What is The BUG Mod?

The **BtS Unaltered Gameplay Mod (BUG Mod)** is a modification for *Civilization IV: Beyond the Sword*.

Civilization IV was designed to be extremely easy to modify, but not all modifications are compatible with each other.

In an effort to combine these many different mods from the *Civilization Community* into one concise program, The **BUG Project** was born.

The

BUG Mod combines mods that do not change the basic game play of *Civ4* while enhancing the interface and improving ease of use.

Some aspects that we feel are within these criteria are Advisor Screens, the City Screen, the Main View, the Civilopedia Screens, etc. Also, any additions or changes made will not provide any information that cannot be figured out within the game itself.

We feel this mod is safe for use in any *Succession Game*, even those that use a different mod. If you find any changes within the code that modify gameplay, please <u>contact us</u>, and we will make it our priority to fix the problem.

The best way to understand the **BUG Mod**, anyway, is to download the <u>latest</u> <u>version</u> and to try it.

How to Install the BUG Mod

The **BUG Mod** may be installed in two modes:

- as main mod, in the '...\My Games\Beyond the Sword' folder: the BUG Mod
 is always active, you can use it together with another optional mod and
 you'll have no compatibility problems with other players in a multiplayer or
 Succession game;
- as optional mod, in the '..\My Games\Beyond the Sword\Mods\BUG Mod' folder: the **BUG Mod** has to be loaded each time you start or load a game, you can't use it together with another optional mod (but you can use it together with another mod which is installed as main mod) and all the players who wish to play together with you in a multiplayer or Succession game must have the same version of the **BUG Mod** installed.

WARNING! The installation of **BUG Mod** as main mod will overwrite your '..\My Games\Beyond the Sword\CustomAssets' folder, deleting all your previous modifications. So, it is recommended to back up your 'Beyond the Sword\CustomAssets' folder if you have some items in it that you want to preserve.

If you want to keep active the modifications in your *'CustomAssets'* folder, you have two choices:

- 1. Merge the two 'CustomAssets' folders in a unique one, paing attention to edit and merge all the files in common. This procedure may be a long and difficult one (according to the number of files in your 'CustomAssets' folder which are also in BUG 'CustomAssets' folder and to your ability in editing .py and .xml files), so we advise you not to try it if you don't know what you are doing: if the merge isn't correct, probably nor the **BUG Mod** nor your previous modifications will work anymore.
- 2. Install the **BUG Mod** as optional mod. If you choose this second option and you don't want to load the mod each time you start or load a game, you can edit the 'CivilizationIV.ini' file modifing the "Mods" paramether from '0' to 'BUG Mod'. This will instruct *Civ4* to automatically load the **BUG Mod**.

Instructions for the Self-Extracting Setup (.exe file)

- 1. Uninstall older versions of **BUG Mod** (and check that all traces of old BUG files in the '..\My Games\Beyond the Sword' folder have been removed). **Warning!** Not doing so may cause the **BUG Mod** not to work properly.
- 2. Run the 'BUGMod xxx.exe' file.
- 3. Choose one of the listed install options: as main mod ('Standard install') or as optional mod ('In Mods folder').
- 4. When the setup asks for an install directory, choose the *Civ4:BtS* folder inside your *My Documents* folder (usually '...\My Documents\My Games\Beyond the Sword').

Instructions for the Manual Setup (.zip file)

- 1. Locate the *Civ4:BtS* folder inside your *My Documents* folder (usually 'My Documents\My Games\Beyond the Sword').
- 2. Delete all traces of older versions of the **BUG Mod**. **Warning!** Not doing so may cause the **BUG Mod** not to work properly.
- 3. Unzip the 'BUGMod_xxx.zip' file inside the 'Beyond the Sword' folder, preserving the paths set inside the zip file.

 The 'BUG.ini' file should go inside the 'Beyond the Sword\BUG Mod' folder, together with the 'Adv Unit Naming.ini' file, the 'BUG Mod Help-XXX.chm' files and the 'CustomDomAdv' folder; the 'PublicMaps' folder should go directly inside the 'Beyond the Sword' folder (or the 'Beyond the Sword\Mods\BUG Mod' folder if you are installing the BUG Mod as optional mod), while all other files should go inside the corresponding sub-folders of the 'Beyond the Sword\CustomAssets' folder (or of the 'Beyond the Sword\Mods\BUG Mod\Assets' folder if you are installing the BUG Mod as optional mod).

BUG Options Screen

The core to the **BUG Mod** is the ability to pick and choose the way your game looks and plays.

Once the game starts, you can customize the **BUG Mod** by hitting **Alt+Ctrl+O**. From this screen you can adjust the look and feel of many of the features of the **BUG Mod** within the game.

Below you can find out more about each of the Options Tabs.

General - General Options, involving the Main Interface and City Screen.

Advisors - Options to change settings for the Advisors and the Sevopedia.

<u>Clock</u> - Settings to adjust the Clock Display.

Scoreboard - Advanced Scoreboard Options.

Plot List - Options for configuring the way units icons are displayed and filtered.

Alerts - Set up Alerts and Reminders.

Logging - Setting for the Autolog.

Unit Naming - Options for setting up Unit Naming for new unit builds.

<u>System</u> - Options that are directly related to the **BUG Mod**.

<u>Credits</u> - List of all persons who participated directly or indirectly in the **BUG Mod**.

General

This tab include the configuration options for Main Interface and City Screen and all the other general options.

Main Interface: Great Person Progress Bar

Enables the <u>Great Person Progress Bar</u> mod, which will display a bar below the Research Bar showing current progress towards your next Great Person.

Main Interface: Great Person Progress Bar - GP Bar Types

Allows you to choose the amount of information displayed on the GP Bar.

Main Interface: Tech splash Screen - View

Enables the <u>TechWindow</u> mod, which will enhance the screen that pops up when a new tech is researched; here you can choose between 'Original' View (mod disabled), 'Detailed' View (mod enabled) or 'Wide' View (mod enabled, wide window)

Main Interface: Tech splash Screen - Show Civilopedia Text

Enables the inclusion of civilopedia text inside the TechWindow.

Main Interface: Miscellaneous - Combat Experience

Enables the <u>Great General Progress Bar</u> mod, which will display the Combat Experience Counter from the F5 screen next to the GP Bar on the Main Screen.

Main Interface: Miscellaneous - City Cycle Arrows

Enables the <u>Cycle City Arrows</u> mod, which will display next to the End Turn button on the Main Screen a couple of arrows which allow to cycle through player's Cities.

City Screen: Raw Yields

Enables the <u>Raw Yields</u> mod, which will update the Trade Routes panel to show also detailed info about actual and potential raw yields (food, commerce and production).

City Screen: Raw Yields - Default View

Allows the selection of the default view displayed when a game is loaded or started: Trade Routes, Raw Food, Raw Commerce or Raw Production.

City Screen: Whip Assist

Enables the Whip Assistant mod's feature which will display in the Production Bar within the City Screen the population cost and the production overflow for whipping and the gold cost for hurrying with cash the production of the item under construction in that city.

City Screen: Overflow Counts Current Production

Enables the Whip Assistant mod's feature which will include in the production overflow estimates the city's current production amount.

City Screen: Anger Counter

Enables the Whip Assistant mod's feature which will display a counter showing how long until unhappiness from using population to hurry production will

expire.

City Screen: Miscellaneous - Culture Turns

Enables the <u>Cultural and Great Person Turns</u> mod's feature which will display in the Culture Bar within the City Screen the number of turns until cultural growth.

City Screen: Miscellaneous - Great Person Turns

Enables the <u>Cultural and Great Person Turns</u> mod's feature which will display in the Great Person bar within the City Screen the number of turns until the next Great Person's birth.

City Screen: Miscellaneous - Great Person Info

Enables the <u>Cultural and Great Person Turns</u> mod's feature which will display in the GP Bar within the City Screen additional info about the possible future GPs.

City Screen: Miscellaneous - City Specialists

Configure the <u>Specialist Stacker</u> mod to display the Specialist icons in the City Screen in the standard view or in one of the two advanced views.

Advisors

This tab include all the configuration options for Advisors Screens and Civilopedia.

Domestic [F1]: Customizable

It enables the <u>Customizable Domestic Advisor</u> mod, which will enhance Domestic Advisor and allow its customization.

Foreign [F4]: Glance Tab

It enables the <u>Improved Glance Tab</u> mod, which will re-enable the 'Glance' Tab of Foreign Advisor.

Foreign [F4]: Glance Tab - Smiles

It enables the color coded smiles in the Glance Tab of Foreign Advisor, which will make it easier to see other Civilizations attitudes.

Foreign [F4]: Info Tab

It enables the <u>Improved Foreign Advisor Info Screen</u> mod, which will improve the 'Info' Tab of Foreign Advisor.

Military [F5]: BUG Military Advisor

It enables the Military Advisor mod, which will enhance Military Advisor.

Technology [F6]: Great Person Research

It enables the <u>Great Person Tech Preferences</u> mod, which will add icons to the Technology Advisor screen telling you what technology will be given to you depending on what type of Great Person is used to discover it.

Technology [F6]: Wide Tech Screen

It enables the increase in the width of the Technology Advisor screen on hi-res monitors.

Victory [F8]: Victories Tab

It enables the <u>Enhanced Victory Screen</u> mod feature which will add info to the 'Victories' tab of the Victory screen.

Victory [F8]: Members Tab

It enables the <u>Enhanced Victory Screen</u> mod feature which will add info to the 'Members' tab of the Victory screen.

Info [F9]: Graphs Tab

It enables the <u>Better Info Screen</u> mod, which will modify the 'Graphs' tab of the Info screen.

Sevopedia [F12]: Enabled

It enables the **Sevopedia** mod, which will enhance Civilopedia.

Sevopedia [F12]: Sort List

It changes the order the entries in Sevopedia are shown.

Espionage: Better Espionage

It enables the <u>Better Espionage Screen</u> mod, which will enhance Espionage Screen.

Espionage: Ratio - Ratio Color

It selects the color to display the Espionage Ratio when the ratio is even.

Espionage: Ratio - Good Ratio Cutoff

It selects the percentage when the Espionage ratio changes from even to good.

Espionage: Ratio - Good Color

It selects the color to display the Espionage Ratio when the ratio is good.

Espionage: Ratio - Bad Ratio Cutoff

It selects the percentage when the Espionage ratio changes from even to bad.

Espionage: Ratio - Bad Color

It selects the color to display the Espionage Ratio when the ratio is bad.

Espionage: Missions - Possible Mission Color

It selects the color you want to use to know when you can perform a mission against another Civilization.

Espionage: Missions - Close Percent Cutoff

It selects at what level to change the Close Mission Color (5% means you are 5% away from the mission being possible).

Espionage: Missions - Close Mission Color

It selects the color you want to use to know when you are close to being able to perform a mission against another Civilization.

Clock

This tab include all the configuration options for game Clock.

Enable NJAGC

Enables the <u>Not Just Another Game Clock</u> mod, which will enhance the game clock.

Display Era

Displays the Era on the left side of the screen, next to the gold.

Use Era-Related Colors

Color codes the name of each era displayed: you can also choose which color you want each era to display as by using the drop down menus next to each era name.

Alternate Game Clock

Toggles between the Standard View and Alternate View of the Game Clock: when unchecked, only Standard View will be shown.

Alternate Game Clock - Period

The clock will change between the Standard View and the Alternate View for the amount of time set in this option (the default amount is 5 seconds)

Standard View - Clock

Shows in Standard View the real time.

Standard View - Completed Turns

Shows in Standard View the number of completed turns.

Standard View - Total Turns

Shows in Standard View the number of total turns.

Standard View - Completed Percentage

Shows in Standard View the percentage of completed turns.

Standard View - Game Date and Golden Age Turns

Shows in Standard View the game date and the number of Golden Age turns left.

Alternate View - Clock

Shows in Alternate View the real time.

