

# Civ5 Hotkey Mod

## v1.1 For Civilization 5 (Complete)

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### **About**

The Civ5 Hotkey Mod collects the hotkeys for Sid Meier's Civilization V to make customizing them easier. It includes several pre-configured layouts that can be swapped around or used as templates for your own custom layout.

The mod updates existing game files - organizing those updates in one place and labeling them to make the hotkeys easier to find and customize. 'Mod' may be a strong term for this, no new content or systems are added. Some commands that do not normally have hotkeys (*ex. Great Person abilities, Promotions*) can be given hotkeys in the mod.

You can edit the hotkey changes as you like (*see 'Customizing Hotkeys' section*). The mod includes the following layouts:

Default Hotkeys: Doesn't change any hotkeys from the base game.

Hotkeys Simplified: The mod author's attempt at better hotkeys. Installed by default.

Steam Controller: Allows all hotkeys to be bound on the Steam Controller.

There are two versions of the Hotkey mod:

Local Version: For single-player use through the mod menu.

DLC Version: For single- and multi-player use as a DLC-type mod without using the mod menu.

\*\* Nov 16 - a DLC sub-version has been created to make installation along with the NQMod easier.

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### **Compatibility & Required DLC**

Requires both expansions (Gods & Kings + Brave New World). Use without them should cause errors since some hotkeys reference expansion content. The mod's files could be edited and renamed to work without the expansions if you wish to do so.

The DLC version is usable in multiplayer games with players who don't use this mod. There shouldn't be conflicts with other players since it doesn't change any gameplay elements or alter game .dll files (similar to the EUI-Enhanced User Interface mod).

The Civ5 Hotkey Mod should work as-is with any mod that doesn't alter the same game files. It can be adapted for conflicting mods with a few extra steps during installation.

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## **Layouts**

*Note:* These layouts are a first attempt. With further testing and feedback they may be altered and improved.

### **Hotkeys Simplified**

The Hotkeys Simplified layout combines many hotkeys where they don't conflict. For example, most worker improvement have their own hotkeys, unmodded, but most can't be used at the same time as the others. A quarry and a pasture can't be built on the same tile - so they can share the same hotkey. A settler will never attack and a military unit will never found a city so the same hotkey can be used without conflicts.

Instead of assigning hotkeys by name (*ie. 'M' for move, 'A' for alert*), this layout is based around 'WASD' for quick access. Many highly used hotkeys are grouped together - 'Primary' (*Found City, Attack, Airstrike...*), 'Secondary' (*Pillage, Air Sweep, Repair...*), etc. Some actions use the Shift-key modifier, Ctrl & Alt are mostly not used.

Some commands without hotkeys in the base game have the hotkey attribute in the file data. It was left blank by the developers, but hotkeys can be added. Actions such as founding a religion or promoting a unit have hotkeys assigned in this layout.

See [Hotkeys Simplified Layout](#) for a diagram of the hotkey placements.

### **Steam Controller**

The Steam Controller layout also combines hotkeys so that every action could be bound on the Steam Controller.

The community binding '*Civilization V | Civ5 Hotkeys Mod - Complete Bindings*' is designed for use with this mod. It doesn't use any touch menus - every hotkey is assigned to a different button. Navigation and unit controls are bound in the Default action set, with a separate action set for the information overviews, map UI toggles, and other shortcuts. The Right Pad controls the mouse and scroll wheel, the mouse clicks are assigned to the Triggers. The Left Pad emulates the D-pad for 4 touch buttons, with a 5th 'center' button assigned to some worker improvements.

See [Steam Controller Bindings](#) for a diagram of the controller bindings.

Find the SC binding through the community configurations or [at the Steam Controller Database](#).

*Mac users:* There is currently a bug with the Steam Controller on Mac - the modifier keys are not emulated correctly. Queue (Left Shift) will not work for now. All other hotkeys have been re-bound to avoid this issue.

