

Кондиции Победы

Написание и Модинг Кондиций Победы Фракции в Total War Attila.

Автор Vadim /форум Империял/

Рассмотрим пропись кондиций победы для Новой Фракции введённой в Игру. По данному примеру также возможно прописать и модинг дефолтных параметров кондиций для Фракций уже присутствующих в Игре. Для прописей условий победы, то есть когда компьютер объявляет что ваша Игра за фракцию достигла победного результата существует метод техничной прописи данных параметров через софт разработчиков Assembly Kit. Эта инструкция так же подойдёт и для модинга Игры Total War Rome II.

Файл в котором прописаны Кондиции Победы методом скриптования носит название victory_objectives. Это текстовый файл где с помощью скриптового языка/скриптов/ прописаны эти самые кондиции победы.

Директория файла в софте от разработчиков Assembly Kit

Steam\steamapps\common\Total War Attila\assembly_kit\raw_data\EmpireDesignData\campaigns\main_attila

это если вы прописываете кондиции в Гранд Компании - main_attila. Соответственно если вы делаете мод на другие компании конечная папка может иметь название cha_attila, bel_attila, или даже pro_attila. Открываем текстовик victory_objectives и разбираем прописи кондиций для всех дефолтных фракций в Игре.

Привожу пример новой прописи кондиций, в данном файле для введённой фракции Империи Приска Аттала из нашего мода Bellum Civile



Общая скриптовая пропись кондиций

```
//***** EMPIRE OF PRISKUS ATTALUS *****//
victory_objective
{
    faction att_fact_attalus;
    campaign_type sp_normal;

    // VICTORY CONDITION 1 - SUCCESS
    mission
    {
        victory_type att_vc_1_short;
        key att_victory_mission_1_success;
        issuer CLAN_ELDERS;
        primary_objectives_and_payload
        {
            objective
            {
                type REACH_SPECIFIED_DATE;
                year 1177;
            }
        }
    }
}
```

```

        week_of_year 0;
    }
    objective
    {
        type CONTROL_N_REGIONS_INCLUDING;
        total 80;
    }
    objective
    {
        type CONTROL_N_PROVINCES_INCLUDING;
        total 3;
        province att_prov_italia;
        province att_prov_liguria;
        province att_prov_venetia;
    }
    objective
    {
        type RESEARCH_N_TECHS_OF_TYPE_X;
        override_text mission_text_text_mis_activity_research_n_techs_of_type_x;
        total 10;
        technology_category rom_roman_civ_top;
        technology_category rom_roman_mil_top;
    }

    // Additional
    objective
    {
        type EARN_X_AMOUNT_FROM_BUILDING_WEALTH;
        total 25000;
    }

    objective
    {
        type OWN_N_UNITS;
        total 70;
    }

    //
    payload
    {
        game_victory;
    }
}

```

// VICTORY CONDITION 2.1 - CULTURAL VICTORY

```

mission
{
    victory_type att_vc_2_2_cultural;
    key att_victory_mission_2_cultural_victory;
    issuer CLAN_ELDERS;
    primary_objectives_and_payload
    {
        objective
        {
            type REACH_SPECIFIED_DATE;
            year 1202;
            week_of_year 0;
        }
        objective
        {
            type CONTROL_N_REGIONS_INCLUDING;
            total 95;
        }
        objective
        {
            type CONTROL_N_PROVINCES_INCLUDING;
            total 4;
            province att_prov_italia;
            province att_prov_liguria;
        }
    }
}

```

```

        province att_prov_venetia;
        province att_prov_magna_graecia;
    }
    objective
    {
        type OWN_N_PROVINCES_WITH_CULTURAL_DOMINANCE;
        total 15;
    }

    objective
    {
        type CONSTRUCT_N_BUILDINGS_INCLUDING;
        total 6;
        building_level att_bld_roman_west_city_major_4;
        building_level att_bld_roman_civic_market_wine_4;
        building_level att_bld_roman_west_civic_monument_4;
        building_level att_bld_all_resources_port_trade_4;
        building_level att_bld_religion_catholic_legendary_4;
        building_level att_bld_roman_west_civic_governor_4;
        faction att_fact_western_roman_empire;
    }
    objective
    {
        type EARN_X_AMOUNT_FROM_BUILDING_WEALTH;
        total 50000;
    }

    objective
    {
        type RESEARCH_N_TECHS_OF_TYPE_X;
        override_text mission_text_text_mis_activity_research_n_civil_techs;
        total 16;
        technology_category rom_roman_civ_top;
    }
    payload
    {
        game_victory;
    }
}
}

