

Inna nacja



Gry inną nacją poza wikingami są być może wbrew twoim przekonaniom bardzo proste. (Tylko nie wystraszcicie się małym suwakiem przewijania) W tym poradniku pokaże jak można to zmienić.

Najpierw trzeba zmienić w ogóle to że jesteśmy tą nacją. Idziemy do pliku player.inc i szukamy fazy

```
player 0 #PLAYER_TYPE_HUMAN #TRIBE_TYPE_HUMAN_VIKING  
#PLAYER_COLOR_ID_BLUE
```

Wy zapewne będziecie mieć trochę inaczej np. kolor. Zmieniamy **VIKING** na nację, którą chcemy grać. To jest:

SARACEN

FRANK

BYZANTINE

EGYPT

WERESNAKE - ich nie polecamy

WEREWOLF - ich też

No dobra skoro już jesteśmy np. frankami to trzeba mieć ludzi frankońskich, nie?

Idziemy do staticobject.inc:

sethuman 0 "viking" "woman" 78 83 0 0

sethuman 0 "viking" "woman" 79 83 0 0

sethuman 0 "viking" "woman" 80 83 0 0

sethuman 0 "viking" "civilist" 66 78 0 0

sethuman 0 "viking" "civilist" 67 78 0 0

sethuman 0 "viking" "civilist" 67 79 0 0

sethuman 0 "viking" "civilist" 72 63 0 0

sethuman 0 "viking" "civilist" 73 63 0 0

sethuman 0 "viking" "civilist" 73 64 0 0

sethuman 0 "viking" "scout" 74 77 0 0

Teraz tutaj na 100% będziecie mieli inaczej niż ja. Ja dałem pewną fazę swojego pliku. Wasz będzie na pewno dłuższy. Szukamy czegoś podobnego w swoim pliku. Wybieramy tylko te, które mają **sethuman 0**. Jak jest inny numer np. zamiast 0 jest 1 albo 2 to nie bierzcie tego pod uwagę. To są inni gracze. Nas

interesuje tylko 0. I teraz w polu "viking" zamieniamy je wszystkie na "frank" w zależności jaką nację chcemy grać, czyli byzantine, saracen, frank, egypt. Dalej nic nie zmieniamy.

Teraz jest problem, bo żołnierze określonej nacji nie mają wszystkich broni. Przykładowo Frankowie mają tylko długie miecze i krótkie i długie łuki. Dlatego jeśli po zamienieniu znalazłeś u siebie fazę:

```
sethuman 0 "frank" "soldier_spear_iron" 238 221 0 0
```

usuń całą tą fazę, albo zmień na np.

```
sethuman 0 "frank" "soldier_sword_short" 238 221 0 0
```

I tak zrób z wszystkimi innymi. Możesz teraz odpalić grę i zobaczyć swoich poddanych jako franków. Nie możesz się natomiast rozbudowywać frankońskimi budynkami.

Aby temu zaradzić przechodzimy do mission.inc i tworzymy nowe misje. Dobrze, aby były one na początku. Jeżeli twój plik mission jest świeżo po konwencji przejdź do mojego poprzedniego poradnika.

Teraz wybierzcie z tego poradnika swoją nację, którą robicie i skopiujcie i wklejcie do swojego mission.inc : (Od razu mówię, ja nie robiłem tych misji, skopiowałem je głównie z map Brainego, bo poco się męczyć, nie na tym to polega):

Frankowie:

```
// MissionId_1  
[MissionData]  
debuginfo "farm"  
description -1  
active 1  
  
goal "CheckHumanJob" 0 "collector"  
  
result "EnableHouse" 0 "Viking" "work farm 00"
```

```
result "ActivateMission" 2 // -> MissionId_2
```

```
// MissionId_2
```

```
[MissionData]
```

```
debuginfo "mill"
```

```
description -1
```

```
goal "JobEnabled" 0 "frank" "miller"
```

```
result "EnableHouse" 0 "viking" "work mill 00"
```

```
result "ActivateMission" 3 // -> MissionId_3
```

```
// MissionId_3
```

```
[MissionData]
```

```
debuginfo "well"
```

```
description -1
```

```
goal "JobEnabled" 0 "frank" "baker"
```

```
result "EnableHouse" 0 "viking" "work well 00"
```

```
// MissionId_4
```

```
[MissionData]
```

```
debuginfo "well"
```

```
description -1
```

```
active 1
```

```
goal "JobEnabled" 0 "frank" "mason"
```

```
result "EnableHouse" 0 "viking" "work mason hut 00"
```

result "ActivateMission" 5 // -> MissionId_5

// MissionId_5

[MissionData]

debuginfo "well"

description -1

goal "GoodProduceable" 0 "frank" "ornament"

result "EnableHouse" 0 "viking" "work mason hut 01"

