

The editors (war3ed_ssg and Molotov's Ultimate)...

Posted by SkeleTony - 04 Nov 2013 09:48

Hello,

Been a while since I logged in but I have recently been making a renewed effort to create some new armies and heroes for DLR. Doing the graphics is always a sticking point for me since I am lazy and my health is not what it used to be, but I have been gearing up by doing a single frame of animation for a new Hero or army and then monkeying around with (primarily) Molotov's Ultimate Editor and also the w3ed_ssg tool (Mythlord's DLR tool has the unfortunate limitation/bug so can't use it).

Molotov's editor has some minor bits of 'unfinished-ness'(editing certain fields like the 'Move bonus' and 'combat bonus' bits requires paying attention and being careful) but so far seems to work for everything I want to do.

But I noticed that, in addition to the old 'War3tools.exe' (which does not seem to work any longer but IIRC never did work fully anyway) I have this "war3ed_ssg" tool that seems to be able to edit everything from scenarios and campaigns (including creating new worlds) to armies, heroes, spells etc. and even shields. The first thing I noticed in messing with this one is that it seems to have a limited number of special abilities (i.e. trample +N, Leadership +N etc.) and there is at least one new ability (I don't see in Molotov's editor) called "Giantslayer" (I presume this tool will allow us to identify certain armies as being of a the "Giant" race and have a corresponding 'Slayer' ability for such).

My real question is that I cannot find any documentation on how to use this editor. When I go to edit, say a new hero and give that class purchasable abilities I do not know which empty boxes correspond to which entry? There are like 3 or 4 small empty boxes below where you enter the ability and I have no idea what each is for?

Can anyone provide any helpful information for this or should I just stick with Molotov's editor?

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Re: The editors (war3ed_ssg and Molotov's Ultimate)...

Posted by Molotov - 06 Nov 2013 10:06

i think giantslayer has no effect though i'm not sure about that. iirc someone told it was just a different name for some ability at the early stages of design of the game.

at least there's no trace of a 'giant' race in the game files.

Ssg editor can edit shields and scenarios and some other things, but for units, heroes, spells, items and sites my editor is better, imho 🍌

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Re: The editors (war3ed_ssg and Molotov's Ultimate)...

Posted by SkeleTony - 06 Nov 2013 19:46

That's kind of what I thought. Thanks for the reply sir.

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Re: The editors (war3ed_ssg and Molotov's Ultimate)...

Posted by SkeleTony - 29 Mar 2017 14:19

Hey Molotov, if you are still around, I think I may have found some bugs in your editor.

For starters, I just noticed that one of the heroes (I believe this guy is from the 'Hydro heroes' set but could be Nut1), the 'Holy Knight' does not show up in your editor. The hero file, PCXs and all that are in the proper place but your editor does not recognize it.

There was another minor thing I ran into but I cannot remember what it was now (I am getting old).

EDIT: Oh yeah there appears to be a glitch in selecting 'Elfslayer' as a new Hero ability. Always results in my new hero getting 'Gnollslayer' instead.

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Re: The editors (war3ed_ssg and Molotov's Ultimate)...

Posted by Molotov - 29 Aug 2017 13:11

thanks for the info, i'll check it

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Re: The editors (war3ed_ssg and Molotov's Ultimate)...

Posted by Hannibal Rex - 30 Jul 2020 02:39

I assume it's a known issue, but I just noticed your editor doesn't display all move bonuses correctly - I noticed the 'Woods' bonus doesn't show up for Centaurs, Cockatrices, Halflings, Scouts and Unicorns.

It seems there's both a 'Woods' and a 'Forest' bonus; both of them seem to work equally, or are there any differences?

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