文明6 DLC制作手册

遗失的传说（yixiang2009a） 制作

特别声明：本手册主要用于文明6 DLC的制作，其目的仅为方便查询使用，降低DLC制作门槛，其中所有针对《文明6》运行机制及DLC原理的说明均属猜测，不保证正确性！

请勿将此文档用于其他目的！

转载和使用请保留该页信息，未经许可不得用于商业目的！

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# 1 建筑和城区

## 1.1 建筑必备

<Types>

<Row Type="BUILDING\_AIRPORT" Kind="KIND\_BUILDING"/>

</Types>

类型：建筑类型，所属类型

<Buildings>

<Row BuildingType="BUILDING\_WATER\_MILL" Name="LOC\_BUILDING\_WATER\_MILL\_NAME" Description="LOC\_BUILDING\_WATER\_MILL\_DESCRIPTION" PrereqTech="TECH\_THE\_WHEEL" PrereqDistrict="DISTRICT\_CITY\_CENTER" PurchaseYield="YIELD\_GOLD" Cost="80" AdvisorType="ADVISOR\_GENERIC" RequiresAdjacentRiver="true"/>

</Buildings>

建筑：

参数列表：

"BuildingType" TEXT NOT NULL,建筑类型

"Name" TEXT NOT NULL,建筑名称

"PrereqTech" TEXT,前置科技

"PrereqCivic" TEXT,前置市政

"Cost" INTEGER NOT NULL,花费产能

"MaxPlayerInstances" INTEGER NOT NULL DEFAULT -1,玩家最大数量

"MaxWorldInstances" INTEGER NOT NULL DEFAULT -1,世界最大数量

"Capital" BOOLEAN NOT NULL CHECK (Capital IN (0,1)) DEFAULT 0,是否为首都，一般不需要

"PrereqDistrict" TEXT,前置城区

"AdjacentDistrict" TEXT,相邻城区，通常为奇观需要

"Description" TEXT,说明

"RequiresPlacement" BOOLEAN NOT NULL CHECK (RequiresPlacement IN (0,1)) DEFAULT 0,需要放置在地块上

"RequiresRiver" BOOLEAN NOT NULL CHECK (RequiresRiver IN (0,1)) DEFAULT 0,需要临近河流

"OuterDefenseHitPoints" INTEGER,增加防御工事生命值

"Housing" INTEGER NOT NULL DEFAULT 0,增加住房

"Entertainment" INTEGER NOT NULL DEFAULT 0,增加宜居度

"AdjacentResource" TEXT,需要临近资源

"Coast" BOOLEAN CHECK (Coast IN (0,1)),需要在海岸

"EnabledByReligion" BOOLEAN NOT NULL CHECK (EnabledByReligion IN (0,1)) DEFAULT 0,通过宗教解锁

"AllowsHolyCity" BOOLEAN NOT NULL CHECK (AllowsHolyCity IN (0,1)) DEFAULT 0,允许当做圣地

"PurchaseYield" TEXT,采购使用资源类型

"MustPurchase" BOOLEAN NOT NULL CHECK (MustPurchase IN (0,1)) DEFAULT 0,只能购买

"Maintenance" INTEGER NOT NULL DEFAULT 0,维护费

"IsWonder" BOOLEAN NOT NULL CHECK (IsWonder IN (0,1)) DEFAULT 0,是否为奇观（决定是否放在奇观列表中）

"TraitType" TEXT,特效类型

"OuterDefenseStrength" INTEGER NOT NULL DEFAULT 0,防御工事强度增加

"CitizenSlots" INTEGER,增加公民槽位

"MustBeLake" BOOLEAN NOT NULL CHECK (MustBeLake IN (0,1)) DEFAULT 0,必须在湖泊

"MustNotBeLake" BOOLEAN NOT NULL CHECK (MustNotBeLake IN (0,1)) DEFAULT 0,必须不在湖泊

"RegionalRange" INTEGER NOT NULL DEFAULT 0,区域辐射范围

"AdjacentToMountain" BOOLEAN NOT NULL CHECK (AdjacentToMountain IN (0,1)) DEFAULT 0,必须临近山脉

"ObsoleteEra" TEXT NOT NULL DEFAULT "NO\_ERA",过时的时代

"RequiresReligion" BOOLEAN NOT NULL CHECK (RequiresReligion IN (0,1)) DEFAULT 0,需要宗教才能建造

"GrantFortification" INTEGER NOT NULL DEFAULT 0,具有堡垒功能

"DefenseModifier" INTEGER NOT NULL DEFAULT 0,防御修正

"InternalOnly" BOOLEAN NOT NULL CHECK (InternalOnly IN (0,1)) DEFAULT 0,内部使用（不应该使用该参数）

"RequiresAdjacentRiver" BOOLEAN NOT NULL CHECK (RequiresAdjacentRiver IN (0,1)) DEFAULT 0,城市需要临河

"Quote" TEXT,引用（奇观完成界面显示的文字）

"QuoteAudio" TEXT,引用声音

"MustBeAdjacentLand" BOOLEAN NOT NULL CHECK (MustBeAdjacentLand IN (0,1)) DEFAULT 0,必须临近陆地

"AdvisorType" TEXT,顾问类型

常用参数：

建筑类型、建筑名称、花费产能、说明、前置科技/市政、前置/相邻城区、采购使用资源类型、维护费、增加住房、增加宜居度、增加公民槽位、区域辐射范围、顾问类型。

<Building\_YieldChanges>

<Row BuildingType="BUILDING\_AMPHITHEATER" YieldType="YIELD\_CULTURE" YieldChange="2"/>

</Building\_YieldChanges>

建筑资源改变：建筑类型，资源类型，资源改变量

## 1.2 建筑可选

<BuildingReplaces>

<Row CivUniqueBuildingType="BUILDING\_FILM\_STUDIO" ReplacesBuildingType="BUILDING\_BROADCAST\_CENTER"/>

</BuildingReplaces>

取代建筑：文明特色建筑类型，取代建筑类型

<BuildingPrereqs>

<Row Building="BUILDING\_TEMPLE" PrereqBuilding="BUILDING\_SHRINE"/>

</BuildingPrereqs>

前置建筑：建筑类型，前置建筑类型

<MutuallyExclusiveBuildings>

<Row Building="BUILDING\_STABLE" MutuallyExclusiveBuilding="BUILDING\_BARRACKS"/>

</MutuallyExclusiveBuildings>

互斥建筑：建筑类型，互斥建筑类型

<Building\_ValidFeatures>

<Row BuildingType="BUILDING\_PETRA" FeatureType="FEATURE\_FLOODPLAINS"/>

</Building\_ValidFeatures>

有效地貌（奇观用）：建筑类型，地貌类型

<Building\_RequiredFeatures>

<Row BuildingType="BUILDING\_CHICHEN\_ITZA" FeatureType="FEATURE\_JUNGLE"/>

</Building\_RequiredFeatures>

需求地貌（奇观用）：建筑类型，地貌类型

<Building\_ValidTerrains>

<Row BuildingType="BUILDING\_ALHAMBRA" TerrainType="TERRAIN\_GRASS\_HILLS"/>

</Building\_ValidTerrains>

有效地形：建筑类型，地形类型

<Building\_GreatPersonPoints>

<Row BuildingType="BUILDING\_LIGHTHOUSE" GreatPersonClassType="GREAT\_PERSON\_CLASS\_ADMIRAL" PointsPerTurn="1"/>

</Building\_GreatPersonPoints>

建筑伟人点数：建筑类型，伟人点数类型，每回合伟人点数

<Building\_YieldDistrictCopies>

<Row BuildingType="BUILDING\_MADRASA" OldYieldType="YIELD\_SCIENCE" NewYieldType="YIELD\_FAITH"/>

</Building\_YieldDistrictCopies>

建筑增加区域邻接加成：建筑类型，所在城区邻接加成类型，新增邻接加成类型

<Building\_GreatWorks>

<Row BuildingType="BUILDING\_PALACE" GreatWorkSlotType="GREATWORKSLOT\_PALACE" NumSlots="1"/>

</Building\_GreatWorks>

巨作槽：建筑类型，巨作槽类型，巨作槽数量

<BuildingModifiers>

<Row>

<BuildingType>BUILDING\_PALACE</BuildingType>

<ModifierId>PALACE\_ADJUST\_GARRISON\_STRENGTH</ModifierId>

</Row>

</BuildingModifiers>

建筑效果：建筑类型，效果ID

## 1.3 城区

<Types>

<Row Type="DISTRICT\_CITY\_CENTER" Kind="KIND\_DISTRICT"/>

</Types>

类型：城区类型，所属类型

<DistrictReplaces>

<Row CivUniqueDistrictType="DISTRICT\_ACROPOLIS" ReplacesDistrictType="DISTRICT\_THEATER"/>

</DistrictReplaces>

城区替换：特色区域类型，原区域类型

<Districts>

<Row DistrictType="DISTRICT\_HOLY\_SITE" Name="LOC\_DISTRICT\_HOLY\_SITE\_NAME" Description="LOC\_DISTRICT\_HOLY\_SITE\_DESCRIPTION" PrereqTech="TECH\_ASTROLOGY" PlunderType="PLUNDER\_FAITH" PlunderAmount="25" AdvisorType="ADVISOR\_RELIGIOUS" Cost="60" CostProgressionModel="COST\_PROGRESSION\_NUM\_UNDER\_AVG\_PLUS\_TECH" CostProgressionParam1="25" Maintenance="1" RequiresPlacement="true" RequiresPopulation="true" AllowsHolyCity="true" Aqueduct="false" NoAdjacentCity="false" InternalOnly="false" ZOC="false" CaptureRemovesBuildings="false" CaptureRemovesCityDefenses="false" MilitaryDomain="NO\_DOMAIN" Appeal="1" CityStrengthModifier="2"/>

</Districts>

主要参数：

"DistrictType" TEXT NOT NULL,城区类型

"Name" TEXT NOT NULL,名称

"PrereqTech" TEXT,前置科技

"PrereqCivic" TEXT,前置市政

"Coast" BOOLEAN NOT NULL CHECK (Coast IN (0,1)) DEFAULT 0,要求建立在海岸上

"Description" TEXT,说明

"Cost" INTEGER NOT NULL DEFAULT 0,花费

"RequiresPlacement" BOOLEAN NOT NULL CHECK (RequiresPlacement IN (0,1)),需要放置

"RequiresPopulation" BOOLEAN NOT NULL CHECK (RequiresPopulation IN (0,1)) DEFAULT 1,是否有人口需求

