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steam doesn't delete them) verify the integrity of game files in steam clearing the download cache in steam and verify the integrity of game files afterwards remove all mods and unsubscribe from them in steam. move the folder "Paradox Interactive\Europa Universalis IV" from your Documents folder to some other place. You could also delete it, but then you lose all save games and screenshots which are stored there. Do a clean reinstall as described in my guide on reddit about common startup problems with version 1.29 A few people have reported that uninstalling eu4 and uninstalling steam helped(but I don't think that this does anything more than the previous options) Does any of this help? Time to roll a new Portugal playthrough. portugal is the strongest I've ever seen it. Portuguese marines now gives +1 blockade to siege, 50%(!) marine force limit, .40% naval barrage cost. Its the most fun naval nation in the game. The biggest thing that made portugal weak was having an abysmal army tradition, but you can stack your siege modifiers so high now you basically engage in continuous warfare and seize forts in 1-3 months driving your army tradition through the roof. Just to get an idea what age of reformation portugal looks now: 6+ to siege from artillery + 10% siege ability from "improve inland routes" 1+ siege pips from aristocratic ideas 1+ siege from blockading with flagship mortars 3+ siege from 9 mil cost barrage 1+ siege from Portuguese marines 1+ siege from "floating batteries" i think there might be a few other modifiers i'm forgetting, but you start at 10 at siege 13. the -15% construction cost portuguese idea stacks with the -10% catholic cost reduction stacks with the -15% manueline archeticture policy to give you manufactories for 275 a pop. Just an absolute unit of a nation now, only reason its worse than spain is an inferior mission tree, but you can always form spain if you feel like it when you are already hulking out on the rest of the world. Personally would highly recommend going exploration -->expansion --> aristocratic, get a nice set of abilities and policies that mesh very well with how portugal plays. edit: after testing, marines do average disembark speed, so 10marines10cannon disembark in half the time Reactions: Page 6 Little thing, but you put Tartar missions instead of Tatar missions. Don't be afraid of the dark. Be afraid of the terrible things that are hiding in there, and the terrible things they will do. Reactions: Since the Updates now get random country names, can we vote for the next Update name? I vote for Hawaii - the "Hawaii Update" Oh, and the Launcher looked like a Pharmaceutical company's fine print, "The 'France' update really isn't about France but we had to name it something." If you guys need help creating new Launcher text, I can help you out, as that didn't sound very exciting. Here's what you should have said: - "France always loses wars and dies so we named this update for France even though there's nothing French about it, but at least we paid respects to all the dead Frenchmen in the process." - Video Game connoisseur dating back to the earliest of Pong machines in the 1970s. [.] Reactions: I have not tried but there may be a bug in sinicization, as Oirat, attack Kham and take most of its lands, vassalize it, and then attack Ming, making Khan to take a great bit of chinese culture provinces. In case that the sinicization decision require no status as independent state, and ai will do factor=1, then comes the sinicization of Tibetan. Alikey, allying Jianzhou to make it form Manchu and ally Korea for its sinicization, with the mechanic one can achieve the largest realm of chinese culture group without rare opportunity. It's by mechanic but little odd. I suggest that sinicization must require independent status, and dominant chinese culture must be stable in province or having been made core for several years. I noticed that a global flag is set in sinicization of tibetan culture decision. but triggering sinicization seems not check if this flag is set or not. In korean and Vietnamese there're no check or set. But in YuanFormNation it does set and check If Gyeongbok Palace is a great project, there are at least four great projects of the same magnitude in Beijing alone, They are the Forbidden City, the Xiyuan, the Old Summer Palace and the Summer Palace, Except for the Old Summer Palace, which was burned down by British and French forces in 1860, the other three architectural complexes remain to this day, And any one of them covers much more land than Gyeongbok Palace, They built on a grand scale and were significant in many ways, And that was just one part of the prosperity of imperial China 如果紫福宫是一个伟大的项目,那么仅在北京就至少有四个同样规模的伟大项目,它们是紫禁城(建于1404年),西苑(建于1179年),圆明园(建于1707年)和颐和园(建于1750年),除了1860年被英法军队烧毁的圆明园外,其他三座建筑群至今仍保留下来,其中任何一个覆盖的土地都比紫福宫多得多,他们建设规模宏大,在很多方面都具有重要意义 I believe that its the only project that Joseon had at that time. This idea may not be a horizontal comparison considering but to enhance Joseon's status as a "designed" tag. @BjornB Thanks for 1.33's rework on east asia. Arguing though made things tough, but the existence of arguing means that players or users consider eu4 as a very good game, and Paradox suits their tastes well. There may be no competitors with paradox in this realm, so players or user transfer their adoring and passion into making this game better and better. EU4 is coming to its end, perhaps in 1 or 2 years, and we are expecting EU5 to surprise us, just like what Vic3 is going to do. 我相信这是朝鲜当时唯一的項目。考虑到这一点,这个想法可能不是横向比较,而是为了提高朝鲜作为“设计”标签的地位。 