Alternate View - Completed Turns

Shows in Alternate View the number of completed turns.

Alternate View - Total Turns

Shows in Alternate View the number of total turns.

Alternate View - Completed Percentage

Shows in Alternate View the percentage of completed turns.

Alternate View - Game Date and Golden Age Turns

Shows in Alternate View the game date and the number of Golden Age turns left.

Scoreboard

This tab include all the configuration options for the **Advanced Scoreboard** mod.

General: Display Name

Selects what name is displayed in the scoreboard: either the Leader's name, the Civilization's name, or both.

General: Use Player Name

If selected, the human players' names are used in place of those of the Leaders they are playing as.

General: Show Minor Civilizations

Enables display in Scoreboard of minor Civilizations (some scenarios consider certain Civs to be minor).

Dead Civilizations: Show

Enables display in Scoreboard of dead Civilizations.

Dead Civilizations: Tag as 'DEAD'

Enables display in Scoreboard of the 'Dead' label for dead Civilizations.

Dead Civilizations: Use Grey Color

Enables use of grey color for displaying dead Civilizations in Scoreboard.

Additional Columns: Power Ratio

Enables display in Scoreboard of the Power Ratio and selects the formula to use for calculating the power ratio: You vs. Them (higher numbers are better) or Them vs. You (lower numbers are better).

Additional Columns: Power Ratio - Ratio Decimal Places

Selects the number of decimal places to show for power ratio display.

Additional Columns: Power Ratio - Default Color

Selects the color to display when your power ratio is even with another Civilization.

Additional Columns: Power Ratio - High Ratio Cutoff

Sets the point at which the ratio changes from even to high.

Additional Columns: Power Ratio - High Color

Selects the color to display for high power ratios.

Additional Columns: Power Ratio - Low Ratio Cutoff

Sets the point at which the ratio changes from even to low.

Additional Columns: Power Ratio- Low Color

Selects the color to display for low power ratios.

Additional Columns: Score Delta

Enables display of the score variation towards previous turn.

Additional Columns: Score Delta - Include Current Turn

Enables the inclusion of the current turn in the score variation calculation.

Additional Columns: Attitude Icons

Toggles between Attitude Icons being displayed or not.

Additional Columns: Worst Enemy Icons

Enables display of the Worst Enemy Icon for the Civilizations that consider the player as their Worst Enemy.

Additional Columns: War Mobilization Icons

Enables display of the War Mobilization Icon for the Civilizations that are mobilizing for war ('We Have Enough on Our Hands').

Advanced Layout: Enabled

Enables advanced layout for Scoreboard, which will provide more options to change the layout of the Scoreboard.

Advanced Layout: Group Vassals

Vassals are group together under their master (and their names are indented).

Advanced Layout: Left-Align Name

Aligns the Civilization/Leader names to the left, instead of the right.

Advanced Layout: Research Icons

Displays the icon of the technology the civ is researching instead of the name of the technology.

Advanced Layout: Column Order

This will give you complete control over what is or isn't displayed in the Scoreboard; you can also change the order of what is displayed here as well. The codes that you can use in this box, to display the corresponding items, are the following (note that the last 3 of them are displayed only for your opponents in a multiplayer game, the first 5 of them are displayed even for your Civilization, while the other are displayed only for your opponents):

- S displays the civ's score
- Z displays the civ's score variation towards previous turn (if the 'Score Delta' checkbox is selected and according to what is selected in the 'Include Current Turn' checkbox)
- V displays a silver star if the civ has at least one vassal
- C displays the civ's/leader's name (according to what is selected in the 'Display Name' and 'Use Player Name' checkboxes, and aligned according to what is selected in the 'Left-Align' checkbox')
- ? displays a question mark if you have not yet met the civ
- W displays a crossed swords icon if you are at war with the civ, or a peace symbol icon if you have signed a Peace Treaty with the civ
- P displays the civ's power ratio compared to you (according to the values which have been selected in the *'Power Ratio'* option boxes)
- T displays the tech the civ is researching, if it is known to you (as icon or name according to what is selected in the 'Research Icons' checkbox)
- U displays the number of research turns left, if it is known to you (for vassals, for team-mates or by espionage)
- E displays a spy icon if you have a positive espionage point ratio against the civ.
- N displays a trade icon if the civ is connected to your trade network
- B displays a parchment icon if you have an Open Borders agreement with the civ
- D displays a parchment icon (different from the previous one) if you have a Defensive Pact with the civ
- R displays the the civ's state religion
- A displays an icon showing the civ's attitude toward you (if the 'Attitude Icons' checkbox is selected)
- H displays an angry man icon if you are the Worst Enemy of the civ (if the

'Worst Enemy Icons' checkbox is selected)

- M displays a red fist if the civ is mobilizing for war or in a war itself (a.k.a. We Have Enough on Our Hands)
- * displays an asterisk when you are waiting for this civ to finish its turn
- L displays civ's network stats (ping)
- O the network player is 'out-of-sync'
- number set the number of spacing pixels after the previous column (the default spacing value is ignored for columns with a specified spacing value; negative values are acceptable to bring two columns closer together)
- space ignored, for making the sequence of codes more readable

Advanced Layout: Default Spacing

Selects the default spacing between columns (in pixels) to use when none is specified for a column.

Plot List

This tab include all the configuration options for the <u>Plot List Enhancement</u> mod.

Show Mode/Filter Buttons

Enables the Show/Filter Buttons, which will allow to order and filter the unit icons in plot list.

Default View

Selects how units are displayed on the screen; options are: Single Row, Multiple Rows, Vertical Groups and Horizontal Groups.

Default Grouping

Selects the way units are grouped together in Vertical and Horizontal Grouping; options are: Unit Type and Selection Group.

Filter Behavior

Selects the filter behaviour: either the default **PLE Mod** filtering behavior, or the **BUG Mod** filtering method.

Indicators: Wounded Dot

Places on the unit upper-left corner a dot whose color summarizes the movement and health status of the unit.

Indicators: Great General

Changes the dot above into a star for units that are lead by a Great General.

Indicators: Promotion Available

Places a light blue border around units that can be promoted.

Indicators: Upgrade Available

Places an orange up arrow on the lower-right corner of units that can be upgrade (ignoring cost).

Indicators: Mission Tag

Places on the unit lower-right corner an icon indicating what mission or action the unit is currently performing.

Health Bar

Enables the Health Bar, a colored bar over the units which will display their health level.

Health Bar - Healthy

Selects the color for the Health Bar of a healthy unit.

Health Bar - Wounded

Selects the color for the Health Bar of a wounded unit.

Health Bar - Hide During Combat

Hides the Health Bar of units during combat.

Movement Bar

Enables the Movement Bar, a colored bar over the units which will display their current movement points.

Movement Bar - Available

Selects the color for the 'available movement points' portion of the Movement Bar.

Movement Bar - Used

Selects the color for the 'used movement points' portion of the Movement Bar.

Movement Bar - Cannot Move

Selects the color for the Movement Bar of a 'can't move' unit.

Unit Info Tooltip - Promotion Icon Offset

Specifies the vertical offset of the promotion icons on the Unit Info Tooltip (the hover text that will appear when you hover your mouse over a unit's icon). Use this to adjust the placement of the icons when using themes that change the font (for example, use 6 with *BlueMarble*).

Unit Info Tooltip - Unit Name

Selects the color for displaying the unit name in the Unit Info Tooltip.

Unit Info Tooltip - Upgrade Cost: Can Afford

Selects the color for displaying in the Unit Info Tooltip the cost of a units upgrade when the player can afford it.

Unit Info Tooltip - Upgrade Cost: Cannot Afford

Selects the color for displaying in the Unit Info Tooltip the cost of a units

upgrade when the player can't afford it.

Unit Info Tooltip - Unit Specialties: Unit Type

Selects the color for displaying in the Unit Info Tooltip the unit bonuses based on the Unit Type.

Unit Info Tooltip - Unit Specialties: Promotion

Selects the color for displaying in the Unit Info Tooltip the unit bonuses based on the Promotions that unit has undergone.

Move Highlighter

Enables the Move Highlighter, which will highlight the moves a unit can make when you hover the mouse over the unit while holding [ALT] key.

Alerts

This tab include all the configuration options for Alerts and Reminders.

Enable Civ4lerts

It enables the <u>Civ4lerts</u> mod, which will turn on the alerts system.

The list of the alerts which can be enabled (by simply checking the corresponding entry) is the following:

Cities

- Pending Growth displayed the turn before city growth or shrink
- Growth displayed when a city grows or shrinks
- Pending Healthiness displayed the turn before city becomes healthy or unhealthy
- Healthiness displayed when a city becomes healthy or unhealthy
- Pending Happiness displayed the turn before city becomes happy or unhappy
- Happiness displayed when a city becomes happy or unhappy
- Pending Border Expansion displayed the turn before a cities cultural borders will expand
- Can Hurry with Population displayed when the player can use population to hurry the production of a city (it also shows how many population units it will take and the amount of hammers of overflow)
- Can Hurry with Gold displayed when the player can use cash to hurry the production of a city (it also shows how much it will cost)

Diplomacy

- Open Border displayed when other Civilizations will sign Open Borders Agreement with the player
- Defensive Pact displayed when other Civilizations will sign Defensive Pact with the player

• Permanent Alliance displayed when other Civilizations will sign Permanent Alliance with the player

Trading

- Technologies displayed when other Civilizations will trade Technologies (it also shows which technologies they will trade)
- Gold displayed when other Civilizations have Gold available for trade (you can set the minimum amount of gold before the alert is triggers as well)
- Oro per turno displayed when other Civilizations have Gold Per Turn available for trade (you can set the minimum amount of gold before the alert is triggers as well)

Victory

- Domination Limit: Population displayed when you are about to win a Domination Victory for Population (you can set the percentage away from that limit before the alert is triggered)
- Domination Limit: Land displayed when you are about to win a Domination Victory for Land (you can set the percentage away from that limit before the alert is triggered)

Enable Reminders

It enables the Reminders mod, which will allow to set customized reminders (Alt+M or Alt+Ctrl+R).

Reminders - Log with Autolog

It enables the logging of reminders (both their creation and their trigging) within <u>Autolog</u>.

Reminders - Display Methods

It selects the display method for reminders: 'Message', 'Popup' or 'Both'.

Logging

This tab include all the configuration options for auto logging.

Enable Logging

Enables the **Autolog** mod, which will log all the game events.

Start Automatically

Enables the automatic start of logging: if it is selected, logging starts automatically at the beginning of the game; if it is not selected, logging doesn't start automatically at the beginning of the game, but has to be started with the **[Alt+L]** command (which can also be pressed again to stop the logger).

4000BC is Turn

This option will fix the problem with the game thinking your pre-turn is the first turn. Default is 0, can be set to 1 for game default. This will not add a turn to the game, just logs it properly.

Use Default File Name

Uses the default name and path for the log file.

Show IBT

Enables logging of what occurs "In Between Turns" with the other civilizations in the game.

Color Coding

Enables color coding of the log file to make it easier to find key events.

Path

Default path is ...\My Docs\My Games\Beyond the Sword\Autolog. You can change this to any directory you'd like.

File

Default name uses the Name you selected for yourself within Civilization. You can change this as you like.

Custom Entry Prefix

Allows you to use a customized prefix (for example your nickname on a forum) for your own entries in the log (the ones made using the **Alt+E** command).

