - Select the Hut button and then click on a tile to place a Ruin *(Goodie Hut)*. If you click on a square that already has a Ruin, it will remove it. If the tile has an even numbered X value, an "Easter Island" Ruin will be placed. If the tile has an odd numbered X value, a "Stonehenge" Ruin will be placed. Note

that you can place Ruins on water squares through the editor, but this may cause problems, so I'd recommend against it.

River - Select the River button and then click on a tile to place River. If you click on a square that already has River, it will remove it. Note that you can place Rivers on water squares through the editor, but this has been known to cause problems, so I'd recommend against it.

Goods - Select one of the four goods buttons to put different goods on terrain. Most of the terrain in the standard game has two goods, but you can specify up to four in terrain.txt.

Pollution - Click this button to toggle Pollution on/off. If the button appears raised, Pollution is off. If it appears pressed, Pollution is on. Sometimes opening the Scenario Editor can cause Pollution to toggle itself, so make sure it is set to what you want before you save your scenario.

Remove All Goods - Pressing this button removes all the goods on the map.

Generate Goods - Pressing this button will randomly generate goods on the map. If you press the button more than once, it will add more random goods.

****
Unit
You can place units on the map from this screen.

Legal Only - This feature doesn't work

Show Labels - This feature doesn't work

Exclude - This button appears underneath each of the units. If the button is pressed, it will stop all players from being able to build that type of unit.

****
City
From this screen you can place and modify cities and add tile improvements. Note: you will know a city is selected when a red target appears over the city. If you see a green or yellow target instead, click the city again and it should turn red.

Add City - The top row with the tan diamond buttons is used to place cities on the map. The first button from the left is used to place Classical-style cities. The second button is used to place Persian-style cities. The third button is used to place Asian-style cities. The other three buttons don't do anything. While the scenario editor will let you place cities on water tiles, it could cause problems. If you want to create a Sea City go to the Units screen, drop a Sea Engineer and use it to create a city.

Size - Use the arrows to increase or decrease the size of a selected city.

Add Buildings - Add buildings to the selected city.

Add Wonders - Add wonders to the selected city.

****

Empire

From this screen you can change governments and races, and add/remove player advances and flags.

Add Advances - Click this button to bring up the add advances screen. Click once on any advance on the left column to add it. Adding an advance will also add the advances that are a prerequisite. Click on advances in the right column to remove an advance. Disregard the arrows in the middle of the screen. They don't do anything.

Pick Race - This is located just below the Add Advances button. Use this to change the race of the selected player.

Mode - These four buttons are used to add start point flags to the game. Flags can be placed dependent on Player and Nation. The By Nation flags were used for the World Map Scenario in order to place Settlers at the starting point of whichever 8 of the nations were randomly chosen.

Pick Government - Use this to change the government of the selected player.

Player Choice - Change this to one of the races if you would like players to be limited to choosing that one race when they start your scenario. If you want them to choose from all the races in the scenario, leave it on Player Choice.

Add Public Works - Enter a number and press Enter to add that amount of Public Works to the selected Player. You can remove Public Works by entering a negative number.

Add Gold - Enter a number and press Enter to add that amount of Gold to the selected Player. You can remove Gold by entering a negative number.

==
SETTING TIMELINE
==

When you make a scenario or something like this, it would be lovely, if you were able to change the "year" to "months" or even "weeks/days". Then everybody would accept two-five-ten turns to get to some other place or to "manage" the troops for an attack/defense.

In CtPII you can, you can put a file *turnlenth.txt* in your standard scenario folder (scen0000) in which you have complete freedom to set the 'date' on a turn to turn basis. Works fabulously.

==
MAP DIFFICULTY SETTINGS
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Now how can you set the maps to impossible??? There's a button in the scenario editor, but I'm hearing that it doesn't work. Please correct me if I am wrong.

What I did was this:
1. start a game with the world map
2. go to the editor
3. save the map
4. exit the game
5. in the new game screen, select "gigantic" and "impossible" and click the "launch editor" button
6. load the map you saved
7. place starting locations for each civ
8. save as scenario

==
QUICK INSTRUCTIONS FOR SCENARIO CREATION
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This is a good opportunity to describe the right way to make a mod pack. The first step is to create a new "scenario" using the editor: Open the editor and click Save Scenario. Click the New button, and fill in the details for the new mod pack *(which may contain multiple mods, but will only contain one for this example.)* Click OK, and then click New again *(you should be viewing an empty list of scenarios before clicking New the second time.)* Fill in the details for the new scenario. At this point, you will have a complete pack and scenario, which if loaded will have no effect at all on gameplay.

So now it's time to change something. There are two parts to Richard's PW mod, a change to strategies.txt and an added event handler. To change strategies.txt, you need to first replicate the standard version in your mod. Assuming you named your mod pack directory "PWModPack", find it in ***[installdir]/scenarios/PWModPack.***

Inside that, there will be a scen0000 directory. Inside the scen0000 directory, you can recreate any part of the standard data. For this example, you need to create ***PWModPack/scen0000/default/aidata/strategies.txt.***

The "default" directory should already exist *(creating the scenario created it)* but you need to make the aidata directory. Then copy the standard strategies.txt into that directory, and add to it Richard's suggested record.

Finally, open ***PWModPack/scen0000/default/gamedata/scenario.slc*** *(which should already exist as an empty file)* and copy the event handler to it.

Then to play your Mod, just click the Select Scenario button on the launch screen, and choose it like you would any scenario.

****

I created a scenario and placed the entire "default" and "english" folders from the gamedata folder into it. I know I don't need all of the files therein, but I wanted everything available that I may or may not need for any future modifications I make.

Anyway, the only modifications I've made so far are changing values in the "Units.txt", "tileimp.txt", and "terrain.txt" files. Simple stuff, and it worked beautifully.

Unfortunately, after saving a game and coming back to it later, CTP2 will no longer load the scenario files for the game. It loads the default files!

Does anyone know what may be causing that? Well, I solved the problem myself. I had created the scenario folders myself in Windows because I couldn't quite figure out how to do it in the scenario editor. *(Before, all I was getting was the main scenario folder being created with the packlist.txt).*

From another post on the site, I figured out how to create a full new scenario director. In addition to the files I had created, it added a slic file. Now my saved scenario games work properly.

To change difficulty and save as a scenario
1. In the new game screen, select 'gigantic' and 'difficulty setting', and then click the 'launch editor' button
2. Load the map.
3. Place starting locations for each civ.
4. Save as scenario.
5. Click 'New'.
6. Fill in the appropiate information. If you do not know what blanks are used for what, type in 'Test 1', 'Test 2', etc, so you realize what each file name/title is for.
7. Click 'OK' Now you will see your scenario listed. Highlight your new scenario.
7. Click the 'OK' button, then click the 'New' button. Again, fill in the blanks.
8. Click 'Save'.

Exit the game and add all the files to the scenario directory *(you've created)* that you want to modify. For example, I modified the Units.txt, tileimp.txt, and terrain.txt. *(I copied and pasted these files into the gamedata folder, then modified them.)* Now when you play a game, you can select your scenario. All your saved games will now use your modified files instead of the default files.