// MissionId_6

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "frank" "mead"

result "EnableHouse" 0 "viking" "work hive 00"

result "EnableHouse" 0 "viking" "work bakery 01"

result "EnableHouse" 0 "viking" "work brewery"

// MissionId_7

[MissionData]

debuginfo "start2"

description -1

goal "TimeGone" 0

result "ActivateMission" 8 // -> MissionId_8

// MissionId_8

[MissionData]

debuginfo "well"

description -1

active 0

goal "GoodProduceable" 0 "frank" "brick"

result "EnableHouse" 0 "viking" "school"

// MissionId_9

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "frank" "tile"

result "EnableHouse" 0 "viking" "work pottery 01"

// MissionId_10

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "frank" "crockery"

result "EnableHouse" 0 "viking" "work pottery 02"

// MissionId_11

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "frank" "herb"

result "EnableHouse" 0 "viking" "work herb hut"

// MissionId_12

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "frank" "wool"

result "EnableHouse" 0 "viking" "work sewery 00"

// MissionId_13

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "frank" "coin"

result "EnableHouse" 0 "viking" "work coin mint"

result "EnableHouse" 0 "viking" "work smithy 01"

// MissionId_14

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "frank" "furniture"

result "EnableHouse" 0 "viking" "work armory 00"

result "EnableHouse" 0 "viking" "work joinery 01"

result "EnableHouse" 0 "viking" "work joinery 02"

result "EnableHouse" 0 "viking" "work joinery 03"

// MissionId_15

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "viking" "bow_long"

result "EnableHouse" 0 "viking" "work armory 01"

// MissionId_16

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "frank" "cart_hand"

result "EnableHouse" 0 "viking" "work joinery 02"

// MissionId_17

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "frank" "ship_small"

result "EnableHouse" 0 "viking" "work joinery 03"

// MissionId_18

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "frank" "ornament"

goal "GoodProduceable" 0 "frank" "tile"

goal "GoodProduceable" 0 "frank" "holy_oil"

result "EnableHouse" 0 "viking" "work temple"

Saraceni:

// MissionId_1

[MissionData]

debuginfo "farm"

description -1

active 1

goal "CheckHumanJob" 0 "collector"

result "EnableHouse" 0 "Viking" "work farm 00"

result "ActivateMission" 1 // -> MissionId_1

// MissionId_2

[MissionData]

debuginfo "mill"

description -1

active 1

goal "JobEnabled" 0 "saracen" "miller"

result "EnableHouse" 0 "viking" "work mill 00"

result "ActivateMission" 2 // -> MissionId_2

// MissionId_3

[MissionData]

debuginfo "well"

description -1

active 1

goal "JobEnabled" 0 "saracen" "baker"

result "EnableHouse" 0 "viking" "work well 00"

// MissionId_4

[MissionData]

debuginfo "well"

description -1

active 1

goal "JobEnabled" 0 "saracen" "mason"

result "EnableHouse" 0 "viking" "work mason hut 00"

result "ActivateMission" 4 // -> MissionId_4

// MissionId_5

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "ornament"

result "EnableHouse" 0 "viking" "work mason hut 01"

// MissionId_6

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "mead"

result "EnableHouse" 0 "viking" "work hive 00"

result "EnableHouse" 0 "viking" "work bakery 01"

result "EnableHouse" 0 "viking" "work brewery"

// MissionId_7

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "brick"

result "EnableHouse" 0 "viking" "school"

// MissionId_8

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "tile"

result "EnableHouse" 0 "viking" "work pottery 01"

// MissionId_9

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "crockery"

result "EnableHouse" 0 "viking" "work pottery 02"

// MissionId_10

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "herb"

result "EnableHouse" 0 "viking" "work herb hut"

// MissionId_11

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "armor_leather"

result "EnableHouse" 0 "viking" "work sewery 01"

// MissionId_12

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "coin"

result "EnableHouse" 0 "viking" "work coin mint"

result "EnableHouse" 0 "viking" "work smithy 01"

// MissionId_13

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "furniture"

result "EnableHouse" 0 "viking" "work armory 00"

result "EnableHouse" 0 "viking" "work joinery 01"

result "EnableHouse" 0 "viking" "work joinery 02"

result "EnableHouse" 0 "viking" "work joinery 03"

// MissionId_14

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "bow_long"

result "EnableHouse" 0 "viking" "work armory 01"

// MissionId_15

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "holy_oil"

result "AllowHouse" 0 "viking" "work druid 01"

result "EnableHouse" 0 "viking" "work druid 01"

// MissionId_16

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "ornament"

goal "GoodProduceable" 0 "saracen" "tile"

goal "GoodProduceable" 0 "saracen" "holy_oil"

result "EnableHouse" 0 "viking" "work temple"