"NoAdjacentCity" BOOLEAN NOT NULL CHECK (NoAdjacentCity IN (0,1)),不能临近市中心

"CityCenter" BOOLEAN NOT NULL CHECK (CityCenter IN (0,1)) DEFAULT 0,城区是市中心

"Aqueduct" BOOLEAN NOT NULL CHECK (Aqueduct IN (0,1)),城区是否为水渠

"InternalOnly" BOOLEAN NOT NULL CHECK (InternalOnly IN (0,1)),仅内部使用

"ZOC" BOOLEAN CHECK (ZOC IN (0,1)) DEFAULT 0,形成控制区域

"FreeEmbark" BOOLEAN NOT NULL CHECK (FreeEmbark IN (0,1)) DEFAULT 0,上/下水域无移动力消耗

"HitPoints" INTEGER DEFAULT 0,防御工事生命值

"CaptureRemovesBuildings" BOOLEAN NOT NULL CHECK (CaptureRemovesBuildings IN (0,1)),占领后可以移除其中的建筑

"CaptureRemovesCityDefenses" BOOLEAN NOT NULL CHECK (CaptureRemovesCityDefenses IN (0,1)),占领移除城市防御

"PlunderType" TEXT NOT NULL,掠夺资源类型

"PlunderAmount" INTEGER NOT NULL DEFAULT 0,掠夺收益数量

"TradeRouteCapacity" INTEGER NOT NULL DEFAULT 0,贸易路线容量增加

"TradeEmbark" BOOLEAN NOT NULL CHECK (TradeEmbark IN (0,1)) DEFAULT 0,贸易路线海陆切换

"MilitaryDomain" TEXT NOT NULL,军事单位类型

"CostProgressionModel" TEXT NOT NULL DEFAULT "NO\_COST\_PROGRESSION",成本累加模式

"CostProgressionParam1" INTEGER NOT NULL DEFAULT 0,成本累加参数

"TraitType" TEXT,特征类型

"Appeal" INTEGER NOT NULL DEFAULT 0,相邻地块魅力变化

"Housing" INTEGER NOT NULL DEFAULT 0,住房

"Entertainment" INTEGER NOT NULL DEFAULT 0,宜居

"OnePerCity" BOOLEAN NOT NULL CHECK (OnePerCity IN (0,1)) DEFAULT 1,每个城市仅能建造一个

"AllowsHolyCity" BOOLEAN NOT NULL CHECK (AllowsHolyCity IN (0,1)) DEFAULT 0,允许圣城

"Maintenance" INTEGER NOT NULL DEFAULT 0,维护费

"AirSlots" INTEGER NOT NULL DEFAULT 0,空军容量

"CitizenSlots" INTEGER,公民槽位

"TravelTime" INTEGER NOT NULL DEFAULT -1,旅行时间？

"CityStrengthModifier" INTEGER NOT NULL DEFAULT 0,城市强度调整

"AdjacentToLand" BOOLEAN NOT NULL CHECK (AdjacentToLand IN (0,1)) DEFAULT 0,必须临近陆地

"CanAttack" BOOLEAN NOT NULL CHECK (CanAttack IN (0,1)) DEFAULT 0,能够攻击

"AdvisorType" TEXT,顾问类型

<District\_Adjacencies>

<Row DistrictType="DISTRICT\_CAMPUS" YieldChangeId="Mountains\_Science1"/>

</District\_Adjacencies>

城区邻接加成：城区类型，加成ID

<ExcludedAdjacencies>

<Row YieldChangeId="District\_Science" TraitType="TRAIT\_CIVILIZATION\_ADJACENT\_DISTRICTS"/>

</ExcludedAdjacencies>

额外邻接加成：加成ID，加成地形

<Adjacency\_YieldChanges>

<Row ID="Mountains\_Science1" Description="LOC\_DISTRICT\_MOUNTAINS\_SCIENCE1" YieldType="YIELD\_SCIENCE" YieldChange="1" TilesRequired="1" AdjacentTerrain="TERRAIN\_GRASS\_MOUNTAIN"/>

</Adjacency\_YieldChanges>

邻接加成资源：加成ID，加成说明（显示），加成类型，加成数量，所需邻接数，允许邻接加成地形

<District\_RequiredFeatures>

<Row DistrictType="DISTRICT\_MBANZA" FeatureType="FEATURE\_JUNGLE"/>

</District\_RequiredFeatures>

城区所需地貌：城区类型，地貌类型

<District\_ValidTerrains>

<Row DistrictType="DISTRICT\_ACROPOLIS" TerrainType="TERRAIN\_GRASS\_HILLS"/>

</District\_ValidTerrains>

城区有效地形：城区类型，地形类型

<District\_GreatPersonPoints>

<Row DistrictType="DISTRICT\_ENCAMPMENT" GreatPersonClassType="GREAT\_PERSON\_CLASS\_GENERAL" PointsPerTurn="1"/>

</District\_GreatPersonPoints>

城区伟人点数：城区类型，伟人点数类型，点数数量

<District\_TradeRouteYields>

<Row DistrictType="DISTRICT\_CITY\_CENTER" YieldType="YIELD\_FOOD" YieldChangeAsOrigin="0" YieldChangeAsDomesticDestination="1" YieldChangeAsInternationalDestination="0"/>

</District\_TradeRouteYields>

城区贸易路线提升产出：城区类型，资源类型，起源地有效，国内目的地有效，国际目的地有效

<District\_CitizenYieldChanges>

<Row DistrictType="DISTRICT\_HOLY\_SITE" YieldType="YIELD\_FAITH" YieldChange="2"/>

</District\_CitizenYieldChanges>

城区专家资源产出：城区类型，资源类型，资源数量

# 2 市政和科技

## 2.1 基础数据

<Types>

<Row Type="CIVIC\_CODE\_OF\_LAWS" Kind="KIND\_CIVIC"/>

<Row Type="TECH\_ADVANCED\_BALLISTICS" Kind="KIND\_TECH"/>

</Types>

类型：市政/科技类型，所属类型

<Civics>

<Row CivicType="CIVIC\_MILITARY\_TRADITION" Name="LOC\_CIVIC\_MILITARY\_TRADITION\_NAME" Description="LOC\_CIVIC\_MILITARY\_TRADITION\_DESCRIPTION" Cost="50" AdvisorType="ADVISOR\_CONQUEST" EraType="ERA\_ANCIENT" UITreeRow="-3"/>

</Civics>

<Technologies>

<Row TechnologyType="TECH\_ANIMAL\_HUSBANDRY" Name="LOC\_TECH\_ANIMAL\_HUSBANDRY\_NAME" Description="LOC\_TECH\_ANIMAL\_HUSBANDRY\_DESCRIPTION" Cost="25" AdvisorType="ADVISOR\_GENERIC" EraType="ERA\_ANCIENT" UITreeRow="1"/>

</Technologies>

市政：

参数列表：

"CivicType" TEXT NOT NULL,市政类型

"Name" TEXT NOT NULL,市政名称

"Cost" INTEGER NOT NULL,花费

"Repeatable" BOOLEAN NOT NULL CHECK (Repeatable IN (0,1)) DEFAULT 0,允许重复研究

"Description" TEXT,说明

"EraType" TEXT NOT NULL,时代类型

"BarbarianFree" BOOLEAN NOT NULL CHECK (BarbarianFree IN (0,1)) DEFAULT 0,野蛮人拥有

"UITreeRow" INTEGER DEFAULT 0,市政树行数

"AdvisorType" TEXT,顾问类型

科技：

参数列表：

"TechnologyType" TEXT NOT NULL,科技类型

"Name" TEXT NOT NULL,科技名称

"Cost" INTEGER NOT NULL,花费

"Repeatable" BOOLEAN NOT NULL CHECK (Repeatable IN (0,1)) DEFAULT 0,允许重复研究

"EmbarkUnitType" TEXT,允许登船单位类型

"EmbarkAll" BOOLEAN NOT NULL CHECK (EmbarkAll IN (0,1)) DEFAULT 0,允许所有单位登船

"Description" TEXT,说明

"EraType" TEXT NOT NULL,时代类型

"Critical" BOOLEAN NOT NULL CHECK (Critical IN (0,1)) DEFAULT 0,关键技术

"BarbarianFree" BOOLEAN NOT NULL CHECK (BarbarianFree IN (0,1)) DEFAULT 0,野蛮人拥有

"UITreeRow" INTEGER DEFAULT 0,科技树行数

"AdvisorType" TEXT,顾问类型

常用参数：市政/科技类型、市政/科技名称、花费、说明、时代类型、市政/科技树行数、顾问类型

<CivicPrereqs>

<Row Civic="CIVIC\_CRAFTSMANSHIP" PrereqCivic="CIVIC\_CODE\_OF\_LAWS"/>

</CivicPrereqs>

<TechnologyPrereqs>

<Row Technology="TECH\_ARCHERY" PrereqTech="TECH\_ANIMAL\_HUSBANDRY"/>

</TechnologyPrereqs>

前置市政/科技：市政/科技类型，前置市政/科技

<CivicQuotes>

<Row CivicType="CIVIC\_CODE\_OF\_LAWS" Quote="LOC\_CIVIC\_CODE\_OF\_LAWS\_QUOTE\_1" QuoteAudio="PLAY\_CODE\_OF\_LAWS\_QUOTE\_1"/>

</CivicQuotes>

<TechnologyQuotes>

<Row TechnologyType="TECH\_POTTERY" Quote="LOC\_TECH\_POTTERY\_QUOTE\_1" QuoteAudio="Play\_Pottery\_Quote\_1"/>

</TechnologyQuotes>

引用：市政/科技类型，引用，引用声音

## 2.2 启发和鼓舞

<Boosts>

<Row CivicType="CIVIC\_CRAFTSMANSHIP" Boost="50" TriggerDescription="LOC\_BOOST\_TRIGGER\_CRAFTSMANSHIP" TriggerLongDescription="LOC\_BOOST\_TRIGGER\_LONGDESC\_CRAFTSMANSHIP" BoostClass="BOOST\_TRIGGER\_NUM\_IMPROVED\_TILES" NumItems="3" Unit1Type="UNIT\_BUILDER"/>

</Boosts>

<Boosts>

<Row TechnologyType="TECH\_IRRIGATION" Boost="50" TriggerDescription="LOC\_BOOST\_TRIGGER\_IRRIGATION" TriggerLongDescription="LOC\_BOOST\_TRIGGER\_LONGDESC\_IRRIGATION" BoostClass="BOOST\_TRIGGER\_HAVE\_X\_IMPROVEMENTS" ImprovementType="IMPROVEMENT\_FARM" RequiresResource="true" NumItems="1"/>

</Boosts>

提升：

主要参数：

"BoostID" INTEGER NOT NULL,提升

"TechnologyType" TEXT,科技类型

"CivicType" TEXT,市政类型

"Boost" INTEGER NOT NULL,提升百分比

"TriggerId" INTEGER NOT NULL DEFAULT 0,目标ID

"TriggerDescription" TEXT NOT NULL,目标说明

"TriggerLongDescription" TEXT NOT NULL,达到目标后说明

"Unit1Type" TEXT,判断单位

"BoostClass" TEXT NOT NULL,提升种类（<BoostNames>

中的提升类型）

"Unit2Type" TEXT,第二判断单位？

"BuildingType" TEXT,判断建筑

"ImprovementType" TEXT,判断改良设施

"BoostingTechType" TEXT,提升所需科技

"ResourceType" TEXT,判断资源类型

"NumItems" INTEGER NOT NULL DEFAULT 0,所需数量

"DistrictType" TEXT,判断城区

"RequiresResource" BOOLEAN NOT NULL CHECK (RequiresResource IN (0,1)) DEFAULT 0,需要资源

