

Commands

Diplomatic commands:

command = { type = **alliance** which = aaa }

Adds nation with tag aaa to military alliance of the country affected by the event. Note that this will only happen if: The country receiving the event is alliance leader or unallied and country aaa is unallied.

command = { type = **dynastic** which = aaa }

Creates a royal marriage to nation with tag aaa.

command = { type = **vassal** which = aaa }

Makes country aaa a vassal of the receiving country. Note: This will create a vassalage whatever situation The scripter should take precautions (triggers etc) to avoid use when countries are at war.

command = { type = **breakvassal** which = aaa }

Breaks vassalage with liege country aaa (-1 works towards any suzerain). Also note that if a vassalage is broken in event, a new vassalisation for that tag cannot be created by an event triggered from that same event.

command = { type = **breakoverlord** which = aaa }

Breaks vassalage with vassal country aaa.

command = { type = **inherit** which = aaa }

Inherits country aaa. All provinces go to the country receiving the event, provinces controlled by other countries remain controlled by them only if at war with the inheriting country (each inherited province gives 0.25 badboy point, military units are inherited too).

command = { type = **annex** which = aaa }

Annexes country aaa. Provinces controlled by other countries go to the controller (each annexed province gives 1 badboy point, military units are destroyed).

command = { type = **independence** which = aaa }

Creates country aaa as a vassal. This will release a country and give them all the provinces specified in revolt.txt as "minimum" that the country receiving the event owns.

command = { type = **relation** which = aaa value = x }

Modifies diplomatic relation with country aaa with value x.

command = { type = **casusbelli** which = x value = y }

Gains casus belli against country x for y months.

command = { type = **war** which = aaa }

Declares war on country aaa.

command = { type = **cedeprovince** which = aaa value = x }

Cedes province x to country aaa.

command = { type = **control** which = x value = aaa }
Gives control of province x to country aaa. Works only if at war with country aaa, unless it's REB.

command = { type = **giveaccess** which = aaa }
Grants military access to country aaa.

command = { type = **cancelaccess** which = aaa }
Cancels military access through country aaa.

command = { type = **revokeaccess** which = aaa }
Cancels military access granted to country aaa.

command = { type = **givetrade** which = aaa }
Creates a trade agreement with country aaa.

command = { type = **revoketrade** which = aaa }
Cancels a trade agreement with country aaa.

command = { type = **elector** which = aaa value = x }
Changes the number of votes for country aaa, 0 removes it as an elector.

Commands for leaders or monarchs:

command = { type = **wakemonarch** which = x }
Activates monarch with id x. (No longer dormant.)

command = { type = **sleepmonarch** which = x }
Deactivates (makes dormant) monarch with id x. Note: Does not work if the monarch is living.

command = { type = **wakeleader** which = x }
Activates leader with id x. (No longer dormant.)

command = { type = **sleepleader** which = x }
Deactivates (makes dormant) leader with id x. This will also work on leaders for other countries.

command = { type = **conquistador** which = x }
Have a conquistador appear in province x.

command = { type = **explorer** which = x }
Have an explorer appear in province x.

command = { type = **ADM** which = x value = y }
Modifies the ADM value of the regent with x for y months. Note: When changed by -1 the effect of this command is not shown in the event effect text or mouseover.

command = { type = **MIL** which = x value = y }

Modifies the MIL value of the regent with x for y months. Note: When changed by -1 the effect of this command is not shown in the event effect text or mouseover.

command = { type = **DIP** which = x value = y }

Modifies the DIP value of the regent with x for y months. Note: When changed by -1 the effect of this command is not shown in the event effect text or mouseover.