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## **Customizing Hotkeys**

The game assigns most hotkeys in its .xml data files. The game reads these files while loading to form the data tables it uses during actual gameplay. A typical action's .xml data looks like this:

```
<Row>
  <Type>BUILD_FARM</Type>
  <PrereqTech>TECH_AGRICULTURE</PrereqTech>
```

```

<Time>700</Time>
<ImprovementType>IMPROVEMENT_FARM</ImprovementType>
<Description>TXT_KEY_BUILD_FARM</Description>
<EntityEvent>ENTITY_EVENT_IRRIGATE</EntityEvent>
<HotKey>KB_I</HotKey>
<OrderPriority>97</OrderPriority>
<IconIndex>21</IconIndex>
<IconAtlas>UNIT_ACTION_ATLAS</IconAtlas>
</Row>

```

This code creates the Build Farm worker action. It contains data like the time it takes to build and a link to the action's description from another file. The line '`<HotKey>KB_I</HotKey>`' assigns the hotkey attribute to the 'I' key. Other attributes are defined as defaults earlier in the file, including modifier keys and an alternate hotkey (*turned off by default*).

Editing these files to customize a hotkeys is fairly simple - the Build Farm hotkey could be manually changed from 'I' to 'C' by editing '`<HotKey>KB_I</HotKey>`' to '`<HotKey>KB_C</HotKey>`'.

The Civ5 Hotkey Mod instead makes 'updates' to those files:

```

<!-- Farm | Hotkey: C | Default: I -->
<Update>
  <Set
    HotKey="KB_C"
    AltDown="false"
    ShiftDown="false"
    CtrlDown="false"
    HotKeyAlt=""
    AltDownAlt="false"
    ShiftDownAlt="false"
    CtrlDownAlt="false"/>
  <Where Type="BUILD_FARM"/>
</Update>

```

The mod collects hotkeys into updates like this. Build Farm's hotkey is changed to 'C' (`HotKey="KB_C"`) and modifiers could be added by changing their attributes from `"false"` to `"true"`. Information like the action's name, its default hotkey, and the new hotkey have been added (*between* '`<!--`' & '`-->`').

Customize your own hotkeys by changing the HotKey attribute. For example, write a 'D' hotkey as `"KB_D"`. A-Z keys are easily changed this way, other keys such as numbers and symbols need to be written in the correct manner:

<u>Do:</u>	KB_D	<u>Don't:</u>	D
	KB_1		KB_ONE
	KB_SLASH		KB_ /
	KB_F2		
	KB_NUMPAD5		

Don't forget the 'KB\_' part of the attribute! 'D' instead of 'KB\_D' won't be recognized and the hotkey won't work.

Customizing your hotkeys by starting with the default layout or the layout most similar to what you want. Be sure to save the files after and install your customized layout in the override folder.

Notes:

*Steam Version:* Avoid using 'Tab+Shift' or 'F12' - Steam's overlay and screenshot hotkeys. Change the hotkeys in Steam to use them in Civ5.

*Mac users:* The 'Delete' hotkey ("KB\_DELETE") refers to the full keyboard's Delete key (*near the Home and Insert keys - it isn't on Magic or laptop keyboards*). The Delete key in the backspace position (*all Mac keyboards*) triggers hotkeys with "KB\_BACKSPACE", use the 'fn' modifier to trigger "KB\_DELETE" instead on shorter keyboards.

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## **Downloads**

### [Steam Workshop \(Local Version\)](#)

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### [Download - Civ5 Hotkey Mod \(Local Version\)](#)

### [Download - Civ5 Hotkey Mod \(DLC Version\)](#)

**\*\*[Download - NQMod Compatibility Version](#)** - only includes the Hotkeys Simplified layout.

Downloads are shared through Dropbox. If you don't have a Dropbox account (or aren't signed in) a popup will ask you to login/sign up. Just click '*No thanks, continue to view →*' to access the file.

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## **Installation**

*Notes:*

- Directory paths are for the Steam version of the game. Directories for non-steam versions will be different.
- '~' is short for 'Users/[YourUserName]/'
- '. . .' is short for the drive\directory where Steam is installed

Each version contains folders with alternate hotkey layouts. The 'Hotkeys Simplified' layout is used by default, but any layout could be swapped in. The mod reads whichever layout is installed in its 'override' folder. Be sure to follow the installation instructions using the correct version you want.

