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## CK2 Ruler Designer Mod [WORK]

Dec 4, 2019 This mod is no longer in development and hasn't been updated for a while. Nov 26, 2020 It now has a designer. PLEASE READ THE README :) Improvements: -it's compatible with vanilla CK2 -it's compatible with ALL CK2 mods -it's compatible with vanilla kingdom events (doesn't work with DLC created events though) -it's compatible with all traits from the Ruler Designer DLC -it's compatible with all random CoAs -It can now randomly select a CoA of an eligible character when you start the CK2 game -The old game compatibility issue (where it creates rules for single characters) is now fixed -more about the mod Install instructions: -unzip to a folder that you don't have any mods installed in -open the rar file and enjoy :) Apr 30, 2018 Kjalasi's mod has been updated! Aug 12, 2019 This mod is no longer in development and hasn't been updated for a while. May 31, 2020 There's a Ruler Designer Unlocked submod available through the steam workshop, but it's only compatible with vanilla CK2. CK2 Ruler Designer Mod Aug 28, 2021 You can access the CoA designer in the ruler designer. This mod is incompatible with any mods changing random CoAs. May 2, 2020 You can access the CoA designer in the Ruler Designer mod. You can switch to the new designer at anytime and it will automatically switch your CoA back to the original when you leave. May 6, 2020 It has a bug that causes game errors. May 23, 2020 It can now randomly select a CoA of an eligible character when you start the CK2 game Aug 28, 2021 You can access the CoA designer in the ruler designer. This mod is incompatible with any mods changing random CoAs. May 9, 2020 It has a bug that causes game errors. You can switch to the new designer at anytime and it will automatically switch your CoA back to the original when you leave. Sep 2, 2020 There's a Ruler Designer Unlocked submod available through the steam workshop, but it's only compatible with vanilla CK2. Aug 28, 2021 You can access the CoA designer in the ruler designer. This mod is incompatible with any mods changing random

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Jan 28, 2019 A mod that creates a custom ruler that allows the changing of the title and nobility. A: See the thread here Spoiler - The mod simply adds a button with the name RDU to the rulers panel that says "Create a Ruler". Each game you can create any number of rulers from any ruler class. Rulers are permanent in the game and will not disappear when you lose the game, as long as you haven't uninstalled the mod. The only downside is that the name of the rulers will not be changed when you make a new ruler. A: I'm one of the creators of CoA: Empire - A Game of Nobility - so if you have any questions, feel free to post them here. Q: Set clip path for I have this element with class "thumb". When a user mouse over the with "thumb" class, it changes the s style to background-position: 0px 50px; - I would like to add a clip path, so the image has an extra layer, and when you mouse out it changes to the default background-position. How can I do this with CSS? A: Its very simple, the clip-path property supports many predefined values such as ellipse, circle, polygon and many more. DEMO .thumb{ clip-path: circle(100px); background-color:white; width:100px; height:200px; margin-left:10px; margin-top:10px; } I didn't know that clip-path property is supported in CSS3. A: This can be done with the new CSS masking property : Explanation : background-mask, masking an HTML element with the background color of its content. Background-mask can be a color, image, or even a url providing a background-image for the mask. Clip-path is a CSS property that applies a mask to a child element. However, there is no support for background-color in clip-path. There are many libraries out there which have CSS style support to clip elements. Here is a f678ea9f9c

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