"RequirementSetId" TEXT,需求集ID

"GovernmentSlotType" TEXT,政策槽位类型

"BoostingCivicType" TEXT,提升所需市政

常用参数：市政/科技类型、提升百分比、目标说明、达到目标后说明、提升种类。

该数据库通过设置判断的城区、建筑、单位，以及对应的数量，来决定是否触发提升。

<BoostNames>

<Row BoostType="BOOST\_TRIGGER\_MEET\_CIV" BoostValue="0"/>

</BoostNames>

提升名称：提升类型，提升值（序号）

## 2.3 时代

<Types>

<Row Type="ERA\_ANCIENT" Kind="KIND\_ERA"/>

</Types>

类型：时代类型，所属类型

<Eras>

<Row EraType="ERA\_ANCIENT" Name="LOC\_ERA\_ANCIENT\_NAME" Description="LOC\_ERA\_ANCIENT\_DESCRIPTION" ChronologyIndex="1" WarmongerPoints="0" GreatPersonBaseCost="30" EraTechBackgroundTexture="TechTree\_BGAncient" EraCivicBackgroundTexture="TechTree\_BGAncient" WarmongerLevelDescription="LOC\_WARMONGER\_LEVEL\_NONE"/>

</Eras>

时代：时代类型，名称，说明，年代序号，好战值，伟人基础花费，时代科技背景纹理，时代市政背景纹理，真正等级说明

<StartEras>

<Row EraType="ERA\_INDUSTRIAL" Gold="360" FirstTurnCivicChange="true" StartingPopulationCapital="7" StartingPopulationOtherCities="4" StartingAmenitiesCapital="3" StartingAmenitiesOtherCities="1" StartingHousingCapital="5" StartingHousingOtherCities="2" GrowthRate="20" ProductionRate="20" DistrictProductionRate="80" StartingMeleeStrengthMajor="50" StartingMeleeStrengthMinor="50" StartingRangedStrengthMajor="40" StartingRangedStrengthMinor="40" ObsoleteReligion="true" Tiles="4" Year="1725" IgnoreGoodyHutTurn="true"/>

</StartEras>

起始时代：

主要参数：

"EraType" TEXT NOT NULL,时代类型

"Gold" INTEGER NOT NULL DEFAULT 0,起始资金

"Faith" INTEGER NOT NULL DEFAULT 0,起始信仰

"FirstTurnCivicChange" BOOLEAN NOT NULL CHECK (FirstTurnCivicChange IN (0,1)) DEFAULT 0,第一回合市政改变

"StartingPopulationCapital" INTEGER NOT NULL DEFAULT 1,起始首都人口

"StartingPopulationOtherCities" INTEGER NOT NULL DEFAULT 1,起始其他城市人口

"GrowthRate" INTEGER NOT NULL DEFAULT 0,增长速率

"ProductionRate" INTEGER NOT NULL DEFAULT 0,生产速度

"DistrictProductionRate" INTEGER NOT NULL DEFAULT 0,城区生产速度

"StartingMeleeStrengthMajor" INTEGER NOT NULL DEFAULT 0,起始最大近战战力

"StartingMeleeStrengthMinor" INTEGER NOT NULL DEFAULT 0,起始次要近战战力

"ObsoleteReligion" BOOLEAN NOT NULL CHECK (ObsoleteReligion IN (0,1)) DEFAULT 0,宗教过时

"Tiles" INTEGER NOT NULL DEFAULT 0,额外地块

"Year" INTEGER NOT NULL,起始年数

"IgnoreGoodyHutTurn" BOOLEAN NOT NULL CHECK (IgnoreGoodyHutTurn IN (0,1)) DEFAULT 0,忽略糖果小屋回合？

"StartingRangedStrengthMajor" INTEGER NOT NULL DEFAULT 0,起始最大远程战力

"StartingRangedStrengthMinor" INTEGER NOT NULL DEFAULT 0,起始次要远程战力

"StartingAmenitiesCapital" INTEGER NOT NULL DEFAULT 0,起始首都设施

"StartingHousingCapital" INTEGER NOT NULL DEFAULT 0,起始首都住房

"StartingAmenitiesOtherCities" INTEGER NOT NULL DEFAULT 0,起始其他城市设施

"StartingHousingOtherCities" INTEGER NOT NULL DEFAULT 0,起始其他城市住房

<MajorStartingUnits>

<Row Era="ERA\_ANCIENT" Unit="UNIT\_WARRIOR" NotStartTile="true"/>

</MajorStartingUnits>

起始重大单位：

主要参数：

"Unit" TEXT NOT NULL,单位

"Era" TEXT NOT NULL,时代

"District" TEXT NOT NULL DEFAULT "DISTRICT\_CITY\_CENTER",区域

"Quantity" INTEGER NOT NULL DEFAULT 1,数量

"NotStartTile" BOOLEAN NOT NULL CHECK (NotStartTile IN (0,1)) DEFAULT 0,不在起始位置

"OnDistrictCreated" BOOLEAN NOT NULL CHECK (OnDistrictCreated IN (0,1)) DEFAULT 0,在城区建设完后出现

"AiOnly" BOOLEAN NOT NULL CHECK (AiOnly IN (0,1)) DEFAULT 0,只有AI获得

"MinDifficulty" TEXT,最低难度

"DifficultyDelta" REAL NOT NULL DEFAULT 0,难度三角？

<StartingBuildings>

<Row Era="ERA\_MEDIEVAL" Building="BUILDING\_MONUMENT" District="DISTRICT\_CITY\_CENTER"/>

</StartingBuildings>

起始建筑：时代，建筑，所在城区

<StartingGovernments>

<Row Era="ERA\_MEDIEVAL" Government="GOVERNMENT\_CHIEFDOM" Change="true"/>

</StartingGovernments>

起始政体：时代，政体，允许改变

<StartingCivics>

<Row Era="ERA\_ANCIENT" Civic="CIVIC\_CODE\_OF\_LAWS"/>

</StartingCivics>

起始市政：时代，市政

<StartingBoostedTechnologies>

<Row Era="ERA\_CLASSICAL" Technology="TECH\_CELESTIAL\_NAVIGATION"/>

</StartingBoostedTechnologies>

起始科技奖励：时代，科技

<StartingBoostedCivics>

<Row Era="ERA\_CLASSICAL" Civic="CIVIC\_DRAMA\_POETRY"/>

</StartingBoostedCivics>

起始市政奖励：时代。市政

# 3 单位

## 3.1 必备部分

<Types>

<Row Type="UNIT\_SETTLER" Kind="KIND\_UNIT"/>

<Row Type="FORMATION\_CLASS\_AIR" Kind="KIND\_FORMATION\_CLASS"/>

</Types>

类型：单位类型，所属类型

<Units>

<Row UnitType="UNIT\_SETTLER" BaseMoves="2" Cost="80" AdvisorType="ADVISOR\_GENERIC" BaseSightRange="3" ZoneOfControl="false" Domain="DOMAIN\_LAND" FormationClass="FORMATION\_CLASS\_CIVILIAN" FoundCity="true" PopulationCost="1" PrereqPopulation="2" Name="LOC\_UNIT\_SETTLER\_NAME" Description="LOC\_UNIT\_SETTLER\_DESCRIPTION" CanCapture="False" CostProgressionModel="COST\_PROGRESSION\_PREVIOUS\_COPIES" CostProgressionParam1="20" PurchaseYield="YIELD\_GOLD" PseudoYieldType="PSEUDOYIELD\_UNIT\_SETTLER"/>

</Units>

单位：

主要参数：

"UnitType" TEXT NOT NULL,单位类型

"Name" TEXT NOT NULL,名称

"BaseSightRange" INTEGER NOT NULL,基础视野范围

"BaseMoves" INTEGER NOT NULL,基础移动力

"Combat" INTEGER NOT NULL DEFAULT 0,战斗力

"RangedCombat" INTEGER NOT NULL DEFAULT 0,远程战斗力

"Range" INTEGER NOT NULL DEFAULT 0,射程

"Bombard" INTEGER NOT NULL DEFAULT 0,轰炸攻击力

"Domain" TEXT NOT NULL,单位类型（海/路））

"FormationClass" TEXT NOT NULL,单位种类

"Cost" INTEGER NOT NULL,花费

"PopulationCost" INTEGER,人口花费

"FoundCity" BOOLEAN NOT NULL CHECK (FoundCity IN (0,1)) DEFAULT 0,能否创建城市

"FoundReligion" BOOLEAN NOT NULL CHECK (FoundReligion IN (0,1)) DEFAULT 0,能否创建宗教

"MakeTradeRoute" BOOLEAN NOT NULL CHECK (MakeTradeRoute IN (0,1)) DEFAULT 0,能否创建贸易路线

"EvangelizeBelief" BOOLEAN NOT NULL CHECK (EvangelizeBelief IN (0,1)) DEFAULT 0,能否传播福音

"LaunchInquisition" BOOLEAN NOT NULL CHECK (LaunchInquisition IN (0,1)) DEFAULT 0,发起审判

"RequiresInquisition" BOOLEAN NOT NULL CHECK (RequiresInquisition IN (0,1)) DEFAULT 0,需要审判

"BuildCharges" INTEGER NOT NULL DEFAULT 0,建造次数

"ReligiousStrength" INTEGER NOT NULL DEFAULT 0,宗教战斗力

"ReligionEvictPercent" INTEGER NOT NULL DEFAULT 0,宗教清除百分比

"SpreadCharges" INTEGER NOT NULL DEFAULT 0,传播次数

"ExtractsArtifacts" BOOLEAN NOT NULL CHECK (ExtractsArtifacts IN (0,1)) DEFAULT 0,能否挖掘遗迹

"Description" TEXT,说明

"Flavor" TEXT,气息？

"CanCapture" BOOLEAN NOT NULL CHECK (CanCapture IN (0,1)) DEFAULT 1,能够捕获单位

"CanRetreatWhenCaptured" BOOLEAN NOT NULL CHECK (CanRetreatWhenCaptured IN (0,1)) DEFAULT 0,被捕获时能够撤退

"TraitType" TEXT,特性类型

"AllowBarbarians" BOOLEAN NOT NULL CHECK (AllowBarbarians IN (0,1)) DEFAULT 0,允许野蛮人？

