

Building Scripts

From Dueling Electrons Documentation

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Create

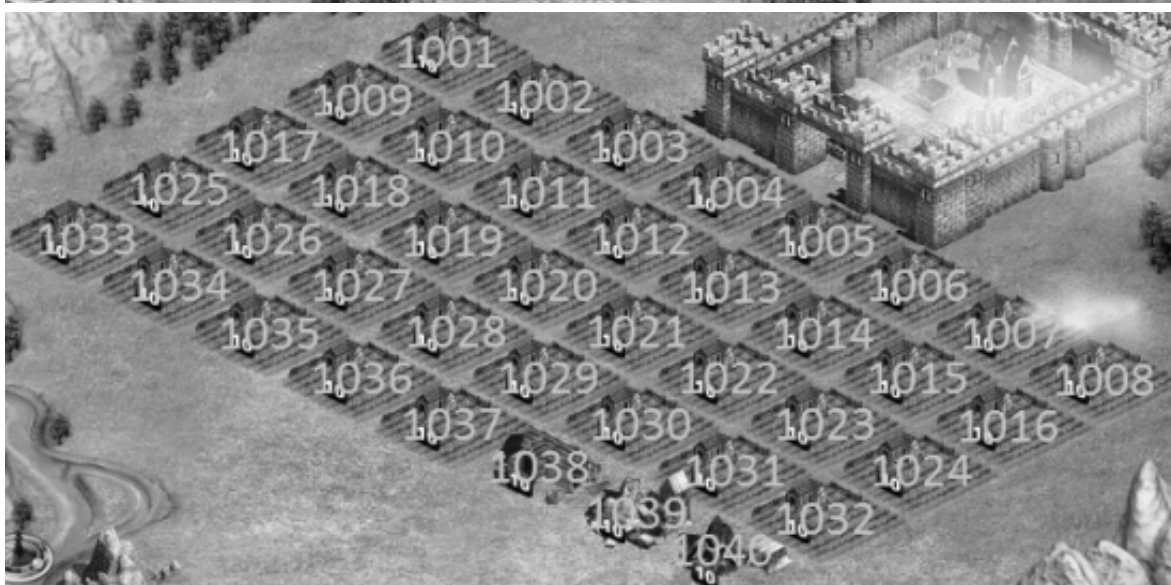
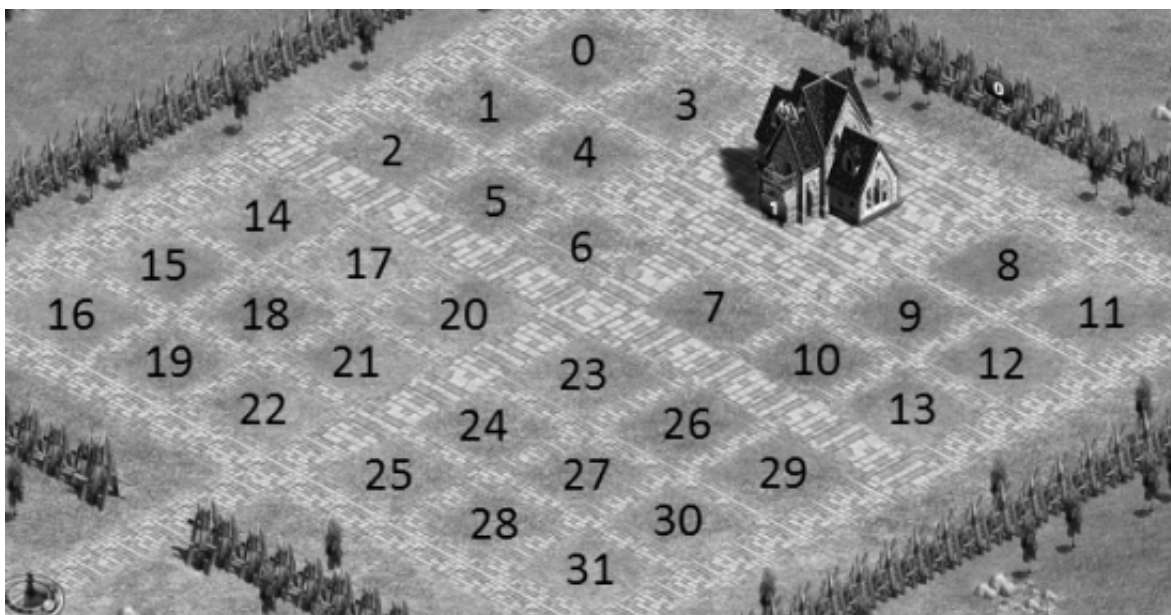
Usage: create buildingtype [position id]

```
create cottage  
create fo
```