```

// VICTORY CONDITION 2.2 - MILITARY VICTORY

mission

```

{
    victory_type att_vc_2_1_military;
    key att_victory_mission_2_military_victory;
    issuer CLAN_ELDERS;
    primary_objectives_and_payload
    {
        objective
        {
            type REACH_SPECIFIED_DATE;
            year 1202;
            week_of_year 0;
        }
        objective
        {
            type CONTROL_N_REGIONS_INCLUDING;
            total 110;
        }
        objective
        {
            type SUBJUGATE_FACTIONS;
        }
    }
}

```

```

        total 20;
    }

    objective
    {
        type CONTROL_N_PROVINCES_INCLUDING;
        total 7;
        province att_prov_italia;
        province att_prov_liguria;
        province att_prov_venetia;
        province att_prov_magna_graecia;
        province att_prov_narbonensis;
        province att_prov_tarraconensis;
        province att_prov_raetia_et_noricum;
    }

    objective
    {
        type OWN_N_UNITS;
        total 120;
    }

    objective
    {
        type CONSTRUCT_N_BUILDINGS_INCLUDING;
        total 4;
        building_level att_bld_roman_west_city_major_4;
        building_level att_bld_roman_west_civic_garrison_4;
        building_level att_bld_roman_west_military_infantry_4;
        building_level att_bld_roman_west_civic_monument_4;
        faction att_fact_western_roman_empire;
    }

    objective
    {
        type RESEARCH_N_TECHS_OF_TYPE_X;
        override_text mission_text_text_mis_activity_research_n_military_techs;
        total 16;
        technology_category rom_roman_mil_top;
    }

    payload
    {
        game_victory;
    }
}

// VICTORY CONDITION 3 - DIVINE TRIUMPH
mission
{
    victory_type att_vc_3_domination;
    key att_victory_mission_3_divine_triumph;
    issuer CLAN_ELDERS;
    primary_objectives_and_payload
    {
        objective
        {
            type REACH_SPECIFIED_DATE;
            year 1202;
            week_of_year 0;
        }
        objective
        {
            type CONTROL_N_REGIONS_INCLUDING;
            total 140;
        }
    }
}

```

```

objective
{
    type SUBJUGATE_FACTIONS;
    total 40;
}

objective
{
    type CONTROL_N_PROVINCES_INCLUDING;
    total 12;
    province att_prov_italia;
    province att_prov_liguria;
    province att_prov_venetia;
    province att_prov_magna_graecia;
    province att_prov_narbonensis;
    province att_prov_raetia_et_noricum;
    province att_prov_lugdunensis;
    province att_prov_mediterraneus_occidentalis;
    province att_prov_maxima_sequanorum;
    province att_prov_aquitania;
    province att_prov_germania;
    province att_prov_tarraconensis;
}

objective
{
    type OWN_N_UNITS;
    total 200;
}

objective
{
    type CONSTRUCT_N_BUILDINGS_INCLUDING;
    total 7;
    building_level att_bld_roman_west_city_major_4;
    building_level att_bld_roman_civic_market_wine_4;
    building_level att_bld_roman_west_civic_monument_4;
    building_level att_bld_religion_catholic_legendary_5;
    building_level att_bld_roman_west_civic_governor_5_legendary;
    building_level att_bld_roman_west_civic_garrison_4;
    building_level att_bld_roman_west_military_infantry_4;
    faction att_fact_western_roman_empire;
}

objective
{
    type RESEARCH_N_TECHS_OF_TYPE_X;
    override_text mission_text_text_mis_activity_research_n_techs_of_type_x;
    total 40;
    technology_category rom_roman_civ_top;
    technology_category rom_roman_mil_top;
}

objective
{
    type OWN_N_PROVINCES_WITH_CULTURAL_DOMINANCE;
    total 30;
}

objective
{
    type EARN_X_AMOUNT_FROM_BUILDING_WEALTH;
    total 100000;
}

payload
{
    game_victory;
}
}