"CostProgressionModel" TEXT NOT NULL DEFAULT "NO\_COST\_PROGRESSION",成本累加模式

"CostProgressionParam1" INTEGER NOT NULL DEFAULT 0,成本累加参数

"PromotionClass" TEXT,军事单位分支

"InitialLevel" INTEGER NOT NULL DEFAULT 1,初始等级

"NumRandomChoices" INTEGER NOT NULL DEFAULT 0,随机晋升项目

"PrereqTech" TEXT,前置科技

"PrereqCivic" TEXT,前置市政

"PrereqDistrict" TEXT,前置城区

"PrereqPopulation" INTEGER,前置人口数量

"LeaderType" TEXT,领袖类型

"CanTrain" BOOLEAN NOT NULL CHECK (CanTrain IN (0,1)) DEFAULT 1,能够培养（伟人为否）

"StrategicResource" TEXT,战略资源

"PurchaseYield" TEXT,采购使用类型

"MustPurchase" BOOLEAN NOT NULL CHECK (MustPurchase IN (0,1)) DEFAULT 0,只能采购

"Maintenance" INTEGER NOT NULL DEFAULT 0,维护费

"Stackable" BOOLEAN NOT NULL CHECK (Stackable IN (0,1)) DEFAULT 0,可堆叠

"AirSlots" INTEGER NOT NULL DEFAULT 0,空军槽位

"CanTargetAir" BOOLEAN NOT NULL CHECK (CanTargetAir IN (0,1)) DEFAULT 0,能够攻击空中单位

"PseudoYieldType" TEXT,伪资源类型

"ZoneOfControl" BOOLEAN NOT NULL CHECK (ZoneOfControl IN (0,1)) DEFAULT 0,形成控制区域

"AntiAirCombat" INTEGER NOT NULL DEFAULT 0,对空军战斗力

"Spy" BOOLEAN NOT NULL CHECK (Spy IN (0,1)) DEFAULT 0,是否为间谍

"WMDCapable" BOOLEAN NOT NULL CHECK (WMDCapable IN (0,1)) DEFAULT 0,核打击能力

"ParkCharges" INTEGER NOT NULL DEFAULT 0,建立国家公园次数

"IgnoreMoves" BOOLEAN NOT NULL CHECK (IgnoreMoves IN (0,1)) DEFAULT 0,无视地形移动

"TeamVisibility" BOOLEAN NOT NULL CHECK (TeamVisibility IN (0,1)) DEFAULT 0,团队能见度？

"ObsoleteTech" TEXT,过时科技

"ObsoleteCivic" TEXT,过时市政

"MandatoryObsoleteTech" TEXT,强制过时科技

"MandatoryObsoleteCivic" TEXT,强制过时市政

"AdvisorType" TEXT,顾问类型

<UnitUpgrades>

<Row Unit="UNIT\_SCOUT" UpgradeUnit="UNIT\_RANGER"/>

</UnitUpgrades>

单位升级：单位类型，升级单位类型

## 3.2 可选部分

<UnitAiTypes>

<Row AiType="UNITAI\_SETTLE" TypeValue="0"/>

</UnitAiTypes>

单位AI类型：AI类型，类型值

<UnitAiInfos>

<Row UnitType="UNIT\_SETTLER" AiType="UNITAI\_SETTLE"/>

</UnitAiInfos>

单位AI信息：单位类型，AI类型

<UnitReplaces>

<Row CivUniqueUnitType="UNIT\_GREEK\_HOPLITE" ReplacesUnitType="UNIT\_SPEARMAN"/>

</UnitReplaces>

单位替换：特色单位类型，替换单位类型

<Tags>

<Row Tag="CLASS\_RECON" Vocabulary="ABILITY\_CLASS"/>

</Tags>

标记：标记，词汇

<TypeTags>

<Row Type="UNIT\_BARBARIAN\_HORSEMAN" Tag="CLASS\_LIGHT\_CAVALRY"/>

</TypeTags>

标记类型：类型，标记

<Unit\_BuildingPrereqs>

<Row Unit="UNIT\_MISSIONARY" PrereqBuilding="BUILDING\_SHRINE"/>

</Unit\_BuildingPrereqs>

单位前置建筑：单位类型，前置建筑类型

# 4 文明及城邦

## 4.1 必备部分

<Types>

<Row Type="CIVILIZATION\_AMERICA" Kind="KIND\_CIVILIZATION"/>

<Row Type="TRAIT\_CIVILIZATION\_FOUNDING\_FATHERS" Kind="KIND\_TRAIT"/>

</Types>

类型：文明/特性类型，所属类型

<TypeProperties>

<Row Type="CIVILIZATION\_AMSTERDAM" Name="CityStateCategory" Value="TRADE"/>

</TypeProperties>

城邦类型：类型，名称，城邦属性值

<Civilizations>

<Row CivilizationType="CIVILIZATION\_AMERICA" Name="LOC\_CIVILIZATION\_AMERICA\_NAME" Description="LOC\_CIVILIZATION\_AMERICA\_DESCRIPTION" Adjective="LOC\_CIVILIZATION\_AMERICA\_ADJECTIVE" StartingCivilizationLevelType="CIVILIZATION\_LEVEL\_FULL\_CIV" RandomCityNameDepth="10" Ethnicity="ETHNICITY\_EURO"/>

<Row CivilizationType="CIVILIZATION\_AMSTERDAM" Name="LOC\_CIVILIZATION\_AMSTERDAM\_NAME" Description="LOC\_CIVILIZATION\_AMSTERDAM\_DESCRIPTION" Adjective="LOC\_CIVILIZATION\_AMSTERDAM\_ADJECTIVE" StartingCivilizationLevelType="CIVILIZATION\_LEVEL\_CITY\_STATE" RandomCityNameDepth="1"/>

</Civilizations>

文明（城邦）：

主要参数：

"CivilizationType" TEXT NOT NULL,文明类型

"Name" LocalizedText NOT NULL,名称

"Description" TEXT UNIQUE,说明

"Adjective" TEXT NOT NULL,形容词

"RandomCityNameDepth" INTEGER NOT NULL DEFAULT 1,随机城市名称深度

"StartingCivilizationLevelType" TEXT NOT NULL,起始文明等级类型

"Ethnicity" TEXT,民族

<CivilizationLeaders>

<Row CivilizationType="CIVILIZATION\_AMERICA" LeaderType="LEADER\_T\_ROOSEVELT" CapitalName="LOC\_CITY\_NAME\_WASHINGTON"/>

</CivilizationLeaders>

文明领袖：文明类型，领袖类型，首都名称

<Traits>

<Row TraitType="TRAIT\_CIVILIZATION\_FOUNDING\_FATHERS" Name="LOC\_TRAIT\_CIVILIZATION\_FOUNDING\_FATHERS\_NAME" Description="LOC\_TRAIT\_CIVILIZATION\_FOUNDING\_FATHERS\_DESCRIPTION"/>

</Traits>

特性：特性类型，名称，说明

<CivilizationTraits>

<Row CivilizationType="CIVILIZATION\_AMERICA" TraitType="TRAIT\_CIVILIZATION\_FOUNDING\_FATHERS"/>

</CivilizationTraits>

文明特性：文明类型，特性类型

<TraitModifiers>

<Row>

<TraitType>TRAIT\_CIVILIZATION\_ADJACENT\_DISTRICTS</TraitType>

<ModifierId>TRAIT\_ADJACENT\_DISTRICTS\_HOLYSITE\_ADJACENCYFAITH</ModifierId>

</Row>

</TraitModifiers>

特性特征：特性类型，特征ID

<CityNames>

<Row CivilizationType="CIVILIZATION\_AMERICA" CityName="LOC\_CITY\_NAME\_WASHINGTON"/>

</CityNames>

城市名称：文明类型，城市名称

<CivilizationInfo>

<Row CivilizationType="CIVILIZATION\_AMERICA" Header="LOC\_CIVINFO\_LOCATION" Caption="LOC\_CIVINFO\_AMERICA\_LOCATION" SortIndex="10" />

<Row CivilizationType="CIVILIZATION\_AMERICA" Header="LOC\_CIVINFO\_SIZE" Caption="LOC\_CIVINFO\_AMERICA\_SIZE" SortIndex="20" />

<Row CivilizationType="CIVILIZATION\_AMERICA" Header="LOC\_CIVINFO\_POPULATION" Caption="LOC\_CIVINFO\_AMERICA\_POPULATION" SortIndex="30" />

<Row CivilizationType="CIVILIZATION\_AMERICA" Header="LOC\_CIVINFO\_CAPITAL" Caption="LOC\_CIVINFO\_AMERICA\_CAPITAL" SortIndex="40" />

</CivilizationInfo>

文明信息：文明类型，头部，标题，排序索引（百科里面的介绍）

## 4.2 可选部分

<StartBiasResources>

<Row CivilizationType="CIVILIZATION\_SCYTHIA" ResourceType="RESOURCE\_HORSES" Tier="2"/>

</StartBiasResources>

出生地关联资源：文明类型，战略资源类型，优先级（优先级低的优先）

<StartBiasFeatures>

<Row CivilizationType="CIVILIZATION\_BRAZIL" FeatureType="FEATURE\_JUNGLE" Tier="2"/>

</StartBiasFeatures>

出生地关联地貌：文明类型，地貌类型，优先级

<StartBiasTerrains>

<Row CivilizationType="CIVILIZATION\_ENGLAND" TerrainType="TERRAIN\_COAST" Tier="3"/>

</StartBiasTerrains>

出生地关联地形：文明类型，地形类型，优先级

<StartBiasRivers>

<Row CivilizationType="CIVILIZATION\_EGYPT" Tier="5"/>

</StartBiasRivers>

出生地关联河流：文明类型，优先级

# 5 领袖及倾向

## 5.1 必备部分

<Types>

<Row Type="LEADER\_DEFAULT" Kind="KIND\_LEADER"/>

<Row Type="TRAIT\_LEADER\_EXPANSIONIST" Kind="KIND\_TRAIT"/>

</Types>

类型：领袖/特性类型，所属类型

<Leaders>

<Row LeaderType="LEADER\_BARBAROSSA" Name="LOC\_LEADER\_BARBAROSSA\_NAME" InheritFrom="LEADER\_DEFAULT" SceneLayers="4"/>

</Leaders>

领袖：

主要参数：

"LeaderType" TEXT NOT NULL,领袖类型

"Name" TEXT NOT NULL,名称

"OperationList" TEXT,操作列表

"IsBarbarianLeader" BOOLEAN NOT NULL CHECK (IsBarbarianLeader IN (0,1)) DEFAULT 0,是蛮族领袖

"InheritFrom" TEXT,继承自

"SceneLayers" INTEGER NOT NULL DEFAULT 0,现场层次

<LeaderQuotes>

<Row LeaderType="LEADER\_BARBAROSSA" Quote="LOC\_PEDIA\_LEADERS\_PAGE\_LEADER\_BARBAROSSA\_QUOTE" QuoteAudio="Play\_GERM\_FB\_MISC\_PEP\_TALK\_B"/>

