Heros of Might and Magic Saved Game Editor Version 1.2

Having spent many hours hacking the saved game format, I decided to release this editor to help other gamers.   I have spent many hours testing this program and have not experienced any problems with it. However, I strongly recommend backing up the game you wish to edit before trying the ditor. GB Consulting assumes no responsibility for damaged files!

Installation

This program may be run from any directory and requires the following files:
VBRUN300.DLL
COMMDLG.DLL
CMDIALOG.VBX
THREED.VBX
SPIN.VBX
To save space, these files are not included, but are freely available from many sources.
1)On Compuserve:
     VBRUN300.DLL can be downloaded from GAMERS' Library 1 (General/Help) as VBRUN3.ZIP.
     The other files can be downloaded as HMMEDFIL.EXE from GAMERS' Library 4 (Strategy).
2) On Internet:
    check ftp.microsoft.com

New to Version 1.2

This version adds three major new features:
1) Menu Interface - All options are accessible from both the buttons on the meain screen as well as the menu located on the main screen. Options greyed-out in the menu are not available either because no file or no hero has been selected yet.

2) Edit Spells - this option allows editing all available slots(10 Non-Combat and 19 Combat). Any spell may be added and the amount of each spell may also be set. WARNING: In testing this feature, sometimes the spell amounts would reset to the hero's current knowledge level. I'm not sure why and will continue to investigate it.

3)Edit Artifacts - this option gives access to all 14 slots available for holding artifacts. Any artifact may be selected for any slot. WARNING: While adding the artifact works just fine, it does not remove the artifact from the map if that particular artifact is included in the game. This means you may be able to have two of the same artifact! I have not experienced any problem with this, but as with all edits made, be carefull!

New to Version 1.1

This version only added one minor change from 1.0. All numeric inputs now have spin buttons and a max button. The spin buttons allow you to click up or down to advance the numbers in the attached box. The max button will set the attached box to the maximum allowed value.

Usage

All options are available both from the new menu interface as well buttons on the main screen. Moving your mouse cursor over any box will display a hint about that buttons function.

From the Main Screen, first select Choose File to open a saved game for editing. Next, select Choose Hero to access that particular Hero's settings. The five options are:

1) Attributes: this allows editing the Hero's Attack Skill, Defense Skill, Spell Power, Knowledge, Experience Points and Experience Level

2) Resources: this allows editing of Lumber, Mercury, Ore, Sulfur, Crystal, Gems and Gold

3) Troops: this allows editing of the Hero's 5 slots available for troops

4) Spells: this allows adding any Combat or Non-Combat spell and modifying the amount of each spell.

5) Artifacts - this allows adding any artifact to your hero.

After making changes, pressing update saves your changes to disk. BEWARE - there is no UNDO feature, yet!

Registration
This version is the shareware release. Therefore, only certain features are active. To receive the full program you must register. Keep in mind registration entitles you to all future updates free of charge! There are several ways to register and recieve the program:

1) On Compuserve via SWREG. ID# is 8615. Cost US $11.95 plus US $5 Handling. Program will be delivered electronically immediatly to your CIS account.

2) Via Check or Money Order to:

Gary Blatt
1604 Canfield Drive #1112
Fort Worth, TX 76120

For payments made by check:
Electronic delivery: US $ 11.95
For Shipped delivery: US $ 14.95

GB Consulting
gbconslt@onramp.net
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Future Releases
This is only the second update to the original.   I would like to add many more features, including editing the troops in castles. Please email with any suggestions you may have!