Format Style

Puts the logger into preset configurations; the options are:

- **plain** will format the logger into a plain .txt format
- **HTML** will format the logger to use HTML code for the log entries
- **Forum Tags, With** " **around color codes** will format the logger to make it easier to post on forums that require "quotes" around color codes
- **Forum Tags, No** " **around color codes** will format the logger to make it easier to post on forums that do not require "quotes" around color codes

Logging of following events may be enabled by simple selection of the corresponding checkboxes:

Research and Builds

 Technologies will log Technologies acquired and researches started by the player

- Builds Started will log city productions started by the player
- Builds Completed will log city productions completed by the player
- Projects Completed will log projects completed by the player
- Improvements will log improvements build or destroyed by the player

Cities

- City Founded will log cities founded by the player
- City Growth will log growth and shrink of player's cities
- City Borders will log border expansion of player's cities
- City Ownership will log cities acquired (by trade or conquest) by the player
- City Razed will log razed player's cities and enemy cities razed by the player
- City Whip will log whip and decrease of whip anger in player's cities

Events

- Tribal Villages will log Tribal Villages finds by the player and their consequences
- Religions will log Religions founded by the player, spread of Religions to player's cities and spread to other cities of Religions whose Holy City is controlled by the player
- Corporations will log Corporations founded by the player, spread of Corporations to player's cities and spread to other cities of Corporations whose Headquarters are controlled by the player
- Great People will log GP birth in player's cities
- Golden Age will log start and end of player's Golden Ages

Trade and Demands

- Trade Offerswill log will log AI-initiated trades and gift offers and player's responses
- Tribute/Help will log AI demands for tribute or help and player's responses
- Change Religion will log AI demands that you change religion and player's responses
- Change Civics will log AI demands that you change civics and player's responses
- Declare War will log AI requests to declare war on a third party and player's

responses

• Stop Trading will log AI requests to stop trading with a third party and player's responses

Diplomacy

- Contactwill log player's first contact with other Civilizations
- Attitude will log changes in attitude between Civilizations known to the player
- War will log start and end of wars between Civilizations known to the player
- Vassal States will log when any Civilization becomes a Vassal State of another or frees itself from it
- Civics will log changes in Civics between Civilizations known to the player

Combat

- Combat will log battles involving player's units
- Promotions will log promotions of player's units
- Pillaging will log pillaging of player's improvements and when player pillages enemy improvements

Unit Naming

This tab include all the configuration options for the <u>Unit Naming</u> mod, which will allow you to customize the names given by the game to your new units when they are built.

Enabled

Enables the **Unit Naming** mod.

Use Advanced Methods

Enables the use of the advanced Era-related setting in the 'Adv Unit Naming.ini' file (which you may edit to change them) beyond the conventions used within the **BUG Options Screen**.

Naming Conventions

In the first text box (**Default**) you can set your favourite general naming convention.

In the other text boxes, you can set specific naming conventions for each unit type. Of course, these naming conventions, if set, have an higher priority over the general one above (the Era-related naming conventions, if set in the 'Adv Unit Naming.ini' file and enabled, have the highest priority); if you don't want to define specific naming conventions for some (or all) of the unit types, simply put DEFAULT in the text box.

The naming conventions use the following codes:

- ^civ4^ no naming convention, uses standard *Civ4* names
- ^rd^ random name
- ^rc^ random civ-related name
- \(^ut^\) Unit Type (eg "Archer")
- ^cb^ Combat Type (eg "Melee")
- \(^\dm^\) Domain (eg "Water")

- ^ld^ Leader
- ^ct^ City
- ^cv^ Civilization
- \(\cap \cap \text{cnt[f]} \(\cap \) count across all units (increments based on unit)
- ^cntu[f]^ count across all units of the same type (increments based on unit)
- ^cntct[f]^ count across all units of the same city (increments based on unit)
- \(\triangle \
- ^cntc[f]^ count across all units of the same combat type (increments based on combat type)
- ^cntd[f]^ count across all units of the same domain (increments based on domain)
- $^{\text{tt1}[f][x:y]^{\wedge}}$ total (it's a random number between x and y; it is x if y=x)
- $^{\text{tt2}}[f][x]^{\wedge}$ total (starts at x, incremented by 1 each time **tt1** is reset to 1)

There are a lot of number formats; [f] can be:

- s silent (not shown)
- A upper case alpha (A, B, C, D...)
- a lower case alpha (a, b, c, d...)
- g greek (alpha, beta, gamma, delta...)
- p phonetic (alpha, bravo, charlie, delta...)
- n number (1, 2, 3, 4...)
- o ordinal (1st, 2nd, 3rd, 4th...)
- **r** roman (I, II, III, IV...)

Some number formats (A, a, g, p) have a built in max: in these situations, the numbering loops back to the start. For example, if you ask for the number to be formatted with A (upper case alpha), the 30th unit will be identified with a "D".

You can look at the help page about the <u>Unit Naming</u> mod for some examples about the use of these codes.

System

This tab includes all the configuration options for the **BUG Mod**.

Options Shortcut Reminder

Changes the blinking "Press Enter to end turn" to "Press Ctrl-Alt-O to customize BUG Mod".

Subversion (SVN): Check for Updates

When checked, **BUG Mod** will look for SVN updates and/or releases each time you launch *Civ4* and notify you when new ones are found. The two description fields "**BUG Install Folder**" and "**Repository URL**" will be filled automatically and shouldn't be changed.

Debug Output: Screen Logging Level

Selects which logging messages get printed to the screen. Each level includes messages of all levels below it. The available levels are: 'Debugì, 'Info', 'Warning', 'Error', and 'None'.

Debug Output: File Logging Level

Selects which logging messages get printed to the *PythonDbg.log* file. Each level includes messages of all levels below it. The available levels are: 'Debugì, 'Info', 'Warning', 'Error', and 'None'.

Debug Output: Include Time

When checked, each log file message includes the current time in HH:MM:SS format.

Search Paths

Here the different paths that the **BUG Mod** recognized are shown. This information is primarily interesting for mod authors, who want to merge their mods with **BUG Mod**.

Credits

This tab includes a list of all persons who participated directly or indirectly in the **BUG Mod**:

• BUG Team

- *Alerum68* Release, Documentation
- Cammagno Documentation
- *EmperorFool* Coding, Testing
- *NikNaks* Graphics
- *Ruff_Hi* Coding, Testing

Translators

- *Cammagno* Italian (Game and Documentation)
- *Falc* French (Game)
- *The Doc* German (Game and Documentation)

Mod Authors

- 12monkeys Plot List Enhancements
- o Alerum68 Loading Hints & Tips, Sevopedia Strategy Guides
- Almightix Better Espionage Screen
- o asioasioasio Wide City Bar
- Caesium Score Delta
- o Cammagno Cammagno's CDA Pages
- o Chinese American Culture Turns, Great Person Turns
- *daengle* (merged in full PLE)
- *Dr. Elmer Jiggle* Civ4lerts, CvCustomEventManager, CvPath
- *Dresden* Improved EFA Info Page, (Reversible Power Ratio)
- *Ekmek* Shortcuts in Civilopedia
- EmperorFool Advanced Scoreboard, BUG Core and Utils, Great Person Tech Prefs, Military Advisor Deployment and Strategic Advantages, Power Ratio, Raw Yields, Sevopedia Traits, War/Peace/Enemy in EFA Glance, WhipAssist (extended BES, CDA, Civ4lerts, GP Progress Bar, PLE, Reminder, Sevopedia and Index)
- *Eotinb* Autolog, Reminder
- Fallblau Modified Hall of Fame Screen
- *fitchn* Civilopedia Index

- **HOF Team** MoreCiv4lerts
- o Impaler[WrG] Great Person Progress Bar
- o Jeckel All Eras Dawn of Man Screen
- *NeverMind* Great General Progress Bar (was XP Counter)
- **Porges** Attitude Icons
- Requies Exotic Foreign Advisor
- *ricardojahns* I Love Asphalt (wide screen EFA)
- Ruff_Hi Generic Unit Naming, Sit-Rep in Military Advisor, Smilies in EFA Glance, BUG Graphs, City Specialists Chevons, BUG Victory Screen Additions (extended AutoLog, Reminder, Promo/Actions in PLE)
- **Sevo** Raw Commerce, Sevopedia
- SimCutie Attitudes in Scoreboard, City Cycle Arrows
- o Sisiutil Trait Civilopedia Text
- Stone-D SD ToolKit
- Taelis Customizable Domestic Advisor
- TheLopez Dead Civ Scoreboard, Not Just Another Game Clock, Specialist Stacker
- *turlute* (ported PLE to BtS)

• Map Scripts

- Doug McCreary SmartMap
- LDiCesare Tectonics
- low Random Map
- *Nercury* Planet Generator
- Ruff_Hi Ring World
- **Sto** Full of Resources

Shortcut Commands in BUG Mod

Below are the commands you will need to utilize the **BUG Mod** the best. There are not many, so should be fairly easy to memorize them.

- Alt+Ctrl+O opens BUG Options Screen.
- Alt+Ctrl+F1 brings up the (external) BUG Mod Help File.
- Alt+Ctrl+N opens a window for testing the Unit Naming.
- Alt+Ctrl+R opens a window in which the player can set a Reminder.
- Alt+M opens a window in which the player can set a Reminder (the same as above).
- Alt+L toggles Autolog.
- Alt+B creates battle dump in Autolog.
- **Alt+E** add custom entry to Autolog.

Included Mods

The **BUG Mod** would no exist if not for the hard work already started by the rest of the Civilization Modding Community. We have included within this help file the original ReadMe files (modified to conform to a unique format) of the Mods we have included in the **BUG Mod**. If we have change the original Mod in anyway, we have tried to document it, but sometimes things can slip through the cracks! If you feel more information is needed, we left something or someone out, or if you have any other suggestions, then please <u>contact us</u>.

Options Framework and Screen

by **EmperorFool**

Main Interface

- <u>Advanced Scoreboard</u> by *EmperorFool*, including:
 - Attitude Icons by Porges
 - Dead Civ Scoreboard by The Lopez
 - Score Delta by Caesium
- Cycle City Arrows by SimCutie
- Great Person Progress Bar by Impaler[WrG] (*)
- Great General Progress Bar by EmperorFool
- Hints & Tips on Loading by Alerum68
- I Love Asphalt! by ricardojahns
- Not Just Another Game Clock by TheLopez
- Plot List Enhancement by 12monkeys (*)
- <u>TechWindow</u> by *SirRethcir*, *Roamty*
- <u>Unit Naming</u> by *ruff_hi*
- Wide City Bars by asioasioasio

Pop-up Game Messages & Log

- Autolog by Eotinb
- Civ4lerts by Dr. Elmer Jiggle (*)
- Reminders by *Eotinb* (*)

Advisor Screens

- Better Espionage Screen by Almighty Theo (*)
- Better Info Screen by ruff_hi
- <u>Customizable Domestic Advisor</u> by *Taelis* (*), including:
 - Cammagno's CDA Pages by Cammagno
- Enhanced Victory Screen by ruff_hi
- Great Person Tech Preferences by EmperorFool
- Improved Foreign Advisor Info Screen by **Dresden**
- Improved Glance Tab by ruff_hi
- Military Advisor by ruff_hi
- Sevopedia by Sevo (*), including:
 - Shortcuts in Sevopedia by Ekmek
 - Strategy Guides in Sevopedia by Alerum68
 - Traits in Sevopedia by Sisiutil

City Screen

- <u>Cultural and Great Person Turns</u> by *Chinese American*
- Raw Yields by EmperorFool
- <u>Specialist Stacker</u> by *TheLopez* (*), including:
 - Chevrons by ruff_hi
- Whip Assistant by EmperorFool

^{*} These Mods have been heavily modified by us. The individual pages on each mod list the changes we've made, and the Change Log has more detail.

I Love Asphalt!

by ricardojahns

This mod will make darker the roads during the Industrial, Modern, and Future Era, so that it resemble better the asphalt and it is much easier to tell the difference between Roads and Railroads.

Instructions

This mod <u>can't</u> be disabled in the **BUG Options Screen** (**Alt+Ctrl+O**). If you would like to remove this mod, simply rename (or delete) the 'Art\Terrain\Routes\Modern Roads' folder and the 'XML\Art\CIV4RouteModelInfos.xml' file, both located in the '..\Documents\My Games\Beyond the Sword\CustomAssets' directory ('..\Documents\My Games\Beyond the Sword\MOD\BUG Mod\Assets' directory if you have installed the **BUG Mod** as a mod).