```

```

    }
}
/** MP VERSUS **
victory_objective
{
    faction att_fact_attalus;
    campaign_type mp_vs_normal;
    mission
    {
        victory_type att_mp_versus;
        key att_victory_mp_versus;
        issuer CLAN_ELDERS;
        primary_objectives_and_payload
        {
            objective
            {
                type CONTROL_N_REGIONS_INCLUDING;
                total 80;
            }
            objective
            {
                type RESEARCH_N_TECHS_OF_TYPE_X;
                override_text mission_text_text_mis_activity_research_n_techs_of_type_x;
                total 16;
                technology_category rom_roman_civ_top;
                technology_category rom_roman_mil_top;
            }
            objective
            {
                type CONTROL_N_PROVINCES_INCLUDING;
                total 15;
                province att_prov_italia;
                province att_prov_liguria;
                province att_prov_venetia;
                province att_prov_magna_graecia;
                province att_prov_narbonensis;
                province att_prov_aquitania;
                province att_prov_germania;
            }
            objective
            {
                type OWN_N_UNITS;
                total 200;
            }
            payload
            {
                game_victory;
            }
        }
    }
}
/** MP CO-OP **
victory_objective
{
    faction att_fact_attalus;
    campaign_type mp_co_op_normal;

    // VICTORY CONDITION COOPERATIVE MULTIPLAYER
    mission
    {
        victory_type att_mp_coop;
        key att_victory_mp_coop;
        issuer CLAN_ELDERS;
        primary_objectives_and_payload
        {
            objective
            {
                type CONTROL_N_REGIONS_INCLUDING;
                total 40;
            }
        }
    }
}

```



```

type REACH_SPECIFIED_DATE;
year 1177;
week_of_year 0;
}
objective
{
type CONTROL_N_REGIONS_INCLUDING;
total 80;
}
objective
{
type CONTROL_N_PROVINCES_INCLUDING;
total 3;
province att_prov_italia;
province att_prov_liguria;
province att_prov_venetia;
}
objective
{
type RESEARCH_N_TECHS_OF_TYPE_X;
override_text mission_text_text_mis_activity_research_n_techs_of_type_x;
total 10;
technology_category rom_roman_civ_top;
technology_category rom_roman_mil_top;
}

// Additional
objective
{
type EARN_X_AMOUNT_FROM_BUILDING_WEALTH;
total 25000;
}

objective
{
type OWN_N_UNITS;
total 70;
}

//

payload
{
game_victory;
}

```

2 Свиток - Культурная победа





Блок Скрипта прописывающий эту страницу
 // VICTORY CONDITION 2.1 - CULTURAL VICTORY
 mission

```

{
    victory_type att_vc_2_2_cultural;
    key att_victory_mission_2_cultural_victory;
    issuer CLAN_ELDERS;
    primary_objectives_and_payload
    {
        objective
        {
            type REACH_SPECIFIED_DATE;
            year 1202;
            week_of_year 0;
        }
        objective
        {
            type CONTROL_N_REGIONS_INCLUDING;
            total 95;
        }
        objective
        {
            type CONTROL_N_PROVINCES_INCLUDING;
            total 4;
            province att_prov_italia;
            province att_prov_liguria;
            province att_prov_venetia;
            province att_prov_magna_graecia;
        }
        objective
        {
            type OWN_N_PROVINCES_WITH_CULTURAL_DOMINANCE;
            total 15;
        }
        objective
        {
            type CONSTRUCT_N_BUILDINGS_INCLUDING;
            total 6;
            building_level att_bld_roman_west_city_major_4;
            building_level att_bld_roman_civic_market_wine_4;
            building_level att_bld_roman_west_civic_monument_4;
            building_level att_bld_all_resources_port_trade_4;
            building_level att_bld_religion_catholic_legendary_4;
            building_level att_bld_roman_west_civic_governor_4;
        }
    }
}

```

```

faction att_fact_western_roman_empire;
}
objective
{
    type EARN_X_AMOUNT_FROM_BUILDING_WEALTH;
    total 50000;
}
objective
{
    type RESEARCH_N_TECHS_OF_TYPE_X;
    override_text mission_text_text_mis_activity_research_n_civil_techs;
    total 16;
    technology_category rom_roman_civ_top;
}
payload
{
    game_victory;
}

```

3 Свиток - Военная победа



Цитировать скринами весь свиток условий военных побед считаю нет смысла, в скрипте это всё написано и расписано.