</LeaderQuotes>

领袖引用：领袖类型，引用说明，引用声音

<Colors>

<Row>

<Type>COLOR\_PLAYER\_DEMONSTYLE\_SECONDARY</Type>

<Red>0</Red>

<Green>0</Green>

<Blue>0</Blue>

<Alpha>1</Alpha>

</Row>

<Row>

<Type>COLOR\_PLAYER\_DEMONSTYLE\_PRIMARY</Type>

<Red>1</Red>

<Green>1</Green>

<Blue>1</Blue>

<Alpha>1</Alpha>

</Row>

</Colors>

颜色：颜色类型，RGB

<PlayerColors>

<Row>

<Type>LEADER\_DEMONSTYLE</Type>

<Usage>Unique</Usage>

<PrimaryColor>COLOR\_PLAYER\_DEMONSTYLE\_PRIMARY</PrimaryColor>

<SecondaryColor>COLOR\_PLAYER\_DEMONSTYLE\_SECONDARY</SecondaryColor>

<TextColor>COLOR\_PLAYER\_WHITE\_TEXT</TextColor>

</Row>

</PlayerColors>

玩家颜色：颜色类型，用法，主色彩，第二色彩，文本颜色

<LeaderTraits>

<Row LeaderType="LEADER\_BARBARIAN" TraitType="TRAIT\_LEADER\_BARBARIAN"/>

</LeaderTraits>

领袖特性：领袖类型，特性类型

<Traits>

<Row TraitType="TRAIT\_LEADER\_ADVENTURES\_ENKIDU" Name="LOC\_TRAIT\_LEADER\_ADVENTURES\_ENKIDU\_NAME" Description="LOC\_TRAIT\_LEADER\_ADVENTURES\_ENKIDU\_DESCRIPTION"/>

</Traits>

特性：特性类型，名称，说明

<Players>

<Row CivilizationType="CIVILIZATION\_CHINA" LeaderType="LEADER\_HAN" CivilizationName="LOC\_CIVILIZATION\_CHINA\_NAME" CivilizationIcon="ICON\_CIVILIZATION\_AZTEC" LeaderName="LOC\_LEADER\_MONTEZUMA\_NAME" LeaderIcon="ICON\_LEADER\_MONTEZUMA" CivilizationAbilityName="LOC\_TRAIT\_CIVILIZATION\_LEGEND\_FIVE\_SUNS\_NAME" CivilizationAbilityDescription="LOC\_TRAIT\_CIVILIZATION\_LEGEND\_FIVE\_SUNS\_DESCRIPTION" CivilizationAbilityIcon="ICON\_CIVILIZATION\_AZTEC" LeaderAbilityName="LOC\_TRAIT\_LEADER\_GIFTS\_FOR\_TLATOANI\_NAME" LeaderAbilityDescription="LOC\_TRAIT\_LEADER\_GIFTS\_FOR\_TLATOANI\_DESCRIPTION" LeaderAbilityIcon="ICON\_LEADER\_MONTEZUMA"/>

</Players>

玩家：

主要参数：

'Domain' TEXT DEFAULT 'StandardPlayers',所属域

'CivilizationType' TEXT NOT NULL,文明类型

'LeaderType' TEXT NOT NULL,领袖类型

'LeaderName' TEXT NOT NULL,领袖名称

'LeaderIcon' TEXT NOT NULL,领袖图标

'CivilizationName' TEXT NOT NULL,文明名称

'CivilizationIcon' TEXT NOT NULL,文明图标

'LeaderAbilityName' TEXT NOT NULL,领袖能力名称

'LeaderAbilityDescription' TEXT NOT NULL,领袖能力说明

'LeaderAbilityIcon' TEXT NOT NULL,领袖能力图标

'CivilizationAbilityName' TEXT NOT NULL,文明能力名称

'CivilizationAbilityDescription' TEXT NOT NULL,文明能力说明

'CivilizationAbilityIcon' TEXT NOT NULL,文明能力图标

<PlayerItems>

<Row CivilizationType="CIVILIZATION\_CHINA" LeaderType="LEADER\_HAN" Type="UNIT\_AZTEC\_EAGLE\_WARRIOR" Icon="ICON\_UNIT\_AZTEC\_EAGLE\_WARRIOR" Name="LOC\_UNIT\_AZTEC\_EAGLE\_WARRIOR\_NAME" Description="LOC\_UNIT\_AZTEC\_EAGLE\_WARRIOR\_DESCRIPTION" SortIndex="10" />

</PlayerItems>

玩家物品：

主要参数：

'Domain' TEXT DEFAULT 'StandardPlayers',所属域

'CivilizationType' TEXT NOT NULL,文明类型

'LeaderType' TEXT NOT NULL,领袖类型

'Type' TEXT NOT NULL,类型

'Name' TEXT NOT NULL,名称

'Description' TEXT NOT NULL说明,

'Icon' TEXT NOT NULL,图标

'SortIndex' INTEGER DEFAULT 0,短索引

## 5.2 可选部分

<AiBuildSpecializations>

<Row SpecializationType="BUILD\_FOR\_FOOD" BuildingYield="YIELD\_FOOD" IncludePopulation="true" PrioritizationYield="YIELD\_FOOD"/>

</AiBuildSpecializations>

AI专业化建设：

主要参数：

"SpecializationType" TEXT NOT NULL,专业化类型

"BuildingYield" TEXT,建设资源类型

"IncludePopulation" BOOLEAN NOT NULL CHECK (IncludePopulation IN (0,1)) DEFAULT 0,包括人口

"IncludeDefense" BOOLEAN NOT NULL CHECK (IncludeDefense IN (0,1)) DEFAULT 0,包括防御

"IncludeMilitaryUnits" BOOLEAN NOT NULL CHECK (IncludeMilitaryUnits IN (0,1)) DEFAULT 0,包括军事单位

"IncludeTradeUnits" BOOLEAN NOT NULL CHECK (IncludeTradeUnits IN (0,1)) DEFAULT 0,包括贸易单位

"PrioritizationYield" TEXT NOT NULL,资源优先级

"PriorityOffset" INTEGER NOT NULL DEFAULT 0,优先级抵消

<ModifierStrings>

<Row ModifierId="STANDARD\_DIPLOMATIC\_ALLY" Context="Sample" Text="LOC\_TOOLTIP\_SAMPLE\_DIPLOMACY\_ALL"/>

<Row ModifierId="MINOR\_CIV\_RELIGIOUS\_SMALL\_INFLUENCE\_BONUS" Context="Preview" Text="LOC\_MINOR\_CIV\_RELIGIOUS\_TRAIT\_SMALL\_INFLUENCE\_BONUS"/>

</ModifierStrings>

特征字符串：特征ID，上下文类型，文本

## 5.3 领袖倾向

<Agendas>

<Row AgendaType="AGENDA\_ALLY\_OF\_ENKIDU" Name="LOC\_AGENDA\_ALLY\_OF\_ENKIDU\_NAME" Description="LOC\_AGENDA\_ALLY\_OF\_ENKIDU\_DESCRIPTION"/>

</Agendas>

议程：议程类型，名称，说明

<AiFavoredItems>

<Row ListType="MinorCivDistricts" Item="DISTRICT\_HOLY\_SITE" Favored="false"/>

</AiFavoredItems>

AI喜好：

主要参数：

"ListType" TEXT,列表类型

"Item" TEXT NOT NULL,项目

"Favored" BOOLEAN NOT NULL CHECK (Favored IN (0,1)) DEFAULT 1,是否喜欢

"Value" INTEGER NOT NULL DEFAULT 0,值

"StringVal" TEXT,字符串

"MinDifficulty" TEXT,最低难度

"MaxDifficulty" TEXT,最高难度

<HistoricalAgendas>

<Row LeaderType="LEADER\_BARBAROSSA" AgendaType="AGENDA\_IRON\_CROWN"/>

</HistoricalAgendas>

历史议程：领袖类型，议程类型

<AiListTypes>

<Row ListType="BarbarianTriggeredTrees"/>

</AiListTypes>

AI列表类型：列表类型

<AiLists>

<Row ListType="BaseListTest" LeaderType="TRAIT\_LEADER\_MAJOR\_CIV" System="Civics"/>

</AiLists>

AI列表：列表类型，领袖类型

# 6 政策和政体

## 6.1 政体

<Types>

<Row Type="GOVERNMENT\_CHIEFDOM" Kind="KIND\_GOVERNMENT"/>

</Types>

类型：政体类型，所属类型

<Governments>

<Row GovernmentType="GOVERNMENT\_AUTOCRACY" Name="LOC\_GOVERNMENT\_AUTOCRACY\_NAME" InherentBonusDesc="LOC\_GOVT\_INHERENT\_BONUS\_AUTOCRACY" BonusType="GOVERNMENTBONUS\_WONDER\_CONSTRUCTION" AccumulatedBonusShortDesc="LOC\_GOVT\_ACCUMULATED\_BONUS\_BRIEF\_AUTOCRACY" AccumulatedBonusDesc="LOC\_GOVT\_ACCUMULATED\_BONUS\_AUTOCRACY" PrereqCivic="CIVIC\_POLITICAL\_PHILOSOPHY" OtherGovernmentIntolerance="-2" InfluencePointsPerTurn="3" InfluencePointsThreshold="100" InfluenceTokensPerThreshold="1"/>

</Governments>

政体：

主要参数：

"GovernmentType" TEXT NOT NULL,政体类型

"Name" TEXT NOT NULL,名称

"PrereqCivic" TEXT,前置市政

"InherentBonusDesc" TEXT NOT NULL,固有加成描述

"AccumulatedBonusShortDesc" TEXT NOT NULL,累计加成短描述

"AccumulatedBonusDesc" TEXT NOT NULL,累计加成描述

"OtherGovernmentIntolerance" INTEGER NOT NULL DEFAULT 0,其他政体敌视程度

"InfluencePointsPerTurn" INTEGER NOT NULL,每回合影响力点数

"InfluencePointsThreshold" INTEGER NOT NULL,影响力点数阈值

"InfluenceTokensPerThreshold" INTEGER NOT NULL,到达阈值获得使者数

"BonusType" TEXT NOT NULL,奖励类型

<Government\_SlotCounts>

<Row GovernmentType="GOVERNMENT\_CHIEFDOM" GovernmentSlotType="SLOT\_MILITARY" NumSlots="1"/>

</Government\_SlotCounts>

政体政策槽位：政体名称，槽位类型，槽位数量

<GovernmentBonusNames>

<Row GovernmentBonusType="GOVERNMENTBONUS\_WONDER\_CONSTRUCTION" BonusValue="0"/>

