- overwrite C:\Matrix Games\Crown of Glory Emperor's Edition\Scenarios\1792_S\COG2Events.txt, or other appropriate scenario

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I have encountered 2 major issues with Historical Events. While working out a solution to the first issue, I discovered a second one. For clarity, I will deal with each issue separately. The good news is that I was able to work around the first issue and fix the second.

Note: Historical Events are not available in a PBEM game, so don't look for them in that situation. This is by design.

Issue #1:
You setup the 1792 scenario as France and start play. When ending your August 1792 turn, you get the "French Revolution" event popup window. Historical Events are functioning.

You end there for the day, save your game and exit COGEE. The next day, you launch COGEE and load your saved game. You end your September 1792 turn and should see the "Monarchy Abolished" event popup window, but nothing. Odd. That event has a 100% chance to trigger, as stated in the COG2Events.txt file.

You end your turns in quick succession, to see if the next scheduled 100% event will appear in January 1793, which is the "Execution of Louis XVI" event. That event also does not appear. In fact, Historical Events no longer trigger at all.

Cause:
After much testing, it appears the Historical Events engine only functions when you start a scenario. As soon as you exit COGEE, then subsequently relaunch COGEE and load a saved game, the Historical Events engine will not function. It appears the Historical Events engine is only initialized when a scenario is started, but not when a saved game is loaded.

I have reproduced the issue on 2 different Windows 7 computers. I even reproduced it on a Windows XP virtual machine, with an unpatched version of COGEE. Therefore, the issue is not caused by OS incompatibility, nor the v109 COGEE patch.

Fix:
Fortunately, there is a workaround to get the Historical Events engine working when launching COGEE and loading a saved game.

Launch COGEE and setup a scenario, as if starting from scratch (I just pick the scenario and a human player; I don't bother with the other settings). When you are brought to the map, you can load your saved game and the Historical Events engine will be functional. This procedure must be followed *every* time you launch COGEE and load a saved game.

I have tried this procedure on several of my old saved games where no events were ever triggered and did indeed see Historical Events trigger. It's a bit awkward, but it does work.

Issue #2:
I noticed that some Historical Events set to trigger on the first turn of the 1792 scenario, would never do so, even though they should trigger. One event even had 100% Chance and still would never trigger. Further testing revealed that the problem Historical Events all had a start year/month preceding the current game turn and an end year/month of 0/0. The events with a proper end year/month functioned correctly (for example, an end year/month of 1830/12 instead of 0/0).

ex: Ottoman Military_Reforms event has a 100% Chance, a start year/month of 1792/01 and an end year/month of 0/0

The first turn in the 1792 scenario is on the month of June, so 1792/06. Since the Military_Reforms event's start year/month precedes the first game turn and its end year/month is 0/0, it will never trigger.

Cause:
Events with an end year/month of 0/0 will only successfully trigger on the turn they become active, as indicated by their start year/month. If they fail to trigger on their first active turn, then they will never trigger. This is a problem because all events with less than 100% Chance may not trigger on the first turn they become active, but should be able to trigger afterwards. Those events with an end year/month set to 0/0, can only trigger on their start year/month and never after.

This issue negatively impacts 44 events.

Fix:
After more testing, I was able to get this event to trigger by doing one of two things. If I set its start year/month to 1792/06 (and changed nothing else), then it would trigger on the first turn of the 1792 scenario. Also, if I set the end year/month to 1796/02 (and changed nothing else), then it would also trigger on the first turn of the 1792 scenario.

I eventually fixed this issue by changing the end year/month, on those events originally set to 0/0 and also having a less than 100% Chance. For most events, I set the end year/month to the turn prior to the next scenario, although there were some exceptions.

While I was looking at the COG2Events.txt file, I made a few other modifications. Some were to fix what I thought were errors. Some were to reduce the odds on a few events, which I thought were too high. Therefore some of my changes are very much open for debate. If you disagree with some of my changes, you can edit them using Excel (just don't change the ID# of the event). Bryan Morgan's "Modder's Guide" does a fantastic job of explaining how this file works. It is most definitely recommended reading.