Example: create barrack
create a 0
create embassy 2

Create is used to build a building on an empty space, if there are no spaces to build, the create command will attempt to create a building until there is one and eventually time out. The Create command will automatically speed up the construction process for those buildings that are less than 5 minutes build time. In other words, for those buildings, like a cottage, that can be instantly built, Create will do this. The create command will perform several checks before it creates a building, it will first check to see if another construction is underway and automatically sleep until that construction is done, it also checks for resources, and if none are present, will sleep until they are.

A specific position ID can be given with create for building, as shown in the 4th and 5th examples above. Use the following numbers for each tile:



[Click here](#) to see a list of building types and abbreviations.

Demo

Usage: demo buildingtype levelX

demo cottage

Example: demo forge level10

demo saw highestlevel

The demo command will demolish a building by one level at a time, you cannot use dynamite with this command. It is also important to note that you must specify the demolition of a level 10 building, either by using the level10 argument or highestlevel 10. As with the upgrade command, demo will not do anything to a level 10 building

unless specifically told to do so. The above example will demo 5 cottages to level 9, then proceed by demo'ing these cottages to the ground. Another way of doing this is using the highest/lowestlevel building argument, and making sure that you repeat command only repeats enough times to accommodate 5 level 10 cottages.

[Click here](#) to see building types. [Click here](#) to see building policies.

Demosite

Usage: demosite [position ID]

Example: demosite 36

The demosite command allows you to demolish the building located at a specific position in your city. Demosite is equivalent to running "demo [bldg] level10" followed by "demo [bldg]" nine times. It is not equivalent to using dynamite (there is no bot command to dynamite a bldg.) It will simply run 'demo' automatically until the building is gone.

The level or type of building doesn't matter with demosite. Position IDs can be found under the [Create](#) script command.

For removing the newly capped Barbarian city:

NPC Locations

Position:	Building
0	Academy
1	Forge
2	Embassy
3	Feasting Hall
4	Market Place
5	Beacon Tower
6	Stable
7	Inn
8	Rally Spot
9	Relief Station
10	Workshop
11	Barracks
12-31	Cottage
1001-1037	Farm
1038	Sawmill
1039	Quarry

1040 Iron Mine

Upgrade

Usage: upgrade buildingtype levelX

upgrade cottage

Example: upgrade barrack level8

upgrade farm lowestlevel

Upgrades an existing building. In order to create a level 10 building, which requires the use of a Michaelangelos Script, you must first have a building currently at level 9, a Michs Script in your inventory, and you must specify level10 in the upgrade command.

the commands:

upgrade iron

repeat

will only build all your iron mines to level 9 and stop. you must specify

upgrade iron level10

to create a level 10 building. This is also true for the demo command.

Building Types

academy - a

barrack - b

beacon tower - be

cottage - c

embassy - e

feasting hall - fh

forge - fo

farm - f

sawmill - s

quarry - q

Buildings: iron mine - i

inn - inn

market - m

rally spot - r

relief station - rs
 stable - st
 town hall - t
 wall - w
 warehouse - wh
 workshop - ws

Building Policies

Reference material for the Construction Commands

Building Policies are for defining arguments of level, in such, these are the building policies that can be used for the label levelX listed in the syntax usage of each construction command. (Currently, there are no options for the create command, it defaults to the first available "lot" to create a building): levelX whereas you input a desired level between 1 and 10 (IE level1; level5) with no space Used with upgrade command Used with demo command

lowestlevel whereas you input the desired "up to that" level in place of X (optional). This policy selects buildings that are the lowest levels to perform the argued command (IE upgrade cottage !lowestlevel) (must have space) Used with upgrade command Used with demo command

highestlevel whereas you input the desired "up to that" level in place of X (optional). This policy selects buildings that are the highest levels to perform the argued command (IE demo cottage !highestlevel) (must have space) Used with upgrade command Used with demo command

X Optional augment for policy arguments, it allows to specify a level to be equal to or greater than/less than the desired level to be upgraded or demolished. level level10 will demo to level 9, it will upgrade to level 10 using a mich script

Level specification now has abbreviations, you can now use hi for highestlevel, lo for lowest level and le for level.

Using highestlevel or level10 arguments will utilize a mich script when used with the upgrade command. The only way to demolish a level 10 building is to use highestlevel or level10

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