

Manual for hero names

Reanimation mod is only capable to show default hero names. However it is possible to manually add custom heroes' names to the mod. Open "rea_mapheroes.lua" from the copied "Reanimation_mod" folder with notepad.

You can add heroes to reaMapHeroes table by this way:

```
reaMapHeroes = {  
  { "myhero", "/Text/Heroes/myhero.txt" },  
  { "myhero2", "/Text/Heroes/myhero2.txt" },  
}
```

The first word between double quotes (string) is the scripted name of the hero, and the second string is the path of the hero's name's file. They must be separated by comma, and must be between braces. Heroes also must be separated by comma.

After the changes, save your file and close it.