You will need a text editor (*ex. Notepad or Notepad++ on Windows, TextEdit or TextWrangler on Mac*) to customize your layouts or to adapt the Hotkey mod to work with conflicting mods.

### **Local Version**

- 1) If downloaded through Steam Workshop, skip to step 2. Otherwise, copy the 'Civ5 Hotkey Mod (v 1)' folder into your Civ5 Mods directory. This should be found in your 'Documents' folder:

*Windows:*

~\Documents\My Games\Sid Meier's Civilization 5\MODS

*Mac:*

~/Documents/Aspyr/Sid Meier's Civilization 5/MODS

*Linux:*

~/.local/share/Aspyr/Sid Meier's Civilization 5/MODS

- 2) If using a different/custom layout swap its .xml files into the 'Hotkey Overrides' folder. Overwrite files if necessary.

Update the InGame.lua file for the Toggle Hex Grid hotkey - it is assigned to 'H' for Hotkeys Simplified but will need to be changed to 'G' for the Default or Steam Controller layouts.

Update the DiploCorner.lua file for the Chat Focus hotkey - it is assigned to 'Home' for Hotkeys Simplified but will need to be changed to 'Tab' for the Default or Steam Controller layouts.

3) Access through the mods menu in-game.

### **DLC Version**

1) Copy the 'HK\_MOD' folder into your Civ5 DLC directory:

*Windows:*

...\Steam\SteamApps\common\Sid Meier's Civilization V\Assets\DLC

*Mac:*

~/Library/Application Support/Steam/SteamApps/common/  
Sid Meier's Civilization V/Civilization V.app/Contents/Home/Assets/DLC

*Linux:*

~/steam/steam/steamapps/common/  
Sid Meier's Civilization V/steamassets/assets/dlc

2) If using a different/custom layout swap its files into the 'Override' folder. Overwrite files if necessary.

### **Conflicting Mods**

Conflicting mods override the same game files or .xml data as this mod. The conflicting sections of the Civ5 Hotkey Mod will need to be merged into the other mod. You may want to backup files to a separate location before you change them for easier uninstallation.

\*\* The NQMod is an example of a conflicting mod. A NQMod-specific compatible package has been created that includes it's own installation instructions. It only includes the Hotkeys Simplified layout.

The Hotkey mod alters the follows files or their DLC/Expansion equivalents:

Assets/Gameplay/XML/Units/  
CIV5Controls.xml, CIV5Builds.xml, CIV5Automates.xml, CIV5Commands.xml,  
CIV5Missions.xml, CIV5UnitPromotions.xml  
Assets/Gameplay/XML/Interface/CIV5InterfaceModes.xml  
Assets/UI/InGame/InGame.lua  
Assets/UI/InGame/WorldView/DiploCorner.lua

The conflicting hotkey updates can be added at the end of other mod's corresponding files. Some DLC-type mods overwrite all .xml data into one large file (*such as 'CIV5Units.xml'*) - all the Hotkey mod's .xml changes should be added together at the end of that file.

All the .xml changes from the Civ5 Hotkey Mod have been collected in 'XmlChanges.xml'. Copy from either XmlChanges or the separate sections in the mod folder.

### **Adapt the Mods**

- 1) Find the conflicting file(s) in the other mod.
- 2) If using a different/custom layout swap its files into the 'Hotkey Overrides' folder (Local Version) or the 'Override' folder (DLC version. Overwrite files if necessary.
- 3) Open 'XmlChanges.xml' or the override folder's .xml files and the conflicting file(s) in a text editor.
- 4) Copy the conflicting Hotkey Mod changes and paste them into the corresponding file(s).  
**!!! Make sure you paste at the end of the other mod's file(s), but above '</GameData>' !!!**
- 5) Save the .xml file changes.

6) If the other mod alters 'InGame.lua', open it and edit the line:

```
elseif ( wParam == Keys.G ) then
```

to change the Toggle Hex Grid hotkey - it needs to be assigned to 'H' for the Hotkeys Simplified layout.  
Then save the edited 'InGame.lua' file.

