

Reanimation mod Manual

This mod adds some new features to the game via lua scripting.

Requirements: Heroes of Might and Magic V - Tribes of The East v3.1
(v3.0 does not supported)

Current version: 1.2 (21/02/2013)

Features:

Team Setup - you can set up teams in-game without the map's restrictions

Town Conversion - now it's possible to convert towns to your race

Dwelling Conversion - now you can convert exterior dwellings

Area of Control - if a building is in a town's area and controlled by the owner of the town, the other players have to capture the town to own the building

Town Gate - teleports your army to a selected town

Disable Tavern Races - this feature can disable every race in every town's tavern, and enable the owner's race (where it is possible)

Customization files - the mod supports customized configuration files

IMPORTANT:

The mod may increase hardware requirements of the game.

If areas are active, the game freezes for a few seconds when you're launching a new map, it depends on your hardware, the size of the areas and the area mode.

The mod may cause problems with other mods and scripts.

The mod only works in multiplayer if the selected map supports map script. If it doesn't, use Reanimation Patcher or MapScriptPatcher.

HOW TO USE:

Launch a new map, and check the messages (if there is any).

After the script is fully loaded, you can control the mod from your heroes' spellbooks with "Reanimation Control".



Team Setup

Self-explanatory ;)



Town Conversion

This script makes it possible to convert towns to your race.

It converts every building in town as well as dwelling creatures.

Race specific buildings will be converted on first level, and on higher levels if a player from the same race previously built them to higher levels.

The conversion level of the Hall of Trial depends on the Magic Guild's level and vice versa.



Dwelling Conversion

It is possible to convert exterior dwellings to your race.



Area of Control

The script generates areas for towns, and links controllable buildings in the area to the town. To permanently bind a building to the town, the player who owns the town have to capture the building, after that the only way to control the building is to capture the town.



Town Gate

Transports the hero to a selected town. It requires "Town Gate Orbs" from the town in default.

Every town generates and stores (maximum 2 orbs per town in default) them separately from other towns. If you spent all of them, you have to wait until the next reinforcements, to use this function. Also, every player can only launch a town gate once per week (in default).



Customization files

You can use customized configuration files to customize the mod.

For further information about how to use and change these files see the manuals.



Disable Tavern Races

With this feature, every player can only hire heroes from his own race at town taverns (where it is possible).

Improved menu system in v1.2

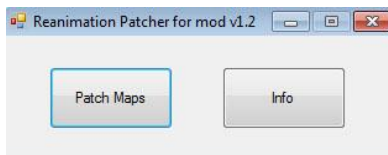
However, maybe it's better if you double-click on the options, instead of using the "OK" button, but it's your choice.



Reanimation Patcher

Activates map script on selected maps. Multiple selection allowed.

Requirements: Microsoft .NET Framework 4.0, 64-bit Windows



Multiplayer (Non-Hot Seat)

Multiplayer mode requires fast and stable connection between the computers.

I've only tested the mod on LAN, so I don't have any information about online gaming.

Ghost Mode doesn't supported.

As far as I know, it is possible to use the mod with Simultaneous Turns, however the in-game lua scripting originally designed to make map scripts for single player mode, so I can't guarantee anything. ;)

Players have to install the same version of the mod with the same customized files.

Any difference between the files causes the script to fail.

Furthermore, the mod may not be able to manage more than 3 or 4 players.

Also, the area creation process of the script can take a long time in multiplayer.

To Map Makers

The mod provides further options for configuration with mapscripts. If you are interested in see the readme file in "MapMakingKit" folder.

Known bugs:

Game mechanics:

Town conversion:

If a hero is at the town's gate during the conversion, the hero won't be appearing in townscreen, to fix this you have to revisit the town.
If there is any academy creature in the town's garrison with creature artifact and no hero with it during the conversion, the artifact will be removed.

Dwelling conversion:

Shield Barracks and snowy fortress dwellings cannot be converted. Fortress players cannot convert dwellings to Shield Barracks.

Area of Control:

Dwarven Warren cannot be linked to an area.

Visuals:

The mod is only compatible with default player colors.

Town conversion:

Some visual issues in towns due to different city plans.
Town icon may not update immediately after conversion.

Areas:

Area border effects and totems only update in player's turn.