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=280604

Author: ricardojahns

Autolog

by Eotinb

This is a mod to facilitate note taking, with Succession Games in mind.

Logging of following events may be enabled:

Research and Builds

- Technologies will log Technologies acquired and researches started by the player
- Builds Started will log city productions started by the player
- Builds Completed will log city productions completed by the player
- Projects Completed will log projects completed by the player
- Improvements will log improvements build or destroyed by the player

Cities

- City Founded will log cities founded by the player
- City Growth will log growth and shrink of player's cities
- City Borders will log border expansion of player's cities
- City Ownership will log cities acquired (by trade or conquest) by the player
- City Razed will log razed player's cities and enemy cities razed by the player
- City Whip will log whip and decrease of whip anger in player's cities

Events

- Tribal Villages will log Tribal Villages finds by the player and their consequences
- Religions will log Religions founded by the player, spread of Religions to player's cities and spread to other cities of Religions whose Holy City is

- controlled by the player
- Corporations will log Corporations founded by the player, spread of Corporations to player's cities and spread to other cities of Corporations whose Headquarters are controlled by the player
- Great People will log GP birth in player's cities
- Golden Age will log start and end of player's Golden Ages

Diplomacy

- Contact will log player's first contact with other Civilizations
- Attitude will log changes in attitude between Civilizations known to the player
- War will log start and end of wars between Civilizations known to the player
- Vassal States will log when any Civilization becomes a Vassal State of another or frees itself from it
- Civics will log changes in Civics between Civilizations known to the player

Combat

- Combat will log battles involving player's units
- Promotions will log promotions of player's units
- Pillaging will log pillaging of player's improvements and when player pillages enemy improvements

Instructions

The Autolog can be configured in the <u>Logging</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**). To enable Autolog, you simply have to select the 'Enable Logging' checkbox.

You can choose a customized name and path for your log file, or use the default one ('...\My Docs\My Games\Beyond the Sword\Autolog\playername.txt').

You can also change the format used. The options are HTML, Plain Text, Forum Codes, and Forum Codes with color. Default is Forum Codes, which is designed

to be copy and pasted straight to a forum such as *CFC*.

The shortcut commands you should know for the Autolog are:

- Alt + L Toggle autologging.
- Alt + B Create Battle dump.
- Alt + E Add custom entry to Autolog.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=141164

Author: **Eotinb**

Author's Credits and Thanks

Puppeteer at *CFC* had the original idea that led to this mod.

HawaiiFive-O, *Calanor* and a few others at *Apolyton* worked out how to use '*CyInterface.addMessage()*'.

TheDarkside at *Apolyton* lent moral support.

CivGeek and *Tubby Rower* at *CFC* had some great ideas which led to the custom user comment prefix and the color-coding

Better Espionage Screen (BES)

by Almighty Theo (heavily modified by EmperorFool)

This mod provides an improved Espionage Screen. It allows for more Civilizations to be shown within the Espionage Screen, as well as vital information being color coded.

Instructions

In the <u>Advisors</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**) you can change or turn off color coding for ratios, as well as revert back to the original version of the Espionage Screen.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=234523

Author: Almighty Theo, EmperorFool

Better Info Screen (BIS)

by Ruff_hi

The Better Info Screen mod improves the default '*Graphs*' tab of the *Info Screen* (*F*9).

The main differences between the BIS 'Graphs' tab and the default 'Graphs' tab are:

- Two Graph views:
 - 7-in-1 view showing all 7 graphs at once (6 if the 'No Espionage' option is checked);
 - large single graph showing the selected item with graph tabs across the top of the page.

You can swap between the two views by clicking on:

- a small graph title (shows the large graph for that graph),
- the large graph title (returns to 7-in-1 view) or
- the large graph title in the title list across the top of the screen (returns to 7-in-1 view).

You can show different graphs when in large graph mode by clicking on the appropriate item from the list across the top of the screen.

- The legend has various modifications:
 - each leader's line can be excluded or included (click on leader name to toggle between the two);
 - 'Show All' and 'Show None' options included, click on them to show all leader lines or show no leader lines;
 - legend auto sizes horizontally with a minimum default width;
 - legend is locked to top left corner on large graphs and bottom left corner on 7-in-1 view;
 - Leader name, Leader Civilization or both can be shown in the Legend depending on the user selection for this option.
- Graph time period drop down moved to top right of screen; the ability to scroll back and forth when you have changed the time period is still active.
- Graph type drop down removed.
- Each graph includes a title in the top left corner.

Instructions

BIS can be enabled in the <u>Advisors</u> tab of the *BUG Options Screen* (**Alt+Ctrl+O**) by simple selection of the '*Graphs Tab*' checkbox. The legend displays Leader name, Leader Civilization or both depending on the user selection in the '*Display name*' option in the <u>Scoreboard</u> tab.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=290567

Author: **Ruff_hi**

Cammagno's Custom Domestic Advisor Pages

by Cammagno

These is an addition to the *Custom Domestic Advisor* (*CDA*). It organizes all the information available within the CDA into pages that make it very simple to navigate to the information you want.

This version of *Cammagno's CDA Pages* has been released only for use with the **BUG Mod**.

For more detailed info about the different pages and the included columns, you can see this <u>Readme</u>.

Instructions

This mod <u>can't</u> be disabled in the *BUG Options Screen* (Alt+Ctrl+O). If you don't want to use the *Cammagno's CDA Pages* with the **BUG Mod**, simply delete the '*CustomDomAdv.txt*' file from the '*CustomDomAdv*' folder, and the **CDA** will create a default '*CustomDomAdv.txt*' file.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=243524

Author: Cammagno

Author's Credits and Thanks

Taelis for its wonderful **CDA Mod**.

EmperorFool for the great and very useful modification to the **CDA Mod** and its integration into the **BUG Mod**.

Customizable Domestic Advisor (CDA)

by Taelis (heavily modified by EmperorFool)

Inspired by the fantastic work of *Homegrown* and *Requies*, I thought I'd try to extend what they've done and add in game customization, including the ability to add new pages, to add and remove columns from pages, and change the order and width of columns, all from within the advisor itself.

Instructions

This mod can be enabled in the <u>Advisors</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**).

All other settings may be set directly from the in-game interface of the advisor.

The controls along the bottom of the advisor interface, from left to right, are:

- list: shows the current page and allow you to go directly to another one
- white left arrow: go to the previous page
- white right arrow: go to the next page
- parchment: toggle normal interface and customization interface

In the customization interface, the buttons along the bottom of the screen, from left to right, are:

- list: shows the current page and allow you to go directly to another one
- white left arrow: go to the previous page
- white right arrow: go to the next page
- parchment: toggle normal interface and customization interface
- pinned paper: rename selected page
- testa: add/remove to/from the page the bottom bar with specialists, culture list and GP list
- white +: add a new page

- white -: remove the selected page
- red up arrow: move the selected page up in the list
- red down arrow: move the selected page down in the list
- monitor: save the last customizations
- ban sign: delete last customizations

In the customization interface, an additional row of buttons is placed above the previous one; these controls, from left to right, are:

- white left arrow: decrease the size of the selected column (in the left panel)
- white right arrow: increase the size of the selected column (in the left panel)
- white +: add the selected column (the selected column in the right pane is added to the left one)
- white -: remove the selected column (the selected column in the left pane is removed from it)
- red up arrow: move the selected column up (so it will be displayed before in the CDA page)
 (la corrispondente colonna nella schermata del CDA risulterà spostata a sinistra)
- red down arrow: move the column down (so it will be displayed after in the CDA page)

While you are configuring, remember that the left half of the screen is the current page you are working on, and the right half of the screen are items you can add to the current page.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=150198

Author: Taelis (Lee Reeves)

Author's Credits and Thanks

This mod was inspired by the fantastic work of *Homegrown* and *Requies* of *CFC* and all those who contributed to their work.

I'd like to thank:

Firaxis for making *Civ4* and stealing months of my life;)

Cammagno for extensive help with beta testing, and for developing a complete, optimized configuration file.

Homegrown for the original 'Domestic Advisor Mod' with its many improvements.

Requies for the 'Special Domestic Advisor Mod' the basis of this mod.

Credits from *Requies*'s *Special Domestic Advisor Mod* include:

Terrasol for the changes to the color of the text to indicate problem values and for changes which fix the non-English language problems and additional small changes.

Arkeide for the base code to jumping to a city on the list.

Rendermad for the suggestion of making garrison colored when < 1.

=DOCTOR= for the suggestion of putting in Culture and GP Thresholds.

Tubby Rower for the unfortunately unimplementable mouseover idea.

Eotinb for the suggestion of putting in the city automation information and for some general comments and ideas.

Sportybrian for the suggestion of highlighting with different colors for the 0, and very positive levels.

Cultural and Great Person Turns (CGPT)

by Chinese American

This mod adds a bar to the City Screen that will show how many turns are left until next Great Person will be born in that City, plus some additional info about the probable next Great Persons; it also adds to the Culture Bar (in the City Screen) the number of turns until next City's cultural expansion.

Instructions

CGPT's features can be enabled in the <u>General</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**) by simple selection of the corresponding checkboxes: 'Culture Turns', 'Great Person Turns' and 'Great Person Info'.

Credits

Forum: http://forums.civfanatics.com/showthread.php?p=3848052#post3848052

Author: Chinese American

City Cycle Arrows

by SimCutie

This mod will add two white arrows to the Main Interface (near the minimap) which allow you to cycle through your cities, pulling up city information in main interface (without detailed citizen information).

Instructions

The City Cycle Arrows can be enabled in the <u>General</u> tab of the *BUG Options Screen* (**Alt+Ctrl+O**) by simple selection of the *'City Cycle Arrows'* checkbox.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=147018

Author: **SimCutie**

Civ4lerts & MoreCiv4lerts

by Dr. Elmer Jiggle (heavily modified by EmperorFool)

This mod implements on screen alerts for a variety of in-game events (such as city growth, the availability of new trade opportunities and many others). The alerts will not reveal information that would otherwise be unavailable. They are simply intended to call the player's attention to situations as they arise without requiring tedious scanning of the advisor screens on each turn. The alert messages are integrated with the existing event log. Like those messages, a notification is displayed on screen for a short period of time. Messages that have been cleared from the screen can be recalled by opening the event log (**Ctrl+Tab**). When appropriate, clicking on a message brings the camera focus to the site of the event.

Instructions

Alerts can be enabled in the <u>Alerts</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**), by selecting the 'Enable Civ4lerts' checkbox.

After this, the player can enable or disable each alert, by simply checking the corresponding entry.

The list of the available alerts is the following:

Cities

- Pending Growth displayed the turn before city growth or shrink
- Growth displayed when a city grows or shrinks
- Pending Healthiness displayed the turn before city becomes healthy or unhealthy
- Healthiness displayed when a city becomes healthy or unhealthy
- Pending Happiness displayed the turn before city becomes happy or

- unhappy
- Happiness displayed when a city becomes happy or unhappy
- Pending Border Expansion displayed the turn before a cities cultural borders will expand
- Can Hurry with Population displayed when the player can use population to hurry the production of a city (it also shows how many population units it will take and the amount of hammers of overflow)
- Can Hurry with Gold displayed when the player can use cash to hurry the production of a city (it also shows how much it will cost)

Diplomacy

- Open Border displayed when other Civilizations will sign Open Borders Agreement with the player
- Defensive Pact displayed when other Civilizations will sign Defensive Pact with the player
- Permanent Alliance displayed when other Civilizations will sign Permanent Alliance with the player

Trading

- Technologies displayed when other Civilizations will trade Technologies (it also shows which technologies they will trade)
- Gold displayed when other Civilizations have Gold available for trade (you can set the minimum amount of gold before the alert is triggers as well)
- Oro per turno displayed when other Civilizations have Gold Per Turn available for trade (you can set the minimum amount of gold before the alert is triggers as well)

Victory

- Domination Limit: Population displayed when you are about to win a Domination Victory for Population (you can set the percentage away from that limit before the alert is triggered)
- Domination Limit: Land displayed when you are about to win a

Domination Victory for Land (you can set the percentage away from that limit before the alert is triggered)

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=157088

Author: Dr. Elmer Jiggle, EmperorFool

Enhanced Victory Screen (EVS)

by Ruff_hi

The Enhanced Victory Screen mod improves the default *Victory Tab* and *Members Tab* of the *Victory Screen (F8)*.