If the other mod alters 'DiploCorner.lua', open it and edit the line:

```
and wParam == Keys.VK_TAB ) then
```

to change the Chat Focus hotkey - it needs to be assigned to 'Home' for the Hotkeys Simplified layout.  
Then save the edited 'DiploCorner.lua' file.

### Install Remaining Hotkey Mod Changes

If there are sections of the Hotkey mod that DIDN'T conflict with the other mod (including 'InGame.lua' and 'DiploCorner.lua'):

- 7) Delete the files that conflicted from the 'Hotkey Overrides' folder (*Local version*) or the 'Override' folder (*DLC version*).
- 8) Copy the 'Civ5 Hotkey Mod (v 1)' folder (*Local version*) or the 'HK\_MOD' folder (*DLC version*) with the remaining non-conflicting files into your Civ5 DLC directory (*see the sections above for the directory paths*).

### **!! Warning !!:**

If another mod adds new content or edits/renames the actions affected by the Hotkey mod then copying this mod's changes may not be enough. New update entries may need to be added to address the other mod's content.

### Uninstall

- 1) Delete the 'Civ5 Hotkey Mod (v 1)' or 'HK\_MOD' folders.

### If Adapted for Conflicting Mods

If you made backup files:

- 2) Replace the changed files with backups.

If you didn't make backups:

- 2) Open any files from the other mod that were changed in a text editor.
- 3) Delete the sections at the end from the Hotkey mod.
- 4) Save the file changes.

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### Author Contact

Thanks for checking out this mod! This started on a whim to make Steam Controller configuration easier, then I realized it could make the hotkeys faster for multiplayer use as well. After digging a little I saw others thinking along the same path - changing the .xml data files - but I hadn't found the changes easily grouped in a mod. Hopefully this result of a few weeks of tinkering helps some of you out!

Please send any suggestions or reports if things aren't working correctly to my email below. I'm not a programmer so I'm sure there are things that I missed or that could have been done differently. I hope you enjoy the mod!

Email: [pusillanimousgamer@gmail.com](mailto:pusillanimousgamer@gmail.com)

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### Versions / Changelog

v1.1 - released Jul 7 2016

- Steam Controller Layout update! Controls streamlined with new controller 'activator' features.
- Added media keys and chat focus/virtual keyboard hotkeys.
- Almost all [shift] bindings reassigned non-modifier hotkeys as modifiers are currently bugged on Mac.
- Be sure to use the accompanying SC community config, the old one will not be compatible with this update.
- 'Chat Focus' hotkey (found in DiploCorner.lua) changed from 'Tab' to 'Home' in Hotkeys Simplified Layout - conflicted with Strategic View hotkey. Added modified DiploCorner.lua files to mod folders.

#### *v1.0 - released Apr 6 2016*

- New layout for the Steam Controller! Community binding '*Civilization V | Civ5 Hotkeys Mod - Complete Bindings*' created for it.
- Released on Steam Workshop
- *Mod-Version* renamed to *Local Version*

#### *v0.2 - released Apr 1 2016*

- Separated Mod version & DLC version downloads. Folders restructured for easier navigation.
- File 'AllChanges.xml' renamed 'XmlChanges.xml'

#### Hotkeys Simplified Layout:

- 'Cancel Action' hotkey: primary 'Z' switched with alt 'Backspace' (the primary hotkey is what shows in the UI). Meant to do this before release to match the 'Stop Automation' hotkey.
- Removed [ctrl] modifiers for 'Save Game', 'Load Game', & 'Options Menu' hotkeys.
- Changed 'Quick Save' & 'Quick Load' hotkeys to '[shift]K' & '[shift]L' to match 'Save Game' and 'Load Game' hotkeys.
- Melee Naval & Carrier unit promotion hotkeys: Swapped 'Track1' & 'Track2' hotkeys to match UI order.
- Fixed: Accidentally assigned same hotkey to 'Prev Unit (Alt1)' & 'Prev Unit (Alt2)' so hotkey wouldn't do anything. Removed hotkey from 'Alt1', now works as intended.

#### *v0.1 - released Mar 30 2016*

- First release!