

Rome 2 Editor

This editor is based on TSV files editing and helps you make changes in units fairly easy. The main concept is make changes on exported TSV, which then will be imported back in your pack. So, in order to use this tool you need as well Pack File Manager (PFM) for importing and exporting the TSV files.

Rome 2 Editor Interface

Menu:

There are currently 4 items in menu. **File** includes **Vanilla** and **User** folder links which are located in Editor's main directory. There are stored the vanilla and user's TSVs that Editor uses for editing. The only use of these menu items is for quick checking if any critical TSV is missing. **Script** item opens the user script for editing by the user. If there is not one, it will be created by the Editor. **Pack** menu item opens the folder with the stored pack that can be used, if you have not your own mod pack.

Main Interface:

In the upper part there are 2 radio buttons (**Use vanilla TSV** and **I have my own TSV**). Editor can edit either vanilla files (included) or user's files from an existing mod pack. The other 2 radio buttons determine how the Editor will build the units list in the two selection combos, either by unit alphabetical order or by military group. In these cases it uses `main_units.tsv` and `units_to_groupings_military_permissions.tsv`. Both files need to be present when user works with an existing pack, even if he does not intent to make changes in those tables (working with vanilla files no action required since they are included). Last there is **Create New** button for creating custom new units.

In the lower part there are the **Save** and **Get TSV** buttons. When you finish with the current unit changes, save your changes and proceed with the next one. After saving the unit list will have been updated with the changes, so you can reselect the unit to check if all your changes have been updated. When you are done with all the units you want, **Get TSV**. There you can find the new changed TSV ready to be imported in your pack.

In the middle, there is the editing part. When you select a unit, editor reads all the related TSVs and show the current unit stats and entries. To make a change just click on a cell and enter new value. Some tables like abilities or recruitment buildings have multiply entries for the same unit. To edit those you need to select the button beside that will get you to the related dialog for editing. The **Additional Changes** frame, offer the ability for additional unit changes, needed mostly when a new unit is created.

Not all the shown items are to be edited. Generally, you have to be sure when you change an entry or stat that this change is allowed unless you are testing for a new modification breakthrough. For example Historical description or Unit Card entries should never be changed. On the other hand there are some changes that you have to make them because they are related with other change(s), or conflict with game reserved values. Editor will warn you for most of those and in some cases it will correct changes for you, but not in

all cases, so be careful. In any case you have to keep an eye in TWC workshop and be updated with the available findings about the found working changes and the current working tutorials.

Resources are lists with items you might use for your changes. They are useful since they save your time from searching the TSVs for available entries. Moreover, their use ensure that you will avoid any misspells. You can select the list you want from **Recourse** combobox. Double clicking on an item, copies it to clipboard, so you can paste it with right click in the related cell. The resources in the dialog windows work easier. Double clicking on an item will copy it automatically in the editing list.

Building units allowed multiply editing:

In building editing dialog you can make changes for the buildings that will be able to recruit the selected unit. As you can see the existing entries are appeared in a special mask, which must be used to add items. The list will accept entries containing 3 values, separated by 2 commas with no empty spaces: **building,experience,id**. That is to prevent problems since in Rome 2 every building must be accompanied with its settlement ID. It is strongly recommended to use the recourse list to pick the desired building and not to copy it manually from a TSV. With a double click on that, it will automatically transferred to the add input with the needed mask. There you can change only the experience level for the produced unit. After that select **Add** to move it in the list above. If you want to change the experience to an existing entry in the list, double click on that. It will be moved to add input where you can edit it and add it back in the list. **Set New Id** is available only in a new unit creation procedure.