</GovernmentBonusNames>

政体奖励名称：政体奖励类型，奖励序号值

<GovernmentModifiers>

<Row GovernmentType="GOVERNMENT\_AUTOCRACY">

<ModifierId>AUTOCRACY\_CULTURE</ModifierId>

</Row>

</GovernmentModifiers>

政体特征：政体奖励类型，特征ID

## 6.2 政策

<Types>

<Row Type="POLICY\_AESTHETICS" Kind="KIND\_POLICY"/>

</Types>

类型：政策类型，所属类型

<Policies>

<Row PolicyType="POLICY\_DISCIPLINE" Name="LOC\_POLICY\_DISCIPLINE\_NAME" Description="LOC\_POLICY\_DISCIPLINE\_DESCRIPTION" PrereqCivic="CIVIC\_CODE\_OF\_LAWS" GovernmentSlotType="SLOT\_MILITARY"/>

</Policies>

政策：

主要参数：

"PolicyType" TEXT NOT NULL,政策类型

"Name" TEXT NOT NULL,名称

"Description" TEXT,说明

"PrereqCivic" TEXT,前置市政

"GovernmentSlotType" TEXT NOT NULL,政策槽位类型

<ObsoletePolicies>

<Row PolicyType="POLICY\_DISCIPLINE" ObsoletePolicy="POLICY\_NATIVE\_CONQUEST"/>

</ObsoletePolicies>

过时政策：政策类型，过时政策类型

<PolicyModifiers>

<Row>

<PolicyType>POLICY\_AESTHETICS</PolicyType>

<ModifierId>AESTHETICS\_DISTRICTCULTURE</ModifierId>

</Row>

</PolicyModifiers>

政策特征：政策类型，特征ID

# 7 资源和环境

## 7.1 资源

<Types>

<Row Type="RESOURCE\_BANANAS" Kind="KIND\_RESOURCE"/>

</Types>

类型：资源类型，所属类型

<TypeTags>

<Row Type="RESOURCE\_BANANAS" Tag="CLASS\_FOOD"/>

资源标记：资源类型，资源标记

<Resources>

<Row ResourceType="RESOURCE\_BANANAS" Name="LOC\_RESOURCE\_BANANAS\_NAME" ResourceClassType="RESOURCECLASS\_BONUS" Frequency="4"/>

</Resources>

资源：

主要参数：

"ResourceType" TEXT NOT NULL,资源类型

"Name" TEXT NOT NULL,名称

"ResourceClassType" TEXT NOT NULL,资源种类

"Happiness" INTEGER NOT NULL DEFAULT 0,提供宜居度

"NoRiver" BOOLEAN NOT NULL CHECK (NoRiver IN (0,1)) DEFAULT 0,不在河边

"RequiresRiver" BOOLEAN NOT NULL CHECK (RequiresRiver IN (0,1)) DEFAULT 0,需要河流

"Frequency" INTEGER NOT NULL DEFAULT 0,出现频率

"Clumped" BOOLEAN NOT NULL CHECK (Clumped IN (0,1)) DEFAULT 0,集合

"PrereqTech" TEXT,前置科技

"PrereqCivic" TEXT,前置市政

"PeakEra" TEXT NOT NULL DEFAULT "NO\_ERA",巅峰时代

"RevealedEra" INTEGER NOT NULL DEFAULT 1,显露时代

<Resource\_ValidTerrains>

<Row ResourceType="RESOURCE\_CATTLE" TerrainType="TERRAIN\_GRASS"/>

</Resource\_ValidTerrains>

资源有效地形：资源类型，地形类型

<Resource\_ValidFeatures>

<Row ResourceType="RESOURCE\_BANANAS" FeatureType="FEATURE\_JUNGLE"/>

</Resource\_ValidFeatures>

资源有效地貌：资源类型，地貌类型

<Resource\_Harvests>

<Row ResourceType="RESOURCE\_BANANAS" YieldType="YIELD\_FOOD" Amount="25" PrereqTech="TECH\_IRRIGATION"/>

</Resource\_Harvests>

资源收割：资源类型，收益类型，收获值，前置科技

<Resource\_YieldChanges>

<Row ResourceType="RESOURCE\_BANANAS" YieldType="YIELD\_FOOD" YieldChange="1"/>

</Resource\_YieldChanges>

资源收益：资源类型，收益类型，收益改变量

## 7.2 地形

<Types>

<Row Type="TERRAIN\_COAST" Kind="KIND\_TERRAIN"/>

</Types>

类型：地形类型，所属类型

<Terrains>

<Row TerrainType="TERRAIN\_GRASS\_HILLS" Name="LOC\_TERRAIN\_GRASS\_HILLS\_NAME" Hills="true" MovementCost="2" InfluenceCost="1" SightModifier="1" SightThroughModifier="1" DefenseModifier="3" AntiquityPriority="2"/>

</Terrains>

地形：

主要参数：

"TerrainType" TEXT NOT NULL,地形类型

"Name" TEXT NOT NULL,名称

"Mountain" BOOLEAN NOT NULL CHECK (Mountain IN (0,1)) DEFAULT 0,是否为山脉

"Hills" BOOLEAN NOT NULL CHECK (Hills IN (0,1)) DEFAULT 0,是否为丘陵

"Water" BOOLEAN NOT NULL CHECK (Water IN (0,1)) DEFAULT 0,是否为水域

"InfluenceCost" INTEGER NOT NULL,影响花费

"MovementCost" INTEGER NOT NULL,移动花费

"ShallowWater" BOOLEAN NOT NULL CHECK (ShallowWater IN (0,1)) DEFAULT 0,显示水

"SightModifier" INTEGER NOT NULL DEFAULT 0,视野修正

"SightThroughModifier" INTEGER NOT NULL DEFAULT 0,视野通过修正

"Impassable" BOOLEAN NOT NULL CHECK (Impassable IN (0,1)) DEFAULT 0,不可通过

"DefenseModifier" INTEGER NOT NULL DEFAULT 0,防御修正

"Appeal" INTEGER NOT NULL DEFAULT 0,魅力

"AntiquityPriority" INTEGER NOT NULL DEFAULT 0,古代优先

<Terrain\_YieldChanges>

<Row TerrainType="TERRAIN\_GRASS\_HILLS" YieldType="YIELD\_FOOD" YieldChange="2"/>

</Terrain\_YieldChanges>

地形产出调整：地形类型，产出类型，产出变化

## 7.3 地貌

<Types>

<Row Type="FEATURE\_FLOODPLAINS" Kind="KIND\_FEATURE"/>

</Types>

类型：地貌类型，所属类型

<Features>

<Row FeatureType="FEATURE\_FOREST" Name="LOC\_FEATURE\_FOREST\_NAME" RemoveTech="TECH\_MINING" Removable="true" Forest="true" AddCivic="CIVIC\_CONSERVATION" SightThroughModifier="1" DefenseModifier="3" MovementChange="1" Appeal="+1" AntiquityPriority="2"/>

</Features>

地貌：

主要参数：

"FeatureType" TEXT NOT NULL,地貌类型

"Name" TEXT NOT NULL,名称

"Description" TEXT UNIQUE,说明

"Quote" TEXT UNIQUE,引用

"Coast" BOOLEAN NOT NULL CHECK (Coast IN (0,1)) DEFAULT 0,海岸

"NoCoast" BOOLEAN NOT NULL CHECK (NoCoast IN (0,1)) DEFAULT 0,非海岸

"NoRiver" BOOLEAN NOT NULL CHECK (NoRiver IN (0,1)) DEFAULT 0,非河流

"NoAdjacentFeatures" BOOLEAN NOT NULL CHECK (NoAdjacentFeatures IN (0,1)) DEFAULT 0,不相邻

"RequiresRiver" BOOLEAN NOT NULL CHECK (RequiresRiver IN (0,1)) DEFAULT 0,需要河流

"MovementChange" INTEGER NOT NULL DEFAULT 0,移动力更改

"SightThroughModifier" INTEGER NOT NULL DEFAULT 0,穿过视野更改

"Impassable" BOOLEAN NOT NULL CHECK (Impassable IN (0,1)) DEFAULT 0,不可逾越

"NaturalWonder" BOOLEAN NOT NULL CHECK (NaturalWonder IN (0,1)) DEFAULT 0,自然奇观

"RemoveTech" TEXT,移除所需科技

"Removable" BOOLEAN NOT NULL CHECK (Removable IN (0,1)) DEFAULT 0,可移除

"AddCivic" TEXT,增加地貌所需市政

"DefenseModifier" INTEGER NOT NULL DEFAULT 0,防御修正

"AddsFreshWater" BOOLEAN NOT NULL CHECK (AddsFreshWater IN (0,1)) DEFAULT 0,增加淡水

"Appeal" INTEGER NOT NULL DEFAULT 0,魅力调整

"MinDistanceLand" INTEGER NOT NULL DEFAULT 0,最小陆地距离

"MaxDistanceLand" INTEGER NOT NULL DEFAULT 0,最大陆地距离

"NotNearFeature" BOOLEAN NOT NULL CHECK (NotNearFeature IN (0,1)) DEFAULT 0,不邻近地貌

"Lake" BOOLEAN NOT NULL CHECK (Lake IN (0,1)) DEFAULT 0,湖泊

"Tiles" INTEGER NOT NULL DEFAULT 1,相邻数量

"Adjacent" BOOLEAN NOT NULL CHECK (Adjacent IN (0,1)) DEFAULT 1,相邻

"NoResource" BOOLEAN NOT NULL CHECK (NoResource IN (0,1)) DEFAULT 0,没有资源

"DoubleAdjacentTerrainYield" BOOLEAN NOT NULL CHECK (DoubleAdjacentTerrainYield IN (0,1)) DEFAULT 0,相邻地形双倍加成

"NotCliff" BOOLEAN NOT NULL CHECK (NotCliff IN (0,1)) DEFAULT 0,不是悬崖

"MinDistanceNW" INTEGER NOT NULL DEFAULT -1,与其他自然奇观的最小距离

"CustomPlacement" TEXT,自定义放置

"Forest" BOOLEAN NOT NULL CHECK (Forest IN (0,1)) DEFAULT 0,是否为深林

"AntiquityPriority" INTEGER NOT NULL DEFAULT 0,古代优先

"QuoteAudio" TEXT,引用声音

"Settlement" BOOLEAN NOT NULL CHECK (Settlement IN (0,1)) DEFAULT 1,允许建立城市

<Feature\_ValidTerrains>

<Row FeatureType="FEATURE\_FLOODPLAINS" TerrainType="TERRAIN\_DESERT"/>

</Feature\_ValidTerrains>

地貌有效地形：地貌类型，地形类型

<Feature\_AdjacentTerrains>

<Row FeatureType="FEATURE\_EVEREST" TerrainType="TERRAIN\_GRASS"/>

</Feature\_AdjacentTerrains>

地貌相邻地形：地貌类型，地形类型

<Feature\_NotAdjacentTerrains>

<Row FeatureType="FEATURE\_DEAD\_SEA" TerrainType="TERRAIN\_GRASS\_MOUNTAIN"/>

</Feature\_NotAdjacentTerrains>

地貌不相邻地形：地貌类型，地形类型

<Feature\_AdjacentFeatures>

<Row FeatureType="FEATURE\_YOSEMITE" FeatureTypeAdjacent="FEATURE\_FOREST"/>

</Feature\_AdjacentFeatures>

地貌相邻地貌：地貌类型，相邻地貌类型

<Feature\_NotNearFeatures>

<Row FeatureType="FEATURE\_BARRIER\_REEF" FeatureTypeAvoid="FEATURE\_ICE"/>

</Feature\_NotNearFeatures>

地貌不在地貌附近出现：地貌类型，避免地貌类型

<Feature\_YieldChanges>

<Row FeatureType="FEATURE\_FLOODPLAINS" YieldType="YIELD\_FOOD" YieldChange="3"/>

