

CivHack

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	<i>TITLE :</i> CivHack		
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Chapter 1

CivHack

1.1 CivHack v4 Documentation - Index

Welcome to the CivHack v4 manual (also available in HTML format)

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Quick guide

All earlier versions of CivHack are now freely distributable ↔

although

copyright remains in the hands of Alex Furmanski. Attempts to breach the

licence agreements

will be frowned on very severely indeed.

1.2 CivHack v4 Documentation - Introduction

This is CivHack. The ultimate saved game editor around.

I conceived CivHack a few years ago when I read a book of CivHack tips. It gave details for a procedure of editing saved games to give you more money, but you had to use a hex editor each time and this made it a bit laborious.

So CivHack was born.

Put simply, CivHack v4 will greatly ease your playing of Sid Meier's masterpiece, Civilization (sic). It does this by allowing you to edit every civilisation's treasuries, changing the current date and even the civilisation that you control, all from a single, easy to use GadTools GUI.

1.3 CivHack v4 Documentation - System Requirements

CivHack does not place any huge overheads on your system. You need only:

- gadtools.library (WB 2.0+) \ Both of these are supplied
- asl.library (WB 2.0+) / with the installation
- Workbench 2.0
- Some civilization saved games (both CivAGA and ECS versions supported)
- A copy of Civilization - note: CivAGA games are not compatible with CivECS and vice-versa
- A harddisk is recommended but not essential

Memory usage is small (around 100k) and should not pose problems. Any 68k processor is fine, although a 68020 is recommended.

1.4 CivHack v4 Documentation - Installing CivHack

To install CivHack, it is highly recommended that you use the provided installation script. Simply double-click on the icon and answer a few simple questions.

Things to note:

- When prompted for a saved game directory, it is recommended that you pick the root of a device as this is where Civilization saves games.
- You should enter the name of the font as: {fontname}.font with no quote marks or font size. This font will be used for the GUI and automatically scaled to 8 points.
- The installer will copy gadtools.library and asl.library to your LIBS: assign if they are more recent or non-existent. If you have made adjustments to either library in your Libs dir, I recommend you back them up as they will be over-written.

Both of these entries can be altered once the installation is over, simply adjust the tooltypes of the executable should you change your mind. Should you decide to install manually, you MUST ensure that the file "chk.logo" is in the current directory (usually the same place as the CivHack executable) or else the program WILL NOT LOAD.

1.5 CivHack v4 Documentation - History

Early 97 : Original conception
v1.2 : Written in uncompiled Amos BASIC. Text driven and pretty user unfriendly.
v1.8 saw a major bug fixed, when the treasuries were altered badly, corrupting the game file.
v2.2
v2.5 : Mini-intro added and was compiled into a Workbench compatible executable.
v3.1 : Saving to a different slot possible, but .map file needed to be copied manually.
v3.3 (Late '97) : .map file copied automatically
v3.3HD was Hard Disk installable but required manual installation.
v3.6HD (Early '98) : Install script provided, NewIcons and the Commodore Installer program.
v3.7 (Mid '98) : Added renaming functions
v4.01 (Late '98 to early '99): Total rewrite in Blitz, with new GadTools GUI. Opened on WB screen. Allowed renaming of civilisations as well as leaders. Changing of year added.

1.6 CivHack

This is what I hope for future versions:

- Refinements to GUI and load/save algorithms
- Embedding graphics in executable, so no need for chk.logo file
- Unit renaming
- City renaming
- Improved configurability
- Font-sensitive GUI (maybe in MUI) - maybe
- And anything that you lot suggest (realisticly)

You can find my contact details
here

1.7 CivHack v4 Documentation - About the author

CivHack was written and developed by Alex Furmanski. He is a sixteen-year old student, studying maths, electronics, computing and chemistry A-levels.

Yes, four of the buggers!

He has a long history in programming - he started on his first computer, a ZX Spectrum, when he was only 8 years old. He has been refining his techniques and expanding his knowledge of languages and can write fluent Speccy, Amos, GFA and Blitz Basic. He is also learning PASCAL as part of his computing course.

He currently runs an Amiga 1200, on a slender 6mb of RAM and a 68020, aided by a 68882. Storage comes in the form of a 1.7gb 3.5" IDE harddisk and two 3.5" floppy drives. Oh yes, and a 32x CD-ROM, all still hanging from the keyboard unit. Oh for some money.

Alex lives in Luton, Bedfordshire. The only shop to stock new Amiga titles

are Electronics Boutique, but their support has dwindled to a single shelf and second hand games are available from "The Software Cellar". It isn't a wildly happening Amiga scene.

But never mind, as long as he gets AF each month he's kept happy and mail order isn't that bad, really? If you feel the urge to contact him, then you might like to know this:

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Beds
LU2 7LW

e-mail: kumquat@jump.com

He would be very glad to hear your feedback and ideas for the next release, which is being developed as you read this.

