

RUFF'S COBBLED SG MOD PACK

'A pack for unaltered CIV IV v1.61 Play'

1 LATEST VERSION

The latest available version of this mod pack is version 1.2.0. See version control for a history of its development

2 INSTALLATION

The complete mod pack is included in a zip file. Download the zip file to your 'docs' CIV 4 directory. It is usually this directory ...

C:\Documents and Settings\userid\My Documents\My Games\Sid Meier's Civilization 4

From there, select 'unzip to here' option. This will create three files in that directory, namely:

- ◆ RuffMod.ini
- ◆ HOF-1.61.001.ini
- ◆ Civ4Ierts.ini
- ◆ PlotListEnhancements.ini
- ◆ ModSpcDomAdvColumns.txt
- ◆ This readme file

It also creates a 'CustomAssets' folder which contains the modpack. You should exercise care that you do not over-write any files if you already have a customassets folder. I usually also run the 'BlueMarble' mod and these two do not share any files so there is no clash.

3 CONTENTS

This mod pack contains the following mod components.

- ◆ HOF mod Team – autologger
originally by eotinb
(<http://forums.civfanatics.com/showpost.php?p=3324747>) but modified by
the HOF team to include Dr J's ini file routines
HOF reference (<http://hof.civfanatics.net/civ4/mod.php>)
Also extended by me
- ◆ eotinb - Reminder mod component
(<http://forums.civfanatics.com/showthread.php?t=144612>)
- ◆ Dr Elmer Jiggle - Civ4Ierts
(<http://forums.civfanatics.com/showthread.php?t=157088>)
- ◆ Taelis - Domestic Advisor –
(<http://forums.civfanatics.com/showthread.php?t=150198>)
- ◆ Clock Mod by eotinb
- ◆ Requies - Exotic Foreign Advisor –
(<http://forums.civfanatics.com/showthread.php?t=146687>)

- ◆ Porges - Attitude Icons –
(<http://forums.civfanatics.com/showthread.php?t=167352>)
- ◆ 12monkeys - Plot List Enhancement
(<http://forums.civfanatics.com/showthread.php?t=149572>)
- ◆ SupremeOverlord - Enhanced military advisor
(<http://forums.civfanatics.com/showthread.php?t=150477>)
- ◆ TheLopez - Great Person Mod
(<http://forums.civfanatics.com/showthread.php?t=143589>)
- ◆ TheLopez – Specialist Stacker
(<http://forums.civfanatics.com/showthread.php?t=156185>)
- ◆ Sevo – Sevo's Civilopedia
(<http://forums.civfanatics.com/showthread.php?t=148253>)
- ◆ Roamty – Enhance TechWindow
(<http://forums.civfanatics.com/showthread.php?t=158636>)
- ◆ Unit Naming (see below)
 - TheLopez - Random Names for units –
(<http://forums.civfanatics.com/showthread.php?t=161132>)
 - Porges – naming units after cities
(<http://forums.civfanatics.com/showpost.php?p=3878311&postcount=28>)
 - Sen2000 – lifted the code to use roman numerals
(<http://forums.civfanatics.com/showthread.php?t=168074>)

4 POSSIBLE FUTURE ADDITIONS

None planned at present.

5 COMMENTS & FEEDBACK

Comments and feedback are welcome. Please post (or private message) them in this thread (<http://forums.civfanatics.com/showthread.php?t=168783>).

6 LOGGER

I have added several features to the original logger by eotinb. These include:

- ◆ Alt-L to start logging
- ◆ The ini file controls if you are prompted for a file name or if the game name is used
- ◆ Results of the dialog box are echoed to the screen
- ◆ Log file can either have extension "txt" or "html" depending upon required formatting
- ◆ Alt-B dumps summarized battle results (wins / losses etc)
- ◆ "IBT:" is separates actions made in your turn and those made by other civs (optional)
- ◆ Information about combat includes if your unit was attacking or defending

- ◆ Losses in combat are shown in RED, victories are shown in DARKRED

This is my preferred dialog box when you start to log (Alt-L) ...



And here is the results of clicking OK ...



And the results of clicking Cancel ...



Log Sample

Turn 252 (1705 AD)

Delhi begins: Knight

Bombay begins: Maceman

Bangalore begins: Maceman

While attacking, Knight loses to: German Maceman (2.96/8)

Knight promoted: Shock

While attacking, Catapult loses to: German Crossbowman (3.12/6)

While attacking, Catapult loses to: German Crossbowman (5.40/6)

While attacking, Knight loses to: German Crossbowman (1.26/6)

While attacking, Knight defeats (3.20/10): Malinese Maceman

Delhi's borders expand

While defending, Longbowman defeats (5.28/6): German Pikeman

While defending, Longbowman defeats (5.28/6): German Catapult

Battle Stats:

Units victorious while attacking : 1

Units victorious while defending : 2

Units defeated while attacking : 4

Units defeated while defending : 0

7 UNIT NAMING

There are 6 options with unit naming (and a sub-option in some cases). These options are:

- ◆ Normal Civ IV names
- ◆ Totally random names (TheLopez)
- ◆ Random civ-related names (TheLopez)
- ◆ '1st Warrior' type names (Porges)
- ◆ '1st Warrior of Moscow' type names (Porges)
- ◆ Borg Naming (Ruff_Hi)

You can also use roman numerals (Sen2000) when you are using Porges' naming options.

Here is an example of the Borg naming convention ...



Unfortunately, the name size doesn't have room for "tertiary adjunct to ...".

8 VERSION CONTROL

v1.0.0 to v1.0.1

- ◆ fixed tabbing for domesticadvisor
- ◆ fixed tabbing for attitude icons
- ◆ fixed error in logging of religionspread to another civ

v1.0.1 to v1.0.2

- ◆ fixed some logging issues
- ◆ combat results report if unit was defending or attacking
victories are reported in dark red, losses are reported in red
- ◆ logging is started with Alt-L once the game has loaded with a message about if you are logging or not
- ◆ option to turn off random unit names
- ◆ started process of moving to RuffMod.ini file instead of HOF.ini file

v1.0.2 to v1.1.0

- ◆ echo Alt-L logging on of off
- ◆ added battle statistics (ALT-B)
- ◆ added option of logging "IBT:"
- ◆ changed Reminder key from ALT-R (rebase air units) to ALT-F (flag future reminders)
- ◆ added 12Monkey's Modified Special Domestic Advisor

v1.1.0 to v1.2.0

- ◆ changed Reminder key from ALT-F (used for something else – fort maybe) to ALT-M (set 'minder)
- ◆ Logger:
 - changed logger so that it shows the unit name in combat results
 - changed the colour for promotions
 - included option to have 4000BC as Turn 0 or Turn 1
 - Fixed Turn counter
- ◆ Added option to turn clock mod on / off
- ◆ added TheLopez's Specialist Stacker (HOF version)
- ◆ added 12Monkey's Plot List Enhancement
- ◆ added TheLopez's Great Person Mod
- ◆ added Sevo's Civilopedia
- ◆ added Tech Screen