

Planetary Facilities

This section describes the structure of the PlanetaryFacilityDefinitions.xml file.

All values are positive floating point numbers unless stated otherwise.

Name	Value Range	Description
PlanetaryFacilityDefinitionId	0-32767	Unique Id value of planetary facility definition
Name	Text, 100 characters or less	Name of planetary facility definition
Description	Text	Description of planetary facility definition
ImageFilename	Text, 100 characters or less	Image of planetary facility definition shown in colony view, etc
BuildCost		Cost to build the planetary facility at a colony. This can include both a monetary cost (number of credits) and a cost in resources
MaintenanceCost		Annual maintenance cost of the facility in credits
IsRuins	true/false	Indicates whether the facility is actually a ruin. Abandoned ruins are generated at some planets at the start of the game. But facilities available for construction at a colony during the game should not be marked as ruins
MaximumBuildCountPerEmpire		Maximum number of this facility that can be built at the colonies of a single empire. This value can be especially useful to restrict the construction of Wonders so that there is only one per empire. To allow unlimited building for this facility, set this value to -1
MaximumBuildCountPerGalaxy		Maximum number of this facility that can be built anywhere in the galaxy. This value can be especially useful to restrict the construction of Wonders so that there is only one per galaxy. To allow unlimited building for this facility, set this value to -1
AchievementRaceId		Indicates that the construction of this facility is a special race achievement for the specified race. This can be connected to race victory conditions. Values should be either -1 (facility is NOT a race achievement) or a valid RaceId from Races.xml
PlanetaryShieldMaximumDamageAbsorbed		Maximum amount of enemy bombardment damage that will be harmlessly absorbed by planetary shields. Bombardment amounts above this level will be reduced but will

		strike and damage the colony. High values here will also increase damage to invading troops at a colony
PlanetaryShieldPenetrationChance	0-1	Chance of completely bypassing the planetary shield for enemy weapons bombardment damage or invading troops. In other words this value defines the reliability of the planetary shield, e.g. 0.1 = 10% chance of bypassing shield
WeaponComponentId	0-32767	The ComponentId of the facility's weapon. The weapon itself is defined as a component in ComponentDefinitions.xml . The facility then references this weapon using this value. This value should be either -1 (facility has no weapons) or a valid weapon ComponentId from ComponentDefinitions.xml
WeaponComponentLevel	0-255	The tech level of the weapon component. This should correspond with one of the ComponentStats entries for the specified component
WeaponCount	0-255	The number of weapon instances for this facility, e.g. the facility may have multiple missile launchers
FighterCapacity	0-255	The maximum number of fighters hosted by the facility
FighterBuildRate		The build rate for fighters
FighterRepairRate		The repair rate for fighters
ColonyCorruptionReductionProjectionRange		The maximum range of colony corruption reduction. The reduction amount falls off to zero over distance so that colonies near the range limit have very little corruption reduction. This value is especially useful for implementing Regional Capital facilities
TerraformingDamageRepairRate		The annual repair rate for colony damage caused by enemy bombardment, invasion battles and natural disasters
TerraformingQualityImprovementRate		The annual improvement rate for planet quality
TerraformingQualityMaximum	0-1	The maximum quality level that can be reached by the terraforming facility
ColonyIncomeDrainRatio	0-1	The ratio of colony income drained to the empire of the facility, e.g. 0.1 = 10% of income drained. This value is especially useful for implementing pirate bases
ColonyInfluenceLevelToBuild	0-1	Colony influence level required to build this facility. If this value is zero then this facility can be built by the empire owning the colony. Otherwise if this value is greater than zero then this facility can only be built

		by an empire with the specified level of influence at the colony. This value is especially useful for implementing pirate bases
HyperDenyRange		Range of hyperdeny effect for nearby enemy ships
HyperDenyStrength		Strength of hyperdeny effect for nearby enemy ships
MedicalRating		Medical rating that improves colony happiness and reduces losses from plagues
FacilityFamilyId	-1-32767	Defines the relationship between various facilities of the same type, e.g. upgraded versions of planetary shield, defensive facilities, pirate bases, etc. When facilities share the same FacilityFamilyId value then they are considered to be within the same upgrade path, and facilities with higher levels (FacilityFamilyLevel) will be built instead of facilities with lower levels. This functionality can be disabled by assigning -1 to this value (no facility family)
FacilityFamilyLevel	0-32767	The level for this facility within its facility family (FacilityFamilyId). When facilities share the same FacilityFamilyId value then they are considered to be within the same upgrade path, and facilities with higher levels will be built instead of facilities with lower levels
ExclusiveWithinFamily	true/false	When true then can only build single facility from all exclusive facilities within same family
ValidPlanetTypeIds	List of 0-255	List of planet type Id values where this facility can be built. Values here should match valid OrbTypeId values in OrbTypes.xml . If no values are present here then the facility can be built at any colony
ValidGovernmentIds	List of 0-32767	List of required government Id values that an empire must have to build this facility at a colony. Values here should match valid GovernmentId values in Governments.xml . If no values are present here then an empire can always build the facility, regardless of its government type.
TroopIdsRecruitable	List of 0-32767	List of troop types that can be recruited at this facility. Values here should match a valid TroopDefinitionId in TroopDefinitions.xml
AllowTroopInfantryCloning	true/false	Allows cloning best infantry troops in empire
Bonuses		List of bonuses that this facility supplies. Bonuses can apply to just the colony where

the facility is built (AppliesTo=Item), or to an entire empire (AppliesTo=Empire)

EmpireBonusSharingRate