I believe that its the only project that Joseon had at that time. This idea may not be a horizontal comparison considering but to enhance Joseon's status as a "designed" tag. But why did it improve the administrative capacity of the ruler of the Korean kingdom? Political corruption in the Korean kingdom is well known But why did it improve the administrative capacity of the ruler of the Korean kingdom? Political corruption in the Korean kingdom is well known Perhaps it's for the king himself without considering the condition of state's institution. Of course related to some kind of historic fantasy, but it must be a balanced consequence after testing if Joseon in EU4 can be logically applied to Earth Online I can't seem to use the claim throne CB, got a Habsburg onto the Spanish throne playing as Austria, they have no Heir, I have a RM and the claim throne CB isn't an option, not in a Regency or anything, so it should work, any suggestions I can't seem to use the claim throne CB, got a Habsburg onto the Spanish throne playing as Austria, they have no Heir, I have a RM and the claim throne CB isn't an option, not in a Regency or anything, so it should work, any suggestions Did you actually claim their throne before? You need to use the diplo interaction for that, and you need to have higher prestige then them to be able to use it. That'll give the CB which you should be able to use after. Page 7 Are we going to get a patch for this update? The game is seriously unplayable, allies sit in their own borders whenever you're at war and the AI won't capture the last province of any country. And let's not forget about the fact that you cannot check how much money you owe until you have enough to pay it back. These are basic game mechanics, you'd think they would be patched two weeks after release. Last edited: Mar 11, 2022 Reactions: Are we going to get a patch for this update? The game is seriously unplayable, allies sit in their own borders whenever you're at war and the AI won't capture the last province of any country. These are "basic game mechanics", you'd think they would be patched two weeks after release. I have to agree with this. I tried getting the AI to join my battles but it would simply go back to its own provinces. It let its lands be sieged by a 1k stack while it had a 10k stack that would move to the sieged province but then stop without a care in the world. Monuments in India which should benefit dharmic religions like Hampi and Ellora caves, only give benefits if you are buddhist (theravada, mahayana, vajrayana or syncretised these). This does not make sense. Reactions: Have you guys changed the values for the Burgundian Inheritance? Because I am 0/10 getting it if I dismantle the HRE, they always stay independent. Have you guys changed the values for the Burgundian Inheritance? Because I am 0/10 getting it if I dismantle the HRE, they always stay independent. The chances in the inheritance event are unchanged. If the HRE doesn't exist, the emperor is not an option anymore. Is France an independent monarchy in your game? If not they would also not be eligible. Did you make sure that you are eligible? What is often overlooked is that if you accepted their royal marriage offer, it breaks when their ruler dies and you won't be eligible for the event, because it happens afterwards. If they stayed independent, you can see this by looking at their royal marriages after the inheritance. If the royal marriage with you broke, you were not eligible for the inheritance In 7/10 of these games I was France. in 1/10 I was England, and I got a message "I've never seen before which was 'The French aren't here to stop us anymore' so there must be something new. Another time I was Bohemia and another time Aragon. I sent the Royal Marriage. It seems to me there must be something different because other than one time I saw it happen in 1454, all other times happened post 1500 since Charles is never made a general anymore. I'm just curious, because it changes the way I'd approach the inheritance. In 1/10 I was England, and I got a message "I've never seen before which was 'The French aren't here to stop us anymore' so there must be something new. That option has existed since 1.30.1 and the only change was in 1.31.0 which made that option available if France still exists as a subject. In 7/10 of these games I was France. If there were no other eligible countries, this would remove the "strongest ally" option. And the chance for choosing France might be lower than for staying independent depending on the circumstances. I'm curious why you think that you can draw any conclusions from the outcome of 10 random dice rolls with different weights for the various options? As I said, the weights in the options are unchanged between 1.32 and 1.33. So if there is any change, it would have to be in how these weights are applied and it would most likely be a bug. If you really think that there is such a bug, you would need to do some more rigorous tests to determine that. One test you could for example do would be to alt-tab out of your game when it happens the next time, make a copy of the last autosaves/ironman+backup saves and then load them as Burgundy(after de-ironmaning them if necessary) and use the console commands "die" to kill the ruler and "debug_mode" to see the AI weights in the event. Then you can reload your save again as your country and change the age of Burgundy's ruler to 95 ("age_ruler 95 BUR") so that he has a high likelihood of dying and let it run till he dies. Then you can repeat that maybe 100 times and compare the outcomes to the weights. Doing it a few times from Burgundy's perspective would be useful to make sure that the weights don't change, the patch is too hardcore on v. hard, ai devlop like crazy and built forts everywhere. I dont see the point of buffing so much. Can we get any update on the desyncs that make 1.33 unplayable on MP?? This is ridiculous. This whole update is ridiculous, nearly a month of unplayable bugs even in singleplayer (can't tell how much money you owe until you can pay it back, AI allies sit in their own borders, and the AI does not conquer the last province of a country ever). I really expected better of you devs. This is unbecoming of Paradox. You can still check how much debt you are in if you haven't dismissed the alert that appears in the top left whenever you have one or more loans, by hovering over this alert. Sure it isn't currently possible via the loan repayment section of the advisor area, but it isn't impossible to find the info if you really want to. You can still check how much debt you are in if you haven't dismissed the alert that appears in the top left whenever you have one or more loans, by hovering over this alert. Sure it isn't currently possible via the loan repayment section of the advisor area, but it isn't impossible to find the info if you really want to. That's...still not acceptable at all There is also the anti-qol stuff with the 's' hot key to split armies that doesn't work anymore if you have multiple stacks selected. Reactions: Are there any planned updates on the desync issue in multiplayer with consorts and heirs dying naturally? Last I heard this was a engine issue and while I enjoy playing on 1.33 single players wise, Multiplayer experiences thus far have been a bit demoralizing when have to hotjoin people. This is still a huge issue, atm all multiplayer games have to downgrade,since this patch got release while knowing it was unstable Reactions:



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