1.8 CivHack v4 Documentation - Known Bugs

As far as I am aware, there are no bugs in the program. All my testing and beta testers (ta Kev, Bill and Gary) have reported no problem. There are some things which may appear as bugs, but are actually "features":

- To correctly read the tooltypes, the executable must be called "Civhack" (case unimportant)
- The file "chk.logo" should be in the same directory as the executable
- If no "FONT" tooltype is specified, the IBM.font is forced (provided)

These next features are restrictions from Civilization:

- The map file associated with a saved game is called "CIVIL(slot number).map" and is in the same location as the save file
- Specifying a negative date will produce a BC year

The only apparent bug is one in Civilization itself:

- Civilization has a nasty habit of corrupting the adjective of the last civilisation. For example, Mongol usually becomes Mongite and Indian similarly becomes Indiite. THIS IS CIVILIZATIONS WORK. CIVHACK v4 CORRECTLY RENAMES ALL CIVILIZATION ADJECTIVES - CHECK WITH A HEX EDITOR IF YOU DON'T BELIEVE ME.

If you find any bugs, please report them to me giving details about your system.

1.9 CivHack v4 Documentation - Usage

I have tried to make CivHack as intuitive as possible, and this is aided by a familiar Gadtools GUI. An explanation of how to make selections and work the interface are unnecessary (yes!).

Loading the program

This is simply a matter of double-clicking on the CivHack icon. CivHack may also be started from a CLI by typing:

```
cd {dirname}
(Run) CivHack
```

Where {dirname} is the name of the directory where CivHack can be found. When launched from Workbench, you have the added option of adjusting the tooltypes. Currently, 2 different tooltypes are supported:

- SAVEPATH : This is the path that, by default, CivHack will look in for your saved games. It is not necessary to use quote marks, even if the path has spaces in it.

- FONT : This is the font that will be used to render all text in the GUI. You should give the name of the font file and not the size at it will be automatically scaled to 8 points. Eg:

```
FONT=ibm.font
FONT=newtopaz.font
FONT=futurac.font
```

These tooltypes will have been set to the choices you made during installation.

Upon loading, you will be presented with the GUI. The next thing you will need to do is load in a saved game.

Loading a saved game.

To load a saved game, simply click on the "Load" button in the bottom right corner of the window. An ASL file requester will open, at the path specified in the SAVEPATH tooltype and will only show files that match the pattern #?.sve. Civilization saved game files are named "CIVIL#.sve" where the # represents a save slot, from 0 to 9.

Select a file and click the OK button. The game will be loaded into memory and the GUI updated. All versions of Civilization games are supported, including the recently released CivAGA and CivECS on CD, and previous versions. I am not sure about save files from the PC version.

Altering leader names, dates and treasuries

Once updated, the gadgets in the window will have filled with information about the various civilisations in the game.

Each row of gadgets represents information for one civilisation and each column shows data about the civilisation. From left to right, the columns are:

- Civilisation number
- Button for renaming civilisation
- Money in treasury
- Leader name

The contents of all gadgets may be changed, so to change the name of the leader of the Romans, simply locate the Romam leader and type a new name in the box. The same goes for the treasuries.

The year gadget shows the current game date and can also be changed - useful if you are in a space race and the game is about to end. Specifying

a negative date will result in a BC year (Eg: 1804=1804 AD, -300 = 300 BC) Perhaps the most interesting value to change is the value in the "Your Civ" box. This number corresponds to the civilisation number in the leftmost column and represents the civilisation that you control. In the shown GUI, I control Civ number 5 - you can see my name in the leader box. Changing this number allows you to take control of ANY of the other civilisations present in the game. This opens up new ways of playing the game, my favourite is to build up a strong, large empire, save the game and load in to CivHack. There, I change the year to 0 AD and take control of the weakest civilisation. Upon reloading, I try to topple my old civilisation which is now being run by the computer. It is a great way of rejuvenating old saved games.

It is important to note that Civilization only allows a maximum of 30000 for the treasury a civilisation. This is a restriction in the file structure, not of CivHack. If you enter a larger number, it will be reduced to the maximum upon saving.

The changes that you will find most useful are year changing and treasury changing (good for boosting your performance AND hindering your enemies) as these have an effect on the way the game plays. The other changes are cosmetic, but can provide amusement.

Renaming a Civilisation

You will notice there is not a string gadget containing the civilisation names. This is because there is not one string, but two for each civilisation - a noun and an adjective. Those of you with dodgy grammar need not be afraid, all will be explained.

Clicking on the button labelled "Rename Civ" in a civilisation's row will open up a small window with two string inputs and two buttons. The buttons, "Okay" and "Cancel", are to keep and forget changes made respectively. The two string gadgets are for the noun and adjective, both are labelled.

The noun is the name of the civilisation, used in sentences such as "Empire of the Romans" and "A. Furmanski, leader of the Romans" - here Romans is the noun. Adjectives are descriptors and are used by the game in phrases like "Roman Trireme" and "Roman empire" - here Roman is an adjective.