Commands for countries:

command = { type = **country** which = aaa }

Changes tag to aaa.

command = { type = **technology** which = techgroup_name }

Changes tech-group for a country.

command = { type = **religion** which = religion_name }

Changes the state religion. Has no other effects.

command = { type = **add_countryculture** which = culture_name }

Adds culture_name to the state cultures.

command = { type = **remove_countryculture** which = culture_name }

Removes culture_name from the state cultures.

command = { type = **manpower** value = x }

Adds x to manpower pool. (Does not raise the maximum manpower-use provincemanpower for that.) May also be negative.

command = { type = **badboy** value = x }

Changes the badboy value with x.

command = { type = **capital** which = x }

Moves capital to province x.

command = { type = **addcore_national** which = x }

Makes x a national core province and removes it as claim or casusbelli province.

command = { type = **addcore_claim** which = x }

Makes x a claim core province and removes it as casusbelli province.

command = { type = **addcore_casusbelli** which = x }

Makes x a casusbelli core province.

command = { type = **removecore_national** which = x }

Removes x as national, claim or casusbelli core province.

command = { type = **removecore_claim** which = x }

Removes x as claim or casusbelli core province.

command = { type = **removecore_casubelli** which = x }
Removes x as casubelli core province.

command = { type = **discover** which = x }
Makes x a known province (-1 for a random province adjacent to an already known one).

Commands for domestic affairs:

command = { type = **domestic** which = aristocracy/ centralization/ innovative/
mercantilism/ land/ offensive/ quality/ serfdom value = x }
Modifies a domestic policy slider with value x.

command = { type = **land** value = x }
Invests x gold in land research. May also be negative.

command = { type = **naval** value = x }
Invests x gold in naval research. May also be negative.

command = { type = **stability** value = x }
Adds x to the stability. May also be negative.

command = { type = **trade** value = x }
Invests x gold in trade research. May also be negative.

command = { type = **infra** value = x }
Invests x gold in infra research. May also be negative.

command = { type = **treasury** value = x }
Adds x gold to the treasury. May also be negative.

command = { type = **inflation** value = x }
Changes inflation rate with x percents. May also be negative.

command = { type = **loansize** which = x }
Adjusts the size of the state loans.

Commands for provinces:

command = { type = **population** which = x value = y }
Modifies population level in province x with y.

command = { type = **populationpercent** which = x value = y }
Modifies the population level in province x with y %.

command = { type = **provincetax** which = x value = y }
Modifies the province tax in province x with y. Be aware that the province tax also affects the supply value of the province.

command = { type = **provincemanpower** which = x value = y }
Modifies the manpower in province x with y.

command = { type = **cityname** which = x value = "y" }
Changes the name of the city in province x.

command = { type = **provincereligion** which = x value = religion_name }
Changes the province religion in province x.

command = { type = **provinciculture** which = x value = culture_name }
Changes the province culture in province x.

command = { type = **cityculture** which = x value = culture_name }
Changes the city sprite in province x.

command = { type = **alt_provincereligion** which = x value = religion_name }
Changes the province religion in province x. This will work even if the province is not owned by the country receiving the event, and even if not owned by any country.

command = { type = **goods** which = x value = y }
Changes the goods produced in province x.

command = { type = **terrain** which = x value = y }
Changes the goods produced in province x.

command = { type = **conversion** which = x }
Religion in province x changes to the state religion.

command = { type = **heretic** which = x }
Religion in province x changes from the state religion.

command = { type = **hre** which = x value = yes / no }
Adds or removes province x as a part of the Holy Roman Empire.

command = { type = **cot** which = x }
Adds a centre of trade to province x.

command = { type = **removecot** which = x }
Removes the CoT in province x, even if x is not a province of the country receiving the event.

command = { type = **mine** which = x value = y }
Adds y production to mine in province x. This work only if province x produces gold.

command = { type = **natives** which = x value = y }
Changes the aggression level of any natives in province x to value y (range 0 (none) to 9 (furious)).

command = { type = **nativeattack** which = x }
Provokes a native attack in province x.

Commands for revolts:

command = { type = **revolt** which = x }
Starts a revolt in province x. There is no guarantee that a fort in the province will fall into rebel hands.

command = { type = **province_revoltrisk** which = x value = y }
Modifies the revolt risk in province x with value y indefinitely, until lowered by another event, or until the province is in the hands of another nation - i.e. revoltrisk is unaltered if the nation changes tags. Province revoltrisk can not be negative - no matter how much you lower it, it will stop at zero.

command = { type = **colonialrevolt** which = x }
Starts a colonial revolt in province x.

command = { type = **religiousrevolt** which = x }
Starts a religious revolt in province x.

command = { type = **revoltrisk** which = x value = y }
Raises the nation's revoltrisk for x months with y percents. May also be negative. If which is omitted, default is 12 months.

