

## Textiles Conversion

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 in the national pool**. 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.



### 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.

First of all, the -1 in Cotton is an illusion. That is how much Cotton will be reduced, at the national level, by the feudal limit. Since France cannot produce Cotton, this figure is ignored.

But if a country could produce Cotton, the -1 would be applied to whatever balance of Cotton that country had. So, for this discussion, let's ignore it.

Notice that across the entire nation, you have a capacity of 11 Textiles. That means that you are going to convert about 44 Wool or Cotton to Textiles. Now, notice that 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 $11 \times 4$ )	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. That means that you're actually producing about 30 Wool each turn. You have a lot more Textile capacity than you have in new Wool each turn, so don't build Factories to increase Textiles in this case, build Farms. This is true anytime you see minus numbers in Wool and Cotton, if you have any Cotton production.

My experience is that you almost always have more Textile capacity than you have Wool or Cotton to convert. But, when the middle number for Wool or Cotton goes above +4, that means you are producing more than you can convert, so then build Factories or adjust the Textile slider in a province or two to get more Textile capacity.