War2xEd: the Unofficial Map Editor

Introduction

By using War2xEd, you can use every unit type in your PUD, including the expansion CD units, attack peons, rangers, and more!   You can also set the map terrain to swamplands (cheer).

You can use War2xEd no matter what version of Warcraft II you have, but the resulting PUD files won't be useable unless you have Warcraft II version 1.3 (the expansion CD).

War2xEd is not meant to be used to create .PUD files.   Instead, it is meant to edit already finished Warcraft II .PUD files.

Using War2xEd

Create or modify a PUD file using the Warcraft II map editor.   If you are planning on adding any Warcraft II expansion CD units, backup the PUD file, since once you edit it with War2xEd, you shouldn't load   your PUD back up using the map editor.

Load the PUD with War2xEd by clicking on the "Load File" button in   the upper left corner. War2xEd will scan in the PUD file, and will display two panels.   The first, labeled "Map Terrain", is a straightforward grouping of radio buttons.   Click the button next to the desired terrain type.   The second is a unit editor.

To change the type of the unit, click on the list box, and select from among the 90 unit types.   These types include buildings, gold mines, oil wells, heroes, everything.   Even the **Eye of Kilrogg**!   The text boxes below the unit allow you to change the X and Y coordinates of the unit on the map, the owner of the unit (player 1 corresponds to owner 0, and owner 15 is neutral, like critters), and the "level" of the unit.   I am not sure what level does, really. The only units it seems to affect are oil wells and gold mines, for which it sets the quantity of resources.   When you finish modifying a unit, click on the update button to accept the changes.   This button looks like a writing hand.

To change the unit displayed, click on the forward and back arrows.   To insert a new unit, click the button with a plus sign next to an arrow going towards a list.   To delete a unit, click the button with a minus sign next to an arrow going away from a list.

Tricky stuff

I virtually guarantee I've been using this longer than you have.   So here are some tips.

First, Paladins and Ogre-mages aren't going to start with any spells (see below).   You can still make good use of them for a) that coolness factor and b) by editing their attributes in the Warlords II map editor.   I recommend +10 hps and +1 armor.   Starting with Rangers and Berserkers, however, is a major edge, since they have +10 hps and +1 sight over their scrawnier cousins.

You can make gold mines, oil patches, etc. belong to particular players.   That gives that   player a near permanent scout range around that object.   You can do very fun stuff with this.

For some reason, the Warcraft II map editor lets you edit the stats of the attack peons and peasants, even though you couldn't use them before.   Well, now you can.   These guys are ultra useful since a) you can't ever build them, limited time only! And b) they look completely innocent, catch my drift? Same applies to, you guessed it, critters!

Rather than insert all the units you want and manually edit their X and Y coordinates in War2xEd, it is a lot easier to use a dummy unit type in the Warlords II map editor, such as a type of tower or runestones, and then just scan for those with War2xEd.

Use you imagination, and you can make some incredible PUD's.   Why do you think I wrote this?   I want to play them, so hurry up, grin!

War2xEd PUD files and Warcraft II

Your PUD files should run fine as long as you have Warcraft version 1.3 (the expansion CD).   However, there are some oddities I've noticed in the way Warcraft handles PUD's.

First, if it runs into normal human or orc units (such as footmen and grunts) on the wrong side, it will convert them to the proper unit type for your race.   So if you stick a Dragon on the human side, don't be surprised when it shows up as a Griffon rider.   However, and   this is **important**, heroes are **not** converted, you can put them on either side!

Second, although mages and death knights get their default spells of Fireball and Death Coil, paladins and ogre-mages start with nothing until you upgrade your knights or ogres.   I don't think there is anything I can do about this. Remember the first human mission, where you gather heroes?   The paladin hero didn't have any spells until you upgraded your knights in that one either, so I'm thinking it can't be done.

Identifying War2xEd PUD files

This isn't going to be regulated or anything like that, but I ask you to put a 2x somewhere in your map description. Why?   So people know not to use these PUD's on older Warcraft versions, or if they load it up in the map editor, they will know not to save it, which could do funky stuff with the units the map editor doesn't support.   In addition, it will tell people which editor you used, in case others pop up that are somehow incompatible with this one. Anyway, putting a 2x in there would be a **good idea**.

Disclaimer, etc.

You aren't paying me a cent, so if this program takes over your hard disk, rapes your woman, and plays Rock and Roll over your speakers at max volume, and you ask for compensation, I'm just going to laugh.
Mu ha ha ha! Mu ha ha ha ha!

Now for the etc.

If you find something about PUD files I don't know, inform me ☺   The biggest thing I want to be able to do is to set which spells have already been researched in the PUD file.   I don't think you can though.   The next   biggest thing is to be able to set scenario objectives.   I'm pretty sure you can do this, since the game scenarios are PUD files too (they are stored in maindat.war).

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