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Hero Creation for open-source map (4)vsUndead

Before you start doing any work

- Make sure you read Introduction and pick your number-letter id.

Hero Stats

All heroes of same type have same stats.

For example all Strength heroes have:

- starting strength 12
- attack cooldown time 2
- defense base 0
- movement speed base 200

and so on...

Map contains ObjectMerger initialization scripts for all three hero types:

- InitHeroSTR
- InitHeroAGI
- InitHeroINT

When you first create your hero unit

- Initialize it with one of ObjectMerger scripts before anything else.
- If you base your hero on a common unit add a hero glow skill to it: '**Aglo**'
- Put your hero unit inside hero selection region and set owner to Player 10 (Light Blue)

What unit models can I use for my hero?

You can use any hero or unit model from wc3 except:

- undead units (reserved for creeps and bosses)
- mounted units, no horse or tiger riders (centaurs are not considered mounted units)
- flying units
- animals (any unit with less than three fingers)

Hero id

As you probably already know unit codes for hero units begin with an uppercase letter.

If your id is for example **3x** and you decided to create an Orc hero you should give it id: '**O3x1**'

If you already created one human hero and would like to create a second one: '**H3x2**'

Starting codes for heroes are:

- H – human heroes
- O – orc heroes
- E – elf heroes
- N – neutral/other hero races