Victories Tab

The following information is included:

- number of Civilizations that you have not met;
- number of Civilizations that are your vassals;
- number of turns until your Cities hit legendary status;
- number of turns until best AI Cities hit legendary status;
- status of the Apollo Program (built/not built);
- information regarding space ship parts:
 - a space is shown beside the ship part if you don't have the required technology,
 - the ship part description and count changes color if you have enough to launch the ship (same for AI),
 - the ship part description and count changes color if you have the maximum number (same for AI),
 - the number of parts under construction is also shown (only for the player);

color coding of space ship parts is as follow:

- blank for player if player doesn't have the tech,
- normal white color for player if the player has the tech but hasn't built any parts yet,
- normal white color for AI if the player is not sure if the AI has the tech,
- orange if the human knows the AI has the tech,
- yellow if the player/AI has the minimum number needed to launch,
- green if the player/AI has the required number needed to launch.

Members Tab

The following information is included:

- list of all Civilizations under both AP and UN;
- the top two leaders are the AP/UN candidates;
- AP list, including:
 - number of votes,
 - AP Status (Holder of office, Builder of AP, Full Member, Member, Non Member),
 - relationship of leader to both candidates,
 - estimated number of votes gained by each candidate;
- UN list, including:
 - o number of votes,
 - relationship of leader to both candidates,
 - estimated number of votes gained by each candidate;
- a total line including the required number of votes to win;
- a summary of this result including a totally random margin of error;
- ability to toggle between Secretary General / Pope vote and Diplomatic Victory vote;

the voting intentions of the AI are estimates based on the following:

- AI votes for itself if it can,
- AI votes for a team member if it can,
- AI votes for its master, if it is a vassal,
- if the AI attitude to one of the candidates is 'friendly' and the other is 'pleased' or less, AI votes for 'friend',
- if both candidates are at 'friendly' status, votes for one with highest attitude,
- if neither candidate is at 'friendly', abstains.

Instructions

BIS can be enabled in the <u>Advisors</u> tab of the *BUG Options Screen* (**Alt+Ctrl+O**) by simple selection of the *'Victories Tab'* and *'Members Tab'* checkboxes.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=284132

Author: **Ruff_hi**

Great General Progress Bar (GGPB)

by EmperorFool

The Great General Progress Bar adds a bar below your Research Bar (if in wide screen mode it will display to the left of the Research Bar); it tells you how many turns until your next Great General.

One thing to note is the display of the bar will not automatically update after a battle, but you must enter a screen and exit out for it to display properly.

Instructions

The GGPB can be enabled in the <u>General</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**) by simple selection of the 'Combat Experience' checkbox.

Credits

Forum: http://forums.civfanatics.com/showpost.php?p=5777936&postcount=8

Author: **EmperorFool**

Improved Glance Tab

by ruff_hi

With version 3.13 of *Civ4:BtS*, the '*Glance Tab*' within the Foreign Advisor Screen was removed for "being to ugly.".

We felt the information given in this screen was vital, and so returned it to the Foreign Advisor screen, but improved. We realigned the grid, as well as adding the attitude icons, and color coding the modifiers. It should now be easier to see where you stand with your rivals.

Instructions

The 'Glance Tab' can be enabled in the Advisors tab of the **BUG Options Screen** (Alt+Ctrl+O), by simple selection of the 'Glance Tab' checkbox.

To access it in game, the player simply has to open the Foreign Advisor Screen an then click on 'Glance' tab.

Credits

Forum: http://forums.civfanatics.com/forumdisplay.php?f=268

Author: ruff_hi

Author's Credits and Thanks

Requies the original creator of the Glance Tab.

Great Person Progress Bar (GPPB)

by Impaler[WrG]

The Great Person Progress Bar adds a bar below Research Bar (if in wide screen mode it will display to the right of the Research Bar). It tells you how many turns until your next Great Person, as well as what type of Great Person is likely to be born.

Instructions

The GPPB can be enabled in the <u>General</u> tab of the *BUG Options Screen* (**Alt+Ctrl+O**) by simple selection of the '*Great Person Progress Bar*' checkbox. You can also use the '*GP Bar Types*' menu to toggle the display mode between showing only the most likely Great Person and listing all of the Great People that city could have born, with the percentage for that type of Great Person.

Credits

Forum: http://forums.civfanatics.com/showpost.php?p=5777936&postcount=8

Author: *Impaler[WrG]*

Great Person Tech Preferences (GPTP)

by EmperorFool

This mod provides an enhanced version of the Technologies Screen (**F6**). Along the bottom of the screen you will see five groups of three icons: each group consists of a Great Person icon and two Technology icons. For each Great Person icon, the left Technology icon shows which Technology that Great Person will research given the Technologies you have already researched; the right Technology icon shows which Technology they will research once you have researched all the Technologies you have selected in the screen. Once a Great Person has no more Technologies that it can research, it will show a red circle with a line through it for its Technology icons.

Instructions

GPTP can be configured in the <u>Advisors</u> tab of the *BUG Options Screen* (**Alt+Ctrl+O**). To enable GPTP, you simply have to select the '*Great Person Research*' checkbox.

There is also a *'Wide Tech Screen'* checkbox, which increases the width of the Technologies Screen for hi-res monitors.

Credits

Forum: http://forums.civfanatics.com/forumdisplay.php?f=268

Author: **EmperorFool**

Author's Credits and Thanks

ruff_hi of the *BUG Team* for proposing a grid-like format for displaying tech preferences rather than trying to fit the information into the tech graph.

Hints & Tips on Loading

by Alerum68

This will add additional Hints and Tips (marked as "**BUG Team** Hints") when you start a game or load a saved game.

Instructions

This mod <u>can't</u> be disabled in the *BUG Options Screen* (Alt+Ctrl+O). If you would like to remove this mod, simply rename (or delete) the 'XML\GameInfo\CIV4Hints.xml' file, located in the '..\Documents\My Games\Beyond the Sword\CustomAssets' directory ('..\Documents\My Games\Beyond the Sword\MOD\BUG Mod\Assets' directory if you have installed the **BUG Mod** as a mod).

Credits

Forum: http://forums.civfanatics.com/forumdisplay.php?f=268

Author: Alerum68

Author's Credits and Thanks

Thanks to everyone in the **BUG Forum** on *CFC* for their suggestions and ideas of hints to add.

Improved Foreign Advisor Info Screen (IFAIS)

by Dresden

The Improved Foreign Advisor Info Screen mod improves the default '*Info*' tab of the *Exotic Foreign Advisor (F4*).

The main differences between the mod's tab and the default tab are:

- Active Player now listed as the first row.
- New Attitude column showing overall attitude of each player toward active player.
- Religion column now lists any current attitude modifiers with the active player due to sharing (or not sharing) that religion.
- Trade column will now be blank when trade is not possible due to war, lack of a trade route, or civics limitations.
- Favorite Civics column now lists any current attitude modifiers with the active player due to sharing that civic.
- When playing with the Random Personalities option, the last column changes to "Possible Favorite Civics". IFAIS will then track attitude changes throughout the game to determine the actual favorite civic of each AI player.
 - While the favorite civic is unknown, a question mark will appear in the column.
 - Once the choices have been narrowed to 5 or less, they will all be listed.
 - Once the favorite civic has been determined, it will be listed alone along with any current attitude modifier.

Instructions

This mod can be enabled in the <u>Advisors</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**) by simple selection of the '*Improved Info Tab*' checkbox.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=287856

Author: **Dresden**

Military Advisor

by Ruff_hi & EmperorFool

The Military Advisor is now divided into three tabs:

- The **Deployment** tab makes finding units easier by allowing you to group units by several different criteria.
- The **Sit-Rep** tab gives you an overview of the diplomatic situation from a war- and threat-planning point of view.
- The **Strategic Advantages** tab shows you the strategic resources (Copper, Iron, Horses, etc) and units that you have as an advantage over a rival and vice versa.

Deployment Tab

This tab is based on the original Military Advisor screen. It adds the ability to select the two criteria used to group units, choosing from several attributes:

- Unit Type: Warrior, Archer, Swordsman, etc.
- Combat Type: Melee, Archery, Gunpowder, etc.
- Level: 1, 2, 3 . . . 50+
- Promotions: Combat 1, Woodsman 2, Tactics, etc.
- Location: Domestic/Friendly/Neutral/Enemy City/Territory
- Orders: Fortify, Sentry, Automate Build, etc.

If the selected secondary criterium is the same as the selected primary one, units are simply grouped according to that criterium.

Sit-Rep Tab

This tab displays the following information for each known rival (from left to right):

- the icon of the Civilization's Leader
- a fist indicating that the Civilization "Has Enough on Their Hands", which

usually means they are planning, or are engaged in a war that is taking all their resources

- the icon of the Civilzation's Worst Enemy
- the Threat Indicator, which gives you a rough idea what the threat level of attack from that Civilization is towards you
- icons of Leaders with whom that Civ is willing to stop trading
- icons of Leaders who are at war with that Civ and those with whom the Civ is willing to start or join a war
- an indicator showing that the Civilization is a Vassal State of another Civ
- an indicator showing that the Civilization has a Defensive Pact with another Civ

Threat Indicator

The Threat Indicator is a crude, five-levels indicator based on a percentile **Threat Index** as follows:

- Low Risk: Threat Index less than 15%
- Guarded Risk: Threat Index more than or equal to 15% but less than 35%
- Elevated Risk: Threat Index more than or equal to 35% but less than 55%
- High Risk: Threat Index more than or equal to 55% but less than 75%
- Severe Risk: Threat Index more than or equal to 75%

The Threat Index is made up of two major components with some adjustments. The first component is the **Relationship**: it is based on the pluses and minuses from the AI attitude and is capped at -15 and +15; there are 38 points which are allocated to this component with +15 attitude corresponding to 0 points and -15 attitude corresponding to 38 points (linear between -15 to -15).

The second component is the **Power**: it is based on the power ratio (power from the demographic charts) of our power divided by the AI power; it is capped at 0.5 and 1.5, so there are 38 points are allocated to this component with 1.5 power ratio corresponding to 0 points and 0.5 power corresponding to 38 points (linear between 1.5 to 0.5). If the Civ's power is not know (i.e. because not enough espionage points), then this component is estimated at 28.5 (38 * 0.75) and **"est"** is added to the Level.

About **Adjustments**, if you have a Defensive Pact with the AI, then the Threat Index is multiplied by 0.2; if the AI is in WHEOOH mode and not at war (i.e. planning for war), then the Threat Index is multiplied by 1.3.

Strategic Advantages Tab

This tab has two sets of columns: resources and units.

The resources columns ("Ours" and "Theirs") display which strategic resources you have access to that the rival does not and vice versa. If you are not connected to their trade network (e.g. you are at war), both columns show a red question mark, and this affects the unit columns. Note that here "Strategic Resources" means Resources needed for building at least one unit type.

The units are displayed in two groups ("Our Units" and "Their Units") of two columns each ("Known" and "Possible"). If you cannot trade techs with a rival, both "Known" columns display a red question mark. Otherwise, a unit is shown in the "Known" column when it is known that one side can build it and the other cannot. This happens mostly when one side knows a military technology (e.g. Horseback Riding) that the other does not, and a unit is shown in the "Possible" column when there is uncertainty about the advantage. This happens only when access to resources or water is not known for certain.