For some civilisations, the noun and the adjective are the same - French and French, German and German, Chinese and Chinese. In most cases, the noun will be simply the plural of the adjective. Here are some examples:

Noun		Adjective
Romans		Roman
French		French
Greeks		Greek
Americans		American

or if you want to make custom civilisations:

Scottish/Scotts		Scottish
Welsh		Welsh
Craps		Crap
Amigas		Amigan
Foreigners		Foreign

If you are unsure, plug the noun and adjective into the following sentence. If it the grammar is good, then the words are okay.

"I am the ruler of the {noun} and I am sailing in my {adjective} trireme."

Saving to the same slot

To save all changes to the same save slot as was loaded from, simply click on the "Save" button in the main GUI. THIS WILL OVERWRITE THE OLD SAVE SLOT AND YOU WILL NOT BE ABLE TO GET BACK THE OLD SETTINGS. A requester will pop up, warning you of this. Clicking on "Overwrite" will overwrite the old saved game.

Until you are confident with using CivHack, and the effect changes can have, I recommend you either save to a new slot or backup the old save file. I CANNOT BE HELD RESPONSIBLE FOR ANY DAMAGE OR LOST DATA THAT ARISES FROM THE USE OR MISUSE OF CIVHACK.

Saving to a new save slot

This feature allows you to save to a save game slot other than the one you loaded from. This adds security as there is no chance of you overwriting the old saved game. To save to a new slot, click the "Save As" button. Once selected, an ASL path requester will open at the path you loaded from.

You should then select the path that you want to save to. NOTE: CIVHACK ALLOWS YOU TO SAVE TO AND LOAD FROM ANY LOCATION ON ANY DISK. CIVILIZATION ON ALLOWS SAVED GAME FILES TO BE KEPT IN THE ROOT OF A DISK. With this in mind, it is very highly recommended that you save to the root of a device ("Devicename:" with no path after the colon) or else Civilization will not be able to find your game.

A small window will open containing a slider gadget and two buttons. Use the slider to select a slot number, from 0 to 9 and click "Okay" to save or "Cancel" to abort the save.

Each .sve file has a .map file associated with it (CIVIL1.sve and CIVIL1.map). Each saved game comprises of both these files and, for it to work, Civilization must also be able to locate the .map file in the same location as the .sve file. CIVHACK WILL NOT SAVE A .SVE FILE IF IT CANNOT COPY THE .MAP FILE FROM THE ORIGINAL SLOT. For example: if you load CIVIL0.sve and want to save to CIVIL3.sve, CivHack must also be able to copy CIVIL0.map to CIVIL3.map else it will fail. You will be informed of this, should it occur. (This requester has only been known to appear when the .sve files were moved from one device to another without the .map files.) CivHack does not save without the .map because without it, the save game will not work.

A requester will also appear should you choose a save slot which is already occupied. You will be given the option of overwriting the slot or cancelling the save.

Quitting CivHack

When you have decided you have finished cheating, click the "Quit" button in the main GUI to leave the program. You will be warned that all changes will be lost and given a chance to change your mind.

1.10 CivHack v4 Documentation - Quick Usage

Life is too short to spend reading in-depth docs, so here is a short and snappy step-by-step guide to using CivHack.

1. Load CivHack
2. Load a saved game
3. Make changes - treasury, leaders, year, your civ and civ names
4. Save changes:
 - a) Choose "Save" to overwrite old file
 - b) Choose "Save as" to save to a new slot
 - i. Choose path to save to
 - ii. Choose slot number
 - iii. Click "Okay"
5. Reload save file into Civilization
6. Enjoy the benefits!

It really is as simple as that!

1.11 CivHack v4 Documentation - Licence Agreement

Civ Hack is (C)1997-99 Alex Furmanski
It was written in Blitz Basic, (C)1995 Acid Software
Civilization is (C)1991 MicroProse Software, Inc.
And my love goes out to Team Newicons, whose icon system
I have implemented. Get it!

This licence applies to the data constituting the CivHack v4 release, that is:

The CivHack program and "chk.logo" file
The documents Sheepie.guide and CivHack.guide
The HTML documentation (includin in-line images)
The install script

The aforementioned files and their associated icons are freely distributable and all that the author asks in return is that you send him a message to let him know you like his program, and a gift if you are feeling generous.

I accept no responsibility for any damage to or loss of possessions or data which result directly or indirectly from the use or misuse of this product. THIS PROGRAM IS PROVIDED "AS-IS" AND NO WARRANTY IS IMPLIED OR INTENDED. If you do have any problems with CivHack then please, let
me
know.

Please don't use pirate copies of Civilization. This is not only illegal but it is killing the Amiga and I'm sure you don't want to be responsible for its untimely death.

P.S. Anybody got a copy of GFA BASIC Compiler ;-)