Can you modify army sets for random maps (WL3) ?

Posted by WolfRider - 11 Apr 2011 19:55

The title says it all. I've used the wonderful editors from Warlorders to modify armies and heroes. And I've modified various graphics. But I like playing random map games (set in hidden map and fog of war modes). I would like to use my modifications in these games. At the moment, my army sets exists only in modified scenerios. Any pointers would be most appreciated.

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Re: Can you modify army sets for random maps (WL3) ?

Posted by Molotov - 11 Apr 2011 23:29

You can modify one of sidesN.dat files in ...Darklords RisingRANDOMGrass folder with hex editor. Neutral side is at the end of a file. Replace unit names with whatever you like. E.g. lightinf -> sh_rover.

feel free to ask if you'll encounter any problems with it.

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Re: Can you modify army sets for random maps (WL3) ?

Posted by WolfRider - 12 Apr 2011 02:56

Thanks for that. I think I see how it works. I'll see how things go.

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Re: Can you modify army sets for random maps (WL3) ?

Posted by WolfRider - 18 Apr 2011 19:37

I tried it out, and although I had to compromise a little, it worked out. I'm now able to play random maps and use my wolfrider heroes, dwarf pikemen, and modified roc riders (for example). Thanks again Molotov. I should probably create a zip file to share some of units, since I spent some time making them.

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Re: Can you modify army sets for random maps (WL3) ?

Posted by Molotov - 18 Apr 2011 21:55

It would be interesting to see

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Re: Can you modify army sets for random maps (WL3) ?

Posted by WolfRider - 22 Apr 2011 05:52

I've attached a zip file with just a few units. Included are:

New Shaman Hero (Same abilities, but different graphics)

Wolf Rider Hero (Weak but fast Hero)

Dwarven Pikemen (Cheap Fortification)

Roc Rider (Alternative Graphics to suit the 'Knights' army)

Wolf Call Spell (For Wolf Rider Hero)

All the obove files begin with "Z_", except the spell.

I have modified many other units, mostly in their 'picture', although I have changed the abilities of a number of units also.

For example, my goblins are strength 1, but have Chaos 1 (Annoying little gits).

Since I have just amended existing files, if I shared them, they would overwrite the games standard pictures and abilities (Hence why I have not included them to the above file).

Hope it works, I haven't used zip before.

EDIT: Sorry guys, it was too big to upload here. Alternatives?

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Re: Can you modify army sets for random maps (WL3) ?

Posted by Molotov - 22 Apr 2011 11:19

You can use

www.sendspace.com/

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Re: Can you modify army sets for random maps (WL3) ?
Posted by WolfRider - 24 Apr 2011 04:59

Second try.

http://www.sendspace.com/file/sxfbud

Please note: While heroes and armies don't conflict with existing units, the material in the graphics folder will overwrite existing material if they are transfered to the warlords army folder.

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Re: Can you modify army sets for random maps (WL3) ?
Posted by Molotov - 25 Apr 2011 11:35

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i liked your units and the hero

though i'd make dvarven pikemen 2 str / 4 hits, +2 in open (field, hills, etc but not in woods/cities/dungeons) instead as they are 2 turns to build. so i think its ok to make them more tough, thus they could compete with dwarven infantry in terms of combat value / turns to build ratio.

also i'd change roc bird's color to brounish yellow so it do not be just a copy of eagle and correspond to the picture more.

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Re: Can you modify army sets for random maps (WL3) ?
Posted by WolfRider - 25 Apr 2011 16:59

Regarding the dwarf pikemen, I don't really want them to compete with dwarf infantry. Their modifier is their value. With my dwarf army, I want them to rely primarily on their dwarf infantry. Stone golems are the troops that slowly replace warriors if the dwarves are left to their own devices.

I changed the roc riders to white from their original black, so as to better suit the 'White Knights'. But some brown in there would look better.

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