Obsolete units are hidden where possible. If you can build Axeman, Spearman, and Swordsmen, the Warrior will not be shown as an advantage for your rivals even though you can no longer build them. Unique Units and the units they replace are considered as wholey different units and do not cancel either other out. The screen makes no judgment as to which is better than the other.

Instructions

The enhanced Military Advisor can be enabled in the <u>Advisors</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**) by simple selection of the 'BUG Military Advisor' checkbox.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=270962

Author: Ruff_hi & EmperorFool

Not Just Another Game Clock (NJAGC)

by TheLopez

Just as the mod title says, this is not just another game clock mod. It is much, much more. This mod provides you the flexibility to most if not all of its different features. There are 12 main variables and one additional variable per era that can be used to configure the NJAGC Mod display information.

Instructions

All the variables of this mod are configurable within the <u>Clock</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**), by selecting the corresponding checkboxes.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=172405

Author: TheLopez

Author's Credits and Thanks

Exavier for the readme.txt format of Composite Mod

Homegrown for his "Simple Game Clock" mod

Tubby Rower for his version of the *Game Clock Mod*

Goombaz for his "Current Turn At-a-glance" mod

Dr Elmer Jiggle for providing the "*INI File Parser*" code allowing for players to customize this mod without having to touch the python code

Plot List Enhancement (PLE)

by 12Monkeys (modified by Turlute & EmperorFool)

The motivation for this mod was born when I tried to fiddle a unit stack with a large number of units. It was a frustrating experience, due to the strange behavior of the plot list and some bothering bugs in *Civ4*. So I started this mod, which is a more or less complete reprogrammed plot list with a bunch of new features. Not all of the features may be used at one time, but I think everybody will find something he's looking for.

Enhanced Unit Buttons

Each unit button provides you now with some additional information. This makes it easier to determine what status a single unit has, without selecting it first.

- Health Bar (an horizontal bar placed over the unit icons)
 - This bar indicates the remaining health points of the unit in percent; the default colors for 'Healthy' and 'Wounded' units are green and red, but they can be changed.
- Movement Bar (an horizontal bar placed over the unit icons, below the Health Bar)
 - This bar indicates the remaining movement points of the unit in percent; the default colors for 'Available movement points' and 'Used movement points' portions of the bar are blue and yellow, but they can be changed; the default color for the bar of units which can't move is black.
- Health & Movement Indicator (a dot or star placed in the upper-left corner of unit icons)
 - The color changes depending on how many movement points are left:
 - **Green** all movement points are available
 - Yellow some movement points are available
 - Red no movement points are available
 - Grey all movement points are available but the unit is skipping turn;

- the spot is displayed in a darker color when the unit is wounded (this allows to clearly distinguish a wounded unit from an healthy one even when the Health Bar is almost full;
- the dot becomes a star if the unit is led by a Great General.
- Mission Indicator (an icon placed in the lower-right corner of unit icons)
 - the background color shows the mission or action group:
 - **yellow** the unit is performing a defensive mission
 - **red** the unit is performing an offensive mission
 - light blue the unit is moving
 - white the unit is performing a stationary action
 - **green** the unit is performing an automation activity
 - the icon shows the specific mission:
 - **Shield (yellow background)** unit is Fortified (defensive)
 - Binoculars (yellow background) unit is in Sentry Mode (defensive)
 - Anchor (yellow background) sea unit is in Patrol Mode (defensive)
 - Plane (yellow background) air unit is in Intercept Mode (defensive)
 - **Gold (red background)** sea unit is in Blockade Mode (offensive)
 - Foot (light blue background) unit has a 'go to' command (movement)
 - Compass (light blue background) unit is in Exploring Mode (movement)
 - Red cross (white background) unit is in Healing Mode (stationary)
 - Hourglass (white background) unit is skipping current turn (stationary)
 - **Zzz (white background)** unit is in Sleep Mode (stationary)
 - **Hammer (green background)** worker is automated (automation)
 - City skyline (green background) worker is automated around city (automation)
 - **Trade symbol (green background)** worker is automated to build a trade network (automation)
- Promotion Indicator (a light blue frame around unit icons)
 - It shows that the unit can be promoted.
- Upgrade Indicator (an orange up-arrow in the lower-left corner of unit icons)
 - It shows that the unit can be upgraded; it is displayed regardless

whether the player has the money for the upgrade or not.

Unit Mouseover Changes

When you move the mouse over any unit button in the plot list, an info pane is displayed on the left side of the screen; this Info pane has been been modified.

• Strength %amp; Turns-To-Heal

- The current unit strength is displayed as a floating value with 1 decimal.
- In case the unit is wounded a third value is displayed in brackets: this
 number indicates the number of rounds the units need to heal
 completely under the current circumstances; this circumstances takes
 consideration of the territory the unit is on, city buildings (like
 Hospital), the unit's promotion (Medic, or any other self-heal ability)
 and the promotions of units on the same or adjacent tiles.

• Remaining Movement Points

• The remaining movement points of the unit are displayed as a floating value with 1 decimal.

Experience

The unit's experience points are displayed in the following format:

 <needed-exp>, where

 <needed-exp> is the units current
 experience points and <needed-exp> is the units needed experience
 points to get the next higher level; both values are only displayed if the unit has an experience value > 0.

Level

• The unit's level is displayed in the following format: <curr-lev>/<possible-lev>, where <curr-lev> is the unit's actual level and <possible-lev> is the level the unit could have due to its experience points (in other words, the first value shows the number of promotions the unit already has, the second value shows the number of promotion the unit could have); both values are displayed as soon as one of the values is > 0.

• Special Abilities

 The special abilities a unit gains due to a promotion are displayed in a different color than the specials it gains due to its unit type (the default color are light gray and white, but they can be modified).

Plot List Selection

The selection in the plot list has also been improved by eliminating some bugs of the *Civ4* standard version:

- when selecting a unit on the very right the plot list is rebuilt so that the selected unit is at position 10 in the plot list: fixed;
- under some special circumstances the scroll arrows did disappear: **fixed**;
- when selecting a unit with Alt-key pressed, all units should be selected, but because it is not possible to put units with different domain type into one group, always the first domain in the plot list is selected: **fixed** (all units with the same domain type as the selected unit will now be put together into a group).

The rest of the selection method is pretty much the same as before:

- Selection Keys (keys that can be used to select unit icons)
 - **Shift** to add a single unit or a group to the selected group
 - **Ctrl** to select all units of the same type
 - **Alt** to select all units of the same domain

Plot List Display Modes

To improve the display of a large amount of units on one plot, some display modes have been added; each time you click on the first button on the left (the one with blue dots) it switches to a different view.

- Single-Line Mode (standard mode for *Civ4*)
 - The units are displayed in one vertical line (with scroll buttons, if needed, on the right side).
- Multi-Line Mode (standard mode for *Civ4:BtS*)
 - The units are displayed in several lines, starting from the lower left corner; no scroll buttons are needed, except you have so much units on one plot that the screen height is not enough to display them: in this unusual case, vertical scroll buttons are displayed.
- Vertical Stacks Mode (new)
 - The units are displayed in vertical stacks, dependent on the grouping mode: in the 'unit type' grouping mode, units of the same type are displayed in a vertical stack, while in the 'selection group' grouping

mode selection groups are displayed in a vertical stack.

- Horizontal Stacks Mode (new)
 - The units are displayed in horizontal stacks, dependent on the grouping mode: in the 'unit type' grouping mode, units of the same type are displayed in a horizontal stack, while in the 'selection group' grouping mode selection groups are displayed in a horizontal stack.

Plot List Grouping Modes

There are two grouping modes implemented; each time you click on the second button on the left (the one with blue shapes) it toggles between them. The grouping modes have influence on the order the units are displayed (if a standard (Single-Line or Multi-Line) display mode is selected) or also on what is displayed in a stack (if a stack display mode (Vertical Stacks or Horizontal Stacks) is selected.

- Unit Type Grouping (overlapping squares)
 - In standard (Single-Line or Multi-Line) display modes, the unit icons are sorted according to the following criteria (decreasing priority):
 - Player player units first, then all other players units (in the order of their Player Id)
 - **Domain** Sea Units first, then Air Units, Land Units last
 - Combat Strength strongest units first
 - **Unit Type** units are ordered (descending) by Unit Type Id
 - **Unit Level** units are ordered (descending) by Unit Level
 - Unit Experience units are ordered (descending) by Unit Experience
 - Unit ID units are ordered (ascending) by Unit ID (this is just added to get a reproducible sorting in case anything else isn't unique)

There is one exception for the cargoed units (this is as in *Civ4* standard): as soon as a unit is cargo of another unit, the cargo unit is always displayed behind its transporting unit (within the cargo units, the sorting order is as mentioned above).

- In stack (Vertical Stacks or Horizontal Stacks) display modes, the units of the same Unit Type are put into the same stack; the stack sorting order follows the above criteria.
 - There is one exception for the cargoed units: cargo units are displayed together with their transport unit in the same stack, where the cargoed

units are on top of their transport unit.

- Selection Group Grouping (square and triangle)
 - In standard (Single-Line or Multi-Line) display modes, the unit icons are sorted according to the following criteria (decreasing priority):
 - Player player units first, then all other players units (in the order of their Player Id)
 - **Domain** Sea Units first, then Air Units, Land Units last
 - Selection Group units are ordered (ascending) by Selection Group ID
 - Combat Strength strongest units first
 - **Unit Type** units are ordered (descending) by Unit Type Id
 - Unit Level units are ordered (descending) by Unit Level
 - Unit Experience units are ordered (descending) by Unit Experience
 - **Unit ID** units are ordered (ascending) by Unit ID

There is one exception for the sorting: cargoed units (this is as in *Civ4* standard): as soon as a unit is cargo of another unit, the cargo unit is always displayed behind its transporting unit (within the cargo units, the sorting order is as mentioned above).

• In stack (Vertical Stacks or Horizontal Stacks) display modes, the units of the same Selection Group are put into the same stack; the stack sorting order follows the above criteria.

Unit Filters

There are several unit filters added; they can be toggled with the corresponding buttons (when a filter is active, its button has a yellow ring; by default all filters are inactive).

You can activate different filters together, but only if they are in different filter groups (filters inside the same filter group are mutually exclusive): only the units meeting all the requisites will be displayed.

There is also a button to remove all the filters (the one with the ban sign, the fifth on the left).

- Movement Filters
 - White Foot selects only Units that can move
 - **Red Foot** selects only Units that can't move
- Health Filters
 - **Green Cross** selects only Healthy Units

- **Red Cross** selects only Wounded Units
- Domain Filters
 - **Tank** selects only Land Units
 - **Anchor** selects only Sea Units
 - **Plane** selects only Air Units
- Unit Type Filter
 - **Crossed Swords** selects only Combat Units
 - **Peace Symbol** selects only Domestic Units
- Owner Filter
 - **Green Flag** selects only Player Units
 - **Red Flag** selects only Foreign Units

Promotion Mode and Upgrade Mode

Two special display and filter modes have also been introduced: Promotion Mode (third button on the left, with a white star) and Upgrade Mode (forth button on the left, with an orange up-arrow). These modes are alternative each other and alternative to the standard mode, so their buttons and the grouping button (second button on the left, with blue shapes) are mutually exclusive.