Different buildings commands:

command = { type = **gainbuilding** which = x value = shipyard/ barrack/ bailiff/ courthouse/ cityrights }
Gains a building in province x.

command = { type = **losebuilding** which = x value = shipyard/ barrack/ bailiff/ courthouse }
Loses a building in province x.

command = { type = **gainmanufactory** which = x value = navalequipment/ luxury/ goods/ refinery/ weapons }
Gains a manufactory in province x.

command = { type = **losemanufactory** which = x }
Loses a manufactory in province x.

command = { type = **fortress** which = x value = y }
Changes fortress level in province by x with y. The fortress command is not limited by landtech.

Different units commands:

command = { type = **diplomats** value = x }
Adds x diplomats. May also be negative.

command = { type = **colonists** value = x }
Adds x colonists. May also be negative.

command = { type = **merchants** value = x }
Adds x merchants. May also be negative.

command = { type = **missionaries** value = x }
Adds x missionaries. May also be negative.

command = { type = **INF** which = x value = y }
Adds y infantry in province x.

command = { type = **CAV** which = x value = y }
Adds y cavalry in province x.

command = { type = **ART** which = x value = y }
Adds y artillery in province x.

command = { type = **desertion** which = x value = y }
Have y men desert in province x.

command = { type = **warships** which = x value = y }
Adds y warships in province x.

command = { type = **galleys** which = x value = y }
Adds y galleys in province x.

command = { type = **transports** which = x value = y }
Adds y cargo ships in province x.

command = { type = **pirates** which = x value = y }
Adds y pirate vessels in province x.

command = { type = **privateers** which = x }
Commission privateers in province x - same effect as "Commission Privateers" button

Other commands:

command = { type = **ai** which = "filename.ai" }
Changes the AI definition file used for the receiving country. The new AI file must be located in the AI folder with the other files - no path is needed in the event.

command = { type = **setflag** which = [flag name] }
Sets the specified user country flag (flag is set to 'yes'). The flag can be triggered upon with

the flag trigger.

command = { type = **clrflag** which = [flag name] }
Clears the specified user country flag (flag is set to 'no').

command = { type = **flag** which = x }
Sets game flag x to true.
0 = Tordesillas
1 = Reformation
2 = Calvin
3 = Council of Trent
4 = Edict of Tolerance.
5 = French Tricolor
6 = English Union Jack

command = { type = **flagname** which = "x" }
Using this command, you can change the graphic flag and shield of the country receiving the event. It is important that the new graphic files are named flag_TAGx.bmp, shield_TAGx.bmp, shieldsilver_TAGx.bmp and smallshield_TAGx.bmp. All four files must be present. To change back, use which = "".

command = { type = **trigger** which = xxxx }
Triggers event xxxx immediately if the event's triggering conditions are met.

command = { type = **sleepevent** which = xxxx }
Prevents event xxxx from happening.

command = { type = **vp** value = x }
Adjusts victory points with x

Triggers

Diplomatic conditions:

alliance = { country = aaa country = bbb }
Checks if aaa and bbb are in the same military alliance.

dynastic = { country = aaa country = bbb }
Checks if aaa and bbb have a royal marriage.

vassal = { country =aaa country = bbb }
Checks if country bbb is a vassal of aaa.

war = { country = aaa country = bbb }
Checks if country aaa is at war with country bbb.

truce = { country = aaa country = bbb }
Checks if there is currently a truce between country aaa and country bbb.

atwar = yes / no

Checks if the country is at war.

isvassal = yes / no

Checks if the country is a vassal of any country.

isoverlord = yes / no

Checks if the country has at least one vassal.

access = aaa

Checks if the country was granted military access by country aaa.

relation = { country = aaa data = x }

Is true if the receiving country has relation x or better with country aaa.