// MissionId_17

[MissionData]

debuginfo "well"

description -1

active 1

goal "GoodProduceable" 0 "saracen" "tool_wooden"

result "EnableHouse" 0 "viking" "work joinery 00"

Bizantyjczycy:

// MissionId_1

[MissionData]

debuginfo "farm"

description -1

active 1

visible 1

goal "CheckHumanJob" 0 "collector"

result "EnableHouse" 0 "Viking" "work farm 00"

```
// MissionId_2
```

```
[MissionData]
```

```
debuginfo "mill"
```

```
description -1
```

```
active 1
```

```
visible 1
```

```
goal "JobEnabled" 0 "byzantine" "miller"
```

```
result "EnableHouse" 0 "viking" "work mill 00"
```

```
// MissionId_3
```

```
[MissionData]
```

```
debuginfo "well"
```

```
description -1
```

```
active 1
```

```
visible 1
```

```
goal "JobEnabled" 0 "byzantine" "baker"
```

```
result "EnableHouse" 0 "viking" "work well 00"
```

```
// MissionId_4
```

```
[MissionData]
```

```
debuginfo "well"
```

```
description -1
```

```
active 1
```

```
visible 1
```

```
goal "GoodProduceable" 0 "byzantine" "ornament"
```

result "EnableHouse" 0 "viking" "work mason hut 01"

// MissionId_5

[MissionData]

debuginfo "well"

description -1

active 1

visible 1

goal "GoodProduceable" 0 "byzantine" "mead"

result "EnableHouse" 0 "viking" "work hive 00"

result "EnableHouse" 0 "viking" "work bakery 01"

result "EnableHouse" 0 "viking" "work brewery"

// MissionId_6

[MissionData]

debuginfo "well"

description -1

active 1

visible 1

goal "GoodProduceable" 0 "byzantine" "brick"

result "EnableHouse" 0 "viking" "school"

// MissionId_7

[MissionData]

debuginfo "well"

description -1

active 1

visible 1

goal "GoodProduceable" 0 "byzantine" "tile"

result "EnableHouse" 0 "viking" "work pottery 01"

// MissionId_8

[MissionData]

debuginfo "well"

description -1

active 1

visible 1

goal "GoodProduceable" 0 "byzantine" "crockery"

result "EnableHouse" 0 "viking" "work pottery 02"

// MissionId_9

[MissionData]

debuginfo "well"

description -1

active 1

visible 1

goal "GoodProduceable" 0 "byzantine" "herb"

result "EnableHouse" 0 "viking" "work herb hut"

// MissionId_10

[MissionData]

debuginfo "well"

description -1

active 1

visible 1

goal "GoodProduceable" 0 "byzantine" "coin"

result "EnableHouse" 0 "viking" "work coin mint"

result "EnableHouse" 0 "viking" "work smithy 01"

// MissionId_12

[MissionData]

debuginfo "well"

description -1

active 1

visible 1

goal "GoodProduceable" 0 "byzantine" "furniture"

result "EnableHouse" 0 "viking" "work armory 00"

result "EnableHouse" 0 "viking" "work joinery 01"

result "EnableHouse" 0 "viking" "work joinery 02"

result "EnableHouse" 0 "viking" "work joinery 03"

// MissionId_13

[MissionData]

debuginfo "well"

description -1

active 1

visible 1

goal "GoodProduceable" 0 "byzantine" "bow_long"

result "EnableHouse" 0 "viking" "work armory 01"

// MissionId_14

[MissionData]

debuginfo "well"

description -1

active 1

visible 1

goal "GoodProduceable" 0 "viking" "bow_long"

result "EnableHouse" 0 "viking" "work armory 01"

// MissionId_15

[MissionData]

debuginfo "well"

description -1

active 1

visible 1

goal "GoodProduceable" 0 "byzantine" "holy_oil"

result "AllowHouse" 0 "viking" "work druid 00"

result "EnableHouse" 0 "viking" "work druid 00"

Egipt: A Egiptu nie ma.

Oczywiście wszystkie te budynki jakie będziecie budować są ustalone przez Brainego, więc sami możecie je modyfikować w dowolny sposób. Np. będąc Saracenami budować budynki Franków. Na podstawie tego co teraz powiedziałem możecie sobie zrobić Egipcjan.

To raczej tyle. Więc podsumowując trzeba:

1. Zmienić **Viking** na nazwę nacji którą chcemy grać
2. Zmienić wszystkie jednostki wikingów, które robiliśmy podczas mapy, na te którą robimy nacje.
3. Ustawić (skopiować) budynki do budowania.

Proste. Większość to kopiowanie.

Mam nadzieję, że pomogłem. Poradnik dla Culturesnation.pl zrobiony przez *Jozenkow*