

## Advanced Economy Guide Addendum – Textiles

Production for textiles is much different than the other resources and is, perhaps, a little harder to understand. You will see three numbers in the textile column on the slider (Development Advisor) screen.

The top number is the number of Textiles this province will produce, **if you already have sufficient Wool and Cotton available**. Remember, it takes 4 Wool or 4 Cotton to produce 1 Textile. So, in the example below, this one province will convert 12 Wool into 3 Textiles, if there are at least 12 Wool remaining in the national pool that was produced in prior turns. So, this number is actually the **capacity** for this province to produce Textiles.

The middle number in **red**, is how many textiles you will convert this turn based on the amount of wool and cotton you have, looking at the **national totals** of all the individual province Textile **capacities** and the total Wool/Cotton available.

The bottom number is your current balance of unused, already produced Textiles.



So, where does the +3 come from? You need three values to calculate Textile capacity:

1. The current population for the province. ("MaxPop" in *COG2Start.txt* for newly started games.)
2. The current number of factories. ("Industrial" in *COG2Provinces.txt* for newly started games.)
3. The value of the Textile slider.

The **formula** is simple:

1 + the Number of Factories/4      x      Current Population      x      Slider/100  
For the province above this is      1+(4/4)      X      7      X      .22      or      3.08

Then, round the total down. Pretty simple, huh?

### ***Wool and Cotton Values on the Advisor***

For a long time, I was confused by the negative numbers I sometimes see in Wool and Cotton. Let me demonstrate what these numbers mean.

The middle number for Wool is -13. That means that when the next turn starts, you'll have about 13 less Wool **in total** than you have now. Here's where that number comes from:

|                                                                                                          |    |
|----------------------------------------------------------------------------------------------------------|----|
| Starting Wool this turn                                                                                  | 50 |
| To be converted this turn (The value in the red cell times four or 11 X 4)                               | 44 |
| Balance before new Wool production                                                                       | 6  |
| Planned Production (adding up , one-by-one, all the top Wool numbers for the non-protectorate provinces) | 30 |
| Expected Beginning Balance for next turn                                                                 | 36 |

That's pretty close! The Advisor says we'll have about 37, or 50 – 13. We calculated that it will be 36. Why the difference? Well, I've said this in a dozen different posts: There's a lot of variability in the formulas with round-ups and round-downs and the like, so nothing will ever be perfect. Get over it.

That's it. That's how textiles work.

### ***Notes:***

In my spreadsheet calculations this is error free for all counties except those who are experiencing waste. Due to the complex nature of the waste calculations, Textile production is usually a little more than it should be when the expected waste is estimated and subtracted from the total. Merry Christmas. I suspect this is due to the fact that there is always more

capacity than is actually needed to convert existing stocks of Wool and Cotton, so the figures you see from adjusting the sliders is a bit high.

But, in any case, remember that these are only capacity figures, you still must have Wool or Cotton available (times four) to see these conversion values materialize. So, if you're running low on Textiles make sure that those provinces capable of producing Wool or Cotton have the slider at the maximum AND that you have sufficient capacity to do the conversion.

Finally, why are only 11 Textiles produced and not 12? When you add up all of the capacity values, you'll see that you have 21 or 22. That means that you should produce 12 Wool, leaving 2 Wool in the national pool when you're done. Well, it usually will convert as many as it can. But it may be off by one or two.

***Playing hints:***

Always develop factories in those provinces that are good at producing Textile capacity. Each factory increases your capacity to produce Textiles by 25%. What a deal! But those provinces are also usually good at producing wool, so build some farms. How do you know which to do first? Negative Wool or Cotton numbers are the key. When you see them, build Farms first.

Building roads can also important when your population can grow (lots of food available) and your population is already maxed out in a province. In this example, one more population point in this province will increase the total to 3.52. A second population point will increase it to 3.96. But here again, if you have negative Wool and Cotton, higher Textile capacity generated from greater population points won't help.