Working with Rome 2 Editor

Current Editor version can be used to edit land units. It can edit simultaneously the following tables:

./building_units_allowed
./cdir_military_generator_unit_qualities
./land_units
./land_units_to_unit_abilites_junctions
./main_units
./unit_description_short_texts
./unit_experience_threshold_modifiers
./unit_required_technology_junctions
./unit_set_to_unit_junctions
./unit_variants
./units_custom_battle_permissions
./units_to_exclusive_faction_permissions
./units_to_groupings_military_permissions

./land_units.loc (for creating new unit)
./unit_description_short_texts.loc (for creating new unit)

1. If you intent to make changes on vanilla files, skip this step. Editor will use the included

vanilla tables. Else, open your pack with PFM, select the tables you see above and export them as TSV anywhere you like (e.g. on desktop). You can use any of those tables or all of them. In any case *main_units* is required so Editor can build the available unit list. Additional if you want units to be presented by the military group they belong to, then *units_to_groupings_military_permissions* is required as well.

2. Start Editor and select working on either vanilla files or your own TSV, you have ready (step 1).

3. Select a unit and make your changes.

4. Save changes.

5. After you've done with all the units you like changed, select **Get TSV** button, copy tsv file(s) to your desktop, open again your pack with PFM, select **Import TSV**, import your changed tsv(s) in the related tables (select yes to replace the existing entries and keep only the new ones) and save. If there are tables that you have changed you won't find any TSV made by Editor. You can delete those tables from your pack (e.g. required technology). Last from PFM menu **Postprocess**, select **Rename, Rename All**, enter a prefix (what ever you like, e.g. mynew_) and save again. You are done!

Important notice: The provided pack by the editor is now a *mod* type pack. To use it, you have to edit the user script. You can use Mod Manager for that or from Editor's menu select **Script** and add the command (e.g. if you pack is named *mymod.pack* you have to enter **mod mymodpack**;

How to create a new unit:

You can create a new unit by cloning an existing one:

1. Select the unit you want cloned.

2. Select **Create New** button.

3. Enter the (code) name for new unit (e.g. Gre_Ath_Hoplites).

4. Make the changes you want. Do not change **Historical Description** and **Unit Card**.

Currently there is a problem with adding custom new cards, so for now either you will let the existing card, or you will leave it blank. In first case your new unit will use the same card with the cloned one, in the second case game will use a generic naval icon. You can change the new unit model by selecting a new **Unit Variant**. Select a similar model with the cloned one, e.g. if you are cloning an Hoplites unit select an Hoplites model. You can make additional manual changes to the model, but for this you have to follow the instructions found in the related tutorial of TWC workshop.

You also have to make changes in the **Ids** related with the unit. The first one is the unit **Unique Index** (9th cell on first grid) and some others are related with buildings, in **Edit Buildings**. For game uses already ids up to to 61000, use numbers bigger than 70000 lust to be sure. Editor will warn in case of an error. In **Edit Buildings** dialog window, make first the

list with the buildings you want your new unit to be recruited and then select **Set New Id** button. Enter the starting number and Editor will automatically assign the proper numbers for all buildings in the list.

You have also to complete at least the 2 additional changes, about unit set unit junctions and the texts. If you are happy with the existing junctions do not forget to select **Done** before exiting, else the junctions will not be updated for the new unit. In text enter the on screen name you want (e.g. *Athenian Merc Hoplites*) for your new unit and a short description (e.g. *These hard veteran Athenian Hoplites made war their profession*). Editor will update automatically the **Short Description** cell (5th in the middle grid) while saving.

5. Select **Save**. If you want to make a new unit repeat procedure. When you are done **Get Tsv** and import to your pack (see above in **Working with Rome 2 Editor**, step 5). Be coitus because now there are 2 loc files (texts) which must be imported in Text folder of the pack. Both have names similar with db tables so search carefully for the additional *.loc* they have in their names.

Warning: packs with new units must be always “mod” type and not “movie”!

In your first experiments make one unit first. In Editors thread you'll find a pack I made with Editor adding to Sparta the Athenian Merc Hoplites. If you have problems with your pack compare it with that trying to spot possible errors.