</Feature\_YieldChanges>

地貌收益：地貌类型，收益类型，收益变化

<Feature\_AdjacentYields>

<Row FeatureType="FEATURE\_EVEREST" YieldType="YIELD\_FAITH" YieldChange="1"/>

</Feature\_AdjacentYields>

地貌邻接收益：地貌类型，收益类型，收益变化

<Feature\_Removes>

<Row FeatureType="FEATURE\_FOREST" YieldType="YIELD\_PRODUCTION" Yield="20"/>

</Feature\_Removes>

地貌移除收益：地貌类型，收益类型，收益量

# 8 特性和能力

## 8.1 设定方法

通过：

<Modifiers>

<Row>

<ModifierId>STANDARD\_DIPLOMATIC\_ALLY</ModifierId>

<ModifierType>MODIFIER\_PLAYER\_DIPLOMACY\_SIMPLE\_MODIFIER</ModifierType>

</Row>

</Modifiers>

设定特性使用的函数，还可以通过<SubjectRequirementSetId> 条件</SubjectRequirementSetId>设置触发条件。同时，可以通过<Permanent>true</Permanent>和<RunOnce>true</RunOnce>指定特性常驻或只运行一次。随后，通过：

<ModifierArguments>

<Row>

<ModifierId>STANDARD\_DIPLOMATIC\_ALLY</ModifierId>

<Name>InitialValue</Name>

<Value>18</Value>

</Row>

</ModifierArguments>

设定对应函数的参数。部分函数还需要指定对应的提示或显示文本，通过：

<ModifierStrings>

<Row ModifierId="STANDARD\_DIPLOMATIC\_ALLY" Context="Sample" Text="LOC\_TOOLTIP\_SAMPLE\_DIPLOMACY\_ALL"/>

</ModifierStrings>

设定，参数分别为：特性ID，提示类型，提示文本。

## 8.2 主要函数

由于对应的函数过多，具体内容请查阅《文明6特性函数手册》。

# 9 需求

## 9.1 设定方法

通过：

<RequirementSets>

<Row>

<RequirementSetId>PLAYER\_HAS\_LARGE\_INFLUENCE\_AND\_PAPAL\_PRIMACY</RequirementSetId>

<RequirementSetType>REQUIREMENTSET\_TEST\_ALL</RequirementSetType>

</Row>

</RequirementSets>

设定需求集的判断条件。条件为ALL表示全部要满足，条件为ANY表示仅需满足一项。随后，通过：

<RequirementSetRequirements>

<Row>

<RequirementSetId>CITY\_HAS\_NATIONAL\_PARK\_REQUREMENTS</RequirementSetId>

<RequirementId>REQUIRES\_CITY\_HAS\_NATIONAL\_PARK</RequirementId>

</Row>

</RequirementSetRequirements>

设置需求集中所有需求的ID。之后，通过：

<Requirements>

<Row>

<RequirementId>REQUIRES\_CITY\_HAS\_NATIONAL\_PARK</RequirementId>

<RequirementType>REQUIREMENT\_CITY\_HAS\_NATIONAL\_PARK</RequirementType>

</Row>

</Requirements>

设定需求ID所使用的判断函数，同时，还可以使用<Inverse>true</Inverse>表示取反。最后，通过：

<RequirementArguments>

<Row>

<RequirementId>REQUIRES\_MAJOR\_CIV\_OPPONENT</RequirementId>

<Name>OpponentCivLevel</Name>

<Value>CIVILIZATION\_LEVEL\_FULL\_CIV</Value>

</Row>

</RequirementArguments>

指定需求判断函数对应的参数。

## 9.2 主要函数

由于对应的函数过多，具体内容请查阅《文明6需求函数手册》

# 10 伟人和巨作

## 10.1 伟人

<Types>

<Row Type="GREAT\_PERSON\_CLASS\_GENERAL" Kind="KIND\_GREAT\_PERSON\_CLASS"/>

</Types>

类型：伟人类型，所属类型

<GreatPersonClasses>

<Row GreatPersonClassType="GREAT\_PERSON\_CLASS\_GENERAL" Name="LOC\_GREAT\_PERSON\_CLASS\_GENERAL\_NAME" UnitType="UNIT\_GREAT\_GENERAL" DistrictType="DISTRICT\_ENCAMPMENT" PseudoYieldType="PSEUDOYIELD\_GPP\_GENERAL" IconString="[ICON\_GreatGeneral]" ActionIcon="ICON\_UNITOPERATION\_GENERAL\_ACTION"/>

</GreatPersonClasses>

伟人类型：

主要参数：

"GreatPersonClassType" TEXT NOT NULL,伟人类型

"Name" TEXT NOT NULL,名称

"UnitType" TEXT NOT NULL,单位类型

"DistrictType" TEXT NOT NULL,城区类型

"MaxPlayerInstances" INTEGER,最大玩家数量

"PseudoYieldType" TEXT,伪收益类型

"IconString" TEXT NOT NULL,图标

"ActionIcon" TEXT NOT NULL,激活图标

<GreatPersonIndividuals>

<Row GreatPersonIndividualType="GREAT\_PERSON\_INDIVIDUAL\_BI\_SHENG" Name="LOC\_GREAT\_PERSON\_INDIVIDUAL\_BI\_SHENG\_NAME" GreatPersonClassType="GREAT\_PERSON\_CLASS\_ENGINEER" EraType="ERA\_MEDIEVAL" Gender="M" ActionCharges="1" ActionRequiresCompletedDistrictType="DISTRICT\_CITY\_CENTER"/>

</GreatPersonIndividuals>

伟人个人：

主要参数：

"GreatPersonIndividualType" TEXT NOT NULL,伟人个人类型

"Name" TEXT NOT NULL,名称

"GreatPersonClassType" TEXT NOT NULL,伟人类型

"EraType" TEXT NOT NULL,时代类型

"ActionCharges" INTEGER NOT NULL,激活次数

"ActionRequiresOwnedTile" BOOLEAN NOT NULL CHECK (ActionRequiresOwnedTile IN (0,1)) DEFAULT 1,激活需要拥有地块

"ActionRequiresUnownedTile" BOOLEAN NOT NULL CHECK (ActionRequiresUnownedTile IN (0,1)) DEFAULT 0,激活需要未知地块

"ActionRequiresAdjacentMountain" BOOLEAN NOT NULL CHECK (ActionRequiresAdjacentMountain IN (0,1)) DEFAULT 0,激活需要邻近山脉

"ActionRequiresAdjacentOwnedTile" BOOLEAN NOT NULL CHECK (ActionRequiresAdjacentOwnedTile IN (0,1)) DEFAULT 0,激活需要邻近拥有地块

"ActionRequiresAdjacentBarbarianUnit" BOOLEAN NOT NULL CHECK (ActionRequiresAdjacentBarbarianUnit IN (0,1)) DEFAULT 0,激活需要邻近蛮族单位

"ActionRequiresOnOrAdjacentNaturalWonder" BOOLEAN NOT NULL CHECK (ActionRequiresOnOrAdjacentNaturalWonder IN (0,1)) DEFAULT 0,激活需要在或邻近自然奇观

"ActionRequiresOnOrAdjacentFeatureType" TEXT,激活需要在或邻近地貌类型

"ActionRequiresIncompleteWonder" BOOLEAN NOT NULL CHECK (ActionRequiresIncompleteWonder IN (0,1)) DEFAULT 0,激活需要在不完整的奇观

"ActionRequiresIncompleteSpaceRaceProject" BOOLEAN NOT NULL CHECK (ActionRequiresIncompleteSpaceRaceProject IN (0,1)) DEFAULT 0,激活需要不完整的太空发射项目

"ActionRequiresVisibleLuxury" BOOLEAN NOT NULL CHECK (ActionRequiresVisibleLuxury IN (0,1)) DEFAULT 0,激活需要可见的奢侈资源

"ActionRequiresNoMilitaryUnit" BOOLEAN NOT NULL CHECK (ActionRequiresNoMilitaryUnit IN (0,1)) DEFAULT 0,激活需要非军事单位

"ActionRequiresPlayerRelicSlot" BOOLEAN NOT NULL CHECK (ActionRequiresPlayerRelicSlot IN (0,1)) DEFAULT 0,激活需要玩家遗迹槽位

"ActionRequiresMilitaryUnitDomain" TEXT,激活需要军事单位

"ActionRequiresUnitMilitaryFormation" TEXT,激活需要单位军事编队

"ActionRequiresCityGreatWorkObjectType" TEXT,激活需要城市巨作类型

"ActionRequiresCompletedDistrictType" TEXT,激活需要完成城区类型

"ActionRequiresMissingBuildingType" TEXT,激活需要丢失建筑类型

"ActionRequiresGoldCost" INTEGER,激活需要金币花费

"ActionNameTextOverride" TEXT,激活名称

"ActionEffectTextOverride" TEXT,激活效果

"ActionEffectTileHighlighting" BOOLEAN NOT NULL CHECK (ActionEffectTileHighlighting IN (0,1)) DEFAULT 1,激活所需地块高亮

"BirthNameTextOverride" TEXT,诞生名称

"BirthEffectTextOverride" TEXT,诞生效果

"AreaHighlightRadius" INTEGER,区域高亮半径

"Gender" TEXT NOT NULL,性别（M/F）

<GreatPersonIndividualActionModifiers>

<Row GreatPersonIndividualType="GREAT\_PERSON\_INDIVIDUAL\_ARYABHATA" ModifierId="GREATPERSON\_3CLASSICALMEDIEVALTECHBOOSTS" AttachmentTargetType="GREAT\_PERSON\_ACTION\_ATTACHMENT\_TARGET\_DISTRICT\_IN\_TILE"/>

</GreatPersonIndividualActionModifiers>

伟人个人激活效果：伟人个人类型，效果ID，附属目标类型

## 10.2 巨作

<Types>

<Row Type="GREATWORK\_BHASA\_1" Kind="KIND\_GREATWORK"/>

</Types>

类型：巨作类型，所属类型

<GreatWorkObjectTypes>

<Row GreatWorkObjectType="GREATWORKOBJECT\_SCULPTURE" Value="0" PseudoYieldType="PSEUDOYIELD\_GREATWORK\_SCULPTURE" Name="LOC\_GREAT\_WORK\_OBJECT\_SCULPTURE\_NAME" IconString="[ICON\_GreatWork\_Sculpture]"/>

