

Heros of Might and Magic* Saved Game Editor(HMMED) Version 1.3 Shareware!**

Thank you for your interest in this product! Having spent many hours exploring 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 editor. GB Consulting assumes no responsibility for damaged files!

Installation

Extract all files into a new subdirectory. The included VBX and DLL files may conflict with other versions you already have installed on your computer. By extracting all files into a single directory you are assured that there will be no conflict in running HMMED.

Files included:

COMMDLG.DLL	Runtime file
CMDIALOG.VBX	Runtime file
THREED.VBX	Runtime file
SPIN.VBX	Runtime file
HMMEDS13.EXE	Executable
HMMEDS.WRI	This File
README.TXT	Pointer to this file

To save space, VBRUN300.DLL is not included, since most people already have this file. If you need to find a copy of this file,

Copyright Information and Disclaimer

**HMMED is copyright 1995 by GB Consulting. It may be distributed as long as all files are included in unmodified form. Unregistered users are granted a license to use the editor for an evaluation period not to exceed 30 days--after that time, they should either delete the files or register them.

The author makes no warranties expressed or implied as to the fitness of HMMED for any use, unless otherwise required by the laws of a state. Nor will he be liable for any damage of any sort that it might cause.

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Compatibility

This version has been fully tested with both the original DOS version and the new Win 95 version. It works equally well with both versions!

New to Version 1.3

This version adds one major new feature(with multiple options):

- 1) Castles owned by the player can now be edited! The options are:
 - a)All troops garrisoned in any players castle can now be modified, just like the hero's troops.
 - b)All buildings can now be removed/added to any players castle.
 - c)The level of the Mage building(if one exists***) can be modified.

*** If you don't have a Mage building yet, just use option B above to add one!

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 main 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.

Then there are several options to follow:

1) To edit players Castles, Next select **Choose Castle**. This will display a list of all players castles. After selecting a castle, select the "**C**" button to edit the castle features.

2) To display all players castles in a grid format showing all features for each castle, select **Display Castles**. From that screen you may double-click on any castle name to edit that particular castle.

3)To edit all other features, Next select **Choose Hero** to access that particular Hero's settings. The five options are:

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

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

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

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

e) **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 receive the program:

1) On Compuserve via SWREG. ID# is 8615. Cost US \$17.95. Program will be delivered electronically within 24 hours 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 \$ 14.95
For Shipped delivery: US \$ 19.95

Support:

GB Consulting

gbconstl@onramp.net

<http://rampages.onramp.net/~gbconstl>

CompuServe: 73257,1737

Future Releases

This is only the third update to the original. With the release of the WIN 95 version, I am considering an update to the editor to be a true 32-Bit program. I would like to add many more features, please email with any suggestions you may have!