
Civilization 5 World Builder.rar

Oct 2, 2015 - HI, inside the saved map in the world builder front end, you have a tag, in the beginmap part, you can use - randomize resources = true or false,. This happens in world builder. Basically, I have this: I'm using this script at the moment. Basically, it creates random resources (for the map, for houses) and random heroes. It works pretty well for me, but it will use a bunch of memory. I would like to use it for random items, but they have to be created when they are supposed to be made. I tried using the random () method, which doesn't work because random () returns a number.

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