- If a <u>standard (Single-Line or Multi-Line) display mode</u> is in place, these buttons simply act as filters, showing only the units that can be promoted or upgraded (respectively).
 - Note that if some other filter is active, it will remain so even after selecting the Promotion or Upgrade Mode, so only the units that meet all the requirements (that is, the filter(s) requirement(s) and the mode requirement) will be shown; also note that the 'remove filters' button (the fifth on the left, with the ban sign) has no effect on the Promotion or Upgrade Mode.
- If a <u>stack (Vertical Stacks or Horizontal Stacks) display mode</u> is in place, these buttons don't only act as filters (showing only the units that can be respectively promoted or upgraded), but they also generate a stack for each unit, where the unit icon itself is followed (on the right or on the top) by special icons showing available promotions or upgrades.
 - In the **Promotion Mode**, the additional icons show the available promotions for the unit. By pressing one of these promotion buttons, the unit get that promotion and the display is refreshed. This could result in that the unit disappears from list because there are no more promotions possible, or even that new promotions are displayed if the experience points of the units does allow that.

• In the **Upgrade Mode**, the additional icons show the available upgrades for the unit. By pressing one of these upgrade buttons, the unit is upgraded to that type (if some or all of the upgrade buttons are disabled (that is, they are displayed, but you can't push them), it means that you don't have enough money to perform those upgrades). Usually that results in that the unit disappearing from the view, because in most cases only one upgrade is possible.

By moving the mouse over an upgrade button, a special info pane is displayed on the left side of the screen: it provides you with the unit type related info of the upgrade and with 3 values in brackets, separated by a slash, showing respectively cost to upgrade that specific unit (you can do it simply by clicking on the upgrade icon), cost to upgrade all player's units of that type on the plot (you can do it by clicking on the upgrade icon while pressing the Alt-key) and cost to upgrade all of the player's units of that type wherever they are (you can do it by clicking on the upgrade icon while pressing the Ctrl-key). If one of the values exceeds your current budget, it is displayed in red, otherwise in green (these colors can be modified); if you run out of money during those multi-upgrades, it simply stops doing it (as in normal *Civ4*).

In this case also, if some other filter is active, it will remain so even after selecting the Promotion or Upgrade Mode, and the 'remove filters' button has no effect on the Promotion or Upgrade Mode.

Move Highlighter

Finally, A Move Highlighter has been added.

When you hold down the Alt-key, hover the mouse over a plot list button, the plots the unit can reach with its remaining movement points are highlighted with a white frame.

Instructions

The PLE Mod can be configured in the <u>Plot List</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**); all the configuration options are detailed <u>here</u>.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=149572

Author: 12Monkeys, EmperorFool

Author's Credits and Thanks

The Great Apple, Belizan for the initial idea and motivation of the implemented Move Highlighter.

Dr. Elmer Jiggle for the used INI Parser.

Firaxis and the Civ4-Team making this game so moddable.

Civ4 community at CivFanatics for all the inspiration, help and ideas.

Turlute for adapting this mod for its inclusion in the **BUG Mod**.

Raw Yields

by EmperorFool

Raw Yields allows you to display a detailed breakdown of each of the tree production types: Commerce, Produce, and Food.

To toggle between the modes, click on the icon representing each yield type in the header; it will give you a detailed breakdown of what each raw yield is, as well as what the actual value is after modifiers. It will add up the yields for worked tiles, all tiles in the cities control, or all tiles culturally owned. Everything is displayed in a table format, and it will also eliminate the display of 0 values, to help reduce clutter and keep the list of buildings in the city as large as possible.

It should be fairly easy to see what the raw yield a city is capable of as soon as you build it, so you know where to focus your improvements, and ensure your city is giving the most possible for your needs.

Instructions

This mod can be configured in the <u>General</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**). You can enable it by simple selection of the 'Raw Yields' checkbox; in the same tab, you can choose from the 'Default View' menu which view you want displayed when a game is loaded or started: Trade Routes, Food, Commerce or Production.

In the City Screen, you can switch between the display of either Trade Routes, Raw Production, Raw Commerce or Raw Food, by clicking on its icon in the panel in the upper left quarter of the screen.

Credits

This mod was based of the original *Raw Commerce Mod* by **Sevo**, modified by **EmperorFool** and merged with the **EmperorFool**'s *Raw Production Mod*.

Raw Commerce Mod

Forum: http://forums.civfanatics.com/showthread.php?t=158002

Author: **Sevo**

Raw Production Mod

Forum: http://forums.civfanatics.com/forumdisplay.php?f=268

Author: *EmperorFool*

Reminders

by Eotinb

This is a simple mod to give yourself reminders.

The commands **Alt+M** and **Alt+Ctrl+R** create a pop up window in which you can write the text of the reminder and set the number of turns until the reminder goes off. When that turn comes around, your reminder will appear as a message on the screen and in the event log (but only for a few turns). Also an alarm noise will play to get your attention.

You can have as many reminders pending as you like.

As of now there is no way to eliminate a reminder (other than passing the turn it is set to go off) or any way to view the current reminders.

Instructions

Reminders can be configured in the <u>Alerts</u> tab of the *BUG Options Screen* (**Alt+Ctrl+O**). To enable Reminders, you simply have to select the 'Enable Reminders' checkbox.

You can also choose a 'Display Method' selecting your favourite entry: 'Message' will display a message on the screen (and will add an entry in the log if the 'Log with Autolog' checkbox is selected), 'Popup' will display a popup window in which the player can extend that reminder to next turn, 'Both' will do both things above.

The 'Log with Autolog' checkbox, as mentioned, will enable the logging of reminders (both their creation and their trigging) within Autolog.

Once the mod has been enabled (as explained above), to create a new reminder the player simply has to press **Alt+M** (or **Alt+Ctrl+R**) to open a popup window in the main game interface.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=144612

Author: **Eotinb**

Advanced Scoreboard

by EmperorFool

This mod is released only as a component of the **BUG Mod**, not as a stand-alone mod.

This mod provides a fully customizable Scoreboard. It allows you to specify exactly which pieces to show and in what order. It also adds the option to display icons for the technologies your rivals are researching rather than their names (of course they are displayed only when you are allowed to know about them). It integrates the following (optional) mods:

- 'Dead Civ Scoreboard' by TheLopez will remove or gray out and/or mark as 'Dead' civilizations which have died within the game
- 'Attitude Icons' by Porges will add smilies which change based on the civilizations attitude towards you.
- 'Score Delta' by Caesium will display the score variation towards previous turn.
- 'Reversible Power Ratio' by Dresden
 will allow to choose to calculate the power ratio as 'You vs. Them' (higher
 numbers are better) or 'Them vs. You' (lower numbers are better); it also
 allows you to select the number of decimal places for the ratio.

Instructions

The Advanced Scoreboard can be configured in the <u>Scoreboard</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**). Selecting the 'Advanced Layout: Enabled' checkbox, you can fully customize the Scoreboard.

The 'Column Order' text box allows you to choose which items to show in the Scoreboard and in which order, simply by typing the corresponding code in the box (the edit box has hover text detailing the available codes). The codes that you can use in this box, to display the corresponding items, are the following

(note that the last three (*LO) are displayed only for your opponents in a multiplayer game, the first four (SZVC) and State Religion (R) are displayed even for your Civilization, while the others are displayed only for your opponents):

- S displays the civ's score
- Z displays the civ's score variation towards previous turn (if the 'Score Delta' checkbox is selected and according to what is selected in the 'Include Current Turn' checkbox)
- V displays a silver star if the civ has at least one vassal
- C displays the civ's/leader's name (according to what is selected in the 'Display Name' and 'Use Player Name' checkboxes, and aligned according to what is selected in the 'Left-Align' checkbox)
- ? displays a question mark if you have not yet met the civ
- W displays a crossed swords icon if you are at war with the civ, or a peace symbol icon if you have signed a Peace Treaty with the civ
- P displays the civ's power ratio compared to you (according to the values which have been selected in the 'Power Ratio' option boxes)
- T displays the tech the civ is researching, if it is known to you (as icon or name according to what is selected in the 'Research Icons' checkbox)
- U displays the number of research turns left, if it is known to you (for vassals, for team-mates or by espionage)
- E displays a spy icon if you have a positive espionage point ratio against the civ.
- N displays a trade icon if the civ is connected to your trade network
- B displays a parchment icon if you have an Open Borders agreement with the civ
- D displays a parchment icon (different from the previous one) if you have a Defensive Pact with the civ
- R displays the the civ's state religion
- A displays an icon showing the civ's attitude toward you (if the 'Attitude Icons' checkbox is selected)
- H displays an angry man icon if you are the Worst Enemy of the civ (if the *'Worst Enemy Icons'* checkbox is selected)
- M displays a red fist if the civ is mobilizing for war or in a war itself (a.k.a. We Have Enough on Our Hands)
- * displays an asterisk when you are waiting for this civ to finish its turn
- L displays civ's network stats (ping)
- O the network player is 'out-of-sync'

- number set the number of spacing pixels after the previous column (the default spacing value is ignored for columns with a specified spacing value; negative values are acceptable to bring two columns closer together)
- space ignored, for making the sequence of codes more readable

Credits

Forum: http://forums.civfanatics.com/forumdisplay.php?f=268

Author: *EmperorFool*

Author's Credit and Thanks

BUG Team for all their ideas around making this mod a reality.

Porges for his 'Attitude Icons' mod.

TheLopez for his 'Dead Civs Scoreboard' mod.

Caesium for his 'Score Delta' mod.

Turlute for updating the 'Attitude Icons' font file for Civ4-BtS.

Dresden for his 'Reversible Power Ratio' mod.

SevoPedia

by Sevo

I love CIV, but we all know that they dropped the ball with the Civilopedia. It's impossible to navigate easily and non-intuitive in design. So this is an improvement. Sevo's Civilopedia (or...Sevo-lo-pedia, or even Sevopedia, but I digress...). This mod turns the Civilopedia into a nicer, user-friendly, easy-to-navigate reference.

The features added by Sevopedia are the following:

- Menus moved to left, with main menu on far left, sub-menu next to it
- Main menu list reordered into groups with icons
- SubMenu organized into an easy to read list
- No more hopping away from the top screen when you select a page: the page comes up in the available to space on the right
- Includes previously hidden entries (check out the barbarian leader...)
- Will easily integrate with almost all existing mods
- Vovan's Unit Upgrade Chart will automatically produce upgrade chart for units (even when modded!)
- Progor's Unit Promotion Chart will automatically produce promotion chart (even when modded!)
- Fitchn's Civilopedia Index a simple alphabetical index to everything in the Civilopedia, works in all five languages

Instructions

Sevopedia can be configured in the <u>Advisors</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**). To enable Sevopedia , you simply have to select the 'Enabled' checkbox.

There is also a *'Sort List'* checkbox, which changes the order the entries in Sevopedia are shown.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=198522

Author: **Sevo**

Author's Credit and Thanks

Vovan for his Unit Upgrade Chart.

Progor for his Unit Promotion Chart.

Fitchn for his Civilopedia Index.

Specialist Stacker

by TheLopez (heavily modified by Ruff_hi)

This mod "stacks" the Specialized Citizens, Super Specialized Citizens and Angry Citizens instead of displaying them side-by-side. It also makes use of the space to the left of the Specialized Citizens by allowing them to span into two columns instead of just one. This will allow for more than the vanilla six specialized citizens to exist in the game.

The *Chevrons* mode added by **Ruff_hi**, instead, replaces stacks of Specialists of 5, 10, and 20, with Chevrons.

Instructions

Specialist Stacker can be configured in the <u>General</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**) by simple selection of the favourite display mode in the 'City Specialists' menu.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=172405

Author: TheLopez, Ruff_hi

TechWindow

by SirRethcir, Roamty

TechWindow enhances the screen that pops up when a new tech is researched. All newly available units, buildings and abilities are shown separately to give the screen a more clearer layout.

Options include the ability to display the tech's Civilopedia strategy entry below its quote and a wide-screen version.

Instructions

This mod can be configured in the <u>General</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**) by simple selecting in the 'View' menu an advanced layouts: "Detailed" or "Wide".

Here you can also chose (by simple selection of the 'Show Civilopedia text' checkbox) if you want the Civilopedia text to be included after the quote for the discovered technology.