Блок Скрипта прописывающий эту страницу

```
// VICTORY CONDITION 2.2 - MILITARY VICTORY
```

```
mission
```

```
{
```

```

victory_type att_vc_2_1_military;
key att_victory_mission_2_military_victory;
issuer CLAN_ELDERS;
primary_objectives_and_payload
{
    objective
    {
        type REACH_SPECIFIED_DATE;
        year 1202;
        week_of_year 0;
    }
    objective
    {
        type CONTROL_N_REGIONS_INCLUDING;
        total 110;
    }
}
objective

```

```

{
    type SUBJUGATE_FACTIONS;
    total 20;
}

objective
{
    type CONTROL_N_PROVINCES_INCLUDING;
    total 7;
    province att_prov_italia;
    province att_prov_liguria;
    province att_prov_venetia;
    province att_prov_magna_graecia;
    province att_prov_narbonensis;
    province att_prov_tarraconensis;
    province att_prov_raetia_et_noricum;
}

objective
{
    type OWN_N_UNITS;
    total 120;
}

objective
{
    type CONSTRUCT_N_BUILDINGS_INCLUDING;
    total 4;
    building_level att_bld_roman_west_city_major_4;
    building_level att_bld_roman_west_civic_garrison_4;
    building_level att_bld_roman_west_military_infantry_4;
    building_level att_bld_roman_west_civic_monument_4;
    faction att_fact_western_roman_empire;
}

objective
{
    type RESEARCH_N_TECHS_OF_TYPE_X;
    override_text mission_text_text_mis_activity_research_n_military_techs;
    total 16;
    technology_category rom_roman_mil_top;
}

payload
{
    game_victory;
}

```

4 Свиток - Божественный триумф



Блок Скрипта прописывающий эту страницу
 // VICTORY CONDITION 3 - DIVINE TRIUMPH
 mission

{

```
victory_type att_vc_3_domination;
key att_victory_mission_3_divine_triumph;
issuer CLAN_ELDERS;
primary_objectives_and_payload
```

```
{
```

```
objective
```

```
{
```

```
type REACH_SPECIFIED_DATE;
year 1202;
week_of_year 0;
```

```
}
```

```
objective
```

```
{
```

```
type CONTROL_N_REGIONS_INCLUDING;
total 140;
```

```
}
```

```
objective
```

```
{
```

```
type SUBJUGATE_FACTIONS;
total 40;
```

```
}
```

```
objective
```

```
{
```

```
type CONTROL_N_PROVINCES_INCLUDING;
total 12;
province att_prov_italia;
province att_prov_liguria;
province att_prov_venetia;
province att_prov_magna_graecia;
province att_prov_narbonensis;
province att_prov_raetia_et_noricum;
province att_prov_lugdunensis;
province att_prov_mediterraneus_occidentalis;
province att_prov_maxima_sequanorum;
province att_prov_aquitania;
province att_prov_germania;
province att_prov_tarraconensis;
```

```

    }

    objective
    {
        type OWN_N_UNITS;
        total 200;
    }

    objective
    {
        type CONSTRUCT_N_BUILDINGS_INCLUDING;
        total 7;
        building_level att_bld_roman_west_city_major_4;
        building_level att_bld_roman_civic_market_wine_4;
        building_level att_bld_roman_west_civic_monument_4;
        building_level att_bld_religion_catholic_legendary_5;
        building_level att_bld_roman_west_civic_governor_5_legendary;
        building_level att_bld_roman_west_civic_garrison_4;
        building_level att_bld_roman_west_military_infantry_4;
        faction att_fact_western_roman_empire;
    }

    objective
    {
        type RESEARCH_N_TECHS_OF_TYPE_X;
        override_text mission_text_text_mis_activity_research_n_techs_of_type_x;
        total 40;
        technology_category rom_roman_civ_top;
        technology_category rom_roman_mil_top;
    }

    objective
    {
        type OWN_N_PROVINCES_WITH_CULTURAL_DOMINANCE;
        total 30;
    }

    objective
    {
        type EARN_X_AMOUNT_FROM_BUILDING_WEALTH;
        total 100000;
    }

    payload
    {
        game_victory;

```

Сначала прописаны все Свитки условий для уровня Игры - среднего и выше среднего. Далее идёт пропись для увеличенного уровня сложности Игры. Уровень **Very Hard** имеет заглавие **** MP VERSUS **** Ну и отдельно прописаны кондиции для Мультиплея. Закрываем изменённый текстовик, проводим сессию Акиты по сбору нового файла startpos /старпоз/ если всё прописано правильно в нём появятся ваши модифицированные свитки кондиций победы. Теория и практика написания скриптов не входит в задачи данной статьи. При помощи этой информации можно прописать сложную, многоходовую сеть свитков для условий победы. Успехов в модинге Камрады.
С Уважением Vadim.