Conditions based on leaders or monarchs:

leader = xxxx

Is true if leader with id xxxx is alive in any country.

monarch = xxxx

Is true if monarch with id xxxx is ruling the country receiving the event.

Conditions based on countries:

religion = religion_name

Checks the state religion of the receiving country.

tech = techgroup_name

Checks the tech group of the receiving country.

continent = continent_name

Checks on which continent the capital of the receiving country lies.

region = region_name

Checks in which region the capital of the receiving country lies.

area = area_name

Checks in which area the capital of the receiving country lies.

countrysize = x

Is true if the receiving country has x provinces or more. Cities and colonies are counted.

badboy = x

Is true if badboy is x or higher.

inflation = x

Is true if inflation is equal or above x (scale is 0 to 1).

treasury = x

Is true if treasury is equal or above x.

elector = yes / no

Checks if the receiving country is an Elector of the HRE or not.

emperor = yes / no

Checks if the ruler of the receiving country is Holy Roman Emperor or not.

neighbour = x

Is true if the receiving country is neighbour with country x.

Conditions based on domestic affairs:

domestic = { type = aristocracy/ centralization/ innovative/ mercantilism/ land/ offensive/ quality/ serfdom value = x }

Checks if a domestic policy slider is at value x or higher. (0 to 10)

land = x

Checks if the land tech level is at x or higher.

naval = x

Checks if the naval tech level is at x or higher.

stability = x

Checks if stability is at x or higher. (-3 to 3)

trade = x

Checks if the trade tech level is at x or higher.

infra = x

Checks if the infra tech level is at x or higher.

Conditions based on provinces:

capital = x

Checks if province x is the capital of the receiving country.

core_national = { province = x data = aaa }

Is true if province x is a national core province of country aaa (if data = -1 then it is for the country receiving the event).

core_claim = { province = x data = aaa }

Is true if province x is a claim core province of country aaa (if data = -1 then it is for the country receiving the event).

core_casusbelli = { province = x data = aaa }

Is true if province x is a casusbelli core province of country aaa (if data = -1 then it is for the country receiving the event).

provinceculture = { province = x data = y }

Is true if province x has culture y.

cityculture = { province = x data = y }

Is true if province x uses culture y for its city sprite.

provincereligion = { province = x data = y }

Is true if province x have religion y.

owned = { province = x data = aaa }

Is true if province x is owned by country aaa (if data = -1 then it is for the country receiving the event)

control = { province = x data = aaa }

Is true if province x is controlled by country aaa (if data = -1 then it is for the country receiving the event)

ownerchange = { province = x years = y months = m days = d }

Is true if province x has been owned by the current owner for at least y years, m months and d days (not all time fields have to be filled, one is enough).

controlchange = { province = x years = y months = m days = d }

Is true if province x has been controlled by the current controller for at least y years, m months and d days (not all time fields have to be filled, one is enough).

discovered = x

Is true if province x has been discovered by the country receiving the event.

cot = x

Is true if there is a centre of trade in province x.

fortresslevel = { province = x data = y }

Is true if province x contains a fortress of level y or higher.

provincepopulation = { province = x data = y }

Is true if province x has a population of y or higher.

tradingpost = x

Is true if province x is a trading post.

colony = x

Is true if province x has a population between 10 and 999, and is not a trading post.

colonialcity = x

Is true if province x has a population between 1000 and 4999.

city = x

Is true if province x has a population of at least 5000..

General conditions:

ai = yes / no

Checks if the country receiving the event is AI controlled or not.

event = xxxx

Checks if event with id xxxx has happened.

flag = flag name

Checks if the country flag with the specified name is set.

exists = aaa

Is true if country aaa exists.

year = x

Checks if the year is x or later.

aaa = { conditions }

Is true if the conditions are true for country aaa.

someof = {

 number = x

 conditions

}

Is true if at least x

of the listed conditions are true.

random = x

The event will only have x% chance to fire every time the event is checked.