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=158636

Author: *Roamty*, *SirRethcir*

Unit Naming

by ruff_hi

This document explains the unit naming convention used in the **BUG Mod**. It documents what is meant to happen, not necessarily what actually happens. If you find a situation where this document differs from the unit name actually generated within the game, then please report it as a bug.

Pressing **Alt+Ctrl+N**, you'll access a test window, where you can insert a naming convention and see the result applied to the first unit type and the first city you have built (this is why if you have not yet built a unit and a city, the test windows will not work). In the test window there are two "OK" buttons: one of them uses (and increases) the counter, the other doesn't: if you use the counter, the numbers "used" in the test window will not be available anymore in the game for that unit type (unless reloading the game, of course); on the other hand, to test some complex naming conventions, it is useful to use the counter.

Instructions

This mod can be configured in the <u>Unit Naming</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**).

First of all, you have to enable it selecting the 'Enabled' checkbox.

Then, you can insert your general naming convention in the 'Default' text box and specific naming conventions for each unit type in the text boxes below it; of course, these specific naming conventions will have an higher priority over the general one.

You can also select the 'Use Advanced Methods' checkbox to enable the use of the advanced Era-related setting in the 'Adv Unit Naming.ini' file (to set or change these naming conventions, you have to manually edit this file); when set and enabled, these naming conventions have the highest priority over the general and the unit type ones.

The naming conventions use the following codes:

- ^civ4^ no naming convention, uses standard *Civ4* names
- ^rd^ random name
- ^rc^ random civ-related name
- ^ut^ Unit Type (eg "Archer")
- ^cb^ Combat Type (eg "Melee")
- \(^\dm^\) Domain (eg "Water")
- ^ld^ Leader
- ^ct^ City
- ^cv^ Civilization
- ^cnt[f]^ count across all units (increments based on unit)
- ^cntu[f]^ count across all units of the same type (increments based on unit)
- ^cntct[f]^ count across all units of the same city (increments based on unit)
- ^cntuct[f]^ count across all units of the same unit and city (increments based on unit)
- \(\triangle \triangle \cont \text{cntc[f]} \(\triangle \triangle \text{count across all units of the same combat type (increments based on combat type)} \)
- ^cntd[f]^ count across all units of the same domain (increments based on domain)
- $^{\text{tt1}[f][x:y]^{\wedge}}$ total (it's a random number between x and y; it is x if y=x)
- $^{\text{tt2}[f][x]^{\wedge}}$ total (starts at x, incremented by 1 each time **tt1** is reset to 1)

There are a lot of number formats; [f] can be:

- s silent (not shown)
- A upper case alpha (A, B, C, D...)
- a lower case alpha (a, b, c, d...)
- g greek (alpha, beta, gamma, delta...)
- p phonetic (alpha, bravo, charlie, delta...)
- n number (1, 2, 3, 4...)
- o ordinal (1st, 2nd, 3rd, 4th...)
- r roman (I, II, III, IV...)

Some number formats (A, a, g, p) have a built in max: in these situations, the numbering loops back to the start. For example, if you ask for the number to be formatted with A (upper case alpha), the 30th unit will be identified with a "D".

More in details:

^civ4^

This naming convention over-rides all other naming conventions.

The normal *Civ4* name should be used, ignoring all other codes.

For example, the naming convention $^{\circ}civ4^{\wedge}$ of $^{\circ}ct^{\wedge}$ will provide as a result the standard name of the unit, and the "of $^{\circ}ct^{\wedge}$ " part will be ignored.

$^{\wedge}$ rd $^{\wedge}$

This naming convention over-rides nearly all other naming conventions except the $\land civ4 \land$ one.

The unit will receive a totally random name, ignoring all other codes.

For example, the naming convention $\wedge rd \wedge \wedge cv \wedge Army$ will provide as a result a random name, and the " $\wedge cv \wedge Army$ " part will be ignored.

\wedge rc \wedge

This naming convention over-rides nearly all other naming conventions except the $\land civ4 \land$ and the $\land rd \land$ ones.

^ut^

This naming convention assigns to the unit its unit type (eg "Archer") as a name.

^**cb**^

This naming convention assigns to the unit its combat type (ad esempio "Melee") as a name.

Some examples:

- ^**ut**^ (^**cv**^), if applied to a Roman Archer, will provide as a result "*Archer* (*Roman*)".
- ^ut^ cnt[r], if applied to the first 2 built units (an Archer and a Warrior), will provide as a result "*Archer I*" and "*Warrior II*"; in this case, the count is never reset.
- ^cnt[A]^ Troop ^tt1[s][2:2]^, if applied to the first 3 built units (an Archer, a Warrior and a Scout), will provide as a result "A Troop", "B

- *Troop*" and "A *Troop*" again; in this case, the count is reset when it reaches the total given by tt1, that in this particular case is 2 and not a random number (because x=y=2) and isn't shown (because the number format is s).
- ^cntc[n]^ of ^tt1[n][6:10]^, Unimatrix ^tt2[n][1]^, a more complicated naming convention (well, it's the one used by Borg ^_-), that illustrates a counting over combat type, till a total (given by *tt1*) that is a random number between 6 and 10; each time the counter is reset for reaching the total, the number given by *tt2* increases (of 1, starting from 1). The result will be something like this: ..., "6 of 7, Unimatrix 1", "7 of 7, Unimatrix 1", "1 of 9, Unimatrix 2", ...

Some FAQs:

- What is the code if I just want to count all of my units (ignoring their type and without reset) and give them their unit type name?
 ^ut^ ^cnt[n]^
- What is the code if I just want to count all of my units coming from each city (ignoring their type and without reset) and give them their unit type name (without showing the city name)?
 ^ut^ ^cntct[n]^
- What is the code if I just want to count my units by combat type?
 ^ut^ ^cntc[n]^
- How can I reproduce "Nexus" Army naming convention (eg 1st Army 2nd Corp 8th Div)?

^cnt[o]^ Army ^tt1[o][5:5]^ Corp ^tt2[o][1]^ Div

Credits

Forum: http://forums.civfanatics.com/forumdisplay.php?f=268

Author: ruff_hi

Whip Assistant

by EmperorFool

Whip Assistant will tell you how many hammers of overflow you will have if you hurry production by sacrificing your population. The overflow you receive is put towards your next build. So, for example, 'you can whip a library for 2 population with 32 hammer overflow' means that it will take 2 of your population, but you will get the library the next turn, plus 32 hammers to whatever you build next.

Whip Assistant will also add a counter to the city screen telling you how many turns until the unhappiness caused by the whipping will expire.

Furthermore, this mod will display in the Production Bar of City Screen the population cost and the production overflow for whipping and the gold cost for hurrying with cash the production of the item under construction in the city.

Instructions

The Whip Assistant's features can be enabled in the <u>General</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**) by simple selection of the corresponding checkboxes:

'Whip Assist' will display the Whip Assistant's info in the Production Bar, while 'Anger Counter' will display the Anger Counter.

You can also configure <u>Civ4lerts</u> to give you a alert when a city can whip, or hurry with cash, a build, and how much it will cost, and the amount of hammers you will have for overflow. To do so, you have to enable alerts checking the 'Enable Civ4lerts' checkbox in the <u>Alerts</u> tab of the **BUG Options Screen** (**Alt+Ctrl+O**), and then select in the same tab the 'Can Hurry with Population' and the 'Can Hurry with Gold' checkboxes.

Credits

Forum: http://forums.civfanatics.com/forumdisplay.php?f=268

Author: *EmperorFool*

Wide City Bars (WCB)

by asioasioasio

This modification will extend the City Bar by around 25% it's normal size. This will allow for longer names many users experience when using translations of *Civ4*.

Instructions

This mod <u>can't</u> be disabled in the *BUG Options Screen* (Alt+Ctrl+O). If you would like to remove this mod, simply rename (or delete) the 'Art\Interface\Citybar' folder, located in the '..\Documents\My Games\Beyond the Sword\CustomAssets' folder ('..\Documents\My Games\Beyond the Sword\MOD\BUG Mod\Assets' folder if you have installed the **BUG Mod** as a mod).

Credits

Forum: http://forums.civfanatics.com/showthread.php?t=239221

Author: asioasioasio

Changes made to original Mods

Below are changes that we have made to the original code. The majority of changes made were required for *Beyond the Sword* play. Nothing we have done will alter the rules or your gameplay in any way.

Autolog

Enhanced by *Ruff_Hi* prior to merging with **BUG Mod**.

- Silent logging mode.
- Default file name.
- User controlled logging start/stop.
- Logging of pillaging.
- Logging of whipping.
- Logging of war status.
- Logging of Civic changes.
- Logging of Religion changes.
- Location and probability of combat.
- While Attacking/Defending status added to combat.
- "IBT" added to split user actions and AI actions.
- Option to treat 4000BC as 'turn 0'.
- Date and Time of turn.
- Expected duration on builds and tech research.
- Color coded without "" for forums that don't support them.

Better Espionage Screen

- Rearranged fields for clarity.
- Added tri-color coding to espionage cost modifier percentages: default, good and bad.
- Added tri-color coding to missions (both passive and active): cannot perform, can perform and can almost perform.

Civ4lerts

- Rewrote the majority of code from scratch to fix the timing bugs with most alerts.
- Added alerts for when a Civilization is willing to sign Open Borders, Defensive Pact and Permanent Alliance agreements.
- Added alerts for when production in a city can be hurried (by population or gold).
- Extended pending growth alert to include actual growth and pending/actual shrinkage of a city.
- Changed happy/healthy alerts to notify whenever the city changes state either way.
- Created new options for alerts that shared options with other alerts.

Customizable Domestic Advisor

- Added BtS columns (e.g. corporations and espionage) and "Liberate Colony" button.
- Added other new columns (e.g. turns until culture growth and Great Person birth, and "hurry pop/gold" columns).
- Added a set of building class columns showing the Civilization-specific buildings (based on your current Civilization). These columns show whether or not you have constructed the building type instead of showing the building's effect (the building's effect can be seen in the hover text of the column headers).
- Resource columns now show their icon as the header and the effects or the availability (2 different series) as the value.
- Fixed crash caused when you had more than 20 or so cities.
- Added page switching buttons.
- Added buttons to move pages while customizing.
- Added a button to toggle whether or not to display the controls for changing specialists for a page.

Great Person Progress Bar

- Always displayed, even when no city has a non-zero GP rate.
- Optionally displays the percent chances of each GP type.
- Clicking the text in the bar zooms to the city.
- Selecting a city on the map shows the GP information for that city.

Improved Glance Tab

- Added display for Worst Enemy.
- Changed War indicator to Crossed Swords.
- Show Forced Peace indicator.

Plot List Enhancements

- Changed filtering options to be more intuitive.
- Change multiple buttons to toggle buttons where the icon changes to show the state.
- Finished code to allow unit movement indicator to work.
- Restored hover text.
- Made all options available through BUG Options Screen instead of through modifying an .ini file.
- Changed Mission Tags to icons representing their current mission, if any.

Reminders

- Events are saved and loaded.
- When a reminder pops up, you have the option to show the reminder again the next turn.
- You can choose how reminders are displayed: in the event log, as a modal pop up or both.
- Reminders can be logged using *Autolog*.
- Reminders that have fired at the start of the turn are shown as the flashing text at the end of your turn.

SevoPedia

- Changed Leader head scale problem.
- Added **Shortcuts** by **Ekmek**.
- Added **Strategy Guides** by **Alerum68**.
- Added **Traits** by **Sisiutil**.

Specialist Stacker

• Added Chevrons based on 5, 10, and 20 Specialists.

How to contact The BUG Team

Those below are the direct links to the appropriate threads of the **BUG Mod** subforum on *Civfanatics*.

For general questions.

For <u>bugs reporting</u> (please check the thread to see if the bug has already been reported, before posting).

For <u>new features request</u>.

For help with installation.

To report <u>errors in the documentation</u>.

If you want to translate BUG into your own language.