</GreatWorkObjectTypes>

巨作种类：巨作种类，值，伪奖励类型，名称，图标

<GreatWorkSlotTypes>

<Row GreatWorkSlotType="GREATWORKSLOT\_ART"/>

</GreatWorkSlotTypes>

巨作槽类型：类型

<GreatWork\_ValidSubTypes>

<Row GreatWorkSlotType="GREATWORKSLOT\_WRITING" GreatWorkObjectType="GREATWORKOBJECT\_WRITING"/>

</GreatWork\_ValidSubTypes>

巨作有效槽位：巨作槽位，巨作种类

<GreatWorks>

<Row GreatWorkType="GREATWORK\_BHASA\_1" GreatWorkObjectType="GREATWORKOBJECT\_WRITING" GreatPersonIndividualType="GREAT\_PERSON\_INDIVIDUAL\_BHASA" Name="LOC\_GREATWORK\_BHASA\_1\_NAME" Quote="LOC\_GREATWORK\_BHASA\_1\_QUOTE" Tourism="4" Audio="GREAT\_WRITING\_QUOTE\_1"/>

</GreatWorks>

巨作：

主要参数：

"GreatWorkType" TEXT NOT NULL,巨作类型

"GreatWorkObjectType" TEXT NOT NULL,巨作种类

"GreatPersonIndividualType" TEXT,对应伟人

"Name" TEXT NOT NULL,名称

"Audio" TEXT,声音

"Image" TEXT,图像

"Quote" TEXT,引用

"Tourism" INTEGER NOT NULL DEFAULT 1,旅游

"EraType" TEXT,时代

<GreatWork\_YieldChanges>

<Row GreatWorkType="GREATWORK\_BHASA\_1" YieldType="YIELD\_CULTURE" YieldChange="4"/>

</GreatWork\_YieldChanges>

巨作收益：巨作类型，收益类型，收益量

# 11 枚举参数

## 11.1 采购使用类型

PurchaseYield：

YIELD\_GOLD：金币

YIELD\_FAITH：信仰

## 11.2 顾问类型

AdvisorType：

ADVISOR\_CULTURE：文化顾问

ADVISOR\_CONQUEST：军事顾问

ADVISOR\_GENERIC：普通顾问

ADVISOR\_TECHNOLOGY：科技顾问

ADVISOR\_RELIGIOUS：宗教顾问

## 11.3 资源类型

YieldType：

YIELD\_FOOD：食物

YIELD\_PRODUCTION：产能

YIELD\_SCIENCE：科研

YIELD\_CULTURE：文化

YIELD\_FAITH：信仰

YIELD\_GOLD：金币

## 11.4 巨作槽类型

GreatWorkSlotType：

GREATWORKSLOT\_PALACE：通用槽

GREATWORKSLOT\_RELIC：遗物

GREATWORKSLOT\_WRITING：著作

GREATWORKSLOT\_ART：艺术

GREATWORKSLOT\_ARTIFACT：考古

GREATWORKSLOT\_MUSIC：音乐

GREATWORKSLOT\_CATHEDRAL：宗教

## 11.5 掠夺资源类型

PlunderType：

NO\_PLUNDER：无收益

PLUNDER\_HEAL：治疗

PLUNDER\_FAITH：信仰

PLUNDER\_SCIENCE：科技

PLUNDER\_CULTURE：文化

PLUNDER\_GOLD：金币

## 11.6 地形类型

TerrainType：

TERRAIN\_GRASS：草原

TERRAIN\_PLAINS：平原

TERRAIN\_TUNDRA：冻土

TERRAIN\_SNOW：雪原

TERRAIN\_DESERT：沙漠

加MOUNTAIN为对应山脉

加HILLS为对应丘陵

TERRAIN\_COAST：海岸

## 11.7 地貌类型

FeatureType：

FEATURE\_FLOODPLAINS：泛滥平原

FEATURE\_JUNGLE：雨林

FEATURE\_FOREST：深林

FEATURE\_MARSH：沼泽

## 11.8 伟人点数类型

GreatPersonClassType：

GREAT\_PERSON\_CLASS\_GENERAL：大军事家

GREAT\_PERSON\_CLASS\_ADMIRAL：海军上将

GREAT\_PERSON\_CLASS\_ENGINEER：大工程师

GREAT\_PERSON\_CLASS\_MERCHANT：大商人

GREAT\_PERSON\_CLASS\_PROPHET：大预言家

GREAT\_PERSON\_CLASS\_SCIENTIST：大科学家

GREAT\_PERSON\_CLASS\_WRITER：大作家

GREAT\_PERSON\_CLASS\_ARTIST：大艺术家

GREAT\_PERSON\_CLASS\_MUSICIAN：大音乐家

## 11.9 军事单位类型

MilitaryDomain：

NO\_DOMAIN：无

DOMAIN\_LAND：陆军

DOMAIN\_SEA：海军

## 11.10 成本累加模式

CostProgressionModel：

COST\_PROGRESSION\_NUM\_UNDER\_AVG\_PLUS\_TECH：由平均科技水平决定

COST\_PROGRESSION\_GAME\_PROGRESS：由游戏进程决定

COST\_PROGRESSION\_PREVIOUS\_COPIES：由之前已建造的单位数量决定

## 11.11 单位类型

Domain：

DOMAIN\_LAND：陆地单位

DOMAIN\_SEA：海洋单位

## 11.12 单位种类

FormationClass：

FORMATION\_CLASS\_AIR：空军

FORMATION\_CLASS\_CIVILIAN：平民

FORMATION\_CLASS\_LAND\_COMBAT：陆军

FORMATION\_CLASS\_NAVAL：海军

FORMATION\_CLASS\_SUPPORT：支援

## 11.13 军事单位分支

PromotionClass：

PROMOTION\_CLASS\_SPY：间谍

PROMOTION\_CLASS\_MELEE：近战单位

PROMOTION\_CLASS\_RANGED：远程单位

PROMOTION\_CLASS\_NAVAL\_MELEE：海军近战单位

PROMOTION\_CLASS\_NAVAL\_RANGED：海军远程单位

PROMOTION\_CLASS\_NAVAL\_RAIDER：海军劫掠单位

PROMOTION\_CLASS\_HEAVY\_CAVALRY：重骑兵单位

PROMOTION\_CLASS\_LIGHT\_CAVALRY：轻骑兵单位

PROMOTION\_CLASS\_AIR\_FIGHTER：空军战斗单位

PROMOTION\_CLASS\_AIR\_BOMBER：空军轰炸单位

PROMOTION\_CLASS\_SUPPORT：支援单位

PROMOTION\_CLASS\_NAVAL\_CARRIER：航空母舰

## 11.14 战略资源

StrategicResource：

RESOURCE\_ALUMINUM：铝

RESOURCE\_COAL：煤

RESOURCE\_HORSES：马

RESOURCE\_IRON：铁

RESOURCE\_NITER：硝石

RESOURCE\_OIL：石油

RESOURCE\_URANIUM：铀

## 11.15 伪资源类型

PseudoYieldType：

PSEUDOYIELD\_UNIT\_SETTLER：移民

PSEUDOYIELD\_UNIT\_TRADE：商人

PSEUDOYIELD\_UNIT\_RELIGIOUS：宗教

PSEUDOYIELD\_UNIT\_ARCHAEOLOGIST：考古学家

PSEUDOYIELD\_UNIT\_SPY：间谍

PSEUDOYIELD\_UNIT\_EXPLORER：侦察兵

PSEUDOYIELD\_UNIT\_NAVAL\_COMBAT：海军战斗

PSEUDOYIELD\_UNIT\_AIR\_COMBAT：空军战斗

## 11.16 城邦属性值

Value：

TRADE：商业

INDUSTRIAL：工业

SCIENTIFIC：科技

MILITARISTIC：军事

RELIGIOUS：宗教

CULTURAL：文化

## 11.17 起始文明等级类型

StartingCivilizationLevelType：

CIVILIZATION\_LEVEL\_FULL\_CIV：文明

CIVILIZATION\_LEVEL\_CITY\_STATE：城邦

## 11.18 民族

Ethnicity：

ETHNICITY\_EURO：欧洲人

ETHNICITY\_MEDIT：中东

ETHNICITY\_SOUTHAM：南美洲

ETHNICITY\_ASIAN：亚洲

ETHNICITY\_AFRICAN：非洲

## 11.19 继承自

InheritFrom：

LEADER\_DEFAULT：默认领袖

LEADER\_MINOR\_CIV\_DEFAULT：默认城邦领袖

## 11.20 槽位类型

GovernmentSlotType：

SLOT\_MILITARY：军事政策槽

SLOT\_ECONOMIC：经济政策槽

SLOT\_DIPLOMATIC：外交政策槽

SLOT\_WILDCARD：通用政策槽

## 11.21 资源标记

Tag：

CLASS\_FOOD：食物

CLASS\_CULTURE：文化

CLASS\_GOLD：金币

CLASS\_PRODUCTION：产能

CLASS\_SCIENCE：科研

CLASS\_ORAL\_TRADITION：口头传统

CLASS\_GODDESS\_OF\_FESTIVALS：节日女神

CLASS\_SEA：海洋

## 11.22 资源种类

ResourceClassType：

RESOURCECLASS\_BONUS：加成资源

RESOURCECLASS\_LUXURY：奢侈资源

RESOURCECLASS\_STRATEGIC：战略资源

RESOURCECLASS\_ARTIFACT：考古资源

## 11.23 时代类型

EraType：

ERA\_ANCIENT：远古时代

ERA\_CLASSICAL：古典时代

ERA\_MEDIEVAL：中古时代

ERA\_RENAISSANCE：启蒙时代

ERA\_INDUSTRIAL：工业时代

ERA\_MODERN：电力时代

ERA\_ATOMIC：原子时代

ERA\_INFORMATION：信息时代

## 11.24 附属目标类型

AttachmentTargetType：

GREAT\_PERSON\_ACTION\_ATTACHMENT\_TARGET\_DISTRICT\_IN\_TILE：城区

GREAT\_PERSON\_ACTION\_ATTACHMENT\_TARGET\_DISTRICT\_WONDER\_IN\_TILE：奇观

GREAT\_PERSON\_ACTION\_ATTACHMENT\_TARGET\_PLAYER：玩家

GREAT\_PERSON\_ACTION\_ATTACHMENT\_TARGET\_UNIT\_GREATPERSON：伟人单位

GREAT\_PERSON\_ACTION\_ATTACHMENT\_TARGET\_UNIT\_DOMAIN\_MILITARY\_IN\_TILE：军事单位