Modifications:

Changed event description:
- changed (44) Fourth_Mysore_War event's description to append "40_colonies."
- corrected spelling on several event descriptions

Changed event Chance:
- changed (22) Assassination_of_Napoleon event's Chance value from 10 to 1 (otherwise probabilities dictate he is dead within 10 months of the start of this event)
- changed (95) Continued_Training event's Chance value from 0 to 2 (otherwise it will never trigger)
- changed (101) Crop_Failure event's Chance value from 4 to 2 (otherwise crop failures have a 48% percent of occurring every year; seems a bit high)

Changed event start year/month:
- changed (6) Inflation event's start year from 1792 to 1793 (all events are in chronological order, except this one; I figured it was an error)
- changed (38) Inspired_by_the_French_Revolution event's start month from 1 to 9 (this event should only trigger _after_ the French Revolution actually occurs)

Changed event end year/month, to ensure triggering:
- changed (12) Enforced_Atheism event's end year/month from 0/0 to 1796/02
- changed (18) Abdication_of_William_V_Holland event's end year/month from 0/0 to 1796/02
- changed (22) Assassination_of_Napoleon event's end year/month from 0/0 to 1830/12
- changed (23) Papal_Concordat event's end year/month from 0/0 to 1805/08
- changed (34) Napoleon_Excommunicated event's end year/month from 0/0 to 1812/06
- changed (35) Pope_Arrested event's end year/month from 0/0 to 1812/06
- changed (37) Defection_of_Murat event's end year/month from 0/0 to 1830/12
- changed (41) Irish_Revolt event's end year/month from 0/0 to 1830/12
- changed (44) Fourth_Mysore_War event's end year/month from 0/0 to 1805/08
- changed (47) Slave_Trade_Abolished event's end year/month from 0/0 to 1812/06
- changed (48) Luddite_Unrest event's end year/month from 0/0 to 1812/06
- changed (50) Succession:_Frederick_William_III event's end year/month from 0/0 to 1805/08
- changed (52) Abolition_of_Internal_Customs event's end year/month from 0/0 to 1805/08
- changed (53) Arndt's_"Geist_der_Zeit" event's end year/month from 0/0 to 1812/06
- changed (54) Scharnhorst's_Manifesto event's end year/month from 0/0 to 1812/06
- changed (56) Founding_of_the_Gymnastics_Movement event's end year/month from 0/0 to 1812/06
- changed (57) Educational_Reforms event's end year/month from 0/0 to 1812/06
- changed (58) Military_Reforms:_Stadion event's end year/month from 0/0 to 1812/06
- changed (59) Civil_Code event's end year/month from 0/0 to 1812/06
- changed (60) Polish_Uprising event's end year/month from 0/0 to 1796/02
- changed (61) Czar_Paul_I event's end year/month from 0/0 to 1805/08
- changed (62) Assassination_of_Paul_I event's end year/month from 0/0 to 1805/08
- changed (63) Russo-Persian_War event's end year/month from 0/0 to 1812/06
- changed (64) Transfer_of_Louisiana event's end year/month from 0/0 to 1805/08
- changed (65) Massive_Colonial_Unrest event's end year/month from 0/0 to 1812/06
- changed (66) Free_Spanish_Constitution event's end year/month from 0/0 to 1812/06
- changed (68) Growth_of_Danish_Fleet event's end year/month from 0/0 to 1805/08
- changed (69) Land_Redistribution event's end year/month from 0/0 to 1812/06
- changed (70) Coup event's end year/month from 0/0 to 1812/06
- changed (71) Militray_Reforms event's end year/month from 0/0 to 1796/02
- changed (74) Revolt_in_Serbia event's end year/month from 0/0 to 1805/08

- changed (75) Janissary_Revolt event's end year/month from 0/0 to 1805/08
- changed (76) Tension_with_Russia event's end year/month from 0/0 to 1812/06
- changed (77) Coup:_Mustapha_IV event's end year/month from 0/0 to 1812/06
- changed (78) Coup:_Mahamud_II event's end year/month from 0/0 to 1812/06
- changed (79) Revolt_in_Serbia event's end year/month from 0/0 to 1830/12
- changed (80) Bernadotte:_King_of_Sweden event's end year/month from 0/0 to 1812/06
- changed (81) Assassination_of_Gustav_III event's end month from 0/0 to 1796/02
- changed (84) Act_of_Union event's end year/month from 0/0 to 1805/08
- changed (85) Occupation_of_Orissa event's end year/month from 0/0 to 1805/08
- changed (87) British_Gain_Cape_Colony event's end year/month from 0/0 to 1812/06
- changed (88) Napoleon_Marries_Marie-Louise event's end year/month from 0/0 to 1812/06
- changed (89) Stadion:_Military_Reforms event's end year/month from 0/0 to 1812/06
- changed (98) Nathan_Mayer_Rothschild event's end year/month from 0/0 to 1819/12

To be verified:

(40) Traitorous_Correspondence_Bill
Economy Report and British Trade Event Bugs
"The event for england where you pick whether or not to shut out yours and france's merchants from each others ports has a bug . I reloaded several times and no matter what option I picked trade was blocked."

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v1.0 by lucr41